Conquest
First Blood

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Para Bellum
GAMES

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INTRODUCTION

In Conquest: First Blood you take command of a mighty Warband; a contingent of Warriors drawn from one of the varied factions from across the world of Eä. Whether you are commanding a muster of brave soldiers of the Hundred Kingdoms, or an incursion of bioengineered horrors of the Spires, it is up to you to lead your Warband to victory on the fields of battle.

Ahead of you waits a thrilling game of tactical depth and strategic opportunity. Where every interaction is as engaging as it is cinematic. Each blow landed or blocked hit truly feels like a struggle for survival on the Battlefield. From the lowliest drone to the most terrifying monster, each Warrior feels their magnitude and each serves a distinct role on the Battlefield. All of which are key to Victory!

How you play your Warband is as important as what it includes. Terrain takes on a life all its own in First Blood; Vantage Points that must be climbed or traversed, Barricades to defend and dismantle, and the ability to breach enemy fortified positions. First Blood offers a distinct and memorable way to Battle using all the Terrain in your collection past, present, and future.

Games of First Blood can take the form of anything from clandestine raids and heroic last stands, to pitched battles and ambushes. Battle it out in our generative and highly replayable Scenario System, where you and your Opponent engage in a pre-battle test of wits; setting the stage for your conflict both tactically and narratively. Complete with a hidden deployment system, no two Battles will be the same!

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CORE RULES

The rules that follow are the basic rules you need in order to understand how Warriors interact with each other and the environment.

These chapters will teach you how to Activate your Warriors and Characters, how to move them as well as how to engage in combat with them.

CHAPTER ONE

THE PRINCIPLES OF BATTLE

The following section consists of the core concepts and essentials of First Blood.

From what is needed to play a game, to what consists of a Warband, and what the Characteristics of your Warrior's profiles mean.

A firm understanding of these principles will lead to mastery on the battlefield.

A CIVILISED WAR

Although you and your opponent both seek to win the Battle, it should never be at the expense of the experience. Should a situation arise that an interaction cannot be clearly defined in the Rules, discuss with your opponent the most appropriate solution to resume play. If a consensus cannot be reached, simply randomly determine how it should be resolved.

DICE

Comparative Rolling

All Hits and Blocks in First Blood are Comparative, meaning that the specific result (1-6) on each individual Die is important! Leave all Rolled Hits on the table until all Blocks have been Resolved.

Success and Failures

Characteristic Tests in First Blood are either Successes or Failures. If the result is equal to or under the Characteristic being tested then it is a Success, otherwise it is a Failure.

ROLL SEQUENCE

Primary Roll

The initial Dice Rolled when resolving any Attack, Hit, Block, or Characteristic Test are referred to as the Primary Roll.

If any Special Rules or effects trigger from the results of the Primary Roll such as Re-Rolls or Additional Hits; all effects are applied simultaneously.

Certain Rules will state to Re-Roll a die (either single, multiple, or a specific result). No matter how many sources of Re-Rolls, a single Die can never be Re-Rolled more than once.

Secondary Roll

Any additional Dice or Re-Rolls are all Rolled together in the Secondary Roll. These results are final, no Re-Rolls or additional Dice can be triggered by the results of a Secondary Roll.

EPIC FAIL

An unmodified Roll of a '6' is always considered a Failure.

RE-ROLLING FAILURES VS SUCCESSES

When Rolling a Characteristic Test, if a Roll is affected by both Re-Rolling all Failures and Re-Rolling all Successes, they cancel out. Both Rules are ignored for the Roll.

BASES

The 'Base' of a Warrior refers to the circular component that the model is attached to; representing their footprint on the Battlefield. It is expected that models are attached to the base that is provided with. Certain Warriors may be attached to multiple bases, in which case all parts of the base are considered as one singular base for all rule purposes.

MEASURING DISTANCE

Distances on the Battlefield are measured in Inches and are always measured horizontally from a Model's Base. Players may freely measure any distances on the Battlefield at any time. Rules that affect Warriors within a distance will do so while any part of the Warrior's base is within the effect's Range.

As Distances are measured horizontally, Size and Elevation never affect Distances for Command Abilities, Special Rules, Spells, etc.

ROUNDING

If a Special Rule or effect halves a Characteristic or Distance, it is always rounded up to the nearest whole number.

Example: A March 5 Warrior performs a Reposition Action (moving half their March), the Warrior may move up to 3".

WARBANDS, REGIMENTS, AND WARRIORS

Your collection of models in any given battle are referred to as your 'Warband'. All models in your Warband are referred to as 'Warriors'. Warriors in your Warband vary greatly relative to their power and impact on the Battlefield from mighty Heroes, savage Monsters, to humble Infantry.

Warriors from your Warband are referred to as "Friendly Warriors" and Warriors not from your Warband are referred to as "Enemy Warriors" or simply as "Enemies". When playing games with teammates, your teammate's Warriors are considered "Allied" Warriors.

COMMAND CARDS

All Warlords, Heroes, Monsters, and Regiments in your Warband have a corresponding Command Card that includes their profile Name and Art. These cards are used to Deploy and Activate the corresponding Warlord, Hero, Regiment, or Monster throughout the battle.

You may never include multiple of the same Command Card. Every Command Card has a QR code which can be scanned through the Conquest Companion App to quickly access their Rules!

Command Cards are used to track what Warriors already Activated during a round, and what Warriors have yet to be Activated. At the start of every Round, all of your Command Cards should be arranged next to each other face-up and visible to both you and your opponent.

When it is your turn to Activate a Command Card, select a Command Card and flip it over so it is face-down. This indicates that this Command Card has already been Activated and cannot be selected again to be Activated for the rest of the Round.

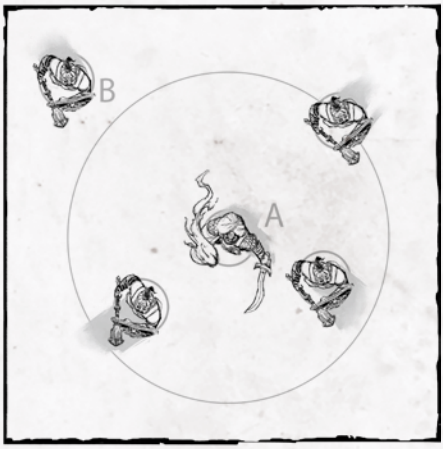
COMMAND ABILITIES, EFFECTS, AND DURATION

Command Abilities and Special Rules that affect friendly Warriors also affect the Warrior themselves unless otherwise stated.

Warriors benefit from the Command Ability or Special Rule if they begin an Action within the **Command Range (CR)** of the **[Character]**, regardless of Line of Sight.

All Command Abilities and Special Rules granted during a Round expire at the end of the round unless otherwise indicated.

Duplicates of the same Command Ability or Special Rule are not cumulative and provide no additional effect beyond the first.



Warrior B is currently outside of Character's A Command Range and therefore will not benefit from any Command Ability.

TIMING AND SIMULTANEOUS EFFECTS

The Player currently performing Command Abilities during the Command Phase or Activating a Command Card during the Action Phase is the Active Player.

If multiple effects, Special Rules, or Draw Events trigger at the same time, the Active Player chooses in which order they are resolved.

BATTLEFIELD ROLES

All Warriors have one or more Battlefield Roles listed in their profile. Many Special Rules, Abilities, and effects will specify what type of Warriors they can affect.

Most Battlefield Roles have no innate effect and are used simply to define different interactions on the Battlefield. Battlefield Roles will often be referred to simply as "Roles".

Below is a list of common Battlefield Roles.

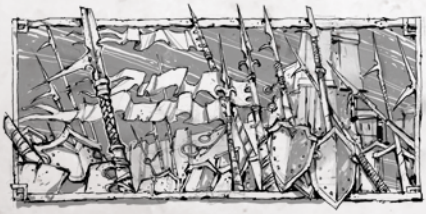
- [Infantry]
- [Cavalry]
- [Brute]
- [Monster]
- [Character]
- [Spellcaster]

Unique Battlefield Roles

All Factions utilize their own unique Battlefield Roles within their Profiles.

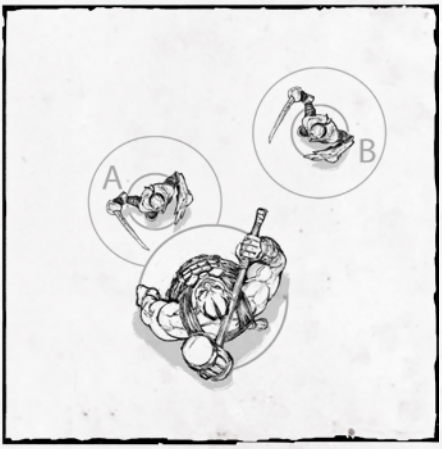
These range from physical traits and military structures to societal castes and spiritual ideologies.

These Battlefield Roles are introduced within each Faction's Army List.



ENGAGEMENT RANGE

All Warriors possess a 1" area around their base that is referred to as their Engagement Range. Warriors within 1" of an Enemy and within Line of Sight are considered Engaged. While Engaged with an Enemy, Warriors may only perform Combat Actions.



Warrior A is Engaged and may only perform Combat Actions, while Warrior B is Unenganged and may only perform Out of Combat Actions.

