Conquest
First Blood

The Hundred Kingdoms



Para Bellum
GAMES





"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

With Spires and Dweghom Holds scattered in their lands, pressured by the constant aggression of Nord raids and riven by centuries of internecine warfare, the Hundred Kingdoms are militarized to an unprecedented degree. The feudal system that underpinned the old society is buckling under the assault of an increasingly complex trade-based economy and an ever-increasing demand for manpower. A new class of professional soldiers has risen, men and women who fight not for land or obligation but for simple gold. While these men-at-arms are covering the demand for manpower across the Hundred Kingdoms, they also represent a significant destabilizing force. Power is starting to shift away from the traditional landowning aristocracy and into the hands of their rulers, who hold the rights of taxation and can use that coin to purchase the manpower they need to keep their recalcitrant vassals under control.

To this volatile mix, one must add the growing assertiveness of the Faith. Their extensive holdings, and alliances with the Nobility, are allowing them to circumvent the old covenants and field a military force through proxies. As long-disused muscles are being flexed, the ancient animosity between faiths is coming to the fore, with the Theist and Deist dogmas marshaling their power and supporters, getting ready to take their arguments from the religious Councils and onto the battlefield.

Standing against this rising tide are the Orders, warriors without peers whose prowess verges on the supernatural, a mantle and burden inherited from the shattered Legion that birthed them. Bound by their common cause to protect mankind from a hostile world, the Orders are split along ideological lines on how best to do this. Ranging from the fanatical devotion of the Order of the Sword to the calculated interventions of the Order of the Sealed Temple, the Orders are the strongest check to the rising power and aggression of the Church and the all-too-numerous local rulers.

What is an Army Book?

An Army Book serves as your Faction specific Rules companion for Conquest: First Blood. This Book along with the Conquest: First Blood Rulebook will provide you everything you need to Muster and Play your Warband.

This Army Book is divided into the following sections:

- **Army Rules:** Special Rules that affect your entire Warband. These Army Rules define your Faction's playstyle and identify what Battlefield Roles are found within the Army.

- **Warband Composition:** The Slots that each type of Warrior in your Warband fills, the Rules for how many of each Slot can be selected and the maximum number of Warriors per Regiment allowed are determined by the Total Points of your Battle. The Rules for how to Muster your Warband can be found in the Conquest: First Blood Rulebook.

- **Warrior Profiles:** Includes the Points Cost, Characteristics, Special Rules, and Options for each type of Warrior in your Warband.

- **Upgrades:** Artefacts, trinkets, mutations, and anything in between! Upgrades are used to customize the Characters in your Warband.

- **Legends of Eä:** Unique Named Characters that may be included in your Warband, however they may not purchase any Upgrades!

- **Warbands of Legend:** Alternate and thematic ways to Muster your Warband with Unique Army Rules and additional Upgrades to choose from.



Army Rules

Hundred Kingdoms: The Warriors of the Hundred Kingdoms are drawn from many different backgrounds. To represent this, Warriors will have a particular Battlefield Role of either **[Feudal]**, **[Imperial]**, **[Orders]**, **[Theist]**, or **[Levy]**.

Dynastic Alliance: When Mustering your Warband, choose one of the Following Battlefield Roles: **[Orders]**, **[Imperial]**, or **[Theist]**

All **[Feudal]** Warriors gain the chosen Battlefield Role.

Memories of the Red Years: Friendly **[Orders]** Warriors may never benefit from the Command Abilities or Spells from a Friendly **[Theist Character]**. Friendly **[Theist]** Warriors may never benefit from Command Abilities issued from a Friendly **[Orders Character]**.

Strength of Men: Hundred Kingdoms **[Character]**s may perform a single Command Ability as an Action during their Activation. *A **[Character]** may have multiple Command Abilities Active at once!*

Honored Heraldry: Whenever a Friendly Standard Bearer is Slain, you may replace another Warrior within 3" from the same Regiment with the Standard Bearer. A Leader cannot be replaced by this Special Rule.



The Hundred Kingdoms Warband

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, and Additional Warriors.

All Profiles 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.

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.

The Points total of your Warband determines the maximum number of selections for each Slot. and how many Warriors may be included within each Regiment.

The Rules for Mustering your Warband can be found in the Main Rulebook.

Warlords & (Retinues):

Noble Lord (Household Guard)
Crusading Noble Lord (Crusaders)
Imperial Officer (Steel Legion)
Mounted Noble Lord (Household Knights)
Mounted Priory Commander (As per Order)
Order of the Sword Priory Commander (Order of the Sword)
Theist Priest (Sicarii)
Chapter Mage (Mercenary Crossbowmen)
Errant of the Order of the Shield (Penitents of St. Lazarus)
King Fredrik (Household Knights)
Erich Schur (Any Restricted Imperial Regiment)

Mainstay Regiments:

Men at arms
Longbowmen
Mounted Squires
Militia
Militia Bowmen

Monsters:

Archangel
Trebuchet

Heroes:

Errant of the Order of the Shield
Armsmaster
Chapter Mage
Drillmaster
Neophyte
Null Mage
Servite
Seasoned Veteran

Restricted Regiments:

Household Guard
Mercenary Crossbowmen
Imperial Ranger Corps
Hunter Cadre
Steel Legion
Gilded Legion
Crusaders
Sicarii
Household Knights
Order of the Sealed Temple
Order of the Crimson Tower
Order of the Ashen Dawn
Penitents of St. Lazarus
Order of the Sword
Martyrs of St. Lazarus





Noble Lord

[Feudal], [Infantry], [Character]

Warlord **100 Points**

Retinue: Household Guard **Size: 2**

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

Special Rules: Flawless Strikes, Parry, Best of Men

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.

Unique Special Rules:

Best of Men: When this [Character] slays an Enemy during a Clash Action, all Friendly Warriors within Command Range immediately Rally.

Command Abilities:

Dig Your Heels: Friendly [Feudal] Warriors within Command Range gain the **Bastion** Special Rule.

Press the Attack: Friendly [Feudal] Warriors within Command Range gain the **Opportunist** Special Rule.



Crusading Noble Lord

[Theist], [Infantry], [Character]

Warlord 110 Points

Retinue: Crusaders **Size:** 2

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

Special Rules: Cleave 2, Unyielding, Overwhelm, Faith and Fury, Theos Vult

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.

