



THE HUNDRED KINGDOMS

ARMY LIST



Sheltered by the selfless sacrifices of the last Legion, the refugees that managed to escape the cataclysm of the Fall would survive the Long Winter that followed and, in time, prosper to found one of the largest and most diverse bastions of human civilization on Eä.

Today, the Hundred Kingdoms extend from the sheltered Heartlands by the Bitter Sea, all the way to the lands of the Russ, which stretch against the Claustrine Mountains, before one descends into the corruption and darkness spawned by the Fall beyond them.

Despite the best efforts of the Orders, the spiritual successors to the legendary last Legion, the Hundred Kingdoms have been riven by war almost from the moment the first desperate refugees laid eyes on the Bitter Sea. Peace has only visited their lands twice: once, upon the return of the Orders from the Claustrine Wall at the onset of the Long Winter, and again during the rule of the Armatellum dynasty that managed to briefly unite the Hundred Kingdoms under one banner and found the Tellian Empire.

The tragic end of that dynasty saw the Empire plunged into chaos and brought the resurgence of the Hundred Kingdoms. Today, the Hollow Throne and a few key institutions are all that remain of the Empire while, year after year, would-be Emperors and conquerors perpetuate the cycle of violence that makes an Empire a quickly fading dream.

“What were once myths and legends are now pieces on the chessboard and the villains of our childhood’s tales are now players in the game. We must not lose who we are. But we must still play the game by rules we’ve never played it before.”

– King Fredrik of Brandengrad

ARMY LISTS

The force you bring to the Battlefield is chosen using an Army list. To help ensure you're playing a fair and balanced game, these Army lists are chosen to equal points values.

POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances.

Your Army's points value is equal to the total points values of every Regiment and [**CHARACTER**] in your Army, plus those of any upgrades you've purchased for them. The higher the points value, the more lethal the Army you've selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of two types of entities: [**CHARACTER**]s and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one [**CHARACTER**] to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each [**CHARACTER**] in your Army (including the Warlord) must be accompanied by a Warband of Regiments. You'll normally have a choice of Regiments to choose from, but you must always include a Regiment of the same Type – i.e Infantry, Cavalry or Brute – as your [**CHARACTER**] to ensure that they have a Regiment to join at the start of the battle.

Each Regiment is drawn from the Regiments section of the Army List. It will also, depending on the [**CHARACTER**] it is chosen for, count as a Mainstay or a Restricted choice. Each [**CHARACTER**]'s Warband has a Regiment allowance of 4 Regiments.

A Warband can include as many Mainstay choices as your Warband allowance allows. Restricted choices are more limited, as the name suggests. Each Warband can only include two Restricted choices from all the options presented. This can be two of the same Regiment, or two different Regiments from the list. As a further restriction, you must include one Mainstay choice for each Restricted choice in your Army.

Therefore, a Warband that includes two Restricted choices will always have at least two Mainstay choices too. Note that a Regiment might be a Mainstay choice for one [**CHARACTER**] Type, and a Restricted choice for another – check the [**CHARACTER**]'s Army List entry to be sure.

OPTIONAL UPGRADES

Many [**CHARACTER**]s and Regiments have additional options that can be purchased for them, such as Abilities, Officers and even extra Stands (in the case of Regiments). If you purchase any of these upgrades, simply add the points cost to that of the [**CHARACTER**] or Regiment for which the upgrade was purchased.

If you are able to purchase additional Stands, the cost will be clearly indicated in the top right corner of the Army List Entry, along with the Entry's points value.

Additionally, many Regiments include Command Models as part of their Army List Entry. These can be found under the "Command Models" section of the Entry.

SPECIAL RULES AND SUPREMACY ABILITIES

Certain rules like those acquired through the purchasing of Masteries, Character Upgrades and Supremacy Abilities may provide unique abilities that extend beyond merely providing Characteristic upgrades to [**CHARACTER**] or Regiments and instead benefit an entire Warband or even the entire Army.

This raises the question of whether these abilities are "always active", "activated" or only applicable when the Character Stand or Regiment is on the Battlefield.

For this reason rules like this are followed by identifiers that allow the Player to easily recognize when these rules are applied. The identifiers are the following:

Always Active: This Ability is always considered to be active regardless of whether the [**CHARACTER**] or Regiment is currently on the Battlefield, in Reinforcements or having been destroyed.

Activated: This Ability can only be used once per Battle and requires the [**CHARACTER**] or Regiment to currently be on the Battlefield. Once Activated the effects last until the end of the Round regardless if the [**CHARACTER**] or Regiment has been removed from the Battlefield in the meantime.

Battlefield: This Ability is considered to be active while the [**CHARACTER**] or Regiment is currently on the Battlefield.

THE HUNDRED KINGDOMS

The Hundred Kingdoms is a diverse Faction - whose many leaders and Nobles all compete for power through elaborate political schemes and strategic alliances. Each individual actor in these schemes depends on their own power structure and resources to do so rather than a more centralized form of power commonly seen in other Factions.

For ease of reference every Regiment and [CHARACTER] has a Battlefield Role corresponding to their Sub-Faction easily identifying what troops work best with what theme

The Sub-Faction Battlefield Roles are the following: [IMPERIAL], [THEIST], [FEUDAL] and [THE ORDERS].

MEMORIES OF THE RED YEARS

Of the tumultuous past of the Kingdoms, one period stands out as the most violent, chaotic and, eventually, the most defining: the Red Years. The culmination of over two centuries of struggles, oppression, infighting and political tension between the Nobles, the Orders and the Theist Church, few escaped the decade of violence that reigned over the Kingdoms' basin, be they noble, soldier or commoner. The only ones who did not care for the events and riots of the Red Years, were those suffering the Nord invasion of Svartthgalm, who, supported by the chaos, reached the Heartlands.

A Hundred Kingdoms' Army List cannot include a [THEIST] [CHARACTER] and a [THE ORDERS] [CHARACTER] at the same time.

Example: A Theist Priest or Crusading Noble Lord cannot fielded in the same Army as a Priory Commander, Order of the Shield or Order of the Sword Commanders.

DYANSTIC ALLIANCES

The forces of the Hundred Kingdoms can display tremendous variety, from a staunchly traditional feudal levy, reinforced by men-at-arms hired by a sympathetic Church, to an eclectic mix of professional Imperial Legionnaires and feudal allies, stitched together by the Imperial Chamberlain and backed by the brutal pragmatism of the Order of the Crimson Tower.

When creating your Army List you may select one additional [CHARACTER] to be your "Dynastic Ally". A "Dynastic Ally" must be a different [CHARACTER] Entry as the Warlord and cannot share the same Sub-Faction Battlefield Role [CHARACTER]. A "Dynastic Ally" [CHARACTER] has access to their Supremacy Ability as if they were a Warlord - they do not however count as the Warlord for any other purposes.

You may only activate one Activated Supremacy ability per Supremacy Phase, regardless of how many you have available.

THE SACRED RELICS

Should your Army only contain [**THE ORDERS**] [**CHARACTER**]s without any other Battlefield Role, you gain access to “The Sacred Relics”, powerful Character Upgrades. Each of your [**CHARACTER**]s can select a single Unique Sacred Relic at no additional cost.

RELENTLESS DRILLS

While a [**VETERAN**] Infantry Regiments in this Army is composed of 5 or more Stands it counts as having the Inspired Special Rule.

Designer's Note: As you do not “always” count as having the Inspired Special Rule, charging through Hindering Terrain or other abilities might cause your Regiment to lose the Inspired Special Rule

In addition, non-Light Infantry Regiments' Command Stands in this Army counts as +X additional Stands for the purposes of Seizing Objective Zones where X is the Resolve bonus they receive based on their Regiment's Size (as described under the Calculating a Regiment's Resolve part of the rulebook page 60).

Designer's Note: As the footprint of a larger Regiment makes it difficult to bring all of its Stands within range of an Objective Zone, Relentless Drills allows for some of that Seizing power to be concentrated on the Regiment's Command Stand.

SUPREMACY ABILITIES

IMPERIAL OFFICER

Combat Maneuvers

[Always Active]

During your Reinforcement Phase, choose up to two Friendly **[IMPERIAL]** Infantry Regiments or one Friendly non-**[IMPERIAL]** Infantry Regiment per Round currently not on the Battlefield and after rolling for Reinforcements, to gain the Vanguard (5) Special Rule.

[Activated part of the Ability]

Friendly **[VETERAN]** Infantry Regiments gain the Fluid Formation and Opportunist Special Rules until the end of the Round.