LINE OF SIGHT (LoS)

Line of Sight (LoS) is used to determine if Warriors are visible to each other on the Battlefield and can be Targeted. LoS must be drawn any time an Action, Special Rule, Spell, or Effect requires a Target.

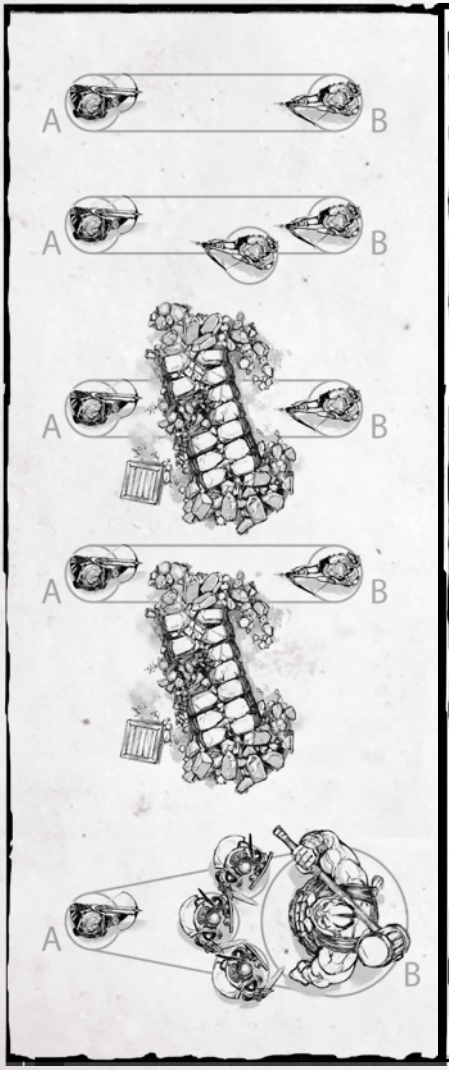
To determine a Warrior's LoS, draw a line the width of the Warrior's Base to the width of the Target's Base. If any part of this Line travels uninterrupted between the two Warriors, then the Warrior has LoS to the Target.

When drawing LoS, all Warriors and Terrain that are of a smaller Size than the Target are ignored.

Size Matters

Warriors of impressive stature are able to see over obstacles that would otherwise impede those lesser than themselves.

Intervening Warriors and Obscuring Terrain are ignored if they are **both** a smaller Size than this Warrior **and** are closer to this Warrior than to the Target. (See example below)



Both Warriors have LoS to each other.

Both Warriors have LoS to each other, as the Intervening Warrior does not fully impede either Warrior's Line of Sight.

Neither Warrior has LoS to each other due to the Terrain.

Both Warriors have LoS to each other, as the Obscuring Terrain does not fully interrupt either Warrior's Line of Sight.

Warrior A has LoS to Warrior B as all Intervening Warriors are of a smaller Size than Warrior B.

Size Matters
Warrior B has LoS to Warrior A as all Intervening Warriors are both:

Smaller than Warrior B
AND
Closer to Warrior B than to Warrior A.

THE WARRIOR PROFILE

Each Warrior has a Characteristics Profile as a measure of its ability on the battlefield. The Characteristics Profile is broken down among different Characteristics, as well as a number of Special Rules and Draw Events.

March (M)
The speed at which this Warrior can traverse the Battlefield. The Distance this Warrior can Move during Movement Actions.

Volley (V)
The Warrior's Skill with ranged weapons. The total number of Hits this Warrior can inflict onto a single Enemy during Volley Actions.

Clash (C)
The Warrior's Skill in Close Combat. The total number of Hits this Warrior can inflict onto a single Enemy during Clash Actions.

Attacks (A)
The ferocity of this Warrior in Close Combat. The number of Dice this Warrior Rolls during Clash Actions.

Wounds (W)
The innate durability of this Warrior. The number of Wounds this Warrior can suffer before being Slain.

Resolve (R)
This Warrior's strength of will and presence of mind. The value this Warrior needs to Roll equal to or below for Resolve Tests.

Defense (D) & Evasion (E)
This Warrior's defensive combat skill and quality of protective equipment and their skill at evading enemy attacks through agility or magical protection. The number of Dice this Warrior may Roll when Blocking Hits. When Blocking, a Warrior will use either their Defense or Evasion Characteristic; whichever is higher after modifiers.

Command Range (CR)
This Warrior's leadership skills and imposing presence on the battlefield. The Range that this Warrior's Command Abilities affect and other leadership based effects.

Size
This Warrior's stature, from minute creatures to towering monsters. The Warrior's physical size on the Battlefield.

Battlefield roles
This Warrior's faction affiliations and defining traits. Keywords used to indicate how certain Rules and effects interact with this Warrior.

CHARACTERISTICS TESTS

Any Rule that calls for a Warrior to Roll a Die and compare it to a Characteristic of theirs is referred to as a Characteristic Test. Roll a Die and compare it to the Characteristic being tested on the Warrior.

A Characteristic Test is a Success if the result is equal to or less than the current modified Characteristic of the Warrior, otherwise it is a Failure. Rolls of '6' are always a Failure regardless of the Warrior's Characteristic.

Characteristics and Modifiers

Through Special Rules, Effects, Spells or any other manner of circumstances during a Battle; Characteristics can be modified to 0, causing any Test to be automatically Failed!

MOVEMENT VS PLACING

Movement

There are many Actions, Special Rules, and effects that allow Warriors to press on and take the fight to (or away!) from the Enemy. All Movement follow the same restrictions and guidelines. Measure the distance from the Model's base and move in a straight line.

When Moving a Warrior, it may travel in any direction and may split its total distance amongst multiple directions. A Warrior cannot move through any other Warriors (Friendly or Enemy!) and at the end of the Movement no part of their base may travel further than the Move distance.

Warriors may enter and move freely within Enemy Engagement Ranges, but may only leave if allowed to do so.

Placing

When a Special Rule or effect calls for a Warrior to be "Placed" simply take the model and place it anywhere within the indicated Distance, ignoring all Warriors and Terrain in between.

Effects that trigger on "Moving" do not occur when a Warrior is Placed. Sometimes a Rule will call for a Warrior to be Placed wholly within a distance, meaning that no part of the Warrior's Base may be Placed further than the indicated distance.

A Warrior may be freely Placed into or Out of Enemy Engagement Ranges. A Placed Warrior may even be Placed onto or off of a Vantage Point regardless of its Elevation.Granted there is room for them to fit!

WARRIOR STATUSES

Over the course of a battle, Warriors can be inspired to perform great feats of glory or broken to the brink of death. A moment of weakness or greatness can turn the tide of battle.

A Warrior cannot be affected by multiple instances of the same Status. When a Warrior becomes affected by the following Statuses, mark them appropriately.

Inspired

Driven to greater acts of heroism or savagery, this Warrior is instilled with renewed vigor!
This Warrior gains +1 to their Attack Characteristic.

Aimed!

With a steady hand and steely gaze, this warrior concentrates on delivering a fatal shot.
This Warrior gains +1 to their Barrage Special Rule.

*A Warrior must have the **Barrage X** Special Rule to become Aimed!*

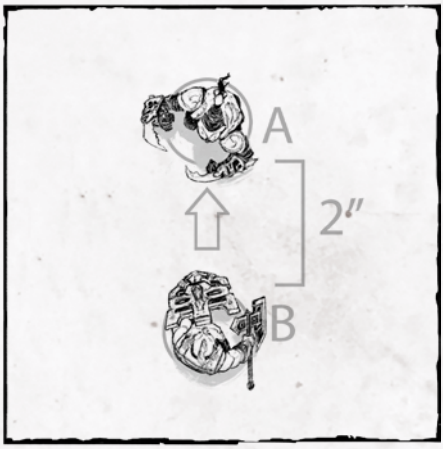
Broken!

Be it by injury, exhaustion, or terror, this Warrior has lost impetus and must regain their courage!
This Warrior suffers the following effects until they Rally or are Slain:

- Automatically fails all Resolve Tests. *Which means they will be Slain if they suffer enough wounds!*
- May only perform the Rally or Combat Rally Actions.
- Is ignored when determining Outnumbered Warriors during Clash Actions. (both Friendly and Enemy!)
- Cannot perform Command Abilities and any Command Abilities currently Active immediately expire.
- Cannot perform Spells.

Driven Back

When a Warrior is Driven Back either by becoming Broken! from an Enemy within their Engagement Range or from a Special Rule; The Broken! Warrior is Moved directly away from the Enemy that caused them to be Driven Back until there are 2" between them or they contact another Warrior or Impassable Terrain.



Warrior A is Driven Back from Warrior B and is Moved directly away until there are 2" between them.

Rally!

Through rousing oration from a superior or through true grit and determination, this Warrior takes to the Battle with renewed vigor.
Many Special Rules and effects in First Blood will cause Broken! Warriors to Rally. When a Broken! Warrior Rallies, immediately remove their Broken! Marker.

CHAPTER TWO

THE ROUND SEQUENCE

In this section we will introduce the sequence of Phases that make up a Round and set up the flow and rhythm of the game.

THE PHASES OF BATTLE

Phases bring order to the chaos of battle, allowing players a framework to direct their Warbands and control their Warriors in the immersive and fierce skirmish combat of Conquest: First Blood.