Unique Special Rules:

Faith and Fury: Friendly **[Theist]** Warriors in Command Range gain the **Fearsome** Special Rule.

Theos Vult: (Draw Event) If Engaged with an Enemy, this Warrior may Move up to half of their March Characteristic. (rounding up) *This does not allow a Warrior to leave Enemy Engagements!*

Command Abilities:

Inviolable Conviction: Friendly **[Theist]** Warriors in Command Range gain the **Indomitable** Special Rule.

Righteous Conquerors: Friendly **[Theist]** Warriors in Command Range gain the **Impact +1** Special Rule.



Mounted Noble Lord

[Feudal], [Cavalry], [Character]

Warlord **120 Points**

Retinue: Household Knights **Size:** 3

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

Special Rules: Impact 2, Brutal, Shield, Wedge

No matter how old and established a noble house is in the hundred kingdoms, none have forgotten the wise adge: "Power flows from the edge of the blade." As a result, all houses, no matter how humble or imposing, can always count on noble scions trained in the art of war to lead their troops. These Noble Lords are trained from youth in the arts of swordsmanship and mounted combat, the wealthiest amongst them even attending the proud War Colleges in Argem.

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.

Unique Special Rules:

Wedge: Friendly **[Feudal Cavalry]** within Command Range may Re-Roll Impact Hits of '6'.

Command Abilities:

Valiant Charge: After this **[Character]** Charges, this **[Character]** may immediately perform a free Clash Action. A Warrior may not perform the same Action multiple times in a single Activation.

To Victory!: Friendly **[Feudal]** Warriors within Command Range are Inspired!



Imperial Officer

[Imperial], [Infantry], [Character]

Warlord **90 Points**

Retinue: Steel Legion **Size: 2**

M	V	C	A	W	R	D	E	CR
5	2	2	3	3	3	3	0	7

Special Rules: Practiced Manoeuvres, Redoubled Efforts

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.

Unique Special Rules:

Practiced Manoeuvres: Friendly **[Imperial]** Warriors within Command Range may Move through other Friendly **[Imperial]** Warriors during their Activation, but must not end a Move on top of another Warrior.

Redoubled Efforts: (Out of Combat Action) Target Friendly **[Imperial]** Warrior within Command Range immediately performs a Clash Action.

Command Abilities:

Combined Arms: Friendly **[Imperial Infantry]** Warriors within Command Range gain the **Phalanx** Special Rule.

Hold Your Ground!: Friendly **[Imperial]** Warriors within Command Range gain the **Tenacious** Special Rule.

On my Mark: Friendly **[Imperial]** Warriors within Command Range gain the **Deft** Special Rule.



Mounted Priory Commander

[Orders], [Cavalry], [Character]

Warlord **140 Points**

Retinue: As per Order **Size:** 3

M	V	C	A	W	R	D	E	CR
7	2	3	4	6	4	3	1	6

Special Rules: Impact 2, Cleave 1, Honor thy Order

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.

Options:

When mustering your Warband, the Priory Commander must select one of the Orders below:

Order of the Crimson Tower: This [Character] gains +1 Defense, the **Brutal, Fearless,** and **Casus Belli** Special Rules. This Warlord gains Order of the Crimson Tower as their Retinue.

Order of the Sealed Temple: This [Character] gains +1 March, the **Flawless Strikes**, **Overrun**, and the **Peerless Precision** Special Rules. This Warlord gains Order of Sealed Temple as their Retinue.

Command Abilities:

Reform!: Friendly [**Orders Cavalry**] within Command Range gain the **Elusive** Special Rule.

Bellicosus: Friendly [**Orders Cavalry**] within Command Range gain the **Trample** Special Rule.

Priory Commander

Unique Special Rules:

Honor thy Order: While participating in a Duel, this [**Character**] gains +1 Clash.

Order of the Crimson Tower only

Casus Belli: While Wounded, this Warrior gains the **Terrifying** Special Rule.

Order of the Sealed Temple only

Peerless Precision: When performing this Warrior's Impact Hits, Hits may only be Blocked by Rolls below their result. Hit Rolls of '1' cannot be Blocked!





Order of the Sword Priory Commander

[Orders], [Infantry], [Character]

Warlord 125 Points

Retinue: Order of the Sword **Size:** 2

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

Special Rules: Cleave 2, Counter-Attack, Juggernaut, Silubaster Grasp, Rebuke

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 Brothers 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.

Unique Special Rules:

Silubaster Grasp: Roll a Dice before this Warrior Rolls to Block during Enemy Clash Actions. All Hits of the Rolled Result are automatically negated, as they are caught by this Warrior's imbued hand. *Roll to Block any remaining Hits as normal.*

Rebuke: (Draw Event) If Engaged, this Warrior may immediately perform the **Juggernaut** Unique Action.

Command Abilities:

Argent Tutelage: Friendly **[Orders Infantry]** Warriors within Command Range gain the **Hardened** Special Rule.

Vehemence: Friendly **[Orders]** Warriors within Command Range gain the **Impact +1** Special Rule.



Chapter Mage

[Imperial], [Infantry], [Character], [Spellcaster]

Warlord or Hero 80 Points

Retinue: Mercenary Crossbowmen **Size:** 2

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

Special Rules: Spellcaster 3, Sorcerous Conduit

The Chapter Mages of the Hundred Kingdoms have long been a powerful political tool, their magics more suited to the civilized environment of the court rooms and balls, than the raw elemental puissance demanded on the battlefield.

The stories of temperamental and impulsive Pyromancers, distracted and impatient Aeolomancers or plodding, obsessive Geomancers is not a cultural cliché: their esoteric obsessions and proclivities are manifestations of their own imbalanced souls, and isolate them from mundane society, almost invariably turning them into pariahs or recluses.

Unique Special Rules:

Sorcerous Conduit: This **[Spellcaster]** may Re-Roll results of '6' when Rolling for Attunement.

Spells:

Elemental Bolt **Essence:** 1

Type: Unique Volley Action

Target Enemy within 12" suffers 2 Hits with the **Torrential Fire** Special Rule.