NOBLE LORD / MOUNTED NOBLE LORD

Professional Troops

[Always Active]

- While Friendly **[FEUDAL]** Regiments are within 8" of a Friendly **[FEUDAL]** **[CHARACTER]** they Re-Roll unmodified Rolls of "6" during Clash Actions and when making Defense Rolls.
- All **[FEUDAL]** Regiments in the Warlord's Warband gain the **[VETERAN]** Battlefield Role at no additional cost.
- **[FEUDAL]** Regiments and **[CHARACTER]**s in the Army also gain the Dynastic Ally's Sub Faction Battlefield Role.

THEIST PRIEST

The Spirit Shines

[Always Active]

- **[THEIST]** Regiments in the Army gain the Divine Purpose Special Rule.
- While a Friendly **[THEIST]** Regiment is within 12" of a Friendly **[THEIST]** **[CHARACTER]** it gains the Indomitable (+1) Special Rule

[Activated part of the Ability]

- When a Friendly **[THEIST]** **[CHARACTER]** successfully casts a Spell Targeting a Friendly **[THEIST]** Regiment, all other Friendly **[THEIST]** Regiments currently on the Battlefield are also Targeted and affected by that Spell.
- Upon activating this Supremacy, One **[THEIST]** **[CHARACTER]** may immediately perform one additional out-of-sequence Spellcasting Action. The Spell is automatically successfully resolved.

SUPREMACY ABILITIES

CRUSADING NOBLE LORD

Holy Crusade

[Always Active]

- The Warlord can select all Crusading Bulls bonuses.
- Add one 3-Stand Crusaders Regiment to your Warlord's Warband. It cost 0 Points, but you still have to pay its cost per Stand should you add additional stands. This Regiment counts towards the legal limit of 4 Regiments per Warband.

[Activated part of the Ability]

Until the end of the Round:

- Friendly Infantry [**THEIST**] Regiments gain the Support (4) Special Rule.
- Friendly Regiments gain the Divine Purpose Special Rule.
- Friendly [**THEIST**] Regiments cannot become Broken or Shattered.

PRIORY COMMANDER - SEALED TEMPLE

Relentless Protectors

[Always Active]

Each time a Friendly Cavalry Regiment destroys an Enemy Regiment in the Round it performs a Charge Action it can perform an out-of-sequence Reform Action.

[Activated part of the Ability]

Friendly Regiments gain the Shock Special Rule until the end of the Round.

PRIORY COMMANDER - ORDER OF THE SWORD

Lead by Example

[Always Active] Once per Round: After a [**THE ORDERS**] Regiment completes its Activation you can draw your next Command Card. You may immediately reveal it and activate the corresponding non-**[VETERAN]** Regiment with following benefits:

- The Regiment immediately performs an out-of-sequence Rally Action.
- The Regiment adds +1 to its Clash Characteristic (Up to a maximum of 4) until the end of the Round.
- The Regiment adds +2" to its Charge Distance until the end of the Round.

[Activated part of the Ability]

- Friendly Infantry Regiments gain the Impact (3) Special Rule until the end of the Round.

SUPREMACY ABILITIES

PRIORY COMMANDER - CRIMSON TOWER

Tactical Superiority

[Always Active]

When automatically selecting a Regiment to arrive from Reinforcements this Round, also choose one additional Friendly [**THE ORDERS**] Regiment.

[Activated part of the Ability]

All friendly Cavalry Regiments gain the Support (X) Special Rule , where X is equal to the Regiment's Attack Characteristic.

ERRANT OF THE ORDER OF THE SHIELD

For all Mankind

[Always Active]

- Friendly Regiments cannot become Shattered.
- Your Army Ignore "Memories of the Red Years" Faction Rule.

[Activated part of the Ability]

All Friendly Regiments add +1 to their Attacks Characteristic and gain the Hardened (+1) Special Rule.





IMPERIAL OFFICER

90 POINTS

During the collapse of the Empire, all of the Imperial Legions bar two were disbanded: the Steel Legion, which simply refused, and the Gilded Legion that protects the Mint. The sudden dispersal of thousands of trained, angry armed men into the fraying fabric of the collapsing empire could have shattered it. In a masterful and far sighted maneuver, Gheorg Pfarrerson, the first Imperial Chamberlain, turned them instead into one of the most powerful cohesive forces in the Empire: the War Colleges.

Today the War Colleges represent one of the only sources of higher education in the Hundred Kingdoms. Wealthy and influential parents face only three real choices: the War Colleges, the Church Schools or an apprenticeship. The War Colleges remain by far the most popular choice. Despite their names, they teach a wide variety of topics, from philosophy to logistics, from numismatics to strategy and from calisthenics to weapon training. Tuition is extortionate and the full course is over a decade long. Of the candidates that apply and participate, only a fraction move on to become full graduates. Most are called back to attend to filial duties or wash out of the demanding program.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	2	2	4	4	3	3	0	Combat Maneuvers

Special Rules: FORWARD FORCE

Battlefield Role: [CHARACTER], [IMPERIAL]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Personal Guard: The Regiment this [CHARACTER] is currently attached to gains the Bodyguard Special Rule.

IMPERIAL OFFICER

Battlefield Drills: At the end of the Round's Supremacy Phase select up to two target Friendly Infantry Regiments within 8" of this [CHARACTER] can each receive one of the following benefits. This [CHARACTER] may choose a different benefit for each of the two Target Regiments:

- **Brace for Impact:** Target Friendly Regiment gains the Hardened (1) Special Rule until the end of the Round.
- **On Your Feet:** Target Friendly Regiment loses the Broken Status as if it had performed a Rally (or Combat Rally) Action.
- **Point Secure:** Target Friendly Infantry Regiment within range of an Objective Zone gains the Iron Discipline Special Rule until the end of the Round.
- **Aim For the Head:** Target Friendly Infantry Regiment gains the Murderous Volley Draw Event. Currently Attached Character Stands do not receive the Draw Event.

CHARACTER UPGRADES

Heirlooms: May have two Heirlooms at the indicated points cost.

Masteries: The [CHARACTER] may purchase a single Mastery of any category.

WARBAND

This Warband may not contain more than 2 Regiments of Steel Legion.

<i>Mainstay:</i>	<i>Militia,</i>	<i>Restricted:</i>	<i>Gilded Legion,</i>
	<i>Militia Bowmen,</i>		<i>Hunter Cadre,</i>
	<i>Imperial Ranger Corps,</i>		<i>Trebuchet</i>
	<i>Men-at-Arms,</i>		
	<i>Mercenary Crossbowmen,</i>		
	<i>Steel Legion</i>		



CHAPTER MAGE

80 POINTS

To understand magic, one must first grasp that it is Primordial in aspect. Balance remains anathema to it in almost any form. Human mages have long been considered the weakest practitioners of the Art on Eä, their essence associated with Creation as much as Destruction with each of the elements, traditionally associated with Balance, equally represented.

Without a serious imbalance, such as that present within the Dweghom, the power a human can channel without assistance is severely limited. This is not to say that a fully trained Chapter Mage is not capable of turning the course of a battle, merely that he will do so through the opportune application of power at the right time, rather than through the overwhelming application of power on the battlefield the way a Dweghom Pyromancer might.

Type	Class	M	V	C	A	W	R	D	E	Cannot be the Warlord
Infantry	-	-	3	1	3	4	2	1	0	Cannot be a Dynastic Ally

Special Rules: BARRAGE (4) (18"), WIZARD (6)

Battlefield Role: [CHARACTER], [IMPERIAL]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Spells: The Chapter Mage must select one of the following Schools at no additional point cost and knows all the Spells from that School.

- **School of Fire:** Kindle Courage, Fire Dart
- **School of Earth:** Earth to Mud, Stone Spikes
- **School of Water:** Ninuah's Tears, Call Fog
- **School of Air:** Seeking Winds, Guide

The Chapter Mage has access to the following Spells in addition to the School they choose:
Elemental Vortex and Elemental Missile

CHAPTER MAGE

CHARACTER UPGRADES

Heirlooms: May purchase a single Heirloom at its indicated points cost.

Masteries: The [CHARACTER] may purchase a single Mastery of any category.

WARBAND

<i>Mainstay:</i>	<i>Men-at-Arms,</i>	<i>Restricted:</i>	<i>None</i>
	<i>Mercenary</i>		
	<i>Crossbowmen</i>		



NOBLE LORD

70 POINTS

Observing the history of the Hundred Kingdoms and their nobles, it is perhaps no surprise that the vast majority of their houses have strong military traditions. When the Long Winter receded and humanity ventured far from the shores of the Bitter Sea, the Orders were stretched too thin to control the nobility. Soon, the paradigm of 'might is right' resurfaced among both aspiring and established rulers. To command swords became a matter of survival, to command them effectively promised a long rule and conquest. While the legitimacy of the Divine Right of Kings offered by the Theist Church has swayed many, the old nobility knows that power flows from the edge of the blade.

