CONQUEST™
OUTRIDERS

A Fan-made Community Project

Version 1.2



Conquest: The Last Argument on Kings is a game of full-scale warfare between massive armies. But as impressive as these battles are, not all conflicts take place between grandiose legions. Some involve minor noble lords, border disputes between hostile villages, or immigrant caravans simply trying to make their way back to civilization.

Conquest Outriders narrows the scope of battle and focuses on smaller engagements or military operations taking place across EA. This gives new and old players alike the opportunity to play a regimented game of Conquest: TLAOK with a more lenient time and modeling commitment.

Games using this pack involve armies assembled between 800-1000pts. There are premade armies available for every faction, however, you are free to build your own force as well, albeit with a few restrictions to accommodate the smaller scale. All factions and units retain the same rules from their army books*, which makes this mode an excellent option for those just learning the game.

Additionally, this pack offers several narrative game elements that can be used in both Outriders and larger games of TLAOK. These include Weather Conditions, Operations, and Resources. All of which can be easily slotted in or out of any Conquest game you decide to play.

*Some numbers scaling may apply

CONQUEST: THE LAST ARGUMENT OF KINGS OUTRIDERS

Across every kingdom of Man, Dweghom, or Exile; scattered among the disparate tribes of the Wad'rhun and Yoroni; even buried beneath the corrupted soil of the Old Dominion–the seeds of conflict grow vigorous. As their grand armies prepare to march across the continent, the leaders of these nations mull over scouting parties, raids, and other nebulous engagements, each hoping to gain even the slightest advantage over their adversaries before the coming storm. Not every battle makes it into the history books.

Outrider Companies

Long before a frenzied host finds purchase upon a new battlefront, small command companies will sally forth to prepare the way for their allies. Some Outriders are tasked with exploring the uncharted wildland for secret paths or promising foraging spots. Others clear out and guard vital logistics routes from enemy interference. Ambushes and espionage are not uncommon occurrences far beyond the front line, as legion captains seek to outsmart their enemies and earn a modicum of recognition from their superiors.

Outrider forces are between 800-1000pts in strength. While some of the normal army building rules for Conquest: TLOAK still apply, there are certain adjustments and restrictions to be aware of.

Characters

Outrider armies may only include up to 2 Characters, with one chosen as the Warlord. Warlord Characters do not get the benefits of their Supremacy abilities. Though players may still select a Sub-Faction for their army, if that option is available to them.

A Character may include any number of Regiments in their warband, but must still follow the standard rules for Mainstays/Restricted Regiments.

Players may spend up to 50pts on Artifacts and Masteries, but cannot spend more than 30pts on a single upgrade.

Activation Limit

A player may not have more than 7 Command/Ideal Cards in their Command Stack. This does not apply to added faction cards, such as the Sorcerer King's Rituals.

Regiments

The following rules apply when selecting Regiments for your army:

- An army may include 1 Heavy Regiment
- An army may include 1 Monster
- No Regiment may be composed of more than 5 Stands, including attached Characters.
- A single Regiment may not cost more than 240pts. This does not include attached Characters.

Gameplay

Outrider games last 6 Rounds. Reinforcement Rolls follow the same Light/Medium/Heavy progression as TLAOK, but all rolls succeed on a 4 or less.

Faction Changes

The following are slight alterations for factions that need to be scaled appropriately for Outriders games. Use these in place of their normal rules.

Old Dominion - Increase one Tier of Empowerment for every 4 Dark Power Tokens in the Dark Power Pool.

Dweghom - There can never be more than 4 Markers in the Elemental Power Pool.

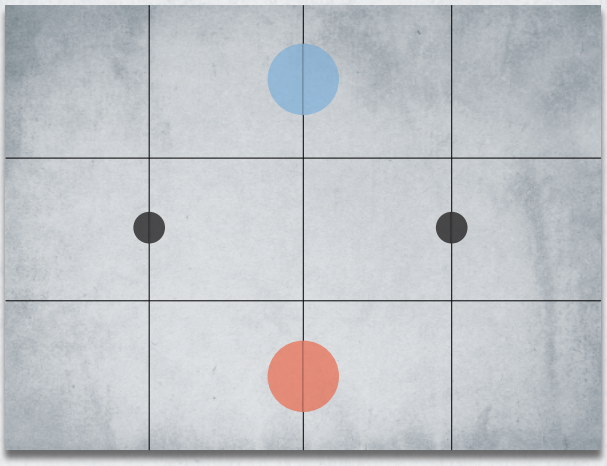
Sorcerer Kings - Do not gain the benefits of the Elemental Discharge rule.

