

NEW RELEASES

CLASH! PREVIEW



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Greetings First Blood fanatics!

Clash Boxes are a brand new line of starter sets for Conquest: First Blood. Each box includes all the miniatures needed to assemble a thematic and curated 1,000 point Army List. Each Clash! Box ushers in a brand new Warband of Legend for each Faction- an alternate way to Muster and Play your Warband. To top it all off, each Clash! box is led by a charismatic and brand new Legendary Character. Whether starting First Blood, looking for an easy way to collect an additional faction, or simply wanting to quickly collect your Faction's new Warband of Legend; Clash! has you covered!





ELEANOR OF AQUILEA



HOW THEY PLAY

On a quest to restore the unified Empire of yore, Eleanor inspires those who march under her banner to glory and greatness. Both a battlefield icon and rallying point for Imperial Warriors, Eleanor is the embodiment of unconquerable Imperial might. As a Warrior of the Orders, her prowess in combat matches her competent command. Even if she falls in battle, her legacy lives on; she plants her standard which bolsters nearby warriors as they defend the flag from the clutches of the foe.



IMPERIAL COMPANY



HOW THEY PLAY

Field a disciplined and trained Warband of Imperial soldiery. Feudal and Imperial Warriors combine into a drilled company, enacting dynamic battleplans which adapt the efficacy and specialization of your Warriors to match the flow of battle. Force a march at a Desperate Pace to get your Warriors into position, Hold Fast to endure the foe, or call an All-Out-Assault to grind your enemy down. Fight for the future of the Hundred Kingdoms and reclaim the empire!



TIMOLEAN THE LION



HOW THEY PLAY

Ancient and powerful, the sorcerous might of Timolean is unparalleled, be it Shamanic or otherwise. Conjuring mighty storms to hinder the enemy or encasing the foe in prisons of ice, Timolean controls the battlefield with freezing ferocity. Every round, the power of his storm increases, further hindering the foe while inspiring the warriors under his command. An enemy who foolishly attempts to attack Timolean or a Warrior under his protection is met with either a barrier of ice or a rush of wind, negating their assault and halting their advance before the Warriors of the Nords cut them down for their insolence.



FORSAKEN FYRD



HOW THEY PLAY

Wage war while venerating the old ways. Ancient warrior lodges of the Nords muster, going into battle extolling totemic aspects and ritualized combat. While on the precipice of death, these Warriors of the Nords enter a frenzied trance-like state, heightening their ferocity and fervor. Every Round, choose an Aspect to venerate, granting a Character or Regiment a shamanistic boon as they vie for glory in combat. Show the Einerjhar-worshipping whelps that the Warriors of the old ways have fight in them yet.



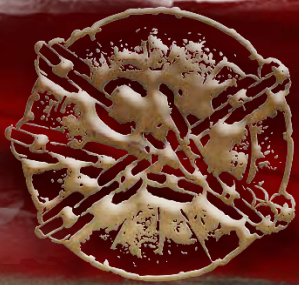
ALEKHANEROS

THE FIRE THANE



HOW THEY PLAY

A firebrand and unorthodox visionary, Alekhaneros believes in a new path for the Dweghom; much to the chagrin of his kin and compatriots. On a quest to reclaim his clan's lost Dragonblade, Alekhaneros and a regiment of his choice Vanguard up the battlefield. Accompanied by his loyal retinue of Flame Berserkers, Alekhaneros forges a new path for Warriors under his command; able to cast spells of mobility and speed unlike anything else within the Dweghom roster.



RECLAMATION WARHOST



HOW THEY PLAY

Lost to time but not in memory, a united Warband of ragtag Dweghom march to reclaim relics of awesome power and apocryphal portents. Such a Warband on the march has not gone unnoticed by the foe, mustering to either seize the relics themselves or defend their holdings from the Dweghom advance. The Dweghom on such a crucial mission may temporarily eschew tradition to ensure the relics are reclaimed. When Lost Relics are uncovered on the battlefield, the Warrior that wields them gains a powerful and unique upgrade; from imbued weapons to shards of War's prison.



ANVESHAK THE OUTCAST



HOW THEY PLAY

Wielding the unbridled power of the primordial planes, Anveshak is a swirling tempest of elemental sorcery. Combining the four elements, Anveshak is able to conjure Rituals and cast unique spells interacting with all Elementals, regardless of Courts. Anveshak transcends mortal limitations, coalescing into an arcane foci; blending reality with elemental domains which hinder the enemy or shift wounds between Elementals. Projecting his sorcery in combat, Anveshak is a competent combatant in his own right.



PRIMORDIAL CONVOCAATION



HOW THEY PLAY

Forgoing the mortal forces of the Sorcerer Kings, this Warband is a convergence of conjured Elementals; Earth, Air, Fire, and Water. Such a gathering of primordial energies allows Spellcasters of the Sorcerer Kings to conjure rare and unique Rituals. To form pacts with so many Elementals is dangerous and difficult, it takes a powerful and/or foolish sorcerous master to bind them; as Elementals are capricious and esoteric in temperament.



IKASUKORO THE IRON

DAIMYO & ZAKO



HOW THEY PLAY

Might makes right, and for Ikasukoro none have been able to challenge him on this. A towering incarnate of strength, martial discipline, and monstrous ferocity, Ikasukoro cares little for the trivialities of commanding Warriors. He leaves such tasks to Zako, Ikasukoro's mysterious underling, who barks orders on behalf of the tyrant. The duo dominate the battlefield, Ikasukoro fighting off hordes of enemies and mighty foes alike while Zako ensures his master's battleplan is carried out.



BUSHIDAN CLAN



HOW THEY PLAY

A mighty Warband of elite Yoroni comprised of only those with the strength, courage, or mastery to overcome new challenges on the path to enlightenment. In a Test of Spirit, Yoroni of this Warband may choose to randomise their Ideal Cards, allowing fate to dictate the flow of battle. Fortune favors the bold, and Warriors who rise to the challenge are rewarded with increased efficacy of their Ideal Cards. Honorable and militaristic, Yoroni Characters must accept Enemy Duels and are Blessed while locked in mortal combat.