Warding Glyphs **Essence:** 2

Type: Command Ability

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

Enchant: **Essence:** 1

Type: Incantation

During a Friendly Warrior's Clash or Volley Action within Command Range, they may immediately Re-Roll a single Attack. This Spell may be used after resolving the Primary Roll, but before resolving the Secondary Roll. *Reminder, you may never Re-Roll a Re-Roll!*



Theist Priest

[Theist], [Infantry], [Character], [Spellcaster]

Warlord 95 Points

Retinue: Sicarii **Size:** 2

M	V	C	A	W	R	D	E	CR
5	1	3	2	3	4	2	0	6

Special Rules: Blessed, Spellcaster 3, Cleave 1, Martyrdom

Adopting religious symbols into their military banners, these noble houses have taken up the cause of the Theist Church, or at least use religion as a stepping stone to further their own goals.

Their motivation matters little to the paeneticum, and the leadership of the Theist Church has been very puick to respond to this new trend, ordaining large numbers of young nobles, thus creating strong bonds with their families. More importantly, however, it founded a series of new ordinariates, led by bishops, responsible for the pastoral care of military troops.

Who needs to confess more than a soldier who kills, who needs their spirits strengthened more than those who face the horrors of battle and do they not have the right to have their last rites read to them?

Unique Special Rules:

Martyrdom: When a Friendly **[Theist]** Warrior is Slain within Command Range, this **[Spellcaster]** gains 1 Essence.

Spells:

Divine Strength **Essence:** 2

Type: Command Ability

Friendly **[Theist]** Warriors within Command Range gain the **Cleave +1** Special Rule.

Consecrate **Essence:** 2

Type: Unique Clash Action

All Enemies within Engagement Range suffer 2 Hits. Enemy **[Spellcaster]**s suffer 3 Hits instead.

Holy Fervor **Essence:** 1

Type: Incantation

Before a Friendly Warrior within Command Range performs a Clash Action, they gain +1 Attack.



Errant of the Order of the Shield

[Orders], [Infantry], [Character]

Warlord or Hero — **90 Points**

Retinue: Penitents of St. Lazarus — **Size: 2**

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

Special Rules: Shield, Cleave 1, Bravery, Judge not the Innocent

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.

Unique Special Rules:

Judge not the Innocent: Friendly [Levy] Warriors within Command Range gain the **Bravery** Special Rule.

Command Abilities:

Jury: This [Character] gains +1 Defense and the **Tenacious** Special Rule.

Executioner: This [Character] gains the **Cleave +2** Special Rule.



Armsmaster

[Feudal], [Infantry], [Character]

Hero — **75 Points**

Size: 2

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

Special Rules: Flurry, Bodyguard, Defense of Lord and Liege

A Noble Lord on foot, surrounded by his loyal Household Guard, is a force to be reckoned with. A trained Noble Lord on foot, surrounded by his loyal Household Guard as they are led by his loyal Arms Master is something to behold.

Unique Special Rules:

Defense of Lord and Liege: (Draw Event) Place this Warrior within 1" of another Engaged Friendly **[Character]** within Command Range. *The Armsmaster must be of the same Elevation as the Friendly **[Character]** before and after being Placed.*

Command Abilities:

To Arms!: Friendly **[Feudal]** Warriors within Command Range gain the **Flurry** Special Rule.



Drillmaster

[Imperial], [Infantry], [Character]

Hero **60 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
5	1	2	2	3	2	3	0	5

Special Rules: Cleave 1, Double Time

The training regime of the Steel Legion is as legendary as the unit itself. Those who have failed it speak with the harshest words to describe it, recounting drills and abuses, both physical and mental, and pressure that are hard to believe.

Be such claims true or not, one thing is certain: every single man and woman of the Steel Legion has gone through it and their effectiveness on the field is undeniable, while their performance under the harshest of circumstances unfaltering.

While the worth of each of the Legionnaires is unquestioned, an observant eye can see the source of their performance; for in the presence of their Drillmasters, the Legion's fervor and aggression is unstoppable. After all, it only makes sense for one to perform better when someone screams at one's ear during combat, asking what one's major malfunction is.

Unique Special Rules:

Double Time: (Out of Combat Action) Friendly **[Imperial]** Warriors within Command Range may immediately Move up to half of their March Characteristic. (rounding up)

Command Abilities:

Combat Drills: Friendly **[Imperial]** Warriors within Command Range gain the **Relentless Blows** Special Rule.



Neophyte

[Theist], [Infantry], [Character], [Spellcaster]

Hero **45 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
5	1	1	1	2	3	1	0	4

Special Rules: Fearless, Spellcaster 2, Pious Oration, But a Humble Servant

Modest, humble and absolutely terrified a Neophyte really has no place on the battlefield... but devout warriors of the Hundred Kingdoms are often accompanied by one nonetheless. Capable of providing final rites and shriving the troops of their sins, the presence of a neophyte does little for the battle effectiveness of the troop, but does mark them as devout in the eyes of their general and gods.

Unique Special Rules:

Pious Oration: Friendly **[Theist]** Warriors within Command Range gain the **Fearless** Special Rule.

But a Humble Servant: This **[Character]** cannot perform or be the Target of the Duel Command Ability.

Spells:

Test of Faith **Essence:** 1

Type: Incantation

When a Friendly **[Theist]** Warrior within Command Range Fails a Resolve Test, they may Re-Roll the result.

Intercession **Essence:** 1

Type: Unique Action

Target Friendly Warrior within Command Range Heals 1. If the Target is **[Theist]**, they also Rally. You may spend additional Essence to Heal 1 from another Friendly Warrior within Command Range for each Essence spent.



Servite

[Infantry], [Character]

Hero — **40 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
5	1	1	1	2	2	1	0	6

Special Rules: Vanguard, Ever Vigilant, But a Humble Servant

A simple functionary of the ancillary branch of the vaunted Order of the Sealed Temple, the humble Servite has probably done more work on improving the lot of the common peasant of the Hundred Kingdoms than a hundred nobles. By ensuring that their militia is well shod and fed a commander of the hundred kingdoms ensures they are where they need to be when they need to be.

Unique Special Rules:

Ever Vigilant: During the Deployment Phase when Revealing Command Cards, a single **[Feudal Infantry]** Regiment may gain the **Vanguard** Special Rule.

But a Humble Servant: This **[Character]** cannot perform or be the Target of the Duel Command Ability.

