



FIRST BLOOD

Conquest: First Blood



CHAPTER ONE

| | |
|---------------------------------------|----|
| THE PRINCIPLES OF BATTLE | 13 |
| A Civilised War | 14 |
| Dice | 14 |
| Measuring Distance | 14 |
| Armies, Regiments, and Models | 15 |
| Line of Sight | 18 |
| The Characteristic Profile | 18 |
| Command Cards | 20 |
| 'In Contact' | 20 |
| Healing | 21 |

CHAPTER TWO

| | |
|--------------------------------|----|
| THE TURN SEQUENCE | 23 |
| Turn Summary | 24 |
| Reinforcement Phase | 24 |
| Command Phase | 25 |
| Supremacy Phase | 25 |
| Action Phase | 25 |
| Victory Phase | 26 |

CHAPTER THREE

| | |
|---------------------------------|----|
| THE ACTIONS | 29 |
| NON-COMBAT ACTIONS | 30 |
| March | 30 |
| Take Aim | 31 |
| Volley | 31 |
| Charge | 32 |
| Rally | 33 |
| COMBAT ACTIONS | 33 |
| Inspire | 33 |
| Clash | 33 |
| Combat Reform | 34 |
| Withdraw | 35 |
| Combat Rally | 35 |

CHAPTER FOUR

| | |
|--------------------------------|----|
| CHARACTERS | 37 |
| Commanding Presence | 38 |
| Retinues | 39 |
| Items and Masteries | 40 |
| CHARACTER ACTIONS | 42 |
| Duel | 42 |
| Spellcasting | 42 |

CHAPTER FIVE

| | |
|------------------------|----|
| TERRAIN | 47 |
| Zonal Terrain | 48 |
| Garrison Terrain | 52 |
| Ruins | 53 |

CHAPTER SIX

| | |
|--|----|
| DRAW EVENTS AND SPECIAL RULES | 57 |
| Draw Events | 58 |
| Special Rules | 60 |

CHAPTER SEVEN

| | |
|---|----|
| THE BATTLEFIELD AND VICTORY POINTS | 65 |
| Choosing a Scenario | 66 |
| Choose Forces | 66 |
| Set Up the Battlefield | 66 |
| Reinforcement | 66 |
| Scenario One – Plunder the Camp | 70 |
| Scenario Two – Desecrate their Colors | 71 |
| Scenario Three – Stake your Claim | 72 |

ARMY LISTS

| | |
|-----------------------------------|----|
| The Lists | 78 |
| Army building Principles | 78 |
| THE HUNDRED KINGDOMS | 80 |
| Characters | 81 |
| Regiments | 86 |
| Lieutenants | 90 |
| Heirlooms | 91 |
| Masteries | 94 |
| Spells | 95 |

| | |
|-------------------------|-----|
| THE SPIRES | 96 |
| Characters | 97 |
| Regiments | 102 |
| Lieutenants | 106 |
| Mutations | 107 |
| Masteries | 108 |
| Pheromancies | 109 |
| Biomancies | 110 |

| | |
|--------------------------|-----|
| THE DWEGHOM | 111 |
| Characters | 112 |
| Regiments | 116 |
| Lieutenants | 119 |
| Relics | 120 |
| Masteries | 122 |

| | |
|--------------|-----|
| Spells | 123 |
|--------------|-----|

THE NORDS 125

| | |
|------------------|-----|
| Characters | 126 |
|------------------|-----|

| | |
|-----------------|-----|
| Regiments | 132 |
|-----------------|-----|

| | |
|-------------------|-----|
| Lieutenants | 136 |
|-------------------|-----|

| | |
|---------------------|-----|
| Trove - Finds | 138 |
|---------------------|-----|

| | |
|-----------------|-----|
| Masteries | 140 |
|-----------------|-----|

| | |
|---------------|-----|
| Aspects | 141 |
|---------------|-----|

| | |
|--------------|-----|
| Spells | 142 |
|--------------|-----|



CONQUEST FIRST BLOOD

Based on Conquest: The Last Argument of Kings

Rules Adaptation & First Blood Development: Konstantinos Lekkas

Copy Editor: Nick Lingris

This book is the work of Para Bellum Wargames:

Creative Director - Stavros Halkias

Lead Rules Development - Konstantinos Lekkas

Graphic Design - Vangelis Galanis

Art Department:

Othon Nikolaidis, George Dimitriou, Charidimos Bitsakakis,
Giacomo Marzona, Nestor Papatriantafillou

Project Managed by Maria Halkias

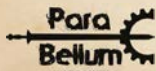
Additional System Development: Dimitrios A. Lekkas

Playtesters and a big 'thank you' to:

Heath Aldrich, Dimitrios A. Lekkas, Bryan Moseley, Chris Nye,
Mateusz Ploszczyca, Sascha Stand, the Dracon R.D.S. Tester Group
and the Para Bellum Vanguard.

DISCLAIMER: The contents, texts, art, designs, illustrations and other works of this book were created and are the sole property of Para Bellum Wargames Ltd. and they are protected by international copyright law. The book and its contents may not be copied, reproduced, distributed, given away, in part or in full, including the first/front and last/back page illustrations and text, or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, or used to create derivative works, except for the use of brief quotations in a review, without the prior written permission of Para Bellum Wargames Ltd, who retains full copyrights to this book. No profit is permitted to be made by the contents of this book, in part or in whole. Para Bellum Wargames Ltd provides a digital or printed copy of the rules of this book for personal use only. Any link or similar sharing of the book or the rules must redirect to the original sharing point of the publisher, on its site or its social media pages. All contents are a work of fiction by Para Bellum Wargames Ltd. Any perceived slights or images of specific persons, peoples, or organizations are entirely coincidental and unintentional.

Published by



Copyright 2020

Para Bellum Wargames Ltd., 48 Inomenon Ethnon, Guricon House, 6042 Larnaca, Cyprus www.para-bellum.com

First printing: Athens, Greece, 2020, ISBN 978-618-84836-1-3

INTRODUCTION

THE WORLD OF EÄ

More than six centuries have passed since the Fall changed Eä. Humanity struggles to rebuild after that cataclysm and the Long Winter that followed.

- With the Hollow Throne empty, the Hundred Kingdoms remain embroiled in internecine warfare, as the Nobility covets the remnants of the Empire and the Church grinds its teeth at the weakened Orders.

- To the north, the Nords have finally left behind the horrors of the Fimbulwinter and the rule of the Jotnar, and have started expanding from their shattered realms. They turn their covetous eyes to the rich lands of the south, lusting for revenge for their murdered gods.

- The enigmatic Spires exert their power for the first time in eons. Shedding millennia of custom and practice, the merchant princes seek the wealth of the lesser races, in an effort to break the stranglehold of power the Directorate and the Sovereign House exert.

- While the clamor of war spreads, the wisest among those living fear the rising of the Dweghom. Deep in their Holds, they hear the clamor of battle approaching and feel the pulse quicken in their veins. They are the eldest disciples of War.

- Far to the east, darkness is gathering. The fearless Tribes hurl themselves against the Claustrine Gates as their lands shrink. Their warbands are unable to contend with the ancient evil that stirs in what was once the heartland of the Old Dominion...

<https://www.para-bellum.com/conquest>

Wars are fought in the fields of battle; but many a war is won by the deeds of a few brave and doomed souls, in blood-slick alleys or around burning supply caravans. As the clamor of battle echoes in Eä's valleys, the clanging of steel and the crackle of burning wood attest to bands of soldiers sneaking behind enemy lines to sabotage or intercept important convoys, or the army's scouts coming across each other at the forefront.

GAME DESCRIPTION

First Blood is a skirmish wargame played over the course of a couple of hours; it is a fun, fast-paced game of conquest and combat designed for two players. You will need to have a table and terrain to play on – whether these will be household items or fully modeled terrain pieces is up to you. Of course, each player will need to own and prepare Models of an army from the Conquest range; visit [para-bellum.com](https://www.para-bellum.com) for more information.

The game will be played over a course of 10 Game Turns. At the end, the player who has scored the most Victory Points will be crowned the victor. Each Turn will go through the five Phases of Reinforcement, Command, Supremacy, Action and Victory Phase.







CORE RULES

THE RULES THAT FOLLOW
ARE THE BASIC RULES
YOU NEED IN ORDER TO
UNDERSTAND HOW THE
MODELS AND REGIMENTS
INTERACT WITH EACH
OTHER AND THE
ENVIRONMENT. THESE
CHAPTERS WILL TEACH YOU
HOW TO ACTIVATE YOUR
REGIMENTS, HOW TO MOVE
THEM AS WELL AS HOW TO
ENGAGE IN COMBAT WITH
THEM.



CHAPTER ONE



THE PRINCIPLES OF BATTLE

IN THE FOLLOWING SECTIONS
WE WILL INTRODUCE THE
BASIC PRINCIPLES BEHIND
THE RULES OF FIRST BLOOD.
IT MAY LOOK LIKE A LOT AT
FIRST, BUT IT WILL SOON
BECOME SECOND NATURE
TO YOU AND YOU WILL FIND
YOURSELF REFERRING TO
THE RULES SECTION LESS
AND LESS.



A CIVILISED WAR

War may be a brutal and bloody business, but playing a wargame shouldn't be. It is a gentlemanly (or gentlewomanly) pursuit, best enjoyed in a companionable state with as few arguments as possible.

With that in mind, if you ever encounter a situation in which you feel the rules are unclear, discuss the matter with your opponent and come up with a solution together.

If you are unable to agree, weigh up the most suitable solutions and settle the matter on the roll of a die. Such situations should be extremely infrequent, as First Blood is constantly updated with errata and FAQs published on the website. The important thing is not to allow any rule-related issues to spoil your enjoyment of the game.

DICE

War is an uncertain business. We use dice to represent that uncertainty, be it the chance of landing a lethal blow or the odds of a Regiment standing and fighting even in the face of defeat. All dice rolls in First Blood use six-sided dice, called D6. When required to roll a D3 or D2, then roll a D6 and divide the result by 2 or 3 respectively, rounding up.

MAKING ROLLS

Most dice rolls in First Blood require the player to compare their dice roll against a Target Characteristic. This is often a Characteristic, such as Clash, Volley or Resolve, but can be more esoteric, such as a Model's capacity to Resist Decay. When making one of these rolls, you are looking to roll equal to or under the desired Target Characteristic.

AUTOMATIC PASS AND FAIL

If a rule calls upon you to roll a die and compare it to a Characteristic, i.e. a numerical representation of the Regiments' (or Characters')

battlefield prowess, a result of "6" is always a failure, and a result of "1" is always a success – regardless of other modifiers, unless otherwise specified.

RE-ROLLS

If a rule calls upon you to re-roll a die, simply pick it up and roll it again, abiding by the new result. Once a die has been re-rolled once, it cannot be re-rolled again – regardless of the circumstances.

ROLL OFF

Occasionally, the rules will call upon you and your opponent to roll off. When this happens, you each roll a die – the one with the higher result wins. If the result is a draw, re-roll. Keep re-rolling until there is a clear winner (this is an exception to the rule stating that you cannot re-roll a re-roll).

MEASURING DISTANCE

All distances in First Blood are measured in inches ("), and are always measured from the closest point. When measuring the distance between two Models, always measure the distance between the closest points of the Models' bases; you are permitted to check the distance at any time, so you can always know whether or not your warriors are in range before they attempt a particular Action.

WITHIN

When a Rule asks you to be Within X", any part of that Model's base must be within X".

WHOLLY WITHIN

When a Rule asks you to be Wholly Within X", the entire Model's base must be within X".

ARMIES, REGIMENTS AND MODELS

In First Blood, each player commands an army of fantasy miniatures, ranging from shambling skeletons and iron-willed Dweghom Infantry to raging Avatars and rampaging Dragons. This section covers how to arrange those miniatures in order to fight a battle.

THE ARMY

Simply put, your Army is all the Models you are bringing to the battle, whether they're lowly Force-Grown Drones, mighty Brutes or anything in between. Normally, you will use an Army List to work out exactly which Models go into your army. Whenever the rules refer to Your Army, they mean every Model and Regiment in your Army. Whenever the rules refer to Your Opponent's Army, they mean every Model and Regiment under your opponent's command.

Each Model costs a number of Army Points. To select your Army, you will choose from a variety of Character, and Regiment entries in the relevant Army List section, up to the agreed Army Point total.

MODELS

When the rules refer to a Model, they mean the whole miniature, including its base. For the purposes of the game, we treat the base, however decorative, as part of the Model. However, very few Models – except for the largest and most fearsome of Monsters – act alone; most fight together.

TYPES OF MODEL

In First Blood, every Model has a Type.

- **Infantry** are the mainstays of each army – numerous and dependable.
- **Cavalry** are tougher and faster than Infantry, but rarer too.
- **Brutes** are huge creatures, often twice the

height (or more!) of a human.

- **Monsters** are the rarest of all, each with the raw might to match dozens of other warriors.





MODELS AND SIZE

In First Blood, every Model Type has a different Size for the purpose of determining Line of Sight as we will discuss later on.

- All Infantry Models are considered to have a Size of 1.
- All Brute and Cavalry Models are considered to have a Size of 2.
- All Monster Models are considered to have a Size of 3.
- Models with the Fly Special Rule are considered to be 1 Size greater than their Type would dictate (Flying Infantry are Size 2, Flying Brutes are Size 3, etc.).



All Terrain features will also be assigned a Size. These numbers can vary as Terrain pieces are often handcrafted and unique. We recommend these values as a guideline, but encourage you to discuss this with your opponent and establish the Size of the Terrain before each battle.

- All hills to are be considered Size 2.
- All forests are to be considered Size 3.
- Non-military buildings are to be considered Size 2.
- Towers and wall fortifications are to be considered Size 3.

When a Regiment or Terrain stands on another piece of Terrain with a Size value, simply add the two Sizes together to calculate whether they can see or be seen over intervening Terrain.

REGIMENTS & COMMAND MODELS

A Regiment is the basic fighting formation in First Blood. It can consist of anything from one individual Model to a dozens fighting side by

side. Regiments always consist of the same Type of Model, and usually all Models in a Regiment share a common Characteristics Profile.

The Leader and the Standard Bearer are two core types of Command Model used in every Faction and most Regiments, while most Regiments in each Faction have additional specialized Command Models. Once a Command Model is removed as a Casualty, the associated bonuses are lost.

All Models in a Regiment fight together – individual Models cannot leave the Regiment and act independently.

THE LEADER AND THE STANDARD BEARER

Leaders serve as examples for their troops, inspiring them to fight harder even under stress. While the Leader has not been removed as a Casualty, the Regiment may re-roll one die per Clash or Volley Action they make, and one Defence die for each Action that causes one or more Hits on the Regiment.