To this day, the training of a noble's heirs in all matters military is not just tradition, but standard practice. The source of a noble's education may vary vastly from one to another and, while theory and strategy are essential parts of their education, this is no pampered or abstract training.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	4	4	3	3	0	Professional Troops

Special Rules: -

Battlefield Role: [CHARACTER], [FEUDAL]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Personal Bodyguard: You may select an Infantry Regiment in this Character's Warband to gain the [VETERAN] Battlefield Role if they do not already have it.

NOBLE LORD

Weapon Arts: May select two of the following Weapon Arts, gaining the listed Special Rule(s), representing their weapons or their life's training.

- **Weapon Master** - The Character Stand gains the Cleave (1) Special Rule.
- **Relentless** - The Character Stand gains the Flurry Special Rule.
- **Duellist** - The Character Stand adds +1 to their Clash Characteristic.
- **Graceful Combatant** - The Character Stand adds +2 to its Attacks Characteristic.

CHARACTER UPGRADES

Heirlooms: May purchase up to two Heirlooms at their indicated points cost.

Masteries: The [CHARACTER] may purchase a single Mastery of any category.

WARBAND

Mainstay: Militia,
Militia, Bowmen,
Men-at-Arms,
Mercenary Crossbowmen,
Household Guard

Restricted: Mounted Squires,
Longbowmen,
Household Knights,
Trebuchet



MOUNTED NOBLE LORD

100 POINTS

Many a present noble lord was once a squire, no different than any other, having spent hours taking care of their sponsor's horse and equipment and earning their knighthood by blooding their blade. For those whose connections or wealth allow it, this is substituted by years of service as cadets in one of the Imperial Military Academies of Argem, where they undergo vigorous physical training, while also receiving the best possible education on matters of strategy, siege warfare and military logistics.

Whatever the specifics, few question that many a noble's right to command does not derive simply from the blood coursing through their veins. The prestigious martial tradition of the Hundred Kingdoms demands leaders whose men believe in, whose training and experience foster confidence and whose skill demands admiration. A Noble Lord who issues orders can reasonably expect his men to storm the battlement, one that leads from the front knows his men would brave the gates of hell.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Cavalry	-	-	1	3	5	5	3	3	0	Professional Troops

Special Rules: BRUTAL IMPACT (2), IMPACT (3), SHIELD

Battlefield Role: [CHARACTER], [FEUDAL]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Personal Entourage: You may select a Household Knight Regiment in this Character's Warband to gain the [VETERAN] Battlefield Role if they do not already have it.

MOUNTED NOBLE LORD

Weapon Arts: May select two of the following Weapon Arts, gaining the listed Special Rule(s), representing their weapons or their life's training.

- **Weapon Master** - The Character Stand gains the Cleave (1) Special Rule.
- **Relentless** - The Character Stand gains the Flurry Special Rule.
- **Duellist** - The Character Stand adds +1 to their Clash Characteristic.
- **Tourney Champion** - The Character Stand gains the Impact (+2) Special Rule.

CHARACTER UPGRADES

Heirlooms: May purchase a single Heirloom at its indicated points cost.

Masteries: The [CHARACTER] may purchase a single Mastery of any category.

WARBAND

*Mainstay: Militia,
Militia Bowmen,
Men-at-Arms,
Mercenary Crossbowmen,
Mounted Squires,
Household Knights*

*Restricted: Longbowmen,
Household Guard*



CRUSADING NOBLE LORD

90 POINTS

The reasons a Noble Lord might take up the mantle of a crusade are many and varied, ranging from the practical to the spiritual, but the end results are often the same: a loyal noble in charge of an armed host at the disposal of the church to wield against its sanctioned enemies without infringing upon the ancient laws that still bind the church. These warriors take up the mantle of the devout and strike fear into the hearts of their foe who know no action is forbidden to them in pursuit of the Churches enemies.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	5	4	4	3	0	Holy Crusade

Special Rules: CLEAVE (2), FLURRY, DEVOUT

Battlefield Role: [CHARACTER], [THEIST]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Path of Righteousness: Regiment this [CHARACTER] is Attached to gain the [THEIST] Battlefield Role and Indomitable (+3) Special Rule.

CRUSADING NOBLE LORD

Crusading Bulls: May select one of the following Crusading Bulls gaining the listed Special Rule(s), representing their oaths and motivations.

To Restore the Faith - While a Friendly Infantry Regiment within 8" of this [**CHARACTER**] has a Resolve Characteristic of 4 or greater, that Regiment counts as having the Divine Purpose Special Rule.

To Banish the Darkness - The Regiment this [**CHARACTER**] is currently attached to gains the Oblivious Special Rule.

To Cast Out the Daemon - The Regiment this [**CHARACTER**] is currently attached to gains the Terrifying (+1) Special Rule.

CHARACTER UPGRADES

Heirlooms: May purchase a single Heirloom at its indicated points cost.

Masteries: The [**CHARACTER**] may purchase a single Mastery of any category.

WARBAND

Mainstay: Crusaders,
Household Guard,
Militia,
Militia Bowmen,
Men-at-Arms,
Sicarii

Restricted: Longbowmen,
Household Knights,
Trebuchet



THEIST PRIEST

90 POINTS

To those who are familiar with military structures and hierarchy, the structure of the Theist Church is remarkably similar to the command structures established by professional armies around Ea. It is perhaps only natural that the Theist Church has embraced the militarism that so pervades the Hundred Kingdoms. Their origins are steeped in the lore of the Old Dominion, where both steel and faith armed and armored the armies of Hazlia and the earliest records of the Church Apostles heed back to the turbulent times that followed the Fall: the Exodus and early years that named the Bitter Sea.

Yet for all of its military character and early militarism, the Theist Church is barred from maintaining a force under arms by one of the most powerfully enforced laws in the Hundred Kingdoms, the 'Animus Possidendi'. This Decree was issued by Charles Armatellum himself and has survived his death, the end of his line and even the partial collapse of the Empire.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	2	4	4	3	3	0	The Spirit Shines

Special Rules: CLEAVE (1), FEARLESS, DEVOUT, PRIEST (6)

Battlefield Role: [CHARACTER], [THEIST]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Spells: Saint's Favor, Divine Sanction, Heavenly Blessing, Holy Fire, Fervor

THEIST PRIEST

CHARACTER UPGRADES

Heirlooms: May purchase a single Heirloom at its indicated points cost.

Masteries: The [CHARACTER] may purchase a single Mastery of any category.

WARBAND

<i>Mainstay:</i>	<i>Crusaders,</i>	<i>Restricted:</i>	<i>Archangel</i>
	<i>Militia,</i>		
	<i>Militia Bowmen,</i>		
	<i>Sicari</i>		



PRIORY COMMANDER

120 POINTS

All of the Orders have adopted a loosely decentralized model of operations for their forces. This is in large part due to the conflicting nature of their goals, but also closely tied to the idealism of their cause and the zeal with which they pursue it. Most Orders forces are concentrated in small groups called cloisters that usually operate from a single fortified monastery or abbey. A priory Commander is the greatest amongst his peers, elected by them to lead them in combat and represent their interests at the round table of Argem.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Cavalry	-	-	1	4	6	6	4	4	0	Relentless Protectors / Tactical Superiority

Special Rules: IMPACT (4)

Battlefield Role: [CHARACTER], [THE ORDERS]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

The [CHARACTER] must belong in one of the following Orders gaining its benefits. Depending on the Order chosen the Character's Warband selection will also be different. Should the [CHARACTER] be the Warlord this choice also affects their Supremacy Ability.

Order of the Crimson Tower: Brutal Impact (2), Terrifying (1)

Order of the Sealed Temple: Add +1 to its Attacks Characteristic, Impact (+1)

PRIORY COMMANDER

CHARACTER UPGRADES

Heirlooms: May purchase a single Heirloom at its indicated points cost.

Mastersies: The [CHARACTER] may purchase a single Mastery of any category.

WARBAND - CRIMSON TOWER

<i>Mainstay:</i>	<i>Order of the Crimson Tower</i>	<i>Restricted:</i>	<i>Order of the Ashen Dawn, Order of the Sealed Temple, Order of the Sword, Order Penitents of St Lazarus, Martyrs of St Lazarus, Trebuchet</i>
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WARBAND - SEALED TEMPLE

<i>Mainstay:</i>	<i>Order of the Sealed Temple, Martyrs of St Lazarus, Order Penitents of St Lazarus</i>	<i>Restricted:</i>	<i>Order of the Ashen Dawn, Order of the Crimson Tower</i>
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ERRANT OF THE ORDER OF THE SHIELD

100 POINTS

During the early reign of the Hundred Kingdoms, the Order of the Shield took it upon itself to protect man from its most dangerous predators. Eschewing the combat formations of their predecessors, the Order of the Shield traveled the lands alone and sought to alleviate suffering where they could.