THE BATTLEGROUND

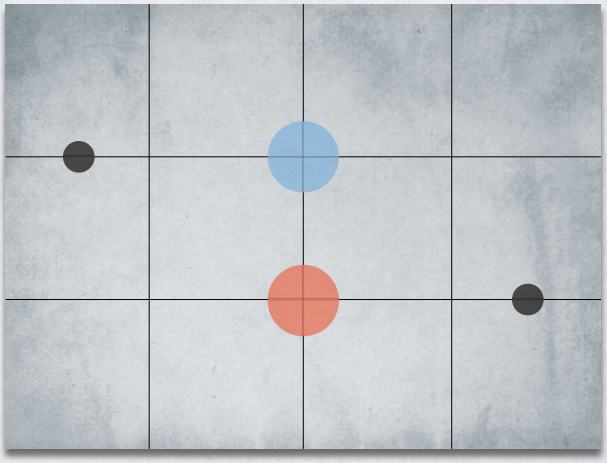
Outrider engagements take place on a 3x4' play area. After choosing a scenario, players will randomly determine a table setup from the options below by rolling 2D3. The first D3 determines where to place the 6" Objective Zones. The second D3 will tell you where to place the battlefield's Resources.

D3

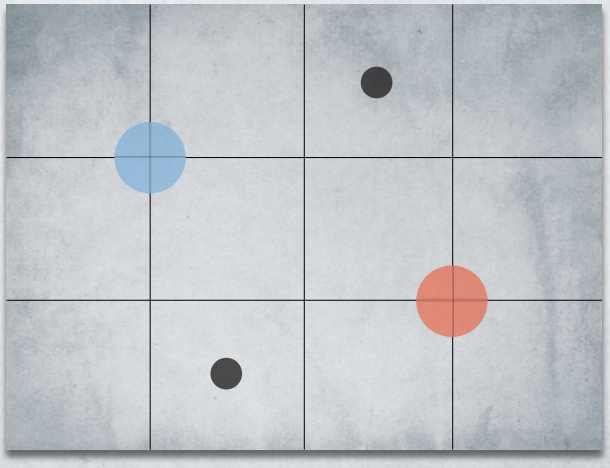
1



2



3



Objective Zones

If there are Red and Blue Zones placed during setup, then each player will have their own Friendly Objective Zone on their side of the table. Like in the standard rules, players cannot Seize their own Friendly Zone, but must defend it from invading enemy forces.

Resources

Resources are another type of Objective found in Outrider scenarios. Resources are represented by a 25-30mm tokens. They are worth extra VP if a Regiment capturing them has survived until the end of the battle. Regiments can capture Resources by ending a March or Charge on top of them. Regiments take captured Resource with them. If a Regiment holding any Resources is destroyed, the enemy that destroyed them gains control of those Resources. If an enemy wasn't responsible for their death, the Resources are lost.

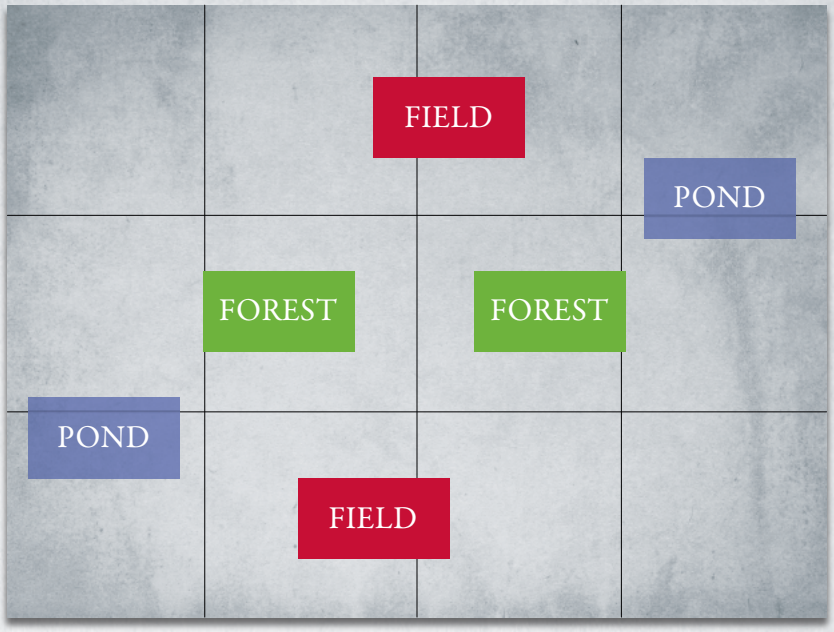
When placing Resourcing, they cannot be placed within 3" of any Impassable Terrain.