Also, throughout the game all Models belonging to the same Regiment must remain within 5" of the unit Leader (i.e. the Leader is considered to have a Command Range of 5"). Measurements for the Regiment are usually made from the Leader Model, as explained in each Action.

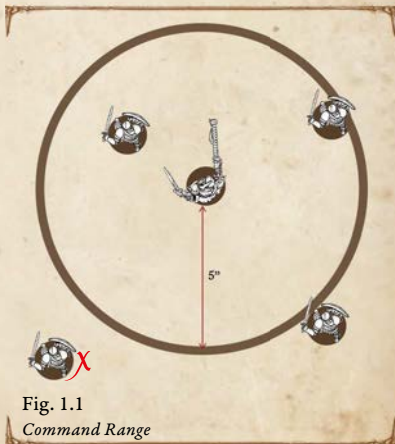
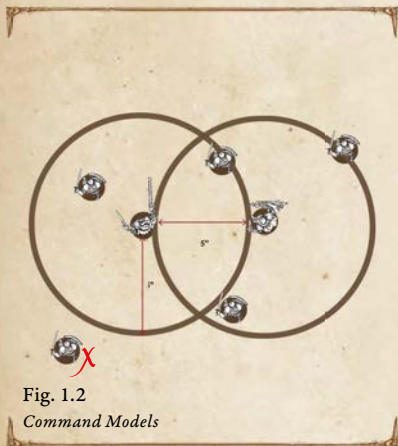


Fig. 1.1
Command Range

Some Regiments may also include a Standard Bearer. A Regiment containing a Standard Bearer gains the Unstoppable Special Rule and adds +1" to the second March Action they execute in each Turn. In addition, the Standard Bearer counts as a Leader for purposes of placing Models as well as for all measurement purposes and rule references. This effectively gives the unit more room for flexibility.



ACTING LEADER

Some Regiments may not have the option for a Command Model. In such cases, nominate a Model to serve as the Acting Leader. This Model counts as a Leader for measuring distances and Command Range. Use a suitable Marker to serve as a reminder.

MODELS REMOVED AS CASUALTIES

Inevitably, some Models will be removed from a Regiment as the battle progresses. Casualties are nearly always removed from the Regiment's Rank and File Models. The Leaders are always the last Models to be removed as Casualties.

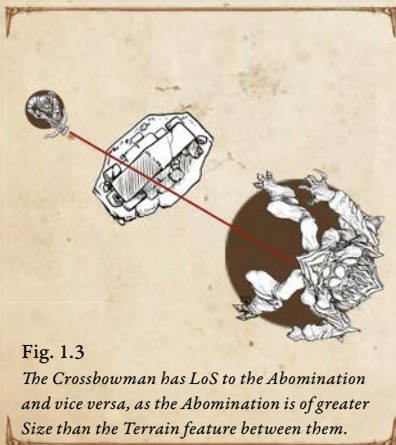




LINE OF SIGHT

There are Actions in the game that require Line of Sight to the Target Regiment. Each Action will describe how you measure Line of Sight if it is required; in cases where you require to measure LoS and it is not specified in the Action, to establish Line of Sight from one Regiment to another the following criterion must be met.

- The Acting Regiment can draw an unobstructed line between any point of the Leader's base or torso to the any point of an enemy Model's base or torso. Regiments or pieces of Terrain that are of a smaller Size than the Size of the Acting Regiment or the Target Regiment are ignored for the purposes of drawing the unobstructed line, as are Models belonging to the same Regiment.



THE CHARACTERISTIC PROFILE

Each Model has a Characteristics Profile as a measure of its ability on the battlefield. The Characteristics Profile is broken down into two Categories, eight Characteristics, as well as a number of Special Rules and Draw Events.

Name: Militia

Class: Light

| M | V | C | A | W | R | D | E |
|---|---|---|---|---|---|---|---|
| 5 | 1 | 1 | 1 | 1 | 2 | 1 | 0 |

Special Rules: Shield, Support

CATEGORIES

These are used to streamline interaction between certain rules.

- *Type* tells you whether the Model is Infantry, Cavalry, Brute or Monster. Different Types interact differently with some rules (do not worry, we will point them out when they come up).
- *Class* is a weight class, graded from Light to Medium to Heavy. Light troops are generally more maneuverable, arriving at the battle early, whereas Heavy troops inflict and sustain more damage but arrive on the battlefield later.

CHARACTERISTICS

There are eight Characteristics in all, each one representing the Model's comparative strength in that field. Characteristics run from 0 to 6, where 0 represents an inability to perform the associated Actions, a 1 is downright poor, and 6 is amazing! Over the course of the game, Spells or Special Rules might cause a Model's Characteristic to rise or fall. However, a Characteristic can never be reduced below 0.



March (M)

The March Characteristic determines how far a Model can move.

Volley (V)

Volley serves as a measure of the Model's ability with missile weapons, from throwing axes to shooting longbows, and even using mighty war machines.

Clash (C)

The Clash Characteristic describes how effective a Model is in the press of melee, governing its likelihood to strike a decisive blow against an enemy.

Attacks (A)

Attacks tells us how many dice each Model can contribute to its Regiment's dice pool when attacking the enemy.

Wounds (W)

Wounds indicates how many damaging blows a Model can take before a Model has to be removed.

Resolve (R)

The Resolve Characteristic gives us a measure of the Models' courage, and the willingness of individual troops to hold fast when the battle turns against them.

Defence (D)

Defence serves as a measure of physical resilience, combining the protection from any armor with the Model's innate toughness.

Evasion (E)

Evasion is another Defence Characteristic, but one that takes into account a Model's ability to ignore harm through agility, resilience or magical protection, rather than endure through sheer hardness.



SPECIAL RULES

Under Special Rules, you will find a list of other abilities not governed by the Model's Characteristics, such as Cleave, i.e. the ability to reduce your opponent's Defence Characteristic. This is also where you'll find details of any ranged Attack a Model may execute, in the form of a Barrage Special Rule.

COMMAND CARDS

Each Regiment has a Command Card. Command Cards are used during the Command Phase to determine when a Regiment Acts. Each Command Card depicts the following details:

- **The Regiment's Army List Name**, to remind you which profile from the Army List you use to represent the Regiment's abilities.
- **An Artistic Depiction of the Regiment** to help you and your opponent quickly identify the depicted Regiment on the table.

'IN CONTACT'

Many rules refer to two or more Models being in contact with one another. A Model is considered to be in contact with another Model if their bases touch.



WOUNDS AND CASUALTIES

Inevitably, during the course of the game Models will suffer Wounds and Casualties will occur. When a Regiment with a Wounds Characteristic of 1 suffers Wounds, remove one Model for each Wound suffered. When a Regiment with a Wounds Characteristic greater than 1 suffers Wounds, place suitable Wound Markers next to the Regiment; when the Markers add up to the Wounds Characteristic, remove a Model and start placing Markers again for any excess Wounds. Wounded Models always receive Wounds first, regardless of the Action that caused them.

MORALE

Certain Actions dictate that, after suffering Casualties, your Regiment must test for Morale. The first thing to do in order to test for Morale,

is calculate the testing Regiment's Resolve. The total Resolve value is the Regiment's Resolve Characteristic, adding 1 if your Regiment has 6 or more Models and is Infantry, or your Regiment has 2 or more Models and is Brute or Cavalry.

Roll a number of dice equal to the Wounds suffered by the causing Action. Any results greater than the number of your Regiment's Resolve value cause extra Wounds to your Regiment according to the following table – these Wounds do not cause further Morale Tests.

| Morale Tests Failed | Extra Wounds Received |
|---------------------|-----------------------|
| 1-3 | 1 |
| 4-6 | 2 |
| 7-9 | 3 |
| 10+ | 4 |

BROKEN REGIMENTS

When a Regiment takes many losses, it might become Broken. A Broken Regiment must use the Rally (or Combat Rally) Action as its first Action. When half or more of a Regiment's Models are removed as Casualties by a single Action (after Testing Morale), the Regiment becomes Broken – use a suitable Marker to signify the Regiment's condition. In addition, the following rules apply:

- Broken Regiments always use the unmodified Resolve Characteristic on their profile.
- Receive a -2 Penalty to their Charge Distance.

SHATTERED REGIMENTS

When half or more of a Broken Regiment's Models are removed as Casualties by a single Action (after Testing Morale), the Regiment becomes Shattered. Remove all surviving Models.

HEALING

On occasion, a rule will call upon you to Heal a number of Wounds in one of your Regiments. When this happens, the rule will tell you the number of Wounds it Heals, which we refer to as Heal Points. If a rule calls upon you to heal a Regiment or Character, proceed in the following sequence, removing one Wound Marker per Heal Point until there are no more Wounds to Heal or you have run out of Heal Points:

1) HEAL WOUNDED MODELS

Remove Wounded Markers from the Regiment or Character (applicable to Regiments with more than one Wound per Model).

2) RESTORE CASUALTIES

Once all Wounded Markers have been removed, return a Model to the battlefield (if there is one). If the Model's Wounds Characteristic is 2 or more, place an appropriate number of Wounded Markers beside the Regiment so that the newly restored Model has 1 Wound remaining. Then return to the "Heal Wounded Models" step. Models returning to the battlefield this way must be placed within Command Range of the Leader. Retinue Models cannot be Restored this way.





CHAPTER TWO



THE TURN SEQUENCE

IN THIS SECTION
WE WILL INTRODUCE
THE SEQUENCE OF PHASES
THAT MAKE UP
A TURN AND SET UP
THE FLOW AND RHYTHM
OF THE GAME.



To keep events moving cleanly, we split the battle itself down into a series of Turns, each of which is further divided into a series of Phases. Both you and your opponent act in each Phase, harnessing every ounce of wit and guile in an attempt to seize the advantage for your stalwart troops.

When a Turn starts, play proceeds through its Phases, and you must complete each one before beginning the next. Once all Phases are complete, so is that Turn, and another Turn begins. This process continues until the number of Turns given in the Scenario are complete, or either you or your opponent concedes.



TURN SUMMARY

I) REINFORCEMENT PHASE

- Both Players roll for Reinforcements, i.e. those Regiments and Characters that have been chosen from the player's collection to participate in the battle, but have not yet entered the field.
- Any Reinforcements due to arrive are placed to one side, and will March onto the Battlefield during the Action Phase.

II) COMMAND PHASE

- Both Players assemble their Command Stacks, created by players arranging the Command Cards of the units that are participating in the battle in order to determine the order of play in later Phases.

III) SUPREMACY PHASE

- Both Players roll off to determine who is to be the First Player, i.e. the player who will activate their Command Stack first.

IV) ACTION PHASE

- Starting with the First Player, the Players take turns activating a unit corresponding to the top Command Card of their Command Stacks, acting with each Regiment in turn until both Command Stacks are empty.

V) VICTORY PHASE

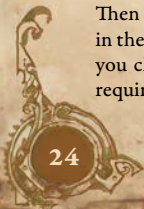
- Check Mission Victory Conditions to see if either side has won.
- If neither player has won, a new Turn begins.



I) REINFORCEMENT PHASE

Regiments are not deployed at the start of the game. Instead, they arrive as Reinforcements as play progresses.

During the Reinforcement Phase, group your Regiments set aside as Reinforcements by Class. Then proceed to roll one die per Regiment for each Class that is to arrive this Turn as shown in the Reinforcement table. This is the Reinforcement Roll. For every successful roll per Class you choose which Regiment of that Class will be coming from Reinforcements. The rolls required are as shown below:



REINFORCEMENT TABLE

| Turn | Required Roll |
|------------|--|
| Turn One | Light Regiments arrive on a 3+. |
| Turn Two | Light Regiments arrive on a 3+. Medium Regiments arrive on a 5+. |
| Turn Three | Light Regiments arrive automatically. Medium Regiments arrive on a 3+. Heavy Regiments arrive on a 5+. |
| Turn Four | Medium Regiments arrive automatically. Heavy Regiments arrive on a 3+. |
| Turn Five | Heavy Regiments arrive automatically. |

Place any Regiments that arrive to one side. They March onto the table during the Action Phase.

II) COMMAND PHASE

At the start of the Command Phase, take all of the Command Cards for your surviving Regiments on the Battlefield and any Command Cards for Regiments arriving as Reinforcements this Turn and arrange them in a face-down Command Stack. You should arrange your Command Stack carefully, placing the Regiment you want to act first right at the top, the Regiment you want to act last at the bottom, with the remainder organized in between. You may want to give some thought to how your opponent is organizing their Command Stack – as the sequence in which you activate your Regiments can bring huge advantages in the right circumstances. You may look at your Command Stack at any point during the Turn, but you are not allowed to reorder it unless a rule instructs you to do so.



III) SUPREMACY PHASE

Now it is time to see who is going to seize the initiative and strike the first blow! You and your opponent Roll Off. The Player whose Command Stack has the fewest Command Cards may add or subtract 1 from the score shown on the die after it has been rolled. The Player with the highest score (after any modifiers have been applied) is the First Player this Turn. If the die roll is tied (after any modifiers have been applied), you and your opponent both re-roll until there is a clear winner.

SUPREMACY ABILITIES

Each Warlord has a Supremacy Ability that they can use in this Phase, once per game. Unless otherwise specified, these Abilities last until the end of the Turn in which they were activated and may well turn the tide of battle – using yours at the right moment may well spell the difference between victory and defeat. Once the First Player has been determined, the First Player declares if they are going to use a Supremacy Ability. Regardless of whether the First Player chooses to use a Supremacy Ability, the Second Player then declares if they are going to use a Supremacy Ability. If a player has access to more than one Supremacy Ability, they may use only one each Turn, and must declare which one they are using.

A Character must be on the battlefield to use their Supremacy Ability unless the Supremacy Ability explicitly states otherwise.

IV) ACTION PHASE

The Action Phase is where the majority of the Action of the battle takes place. Regiments march and counter-march, charge into melee, or fire volleys at distant foes. As a result, the Action Phase is also usually the longest and most exciting Phase of the game, and needs breaking down into more detail than the others.

The Players alternate their Turns and act with one Regiment at a time until all Regiments have been activated, in which case the players proceed to the Victory Phase and the end of the game. The active player performs the following:

1) DRAW COMMAND CARD

The player draws the top card of their Command Stack and chooses a corresponding Regiment. That Regiment is activated for this player Turn.

2) RESOLVE DRAW EVENT

If the card drawn belongs to a Regiment or Character with a Draw Event, resolve it now. If the Regiment/Character is not on the battlefield, the Draw Event is ignored and not resolved unless it is a Draw Event allowing the player to bring a new Regiment to the battlefield.

