

CONQUEST  
FIRST BLOOD

NEW RELEASES

RULES  
PREVIEW





# Oni Kishin Raiu



## HOW THEY PLAY

Charging into the fray with the fury of a thunderstorm, the Oni Kishin Raiu are devastating shock cavalry. Equipped with impressive back banners, these mounted warriors support your forces while striking the enemy like a lightning bolt.



# ONI KISHIN RAIU

[KA], [CAVALRY]

RESTRICTED REGIMENT

150/190 Points

RECRUITMENT: 1 Warrior

SIZE: 4

M	V	C	A	W	R	D	E	CR
7	0	4	4	7	3	3	1	5

**SPECIAL RULES:** Fearsome, Cleave 2, Impact 2, Brutal, Hatamoto, Fury of the Storm, Mighty Steed

**OPTIONS:** Additional Warrior..... 190 Points

To earn the rank of Kishin, a Yaroni must have Ascended beyond the earthly concerns of his peers. Daring to risk their existence to hone and temper their beliefs, these terrifying entities physically risk the Elemental Hells after having achieved Enlightenment.

It is during these sojourns that many are lost, but those who succeed find treasures beyond measure of which the most common are the slowly drifting Kirin eggs. The bond formed between these two infinitely malleable beings defies easy definition or explanation, but little of this matters to the unfortunate foe who finds himself in the path of this martial juggernaut.

The perfect fusion of honor, power and ruthless force, an Oni Kishin bears different ritual weapons: unleashing the brutal impact of their with their ceremonial yari as Raiu, the Storm; or as Kiba, Fang Horsemen, bearing an Odachi, symbolizing their hunger for challenge and glory.

## UNIQUE SPECIAL RULES:

**HATAMOTO:** This Warrior is a Standard Bearer.

**FURY OF THE STORM:** During an Activation which this Warrior Charges, this Warrior inflicts an additional Wound for each Hit result of '1' that is not Blocked.

*This affects both this Warrior's Clash Actions and Impact Special Rule!*

**MIGHTY STEED:** Only Enemies Engaged with the front base of this Warrior suffer **Impact** Hits. Additionally during its Activation, this Warrior may Move through Enemy non-[**MONSTER**] Warriors if the Enemy is not Engaged with any other Friendly Warriors. If this Warrior is Placed or ends its Movement on top of an Enemy Warrior, Move that Warrior the minimum distance out from under this Warrior's Base.



# Oni Kishin Kiba



## HOW THEY PLAY

Ferocity made manifest, the Oni Kishin Kiba thrive where the fighting is thickest. Wielding fearsome greatblades, these fearsome riders cleave through great swathes of enemies and pierce into the heart of your opponents battleline.



# ONI KISHIN KIBA

[KA], [CAVALRY]

RESTRICTED REGIMENT

140/175 Points

RECRUITMENT: 1 Warrior

SIZE: 4

M	V	C	A	W	R	D	E	CR
7	0	3	5	7	3	3	1	5

**SPECIAL RULES:** Fearsome, Cleave 3, Impact 2, Unyielding, Kyōsenshi, Mighty Steed

**OPTIONS:** Additional Warrior..... 175 Points

To earn the rank of Kishin, a Yoroni must have Ascended beyond the earthly concerns of his peers. Daring to risk their existence to hone and temper their beliefs, these terrifying entities physically risk the Elemental Hells after having achieved Enlightenment.

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## UNIQUE SPECIAL RULES:

**KYŌSENSHI:** Before performing a Clash Action, this Warrior may choose to suffer Wounds to gain Attacks. For Each Wound suffered, this Warrior gains +1 Attack.

*This Warrior cannot use this Special Rule to suffer more Wounds than they have remaining.*

**MIGHTY STEED:** Only Enemies Engaged with the front base of this Warrior suffer Impact Hits. Additionally during its Activation, this Warrior may Move through Enemy non-[MONSTER] Warriors if the Enemy is not Engaged with any other Friendly Warriors. If this Warrior is Placed or ends its Movement on top of an Enemy Warrior, Move that Warrior the minimum distance out from under this Warrior's Base.



# MARID APSARA



## HOW THEY PLAY

The Marid Apsara grants their potent sorcerous powers to your forces, renewing your warriors in the midst of combat. Their presence shapes the ebb and flow of battle, reforming your battleline into a fluid formation that changes the tide of battle.