Objective Markers

Objective Markers follow the same rules as their TLAOK counterparts, except that they can be dealt any amount of Wounds during an action (they are not limited to 1 or 2). Red and Blue squares indicate Friendly and Enemy Markers.

Victory Points

- Each Round, players gain 1 VP for Seizing an Objective Zone.
- Players gain 1 VP for each enemy Regiment they destroy; 2 VP if it was a Monster.
- Players gain 2 VP for destroying an Objective Marker.
- At the end of the game, players gain 1 VP for every Resource they have captured.



INTERCEPTION

Caravans are enticing targets for enemy patrols and rogue banditry. Which makes safeguarding logistical support a top priority in any campaign's success. Without weapons, food, or medicine, armies will quickly fall into disarray. It's no wonder so much effort goes into protecting these otherwise vulnerable supply lines.

Setup

Each player must place a "Supply Wagon" Command Card into their Command Stack. It can be represented by any type of unit not being used in the battle. When drawn, a player activates their Supply Wagon.

Supply Wagons

Supply Wagons are represented by 1x2 Infantry/Cavalry stands connected together. The Wagons act like a normal Regiment when taking actions. They have the following statline:

M	C	V	A	W	R	D
6	1	-	8	12	-	3

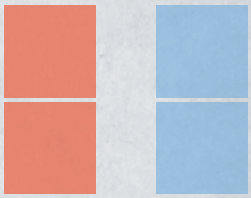
Special Rules: Flank

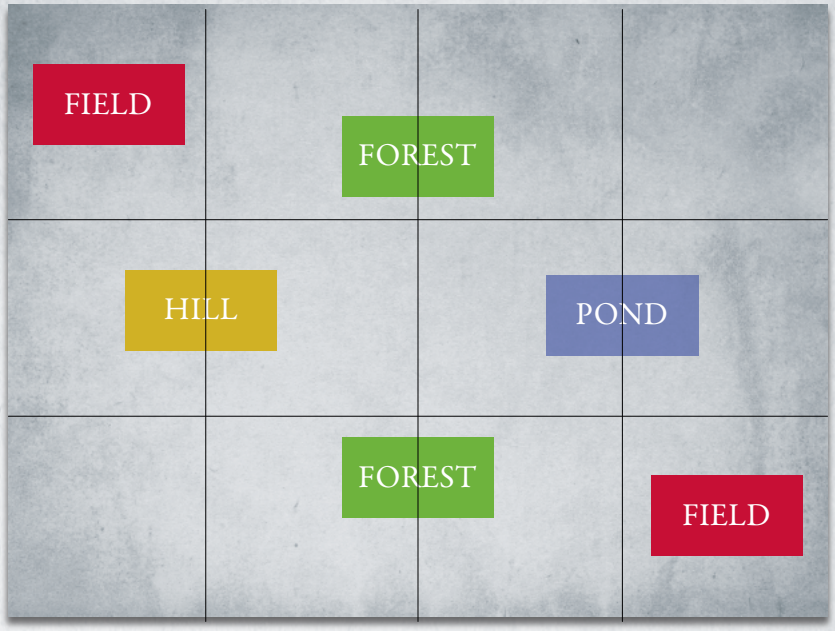
When they are the target of enemy Clash, Volley, Charge, or Spellcasting actions, they are treated as a single Objective Marker (which also means they are worth 2 VP when destroyed).