3) TAKE FIRST ACTION

Choose a legal Action and perform it with the active Regiment or Character.

4) TAKE SECOND ACTION

Regiments may perform a second Action. Choose a legal Action and perform it with the Active Regiment.

5) DEACTIVATE UNIT

Place the Command Card or a suitable Marker next to the active Regiment/Character to show that it has been activated. It cannot be activated again during this Game Turn.

If desired, you may deactivate your Regiment without performing any Actions; however, remember that the Regiment may not be activated again during this Game Turn.

V) VICTORY PHASE

With the Action Phase completed, it is time to see if either you or your opponent has won. If your opponent has conceded, or has had their Army wiped out, then you are the victor! Otherwise, the victory conditions for each battle are determined by the scenario you are playing, and you will need to consult the Victory Conditions section of the scenario you're playing to determine who (if anyone) has won at this point. If neither player has won that game, a new Turn begins from the Reinforcement Phase.





CHAPTER THREE



THE ACTIONS

IN THIS SECTION WE
WILL READ THE RULES
CONCERNING THE MOST
IMPORTANT ASPECT OF
THE GAME, THE ACTIONS.



Actions are separated into two categories: Combat and Non-Combat Actions. Combat Actions are the only Actions that can be taken by a Regiment with one or more Models Engaged.

NON-COMBAT ACTIONS

1. MARCH

Your Regiment can only take a March Action if it is not in base contact with an enemy Regiment. If your Regiment is in base contact with an enemy Regiment, it might instead want to make a Withdraw Action. Marching is the only Action that may be performed twice during a Regiment's activation unless Special Rules indicate otherwise.

A Regiment Marches a distance, in inches, equal to its March Characteristic. If there is more than one March Characteristic present in the Regiment, it must March a distance equal to the lowest March Characteristic present. Move the Regiment's Leader(s) first, then move all other Models making sure they are within the allowed Command Range. Models belonging to the same Regiment do not block movement; you may move through other friendly Regiments as long as there is enough space for the moving Model's base to pass through.

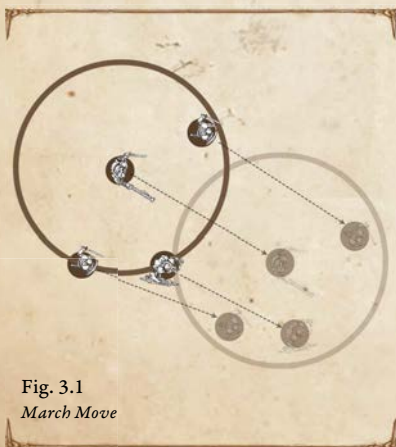


Fig. 3.1
March Move

During a March Action, no Model may enter within 2" of an enemy Model; use the Charge Action instead.

MARCHING INTO THE BATTLEFIELD AS REINFORCEMENTS

A Reinforcement Regiment Marches onto the Battlefield from the Reinforcement Edge, as determined during Reinforcement Phase. Choose a starting point measuring from the edge of the Battlefield and then complete the March as normal, beginning with your Regiment's Leader(s). All Models from that Regiment must finish their March move wholly within X" of the Table Edge, where X is your Regiment's March Characteristic.

Alternatively, you may bring your Reinforcements onto the Battlefield from any edge, provided that:

- The point of entry is between your Reinforcement Edge and at least one Enabling friendly Regiment's rearmost Leader. Heavy Regiments must arrive behind a Heavy or Medium Regiment; Medium Regiments behind a Heavy, Medium or Light Regiment, and Light Regiments must arrive behind other Light, Medium or Heavy Regiments.
- The Regiment's Leader nominated as Enabling is closer to your Reinforcement Edge than any enemy Regiment's Leader.
- You end your first March Action no further towards the enemy Reinforcement Edge than the Enabling Regiment's rearmost Leader.

If one March Action is not enough to place all Models legally on the Battlefield, you must choose March again as the Regiment's second Action and move the Models in such a way that all Models can be legally placed.

If for any reason a Regiment cannot enter the Battlefield using the above rules, it returns to Reinforcements and may automatically attempt to March again next Turn.

2. TAKE AIM

If your Regiment takes a "Take Aim" Action, it adds +1 to its Volley for the next Volley Action it takes this Turn.

3. VOLLEY

A Volley Action can only be used if the Regiment has at least one Model with the Barrage Special Rule – otherwise, it doesn't have a ranged weapon with which to make a Volley.

CHOOSING A TARGET AND LINE OF SIGHT

To take a Volley Action, you must first choose a legal Target enemy Regiment. A Target is legal if all of the following conditions apply:

- The Target Regiment must be in range of the Barrage Special Rule you wish the Regiment to use. Measure range from the firing Regiment's Leader to any of the Target Regiment's Leaders, regardless of LoS.
- The Target Regiment must be within Line of Sight. To Measure LoS, you must draw an unobstructed line from any point of the firing Regiment Leader's base or torso to any point of base or torso of a Model belonging to the Target Regiment.
- The Target Regiment must not be Engaged with a Friendly Regiment. Unlike large-scale battles where tactical formations allow overhead volleys to be fired at the enemies, such actions in the chaos of a swirling melee breed danger for friend and foe alike.
- Additionally, in order to Target a Character Regiment with a Volley Action, that Character must be either within 6" of the firing Regiment or the closest Model to one of the firing Regiment's Leaders.

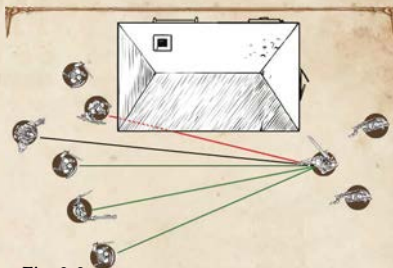


Fig. 3.2

Initial distance when selecting a Target for a Volley Action is measured between the Leaders, regardless of LoS (as shown by the red line). As long as at least one Model from that Regiment is in LoS and a Leader in Range (green lines), that Regiment is a legal Target. The Character could not be Targeted, as they are not the closest Target nor within 6".

NUMBER OF SHOTS

In order to find out the number of dice you will roll for your Volley Action, measure how many Models with the Barrage X Special Rule in the firing Regiment are in range and Line of Sight of a Model in the Target Regiment and multiply by X. Take note, however, of the Obscured Targets rule below.

OBSCURED TARGETS

If you cannot trace LoS to more than half of the Target Regiment's Models (rounding up), or the range is longer than half your Regiment's Barrage range value, then that Regiment counts as Obscured. When firing at Obscured Targets, halve the total number of shots your Regiment has, rounding fractions up.

ROLLING TO HIT

Roll the dice and compare the results to the firing Regiment's Volley Characteristic. Any dice that score equal to or less than the Volley Characteristic cause a Hit. Should a Model's Volley Characteristic be a 6 or more, that Model gains the Rapid Volley Special Rule.

DEFENCE, CASUALTIES AND MORALE

Defence is worked out exactly like during a Clash Action as explained in the next pages; Casualties are removed primarily among Rank and File Models not Obscured, continuing with Obscured Models and finally any Leader Models.

Wounds taken during a Volley Action do not cause Morale Tests.

4. CHARGE

A Charge Action is the only way a Regiment can move within 2" of an enemy Regiment and into contact with it (and is therefore able to Clash with that enemy Regiment). A Regiment cannot use a Charge Action if it has arrived from Reinforcements this Turn.

DECLARING A CHARGE

When declaring a Charge you may only choose one enemy Regiment to be the Target of your Charge and it must be within your Line of Sight. Roll a die – this is the Charge Roll. Add the Charge Roll to the Regiment's March Characteristic. This is the Charge Distance. If the Charge Distance is equal to or greater than the distance between any one of the Charging Regiment's Leaders and the closest enemy Model belonging to the Target Regiment, the Charge is successful. If the total is less than the distance between any one of the Charging Regiment's Leaders and the closest enemy Model belonging to the Target Regiment, the Charge has failed.

To determine if your Regiment can Charge, check range and Line of Sight from any one of the Regiment's Leaders to any Model of the enemy Regiment. Models belonging to the Charging Regiment do not block Line of Sight or movement.

You cannot charge a Character without a Retinue, unless that Character is the closest Target, or you are taking advantage of the

"Multiple Targets" rule to declare the Character as the secondary Target.

MULTIPLE TARGETS

Your Regiment may declare a secondary Target when Charging, if all of the conditions below apply:

- Your Regiment contains more than one Leader Model
- The secondary Target Regiment has at least one Model within 3" of a Model belonging to the primary target Regiment and within potential Charge Distance (i.e. your Regiment's March Characteristic +6").

MOVING CHARGERS

If the Charge to at least one Target was successful, you now move the Charging Regiment into contact with the enemy Regiment(s). Starting with your Leader(s), move all of your Charging Models so that they are in base contact with a Model belonging to the Target Regiment, obeying the Command Range rules. If a Model is unable to get into contact this way, move it as much as possible towards the nearest enemy Model.

If the Charge has failed for any reason, do not move any Models. The Action is lost.

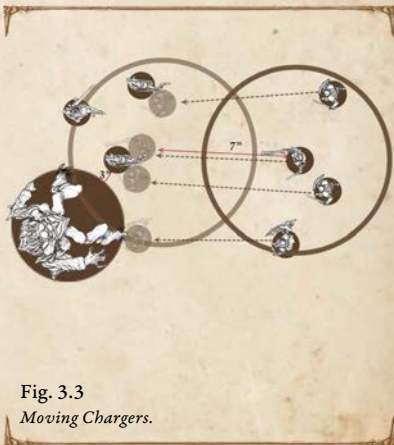


Fig. 3.3
Moving Chargers.

CLASHING AFTER CHARGING

Should the charging Regiment perform a Clash Action as its second action after charging, it also performs a free Inspire Action before resolving any die rolls.

IMPACT ATTACKS

Some troops – such as knights – rely on the sheer, overwhelming force of their impact to inflict damage on the foe. Once a successful Charge is completed, Impact Hits are resolved. Impact Hits are only inflicted by Models that are Medium Cavalry, Heavy Cavalry, Medium Brutes, Heavy Brutes, Medium Monster or Heavy Monster. Infantry Models and Light Models do not inflict Impact Hits unless Special Rules, such as Throwing Weapons, say otherwise.

Take note of the number of the Charging Regiment's Models in base contact with the Models belonging to the Target enemy Regiment(s). The number of Impact Hits inflicted is equal to half the Model's total Attacks (the number of Models multiplied by its Attacks Characteristic). Round down if this is an odd number. These Attacks are resolved exactly like Attacks during a Clash, and can cause Morale Tests.

Models removed this way should be primarily chosen among the Rank and File Models not in base contact with the Charging Regiment if possible, continuing with those in base contact and then the Leader Models. On the rare occasion when all Rank and File Models are removed this way and the Leader Model(s) survive but are not in base Contact, move the surviving Leader and Character Models in such a way that they are in contact with any Model from the Charging Regiment, regardless of distance.

Impact Attacks do not benefit from the Inspire Action.

5. RALLY

An Unengaged Broken Regiment must take a Rally Action as its first Action. If your Regiment takes a Rally Action, it is no longer Broken. Remove the Broken Marker.

COMBAT ACTIONS

1. INSPIRE

If your Regiment takes an Inspire Action, it adds +1 to its Clash for the next Clash Action it takes this Turn (and only this Turn).

2. CLASH

Your Regiment can use a Clash Action if it has any Models in base contact with Models of at least one enemy Regiment. When a Clash Action is used, move all friendly Models 3" so that they are in contact with an enemy Model belonging to the Regiment(s) they are Engaged with. If they are unable to get into base contact, move them as close as possible to an enemy Model. Models in base contact with enemy Models – called Engaged Models – Attack directly at the Regiment the enemy Model belongs to. Remember that all Models must remain within the Command Range of their Leader.

Models not in base contact with an enemy Model count as Unengaged and do not contribute any dice.

DICE POOLS

Each Regiment Engaged with your own is a separate Target; you must divide your Model's Attacks into separate dice pools. Each Model from the Regiment performing the Clash that is Engaged with Models from a single Regiment must roll against that Regiment; if Engaged with Models from multiple Regiments, they may decide how to split their Attacks, or Attack just one Target. The next steps are resolved separately for each Target Regiment. (see Fig 3.3)



NUMBER OF ATTACKS

In order to create the dice pools to roll for your Clash Action, multiply the Attacks Characteristic of your Regiment by the number of Engaged Models.

In case your Regiment is in contact with Models of different enemy Regiments, calculate the number of Attacks towards each enemy Regiment separately. Models in base contact with enemy Models from different Regiments may Attack any one of them; decide before rolling and add their dice to the relevant dice pool.

ROLLING TO HIT

Roll the dice and compare the results to the Attacking Regiment's Clash Characteristic. Any dice that score equal to or less than the Clash Characteristic cause a Hit. Should a Model's Clash Characteristic be a 6 or more, that Model gains the Relentless Blows Special Rule.



DEFENCE AND CASUALTIES

Now, your opponent rolls a number of dice equal to the number of Hits your Models have inflicted – the Injury Roll. Any roll that is less than or equal to their Regiment's Defence or Evasion Characteristic is a successful Injury Roll; your opponent will decide whether they will use their Regiment's Defence or Evasion Characteristic. The Regiment's armor or reflexes have saved them on this occasion. Any roll that is greater than both their Regiment's Defence and Evasion Characteristic is a failed Injury Roll and causes a Wound. Note that the Injury Roll is an exception to the rule that any die roll of "1" is an automatic success. If your Regiment has a Defence and Evasion Characteristic of 0 (or has its Characteristics reduced to 0 by a Special Rule), it cannot pass an Injury Roll.

Allocate Wounds to Rank and File Models and remove Casualties, prioritizing Models that are not Engaged, then on to Models Engaged with the Attacking Regiment, then Command Models.

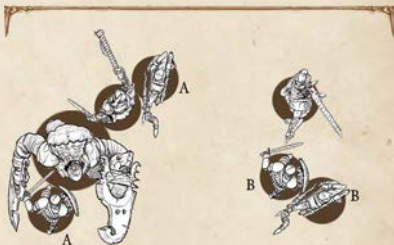


Fig. 3.4

Clash with more Regiments

The Men-at-Arms noted as B can only attack against the Marksman Clones, the Man-at-Arms noted as A can only attack against the Brute Drone, while the Leader can attack either

MORALE

After taking Wounds, the Regiment now has to test for Morale, as explained in the Morale Section.

3. COMBAT REFORM

When taking a Combat Reform Action, move all Models belonging to this Regiment up to their March value. Models must end their move in base contact with an enemy Model belonging to the Regiment their own Regiment



is Engaged with, or as close as possible to that Regiment's nearest Model if they cannot move into base contact.