# MARID APSARA

[ELEMENTAL], [WATER], [MONSTER]

MONSTER

245 Points

SIZE: 5

M	V	C	A	W	R	D	E	CR
8	1	3	6	5	3	2	2	6

**SPECIAL RULES:** Spellcaster 3, Cleave 2, Relentless Blows, Impact 2, Water Lord, Jadugarni, Ethereal Serenity

*It has long been conjectured by the Sorcerer Kings that the Elemental Domains, while anchored around the Prime, exist at varying spiritual 'depths'. This could go a long way to explaining the existence of the Marid Apsara, powerful Water Asura who despite their title, bear humanity no ill will.*

*In fact many a tale of stranded sailors and wounded rescued from the deep by dolphins is the work of these beautiful spirits. Enigmatic and reclusive, they are, however, not immune to the powers and efforts of the Water Sorcerers in enlisting their aid.*

*When they arrive onto the battlefield they seldom do so alone, suddenly appearing with their entire court to deal a decisive blow, enhanced by their spellcasting ability.*

## UNIQUE SPECIAL RULES:

**WATER LORD:** (Draw Event) Gain 3 Confluence.

**JADUGARNI:** When this [SPELLCASTER] Rolls for Attunement, they generate Confluence instead of Essence. This [SPELLCASTER] spends Confluence to cast Spells instead of Essence. Any Confluence generated is added to your Warband's Confluence Pool.

**ETHEREAL SERENITY:**

Friendly [ENCLAVES] and [MAHABHARATI] Warriors within Command Range gain the Fearless Special Rule.

# MARID APSARA

## INJURED

[ELEMENTAL], [WATER], [MONSTER]

SIZE: 5

M	V	C	A	W	R	D	E	CR
7	1	3	5	5	3	2	2	6

**SPECIAL RULES:** Spellcaster 4, Cleave 1, Relentless Blows, Impact 1, Water Lord, Jadugarni, Ethereal Serenity

### SPELLS:

#### OASIS

Confluence: 3

**Type:** Command Ability

All Friendly Warriors within Command Range gain the **Regeneration** Special Rule.

#### BHANWAR

Confluence: X

**Type:** Unique Action

You may spend any amount of Confluence. For each Confluence spent, select a single Friendly [WATER] Warrior anywhere on the Battlefield and Place them wholly within Command Range of this [SPELLCASTER].

#### SOOTHING TIDES

Confluence: 1

**Type:** Incantation

When another Friendly Warrior within Command Range fails a Resolve Test, you may Re-Roll the result.



# MARID SHAYTAN



## HOW THEY PLAY

Drown your enemies in a deluge of terror and blood with the Marid Shaytan. A typhoon of devastation, the Marid Shaytan invigorates themselves with the chaos of the battlefield; no matter if friend or foe.



# MARID SHAYTAN

[ELEMENTAL], [WATER], [MONSTER]

MONSTER

235 Points

SIZE: 5

M	V	C	A	W	R	D	E	CR
8	1	4	6	5	3	2	2	5

**SPECIAL RULES:** Cleave 3, Unstoppable, Terrifying, Impact 2, Daayan, Asuric Malevolence, Jalapralaya

*The Marid Shaytan is perhaps the most dangerous of the Asura. A dark reflection of the beneficent Apsara, the Shaytan embodies the wrath of the sea and its fiercest storms.*

*Savage, capricious and greedy, these terrifying demons must be securely bound before their savagery can be unleashed on the battlefield.*

*Eschewing the sorcerous abilities of its fairer kin, the Shaytan strikes with the unrelenting fury of the storm, reveling in the carnage and destruction it leaves in its wake.*

## UNIQUE SPECIAL RULES:

**DAAYAN:** Whenever an Enemy within Command Range is Slain, gain 1 Confluence.

**ASURIC MALEVOLENCE:** Each time a Friendly Warrior within Command Range is Slain, this [MONSTER] immediately Heals 1.

**JALAPRALAYA** Confluence: 3

Type: Draw Event

Enemies within the Command Range of this [MONSTER] count as being within Water Terrain until the end of the Round.

# MARID SHAYTAN

## INJURED

[ELEMENTAL], [WATER], [MONSTER]

SIZE: 5

M	V	C	A	W	R	D	E	CR
7	1	4	7	5	3	2	2	5

**SPECIAL RULES:** Cleave 2, Unstoppable, Impact 3, Daayan, Asuric Malevolence, Jalapralaya

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**JALAPRALAYA** Confluence: 3

Type: Draw Event

Enemies within the Command Range of this [MONSTER] count as being within Water Terrain until the end of the Round.



# MARID LANCERS



## HOW THEY PLAY

Wading through the enemy Warband, the Marid Lancers form the elite shock cavalry of the Sorcerer Kings. As the Marid Lancers move, they build in power before crashing into the enemy with the wrath and fury of a tidal wave!