Command Abilities:

Well Regulated: Friendly **[Levy]** Warriors within Command Range gain +1 Clash and +1 Volley.



Null Mage

[Imperial], [Infantry], [Character], [Spellcaster]

Hero **70 Points**

Size: 2

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

Special Rules: Spellcaster 2, Fearless, Nullify, Hunter's Quarry, Equilibrium, Barrage 2 (12"), Armor Piercing 2

Null Mages are gifted in each of the four elements. While no human could hope to reach the pinnacle of power that a Dweghom Sorcerer could muster, it is a known truism that it is easier to destroy than create. Given his access to all of the elements it is almost trivially easy for a Null Mage to dispel the efforts of even the most powerful mage, allowing the Hunter Cadre that hired him to finish the job safely and efficiently.

Unique Special Rules:

Nullify: Enemy **[Spellcasters]** within Command Range increase all Essence costs of their Spells by 1.

Hunter's Quarry: During your first Command Phase, select a Command Card belonging to your opponent. All Warriors within this Special Rule may Re-Roll a single result when performing Clash and Volley Actions Targeting Warriors of the chosen Enemy Command Card. Your Warband may only have a single Active Quarry.

Equilibrium: (Draw Event) If there are any Enemy **[Spellcasters]** within the Command Range of this Warrior, gain X Essence, where X is equal to the highest Enemy **Spellcaster X** Special Rule.

Spells:

Nowhere to Hide **Essence: 1**

Type: Incantation

Before a Friendly **[Imperial]** Warrior within Command Range performs a Volley Action, they gain the **Sureshot** Special Rule.

Witch Hunt **Essence: 2**

Type: Command Ability

This **[Character]** gains the **Deadly Blades** and **Deadly Shot** Special Rules.



Seasoned Veteran

[Feudal], [Infantry], [Character]

Hero **55 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
5	1	3	2	3	3	2	0	5

Special Rules: Cleave 1, Shield, Grizzled

A society as militarized as the Hundred Kingdoms is bound to have countless veteran arms men roaming the lands. The Orders and the Office of the Imperial Household have exerted tremendous effort to mitigate the destabilizing influence they could be to society, encouraging them to retire to border communities where they are hired to train the militia on Imperial wages subsidized by the Orders.

However, there are always some hard-bitten veterans who cannot seem to stay away from the battlefield. Veterans of countless battles, these seasoned campaigners are invaluable to any Commander, bolstering his front line and leading the men by example.

Unique Special Rules:

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

Command Abilities:

Show 'em What You're Made Of!: Friendly **[Feudal]** Warriors within Command Range gain the **Counter-Attack** Special Rule.



Men at Arms

[Feudal], [Infantry]

Mainstay Regiment 80/20 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	2	1	2	2	0	4

Special Rules: Shield

Freed from the need to work and protect their land, Men-at-Arms were able to focus exclusively on their martial pursuits, allowing them to march on extended campaigns and travel in search of employment, ensuring that sufficient trained men were available to all commanders with the coin to spend in securing their services.

Options: Leader .....15 Points
Standard Bearer..... 10 Points
Additional Warrior.....20 Points



Militia

[Feudal], [Levy], [Infantry]

Mainstay Regiment 60/10 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	1	1	1	2	1	0	3

Special Rules: Shield, Support

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.

Options: Leader ..... 10 Points
Standard Bearer..... 5 Points
Additional Warrior.....10 Points



Militia Bowmen

[Feudal], [Levy], [Infantry]

Mainstay Regiment 75/15 Points

Recruitment: 4 Warriors **Size: 2**

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

Special Rules: Barrage 1 (12")

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.

Options: Leader ..... 10 Points
Standard Bearer ..... 5 Points
Additional Warrior ..... 15 Points



Longbowmen

[Feudal], [Infantry]

Mainstay Regiment 100/25 Points

Recruitment: 4 Warriors **Size: 2**

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

Special Rules: Cleave 1, Barrage 1 (14"), Armor Piercing 1

Formed from various backgrounds and persuasions; poachers, bandits, woodsmen, and vagabonds serve noble houses with their joint proficiency with bow and arrow.

Armed with sturdy longbows and with quivers filled by thier employer's coffers, Longbowmen take to the field to deal death from afar; Earning coin and notoriety in service of their noble masters.

Options: Leader .....15 Points
Standard Bearer.....10 Points
Additional Warrior.....25 Points



Mounted Squires

[Feudal], [Cavalry]

Mainstay Regiment 50/40 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
9	1	2	2	3	2	2	1	3

Special Rules: Shield, Impact 1, Elusive

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.

Options: Leader ..... 15 Points
Standard Bearer ..... 10 Points
Additional Warrior ..... 40 Points



Household Guard

[Feudal], [Infantry]

Restricted Regiment 110/30 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	1	1	2	3	0	4

Special Rules: Cleave 2, Support, Bodyguard

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.

Options: Leader .....20 Points
Standard Bearer..... 15 Points
Additional Warrior.....30 Points



Gilded Legion

[Imperial], [Infantry]

Restricted Regiment 125/35 Points

Recruitment: 4 Warriors **Size: 2**

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

Special Rules: Flawless Strikes, Support, Bastion

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 served to forever overshadow their accomplishments. Note this product is a dual kit that allows players to create either the Gilded Legion or the Household Guard troop type.

Options: Leader .....20 Points
Standard Bearer..... 15 Points
Additional Warrior.....40 Points



Steel Legion

[Imperial], [Infantry]

Restricted Regiment 140/40 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	1	1	3	3	0	5

Special Rules: Iron Discipline, Cleave 3, Bravery

The Steel Legion is one of the oldest fighting forces in the Tellian Empire. Taking its name from the storied legions of the old Dominion and tracing its origins to the very first professional armies the Emperor fielded, only the Orders can claim a more storied or glorious past.

Options: Leader .....20 Points
Standard Bearer..... 15 Points
Additional Warrior.....40 Points



Mercenary Crossbowmen

[Imperial], [Infantry]

Restricted Regiment 120/30 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	2	1	1	1	2	2	0	4

Special Rules: Barrage 1 (12"), Armor Piercing 2

Options: Leader .....15 Points
Standard Bearer.....10 Points
Additional Warrior.....30 Points

The crossbow represents a significant technological improvement over the bow and longbow. While some could argue that the longbows increased range and rate of fire outclass the crossbow, mastery of that massive weapon requires years, while a man can learn to competently care for and use a crossbow in a matter of days.