Wagons are Light Regiments and must arrive during the first Round of the game.

Victory Points

- Players gain 2 VP if their Supply Wagon survives until the end of the battle.
- Players gain 4 VP if their Supply Wagon survives and is within 6" of the enemy's Deployment Edge at the end of the game.





BLADES OF DECEIT

Wars are most often fought for territory, resources, and glory. But armies involved in smaller skirmishes may have more nebulous goals–to distract the enemy, to take a landmark, or to end the life of one specific individual. Amid the chaos of battle, few know a general's true objective.

Setup

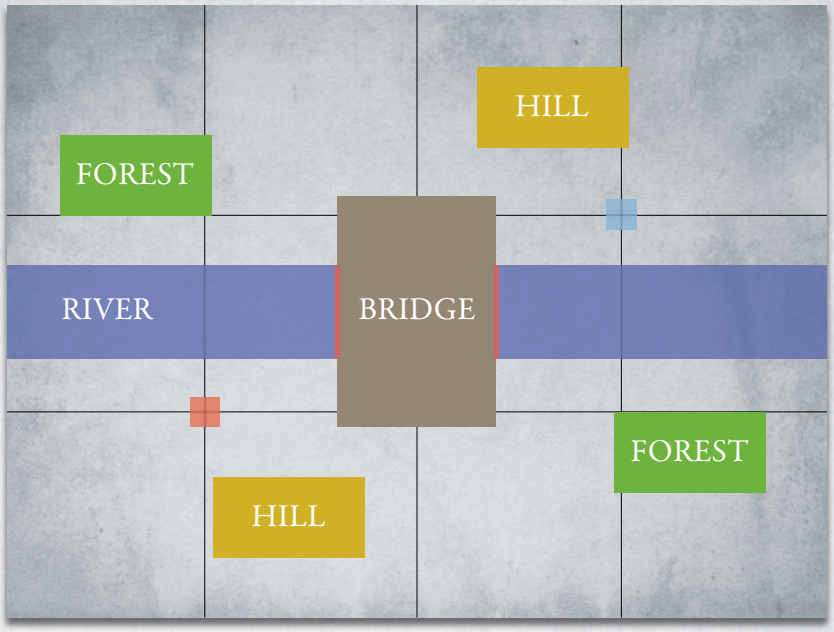
Each player must choose 2 Secret Operations–one from each list on p.23. Do not reveal them to your opponent.

Secret Operations

At the start of Round 3, before rolling for Supremacy, both players must choose one of their Secret Operations to discard. They may only score the one they chose to keep.

Victory Points

- At the end of the game, players gain 3 VP if they successfully accomplished their Secret Operation.



A BRIDGE TOO FAR

Bridges have always held considerable strategic value for marching generals. After all, fording a river is no easy task. Men and beast alike can be quickly washed away at the slightest misstep, or with a sudden shift in the weather. But there have always been bridges, and those who live across them.

Setup

This scenario takes place near a small river that should be at least 6" wide, flowing throughout the entire battlefield. A reinforced 10"x16" bridge stretches across the water.

The Bridge

The bridge is considered a Size 2 Hill.

The 6" sides of the Bridge that cover the River are considered Impassable. These are marked in **red** on the map.