Games of First Blood are played using Scenarios, dynamically crafted missions that define the objective, set the context, and determine what victory looks like for both players. These Scenarios are available through the Rules & FAQ section of our website.

Battles of First Blood consist of 6 Rounds that are divided into Phases that Players each take part in. Below is a summary of the Phases of a Round and what they consist of.

I. Supremacy Phase

Roll-off to see who will act first this Round!
Both Players Roll a single Die. The Player that Rolls lower is the Supremacy Player and will Act first this Round. If the result is a draw, the Player that has less Victory Points chooses who will be the Supremacy Player. If tied, Re-Roll until a winner is decided!

II. Command Phase

Perform Command Abilities with your Characters!
The Supremacy Player will perform a single Command Ability with each **[Character]** in their Warband, then the other Player does the same. A Command Ability lasts until the end of the Round.

III. Action Phase

Activate your Warriors and perform Actions.
The Action Phase is the most pivotal Phase in the Round. Players will take turns choosing a single Command Card that has not Activated this Round, flipping over, and perform Actions with its Warriors. The Supremacy Player chooses a single Command Card and Activates all Warriors of that type, one at a time. Players alternate back and forth until all Command Cards have been Activated.

IV. Victory Phase

Players check to see if they draw closer to Victory...
Players remove any Command Cards which all Warriors from have been Slain. Players then calculate any Victory Points determined by the Scenario.

COMMAND PHASE AND CHARACTERS

Characters lead your Warriors into battle through great acts of heroism, strategy, or more ignoble means. Characters are among the most powerful and pivotal Warriors within your Warband; able to issue battlefield orders, command soldiers, and single-handedly wreak havoc upon your enemies.

What is a Character?

A Character is a Warrior that can exert influence over the Battlefield by using powerful Command Abilities to turn the tides of battle to their advantage. These rousing Warriors will have the [Character] Battlefield Role listed in their Profile.

Regiment Leaders perform Command Abilities, however they only affect Friendly Warriors of their own Regiment.

Command Abilities

[Character]s may each perform a single Command Ability during the Command Phase. Command Abilities may affect this [Character] and any eligible Warriors while they are currently within Command Range or if they begin an Action within the Command Range (CR) of the [Character], regardless of Line of Sight.

A Broken! [Character] cannot perform Command Abilities. Any Active Command Abilities end immediately when a [Character] becomes Broken! All Command Abilities last until the End of the Round. A Warrior may benefit from multiple different Command Abilities at once.

Unique Command Abilities

[Character]s may have Unique Command Abilities listed in their Profile that can be performed during the Command Phase. Representing different talents, doctrines, or strategies.

Common Command Abilities

All [Character]s have access to the following Command Abilities in addition to any Unique Command Abilities listed in their Profile: **Rallying Cry, Press Forward, and Duel.**

Rallying Cry

With an inspiring speech, rousing battlecry, or direct threat, nearby warriors take heart and rejoin the fight with renewed vigor!

All Broken! Friendly Warriors within Command Range immediately Rally. Additionally, Friendly Warriors within Command Range may Re-Roll all Failed Resolve Tests when performing Combat Rally Actions.

Press Forward

With a commanding shout, nearby warriors march post-haste!

Friendly Warriors that perform a March Action within Command Range may instead Move up to their entire March Characteristic during subsequent March Actions this Activation. *This allows Warriors to Move their full distance, even when rushing outside of the issuing Character's Command Range!*

Duel

To either test their honor, courage, or skill with a blade, the enemy is challenged to single combat.

Target a single Enemy [Character] within Command Range and Line of Sight. The Enemy must then either Accept or Decline the Duel. This [Character] is Inspired! this Round regardless if the Duel is Accepted or Declined.

A Broken! [Character] can never Decline a Duel.

A [Character] that is participating in a Duel cannot perform or be Targeted by another Duel.

A [Character] that is upon a Vantage Point cannot perform or be Targeted by a Duel unless they both are upon the same Vantage Point.

- **If Declined**, the Enemy [Character] immediately becomes Broken! and any of their currently Active Command Abilities end. The Enemy [Character] cannot Rally or perform any Command Abilities during this Command Phase.

- **If Accepted**, place this [Character] Engaged with the Target Enemy by the shortest distance possible. If this [Character] cannot be placed in Engagement, then the Target Enemy is placed Engaged with this [Character] instead.

If neither [Character] can be placed to Engage the other, then a Duel cannot be performed.
While participating in a Duel, a [Character] may only be Targeted by their Duel Opponent with Enemy Actions. The [Character] can only Engage (or be Engaged by!) their Duel Opponent.

Other Warriors within 1" are not considered Engaged with a [Character] participating in a Duel. *Warriors cannot provide Outnumber Assisting Attacks and ignore the Dueling Characters for determining if they are in Combat!*

The Duel lasts until either [Character] is Slain, leaves Engagement with their Duel Opponent, or until the End of the Round.

THE ACTION PHASE

Acting through their own volition, impetuousness or by direct command of their superiors, every Warrior's decisions on the Battlefield leads to glorious victory or crushing defeat.

THE ACTIVATION SEQUENCE

To Activate a Regiment or [**Character**] you will go through the following steps in order:

1. Choose Command Card
2. Select Warrior to Activate
3. Perform Draw Events
4. Perform Actions
5. Repeat until all Warriors of the Command Card have Activated

Activating a Command Card

Choose a single Command Card with Warriors on the Battlefield that have not yet Activated this Round, select a single Warrior from the Card's profile, perform any Draw Events with the selected Warrior, then perform 2 Actions with the selected Warrior.

A Command Card with no Warriors on the Battlefield cannot be chosen to Activate.

When a Regiment is Activated, all Warriors are Activated, but each perform their own Draw Events and perform their own Actions individually. A single Warrior completes their entire Activation before resolving the Activation of the next, until all Warriors of that Regiment have Activated.

Draw Events

Certain Special Rules trigger when a Warrior is Activated. These are referred to as Draw Events and occur before performing any Actions with a Warrior. All Draw Events are optional to perform and a Warrior may perform multiple Draw Events.

WARRIOR ACTIONS

With every swing of a sword, with every step, and with every breath, battles can be decided. A well placed arrow can dispatch a ferocious beast, a decisive charge can shatter a shieldwall. Victory comes to those who seize it.

A Warrior that is Engaged with an Enemy can only perform **Combat Actions** whereas a Warrior that is not Engaged with any Enemy Warriors can only perform **Out-of-Combat Actions**.

Each Activation, a Warrior may perform 2 Actions. A Warrior cannot perform the same Action multiple times during a single Activation with the exception of the March Action.

Movement Actions

March - out of combat action

This Warrior Moves up to its March Characteristic. A Warrior may continue their Movement when they enter an Enemy's Engagement Range, but they may not leave it!

If this Warrior Moves in a singular straight line and ends their Movement Engaged with an Enemy, it is considered a **Charge** and this Warrior becomes **Inspired!** this Activation. A Warrior may only Charge once per Activation. *Certain Special Rules and effects trigger when a Warrior Charges!*

In the case of Warrior with multiple bases, only the 'front' base must travel in a straight line to Charge!

March Actions, unlike other Actions, may be performed multiple times during an Activation. During subsequent March Actions, this Warrior may only Move half their March Characteristic (rounding up).

Reposition - combat action

This Warrior Moves up to half its March Characteristic (rounding up). This Warrior may leave Enemy Engagement Ranges. If this Warrior leaves the Engagement Range of any Enemies that are not Broken, then this Warrior becomes Broken!

Melee Actions

Inspire - combat action
This Warrior becomes Inspired! this Activation.
Inspired!: This Warrior gains +1 to their Attack Characteristic.

Clash - combat action
Attack an Enemy in Combat. Choose an Enemy within Engagement Range and follow the Attack Sequence (Page 26).

When performing Clash Actions, a Warrior may divide their Attacks freely amongst Enemies within Engagement Range. Roll Attacks and Blocks against each Enemy separately.

Outnumbered
During a Clash Action, if a Target is Engaged by any other friendly Warriors (that are not themselves Engaged with any other Enemies), they assist in the Clash and cause the Target to be **Outnumbered!**

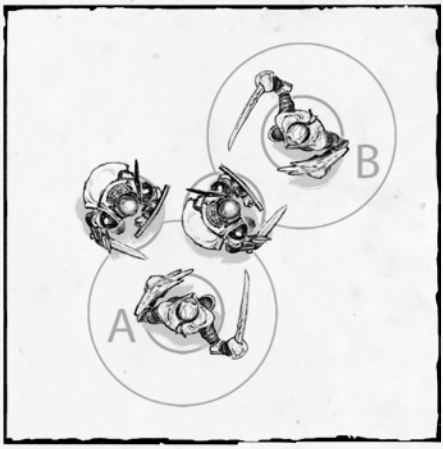
Broken! Warriors are always ignored when determining if a Warrior is Outnumbered during Clash Actions, both for denying Enemy Warrior Assists and for performing Assists themselves.

If the Enemy is Outnumbered, Roll an Additional Attack against the Enemy. The number of Friendly Warriors needed to Outnumber the Enemy is determined by the Target's Battlefield Role shown below.

[**Infantry**]- 1 Assisting Warrior.

[**Brute**] or [**Cavalry**]- 2 Assisting Warriors.

[**Monster**]- 3 Assisting Warriors.