The Emperor elevated their Order to the rank of Imperial Magistrates, allowing the Errant Knights of the Shield to work as judge, jury and executioner against all but the most powerful of noble houses. This did not endear them to the nobility, and when the last Emperor died one of their first moves was to seek out and destroy any members of this ancient order. Today they are few and far in between but continue their thankless task of protecting the citizens and peasants of the 100 Kingdoms against all those who would prey upon them, especially the nobility itself.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	5	4	4	3	0	For all Mankind

Special Rules: CLEAVE (2), SHIELD

Battlefield Role: [CHARACTER], [THE ORDERS]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

The [Character] gains access to the Raise Levies (Combat and Out-of-Combat Action):

Target a Friendly non-[VETERAN] Regiment within 8", it gains a Regeneration (4) Draw Event until the end of the round.

Drive for Justice: [Aura] The Infantry Regiments currently within 8" gain the Fearless Special Rule.

ERRANT OF THE ORDER OF THE SHIELD

CHARACTER UPGRADES

Heirlooms: May purchase a single Heirloom at its indicated points cost.

Mastersies: The [CHARACTER] may purchase a single Mastery of any category.

WARBAND

Mainstay: Militia,
Militia, Bowmen,
Men-At-Arms,
Penitents of St
Lazarus

Restricted:

*Order of the Ashen Dawn,
Order of the Crimson Tower,
Order of the Sealed Temple,
Order of the Sword,
Order Martyrs of St Lazarus*



ORDER OF THE SWORD PRIORY COMMANDER

120 POINTS

A peerless swordsman amongst an Order of masters, the Priory Commander of the Order of the Sword is the total package. With years of experience to temper the natural pride his own skill engenders. The respect that these powerful warriors command from their Brother's Militant and the awe their deadly skill engenders in their levied troops, ensures that should they be there to lead them, their warriors will face the horrors of the battlefield not simply with resolve, but with an unflinching confidence in their victory.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	4	7	5	4	3	0	Lead by Example

Special Rules: CLEAVE (1), FEARLESS, PARRY, HARDENED (1)

Battlefield Role: [CHARACTER], [THE ORDERS]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Martial Paragon: The Regiment this [CHARACTER] is currently attached to gains the Counter-Attack Special Rule.

ORDER OF THE SWORD PRIORY COMMANDER

CHARACTER UPGRADES

Heirlooms: May purchase a single Heirloom at its indicated points cost.

Masteries: The [CHARACTER] may purchase a single Mastery of any category.

WARBAND

Mainstay: *Order of the Sword,
Men-at-Arms,
Militia,
Penitents of St
Lazarus*

Restricted:

*Order of the Ashen Dawn,
Order of the Sealed Temple,
Order of the Crimson Tower,
Martyrs of St Lazarus*

SPELLS

CHAPTER MAGE

Kindle Courage **Range: 12"** **Attunement: 3 (Scaling)**

Target Friendly Regiment gains the Oblivious Special Rule until the end of the Round.

Fire Dart **Range: 16"** **Attunement: 4**

Target Enemy Regiment suffers one Hit per success. These Hits have the Armor Piercing (1) Special Rule.

Earth to Mud **Range: 16"** **Attunement: 3 (Scaling)**

Target Enemy Regiment, until the end of the Round:

- The Regiment can perform a Charge Action only as its first Action.
- The Regiment can only perform a maximum of 2 Actions until the end of the Round.

Stone Spikes **Range: 12"** **Attunement: 3**

Target Friendly Infantry Regiment gains the Pike Formation Special Rule until the end of the Round.

Ninuah's Tears **Range: 12"** **Attunement: 4**

Target Infantry Regiment Heals one Wound per success.

Call Fog **Range: 12"** **Attunement: 3**

Target Friendly Infantry Regiment counts as being within a piece of [COVER] Zonal Terrain against Enemy Volley Actions until the end of the Round.

Seeking Winds **Range: 12"** **Attunement: 4 (Scaling)**

Target Friendly Regiment gains the Sureshot Special Rule until the end of the Round.

Guide **Range: 12"** **Attunement: 4 (Scaling)**

Target Friendly Regiment adds +1 to its Volley Characteristic (to a maximum of 4) until the end of the Round.

SPELLS

CHAPTER MAGE CONT.

Elemental Vortex **Range: 12"** **Attunement: 4**

Target Friendly Regiment, until the end of the Round:

When an Enemy Spellcaster Targets this Regiment for the purposes of performing a Spellcasting Action, the Spellcaster counts as having rolled two less Successes.

Elemental Missile **Range: 12"** **Attunement: -**

The Spell counts as being automatically cast. Target Enemy Regiment suffers 3 Hits.

THEIST PRIEST

Divine Sanction **Range: 12"** **Attunement: 3 (Scaling)**

Target Friendly [**THEIST**] Regiment and any attached [**CHARACTER**] gains the Cleave (+1) Special Rule until the end of the Round.

Fervour **Range: 12"** **Attunement: 3 (Scaling)**

Target Friendly [**THEIST**] Regiment and any attached [**CHARACTER**] gains the Flurry Special Rule until the end of the Round.

Heavenly Blessing **Range: Self** **Attunement: 3 (Scaling)**

The Regiment and currently attached [**CHARACTER**] gains the Blessed Special Rule until the end of the Round.

Holy Fire **Range: 12"** **Attunement: 3**

Target Enemy Regiment suffers two Hits per success.

Saint's Favour **Range: 12"** **Attunement: 3**

Target Friendly Regiment adds +1 to its Evasion Characteristic (to a maximum of 3) until the end of the Round.

CHARACTERS AND CHARACTER UPGRADES

Magical Items and Heraldry are an important part of a Faction's culture and history. Each Faction has access to a list of Character Upgrades as described in their Army List. Unless noted otherwise, each entry may only be selected once in your Army List, and it does not have to be visually represented on the Character Stand. Each Character Upgrade confers abilities or attributes to the Character Stand, and their bonuses are lost as soon as the Character Stand is removed from the game for any reason.

Unless otherwise specified, the following restrictions apply for Hundred Kingdom Character Stands:

- If a Character Stand can have more than one Character Upgrade, they must purchase upgrades from different categories.

HEIRLOOMS

Each Heirloom may only be included in your Army once.

ARMORS

Armor of Dominion

50 points

Forged using techniques lost among the ashes of Capitas, these suits of armour were forged blending the faith and sorcery of the Old Dominion. The few that have survived the Fall are considered treasures without equal among the Hundred Kingdoms.

(Non-[THE ORDERS] Infantry [CHARACTER] only.) The Regiment this [CHARACTER] is attached to ignores the Cleave (X), Armor Piercing (X) and Smite Special Rules when making Defense Rolls.

Bakkian Token

20 points

While their roots are often forgotten, the culture of the Hundred Kingdoms is steeped with references, superstitions and beliefs that have endured since the Old Dominion. Often fashioned after feathers to symbolize his fickle nature, bronze tokens of the trickster god Bakkus are still worn as good luck charms. This [CHARACTER] gains the Blessed Special Rule.

Mask of Eakides

10 points

Greatest among the storied heroes of the City States, Eakides of Tauria could not be felled in honorable combat. When a cowardly arrow took his life at the battle of Aella, his death shattered the spirit of his forces. While his body would eventually be recovered through the heroic efforts of his Companions, his panoply was plundered and lost. His masked helm has changed hands countless times since then, a mark of excellence... and doom.

The [VETERAN] Regiment this [CHARACTER] is currently attached to, gains the Indomitable (+1) Special Rule (to a maximum of 2).

WEAPONS

Caledburn

25 points

The sword of the first Cadeyrn, Arktus the Bear, used to defeat each of the other Breannan Kings in ritual duel. While many claim ownership through distant relations, the sword seems to disappear and resurface time and again, always in the hands of a worthy bearer.

Enemy Regiments must Re-Roll successful Defense Rolls against Hits from this [CHARACTER] during Charge, Clash and Volley Actions.

The Flesh Cleaver

15points

When Charles Armattellum walked from the Sealed Temple to negotiate peace with the living god of the W'adrhûn, he returned with peace, and this axe. Carved from a single piece of obsidian, few are capable of wielding it... fewer still withstanding it. This [CHARACTER]'s Clash Attacks ignore the Hardened (X) Special Rule.

Laurean Lance

15 points

Awarded to the victor of the Klaean Trials, Laurean lances are a very rare sight on the field. Not only must the bearer win a course at the Trials, he must also Turn down the invitation to join the Orders that follows victory.

This [CHARACTER] may Re-Roll failed Hit Rolls when performing Impact Attacks and gains the Brutal Impact (+1) Special Rule.