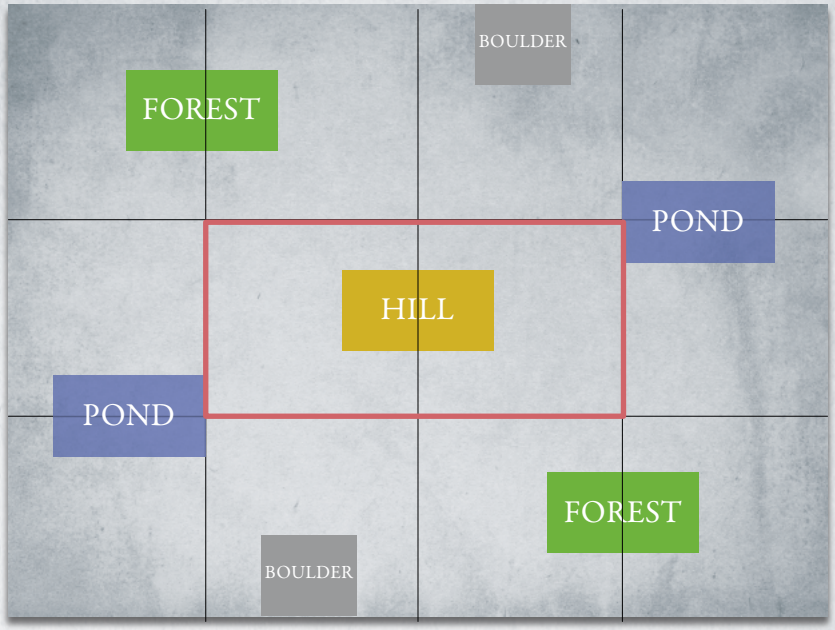
The River

The River is considered Traversable, Water, Hindering, and Dangerous terrain.

Due to the swift current, Regiments cannot ignore these terrain rules, even if they have a special rule that would normally allow them to do so. The only exception being the Fly special rule.

Victory Points

- Players gain 3 VP if there are no enemy Regiments on the bridge at the end of the game.
- Players gain 1 VP if they have more friendly Regiments on the North side of the river than their opponent at the end of the game.
- Players gain 1 VP if they have more friendly Regiments on the South side of the river than their opponent at the end of the game.



LAST STAND

Sometimes, there is nothing for it but to stand your ground and accept what comes. Let your sword sing the symphony of your death and become a legend.

Setup

Before the game begins, roll off. The winner is the Attacker, and the loser is the Defender.

Defender

After determining Attacker/Defender, the Defending Player deploys all of their Regiments within the red deployment zone. They may be deployed facing any direction, as long as they remain entirely within the zone.

Attacker

The Attacking Player treats every table edge as their deployment edge and has access to Reserves.

Reserves

When a friendly non-Monster Regiment is destroyed, the Attacking Player may place them in Reserves.

Once per game, during any Supremacy phase, the Attacker may declare they are bringing on their Reserves. They *must* make a Reinforcement roll for each Reserve Regiment arriving. If they fail the roll, they return to Reserves.

Reserve Regiments are considered entirely new Regiments and do not bring along any previously attached Characters, Officers, or other upgrades.

Reserve Regiments cannot take Volley Actions on the Round in which they arrive.

Victory Points

- The Defender gains 2 VP for every friendly Regiment that survives until the end of the battle.
- The Defender gains 4 VP if any friendly non-Broken Regiments are within 6" of a table edge at the end of the game.
- The Attacker gains 2 VP if the enemy Warlord is destroyed.



THE HOLY CRUSADE

Army Composition	895pts
Noble Lord (Warlord)	**95pts**
• Weapon Master, Graceful Combatant	Free
• Caledburn	25pts
Men-at-Arms x3	**125pts**
• Seasoned Veteran	15pts
Mounted Squires x3	**130pt**
Crusading Noble Lord	**115pts**
• To Cast Out the Daemon	Free
• Elysian Fragment	25pts
Sicarii x3	**160pts**
Crusaders x3	**140pts**
• Veterans	10pts
Longbowmen x3	**130pts**





ORDERS ASCENDANT

Army Composition 900pts

Order of the Sword PC (Warlord) 120pts

- Lathhander Sacrifice

Order of the Sword x3 220pts

Martyrs of St Lazarus x3 160pts

- Disciplined Advance 5pts

Order of the Sealed Temple x3 200pts

Militia x3 100pts

Militia x3 100pts



THE IMMOVABLE

Army Composition — 895pts

The Clan Creed



Hold Raegh (Warlord)	**130pts**
• Invocation of Shattering	20pts
• Relentless March	30pts
Hold Thanes x3	**195pts**
• Herald of Magma	15pts
Hold Thanes x3	**180pts**
Hold Ballistae x 3	**130pts**
Dragonslayers x3	**240pts**
Mnemancer's Apprentice	20pts



COLD FURY

Army Composition	895pts
Blooded (Warlord)	**145pts**
• Rjoda, the Red Bringer	30pts
• Vicious Assault	15pts
Trolls x4	**240pts**
Ugr x3	**150pts**
Fenr Beastpack x3	**140pts**
Mountain Jotnar	**210pts**