If Warrior A Targets the Enemy Warriors with a Clash Action, they will be Outnumbered from the assisting Warrior B, Rolling an Additional Attack for the Clash Action.

If Warrior B Targets the Men at Arms with a Clash Action, Warrior A cannot assist as they are Engaged with another Enemy.

Shooting Actions

Take Aim - Out of combat action
This Warrior becomes Aimed! this Activation. Aimed!: This Warrior gains +1 to their Barrage Special Rule. A Warrior must have the Barrage X Special Rule to become Aimed!

Volley - Out of combat action
May only be performed if this Warrior has the Barrage X Special Rule. This Warrior Targets a single Enemy within this Warrior's Barrage Range and Line of Sight, checking for any Intervening Warriors or Obscuring Terrain (see below). This Warrior then follows the Attack Sequence (Page 26).

Obscured
When performing Volley Actions, if any part of the Line of Sight is impeded by Terrain of at least half the Size of the Target, then the Target Warrior Rolls an additional Block Die during that Volley Action.

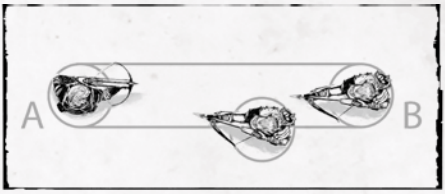
Intervening
When determining the Target of Volley Actions, if any part of the Line of Sight is impeded by another visible Warrior (Friendly or Enemy) of at least equal Size of the Target, then they cannot be targeted with a Volley Action as the shot would be intervened by an Ally or a more pressing Enemy!

Size Matters
When performing Volley Actions, any Intervening Warriors or Obscuring Terrain may be ignored if they are **both** a smaller Size than this Warrior **and** are closer to this Warrior than to the Target.

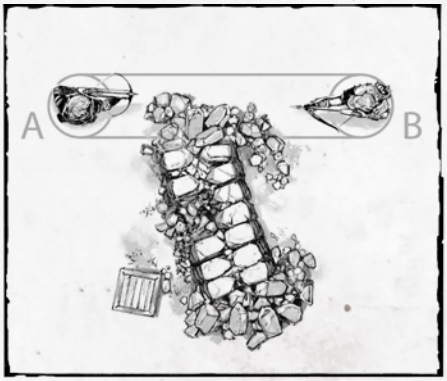
Morale Actions

Rally - Out of combat action
May only be performed while Broken! This Warrior Rallies. (Remove their Broken Marker)

Combat Rally - combat action
May only be performed while Broken! This Warrior Rallies (remove their Broken Marker), then must immediately take a single Resolve test. If Passed, they may continue their Activation as normal. If Failed, their Activation immediately ends.



Both Warriors have LoS to each other, however the LoS is Intervened by another Warrior. Meaning that neither Warrior A or Warrior B can target each other with Volley Actions.



Both Warriors have LoS of each other but are Obscured by Terrain granting them each +1 Defense from Volley Actions.

UNIQUE ACTIONS

Through martial skill, preternatural ability, or overwhelming strength, certain Warriors are capable of performing powerful feats of carnage and bloodshed.

Any Action listed in a Warrior's Profile is referred to as an Unique Action. These Actions may specify whether they are (Combat Actions) or (Out-of-Combat Actions) and may only be performed when you can perform Actions of that type.

These Actions will specify their effects. Unique Actions listed as neither a (Combat Action) or (Out-of-Combat Action) can be performed while Engaged or Unengaged.

Some Warriors possess Unique Actions that serve as an alternate and more powerful version of a basic Action such as a (Unique Clash Action) or a (Unique Volley Action). These Unique Actions may be performed instead of the basic version of the Action. These Unique versions of Actions cannot be performed in the same Activation as the Basic version of that Action.

Unique Actions are treated as the Basic Action for the purposes of Special Rules. Unique Actions only use the Special Rules specified within the Action and **NEVER** benefit from Special Rules listed the Warrior's Profile or bonuses granted from Spells, Command Abilities, or Statuses.

Unique Actions that simply inflict Hits ignore the usual Rules for performing their basic Counterparts; such as Outnumbered Enemies, Intervening Warriors, and Obscuring Terrain!

*In the example above, the Monster performs the **Sweeping Blow** (Unique Clash Action); it cannot perform a basic Clash Action during the same Activation.*

Enemy Warriors Hit by this attack may still benefit from Special Rules such as the Counter Attack Special Rule, as it is still considered a 'Clash' Action.

Out of Sequence Actions

Certain Special Rules will allow Warriors to perform Free Actions during their Activation or to perform Actions outside their Activation. Any Actions performed outside of a Warrior's 2 selected Actions during their Activation are referred to as Out of Sequence Actions. Out of Sequence Actions follow all the normal limitations of the Action, such as being Engaged for Combat Actions. An Out of Sequence Action performed during an Activation does not allow the Warrior to perform Duplicate Actions.

Example: A Warrior has a Unique Special Rule allowing for them to perform an immediate Volley Action after slaying an Enemy during a Clash Action. This does not allow that Warrior to also perform a second Volley Action during that same Activation.

ATTACKS, HITS AND BLOCKS

Engaged in combat, Warriors unleash a flurry of blows and an onslaught of well placed strikes. A Warrior must best their opponent through superior skill or savagery; lest they fall victim to the bite of an axe or the tip of a spear.

Attacks vs hits

Attacks is the total number of Dice Rolled as part of a Clash or Volley Action that may potentially be converted into Hits. This represents the ferocity or firepower generated by a Warrior.

Hits are the number of blows that strike a Warrior. Hits inflict Wounds unless Blocked. If any effect inflicts Hits upon a Warrior, Roll Dice equal to the Hits inflicted and that Warrior must then Roll Blocks to negate them. Hits are always Rolled by the Enemy Player.

Inflicting hits

- If a Rule inflicts Hits on a Warrior, the Enemy Player Rolls the indicated number of Dice and assigns them as Hits.
- Results of '6' are always considered Failures and are always discarded.
- Set Hits to the side (keeping their results visible).

Rolling to block and Negating hits

- The Target then Blocks, Rolling Dice equal to either their Defense or Evasion Characteristics. (whichever is higher) *The Defender may Roll more Block Dice than Hits they have suffered!*
- The Defending Player takes their Rolled Results and compares them to the Hits in their pool. The Blocking Warrior negates Hits by using a single Block Roll to negate a Hit of an equal result or higher.
- For each Hit not Blocked, the defender suffers a Wound.

Attacks and Hits against multiple warriors

- If multiple Warriors are Attacked or suffer Hits simultaneously, the order in which they are Resolved are chosen by the Activating Player.
- Fully Roll Attacks, Hits, and Blocks for a single Warrior before resolving the next.

THE ATTACK SEQUENCE

When performing both Clash Actions and Volley Actions, Attacking is resolved in the same way.

Roll Dice equal to...
- this Warrior's Attacks (A) if a Clash Action.
- this Warrior's Barrage (X) if a Volley Action.

The Attacker then takes the Dice with the lowest results up to their...
- Clash (C) if a Clash Action.
- Volley (V) if a Volley Action.
- These Dice are Hits directed against the Enemy.
- Results of '6' are always failures and are discarded!

The Defender then attempts to Block Rolling Dice equal to either their Defense (D) or Evasion (E) Characteristic. Whichever is highest! The Defender then compares their results to the Attacking Warrior's Hits. Each Block Roll can negate a Hit that is the same number or higher.

For each Hit not Blocked, the Target suffers a Wound; mark the Warrior appropriately. If the defending Warrior accumulates Wound Markers equal to or greater than their Wounds Characteristic, the Warrior must immediately Test their Resolve (see Page 28).

Let's see an example of how the Attack Sequence is applied in Action!

Step 1 - Attacker Rolls

In this Example, the Atacker Rolls 4 Attacks as they have a total Attacks Characteristic of 4.

Step 2 - Assigning Hits

The Attacker must then allocate Hits from their Attacks equal to their Clash or Volley Characteristic.

The lowest Attacks must be chosen to be converted into Hits. Here, the Attacker assigns 2 Hits, as their Clash Characteristic is '2'. The Attack Rolls of '2' and '3' are allocated as Hits as they are the lowest results Rolled.

Step 3 - Rolling Defense

In this example, the Defender has a Defense Characteristic (or Evasion) of '3' and Rolls 3 Blocks.

Step 4 - Compare Defense Results to hits

In this example, the Block Roll of '3' negates the Hit of '3'.

The Block Rolls of '4' and '6' fail to negate as they are not equal to or lower than any of the Hits. Note that all results of '6' when either Attacking or Blocking are always failures!

Step 5 - Defender Suffers Wounds and Tests Resolve

The Defendersuffers a Wound for every Hit that was not Blocked. If the Defenderaccumulates Wound Markers equal to or greater than their Wounds Characteristic, the Warrior must immediately Test their Resolve (see Page 28).

Now let's see another example adding Special Rules into the Sequence!

Step 1 - Attacker Rolls

The attacking Warrior Rolls 3 Dice as they have an Attacks Characteristic of 3. This is the Primary Roll.

Step 2 - Re-Rolls and Additional Attacks

Resolve any Re-Rolls and additional Attacks generated. All effects that trigger on a Dice result are resolved simultaneously. Here, the Attacker has the **Relentless Blows** Special Rule, and the Defender has the **Parry** Special Rule.

