

This set contains an Imposter Fishgnome to empower allies or perplex enemies in your ***Conquest: The Last Argument of Kings*** and ***Conquest: First Blood*** casual and narrative battles. The Model may be fielded by any faction using the Army List Entries found in this document.

For tournament play, the model may also be placed in an Infantry Regiment's Command Stand to signify its Leader for Conquest TLAOK. Similarly the Model may be used as an Infantry Regiment's Leader in First Blood.

Imposter Fishgnomes [TLAOK] — 50 Points

Imposter Fishgnomes are ***Officers*** that can be attached to any Regiment regardless of Type. ***(Even atop Monsters!)*** Each **Imposter Fishgnome** may only be included in your Army once. Replace the Regiment's Command Card with the Imposter Fishgnome's.

An **Imposter Fishgnome** grants the following **Draw Event** or **Special Rule** to their Regiment depending on their disguise:

Dweghom Draw Event- Too Hot to Handle: This Regiment gains the Cleave (+1) and Armor Piercing (+1) Special Rules this Activation. However, during this Activation, for each Attack Roll of '6' this Regiment suffers a Hit.

W'adrhûn Draw Event- Pecking Order: This Regiment must immediately perform a Charge Action targeting an eligible Enemy Regiment within Charge Range. This Regiment inflicts additional Impact Attacks equal to the Rolled Distance of the Charge.

Old Dominion Strides of March: (Always Active) Whenever a Regiment is Slain (Friendly or Enemy), this Regiment may immediately perform an out-of-sequence March Action. In addition, this Regiment gains the Lethal Demise (+1) Special Rule.

Nords Draw Event- Flaps and Seals: Your opponent must reveal the top Command Card of their Command Stack, you may immediately reorganize your Command Stack. This Regiment gains the Untouchable Special Rule this Round.

Fish outta Water: When the Regiment, the Imposter Fishgnome is attached to, is Slain Roll on the chart below to see what chicanery and shenanigans ensue!

1- Dead Ringer: The Imposter Fishgnome immediately performs a Die Fighting! Clash Action using the profile of their "disguise" targeting an Enemy Regiment that was in contact. (Dweghom-Tempered Steelshaper, Wadrhun- Mounted Predator, Old Dominion- Xhiliarch, Nords- Volva)
2- Slippery: The Imposter Fishgnome may immediately join a Regiment of your choice. Even those yet to arrive from Reinforcements!
3- Fish Paste: The Enemy that has Slain the Imposter Fishgnome's Regiment becomes Broken!
4- Sleepin' with the Fishes: The Imposter Fishgnome is removed from the battle without fanfare.
5- Fishy Business: Both players must immediately shuffle their Command Stacks.
6- Bottom Feeder: The Enemy Player may immediately select one of their Regiments for the Imposter Fishgnome to join!



Imposter Fishgnomes [FB] — 50 Points

Type	M	V	C	A	W	R	D	E	CR	Size
Imposter Fishgnome	6	2	2	2	2	2	2	2	3	1

Options: Must select a disguise below...
Imposter Fishgnomes may be included in your Warband as Heroes. You may include multiple Imposter Fishgnomes in your Warband as long as every Imposter Fishgnome is using a different Disguise.

An Imposter Gnome gains the following Special Rules depending on their disguise:

- Dweghom: Hardened, Fearless, Scrap
Scrap: (Unique Action) Target Enemy within Command Range immediately suffers 1 Hit. Enemies cannot use their Defense Characteristic to Block this Hit.

- W'adrhûn: Unyielding, Overrun, Pecking Frenzy
Pecking Frenzy: After this Warrior Moves as part of the Unyielding or Overrun Special Rules, all Enemies within Engagement Range immediately suffer 1 Hit.

- Old Dominion: Lethal Demise 1, Oblivious, Garum
Garum: During the Victory Phase, if this Warrior is Slain, this Warrior may immediately be Raised with a single Wound remaining. Place this Warrior anywhere on the Battlefield outside of Enemy Engagement Ranges.

- Nords: Flawless Strikes, Blessed, Til Val-halibut
Til Val-halibut: (Out of Combat Action) All Warriors (Friendly and Enemy) within Command Range Rally and Heal 1.