Imperial Ranger Corps

[Imperial], [Infantry]

Restricted Regiment 130/35 Points

Recruitment: 4 Warriors **Size: 2**

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

Special Rules: Vanguard, Expert Scouts, Barrage 1 (14"), Precise Shot

Options: Leader .....15 Points
Additional Warrior.....35 Points

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.

Unique Special Rules:

Expert Scouts: This Warrior gains the **Rapid Volley** Special Rule while within Zonal Terrain or while on top of a Vantage Point.



Hunter Cadre

[Imperial], [Infantry]

Restricted Regiment 135/40 Points

Recruitment: 4 Warriors **Size: 2**

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

Special Rules: Fiend Hunter, Fearless, Hunter's Quarry, Barrage 1 (12"), Armor Piercing 2

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.

Options: Leader .....15 Points
Standard Bearer..... 10 Points
Additional Warrior.....40 Points

Unique Special Rules:

Hunters Quarry: During your first Command Phase, select a Command Card belonging to your opponent. All Warriors within this Special Rule may Re-Roll a single result when performing Clash and Volley Actions Targeting Warriors of the chosen Enemy Command Card. Your Warband may only have a single Active Quarry.



Sicarii

[Theist], [Infantry]

Restricted Regiment 115/30 Points

Recruitment: 4 Warriors **Size: 2**

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

Special Rules: Cleave 1, Deadly Blades, Oblivious, Zealotry

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.

Options: Leader .....15 Points
Additional Warrior.....30 Points

Unique Special Rules:

Zealotry: This Warrior Gains the **Lethal Demise +1** Special Rule while within Command Range of a Friendly **[Theist Character]** or **[Theist Monster]**.



Crusaders

[Theist], [Infantry]

Restricted Regiment 100/25 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	2	1	3	2	0	4

Special Rules: Shield, Unyielding, Overwhelm, Theos Vult

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.

Options: Leader .....15 Points
Standard Bearer..... 10 Points
Additional Warrior.....25 Points

Unique Special Rules:

Theos Vult: (Draw Event) If Engaged with an Enemy, this Warrior may Move up to half of their March Characteristic. (rounding up) *This does not allow a Warrior to leave Enemy Engagements!*



Order of the Sword

[Orders], [Infantry]

Restricted Regiment 175/55 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	3	2	2	3	3	0	5

Special Rules: Cleave 2, Counter-Attack, Juggernaut, Silubaster Grasp

Options: Leader .....25 Points
Standard Bearer..... 20 Points
Additional Warrior.....55 Points

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.

Unique Special Rules:

Silubaster Grasp: Roll a Dice before this Warrior Rolls to Block during Enemy Clash Actions. All Hits of the Rolled Result are automatically negated, as they are caught by this Warrior's imbued hand. *Roll to Block any remaining Hits as normal.*



Penitents of St. Lazarus

[Orders], [Infantry]

Restricted Regiment 110/30 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	1	1	3	2	0	5

Special Rules: Shield, Pavise, Dread, Insensate

Unlike the other Orders, the Lazarenes operate in small cells of dedicated warriors, their blessings and curses 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 mien.

Options: Leader .....20 Points
Standard Bearer..... 15 Points
Additional Warrior.....30 Points

Unique Special Rules:

Insensate: Until this Warrior Activates during a Round, this Warrior gains +1 Defense.



Martyrs of St. Lazarus

[Orders], [Infantry]

Restricted Regiment 125/35 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	2	1	3	2	0	5

Special Rules: Overwhelm, Cleave 1, Bloodlust, Absolution

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 Penitent 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.

Options: Leader .....20 Points
Standard Bearer..... 15 Points
Additional Warrior.....35 Points

Unique Special Rules:

Absolution: When this Warrior is Slain by an Enemy within Engagement Range, that Enemy becomes Broken!



Household Knights

[Feudal], [Cavalry]

Restricted Regiment 70/70 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
8	1	2	2	3	2	3	0	4

Special Rules: Shield, Impact 2, Brutal

The massed charge of Household Knights is one of the most powerful weapons at the disposal of a Hundred Kingdoms commander. Hundreds of pounds of obdurate metal and muscle, forged through years of training and experience, they have shattered men, formations, and kingdoms throughout the ages...

Options: Leader .....20 Points
Standard Bearer..... 15 Points
Additional Warrior.....70 Points



Order of the Sealed Temple

[Orders], [Cavalry]

Restricted Regiment 100/110 Points

Recruitment: 1 Warrior **Size:** 3

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

Special Rules: Shield, Impact 2, Flawless Strikes, Overrun, Peerless Precision

Options: Leader .....25 Points
Standard Bearer..... 20 Points
Additional Warrior..... 110 Points

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.

Unique Special Rules:

Peerless Precision: When performing this Warrior's Impact Hits, Hits may only be Blocked by Rolls below their result. *Hit Rolls of '1' cannot be Blocked!*



Order of the Crimson Tower

[Orders], [Cavalry]

Restricted Regiment 115/125 Points

Recruitment: 1 Warrior **Size:** 3

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

Special Rules: Shield, Impact 2, Brutal, Fearless, Casus Belli

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.

Options: Leader .....25 Points
Standard Bearer..... 20 Points
Additional Warrior..... 125 Points

Unique Special Rules:

Casus Belli: While Wounded, this Warrior gains the **Terrifying** Special Rule.



Order of the Ashen Dawn

[Orders], [Cavalry]

Restricted Regiment 140/165 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
7	1	3	4	5	4	4	0	6

Special Rules: Blessed, Impact 2, Cleave 2, Unstoppable, Glorious Charge

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.

Options: Leader .....30 Points
Standard Bearer..... 25 Points
Additional Warrior..... 165 Points

Unique Special Rules:

Glorious Charge: After this Warrior Charges, this Warrior gains the **Cleave +1** Special Rule and all Friendly Warriors within Command Range immediately Rally.



Archangel

[Theist], [Monster]

Monster **335 Points**

Size: 5

M	V	C	A	W	R	D	E	CR
7	1	5	6	5	5	4	2	6

Special Rules: Cleave 3, Terrifying, Dauntless, Divine Purpose

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.