Both Special Rules occur simultaneously on an Attack Roll of "1" and would be resolved together. In this example the Attacker Rolled an additional Attack result of '3' and Re-Rolled the '1' into a result of a '4'.

Step 3 - Assigning Hits

The Attacker then allocates the lowest Attacks from their results up to their Clash Characteristic as Hits on the Enemy. The attacking Warrior assigns 2 total Hits, as their Clash Characteristic is '2'. The Attack Rolls of '2' and '3' are allocated as Hits as they are the lowest results Rolled.

Step 4 - Rolling Defense

In this example, the Defender has a Defense Characteristic of '3' and Rolls 3 Blocks.

Step 5 - Re-Rolls and Additional Attacks

Compare the results of the Defense Roll to the Hits allocated by the Attacker. For each Defense result equal to or under a Hit is considered a Block and Blocks a single Hit of the same Value or greater. In this example, the Defense Roll of '3' negates the Hit result of '3'.

The Defense Rolls of '4' and '6' fail to Block as they are not equal to or lower than any of the Hits.

Step 6 - Defender Suffers Wounds and Tests Resolve

The Defender suffers a Wound for every Hit that was not Blocked. If the Defender accumulates Wound Markers equal to or greater than their Wounds Characteristic, the Warrior must immediately Test their Resolve.

INFLICTING WOUNDS AND TESTING RESOLVE

A battlefield is a bloody and perilous place, and war is a cruel and unforgiving inevitability. When injured, Warriors will either succumb to their wounds, or fight on through rage or indomitable strength of will.

INFLCTING WOUNDS

For each Hit that has not been Blocked, the Warrior suffers a Wound. Place a Wound Marker on the Warrior. A Warrior that has one or more Wound Markers on it is considered Wounded.

Testing Resolve

When a Warrior accumulates Wound Markers equal to their Wounds Characteristic, they must immediately perform a Resolve Test. Roll a Die, if the result is equal to or under the Warrior's Resolve Characteristic they survive and ignore the Wound but become Broken!

If this Test is Failed, the Warrior succumbs to their wounds and is Slain; remove the Warrior from the Battlefield.

Overkill: If a Warrior suffers Wounds in excess of their Wounds Characteristic, they suffer -1 Resolve for each excess Wound suffered for the ensuing Resolve Test. *A Warrior's Resolve to be reduced to '0', causing the Resolve Test to be impossible to succeed!*

If a Warrior passes the Resolve Test, remove Wound Markers until the Warrior has only a single Wound remaining then the Warrior becomes Broken!

Example: A Men-at-Arms suffers 2 Wounds after Rolling to Block. The Men-at-Arms must now Test Resolve, Rolling a single Die and the result must be equal to or under the Men-at-Arms modified Resolve of '1' (base Resolve of 2 -1 from Overkill) to survive.

Slain and Destroyed

The terms Slain and Destroyed are used interchangeably but both cause a Warrior to be taken out of the Battle. When a Warrior is Slain or Destroyed they are removed from the Battlefield.

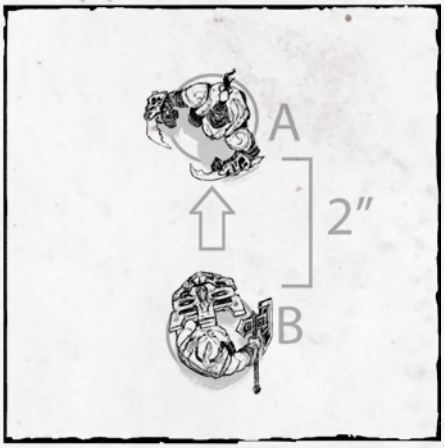
Broken Warriors and Resolve

A Broken! Warrior automatically fails all Resolve Tests and will be Slain if they accumulate Wound Markers equal to or beyond their Wounds Characteristic.

Driven Back

If a Warrior within Engagement causes an Enemy to be Broken!, they are immediately Driven Back.

When a Warrior is Driven Back either by becoming Broken! from an Enemy within their Engagement Range or from a Special Rule; The Broken! Warrior is Moved directly away from the Enemy that caused them to be Driven Back until there are 2" between them or they contact another Warrior or Impassable Terrain.



HEALING AND RAISING

Through unnatural vigor, alchemical process, or divine intervention, certain Warriors have the ability to restore their broken forms or even return from death.

HEALING

When a Warrior is Healed, remove Wound Markers from the Warrior equal to the amount they were Healed.

RAISING WARRIORS

Certain Abilities and Special Rules can allow Slain Warriors to return to the Battlefield. The Special Rule or Ability that Raised the Warrior will specify where to Place the Raised Warrior. A Warrior that is Raised may be Activated normally this Round.

CHAPTER THREE

MONSTERS

In this section we will introduce how Monsters and Monster Riders Act and unleash destruction upon your enemies.

MONSTERS

Towering behemoths, colossal constructs, and ferocious fiends wreak havoc upon the battlefield; utilizing their imposing forms to crush those who dare stand in their way.

MONSTERS VS WARRIORS

Although **[Monster]s** are creatures of enormous stature and power, **[Monster]s** operate much like any other Warrior with a few exceptions as seen in this chapter.

BEHEMOTHS

A **[Monster]** can only be Broken! or Driven Back while using its Injured Profile (as seen in the "Injured Profiles" section below).

Additionally, during its Activation, a **[Monster]** may Move through Enemy non-**[Monster]** Warriors if the Enemy is not Engaged with any other Friendly Warriors.

If a **[Monster]** is Placed or ends its Movement on top of an Enemy Warrior, Move that Warrior the minimum distance out from under the **[Monster]'s** Base.

INJURED PROFILES

[Monster]s have 2 profiles listed in their entry. One is labeled as an Injured profile.

A **[Monster]** begins the Battle using their top profile. The first time a **[Monster]** accumulates Wound Markers equal to their Wounds Characteristic, instead of testing Resolve, immediately remove all Wound Markers and use their Injured Profile for the remainder of the Battle.

If the Enemy that caused the **[Monster]** to become Injured was Engaged with the **[Monster]**, the **[Monster]** is immediately Driven Back from the Enemy. Any Wound Markers suffered in excess of their Wounds Characteristic are carried over and allocated to the **[Monster]'s** Injured Profile.

Injured and Healing

A **[Monster]** that has degraded to its Injured Profile cannot switch back to its original Profile during a battle, regardless of any Healing it receives. A **[Monster]** that is using its Injured profile always counts as being Wounded.

Monster Riders

Certain Characters are brave (or foolish) enough to go into battle atop a mighty beast. A **[Monster]** that purchases a Rider option gains the **[Character]** Battlefield Role and follows all the above restrictions.

Monsters with a Rider should replace the standard Command Card for that Monster with the Rider specific Command Card. Note that this does not allow a Warband to include both the ridden and unridden version of that Monster. Example: If your Warband includes a Hellbringer Sorcerer, you may not also field a Hellbringer Drake.

Pick on Somebody Your Own Size!

A **[Monster Character]** can only Target another **[Monster Character]** with the Duel Command Ability.

An Uninjured Monster Character that declines a Duel is not Broken!

CHAPTER FOUR

MAGIC

In this section
we will introduce
the masters of
the Magical arts
and how to wield these
powerful forces.

MAGIC

Harnessing the primordial forces of the Elemental Planes through sorcerous attunement or faith, Spellcasters can manifest arcane powers on the battlefield; conjuring blasts of magical energy or imbuing their warriors with mystical might.

Warriors with the [**Spellcaster**] Battlefield Role may spend Essence to conjure powerful Spells. During each Command Phase before performing their Command Ability, this Warrior Rolls for Attunement. A Broken! [**Spellcaster**] may still Roll for Attunement but cannot perform any Spells.

Attunement

The [**Spellcaster**] Rolls 6 Dice, for each Result equal to or lower than their Spellcaster X Special Rule, they gain an Essence.

Results of '6' are always failures. Essence can be used to perform powerful Spells. All Essence is lost at the end of the Round. Each [**Spellcaster**] tracks and spends from their own Essence pool. A single [**Spellcaster**] can have no more than 6 Essence at any given time.

Essense

Each Spell specifies an Essence Cost to be performed, labeled as "X Essence" following the Spell's Name and Type. A Spell's Essence Cost is spent immediately before Resolving the Spell.

If a [**Spellcaster**] does not have enough Essence for a Spell, then it cannot be performed.

SPELL TYPES

[**Spellcaster**]**s** have Spells listed in their profile, each Spell has a type and follows the rules listed below. [**Spellcaster**]**s** cannot cast any Spells while Broken!

Command Ability

Certain Spellcasters have access to powerful Command Abilities that require Essence to perform.

During the Command Phase, a [**Spellcaster**] may spend the indicated Essence Cost to perform this Command Ability.

A Warrior without the [**Character**] Battlefield Role can still perform this Spell and use its Command Ability as if they were a [**Character**]. This does NOT allow a Character to perform multiple Command Abilities during the Command Phase!

Incantation

Many Spellcasters can manipulate the world around them, able to bolster allies, inhibit enemies, or enhance their own combat capabilities.

Incantations may be performed whenever the Spell's specified criteria is met within Range regardless of Line of Sight. Incantations may be performed during any Activation, Friendly or Enemy. Oftentimes not during the Spellcaster's Activation!