DARK EPIPHANY

Army Composition	900pts
Mounted Strategos (Warlord)	**130pts**
• Skofnung	30pts
Kataphraktoi x3	**190pts**
Centaur Prodromoi x3	**150pts**
Hierodeacon	**110pts**
• Hierotekton	15pt
Bone Golems x 3	**210pts**
Legionnaires x3	**110pts**



COHORT OF THE DAMNED

Army Composition	900pts
Xhiliarch (Warlord)	**110pts**
• Eleutherea, Giver of Mercy	10pts
Legionnaires x3	**110pts**
Praetorians x3	**160pts**
Centaur Prodromoi x3	**150pts**
Athanatoi x3	**170pts**
Varangian Guard x3	**200pts**



WASTELAND STAMPEDE

Army Composition	865pts
Chieftan (Warlord) - Death Cult	**145pts**
• Death's Gaze	25pts
• Blood	20pts
Veterans x3	**160pts**
Veterans x3	**160pts**
Thunder Riders x 3	**220pts**
Warbred x3	**180pts**





LIFE FINDS A WAY

Army Composition	860pts
Winglord Predator (Warlord)	**220pts**
Cult of Death	
Hunting Pack x3	**120pts**
Hunting Pack x3	**120pts**
Chosen of Death x3	**210pts**
Apex Predator	**190pts**





PERFECTION IN STONE

Army Composition 900pts

Maharajah **150pts**

Cour of Fire, Court of Earth

- Vizier of the Morning Star 30pts

Ghols x3 **110pts**

Ghols x3 **110pts**

Rajakur x3 **120pts**

Eternal Ikons x 3 **200pts**

Eternal Destroyers x3 **210pts**



JUDGMENT OF FLAME

Army Composition	900pts
Sorcerer (Warlord)	**130pts**
Cour of Fire	
• Jadoo Kavach	20pts
• Elemental Feedback	20pts
Dhanur Disciples x3	**130pts**
Ghols x3	**110pts**
Court of Fire	
Efreet Sword Dancers x3	**170pts**
Rajakur x3	**120pts**
Rakshasa Bakasura	**240pts**



HONORED SOJOURN

Army Composition	900pts
Daimyo (Warlord)	110pts
Origami Warriors x3	180pts
Kami Ayakashi x3	225pts
Kappa Bushi x 3	225pts
Oni Ayakashi x2	160pts



A BUG'S LIFE

Army Composition	885pts
Taosidhe (Warlord)	**150pts**
Court of Winter	
• Glacial Presence	30pts
• Winter's Bite	20pts
Morrowen x3	**160pts**
Scathach Hunters x3	**185pts**
• Kiannun Stalker	15pts
Gemred Knights x3	**220pts**
Scaile Dancers x3	**170pts**



DEFENDERS OF TARTARUS

Army Composition	885pts
Polemarch (Warlord)	**130pts**
• Chrysaor's Helmet	30pts
• Disorienting Strikes	10pts
Agema x4	**230pts**
• Andromachos	25pts
Thorakites x3	**135pts**
• Lochagos	15pts
Minotaur Haspists x 3	**170pts**
Hephaestian	**220pts**



THE HOUNDS OF ZAROTT

Army Composition 895pts

The Sovereign Lineage

Lineage Prideborn (Warlord)	**130pts**
• Cultivated Muscle Memory	10pts
Centaur Avatara x3	**190pts**
Leonine Avatara x3	**170pts**
Stryx x3	**110pts**
Marksman Clones x3	**150pts**
Vanguard Clones x3	**145pts**



NARRATIVE EVENTS

No battle can be predicted from beginning to end. Army commanders must not only deal with the enemy at their doorstep, but also with the turbulent eddies of circumstance. Chilling winds, rampant beasts, or unrestrained magic that may shift ever so slightly and alter the course of events in ways once thought impossible. There is rarely a fairness to war–only those who learn from its caprice.

The Shifting Battlefield

When two Generals enter a proving ground, they rarely fight on equal terms. The situation can rapidly change, putting one or both commanders on the back foot. But the best leaders are those who find strength in chaos, and those who use it to their advantage.