Options:

When Mustering your Warband, the Archangel must select one of the Aspects below:

Aspect of the Avenger: This **[Monster]** gains the **Impact 2**, **Cleave +1**, **Smite**, and **Avenging Angel** Special Rules.

Aspect of the Redeemer: This **[Monster]** gains the **Regeneration**, **Aura of Death 1**, **Shield**, and **Requiem** Special Rules.

Unique Special Rules:

Divine Purpose: Friendly **[Theist]** Warriors within Command Range gain the **Dauntless** Special Rule.

Aspect of the Avenger Only

Avenging Angel: Against Wounds caused by this **[Monster]**'s **Impact** Special Rule, Enemies must Re-Roll successful Resolve Tests.

Aspect of the Redeemer Only

Requiem: When an Enemy within Command Range Slays a Friendly **[Theist]** Warrior, that Enemy must take a single Resolve Test; If Failed, they become Broken!

Archangel

Injured

[Theist], [Monster] Size: 5

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

Special Rules: Cleave 2, Blessed, Terrifying, Dauntless, Divine Purpose

Options:

When Mustering your Warband, the Archangel must select one of the Aspects below:

Aspect of the Avenger: This **[Monster]** gains the **Impact 2**, **Cleave +1**, **Smite**, and **Avenging Angel** Special Rules.

Aspect of the Redeemer: This **[Monster]** gains the **Regeneration**, **Aura of Death 1**, **Shield**, and **Requiem** Special Rules.

Unique Special Rules:

Divine Purpose: Friendly **[Theist]** Warriors within Command Range gain the **Dauntless** Special Rule.

Aspect of the Avenger Only

Avenging Angel: Against Wounds caused by this **[Monster]**'s **Impact** Special Rule, Enemies must Re-Roll successful Resolve Tests.

Aspect of the Redeemer Only

Requiem: When an Enemy within Command Range Slays a Friendly **[Theist]** Warrior, that Enemy must take a single Resolve Test; If Failed, they become Broken!



Trebuchet

[Imperial]

Monster **210 Points**

Size: 4

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

Special Rules: Iron Discipline, Siege Engine, Emplacement, Ready, Field Engineers, Loose!

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.

Unique Special Rules (Trebuchet):

Siege Engine: When Mustering your Warband, this Warrior is purchased as a Monster and includes 4 Crew that have their own Characteristics and Special Rules. The Trebuchet and its Crew are Activated together using the same Command Card. *Note that this is not a Monster and follows none of the Rules of being one!*

Emplacement: After Deployment, this Warrior cannot be Moved, Placed, become Broken, Test Resolve, and may not perform any Actions during its Activation.



Trebuchet Crew

[Imperial], [Infantry]

Size: 2

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

Special Rules: Take Cover!, All Hands!

Unique Special Rules (Crew):

Take Cover!: While this Warrior is within 1" of the Trebuchet, Volley Actions Targeting this Warrior are performed against the Trebuchet instead.

All Hands!: During the Command Phase, if the Trebuchet is Wounded you must immediately remove any Friendly Crew within 1" of the Trebuchet from the Battlefield up to the number of Wound Markers on it. For each Crew removed, the Trebuchet Heals 1.

Firing the Trebuchet:

Ready: During the Command Phase, the Crew load and prepare the Trebuchet. First select if you are loading the Trebuchet with a Stone, Burning Pitch, or Explosive as its payload. Place the corresponding Marker anywhere on the Battlefield further than 12" away from the Trebuchet. *This Marker is ignored for Movement and Line of Sight.*

Field Engineers: (Draw Event) Choose one of the following effects:

Aim: This Round, Warriors suffering Hits from the **Loose!** Special Rule suffer an additional Hit.

Adjust: You may immediately Place the Marker anywhere wholly within D6" of its current position. Roll then Place the Marker wholly within the Rolled distance.

Rearm: You may immediately replace the chosen payload with another type.

Loose!: After all other Command Cards have been Activated (both Friendly and Enemy), the Trebuchet unleashes its payload! This Warrior performs a Unique Volley Action, with its effect determined by the selected payload that was loaded this Round. Remove the Marker after resolving the effect of the payload.

Stone- All Warriors (Friendly and Enemy) within 2" of the Marker suffer 2 Hits with the **Armor Piercing X** Special Rule.

Burning Pitch- All Warriors (Friendly and Enemy) within 3" of the Marker suffer 1 Hit. Warriors that Test Resolve from these Hits suffer -X Resolve.

Explosive- All Warriors (Friendly and Enemy) within 1" of the Marker suffer 3 Hits. All Warriors that suffer Hits are immediately Driven Back until they are X" from the Explosive Marker as if it was an Enemy Warrior.

X is the number of Unengaged Crew within 1" of the Trebuchet.

Bestowments

Upgrades: All

Each **[Character]** in your Warband may purchase a single Upgrade from the lists below. A **[Character]** can only purchase Upgrades from the Lists of their corresponding Battlefield Roles. A Warlord may instead purchase 2 Upgrades. A **[Monster Character]** cannot purchase any Upgrades.

Purebred Steed: 5 points

[Cavalry] only. This **[Character]** gains the **Unstoppable** Special Rule.

Armiger: 10 points

This **[Character]** gains the **Shield** Special Rule.

Laurean Lance: 15 points

[Cavalry] only. After performing a Charge, a single Enemy Hit by this **[Character]**'s Impact Hits become Broken! and are Driven Back.

Masterwrought Blade: 20 points

This **[Character]** gains the **Cleave +1** Special Rule.

Gifted Swordsman: 10 points

This **[Character]** gains the **Quicksilver Strikes** Special Rule.

Faithful Companion: 15 points

This **[Character]** gains the **Swarm** Special Rule. Enemies that end a March Action Engaged with this **[Character]** immediately suffer 1 Hit. *If you wish to model this upgrade, you may either include the companion on the same base as the Character or place the companion on their own base nearby the Character as a marker. If on their own base, the companion is ignored for all purposes and is represented for decorative purposes.*



Bestowments

Upgrades: Feudal

Unassailable Authority: 20 points

Warlord or Hero only. All Friendly **[Infantry]** and **[Cavalry]** Warriors can be affected by this **[Character]**'s Command Abilities, regardless of their Battlefield Role.