The [**Spellcaster**] spends the Essence Cost and the Spell's effect is applied immediately and lasts until the end of that Action. The same Incantation can only be cast once per Warrior's Activation.

Unique Action

Spellcasters may possess Unique Actions that can either serve as an alternate and powerful version of a Basic Action or a truly esoteric effect.

During the [**Spellcaster**]**'s** Activation, a [**Spellcaster**] may spend the indicated Essence Cost to perform this Unique Action.

CHAPTER FIVE

SPECIAL RULES

In this section you will find a comprehensive list of the Special Rules used in First Blood, whether they are natural abilities, bestowed by Spells, or are manifested in other, stranger ways...

SPECIAL RULES

Through expertise, armament, or innate traits, Special Rules represent the various effects and abilities that modify how Warriors attack, defend, and interact with other Warriors and the Battlefield itself.

In addition to their Statline, all Warriors in First Blood possess Special Rules that influence their performance and prowess on the Battlefield. Special Rules are always Active. Below is a list of common Special Rules, many Army Books will include their own Unique Special Rules.

Special Rules X & +X

Special Rules labeled with an X scale in power relative to their Value. A Special Rule +X adds to the Value of the same Special Rule if the Warrior already has it, otherwise it is treated as a Special Rule X. Multiples of the same Special Rule +X stack!

Multiple Instances of a Special Rule

Duplicates of the same Special Rule on the same Warrior have no further effect.

Draw Events

Draw Events are Special Rules that have effects that trigger when a Warrior is Activated. Draw Events are labeled in parentheses before listing their effect **(Draw Event)**. These occur before performing any Actions with a Warrior. All Draw Events are optional to perform and a Warrior may perform multiple Draw Events. Many Army Books may include their own Unique Draw Events.

Armor Piercing X: During this Warrior's Volley Actions, each assigned Hit Roll of 'X' or lower reduces the target's Defense by 1 for the duration of the Action.

Example: A Warrior has Armor Piercing 1 and assigns 2 Hits, a 1 and a 2. The Blocking Warrior suffers -1 Defense, as the Hit of '1' benefits from Armor Piercing.

Aura of Death X: (Draw Event) Each Enemy Engaged with this Warrior immediately suffers X Hits. Roll separately for each.

Barrage X (X"): This Warrior can perform Volley Actions with X Attacks. The Range of this Warrior's Volley Action is listed in parentheses next to the Barrage Special Rule (X").

Bastion: While Unengaged, Enemies that end a Move within Engagement Range do not count as Charging. Additionally, whenever this Warrior would be Driven Back, they may choose to not be Moved.

Blessed: Once per Action, when this Warrior Rolls to Attack or Block; you may Re-Roll a single Result.

Bloodlust: This Warrior gains +1 Attack while Engaged with multiple Enemies.

Bodyguard: Whenever a Friendly **[Character]** of the same Size or smaller within 1" would suffer Wounds, you may choose for this Warrior to suffer any Wounds in their stead. A Warrior with this Special Rule cannot be allocated more Wounds than they have remaining. The Friendly **[Character]** must be of the same Elevation.

Bravery: (Draw Event) This Warrior immediately Rallies.

Brutal: When this Warrior Charges, all Enemies within Engagement Range suffer -1 Defense this Activation.

Burnout: (Draw Event) During this Activation, this Warrior gains +1 Clash and +1 Attack. At the end of their Activation, this Warrior suffers a single Wound. *Draw Events are optional and the Warrior can still test their Resolve if Slain!*

Cleave X: During this Warrior's Clash Actions, each assigned Hit Roll of 'X' or lower reduces the target's Defense by 1 for the duration of the Action.

Example: A Warrior has Cleave 2 and assigns 3 Hits of a 1, 2, and 5. The Blocking Warrior suffers -2 Defense, as the Hit results of '1' and '2' benefit from Cleave.

Counter-Attack: During an Enemy Clash Action, if this Warrior rolls any Block results of '1', that Enemy may be Driven Back after the Action is resolved. *This occurs after any Wounds are Inflicted and Resolve tests are performed!*

Dauntless: This Warrior can never be Broken! This Warrior can never Decline a Duel and may not leave Enemy Engagement Ranges during Reposition Actions. A Broken! Warrior that becomes Dauntless immediately Rallies!

Deadly Blades: Against Wounds caused by this Warrior's Clash Actions, Enemies must Re-Roll successful Resolve Tests.

Deadly Shot: Against Wounds caused by this Warrior's Volley Actions, Enemies must Re-Roll successful Resolve Tests.

Deft: During this Warrior's Volley Actions, Re-Roll Attack results of '6'.

Dodge: During Volley Actions Targeting this Warrior, Enemies must Re-Roll results of '1'.

Dread: Enemy Warriors Engaged with this Warrior can never be Inspired!

Elusive: When performing the Reposition Action, this Warrior does not become Broken! when leaving Enemy Engagement Ranges.

Fearless: This Warrior never suffers the effects of the Dread, Fearsome, and Terrifying Special Rules.

Fearsome: Enemies Engaged with this Warrior must Re-Roll successful Resolve Tests when performing a Combat Rally Action.

Feral: This Warrior can never seize Critical Sites or Artefacts.

Fiend Hunter: When this Warrior performs a Clash or Volley Action against a [**Brute**] or [**Monster**], Hits of '1' that are not Blocked inflict an additional Wound.

Flank: After this Warrior Charges, this Warrior may be placed anywhere without leaving any Enemy Engagement Ranges.

Flawless Strikes: During this Warrior's Clash Actions, Hits may only be Blocked by Rolls below their result. Hit Rolls of '1' cannot be Blocked!

Flurry: During this Warrior's Clash Actions, Re-Roll Attack results of '6'.

Fly: When performing a March or Reposition Action; this Warrior may be Placed instead of Moving. *A Warrior that is Placed does not count as Charging!*

Hardened: When Rolling to Block, for each result of '1' Roll an additional Block Die.

Impact X: After this Warrior Charges, each Enemy in Engagement Range suffers X Hits. Roll separately for each.

Indomitable: When Testing Resolve, this Warrior ignores any negative modifiers from Overkill.

Iron Discipline: This Warrior never counts as being Outnumbered.

Juggernaut: (Unique Combat Action) Any Warriors of equal Size or smaller currently Engaged with this Warrior may immediately be Driven Back.

Lethal Demise X: When this Warrior is Slain, all Enemies within Engagement Range immediately suffer X Hits. Roll separately for each.

Oblivious: This Warrior may test Resolve while Broken!

Opportunist: When performing a Clash Action Against an Outnumbered Enemy, gain +1 Clash.

Overrun: Whenever this Warrior destroys any Enemies within their Engagement Range, this Warrior may immediately Move up to half their March Characteristic. (rounding up) *This does not allow a Warrior to leave Enemy Engagement!*

Overwhelm: During this Warrior's Clash Actions, Enemies must Re-Roll Block results of '1'.

Parry: During Clash Actions Targeting this Warrior, Enemies must Re-Roll results of '1'.

Pavise: While this Warrior is Unengaged, gain +1 Defense.

Phalanx: When performing Clash Actions, other Friendly Unengaged Warriors with this Special Rule within 1" assist in Outnumbering the Enemy.

Assisting Warriors must be on the same Elevation as the Clashing Warrior.

Example: Warriors A, B, and C all have the Phalanx Special Rule. Warriors B and C count as assisting Warrior A for Outnumbering Warrior D.

Precise Shot: During this Warrior's Volley Actions, Hits may only be Blocked by Rolls below their result. This means *Hit Rolls of '1' cannot be Blocked!*

Quicksilver Strikes: During this Warrior's Clash Actions, Enemy Warriors cannot use their Evasion Characteristic to Block.

Rapid Volley: During Volley Actions, for each Attack result of '1', Roll an additional Attack. During Unique Actions, for each result of '1'; Roll an additional Die and discard the highest result.

Regeneration: (Draw Event) This Warrior Heals 1.

Relentless Blows: During Clash Actions, for each Attack result of '1' Roll an additional Attack. During Unique Actions, for each result of '1'; Roll an additional Die and discard the highest result.

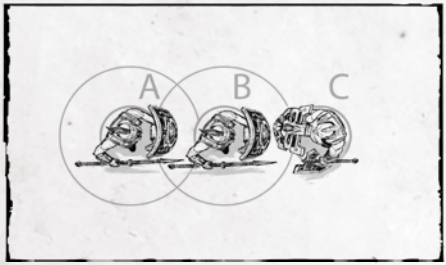
Shield: This Warrior Re-Rolls Block results of '6'.

Smite: After performing a Clash Action, any Enemies Hit by this Warrior may be Broken! and Driven Back.

Spellcaster X: This Warrior gains the [**Spellcaster**] Battlefield Role and may spend Essence to cast Spells. This Warrior Rolls for Attunement during each Command Phase.

Support: While Unengaged, this Warrior may use the Engagement Range of a single Friendly Warrior of an equal Size or smaller within 1" to perform Combat Actions.

This allows Warriors with this Special Rule to perform Combat Actions such as the Inspire or Clash Actions even if they themselves are not Engaged. The Friendly Warrior must be of the same Elevation.



Example: Warrior A has the Support Special Rule and may Target Warrior C with Clash Actions, because Warrior B is Engaged with Warrior C. To put it simply, Warrior A is using the Engagement range of Warrior B to perform Combat Actions. Warrior B may even assist in Outnumbering the Enemy!