Engaged Regiments with more than half of their surviving Models not in base contact with an enemy Model must use Combat Reform as their first Action.

4. WITHDRAW

Withdraw Actions are taken in order to remove your Regiment from melee. It can only be used by a Light or Medium Regiment, and only if the Regiment is in contact with one or more enemy Regiments.

When taking a Withdraw Action, roll a die. If the result is less than or equal to the highest Resolve Characteristic in your Regiment, the Regiment has made a Clean Withdrawal. If the result is higher than the highest Resolve Characteristic in your Regiment, your Regiment has made a Fighting Withdrawal.

If your Regiment makes a Clean Withdrawal, it immediately suffers D3 Wounds (even the best executed Withdrawal is a risky endeavor) and is moved towards the Reinforcement Edge, so that its Models are placed 3" away from any enemy Models. If your Regiment makes a Fighting Withdrawal, it immediately suffers D6 Wounds instead. Any Models that for any reason cannot be placed this way are removed as Casualties.

These Wounds do not cause a Morale Test.

5. COMBAT RALLY

An Engaged Broken Regiment must take a Combat Rally Action as its first Action. If your Regiment takes a Combat Rally Action, it is no longer Broken. Remove the Broken Marker.





CHAPTER FOUR



CHARACTERS

IN THIS SECTION WE
PRESENT THE RULES THAT
GOVERN THE HEROES AND
NOTEWORTHY INDIVIDUALS
THAT LEAD THE FORCES OF
THE PEOPLES OF EÄ.



Characters are powerful individuals who excel at many different things; combat, the magic arts or godly powers are counted among them.



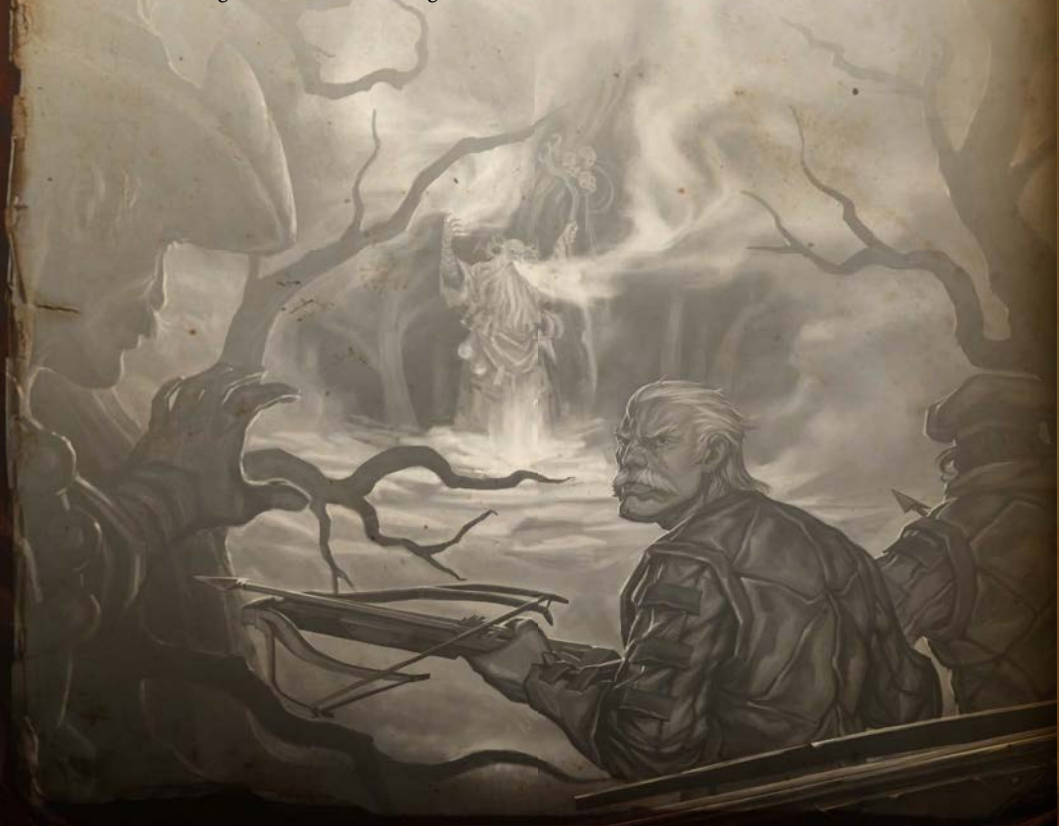
Unless otherwise specified, in First Blood Characters are treated just like Regiments with the exceptions listed below:

- Characters have a set of extra Actions.
- Certain conditions need to be met in order for Characters to be chosen as Targets for Volley, Charge and Spellcasting Actions (see relevant entries).
- A Character can have a Retinue, in which case they are considered the Retinue's Leader.
- Characters provide abilities to non-Character Regiments when they are within that Regiment's Command Range.

COMMANDING PRESENCE

Characters who are within Command Range of a friendly non-Character Regiment's Leader also provide the following bonuses:

- The Regiment may test Morale using the Character's attribute.
- The Regiment may be targeted by "Command" Effects (see Draw Events & Special Rules).



RETINUES

When you build your Army, Infantry Characters may acquire Retinues with which they form one Regiment, and are activated by the Character's Command Card alongside the Character. Each Character may acquire a Maximum of 3 Retinue Models, only 1 of which may be selected from their Army's "Lieutenants" List. Retinue Models are selected following this table:

| Number of Models | Combat (20 pts) | Tactics (20 pts) | Arcane (20 pts) | Lieutenants |
|------------------|--|--|--|---|
| 1 | The Character may re-roll natural rolls of "6" during Volley and Clash Actions. | Command The Regiment re-rolls natural Resolve rolls of "6". | The Character and Retinue Models gain Barrage 1 (8"), or Barrage (+1) if they already have the Barrage Special Rule. | Confers their Abilities to the Character (cost and abilities in the Army List). Max 1 per Retinue. Each Lieutenant may be selected only once per Army. |
| 2 | The Character may re-roll natural rolls of "6" for his Defence or Evasion Tests. | The Character has the "Seize the Day" Draw Event. | The Character gains the Blessed Special Rule and +1 Wizard/Priest Level. If the Character is not a Wizard/Priest, they count as Wizard 1 for Enemy Interference purposes. | |
| 3 | During Duel that this Character initiated, the Character gains either Flurry or re-rolls all his failed Defence or Evasion Tests (choose when you declare the Duel). | You may re-roll one Reinforcements Roll each Turn. (The Character does not need to be on the Battlefield). | The Character adds 1 success when using a Spellcasting Action. | |

Each Retinue Model has the same stats as the Character who picks them. However, they only have 1 Attack and 1 Wound, and none of the Special Abilities of the Character. When Activated, the Character gains the abilities provided by the Table, according to the number of surviving Models of that Category in his Retinue. Retinue Casualties are chosen by the controlling player.

ITEMS AND MASTERIES

Unlike ordinary troops, Characters have access to powerful items and have mastered rare techniques. These are represented by the Item catalogues (Heirlooms/Trove-Finds/Relics/Mutations) in each Army List, and the Masteries list contained herein. Each Item or Mastery may only be selected once per Army. Normally, each Character may only select one Item and one Mastery from specific categories; however, more details are located in their entries in the Army lists. Alongside the following Masteries which can be chosen for any Faction's Characters, additional ones may be found in their respective Army lists.

TACTICAL MASTERIES LIST

| Skill | Description | Cost |
|-----------------|---|-------|
| Disciplined | Characters of Light or Medium Type Only – Command Once per game the Regiment may perform 1 Clean Withdrawal without rolling a die or suffering any Wounds. | 40pts |
| Knowledgeed | (Must have 3 Tactical Retinue Models) The Character may replace their Supremacy Ability with any other Supremacy Ability from their Army List. | 35pts |
| Calm Strategist | Once per game, the Character may refuse a Duel without suffering any penalty. | 25pts |
| Eccentric | (Must have 2 Tactical Retinue Models) The Character may only select 1 Regiment, but they may select one Restricted Regiment without having a Mainstay Regiment. | 20pts |
| Long Lineage | May take an extra Heirloom/Trove Find/Relic/Mutation | 15pts |



COMBAT MASTRIES LIST

| Skill | Description | Cost |
|----------------------|---|-------|
| Expose Weakness | At the beginning of a Duel Action where this Character is involved, choose one of your opponent's Items, Retinue bonuses or Masteries. It has no effect during this Duel Action. | 20pts |
| Overkill | (Must have 2 Combat Retinue Models) Every time this Character Wounds an enemy Character during a Duel Action, an enemy Regiment within Command Range of this Character must make a number of Moral Tests equal to the Wounds suffered by their Character. | 20pts |
| Marksmanship | The Character gains Barrage +2. If the Character does not have Barrage, they gain Barrage 2 (24"). | 15pts |
| Veteran Warrior | (Must have 3 Combat Retinue Models) The Character gains the benefits of 1st Rank Tactical Retinue. | 15pts |
| Disorienting Strikes | Any Character in a Duel Action with this Character suffers a -1 Clash penalty during the Duel Action. | 10pts |



ARCANE MASTRIES LIST

| Skill | Description | Cost |
|-----------------------|---|-------|
| Learned in the Occult | The Character may purchase one extra Spell from a different School. | 20pts |
| Magus | The Character increases any non-Scaling Spell's Casting Difficulty value by 1. | 20pts |
| Cautious Casting | (Must have 2 Arcane Retinue Models) Once per game, the Character may re-roll all dice for a single Spellcasting Roll. | 15pts |
| Focused | The Character may re-roll 1 die during any Spellcasting Action. | 15pts |
| Wizened Caster | (Must have 3 Arcane Retinue Models) The Character gains the benefits of 1st Rank Tactical Retinue. | 15pts |

CHARACTER ACTIONS

When their Command Card is drawn, Characters may choose any Action from the In Combat, Out of Combat or Character Action List explained below.

Character Action List

- Duel
- Spellcasting

DUEL

In order to perform a Duel Action, the active Character must be Engaged and an enemy Character must be within 5" (regardless of them being Engaged or not, as is shown on fig 4.1). The enemy Character then will either accept or refuse the Duel. If the Character refuses, then the Duel Action ends and the enemy Regiment immediately becomes Broken. If the Character accepts, move the enemy Character in base Contact with the active Character ignoring movement restrictions; if this is not possible, move the active Character instead. Then move any Retinue Models the moving Character might have to within Command Range. Both Characters will fight in the Duel exactly as in a Clash Action. First the active Character will roll their Attacks, and should the enemy Character survive they will roll theirs. Wounds suffered during a Duel do not cause Morale Tests.



Fig. 4.1
Duel Targets

The following rules apply:

- The Character may not use the Duel Action if they are part of a Broken Retinue.
- The Character may not perform both a Duel and a Clash Action on the same Turn.
- The Inspire Action benefits Characters during a Duel just like during a Clash Action.

SPELLCASTING

In addition to its array of sword-wielding heroes, the world of Eä also includes masters of the magical arts. The casting of Spells is governed by a unique Spellcasting Action. Spellcasting is usable only by Models with the Wizard X or Priest X Special Rules, where the "X" represents the Caster's magical competence, or Magic Level.

SPELL PROFILES

Spells have a Characteristics Profile, detailing what it does. A Spell's profile has the following components.

Range: the maximum Range of the Spell, in inches. If the Range is given as "Self", the Spell can only Target the Caster (although it will often have a benefit on their entire Regiment).

Casting Difficulty: Represents the difficulty of casting the Spell. A Spell with a lower Casting Difficulty is harder to cast.

Scaling: Certain Spells are marked as Scaling. These Spells are harder to cast when affecting a large number of troops.

Effect: These are the effects that result from a successfully cast Spell.

EXAMPLE SPELLS

Name: Fire Dart

Range: 16"

Casting Difficulty: 3

Effect: Inflicts one Hit per success. Hits have the Armor Piercing 2 Special Rule.

Name: Call Fog

Range: Self

Casting Difficulty: 3 (Scaling)

Effect: All Models in the Caster's Regiment count as Obscured against all Volley Actions until the Character Acts again.

CASTING SEQUENCE

1. CHOOSE SPELL & TARGET

Spells that cause Hits require Line of Sight, while all other Spells do not. In either case, choose a Target within Range of the Spell. Additionally, when your Spellcaster is in base contact with an enemy Regiment, that Regiment is the only Regiment they may Target with Spells that cause Hits. Spells with a "Self" Range can only Target the Caster's own Model. You cannot Target a Character without a Retinue unless they are within 6" of the enemy Model closest to the Caster.

2. ROLL FOR SUCCESS

A Spellcaster rolls a number of dice equal to their Magic Level. Each result equal to or lower than the Spell's Casting Difficulty is a success. Normally, if you score at least one success, the Spell is resolved. However, some Spells are harder to cast, as determined by Scaling.

3. ENEMY INTERFERENCE

If your casting Model is targeting a Regiment within 8" of an enemy Model with the Wizard X or Priest X Special Rule, or your Caster is within 8" of such an enemy Model while casting, they cast the Spell with one less die, which represents the disruptive efforts of their opponent.

SCALING

Not all Spells are the same, and sometimes the Casters need to try harder in order for their Spells to work. Larger Regiments and Models require additional successes for a Spell to take effect. The following Modifiers apply to the number of successes required based on the Target:

| Category / Special | | Modifier |
|--------------------|-----------------|----------|
| Character | With Retinue | +1 |
| | Without Retinue | +2 |
| Size | 0-4 Models | +0 |
| | 5-8 Models | +1 |
| | 9+ Models | +2 |
| Type | Infantry | +0 |
| | Brute / Cavalry | +1 |
| | Monster | +2 |

The bonuses above are cumulative between Size, Type and Character, but not within the same Category.

RESOLVING THE SPELL

Should your Model not reach the required number of successes, the Spell fails and the Action Ends with no further effect.

Assuming you have scored the required number of successes, follow the instructions listed in the Effect. If the Spell inflicts Hits, your opponent now makes any Injury Rolls, Removes Casualties and Tests Morale.









CHAPTER FIVE



TERRAIN

IN THIS SECTION
WE WILL INTRODUCE
HOW FORCES INTERACT
WITH THEIR ENVIRONMENT
EITHER BY TAKING COVER
IN DENSE FORESTS OR
GARRISONING VANTAGE
POINTS.