# MARID LANCERS

[ELEMENTAL], [WATER], [CAVALRY]

RESTRICTED REGIMENT

95/110 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
7	1	3	3	5	3	2	2	5

**SPECIAL RULES:** Impact 2, Brutal, Unstoppable, Vanguard, Incarnate of Water, Prabal Pravaah, Esoteric Erosion

**OPTIONS:** Leader .....25 Points  
 Additional Warrior..... 110 Points

*While friendly is not the correct term, the turbulent nature of the Marid allowed for at least some open communication when they were first encountered deep in the layers of the Azure Tides.*

*Marid Lancers are the guardians and protectors of their kind, bound to their steeds and the ever changing nature of the sea. They are particularly skilled at adapting their nature to the needs of the battlefield, changing roles in a flash and descending on an unsuspecting foe with the power of a tidal wave.*

## UNIQUE SPECIAL RULES:

**INCARNATE OF WATER:** (Draw Event) Gain 1 Confluence.

**PRABAL PRAVAAH:** When performing March Actions, this Warrior counts as Charging if it ends its Movement Engaged. This does not allow this Warrior to Charge multiple times an Activation. *Simply put, this Warrior does not have to Move in a straight line when Charging!*

**ESOTERIC EROSION** Confluence: 2

**Type:** Unique Inspire Action

This Warrior becomes Inspired! and Engaged Enemy Warriors suffer -1 Defense during this Activation.



# FIANNA CAVALRY



## HOW THEY PLAY

Stalk, prowl, and pounce where your enemy least expects with the lethal grace of the Fianna Cavalry. These fearsome cavalry are a real thorn in the side of your enemies!



# FIANNA CAVALRY

[FAE], [CAVALRY]

MAINSTAY REGIMENT

70/75 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
8	1	2	3	4	2	2	1	4

**SPECIAL RULES:** Impact 1, Flank, Vanguard, Opportunist, Féth Fíada, Natural Predator

**OPTIONS:** Leader .....20 Points  
 Additional Warrior.....75 Points

*The curious nature of nobility and royalty in the Weaver Courts is closely tied to the eternal nature of each Court's ruler and their Consorts. Fianna Cavalry is ultimately composed of descendants of those favored by these mighty rulers, their patronage powerful and influential enough to carry through the generations.*

*Impelled and funded to excess by their heritage, they often ride the most exotic and hybridized creatures into combat, falling upon the enemies of the Faerann like a thunderbolt from a clear sky.*

## UNIQUE SPECIAL RULES:

**FÉTH FÍADA:** While Obscured, this Warrior cannot be Targeted by Volley Actions.

**NATURAL PREDATOR:** While within Zonal Terrain, this Warrior counts as being within Range of a Friendly Bloom Marker.



# WYRD KNIGHTS



## HOW THEY PLAY

Charge into the heart of the enemy Warband with the noble Wyrds Knights. Exemplars of their seasonal courts, the Wyrds Knights take on a unique benefit granted by the court they represent. Truly a knight for all seasons!



# WYRD KNIGHTS

[CAVALRY]

RESTRICTED REGIMENT

95/110 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
8	1	3	3	4	3	2	1	5

**SPECIAL RULES:** Impact 1, Brutal, Unyielding, Flaith Laoch, Gallantry, Barrage 1 (8"), Precise Shot

**OPTIONS:** Leader .....25 Points  
 Additional Warrior..... 110 Points

*The curious nature of nobility and royalty in the Weaver Courts is closely tied to the eternal nature of each Court's ruler and their Consorts. Wyrd Knights are the roving representatives and armed enforcers of the Courts themselves.*

*Eschewing the games and ambushes of their younger, unaligned kindred, the Wyrd Knights prefer instead to gallop straight into combat, depending the blessings of their Court and the gifts of the woodland to wreak havoc among their designated foe.*

## OPTIONS:

When Mustering your Warband, select one of the following Courts for your Wyrd Knights to be drawn from. Warriors within this Regiment gain the selected Battlefield Role: [SPRING], [SUMMER], [AUTUMN] or [WINTER]

## UNIQUE SPECIAL RULES:

**FLAITH LAOCH:** Warriors in this Regiment gain the following Special Rule corresponding with their Court Battlefield Role:

[SPRING]- Regeneration

[SUMMER]- Overrun

[AUTUMN]- Terrifying

[WINTER]- Dread

**GALLANTRY:** This Warrior may perform a free Volley Action during their Activation. *A Warrior may not perform the same Action multiple times in a single Activation.*

## UPDATE NOTES:

### RETINUE!

This Regiment is the Retinue of the Tao Sidhe, and may be selected as a Mainstay option as part of their Warband.