Narrative Events are optional modifications that can be easily added to any game of Conquest. They are meant to enhance the story-driven nature of large-scale conflicts, and create interesting tactical puzzles for players to solve.

Weather Conditions

At the start of the first Supremacy Phase, roll 1D6 and consult the Weather Conditions table. Weather effects last for the entire battle.



Weather Conditions (D6)

1 **Auspicious Omen -** All Regiments add +1 to their Resolve Characteristic (to a max of 4).

2 **Downpour -** Regiments that are not entirely within a Forest terrain feature subtract -1 from their Volley Characteristic. Additionally, when a Regiment Charges across a Hill, they must roll 2D6 and take the lowest result.

3 **Lightning Storm -** After the Supremacy Roll, starting with the Second Player, players alternate rolling a D6 for every Regiment on the battlefield. Players may choose which Regiment they roll for, but may not choose one that has already been chosen this Round. The first time any result is ≤ a Regiment's Defense Characteristic (including Shields), that Regiment suffers 1 Wound.

4 **Freezing Snowfall -** All Regiments subtract -1 from their March Characteristic. Additionally, if a Regiment ends an action with any Stands inside of a Water terrain feature, they subtract -1 from their Resolve Characteristic for the rest of the Round.

5 **Locust Swarm -** Regiments carrying Resources and Regiments that are contesting Objective Zones subtract -1 from their Defense and Evasion Characteristics.

6 **Wildfire -** At the end of every Round, Regiments that have any Stands inside of a terrain feature take D6 hits. These hits can be saved as normal and do not cause Resolve damage.

SECRET OPERATIONS

Thousands may die so that one man can achieve his ambition. To those around him, such aspirations may seem irrelevant, contradictory, or even mad. Yet, one can hardly win a war without sacrifice.

Table 1 (D6)

1. **Double-Cross** - Ensure your Warlord's Regiment is destroyed by an enemy Clash or Volley action.

2. **For Glory!** - One of your Regiments must personally destroy at least 3 enemy Regiments (they must inflict the final Wound).

3. **Witch Hunter** - There can be no Wizards or Priests left on the table by the end of the game.
Can only be picked if any army contains at least 1 Wizard or Priest.

4. **Cartographer** - Your Regiments must collectively touch every non-impassable terrain feature on the table before the end of the game.

5. **Clear Them Out** - Ensure no enemy Regiments remain within your half of the table by the end of the game.

6. **Nepotism** - Choose 1 of your Non-Warlord Characters. That Character must survive and never be Broken over the course of the game.

Table 2 (D6)

1. **Mountain King** - Choose 1 friendly Monster in your army. That Monster must be the only Monster left alive by the end of the game. *Can only be picked if your army contains at least 1 Monster.*

2. **Worthy Sacrifice** - Choose 1 terrain feature entirely within your opponent's half of the table. An enemy Regiment must be destroyed while within that terrain feature.

3. **Undercover Agent** - Choose 1 enemy Non-Warlord Character. That enemy Character must survive the battle.

4. **Hidden Caches** - You must have Unbroken Regiments within 2 or more different Forest terrain features at the end of the game.

5. **Surround Them** - Ensure at least 1 friendly Regiment is within 6" of the enemy's deployment edge at the end of the game.

6. **Heavy Testament** - Ensure all of the opponent's Heavy Regiments are destroyed by the end of the game.
Can only be picked if the enemy army has 1 or more Heavy Regiments.

Using Secret Operations in TLAOK.

These are the rules for using Secret Operations in full 2,000pt games of Conquest: The Last Argument of Kings.

Secret Operations are, of course, secret. Players do not tell each other which results they rolled and may only reveal a Secret Objective once they have successfully completed its task.

At the start of the first Round, before rolling for Supremacy, both players randomly choose 3 Secret Operations from the list provided.

Roll once on the first table, once on the second table, and then choose which table to roll on for a final time. If a result cannot be chosen due to its restrictions, you may reroll.

At the start of the fifth Round, before rolling for Supremacy, players will discard 2 of their Secret Operations. They may only score the one they chose to keep. If scored, they are worth 4 VP.