First Blood Battlefields consist of three kinds of Terrain, each offering different tactical advantages and challenges: Zonal Terrain, Garrison Terrain and Ruins. Zonal Terrain represents an area on the Battlefield that confers specific advantages or penalties, but can otherwise be moved through without additional rules. Examples of Zonal Terrain include hills, swamps, rivers, and broken ground. Garrison Terrain pieces represent areas of dense Terrain, unsuitable for a Regiment to move through in formation, but offer substantial bonuses to warriors who seek to occupy them. Ruins include all types of buildings and scalable areas that are not fully enclosed and combine some benefits of Zonal and Garrison Terrain.



ELEVATION LEVELS

Areas of Elevated Terrain, such as hills, allow your Regiments to see over other Regiments and Obscuring Terrain. The Battlefield is considered to be Elevation 0 unless otherwise stated. Certain Zonal and Garrison Terrain features, such as hills and castle walls, have the Elevation X meaning that they count as X Size. A Regiment with the Majority of its Models on top of such a feature treats its Size as the total of the Elevation X and its own Size (from now on Elevation Level).

Normally, intervening terrain of an Elevation Level equal to or greater than both the Target and the Active Regiment blocks Line of Sight unless it has the Obscuring Special Rule. Models can trace Clear Shots over other Regiments and Obscuring Terrain with a lower Level. Similarly, a Model making a Volley at a Target with a higher Elevation X than itself ignores all Regiments and Obscuring Terrain with a lower total Elevation Level than the Target.



ZONAL TERRAIN

Regiments can March into and through Zonal Terrain. Due to the variety of Terrain that can be used by the players, we provide a set of rules to choose and apply to each Terrain feature on your Battlefield. It's important for you and your opponent to agree the types and extents of each area of Zonal Terrain before Reinforcement Phase, just so there are no surprises. We recommend using suitable Markers for clarity.

BROKEN GROUND

If your Regiment Charges through Zonal Terrain with this Special Rule, roll a die for each Model that Charges through the Broken Ground. On a roll of 1, the Regiment suffers a Hit. Brute & Cavalry Regiments instead suffer 1 Wound. You may not take Injury Rolls against Wounds caused by Broken Ground.

DANGEROUS TERRAIN

If your Regiment moves through Zonal Terrain with this Special Rule for any reason, roll a die for each Model that moves through the Dangerous Terrain. On a roll of 1, the Regiment suffers a Wound. Brute & Cavalry Regiments instead suffer 2 Wounds for each roll of a 1. You may not take Injury Rolls against Wounds caused by Dangerous Terrain.

ELEVATED X

This Special Rule is commonly used for hills and other raised areas. You'll normally want to grant the Elevation 2 Special Rule as in the case of a Hill or most elevated Terrain features, but may want to agree a higher value with your opponent.

HINDERING TERRAIN

A Regiment that Charges through Terrain with this Special Rule does not inflict Impact Hits during that Turn. Medium and Heavy Regiments cannot claim the Inspire bonus when charging into or through Zonal Terrain with this Special Rule.

WATER

A Regiment with at least half its Models within Zonal Terrain with this Special Rule suffers a -1 penalty to its Clash Characteristic.

VERY DANGEROUS TERRAIN

If your Regiment moves through Zonal Terrain with this Special Rule for any reason, roll a die for each Model that Marched through this piece of Terrain. On a roll of 1, 2 or 3, the Regiment suffers a Wound. Cavalry Regiments instead suffer 2 Wounds. You may not take Injury Rolls against Wounds caused by Very Dangerous Terrain.

OBSCURING

Zonal Terrain with this Special Rule allows Line of Sight to be drawn through it, but interferes with any projectiles fired through it. All Volley Actions that trace their line of sight through a piece of Terrain with this Special Rule count as Obscured.

IMPASSABLE TERRAIN

Zonal Terrain with this Special Rule prevents movement altogether. Models may not be placed closer than 1" to Impassable Terrain.





GARRISON TERRAIN

The rules for Garrison Terrain are used to represent features such as enclosed buildings and walled fields. As with Zonal Terrain, it's important to agree the boundaries of Garrison Terrain features before the start of the game as well as other properties, like Elevation. In terms of the space occupied by Garrison Terrain features, the rules presented here assume you're using Garrison Terrain features 4" to 6" in diameter. If using larger or smaller Garrison Terrain features, you may want to adapt the rules to match your collection. Just remember to discuss any changes with your opponent before the game begins!

We recommend that Garrison Terrain features be placed at least 6" apart and 6" from the edges of the Battlefield. A Regiment cannot March into or through Garrison Terrain. In fact, it cannot March to within 1" of Garrison Terrain unless it is seeking to Occupy that Garrison Terrain.

OCCUPYING GARRISON TERRAIN

Each Garrison Terrain has a Defence X value and a Capacity X value. Only Infantry Regiments can Occupy Garrison Terrain and, even then, only if the number of Models is equal to or less than the Capacity value of the Terrain. Your Regiment Occupies an Unoccupied Garrison Terrain feature by Marching the Regiment's Leader into contact with it.

Place the Models surrounding the Garrison Terrain to indicate Occupation. If the Regiment has any Actions remaining, they are lost. While occupying the Garrison Terrain, a Regiment has +X Defence, where X is the Defence value of the Garrison Terrain. A Regiment within Garrison Terrain can Draw a Line of Sight of 360 degrees from any viewpoint of the Garrison Terrain (such as doors and windows or other openings).

LEAVING GARRISON TERRAIN

A Regiment can leave the Garrison Terrain by using its first Action to March. Place the Leader touching any part of the Garrison Terrain on the Battlefield, and perform the March Action for all Models from that point, ending a minimum 1" away from the Garrison Terrain. The Regiment then passes its second Action.

CHARGING GARRISON TERRAIN

Your Regiment may take a Charge Action against Occupied Garrison Terrain as if it were any enemy Regiment. Measure Distance from the Leader to the closest point of the Garrison Terrain on the Battlefield, and, if the Charge is successful, move your Models to be in contact with the Garrison Terrain or the Models occupying it.

No Impact Hits are inflicted when Charging Regiments occupying Garrison Terrain.

CLASH ACTIONS AND GARRISON TERRAIN

If your Regiment is in contact with Occupied Garrison Terrain or the Models occupying it, it may take a Clash Action against the occupying Regiment as normal. However, only half the number of Attacks are dealt from both the Attacking and the Occupying Regiment's Models.

If an enemy Regiment is completely Removed as a Casualty, the Attacking Regiment may now opt to occupy the Garrison Terrain for free if it could legally do so following the Occupying Garrison Terrain rules.

WITHDRAW ACTIONS AND GARRISON TERRAIN

An Engaged Regiment may leave Garrison Terrain by Withdrawing as its first Action the same way as a March Action, with the only difference being that it must March towards their Reinforcements Zone through the shortest route. It then Passes its second Action.

VOLLEY ACTIONS AND GARRISON TERRAIN

A Regiment Occupying Garrison Terrain can make Volley Actions as normal, measuring Range from any viewpoint of the Garrison Terrain. Count the Size of the Shooting Regiment equal to the Elevation X Characteristic of the Terrain feature for the purpose of drawing Line of Sight. However, they count all Targets as Obscured.



RUINS

Some Terrain features have sides which allow them accessibility and to easily place Models on different floors. As the boundaries of a Ruin are not always clear, make sure you define them with your opponent before the game begins. Regiments with the majority of their Models in Ruins add +1 to their Defence against Volleys. Brute, Cavalry and Monster Regiments may only ever be placed on the ground floor. Cavalry treat Ruins as Dangerous Terrain.

RUIN SIZE

For convenience, regardless of their actual height Ruins have the Elevation X rule, where X is defined by the number of floors you can place Models on plus 1. So, a Ruin with 1 floor at 3" height, and a Ruin with only 1 floor at 12" height are both considered to be Size 2, and the height difference is just a visual effect with no relevance to the game. Similarly, a Ruin with 12" height and 3 floors is considered Size 4. For Movement purposes, each Floor is considered to be 3" higher than the immediately lower floor. First move your Models horizontally to be beneath the floor, and then vertically 3"

if their remaining March value allows. Models may never change more than one floor per March Action, however they may Charge at any height as long as they roll high enough (the total of the horizontal and vertical distances must be equal to or less than the Charge Distance rolled – move each Model individually as normal, with any Models not reaching base contact to be placed on the prior floor).

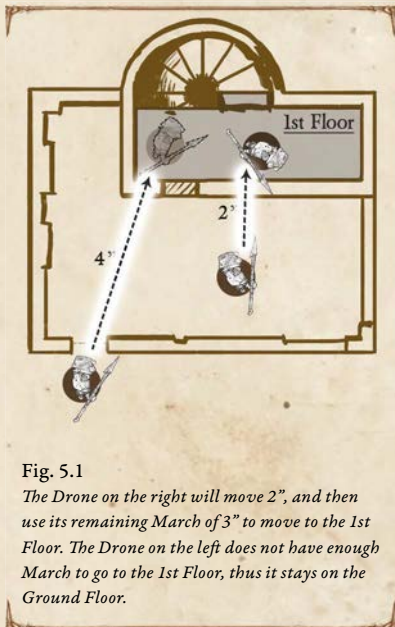


Fig. 5.1

The Drone on the right will move 2", and then use its remaining March of 3" to move to the 1st Floor. The Drone on the left does not have enough March to go to the 1st Floor, thus it stays on the Ground Floor.

COLLAPSING A RUIN

Brute, Cavalry and Monster Regiments are strong enough to cause structural damage to Ruins. A Regiment of this Type within 1" of the Ruins may perform a Clash Action against the Ruin, counting as Inspired. The Ruins have Defence and Evasion 1 for the purposes of this Action, and have a Structure X, where the X represents its stability. A very old wooden Ruin would have a Structure of 5, a stone Ruin would have a Structure of 10 and so on; agree

with your opponent on each Ruin's Structure before the beginning of the game.

When a Ruin loses all Structure Points, it collapses. Immediately roll a die for every Model on any floor of the Ruin; on a 1-3 the Regiment suffers a Wound. Brute and Cavalry Regiments suffer 2 Wounds instead. No Morale Tests are caused as a result of Collapsing Ruins. From now on, the Ruin loses all Special Rules and is treated as Zonal Terrain with the following rules: Elevation 0, Dangerous Terrain, Obscuring Terrain and Hindering Terrain. Remove all Models from elevated floors on the ground floor as close to their prior position as possible (directly below if possible).

Place a suitable Marker to signify the Collapsed status of the Ruin.

VOLLEY ACTIONS AND RUINS

Regiments in Ruins use a Volley Action as normal; however, Line of Sight is measured from each Model individually as they might be on different floors, thus having different Elevation Levels. Only Models with LoS to their Target may fire, and at least one Leader must be able to trace LoS to the Target. Range is measured horizontally. You cannot fire at Regiments that are wholly within the same Ruin as the firing Regiment.

CHARGE ACTIONS AND RUIN FLOORS

Infantry may Charge Models on different floors, provided they roll high enough. To calculate the Charge Distance, measure the horizontal distance between the Leader and the closest Target Model, and add 3" for each floor. If the total Charge Distance rolled is equal to or higher than the calculated Distance, the Charge is successful.

CLASH ACTIONS AND RUINS

A Regiment may perform Clash Actions as normal. In addition to moving 3" at the beginning of the Clash Action, a Model may also change 1 floor.





CHAPTER SIX



DRAW EVENTS AND SPECIAL RULES

THIS SECTION INCLUDES
ALL THE DRAW EVENTS AND
SPECIAL RULES FOUND IN
FIRST BLOOD.



DRAW EVENTS

In this section you will find all information on the Draw Events and other Special Rules your Models possess.

Some of these Draw Events or Special Rules will be marked with the "Command" keyword. If a Character is within Command Range of other Regiment Leaders, they may choose one of those Regiments to confer one effect gained by the Command Draw Event or Special Rule to that Regiment instead.

Bastion: Until end of Turn, the Model (and Models in its Regiment) have +1 Defence. (Command)

Biotic Renewal: Roll a D6. The Regiment Heals a number of Wounds equal to the result. Then, roll a D6 for each friendly Regiment with a Leader within 10" of the active Character/Leader. That Regiment Heals a number of Wounds equal to half the result (rounding down). If the Regiments affected do not have the Infantry Type, reduce the Healing value to D3 and half that value (rounding up) respectively. (Command)

Burnout: Choose one of the following:

- Nothing happens.
- All Models in the Regiment with this Draw Event have the Decay 3 Draw Event and +1 Clash and +2 March this Turn. (Command)

Decay X: Roll a number of dice equal to the Draw Event's attribute for every Model in the Regiment with this Special Rule (roll for every 4 Models rounding fractions up if the Regiment is Infantry instead). For each roll of 5 or 6, the Regiment suffers a Wound. Casualties suffered from Decay do not cause Morale Tests. If a Model has several types of the Decay Draw Event, add all the dice together. The Decay Draw Event is always resolved in addition to any other Draw Events that a Regiment has. The Decay Draw Event is always resolved at the end of a Regiment's activation.

Double Time: Draw the next Command Card. If the Command Card is for a Regiment with a Leader within Command Range of the Character, that Regiment Acts immediately.

If it Marches twice, it may make an additional March Action. If not, place it on the bottom of your Command Stack. The Character then takes one Action and ends their activation.

Fire and Advance: Draw the next Command Card. If that Command Card is for a Regiment with a Leader within Command Range of the Character, that Regiment Acts immediately. If it uses a Volley Action as its second Action, it may take a third Action, which must be a March, after the Volley is resolved. If not, place it on the bottom of your Command Stack. The Character then takes one Action and ends their activation.