FROM THE VAULT

Standard of Steel

40 points

These are the challenge standards issued by the Legion of Steel. To have accepted this challenge, let alone survived, is a feat that gives pause to even the mightiest of opponents. (Infantry [CHARACTER] only.) The [IMPERIAL] Regiment this [CHARACTER] is currently attached to gains the Dread Special Rule. Should the Regiment this [CHARACTER] is attached to have the [VETERAN] Battlefield Role as well, it gains the Unyielding Special Rule.

Order Warhorses

40 points

The Lord's passion for warhorses is the subject of countless tales across the Hundred Kingdoms. Few nobles invest as much wealth, time, and personal attention into the breeding, training, and care of their steeds. His stables are renowned for producing mounts of exceptional endurance, discipline, and ferocity, many of which are gifted or sold at great favor to the knightly Orders he supports. Under his patronage, entire cavalry traditions have flourished, and wherever his banners ride, the thunder of hooves announces the arrival of warriors mounted upon some of the finest horses in the realm. ([THE ORDERS] Warlord only.) All Friendly [FEUDAL] Cavalry Regiments gain Impact (+1).

Regalia of the Empire

35 points

The Regalia include a series of items, such as weapons, rods, a staff, clothing, rings, jewels and, of course, the Imperial Crown, composed of eleven smaller crowns. Being temporarily granted any of them means the bearer has secured the favour of the Conclave and acts in the name of the Hollow Throne. The [FEUDAL] Regiment this [CHARACTER] is currently attached to, gains the Dauntless Special Rule.

Olefant's Roar

30 points

Charles Armatellum's squire was present in all but one of his battles, yet only his nickname, Olefant, is remembered. While not an official part of the Imperial Regalia, Olefant's Roar, the ornate oliphant horn he carried, is kept with them. The Regiment this [FEUDAL] [CHARACTER] is currently attached to, gains the Glorious Charge Special Rule.

Elysian Fragment

25 points

These mystical fragments are said to be shattered remnants of the Shepard's Palace that crashed onto Capitas during the Fall. If they are brought near one's ear, one can still hear the prayers of the faithful, trapped in the glass. Breaking the gem releases these faint whispers into an overwhelming crescendo of power.

The [CHARACTER] gains the following Draw Event: **Elysian Fragment:** This Draw Event can only be Activated once per Game. The [THEIST] Regiment this [CHARACTER] is currently attached to gains the Cleave (3) Special Rule until the end of the Round.

Gilded Rampart

25 points

It is said that the Empire was forged not by the number of men Charles Armatellum commanded, but by their training and discipline. While all War Colleges carry the same legacy, the Gilded Legion has set a standard above even that. The impact that the handful of commanders that have earned the Gilded Rampart have on their men's drills is evidence enough. (Infantry [CHARACTER] only.) The [VETERAN] Regiment this [CHARACTER] is currently attached to, gains the Oblivious Special Rule.

Mantle of Saint Nicholas

20 points

This simple robe is still stained with the blood of Saint Nicholas, whose murder at the hands of the unipious plunged the Hundred Kingdoms into decades of conflict from which the Tellian Empire rose. Such is its significance and St Nicholas' legacy that even the most jaded atheists are moved in its presence. The Regiment this [CHARACTER] is currently attached to, gains the Divine Purpose Special Rule.

MASTERIES

[CHARACTER]s are heroes of renown or highly gifted individuals, who excel above and beyond the masses. Be it through luck, education, training and effort or other powers at work, **[CHARACTER]**s have mastered abilities that make them exceptional.

Masteries are optional upgrade abilities for your **[CHARACTER]**s and confer bonus abilities to your **[CHARACTER]**. As a rule of thumb a **[CHARACTER]** may select **one** Mastery, however there are cases in which a **[CHARACTER]** may be able to purchase more than one. This will be clearly stated in the **[CHARACTER]**'s Army List Entry. Each Mastery can only be purchased once, unless stated otherwise.

STUDENT OF STRATEGY

Get in Position **30 points**
[Infantry [CHARACTER] only.] The **[CHARACTER]** gains the Forward Force Special Rule.

Seize the Advantage **30 points**
[Battlefield]: [IMPERIAL] Regiments Activated as a result of an Entourage Activation add +2" to their Charge Distance until the end of their Activation.

Art of War **25 points**
[Battlefield]: Once per Round, the Player may forgo their "Draw Command Card" Step and pass play to their Opponent.

PIOUS CONVICTION

Glimmer of Faith **15 points**
[[THEIST] [CHARACTER] only.] The **[THEIST]** Regiment this **[CHARACTER]** is currently attached to Re-Rolls failed Resolve Tests.

Conviction **10 points**
[[THEIST] [CHARACTER] only.] The **[THEIST]** Regiment this **[CHARACTER]** is currently attached to adds +1 to its Resolve Characteristic (to a maximum of 4).

STUDENT OF WAR

Eccentric Fighting Style **25 points**
The **[CHARACTER]** adds +2 to its Attacks Characteristic and Re-Rolls failed Hit Rolls and successful Defense Rolls.

Front of the Line **20 points**
The **[VETERAN]** Infantry Regiment this **[CHARACTER]** is currently attached to gains the Bravery Special Rule.

Tip of the Lance **15 points**
The **[VETERAN]** Cavalry Regiment this **[CHARACTER]** is currently attached to gains the Wedge! Special Rule.

STUDENT OF THE ARCANE

Talented **20 points**
[Chapter Mage only.] The **[CHARACTER]** may select a second School and gain its Spells.

Protective Glyphs **15 points**
[Always Active]: Enemy Spellcasters selecting a friendly Regiment within 10" of this **[CHARACTER]** as the Target of their Spellcasting Action, require one additional success in order to successfully cast that Spell.

THE SACRED RELICS

Should your Army consist only of [**THE ORDERS**] [**CHARACTER**]s without any other Battlefield Role, you gain access to The Sacred Relics and Order Regiment Upgrades. Each of your [**CHARACTER**]s can select a single Unique Sacred Relic at no additional cost.

Lathander Sacrifice

Once per game: The Regiment this [**CHARACTER**] is currently attached to may perform an out-of-sequence Clash Action during its Activation. After the Regiment's Activation ends it is immediately destroyed.

Designer Note: You can perform 2 Clash Actions during your Activation this way.

First to Answer

The Regiment this [**CHARACTER**] is attached to gains the Vanguard (5) Special Rule.

Sword of the First Order

The [**CHARACTER**] gains the Cleave (+1) and Flurry Special Rules.

Oathstone

Both the Regiment and the [**CHARACTER**] that is currently attached to it ignore Hits or Wounds resulting from the effects of the Lethal Demise, Decay and Aura of Death Special Rules.

Hammer Drill

The Regiment this [**CHARACTER**] is currently attached to gains the Impact (2) Special Rule.

Oath Unbroken

Once per game: After the Regiment this [**CHARACTER**] is currently attached to makes a Defence Roll, you may use this Mastery. If you do, the Regiment automatically passes its Resolve Test.

Like Gods Among Men

When the Cavalry Regiment this [**CHARACTER**] is currently attached to successfully performs a Charge Action, one friendly Infantry Regiment within 8" of this Regiment immediately Heals 4 wounds.



ORDER REGIMENT UPGRADES

Orders Regiment Upgrades may be taken multiple times in an Army, but **each Regiment Army List Entry may only take one Upgrade.**

Example: 2 Order of the Sword Regiments cannot both have "Oathsworn" as they are the same Army List Entry. However, if your Army List includes 1 Order of the Sword and 1 Penitent of St Lazarus they could both take Oathsworn as they are different Army List Entries.

Similarly if you had 2x Order of the Sword Regiments one could have Oathsworn but the other could not as only one Regiment per Army List Entry can take an upgrade.

Laurel of Triumph

10 points

Once per game, after this Regiment makes an Attack Roll or a Defence Roll, you may Re-Roll that Roll.

Designer's Note: When Re-Rolling an Attack Roll or Defence Roll in this way, all dice from that Roll must be rerolled. You cannot choose to reroll only some of the dice.

Disciplined Advance

5 points

This Regiment adds +1 to its Charge Distance.

Oathsworn

5 points

The Regiment's Command Stand may Die Fighting!

Banner of Wrath

5 points

The Regiment gains the Fury Special Rule.





CRUSADERS

130 POINTS / 35 PER STAND

The advent of the Archangels and the machinations of the hierarchy of the Theist Church have finally granted them the spiritual and temporal power to be able to call for a Crusade. Mobilizing the population and nobility on their behalf, the Theist Church has been able to circumvent the ban on their mustering an army as the forces remain pledged and led by the Crusading Noble Lords, the Crusaders needing little further incentive than the promised heavenly reward to fall upon the enemies of the faith, their faith bolstering their every blow against the wicked and impure.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	2	4	4	3	2	0	Leader, Standard Bearer

Special Rules: **DEVOUT, SHIELD, HARDENED (1), SUPPORT (2)**

Battlefield Role: **[THEIST]**

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Should this Regiment have the **[VETERAN]** Battlefield Role, it gains the Flawless Strikes Special Rule.