Sureshot: When performing Volley Actions, this Warrior ignores Intervening Warriors and Obscuring Terrain. *This Warrior still must draw Line of Sight to the Target!*

Swarm: This Warrior may contribute to Outnumbering an Enemy while Engaged with other Enemies.

Tenacious: This Warrior gains +1 Resolve while Engaged with multiple Enemies.

Terrifying: Enemies Engaged with this Warrior suffer -1 to their Resolve Characteristic.

Torrential Fire: During this Warrior's Volley Actions, Enemies must Re-Roll Block results of '1'.

Trample: When performing a Clash Action against a Warrior of a smaller Size, Roll an additional Attack. A Unique Action with this Special Rule instead inflicts an additional Hit against the smaller Enemy.

Unstoppable: When performing March Actions, this Warrior may enter and leave Enemy Engagement Ranges freely.

Unyielding: After causing an Enemy to be Driven Back, this Warrior may immediately Move up to half their March Characteristic, (rounding up) but must end the Move Engaged with the Driven Back Enemy. This Warrior may freely leave other Enemy Engagement Ranges during this Move.

This Move will stop upon contacting another Warrior and even allows the Warrior to leave Enemy Engagements!

Vanguard: During the Deployment Phase immediately after revealing this Command Card, you
may Place this Command Card anywhere wholly within 9" of its original position. The Command Card must be Placed further than 6" away from any Enemy Command Cards or Warriors.

When being Placed by this Special Rule, the Command Card may be Placed regardless of Territory!

CHAPTER SIX

TERRAIN

In this section we will introduce how forces interact with their environment either by taking cover in dense forests or garrisoning vantage points.

TERRAIN

From the crumbling ruins of the Old Dominion to the verdant domains of the Weaver Courts, the lands of Eä are accustomed to war. Battlefields are composed of various elements that may prove either favorable or fatal to fight within. From trudging through muck and mire, to scaling fortress walls, or taking cover behind a toppled tower, Warriors must use the terrain around them to their advantage.

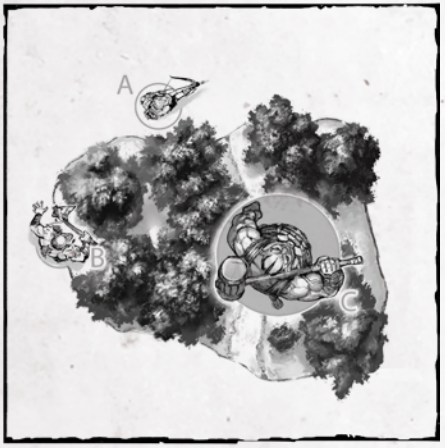
As Terrain can vary vastly across any Player's collection, it is important that you and your opponent agree on what each Terrain feature on the Battlefield represents and the properties it has before the Battle.

Although this Chapter provides many suggestions for Terrain Properties to represent common Terrain features, players should feel free to use these rules to represent their Terrain for the most fair and immersive experience.

This is even more important for Vantage Points (see Page 45) and other three-dimensional features. A Vantage Point that also features a ruined wall on its platform can be simply represented by a Barricade atop of a Vantage Point. Vantage Points may even be granted other Terrain Traits if players see fit to do so.

ZONAL TERRAIN

Zonal Terrain features are represented with flat zones that are size 0 and affect all Warriors within it. A Warrior with any part of their Base within the Zonal Terrain is considered to be within it.



Warrior B and Warrior C are considered within the Forest, while Stalker A is not.

Terrain Traits

Hindering: Warriors that Move through Hindering Terrain never count as Charging.

Broken Ground: Warriors that Move through Broken Ground suffer -1 to their March Characteristic.

Water: Warriors suffer -1 Resolve while in Water.

Impassable: Warriors cannot Move through or Placed onto Impassable Terrain.

Obscuring: LoS Drawn from a Warrior currently not within this Terrain feature passing through this Terrain is always counted as Obscured.

Elevation X: This Terrain has a Size of X. All Warriors and other Terrain features within this Elevation add +X to their Size when determining Line of Sight.

Example: A Size 3 Warrior is on top of a size 1 Hill. This Warrior is now considered Size 4 for determining Line of Sight.

Dangerous: A Warrior that Moves through or comes into contact with Dangerous Terrain immediately suffers a single Hit.

Common Terrain Types

The following list is an example of Traits utilized for Common Zonal Terrain Features.

- **Chasm** - Impassable and Dangerous
- **Forest** - Hindering and Obscuring
- **Marsh** - Broken Ground and Hindering
- **Molten Fissure** - Broken Ground and Dangerous
- **Pond** - Hindering and Water
- **Ruins** - Broken Ground and Obscuring
- **Hill** - Elevation 1

BARRICADES

Many Battlefields are littered with rubble, short walls, and fences (shorter than 2" in Height and less than 1" in depth) which can be used by Warriors to take a defensible position.

Barricades are Size 1. Warriors may ignore Barricades when Moving during their Activation but may not end a Move on top. Warriors that Move over or are Engaged with Enemies across a Barricade never count as Charging.

If a [**Brute**] or [**Monster**] Moves over a Barricade during their Activation, it is immediately Destroyed; remove the Barricade from the Battlefield. Warriors in contact with a Barricade may perform the Dismantle Action.

Dismantle - Out of Combat Action
This Action may only be performed if this Warrior is in contact with a Barricade. Destroy a Barricade in contact and remove it from the Battlefield.

SIZE AND TERRAIN

All non-Zonal Terrain have a corresponding Size, used for determining if Line of Sight is Obscured or blocked completely. To determine the Size of a terrain feature, refer to the chart below.

Height	Size
≥2"	2
≥3"	3
≥4"	4
≥5"	5
≥6"	6

VANTAGE POINTS

Representing the walkable tops of castle walls, rocky plateaus, or the ramshackle scaffolding of a crumbling hamlet; any elevated position where warriors may move and fight upon.

Vantage Points are Terrain features that have level surfaces fit for Moving Warriors across. A Vantage Point has the Elevation X Trait, where X is Equal to the Vantage Point's Size.

A Vantage point cannot be Moved onto, a Warrior must be Placed upon it. A Warrior may only Move across or be Placed onto a Vantage Point if its base wholly rests on the Terrain feature.

Warriors in contact with a Vantage Point may perform the Climb Action. [**Cavalry**] and [**Monster**]s cannot be Placed upon a Vantage Point.

Climb - Out of Combat Action
This Action may only be performed if this Warrior is in contact with a Vantage Point that is equal Size to this Warrior or smaller. Place this Warrior onto or off of the Vantage Point wholly within 3".

This Action cannot be performed if there is not enough room for the Warrior to be Placed. **[Cavalry]** and **[Monster]s** cannot perform the Climb Action.

PATHWAYS

A Pathway is a term for ladders, stairs, doorways, tunnels, or any other method of accessing different parts of Vantage Points.

An Unengaged Warrior may travel through a Pathway during their Activation by ending their Movement in contact with a Pathway. Place this Warrior in contact with the other side of the Pathway.

A single Pathway may have multiple entrances/exits. **[Cavalry]** and **[Monster]s** cannot travel through a Pathway. A Warrior that cannot travel through a Pathway due to Enemies may instead perform the Breach Action.

Breach - Out of Combat Action
This Action may only be performed if this Warrior is in contact with a Pathway that they cannot travel through due to Enemies.

This Warrior performs a Clash Action Targeting any Enemies within 3" of the other side of the Pathway. **[Cavalry]** and **[Monsters]** cannot perform the Breach Action.

WINDOWS AND OPENINGS

Whether an arrowslit or gap from a crumbling wall, Windoes and Openings serve as strategic locations to strike the Enemy from afar with powerful Volleys.

Line of Sight may be drawn through Windows and Openings to and from Warriors with 1" of the Opening. Only Warriors within 1" of the Opening can be Obscured from this Terrain.

OVERHANGS

Vantage Points may be suspended from the ground or have open doorways, with enough space for Warriors to Move through.

These Areas underneath Vantage Points are referred to as Overhangs. Warriors may draw Line of Sight under Overhangs freely.

If a Warrior is at least partially underneath an Overhang, it cannot draw Line of Sight to Warriors on top of that Vantage Point or vice versa.

A Warrior may move under Overhangs granted there is enough clearance for them to fit! A Warrior may only Move under Overhangs that are of an equal or Greater Size than the Warrior themselves.

Example: An Ugr (Size 3) may only move under an Overhang that is Size 3 or greater.

VANTAGE POINTS & ENGAGEMENT

A Warrior may Engage Enemies upon a Vantage Point if the Warrior's total Size is greater than that of the Vantage Point the Enemy is upon.

VANTAGE POINTS & LINE OF SIGHT

Peering over the precipice to line up a shot onto an unsuspecting enemy or to glean valuable battlefield information, such an advantageous position is not without its risks.

Line of Sight may only be drawn to and from Warriors not on the Vantage Point of a smaller Size than the Vantage Point that are further than X" from the Vantage Point where X is equal to the Vantage Point's Size.

Line of Sight drawn between Warriors to and from Vantage Points are drawn as normal if there is less than 1" between the Vantage Point and the Warrior atop of it.