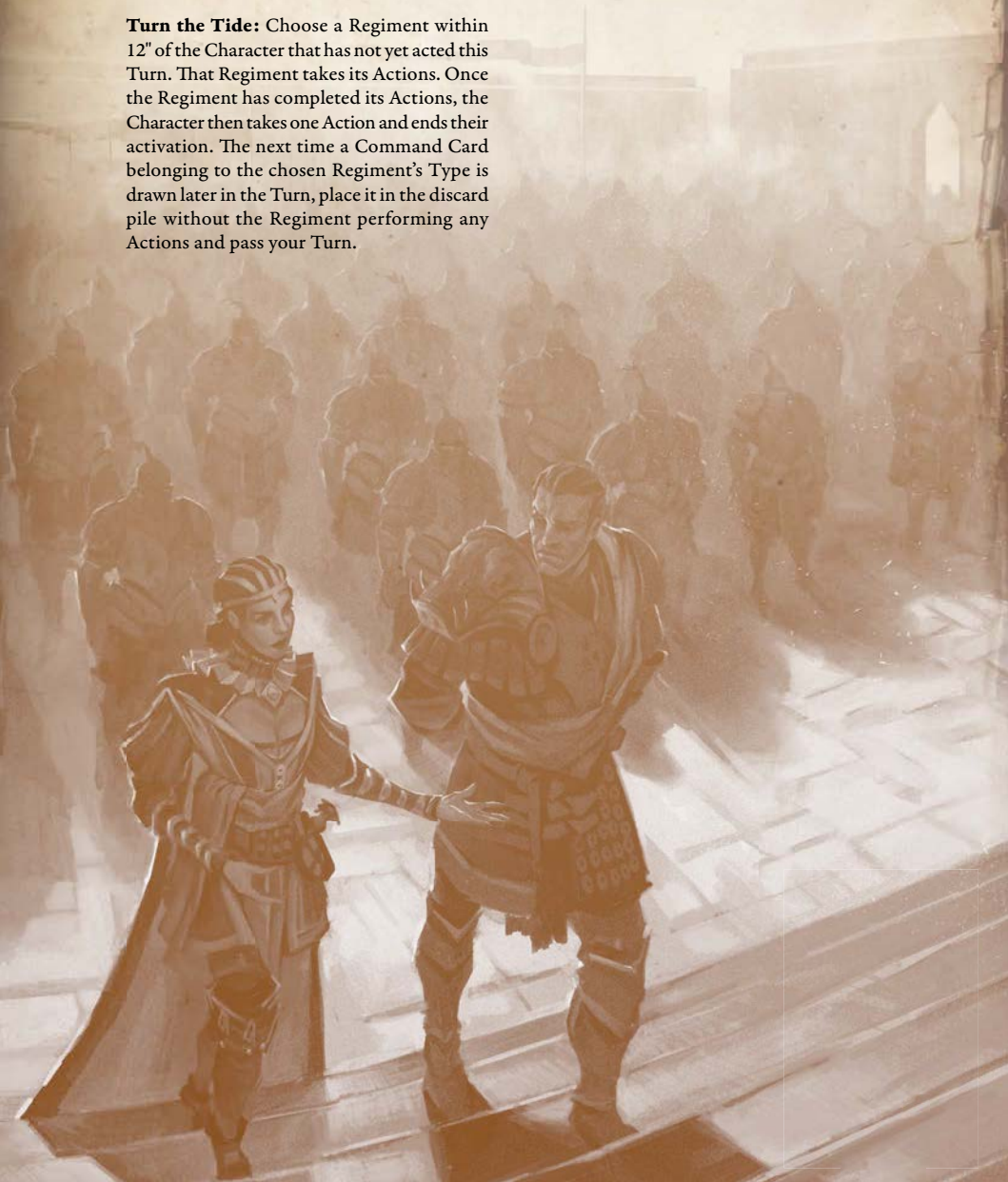
Flux-Powered: All Models in the Regiment with this Draw Event gain either +2 Clash or +2 Attacks until end of Turn (you choose). (Command)

Fury: When determining the number of Attacks that this Regiment performs, add +1 Attack for every 4 Engaged Models rounding fractions up, or for every Model if the Regiment is Brute, Cavalry or Monster (i.e. for 5 Models add 2 Attacks, for 9 add 3 etc.).

Regeneration: At the start of the Regiment's activation remove all Wound Markers from the Regiment and restore any Wounded Models to their initial Wounds value. If the Regiment had no Wounded Models, return any 4 of the slain Models to base contact with the Regiment's Leader (Brutes and Cavalry return only 1 Model); you cannot exceed the original number of Models purchased for the Regiment this way.

Seize the Day: Draw your next Command Card. That Regiment Acts immediately. Once the Regiment has completed its Actions, the Character then takes one Action and ends their activation.

Turn the Tide: Choose a Regiment within 12" of the Character that has not yet acted this Turn. That Regiment takes its Actions. Once the Regiment has completed its Actions, the Character then takes one Action and ends their activation. The next time a Command Card belonging to the chosen Regiment's Type is drawn later in the Turn, place it in the discard pile without the Regiment performing any Actions and pass your Turn.



SPECIAL RULES

This section includes all the Special Rules found in First Blood

Arcing Fire: If a Regiment composed entirely of Models with this Special Rule (or a Character having this Special Rule) uses a Take Aim Action, it may ignore Line of Sight when making a ranged Attack to any enemy Regiment that is within Line of Sight of any friendly Regiment. If it does so, it does not receive the normal +1 To Hit from the Take Aim Action. Note, however, that the shot may still count as Obscured if the Target is at Long Range.

Armor Piercing X: Enemy Regiments suffer a penalty to their Defence against Hits with this Special Rule, made during a Volley or Spellcasting Action, equal to the rule's attribute. E.g. A unit with Armor Piercing 2 would penalize its target's Defence by 2 points when defending against these Hits.

Aura of Death: At the start of each Supremacy Phase, each enemy Regiment in contact with Models with this Special Rule suffers one Hit for every 4 (rounding fractions up) Models of the enemy Regiment in contact with the Regiment that has this Special Rule (it may take Injury Rolls as normal). Brute, Cavalry and Monster Models suffer 1 Hit per Model in contact instead.

Barrage X: A Model with this Special Rule contributes shots if its Regiment takes a Volley Action. The Range, Special Rules and number of shots of that Barrage are given in parentheses after the Barrage Special Rule, e.g. "Barrage 2 (24", Armor Piercing 1)" indicates that this Model has a Barrage Special Rule with 2 shots, a 24" range and the Armor Piercing 1 Special Rule. Thus, the Barrage value would be multiplied by the number of Models in the Regiment to determine how many dice

the Regiment will roll for this Attack. If your Model has several Barrage profiles, you may choose which one it uses.

Blessed: Once per Turn, this Model can re-roll all failed To Hit rolls or re-roll all failed Defence Rolls. All Models in a Regiment must use this rule at the same time (if they have it). Declare when you activate the Regiment and place a suitable Marker as a reminder.

Bloodlust: When you take an Action for a Regiment containing one or more Models with this Special Rule, and the Regiment is not in contact with an enemy, roll a D6. If the result is equal to or less than the highest Resolve in the Acting Regiment, you may choose an Action as normal. If the result is higher, you must choose a Charge Action, provided there is a viable Target for the Charge. If there is no viable Charge Target, you must perform a March Action, and March the Regiment as close as possible to the nearest enemy Regiment by the most direct route.

Brutal Impact X: Enemy Regiments suffer a penalty to their Defence against Impact Hits caused with this Special Rule, equal to the rule's attribute. E.g. A Regiment with Impact Hits 2 would reduce its Target's Defence by 2 when defending against these Hits.

Character: A Model with this Special Rule uses the rules for Characters.

Cleave X: Enemy Regiments suffer a penalty to their Defence against Hits with this Special Rule, made during a Clash or Duel Action, equal to the rule's attribute. E.g. A unit with Cleave 2 would penalize its target's Defence by

2 points when defending against these Hits.

Deadly Blades: When Models with more than one Wound fail a Defence Roll against melee Attacks from a unit with this Special Rule, they must add two Wounds to the Wound pool per failed roll, rather than one.

Deadly Shot: When Models with more than one Wound fail a Defence Roll against ranged Attacks from a unit with this Special Rule, they must add two Wounds to the Wound pool per failed roll, rather than one.

Devout: If during a Spellcasting Action a Model with the Priest Special Rule is targeting a friendly Regiment with the Devout Special Rule, it automatically converts one Spellcasting failure to a success.

Fearless: A Regiment containing at least one Model with this Special Rule ignores the “Terrifying” and “Fearsome” Special Rules of all enemy Regiments it is in contact with.

Fearsome: Enemy Regiments in contact with one or more Models with this Special Rule making a Combat Rally Action must roll a die and compare it to their Resolve Characteristic. If the roll is equal to or less than their Resolve, the Combat Rally succeeds. If not, it fails, and the Regiment remains Broken.

Feral: A Regiment with this Special Rule does not count for the purposes of determining Reinforcement lines on to the Battlefield.

Fiend Hunter: Models with this Special Rule re-roll failed To Hit rolls against Monsters.

Flank: A Regiment containing at least one Model with this Special Rule can choose to automatically pass or fail its Reinforcement Rolls. When the Turn comes when the Regiment automatically passes Reinforcement Rolls, it cannot use this ability to further delay its entrance.

Fluid Formation: A Regiment with all Models having this Special Rule can ignore the Broken Ground, Dangerous and Hindering Terrain rules.

Flurry: This Model re-rolls all failed To Hit Rolls when performing a Clash Action.

Fly: A Regiment composed entirely of Models with this Special Rule can March over other Regiments and Impassable Terrain. The Regiment cannot end its March on top of another Regiment or Impassable Terrain.

Forward Deployment: A Regiment where all Models have this Special Rule may arrive as Reinforcements as normal. Alternatively, you may skip its Action Phase and place it occupying a single piece of Garrison Terrain on the Battlefield, outside your opponent's Reinforcement Zone.

Lethal Demise: Whenever this Model suffers a Wound, all enemy Regiments in contact suffer a Hit for each Wound inflicted.

Linebreaker: When a Model with this Special Rule is in contact with an enemy Regiment, that Regiment does not benefit from the Shield and Bastion Special Rules.

Overcharge: This Regiment may take a special “Overcharge” Action in each of its Actions. If it does so, place an Overcharge Marker beside the Regiment. When the Regiment makes a Volley Action, you may discard any number of Overcharge Markers. Each Marker discarded in this way increases the number of shots in the Volley by 2, and the Armor Piercing attribute by 1 for all shots in the Volley. Should the Regiment lack Armor Piercing, it gains up to Armor Piercing 1.

Parry: Hit Rolls of “1” made against a Model with this Special Rule must be re-rolled. If all Models in a Regiment have this Special Rule,

the entire Regiment is considered to have this Special Rule.

Phalanx: As long as half or more Models in this Regiment are not Engaged, Models with this Special Rule have +1 Defence against Volley and Clash Actions.

Precise Shot: When this Model performs a Volley Action, all To Hit Rolls of “1” count the Target Regiment’s total Defence as 0.

Priest X: This Model can use Spellcasting Actions. The “X” shows the Model’s Magic Level.

Quicksilver Strike: If this Character is involved in a Duel Action (whether or not it was initiated by them or the enemy), it always resolves its blows first. If both Characters have this Special Rule, Attacks revert to being simultaneous.

Rake Attack: Once one of your Regiments composed entirely of Models with this Special Rule has completed its Actions (but has not performed a Charge, Withdraw, Rally or Combat Reform Action) this Turn, you may choose one enemy Regiment it Marched over this Turn, and declare a “free” Clash Action against that enemy, regardless of distance and being in contact or not. If you do so, half of the Models (rounding fractions up) in your Regiment Attack directly as if in a Clash Action, with their full number of Attacks. Otherwise, this Clash is resolved exactly as if your Regiment were in contact with the enemy and is not affected by the Inspire Action.

Rapid Volley: When this Special Rule is used, each Hit Roll of 1 in a ranged Attack causes an additional Hit on the Target.

Rebellious: All Regiments containing at least one Model with this Special Rule must be placed either at the top or at the bottom of the Command Stack. All Rebellious Regiments must be placed together. That restriction aside, you may place them in any order you wish among Rebellious Regiment Command Cards.

Relentless Blows: When this Model takes part in a Clash Action, each Hit Roll of 1 causes an additional Hit on the Target.

Resist Decay X: Models with this Special Rule contribute up to X fewer dice to the dice rolled for Decay Draw Events (instead, if the Models are Infantry, reduce the total dice by X for every 4 Models rounding fractions up). If the Resist Decay value equals or exceeds the Decay value of the Draw Event, this Model contributes no dice.

Shield: This Model has +1 Defence against Volley and Clash Actions.

Smite: Enemy Regiments count their total Defence as 0 against Hits caused by a Model with this Special Rule during a Clash or Duel Action.

Snapfire: If a Regiment makes a March Action as its first Action, all Models with this Special Rule may make a free Volley Action as soon as that March is concluded as part of the same Action. A Snap Fire Volley suffers a -1 penalty to the firer’s Volley Characteristic. This does not count as a Volley Action, allowing a Regiment to perform another Volley Action as normal. When a Regiment uses this Special Rule, it may not choose the March Action as its second Action.

Spearhead: Regiments containing one or more Models with this Special Rule count their Class as “Heavy” for the purpose of bringing Reinforcements onto the Battlefield.

Support: Models with this Special Rule contribute their Attacks as if they were Engaged, as long as they are in base contact with an Engaged friendly Model.

Sureshot: Models with this Special Rule never count their Volleys as Obscured by intervening Regiments or Terrain. However, Spells and Long Range can still Obscure Targets.

Terrifying: Enemy Regiments in contact with one or more Models with this Special

Rule suffer a -1 penalty to their Resolve Characteristic (this applies to all Models in the enemy Regiment). In addition, enemy Regiments in contact with one or more Models with this Special Rule making a Combat Rally Action must roll a die and compare it to their Resolve Characteristic. If the roll is equal to or less than their Resolve, the Combat Rally succeeds. If not, it fails, and the Regiment remains Broken.

Throwing Weapons: This Model inflicts Impact Hits regardless of Type and Class.

Torrential Fire: Unless the Regiment is firing at Long Range, each successful Hit this Regiment inflicts generates an additional ranged Attack. These additional Attacks cannot generate further rolls.

Unstoppable Charge: A Model with this Special Rule doubles the number of Impact

Attacks it rolls upon completing a successful Charge.

Unstoppable: This Regiment may re-roll failed Charge Rolls.

Vanguard: On the same Turn that this Regiment arrives as Reinforcements and performs its first March Action to March on the Battlefield, it may immediately take a single additional “free” March Action, provided there are no enemies within 8” of any of its Models.

Wizard X: This Model can use Spellcasting Actions. The “X” shows the Model’s Magic Level





CHAPTER SEVEN



THE BATTLEFIELD AND VICTORY POINTS

THIS SECTION CONTAINS ALL
INFORMATION ON SETTING
UP THE BATTLEFIELD,
GAINING VICTORY POINTS
AND PLAYING THE
SCENARIOS OF FIRST BLOOD.



No two battles are the same. Deployment zones, objectives – even the composition of the Armies themselves – can vary wildly. To represent this, we use a selection of Scenarios, each of which alters the form and scope of the battle. This rulebook includes three Scenarios, but you should feel free to invent your own!



CHOOSING A SCENARIO

You may agree with your opponent or randomly roll a die to select which scenario to play. Regardless of which scenario you choose to play, you always follow through the following steps.

CHOOSE FORCES

Agree upon a point limit and select entries from your army list to create a legal force up to that point limit.

SET UP THE BATTLEFIELD

We recommend that you play First Blood in a 3' by 3' battlefield. However, if you decide to use larger forces and would like to play a much bigger battle, you can agree with your opponent to a different battlefield size.