You may add the [Veteran] Battlefield Role to this Regiment for +10 Points



GILDED LEGION

160 POINTS / 40 PER STAND

Trained and equipped to the highest standard, the Gilded Legion is one of the most feared forces in the Hundred Kingdoms. Their immaculate formations present rank upon rank of unwavering halberd tips facing their opponent. Their eponymous gilded armors hide the dour mien of trained veterans, drilled to an inch of their life and sanity by the most ruthless and effective instructors found in the Hundred Kingdoms.

The Gilded Legion could have had a reputation and a history at least as storied as that of the Steel Legion, as both trace their origins to the first professional forces Charles Armatellum established in his bid for Empire. Their position, however, as guardians of the Imperial Mint, their attendant duties as the protectors of the Imperial tax collectors and the controversial past of their legion, have all served to forever overshadow their accomplishments.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Heavy	5	1	3	4	4	4	3	0	Leader, Standard Bearer

Draw Events: BASTION (1)

Special Rules: CLEAVE (1), IRON DISCIPLINE, SUPPORT (3), PIKE FORMATION

Battlefield Role: [VETERAN], [IMPERIAL]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

This Regiment may take one of the following Officers:

Drillmaster 20 points



STEEL LEGION

160 POINTS / 50 PER STAND

Upon the death of Otto IV, there were six Imperial legions in the field: the Gilded Legion, the Legion of Steel, the Adamantine Legion, the Legion of Ash, the Legion of Smoke and the Argent Legion. In the chaos that followed all but two of these were disbanded by order of the Imperial Conclave. The only remnants left today of these once mighty institutions are the War Colleges in Argem.

The survival of the Gilded Legion was ensured by their critical role in safeguarding the sovereignty and independence of the Imperial Mint. The Steel Legion, on the other hand, survived by the simple expedient of refusing to disband. They pitched camp within the Klaean Fields of Argem and issued an ultimatum: they answered only to the Emperor. Until an Emperor sat on the Hollow Throne once more, they would serve the Empire.

Despite the threats and condemnations by members of the Conclave, none were foolish enough to challenge their position. Before things could escalate, the Conclave agreed to establish the Office of the Imperial Chamberlain and the Steel Legion has since guaranteed the sanctity of Argem, the Imperial Capital, and the Office of the Imperial Chamberlain.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Heavy	5	1	3	5	4	3	3	0	Leader, Standard Bearer

Special Rules: BRAVERY, CLEAVE (2), HARDENED (1), OBLIVIOUS, SUPPORT (2)

Battlefield Role: [VETERAN], [IMPERIAL]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

This Regiment may take one of the following Officers:

Drillmaster 20 points



IMPERIAL RANGER CORPS

120 POINTS / 40 PER STAND

The Imperial Ranger Corps was born in the early years of the Tellian Empire when its expansion gave the Imperial family more lands than it could reasonable and safely manage. A group of expert woodsmen was hired to explore, catalogue, and safeguard these lands. After the fall of the Empire successive Chamberlains have reinforced and expanded the role of the Imperial Ranges, given their intimate knowledge of not only them Imperial Households lands, but all lands in between making them the fearsome force they are today, equally at home on the field as they are in the woods.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	3	1	4	4	2	1	1	Leader

Special Rules: ACUTE SENSES, VANGUARD (3), BARRAGE (3) (16")

Battlefield Role: [IMPERIAL]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Advanced Scout Training: Should this Regiment have the [VETERAN] Battlefield Role, it always counts as being within a piece of [COVER] Zonal Terrain against Enemy Volley Actions.

You may add the [VETERAN] Battlefield Role to this Regiment for +10 Points



MERCENARY CROSSBOWMEN

110 POINTS / 35 PER STAND

The most reliable and famous (as well as wealthiest) of such companies are the Geronese Free Companies. These companies are the spiritual descendants of the crossbow armed mercenaries that the infamous mercenary captain, Danilo Meck, found instrumental in keeping his enemies from the walls of his camp, and in time from the city of Gerona that grew there. While they do not possess a monopoly on the weapon design or its use, centuries of experience with the manufacture, use and repair of these deadly devices, have granted the Geronese a tremendous advantage.

While many mercenary companies boast a complement of crossbowmen in their employ, few can match the versatility, fire drill or accuracy of the Geronese. Their extensive training and broad range of equipment allow them the use of heavy arbalests in defensive formations for siege battles, as well as the use of lighter weapons, while ranging in advance of the army as skirmishers.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	5	2	1	4	4	2	1	0	Leader, Standard Bearer

Special Rules: BARRAGE (3) (16", ARMOR PIERCING (1))

Battlefield Role: [IMPERIAL]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Advanced Target Training: Should this Regiment have the [VETERAN] Battlefield Role, when its Stands contribute Shots against a Target within Effective Range they add +1 to their Volley Characteristic until the end of that Action.

You may add the [Veteran] Battlefield Role to this Regiment for +15 Points



HUNTER CADRE

160 POINTS / 50 PER STAND

The Hunter Cadre are bounty hunters, plain and simple. Gifted with the right tools and know-how, they are tasked with hunting down the most dangerous of beasts and spellcasters who would threaten the main battleline of the Hundred Kingdoms force. Their dedicated professionalism has spelt the doom to countless dangerous foes across hundreds of battles.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	2	3	4	4	3	1	2	Leader, Standard Bearer

Special Rules: BARRAGE (3) (16", ARMOR PIERCING (1)), CLEAVE (1), FEARLESS, FIEND HUNTER, FLANK

Battlefield Role: [VETERAN], [IMPERIAL]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Advanced Target Training: Should this Regiment have the [VETERAN] Battlefield Role, when its Stands contribute Shots against a Target within Effective Range they add +1 to their Volley Characteristic until the end of that Action.

This Regiment may take one of the following Officers:

Null Mage

10 points



MEN AT ARMS

110 POINTS / 35 PER STAND

The bulk of the armed forces in the Hundred Kingdoms today is composed of well-equipped, professional soldiers called men-at-arms. In the early days of the Hundred Kingdoms these men were referred to as sergeants-at-arms and were beholden to their feudal lords. They were granted plots of land in exchange for their services, most commonly as a soldier in the lord's retinue.

This privileged positions allowed them not only to secure quality arms and armor, but also to train in the use of the sword, a weapon hitherto limited to the nobility. This led to the creation of a landed elite, the gentry, whose standing was higher than that the freedmen enjoyed, but still below that of the nobility. These were the soldiers with which Charles Armatellum established his empire.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	2	4	4	2	2	0	Leader, Standard Bearer

Special Rules: SHIELD, SUPPORT (2)

Battlefield Role: [IMPERIAL], [FEUDAL]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Advanced Infantry Training: Should this Regiment have the [Veteran] Battlefield Role, it gains the Support (+1) Special Rule.

You may add the [VETERAN] Battlefield Role to this Regiment for +10 Points

This Regiment may take one of the following Officers:

Neophyte 20 points

Seasoned Veteran 15 points



LONGBOWMEN

130 POINTS / 40 PER STAND

The cornerstone to many a commander's battleplan, the longbowmen of the Hundred Kingdoms are a tremendous addition to any force. Providing a withering amount of long ranged firepower, these troops fulfill a vital role in the Hundred Kingdoms war machine. Note this product is a dual Kit that allows players to create either the Longbowmen or the Hunter Cadre troop type.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	2	1	4	4	2	1	0	Leader, Standard Bearer

Special Rules: BARRAGE (3) (20", ARCING FIRE, ARMOR PIERCING (1)), CLEAVE (1)

Battlefield Role: [FEUDAL]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Advanced Target Training: Should this Regiment have the [VETERAN] Battlefield Role, when its Stands contribute Shots against a Target within Effective Range they add +1 to their Volley Characteristic until the end of that Action.

You may add the [VETERAN] Battlefield Role to this Regiment for +10 Points



MILITIA

100 POINTS / 30 PER STAND

Centuries ago, the Emperor, backed by the Orders, came to an agreement with the largest nobles houses at the Council of Lient. In return for a significant reduction of their scutage fees, money paid instead of feudal service, they agreed to allow the Orders to help them train and equip their militias. Since that memorable day, the Order of the Sealed Temple has hired countless veterans to help train local militias throughout the kingdoms, scattering these potentially volatile men, while putting their experience to good use. Coupled with the prodigious amounts of wealth the Order has spent in arming and equipping these militias, as well as the tireless efforts of the Servites in ensuring these arms and armor are well distributed, almost every town and village possesses a well-armed and equipped militia.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	5	1	2	4	4	2	1	0	Leader, Standard Bearer

Special Rules: SHIELD, SUPPORT (2)

Battlefield Role: [FEUDAL], [THEIST]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Advanced Infantry Training: Should this Regiment have the [VETERAN] Battlefield Role, it gains the Support (+1) Special Rule.