PRECARIOUS TERRAIN

Vantage Points such as walkways or the edge of a rooftop pose a significant threat to those caught fighting upon them; be it by a fateful misstep or by the brute force of a foe.

When a Warrior is Driven Back into contact with the edge of a Vantage Point, the Warrior loses their footing and falls. Place the Warrior at the bottom of the Vantage Point as near as possible to where they had fallen from.

The Warrior then immediately suffers Hits equal to the total difference of Elevation from where they fell from to where they were Placed. The Battlefield is treated as Elevation 0.

Warrior A has fallen from an Elevation of 4, suffering 4 Hits upon impact. *Splat!*

Because Warrior C is a greater Size than the Vantage point, Warrior B is Engaged with Warrior C!

CHAPTER SEVEN

MUSTERING A WARBAND

In this section we will introduce how to create your own warband and reinforce it with powerful characters, warriors and monsters.

MUSTERING A WARBAND

Warbands take many forms. From the desperate garrison of a fortress besieged, to elite contingents of the finest cavalry, or marauding hordes intent on looting and slaughter.

The first step is to choose which Faction to pull your Warriors from and use the rules below to Muster your Warband! Each **Army Book** includes Unique Army Rules and Upgrades which explain how they are organized and influences how their Warriors perform on the Battlefield. All Army Books are available to download online.

WARRIOR ENTRIES

Each Warlord, Hero, Regiment, and Monster in your Warband possess their own corresponding Profile. These include their Characteristics, Points Cost, Battlefield Roles, and Options for Upgrades, Command Models, or Additional Warriors.

All Warriors are categorized into Slots, which represent the Warrior's role, rarity, and how readily available they are to include in your Warband. Each Warlord, Hero, Regiment or Monster may only be included in your Warband once regardless of their Slot.

Example: if Dweghom Exemplar is selected as a Warlord, you may not purchase a second Exemplar as a Hero.

Warlords

Through sheer power, magical ability, or authority; Your Warlord is your single most powerful Warrior, their importance makes them vital to victory as well as a strategic target for your opponent to take out of action.

Heroes

Advisors, Assassins, Officers, or anything in between. These Characters serve as another method to keeping your Warband in the fight or are themselves powerful Warriors.

Mainstay Regiments

Reliable and efficient, these Warriors make up the heart of your fighting force. A Warband may include any number of Mainstay Regiments.

Restricted Regiments

Potent and elite, these Warriors can serve a multitude of roles in your Warband and are key to achieving Victory in your Battles.

A Warband may include any number of Restricted Regiments however your Warband must include a single Mainstay Regiment for each Restricted Regiment in your Warband.

Monsters

From flying terrors to lumbering behemoths, Monsters are the most imposing Warriors that can bolster your Warband.

RETINUES

Many Warlords have a Retinue listed in their profile; drawn from their most trusted and loyal Warriors. When included in your Warband, the Retinue Regiment becomes a Mainstay instead of a Restricted.

MONSTER CHARACTERS

Certain Monsters are themselves capable leaders, able to use their wisdom and dominance to control their forces.

A [**Monster Character**] counts as both a Warlord and a Monster, using up both slots when Mustering your Warband. A [**Monster Character**] cannot purchase Upgrades.

POINTS VALUES

A Warband is built using a Points system, where the Total Points of each Warband is agreed upon by Players before a Battle.

When Mustering your Warband, each Warrior and Upgrade includes a Points cost to include that are added together. The Points total of your Warband determines the maximum number of selections for each Slot (see below).

ADDITIONAL WARRIORS

Each Regiment will include the option to purchase additional Warriors, each additional Warrior is purchased individually at the indicated number of points.

The Maximum number of Warriors allowed in each Regiment is determined by the Size of the Battle.

OPTIONS

Profiles may include options to customize their Warriors either reflecting their Equipment or Role. Many Options found in profiles are mandatory, requiring a choice to be made when including them in your Warband.

COMMAND MODELS

Many Regiments may purchase Options to promote Warriors to be either a Leader or a Standard Bearer. A Regiment may not purchase the same Command Model multiple times.

The same Warrior cannot be both a Leader and a Standard Bearer and must be modeled appropriately.

Leader

This Warrior gains +1 to their Wounds Characteristic as well as the [**Character**] Battlefield Role. A Leader's Command Abilities that affect Friendly Warriors can only affect Warriors within their own Regiment.

Standard Bearer

Warriors within the Command Range of any Friendly Standard Bearers may Re-Roll Resolve tests of '6'.

UPGRADES

All [**Characters**] in your Army may purchase from the Upgrade lists found in your Army Book, however they may only purchase Upgrades from the lists corresponding to their Battlefield Role.

Each [**Character**] in your Warband may purchase a single Upgrade, Warlords may each instead purchase up to 2 Upgrades. [**Monster Characters**] and [**Legendary Characters**] cannot purchase Upgrades. All Upgrades are exclusive and cannot be duplicated across your Warband.

REGIMENTS AND MAXIMUMS

Ranging from both small skirmishes of just a handful of Warriors to clashes of mighty armies, war is waged in many forms.

When Mustering your Warband, the Maximum number of Warlords, Heroes, and Monsters you may include depend on the point value of the Battle as indicated below. Additionally, the total number of Warriors allowed in each Regiment scales depending on the point value of the Battle. Infantry, Brue, and Cavalry Regiments may only purchase additional Warriors up to the indicated limit.

A Regiment/Character profile cannot be included multiple times in the same Warband!

Maximum of each Slot in your Warband

Point Value	Monsters	Heroes	Warlords
1-500pts	*0*	*0-1*	*1*
501-1,000pts	*0-1*	*0-2*	*1*
1,001-1,500pts	*0-1*	*0-3*	*1-2*
1,501-2,000pts	*0-2*	*0-4*	*1-2*
2,001pts+	*0-3*	*0-5*	*1-3*

Maximum Warriors In Each Regiment

Point Value	Infantry	Brutes & Cavalry
1-500pts	*4-8*	*1-2*
501-1,000pts	*4-12*	*1-3*
1,001-1,500pts	*4-16*	*1-4*
1,501-2,000pts	*4-20*	*1-5*
2,001pts+	*4-24*	*1-6*

WARBANDS OF LEGEND

Instead of Mustering your Warband using your Army List Roster, you may choose to instead select an available Warband of Legend to Muster your Warband from.

A Warband of Legend is a thematic and focused way to build your Warband; composed of a specific selection of Characters, Regiments, and Monsters that provide alternative Army Rules and Unique Upgrades as well as a different Warband Organization options.

What Warbands of Legends are available to you and what their specifications are can be found within your chosen faction's Army Book PDF.

CHAPTER EIGHT

FIGHTING A BATTLE

In this section we will introduce the battlefield and how forces are deployed and prepare for battle.

FIGHTING A BATTLE

Warbands are mustered, swords have been sharpened, shields strapped, and quivers filled with arrows; it is time to draw first blood!

ARMY LISTS

Both Players independently Muster their Warband to an agreed points value as detailed in the Mustering a Warband section of this book.

SCENARIOS

The circumstances of how and why your Warband is facing off against your opponent's is referred to as a Scenario. Scenarios dictate victory conditions, how your forces are deployed, and what twists of fate affect the battle. Scenarios are available to be downloaded from our website.

BATTLEFIELD SIZE

Typically, Games of First Blood are played on a 4'x4' Battlefield. However, depending on the point value of the game being played, a smaller Battlefield may offer a better experience if agreed upon by both players or implemented by an event organizer. Small skirmishes of 500pts per side may fare better on a 2'x2' or 3'x3' Battlefield.

Set Up the Battlefield

Both Players arrange the Terrain from their collection to best facilitate a bloody (but fair!) battle.

ROLLING FOR PRIORITY

Both Players then Roll-off to determine which Player has the upper hand! The Winner of the Roll-off is the First Player and will choose their Deployment Zone and place the first Command Card during the Deployment Phase.

TACTICS

Each scenario includes a series of Tactics that both players may employ to help influence the battle in their favor.

Starting with the First Player, each player will choose a single Tactic that they will utilize in this battle. Each player must select a different Tactic.

DEPLOYMENT

Starting with the First Player, alternate Placing a single Command Card face down wholly within your Deployment Zone further than 9" from all Enemy Command Cards.

Command Cards may be Placed in any orientation as long as the entire card is within your Deployment Zone and not on top of any non-zonal Terrain or another Command Card.

REVEALING COMMAND CARDS

Players then take alternating turns individually Revealing their Command Cards. The First Player Reveals a Command Card, removing it from the Battlefield and simultaneously Placing all Warriors of the Command Card's profile wholly within 3" of its original location.

Warriors may be Placed beyond their Deployment Zone but may not be Placed onto other Command Cards.

Example: You reveal your Men at Arms Command Card. Place all your Men at Arms wholly within 3" of the Command Card.

SURROUNDED!

In the rare chance that a Warrior finds itself unable to be Placed wholly within 3" of their Command Card due to other Warriors or Terrain, Warriors of this Command Card must be Placed wholly within your Deployment Zone, as near as possible to the Command Card's original position.

FIGHT THE BATTLE!

The Battle can now begin! Players Roll for Supremacy and let First Blood spill! Each Scenario will specify the duration of the battle and how to achieve Victory!

Most Battles of First Blood will last for 6 Rounds, as indicated within the Scenario being played.