Regardless, First Blood should be played with heaps of terrain. The forces of First Blood undertake missions that a large rank-and-file army could not; they battle within city streets, in dense forests, or abandoned ruins and even dungeon holds. In order to help you determine how much terrain should be used, we recommend that you calculate the amount of 1'x1' segments your battlefield has, and then insert any number of pieces that is over half that number and a little under the total (e.g. a 3'x3' battlefield contains nine 1'x1' segments, thus between 5 and 8 terrain pieces are recommended; a 6'x4' battlefield contains 24 segments, thus between 12 and 20 terrain pieces are recommended). But in the end, it is up to you to decide how you like your fantasy battlefields.

REINFORCEMENT

The players roll off and the winner chooses any table edge to be their Reinforcement Edge. In First Blood, all Regiments must enter the Battlefield as Reinforcements and thereby cannot be deployed before the game starts.

FIGHT THE BATTLE

First Blood battles last for 10 Game Turns, or until a specific Victory Point (VP) threshold has been reached or a player's forces are completely wiped out. Each scenario will specify the VP threshold and special objectives.

SEIZING TERRITORY

Many objectives will require a Regiment to seize territory – battlefield quarters, center of the battlefield, Objective Markers and so on. When such is the case, Models Claim the territory for their owner, or Contest for the enemy. The player with most Claiming Models within the specified objective range Claims the objective, as long as they have more Claiming Models than the enemy Contesting Models. Models belonging to Regiments classified as Light are counted as Claiming only if:

1. They are a Monster.
2. The Regiment contains 2 or more Models if Cavalry or Brute.
3. The Regiment contains 6 or more Models if they are Infantry.

If the Light Regiment does not satisfy one of these criteria, then its Models are Contesting the enemy instead.

To count your Claiming total, add up the number

of Models that are Claiming and consult the following Table:

| Type of Models | Total |
|------------------|-------|
| Infantry | 1 |
| Brute or Cavalry | 3 |
| Monster | 5 |

To count your Contesting Total, add to your Claiming total any Models that are Contesting using the same Table.







SCENARIO ONE

PLUNDER THE CAMP

OBJECTIVE MARKERS AND VICTORY CONDITIONS

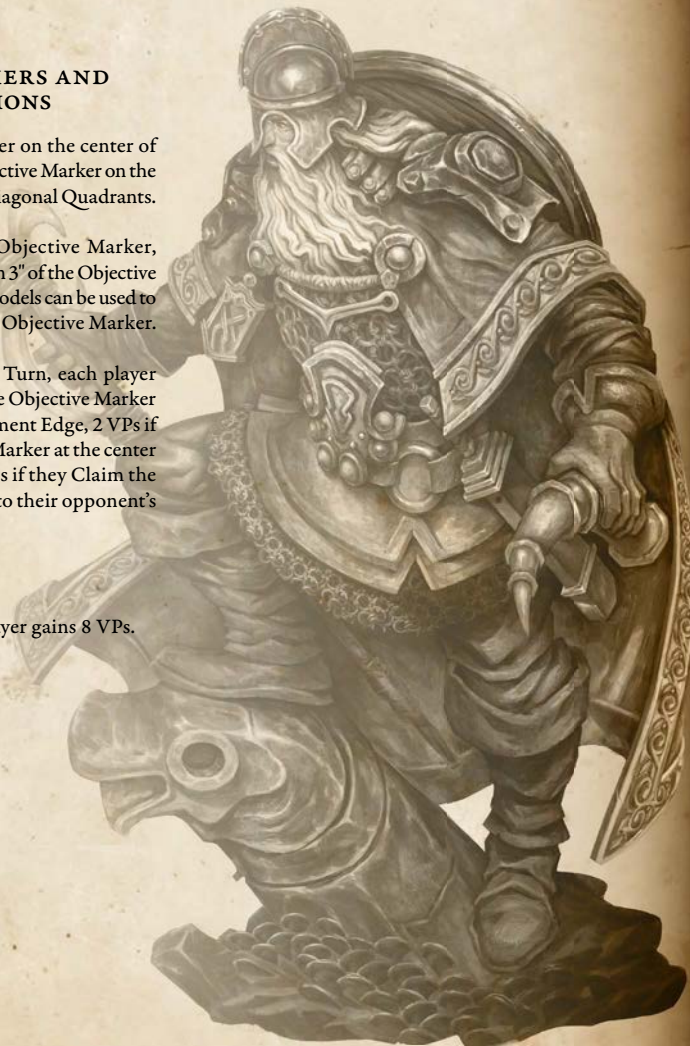
Place one Objective Marker on the center of the battlefield and one Objective Marker on the center of each of any two diagonal Quadrants.

To Claim or Contest an Objective Marker, count all legal Models within 3" of the Objective Marker. Each Regiment's Models can be used to Claim or Contest only one Objective Marker.

At the end of each Game Turn, each player gains 1 VP if they Claim the Objective Marker nearest to their Reinforcement Edge, 2 VPs if they Claim the Objective Marker at the center of the Battlefield and 3 VPs if they Claim the Objective Marker nearest to their opponent's Reinforcement Edge.

GAME LENGTH

The game ends when a player gains 8 VPs.



SCENARIO TWO

DESECRATE THEIR COLORS

OBJECTIVE MARKERS AND VICTORY CONDITIONS

This scenario does not include Objective Markers.

When a Regiment is destroyed, the enemy gains 1 Victory Point. Regiments containing a Character or a Standard Bearer count as 2 instead.

Each player must include a minimum of 2 Standard Bearer Models in their Army List.

GAME LENGTH

The game ends either at the end of the 10th Turn as normal, or when a player gains 7 Victory Points; to determine the victor, players add to their total of gained Victory Points:

- 1 point for each surviving friendly Character and Standard Bearer.

Should the game end due to the 10th Turn coming to an end, the player with a Standard Bearer or Character closest to the center of the Battlefield is the winner.

SCENARIO THREE

STAKE YOUR CLAIM

OBJECTIVE MARKERS AND VICTORY CONDITIONS

This scenario does not include Objective Markers. Instead, divide the Battlefield into four equal segments – these are the Quadrants.

At the end of each Game Turn, each player gains 1 VP for each Quadrant they Claim. Models can be used when Claiming a Quadrant if over half of their Regiment's Models are within that Quadrant. If a player Claims 3 or more Quadrants, they add +1 to the VP total they have gained this Game Turn.

GAME LENGTH

The game ends when a player gains 14 VPs.









ARMY LISTS

HEREIN LIE THE RULES ON
CREATING YOUR FORCE,
AND ALL INFORMATION
REQUIRED FOR EACH
SPECIFIC ENTRY.

THE LISTS

Herein you will find all information needed on each specific Character or Regiment Characteristics, their special abilities, and any notes specific to the entry. Additionally, you will find a list of Army-specific Items, Masteries and Spells, as well as your Warlord's Supremacy Abilities.

ARMY BUILDING PRINCIPLES

When building your Army, you begin by selecting a Character. Each Character will indicate within their entry which Regiments they may include in their Warband as a Mainstay choice, and which as Restricted. The following Principles apply:

CHARACTERS AND WARBANDS

- You must include at least one Character able to be your Warlord.
- For each Character you include, you must select one Mainstay Regiment allowed by that Character, and include it in your Warband.
- Then, for each Character you include you may select either an additional Mainstay or a Restricted Regiment, as allowed by that Character.

REGIMENTS

For each Infantry Regiment, you must include between 4 and 12 Models. Simply multiply the number of Models by the Model Point Cost indicated in their entry.

- If your Regiment allows and you include between 6 and 12 Models, you may replace one Model with a Leader for free.
- If your Regiment allows and you include exactly 12 Models, you may replace one Model with a Standard Bearer for free.

For each Cavalry and Brute Regiment, you must include between 1 and 3 Models. Simply multiply the number of Models by the Model Point Cost indicated in their entry.

- If your Regiment allows and you include between 2 and 3 Models, you may replace one Model with a Leader for free.
- If your Regiment allows and you include exactly 3 Models, you may replace one Model with a Standard Bearer for free.

MONSTER REGIMENTS

- Unless otherwise stated, Monster Regiments are usually a single Model.

ARMY POINTS

Agree with your opponent the points Limit you wish to play.

- Up to 600 points, the game would last for an hour.
- Between 601 and 800 points, the game would last for a couple of hours.
- 801 points and more, would take up the best part of an evening.



THE 100 KINGDOMS

SUPREMACY ABILITIES

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

IMPERIAL OFFICER

Redeploy: Reveal one Restricted, or up to two Mainstay Regiments, that are available to your Warlord's Warband and are already in the Command Stack, and add them to the top of your Command Stack.

NOBLE LORD

For Honour!: The Warlord's current Regiment (and the Warlord himself) gain the 'Fury' Draw Event and can re-roll failed Impact Hits. This Supremacy Ability is always considered to be active.

PRIORY COMMANDER

The First Blessing: Every Regiment in the Priory Commander's Warband gain Blessed Special Rule for this Turn.

THEIST PRIEST

Incite Fervour: All your Regiments immediately lose their 'Broken' status and gain Devout Special Rule for the Turn (except for your Priory Commanders and their Warbands). In addition, for the remainder of this Turn your Regiments cannot become 'Broken'.

CHARACTERS

You may include any number of Characters, but at least one Character must be included as your Warlord.

IMPERIAL OFFICER

60 POINTS

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------------|----------|--------|---|---|---|---|---|---|---|---|---------------|
| Imperial Officer | Infantry | Medium | 5 | 1 | 2 | 4 | 4 | 3 | 3 | 0 | Character |

Heirlooms: May have a single Heirloom at the indicated points cost.

Battlefield Drills: May have one of the following Draw Events as a Battlefield Drill.

Bastion 15 points

Double Time 15 points

Fire and Advance 15 points

Fury 15 points

Redress Ranks 15 points

Warband:

Mainstay: Imperial Ranger Corps
Men-at-Arms
Mercenary Crossbowmen

Restricted: Gilded Legion
Hunter Cadre
Steel Legion

Retinue:

Tactical Available
Combat Restricted
Arcane Restricted

Masteries: Tactical, Combat

NOBLE LORD**INFANTRY: 65 POINTS / CAVALRY: 100 POINTS**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------|----------|--------|---|---|---|---|---|---|---|---|---------------|
| Noble Lord | Infantry | Medium | 5 | 1 | 3 | 5 | 4 | 3 | 3 | 0 | Character |
| Noble Lord | Cavalry | Medium | 8 | 1 | 3 | 5 | 4 | 3 | 3 | 0 | Character |

Heirlooms: May have a single Heirloom at the indicated points cost.

Weapon Arts: May have one of the following Special Rules as a Weapon Art, representing either the weapons they are carrying, or skills honed over a lifetime of battle.

| | | |
|----------------------------------|--|-----------|
| <i>Arms Master</i> | The Model gains the Cleave 2 Special Rule | 15 points |
| <i>Relentless</i> | The Model gains the Flurry Special Rule | 10 points |
| <i>Joust (Mounted Lord Only)</i> | The Model gains the Brutal Impact 2 Special Rule | 5 points |
| <i>Powerful Physique</i> | The Model gains the Cleave 1 Special Rule | 5 points |
| <i>Duellist</i> | The Model gains the Parry Special Rule | 5 points |

Warband:

| | |
|------------------|------------------------------|
| <i>Mainstay:</i> | <i>Militia</i> |
| | <i>Militia Bowmen</i> |
| | <i>Men-at-Arms</i> |
| | <i>Mercenary Crossbowmen</i> |
| | <i>Household Guard</i> |

| | |
|--------------------|--------------------------|
| <i>Restricted:</i> | <i>Mounted Squires</i> |
| | <i>Court Squires</i> |
| | <i>Longbowmen</i> |
| | <i>Household Knights</i> |

Retinue:

| | Infantry | Cavalry |
|-----------------|----------------------|----------------------|
| <i>Tactical</i> | <i>Restricted</i> | <i>Not Available</i> |
| <i>Combat</i> | <i>Available</i> | <i>Not Available</i> |
| <i>Arcane</i> | <i>Not Available</i> | <i>Not Available</i> |

Masteries:*Tactical, Combat*

PRIORY COMMANDER

INFANTRY: 65 POINTS / CAVALRY: 105 POINTS

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------------|----------|-------|---|---|---|---|---|---|---|---|---------------|
| Priory Commander | Infantry | Heavy | 5 | 1 | 3 | 6 | 4 | 3 | 3 | 0 | Character |
| Priory Commander | Cavalry | Heavy | 8 | 1 | 3 | 6 | 4 | 3 | 3 | 0 | Character |



Heirlooms: May have a single Heirloom at the indicated points cost.

Order: A Priory Commander must belong to one of the following Orders, gaining the Special Rules listed.

- *Order of the Sword (Infantry only. Cleave 1, Shield, Evasion: +2)* 20 points
- *Order of the Sealed Temple (Cavalry only. Brutal Impact 2, Fluid Formation, Shield)* 15 points
- *Order of the Crimson Tower (Cavalry only. Brutal Impact 2, Shield, Unstoppable Charge)* 20 points

Warband:

A Priory Commander's Warband is determined by his Order.

Order of the Crimson Tower

Mainstay: Order of the Crimson Tower
Restricted: Order of the Ashen Dawn
Order of the Sealed Temple
Order of the Sword
Order of Saint Lazarus

Order of the Sword

Mainstay: Order of the Sword
Restricted: Order of the Ashen Dawn
Order of the Crimson Tower
Order of the Sealed Temple
Order of Saint Lazarus

Order of the Sealed Temple

Mainstay: Order of the Sealed Temple
Restricted: Order of the Ashen Dawn
Order of the Crimson Tower
Order of the Sword
Order of Saint Lazarus

Retinue:

Tactical Restricted
Combat Available
Arcane Restricted
Masteries: *Tactical, Combat*

Cavalry

Not Available
Not Available
Not Available

THEIST PRIEST**55 POINTS**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|---------------|----------|--------|---|---|---|---|---|---|---|---|-------------------------------------|
| Theist Priest | Infantry | Medium | 5 | 1 | 2 | 4 | 4 | 2 | 2 | 0 | Character, Fearless, Priest 5 |

Heirlooms: May have a single Heirloom at the indicated points cost.

Spells: Must have at least one Spell from the following list:

Saint's Favour 50 points

Heavenly Blessing 40 points

Fervour 15 points

Divine Sanction 15 points

Holy Fire 10 points

Warband:

Mainstay: Sicarii
Militia
Militia Bowmen

Restrictions:

A Theist Priest may not choose a Lieutenant.