You may add the [VETERAN] Battlefield Role to this Regiment for +5 Points

This Regiment may take one of the following Officers:

Servite 15 points

Neophyte 10 points



MILITIA BOWMEN

90 POINTS / 25 PER STAND

The Militia Act has been one of the most stabilizing and far reaching reforms ever implemented in the Hundred Kingdoms, curbing the power of the noble lords, while helping the population defend itself against outside threats. This holds doubly true in the old imperial province of Braeonia, where the peasantry has mastered the use of the longbow. So effective is this weapon, that local authority can seldom be enforced, with banditry and poaching often supplementing the income of the peasant class. Some turn to more noble pursuits, forming mercenary bands, whose skills and prowess are in much demand across the Kingdoms.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	5	2	1	3	4	2	1	0	Leader, Standard Bearer

Special Rules: BARRAGE (3) (14")

Battlefield Role: [FEUDAL], [THEIST]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

This Regiment may take one of the following Officers:

Servite 15 points

Neophyte 10 points



HOUSEHOLD GUARD

140 POINTS / 40 PER STAND

Recruiting the best men their money can buy, the Household's Guard is often an eclectic mix of veterans, washed out Legionnaires, foreign mercenaries and the younger progeny of lesser nobility with few alternative prospects. An Arms Master is often employed by the Noble Houses to keep these powerful and difficult men in check. These hard-bitten warriors are fiercer, tougher and deadlier than any of the men they lead and implicitly trusted by the Noble Houses that employ them, as they often serve as bodyguards, champions and executioners.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	2	4	4	3	3	0	Leader, Standard Bearer

Special Rules: CLEAVE (1), SUPPORT (2)

Battlefield Role: [FEUDAL]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Advanced Infantry Training: Should this Regiment have the [VETERAN] Battlefield Role, it gains the Support (+1) Special Rule.

You may add the [VETERAN] Battlefield Role to this Regiment for +10 Points

This Regiment may take one of the following Officers:

Armsmaster 15 points



SICARII

160 POINTS / 40 PER STAND

Barred by law from employing men at arms, the Theist Church has turned to the Sicarii to become their main bodyguards and enforcers. The archaic form and wording of this ancient ban was circumvented by the Church arguing that as the Sicarii go into battle unarmored and even more ancient laws allow all peasants to carry 'blades' for hunting or self defense.

Their political clout has allowed them to exploit these technicalities to deploy the Sicarii in numbers, but still deprives them of the ability to employ more conventional forces. Raised since orphans on the Church's creed, the Sicarii are fearsome and devoted warriors, unflinching in the face of death in battle against the enemies of their faith.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	3	5	4	4	2	2	Leader

Special Rules: BODYGUARDS, CLEAVE (1), DEVOUT, DIVINE PURPOSE, OBLIVIOUS, SUPPORT (2), UNSTOPPABLE

Battlefield Role: [VETERAN],[THEIST]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.



ORDER OF THE SWORD

220 POINTS / 60 PER STAND

While other Orders focus on the martial skills on a global or strategic level, the Order of the Sword has traditionally focused on the excellence of its Brothers Militant. No other Order dedicates itself to the mastery of their martial path with the same vigor and focus as the Order of the Sword. Their mastery of the blade, coupled with the invulnerability the Silubaster veins growing from their Shard implants grants their off hands makes them the most terrifying infantry in the world.

Younger generations of this Order's recruits have taken to fighting with their left arms uncovered, revealing the Silubaster veins grown from their Shards that make their arms impervious to harm, revealing their blessings in contravention of centuries of tradition.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	4	5	5	4	3	0	Leader, Standard Bearer

Special Rules: CLEAVE (1), FEARLESS, PARRY, HARDENED (1), UNSTOPPABLE, FLUID FORMATION

Battlefield Role: [THE ORDERS], [VETERAN]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Masters of the Sword [Draw Event]: When performing a Clash Action, compare the Regiment's unmodified Clash Characteristic with the Target Enemy Regiment's unmodified highest Clash Characteristic. For each point of Clash greater the Regiment gain one of the below Special Rules:

- The Regiment gains Flawless Strikes Special Rule.
- The Regiment gains Relentless Blows Special Rule.
- The Regiment gains +1 to its Attack Characteristic.



PENITENTS TO ST LAZARUS

155 POINTS / 40 PER STAND

Unlike the other Orders, the Lazarenes operate in small cells of dedicated warriors, their blessings and curse passed in bloody communion between one generation of warriors to the next. Even as the disease ravages their nervous system and deadens their nerves, the blessing enhances their strength and stamina beyond ordinary humans. Impervious to pain, zealous in their convictions and possessed of a strength more than human, the Penitents of St Lazarus are a terrifying prospect to face in combat, as truth only enhanced by their cadaverous appearance and dolorous mein.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	2	4	4	3	3	0	Leader, Standard Bearer

Special Rules: SHIELD, AURA OF DEATH (2), LETHAL DEMISE 2, UNSTOPPABLE, OBLIVIOUS, SUPPORT (2)

Battlefield Role: [THE ORDERS], [VETERAN]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.



MARTYRS OF ST LAZARUS

155 POINTS / 40 PER STAND

Among those who receive the mixed sacrament of St Lazarus there are always a few in whom the flame of justice burns too brightly. In them, Kleon's blessing shines especially bright, but some unknown interaction brutally accelerates the progression of their disease. Stronger, and even more driven than their Peniten brethren, these warriors are all but unstoppable on the battlefield, running ahead of their steadfast brethren, their savage assault often breaking the morale of the enemy before the armies have even properly engaged.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	1	2	6	4	3	3	0	Leader, Standard Bearer

Special Rules: CLEAVE (1), AURA OF DEATH (2), LETHAL DEMISE (2), TERRIFYING (1), LINEBREAKER, UNSTOPPABLE, OBLIVIOUS

Battlefield Role: [THE ORDERS], [VETERAN]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.



MOUNTED SQUIRES

130 POINTS / 40 PER STAND

Trained in the arts of combat almost from childhood, squires are a potent force on the field even if they lack the panoply of a full knight. Often the youngest sons of landed nobles or wealthy burghers, their arms and equipment are a cut above what one would expect. Many noble houses have taken to fielding their squires in battle, rewarding them generously for their efforts calculating that their breeding, education, and training are far more valuable and dependable than the simple mercenary motivation of a man at arms.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Light	9	1	2	4	4	2	2	0	Leader, Standard Bearer

Special Rules: SHIELD, IMPACT (2), OPPORTUNISTS

Battlefield Role: [FEUDAL]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Advanced Vanguard Training: Should this Regiment have the [VETERAN] Battlefield Role, when this Regiment becomes the Target of an Enemy Regiment's Volley Action it gains the Tenacious (1) Special Rule until the end of that Action.

You may add the [VETERAN] Battlefield Role to this Regiment for +10 points



HOUSEHOLD KNIGHTS

170 POINTS / 55 PER STAND

Following the sweeping reforms of Charles Armatellum at the onset of his conquests, the ceremony of dubbing can only be performed by an Imperial noble of at least the rank of Margrave or Count Palatine. The anointment, moreover, can only take place after a battle in which the prospective knight has blooded his blade. These mandates were established to ensure that only men of true prowess earned the rank of Knight.

Even with the Empire dissolved, those mandates are well preserved traditions and those who ignore them meet ridicule. In fact, a recurring article presented in the Imperial Conclaves is the appointment of Counts Palatine, to replace those who may have fallen in battle or died of old age. As a result of these efforts, the Household Knight endures as a pillar of the social structure of the Hundred Kingdoms. While land and coin have gained tremendous importance in determining the power of noble houses, allowing them to secure the services of mercenaries and men at arms, these cannot match the battlefield supremacy and prestige that Household Knights offer.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	7	1	2	5	4	3	3	0	Leader, Standard Bearer

Special Rules: BRUTAL IMPACT (1), IMPACT (3), SHIELD

Battlefield Role: [FEUDAL]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Advanced Cavalry Training: Should this Regiment have the [VETERAN] Battlefield Role then the Regiment adds +1 to its Clash Characteristic.