Huntsman: 20 points

This **[Character]** gains the **Barrage 2 (14")**, **Armor Piercing 2**, and **Sureshot** Special Rules.

Campaign Veterans: 25 points

Leader only. While in this **[Character]**'s Command Range, Warriors in this Regiment gain the **Hardened** Special Rule.



Bestowments

Upgrades: Imperial

Imperial Mandate: 25 points

Friendly **[Imperial]** Warriors within Command Range gain the **Bodyguard** Special Rule.

Accomplished Collegiate: 20 points

This **[Character]** gains +3 Command Range.

Arcane Aptitude: 15 points

[Spellcaster] only. This **[Character]** gains the **Spellcaster +1** Special Rule.



Bestowments

Upgrades: Orders

The First Blessing: 15 Points

When a Broken! Friendly **[Orders]** Warrior within Command Range Rallies, they immediately Heal 1.

Paragon: 20 points

While participating in a Duel, this **[Character]** gains the **Blessed** Special Rule.

Virtuous Vanquisher: 10 points

This **[Character]** gains the **Fiend Hunter** Special Rule.



Bestowments

Upgrades: Theist

Elysian Fragment: 15 points

Warlord or Hero only. Once per Game, this **[Character]** may use the following Command Ability:

Sacred Shard: [Theist] Warriors within Command Range gain the **Smite** Special Rule.

Penitence: 25 Points

Friendly **[Theist]** Warriors within Command Range gain the **Bravery** Special Rule.

Fanatical Devotion: 10 points

This **[Character]** gains the **Bloodlust** Special Rule.



Legends of Eä

The following unique **[Characters]** will all possess the **[Legendary]** Battlefield Role, something they have truly earned! These **[Characters]** may be included in your Warband as a Warlord choice. However, they cannot purchase any Upgrades, as they already have acquired their own personal artefacts and armaments throughout their journeys.

[Legendary Characters] also possess their own Retinues when fielded as Warlords as indicated.

The **[Legendary Characters]** of the Hundred Kingdoms and their Retinues are:

- King Fredrik (Household Knights)
- Erich Schur (Any Restricted Imperial Regiment)





King Fredrik
the Lion of Brandengrad

[Legendary], [Infantry], [Feudal], [Character]

Warlord **150 Points**

Retinue: Household Knights **Size: 2**

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

Special Rules: Flawless Strikes, Fearless, Lion of Brandengrad, Episcopicide, Nepenthe Veterans

Before he had a chance to address the matter and bereft of all but his closest allies, Kings Otto and Brand, war was brought to him. Nords, Dweghom, and W'adrhŭn plagued his lands—from the North, East, and South, respectively—while the Alchemist waited for the right time to strike in support of his enemies.

By the end of the Riismark Campaign, a city lay in ruins, Angengrad and the northern shores were lost to Nord invaders with the help of Nepenthe, and the south was settled by the W'adrhŭn. Cornered and alone, Fredrik turned to the Orders for financial aid and did what had previously seemed unthinkable: he paid the Alchemist's price to secure peace with Nepenthe, offering Riismark's famed steel.

His decision was challenged even by his two closest allies, but Fredrik swore an oath: this did not mean long-lasting peace, and the debt would be settled the way it should.

Unique Special Rules:

Lion of Brandengrad: When this [Character] performs the Duel Command Ability, all Friendly [Feudal] Warriors on the Battlefield immediately Rally. While participating in a Duel, all Friendly [Feudal] Warriors within Command Range are Inspired!

Episcopicide: A Warband including King Fredrik cannot include any [Theist Characters] or [Theist Monsters].

Nepenthe Veterans: A Warband that includes King Fredrik does not select a Battlefield Role as part of the Dynastic Alliance Army Rule. Instead, all [Feudal] Warriors in your Warband gain the **Fearless** Special Rule.

Command Abilities:

No Matter the Odds: Friendly [Feudal] Warriors within Command Range gain the **Iron Discipline** Special Rule.

Conquest: Friendly [Feudal] Warriors within Command Range gain the **Overrun** Special Rule.

Press the Attack: Friendly [Feudal] Warriors within Command Range gain the **Opportunist** Special Rule.



Erich Schur

the Iron Fist of the Chamberlain

[Legendary], [Infantry], [Imperial], [Character]

Warlord **125 Points**

Retinue: Any Restricted [Imperial] Regiment **Size:** 2

M	V	C	A	W	R	D	E	CR
5	2	3	3	4	3	3	0	7

Special Rules: Shield, Cleave 1, Indomitable, Practiced Manoeuvres, Iron Fist of the Chamberlain

Whoreson seems like an insult when placed within most character contexts: for Erich Schur it is simply a steely, dry reminder his less than humble beginnings. Making his way into adulthood, Schur sought to join the ranks of the Steel Legion, seeing in their rigid discipline and grim demeanor a reflection of his own growing prowess and psyche. Lacking the height and brawn required, he was unable to join their ranks due to a lifetime of hardship and malnutrition. This humiliation resulted in the penchant to bulk his body through food and drink - mostly drink.

Schur rose through the ranks of the normal mercenary companies, seeking to earn a name for himself so that, when he inevitably tried again, the Steel Legion would be forced to acknowledge him. Instead, the aspiring commander found an unlikely ally in none other than the Imperial Chamberlain, who, after witnessing this man's unquestionable resolve, decided to sponsor Erich Schur's admission to the War College.

Unique Special Rules:

Practiced Manoeuvres: Friendly [Imperial] Warriors within Command Range may Move through other Friendly [Imperial] Warriors during their Activation, but must not end a Move on top of another Warrior.

Iron Fist of the Chamberlain: After this [Character] slays an Enemy during a Clash Action, they may immediately perform a Command Ability. *A Character may have multiple Command Abilities Active at once!*

Command Abilities:

Heavy Handed: Friendly [Imperial] Warriors within Command Range gain the **Overwhelm** Special Rule.

Hold Your Ground!: Friendly [Imperial] Warriors within Command Range gain the **Tenacious** Special Rule.

Iron Will: This [Character] gains the **Dauntless** Special Rule.