You may add the [VETERAN] Battlefield Role to this Regiment for +10 points



ORDER OF THE ASHEN DAWN

240 POINTS / 90 PER STAND

Exemplars even amongst the superhumanly skilled Orders, the Order of the Ashen Dawn are spoken of in hushed whispers and respectful tones even by those who are unlucky enough to count them as enemies. Clad in baroque armor of a craftsmanship that has reduced master smiths to tears, these holy warriors are the definitive answer to the monsters and nightmares that plague mankind. They are the final guardians of the Sealed Temple and the keepers of its darkest treasures.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Heavy	7	1	4	5	6	5	4	0	Leader, Standard Bearer

Special Rules: BLESSED, CLEAVE (1), FEARLESS, IMPACT (3)

Battlefield Role: [THE ORDERS], [VETERAN]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.



ORDER OF THE CRIMSON TOWER

210 POINTS / 70 PER STAND

The Order of the Crimson Tower has taken upon itself to combat one of the great scourges of mankind: War. They have forsaken the notion of eliminating it entirely, instead focusing on ensuring it causes as little collateral damage as possible. Incredibly scrupulous in securing employment, they not only demand their employer have a strong Casus Belli (legal reason for war) but demand from their employers that no looting or pillaging take place. Were they any less effective in combat, these terms would make them incredibly unpopular, but such is their prowess that many lords are willing to forsake the material gains of war in order to secure their service.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Heavy	7	1	3	5	5	4	3	0	Leader, Standard Bearer

Special Rules: BRUTAL IMPACT (2), FEARLESS, IMPACT (4), SHIELD, TERRIFYING (1), WEDGE!, FURY

Battlefield Role: [THE ORDERS], [VETERAN]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Devastating Charge: Should the Regiment perform a March Action immediately followed by a Charge Action, the Regiment gains the Impact (+1) and Linebreaker Special Rules.



ORDER OF THE SEALED TEMPLE

200 POINTS / 70 PER STAND

Despite its long evolution from a ancient infantry legion into the order of mounted knights the world sees today, the Order of the Sealed Temple has never wavered from its mandate to protect its charges from a hostile world. More worldly and politically involved than all other Orders, this order has proven equally adept at wielding the velvet glove of wealth and influence or the iron fist of battlefield superiority. On the battlefield these paragons of the chivalric ideal are horsemen without peer, using their speed and maneuverability to deliver powerful charges where the enemy is least prepared.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	8	1	3	4	4	4	3	0	Leader, Standard Bearer

Special Rules: FEARLESS, IMPACT (4), SHIELD, FLUID FORMATION

Battlefield Role: [THE ORDERS], [VETERAN]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.



ARCHANGEL

240 POINTS

Kindled by the faith of the Theist devout, the Archangels of the Theos have descended upon Ea to cleanse the land of the enemies of the Theist Church. Boundless faith given form and definition by the shattered places of worship that their followers have sacrificed, these beings are relentless foes of any who would oppose the church. Their mere presence on the battlefield elevates the faith of the devout to terrifying heights, enabling them to perform feats of faith and valour no foe has recourse against. This monster model includes an alternate head and weaponry.

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	7	1	3	12	18	4	3	2

Special Rules: CLEAVE (2), DEVOUT, DIVINE PURPOSE, FEARLESS, IMPACT (5), TERRIFYING (1)

Battlefield Role: [THEIST]

Regiment: This Regiment is comprised of 1 Stand with 1 Model on it.

The Spirit Glimmers [Aura]: Friendly Regiments currently within 12" of the Archangel count their Divine Purpose Special Rule as active regardless of whether the Regiment has been the Target of a Theist Priest's Spell or not.

The Archangel must select one of the following Special Rules at no additional cost:

Aspect of the Avenger (Sword): The Archangel gains access to the following Action.

Flames of Vengeance (Out-of-Combat Action): The Archangel immediately performs a Charge Action, with a Charge Distance of 16" ignoring the effects of Hinder Terrain.

Should this Charge be completed successfully the Archangel automatically causes 8 Hits with the Smite Special Rule against the Target Enemy Regiment. If the Charge Target is an Objective Marker, it is immediately destroyed. This Action must be performed as the Regiment's first Action. Once the Action is performed the Regiment's Activation immediately ends.

This Action does not benefit from the Divine Purpose Special Rule.

Aspect of the Redeemer (Shield & Spear): Archangel gains the Shield Special Rule. If the Archangel inflicts any Wounds during its Activation, then at the end of its Activation all [THEIST] Infantry Regiments currently within 10" of the Archangel gain the Regeneration (4) Draw Event until the end of the Round.



TREBUCHET

200 POINTS

Castles and men at arms form the backbone of the feudal might of the Hundred Kingdoms. Well aware of this, the Emperors of the Tellian Empire wished to ensure that the ability to breach fortifications and sweep those men from the battlefield remained unmatched amongst their vassals.

The Imperial Collegia were created to develop these deadly machines of war, something they continue doing at the behest of the Imperial Throne, even when the Emperors of old are long gone. The monopoly on the advanced principles needed to successfully construct these deadly machines of war is one of the tools the Imperial Chamberlain often employs, allowing chosen allies, even if temporary ones, to wield the awesome might fo these power machines against their foes.

Type	Class	M	V	C	A	W	R	D	E
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Monster	Light	-	3	1	4	14	2	2	0
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Special Rules: BARRAGE (1), RANGE (30"), AIMED SHOT, TOWERING PRESENCE, LONGSHOT

Battlefield Role: [IMPERIAL]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it and decorative crew.

The Trebuchet Regiment gains the Tenacious (1) Special Rule when Targeted by a Volley Action until the end of that Action.

In addition, the Regiment cannot be Healed and as it does not have a March Characteristic it cannot perform any movement related Action.

TREBUCHET CONT.

The Trebuchet does not March onto the Battlefield like other Regiments (in fact it does not move at all), instead is set up following the steps in order as seen below:

1. Upon Drawing the Trebuchet Command Card for the first time, deploy one Infantry Stand containing 4 Infantry Models (Trebuchet's crew) by performing an 8" March Action originating from your table edge, then the crew's Activation ends. The Infantry Stand shares the Trebuchet's Characteristics profiles with the exception of its Special Rules and is considered Size 1.

The next time the Regiment Activates you must forgo all of the Regiment's Actions to replace the Trebuchet Infantry crew Stand with the Trebuchet Model and actual Stand.

To do that place the Trebuchet on the Battlefield in a legal position, within 1" from its crew's Stand making sure that it is at least 3" away from pieces of Impassable Zonal Terrain and 9" away from other Trebuchets.

2. Furthermore, the whole rear edge of the Trebuchet's Stand must be perfectly aligned and flush to your Table Edge. Then remove the crew Stand from the game. The Trebuchet will always stay in this position for the entire game until it is destroyed.

Note: The Trebuchet cannot be moved when an Enemy Regiment is Charging it and it cannot be moved when an Enemy Regiment is Charging another Friendly Regiment.

3. The Trebuchet is now ready to participate in a battle and Activate in future Rounds!

This Regiment must use the following action as its first action each round:

Load the Next One!: Choose one of the three available ammunition types and use it during this Round:

Tar Barrels: If this Volley Action generates any Hits, Target Regiment suffers following penalties until the end of the Round:

- -2 to its Impact (X) Special Rule
- -2 to its March Characteristic during its first Action
- Cannot Re-Roll Charge Distance

Boulder: Instead of Rolling for Defense, the Enemy Regiment suffers X Wounds per successful Hit where X is equal to the Target Regiment's unmodified Size. These Wounds do not trigger Morale Tests.

Example: Brute Regiment Size is equal to 2.

Incendiary Pot: For the duration of this Volley Action change the Regiment's Barrage (X) Special Rule to Barrage (X+6) where X is equal to the number of Stands in the Target Enemy Regiment.

COMMAND MODELS

Certain Regiments have the option of taking Command Models. Each Regiment may only take each Command Model once. If the Command Model is removed as a casualty, all benefits are lost. A Command model is purchased on top of the model it replaces. In the case of Cavalry or Brute Stand you need to pay for the Stand and the Command Model.

Armsmaster

This Regiment adds +1 to its Clash Characteristic.

Drillmaster

This Regiment adds +1 to its Attacks Characteristic and gains the Vanguard (4) Special Rule.

Neophyte

This Regiment gains the Devout, Regeneration (2) and Fearless Special Rules.

Null Mage

- The Regiment gains the Wizard (1) Special Rule.
- **[AURA]** Whenever an Enemy Regiment or **[CHARACTER]** fails a Spellcasting Action within 10" that Regiment or in case of a **[CHARACTER]** the Regiment they are attached to suffers 2 Wounds. These Wounds do not trigger Morale Tests.

Servite

(Only available if the Army includes at least one **[THE ORDERS] [CHARACTER].**)

The Regiment adds +1 to both its March and Resolve Characteristics.

Seasoned Veteran

The Regiment gains the Hardened (1) Special Rule