The Orders



The Orders are the oldest and most powerful armed forces in the Hundred Kingdoms, created following the collapse of the only Legion that survived the Fall of the Old Dominion. The battles and sacrifices, that the Legion undertook to shield humanity from the nightmares of the Fall, took too heavy a toll on its surviving members and fragmented the Legion. The Orders today are direct descendants of the original diaspora, each Order seeking to do its best in protecting humanity from what it sees as the greatest threat.

Sometimes, this is through direct action, following in the more martial traditions of the Order of the Sword or the Order of the Crimson Tower. More often than not, it is through the tremendous influence the Order of the Sealed Temple and its vast wealth, backed by the subtle threat of military reprisal. They were the force behind the establishment of the Militia Act that severely curbed the power of the nobility, as well as the main reason the church has not been able to convince the Imperial Conclave to rescind the laws limiting their armed forces to bodyguard details. Looking further back, one can see their support in the very foundation of the Tellian Empire, the spread of the Deist Creed and establishment of the Guild system. Whether it is with an iron gauntlet or a velvet glove, the Orders' hand can be seen shaping the history of the Hundred Kingdoms at every turn.

Many argue this paternalistic attitude has caused more harm than good. They point at the destructive chaos of the Red Years, sparked by their premature attempts at unifying the Hundred Kingdoms, or the bloody riots that followed the summary execution of the beloved Arch-Bishop Nicholas during his Regency. Despite this, the Orders have long maintained a good relation with the common people of the Hundred Kingdoms who praise them as heroes and benefactors: the monumental sacrifice of the Order of the Sword in the Nord invasion, the selfless heroism of the Order of the Shield's Knights Errant and the tireless public works of the Brothers Mendicant of the Order of the Sealed Temple have long since swayed the hearts and minds of the common folk.

With the collapse of the Empire, the Orders lost much of their influence, as they were heavily invested in the office of the Emperor, at the expense of both the nobility and the Church. When these two pillars aligned against them, there was little the Orders could do without resorting to war. Learning from their past mistakes, the Orders took a long view and withdrew. Though their influence might be a fraction of what it once was, their military might has not dimmed in the least, echoing the prowess of the legendary Legion that birthed them.

Might of the Orders

Warband of Legend

Warbands of Legend: Instead of Mustering your Warband using your normal Faction roster, you may choose to instead select this list 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. Due to the already specialized nature of these Warbands, Warlords included within do not have access to Retinues. Each selection may only be included in your Warband once.

Warlords:
Mounted Priory Commander
Order of the Sword Priory Commander
Errant of the Order of the Shield

Heroes:
Order of the Sword Priory Commander
Errant of the Order of the Shield
Servite

Mainstay Regiments:
Militia
Militia Bowmen
Order of the Sword
Penitents of St. Lazarus

Restricted Regiments:
Order of the Sealed Temple
Order of the Crimson Tower
Order of the Ashen Dawn
Martyrs of St. Lazarus



Army Rules

The Orders: The Warriors of the Orders are drawn from different backgrounds. To represent this, Warriors will have a particular Battlefield Role of either **[Orders], [Feudal],** or **[Levy]**.

Kleon's Dogma: The first Friendly **[Orders]** Command Card Activated each Round may choose one of the following edicts of Kleon to invoke. All Warriors of the Command Card gain the corresponding Special Rule during their Activation:

- **Fight Without Fear: Bravery**
- **Persevere Through Injury and Fatigue: Regeneration**
- **Overcome Mortal Limits: Flurry**

Pursuit of Duty: [Orders Characters] cannot decline Duels and may perform the Duel Command Ability in addition to another Command Ability during the Command Phase. *A Character cannot perform the same Command Ability twice!*

Honored Heraldry: Whenever a Friendly Standard Bearer is Slain, you may replace another Warrior within 3" from the same Regiment with the Standard Bearer. A Leader cannot be replaced by this Special Rule.



Regalia of the Orders

Upgrades

[Characters] from this Warband of Legend may only purchase Upgrades from the list found below. A Warlord may instead purchase 2 Upgrades. A **[Legendary Character]** or **[Monster Character]** cannot purchase any Upgrades.

Obduration: 20 points

Penitents of St Lazarus or Martyrs of St Lazarus Leader only. While in this **[Character]**'s Command Range, Warriors in this Regiment gain the **Oblivious** Special Rule.



Martial Exemplar: 20 points

Order of the Sword Leader or Order of the Sword Priory Commander only.

Friendly **[Orders]** Warriors within Command Range gain the **Relentless Blows** Special Rule.

Fortress of Blades: 25 points

Order of the Sealed Temple Leader or Order of the Sealed Temple Priory Commander only. Friendly **[Orders]** Warriors within Command Range gain the **Bastion** Special Rule.

Red Ruin: 15 points

Order of the Crimson Tower Leader or Order of the Crimson Tower Priory Commander only. This **[Character]** gains the **Burnout** Special Rule.

Vindicator: 15 points

Order of the Ashen Dawn Leader only. When invoking **Kleon's Dogma**, this **[Character]** gains all 3 effects instead of only the selected one.

Questing Knight: 15 points

Errant of the Order of the Shield only. This **[Character]** gains the **Vanguard** and **Dauntless** Special Rules.

Levied Soldiery: 15 points

Friendly **[Feudal]** Warriors within Command Range gain the **Bodyguard** Special Rule.

Helm of Solemn Sacrifice: 30 points

[Orders] only. When this **[Character]** is Slain, they may immediately perform a free Clash Action before being removed from the Battlefield. Additionally, the next Activating Friendly **[Orders]** Command Card this Round may use the **Kleon's Dogma** Army Rule.

Regalia of the Orders

Upgrades

The First Blessing: 15 points
[Orders] only. When a Broken! Friendly [Orders] Warrior within Command Range Rallies, they immediately Heal 1.

Paragon: 20 points
[Orders] only. While participating in a Duel, this [Character] gains the **Blessed** Special Rule.

Virtuous Vanquisher: 10 points
[Orders] only. This [Character] gains the **Fiend Hunter** Special Rule.

Purebred Steed: 5 points
[Cavalry] only. This [Character] gains the **Unstoppable** Special Rule.

Armiger: 10 points
This [Character] gains the **Shield** Special Rule.

Masterwrought Blade: 20 points
This [Character] gains the **Cleave +1** Special Rule.

Gifted Swordsman: 10 points
This [Character] gains the **Quicksilver Strikes** Special Rule.