Retinue:

Tactical Not Available

Combat Restricted

Arcane Available

Masteries: *Combat, Arcane*

CHAPTER MAGE

65 POINTS

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|--------------|----------|-------|---|---|---|---|---|---|---|---|---|
| Chapter Mage | Infantry | Light | 5 | 3 | 1 | 2 | 4 | 2 | 1 | 0 | Character, Wizard 5 Barrage 3 (20") |

Heirlooms: May have a single Heirloom at the indicated points cost.

Spells: Must choose one of the Schools presented below, and then must choose one or both of the Spells from that School:

Fire

Kindle Courage 15 points

Fire Dart 15 points

Earth

Earth to Mud 40 points

Stone Spikes 20 points

Water

Ninuah's Tears 30 points

Call Fog 20 points

Air

Seeking Winds 20 points

Guide 10 points

Warband:

Mainstay: Men-at-Arms

Restriction: May not be Warlord

Retinue:

Tactical Restricted

Combat Not Available

Arcane Available

Masteries:

Tactical, Arcane

REGIMENTS

You may include Regiments as part of your Characters' Warband.

IMPERIAL RANGER CORPS

10 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|--------------------------|----------|-------|---|---|---|---|---|---|---|---|--|
| Imperial Ranger Corps | Infantry | Light | 6 | 3 | 1 | 1 | 1 | 2 | 1 | 0 | Fluid Formation, Vanguard, Barrage 1 (20") |

Longbowmen

13 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------|----------|-------|---|---|---|---|---|---|---|---|---|
| Longbowmen | Infantry | Light | 4 | 2 | 2 | 1 | 1 | 2 | 1 | 0 | Cleave 1, Barrage 1 (30", Arcing Fire) |

MERCENARY CROSSBOWMEN

9 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|--------------------------|----------|-------|---|---|---|---|---|---|---|---|--------------------------------------|
| Mercenary Crossbowmen | Infantry | Light | 5 | 2 | 1 | 1 | 1 | 2 | 1 | 0 | Barrage 1 (20", Armor Piercing 1) |

MILITIA

8 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|---------|----------|-------|---|---|---|---|---|---|---|---|-----------------|
| Militia | Infantry | Light | 5 | 1 | 1 | 1 | 1 | 2 | 1 | 0 | Shield, Support |

MILITIA BOWMEN**6 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|----------------|----------|-------|---|---|---|---|---|---|---|---|-----------------|
| Militia Bowmen | Infantry | Light | 5 | 1 | 1 | 1 | 1 | 2 | 1 | 0 | Barrage 1 (24") |

HUNTER CADRE**15 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|--------------|----------|-------|---|---|---|---|---|---|---|---|---|
| Hunter Cadre | Infantry | Light | 5 | 2 | 3 | 1 | 1 | 3 | 1 | 2 | Fearless, Fiend Hunter, Cleave 1, Barrage 1 (20", Armor Piercing 1) |

MOUNTED SQUIRES**11 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------------|---------|-------|----|---|---|---|---|---|---|---|---------------|
| Mounted Squires | Cavalry | Light | 10 | 1 | 2 | 4 | 3 | 2 | 2 | 0 | Shield |

COURT SQUIRES**11 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|---------------|----------|--------|---|---|---|---|---|---|---|---|---------------|
| Court Squires | Infantry | Medium | 5 | 1 | 2 | 1 | 1 | 3 | 3 | 0 | Shield |

HOUSEHOLD GUARD**11 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------------|----------|--------|---|---|---|---|---|---|---|---|-------------------|
| Household Guard | Infantry | Medium | 5 | 1 | 2 | 1 | 1 | 3 | 3 | 0 | Cleave 1, Support |

MEN-AT-ARMS**9 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-------------|----------|--------|---|---|---|---|---|---|---|---|---------------|
| Men-at-Arms | Infantry | Medium | 5 | 1 | 2 | 1 | 1 | 2 | 2 | 0 | Shield |

ORDER OF SAINT LAZARUS**13 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------------------|----------|--------|---|---|---|---|---|---|---|---|--------------------|
| Order of Saint Lazarus | Infantry | Medium | 5 | 1 | 2 | 2 | 1 | 5 | 3 | 0 | Cleave 1, Fearsome |

SICARII**13 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|---------|----------|--------|---|---|---|---|---|---|---|---|----------------------------|
| Sicarii | Infantry | Medium | 4 | 1 | 2 | 1 | 1 | 3 | 0 | 2 | Devout, Fearless, Cleave 2 |

HOUSEHOLD KNIGHTS**55 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-------------------|---------|--------|---|---|---|---|---|---|---|---|-------------------------|
| Household Knights | Cavalry | Medium | 8 | 1 | 2 | 4 | 4 | 3 | 3 | 0 | Brutal Impact 2, Shield |

ORDER OF THE SEALED TEMPLE**65 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|----------------------------|---------|--------|---|---|---|---|---|---|---|---|--|
| Order of the Sealed Temple | Cavalry | Medium | 8 | 1 | 3 | 4 | 4 | 4 | 3 | 0 | Brutal Impact 2, Fluid Formation, Shield |

ORDER OF THE SWORD**16 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|--------------------|----------|--------|---|---|---|---|---|---|---|---|---------------|
| Order of the Sword | Infantry | Medium | 5 | 1 | 4 | 1 | 1 | 4 | 3 | 2 | Cleave 1 |

GILDED LEGION**13 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|---------------|----------|-------|---|---|---|---|---|---|---|---|-------------------|
| Gilded Legion | Infantry | Heavy | 5 | 1 | 3 | 1 | 1 | 4 | 3 | 0 | Cleave 1, Support |

STEEL LEGION**13 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|--------------|----------|-------|---|---|---|---|---|---|---|---|---------------|
| Steel Legion | Infantry | Heavy | 5 | 1 | 3 | 1 | 1 | 3 | 3 | 0 | Cleave 2 |

ORDER OF THE ASHEN DAWN**70 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-------------------------|---------|-------|---|---|---|---|---|---|---|---|-------------------------------------|
| Order of the Ashen Dawn | Cavalry | Heavy | 8 | 1 | 4 | 4 | 6 | 5 | 3 | 0 | Blessed, Cleave 1, Fearless, Shield |

ORDER OF THE CRIMSON TOWER**60 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|----------------------------|---------|-------|---|---|---|---|---|---|---|---|---|
| Order of the Crimson Tower | Cavalry | Heavy | 8 | 1 | 3 | 4 | 4 | 4 | 3 | 0 | Brutal Impact 2, Shield, Unstoppable Charge |

LIEUTENANTS

| Lieutenants | Ability | Regiments Required in the Army / Regiments they may Target |
|---|--|--|
| Armsmaster (Requires Noble Lord in the Army - 25 pts) | Command The Clash Characteristic of the Regiment is increased by +1. | Household Guard |
| Count Palatine (20 pts) | Command The Regiment's Clash Actions always count as Inspired. | Court Squires |
| Drillmaster (30 pts) | Command Unless the Retinue benefited from this Ability this Turn, the Regiment gains the Fury Draw Event. | Steel Legion |
| Errant of the Order of the Shield (30 pts) | The Character has +1 Attack while fighting a Duel Action. The Character gains the following: Command The Regiment's Clash Actions always count as Inspired. | Militia, Militia Bowmen |
| Neophyte (25 pts) | Command The Regiment has the Devout Special Rule. | Militia, Militia Bowmen, Men-At-Arms |
| Null Mage (25 pts) | When an enemy Caster attempts to cast a Spell within 8" of the Character, any of the Spellcasting dice rolled that do not come up as a success inflict a Wound on the Caster. Increase the range to 13" if the Character is within Command Range of a friendly Hunter Cadre Regiment. These Wounds cannot be mitigated or saved in any way but do not trigger Morale Tests. | Hunter Cadre |
| Servite (20pts) | Command The Regiment has +1 March and +1 Resolve. | Militia, Militia Bowmen |
| Seasoned Veteran (30 pts) | Command Unless the Retinue benefited from this Ability this Turn, the Regiment has the Bastion Draw Event. | Men-At-Arms, Gilded Legion |

HEIRLOOMS

Each Heirloom may only be included in your Army once.

BANNERS

Standard of Steel 65 points

These are the challenge standards issued by the Legion of Steel. To have accepted this challenge, let alone survived, is a feat that gives pause to even the mightiest of opponents.

Command - Attacks directed at the Target of this Ability never count as Inspired.

Regalia of the Empire 25 points

The Regalia include a series of items, such as weapons, rods, a staff, clothing, rings, jewels and, of course, the Imperial Crown, composed of eleven smaller crowns. Being temporarily granted any of them means the bearer has secured the favour of the Conclave and acts in the name of the Hollow Throne.

Command (Household Guard) – The Regiment gains +1 Clash.

Gilded Rampart 20pts

It is said that the Empire was forged not by the number of men Charles Armatellum commanded, but by their training and discipline. While all War Colleges carry the same legacy, the Gilded Legion has set a standard above even that. The impact that the handful of commanders that have earned the Gilded Rampart have on their men's drills is evidence enough.

The Character gains this Draw Event:
Immediately perform a free Combat Reform Action with the Character and any Retinue they might have. The Character and Retinue then take their Actions.

The Shroud of St. Lazarus 20 points

This banner still bears the faint outline of St. Lazarus. The cloth itself shines with power and faith and remains proof to fire and steel. This Theist relic has become a symbol of self-sacrifice and redemptive suffering, much to the anger of

the Order of St. Lazarus.

The Retinue or Target Regiment gain +1 Resolve (to a maximum of 5) and the Fearsome Special Rule.

ARMORS

Armor of Dominion 40 points

Forged using techniques lost among the ashes of Capitas, these suits of armour were forged blending the faith and sorcery of the Old Dominion. The few that have survived the Fall are considered treasures without equal among the Hundred Kingdoms.

Enemy Models in contact with the Character or their Retinue lose the Cleave and Smite Special Rules while in contact with the Character or their Retinue.

Indomitable Plate 25pts

The brutal last day of the Siege of Sieva has been the subject of study of many a military tactician and the source of inspiration of numerous troubadours. Whether he held the eastern tower for two hours by skill and masterful tactics or he endured the endless blows, arrows and even a ballista bolt, Commander Ivgar the Steadfast has become a legend, his set of full plate armor a treasure of mystifying endurance.

The Character gains +1 Wound and +1 Defence.

Bakkian Token 15pts

While their roots are often forgotten, the culture of the Hundred Kingdoms is steeped with references, superstitions and beliefs that have endured since the Old Dominion. Often fashioned after feathers to symbolize his fickle nature, bronze tokens of the trickster god Bakkus are still worn as good luck charms.

The Character gains +1 Evasion.

Mask of Eaklides 15 points

Greatest among the storied heroes of the City

States, Eaklides of Tauria could not be felled in honourable combat. When a cowardly arrow took his life at the battle of Aella, his death shattered the spirit of his forces. While his body would eventually be recovered through the heroic efforts of his Companions, his panoply was plundered and lost. His masked helm has changed hands countless times since then, a mark of excellence... and doom.

The Character re-rolls Defence Rolls of 6.

WEAPONS

The Kiss Farewell

30pts

Commissioned by the Countess Isidold de Leona in 481 P.R., this one-of-a-kind crossbow was designed to make the impossible shot needed for the assassination of her husband in his office. It has since changed hands repeatedly, sold or even hired for similar feats.

The Character gains the Barrage 3 (24", Deadly Shot) Special Rule. If the Character already has the Barrage Special Rule, they instead gain Barrage +1 and the Deadly Shot Special Rule. Range remains unaffected.

Caledburn

15 points

The sword of the first Cadeyrn, Arktus the Bear, used to defeat each of the other Breannan Kings in ritual duel. While many claim ownership through distant relations, the sword seems to disappear and resurface time and again, always in the hands of a worthy bearer.

The Character re-rolls failed To Hit Rolls and opponents must re-roll successful Injury Rolls in a Duel.

Laurean Lance

10 points

Awarded to the victor of the Klaean Trials, Laurean lances are a very rare sight on the field. Not only must the bearer win a course at the Trials, he must also turn down the invitation to join the Orders that follows victory.

The Character re-rolls failed To Hit Rolls when making Impact Hits and gains Brutal Impact 2 Special Rule.

The Flesh Cleaver

10 points

When Charles Armatellum walked from the Sealed Temple to negotiate peace with the living god of the W'adrhûn, he returned with peace, and this axe. Carved from a single piece of obsidian, few are capable of wielding it... fewer still of withstanding it.

The Character re-rolls failed To Hit Rolls when performing a Clash against Monsters.

The Unwrought

10 points

Terribly misnamed, as the sword is entirely finished, this blade has nonetheless never lost the heat of its forging. Kept in a stone scabbard, the Unwrought is a terrible sight once drawn, and its hungry blaze has devoured lives by the dozen. Many reports claim that this weapon is not unique, but only one of many that participated in the Nord Ragnarök, fuelling their hatred for the southern "Fire-Children".

The Character re-rolls failed To Hit Rolls when performing a Clash against Brutes.

TALISMANS

Eye of Akelus

30 points

The Akelus, the legendary huntsman, was admired for his unparalleled accuracy and tracking prowess. Admiration quickly turned into fear as Akelus was consumed by the Wild and made prey of civilized people. His Eye, now a Deist Relic venerating the Beast Aspect, was encased in crystal to be preserved.

The Character gains the following Supremacy Ability, in addition to the one they already have: Until end of Turn, all friendly Regiments within 6" have +1 Volley.

Finite-State Apparatus

30 points

Designed by the Universita Mantica Molonovka, the Finite-State Apparatus, also known as "flux bomb", encases a stable but sensitive mix of all four elements in constant flux. When an outside source of imbalance, such as a spell, disrupts the flux, the bomb erupts, attempting to re-establish the balanced state.

Once per Game, the Model counts as a

Spellcaster for purposes of "Enemy Interference". Enemies within 8" cast Spells with three less dice rather than the usual one.

Heraldry of Lion's Mane

10 points

Following the collapse of the Empire, many of the centralized reforms the Emperors imposed on heraldry have fallen by the wayside. The hatchment of the Lion's Mane, however, remains a heraldic device none but the most reckless will bear on their heraldry, lest they incur the wrath of one who has truly earned it.

The Character has the Fearless Special Rule.

Lady's Favour

10 points

Whether due to sheer inspiration or simply the weight of tradition, few can argue that a knight bearing a Lady's Favour in battle is often driven beyond his mortal limits.

The first time the Character or their Retinue suffers a Wound, roll a D6. On a score of 2+, the Wound is Healed.

ARCANE

Hopes and Prayers

30pts

(Theist Priest Only)

In a ritual before battle, Priests of the faithful gather the prayers of their parish and wear them, long parchments that adorn their robes. Contrary to popular belief among the skeptics, it would appear that they actually work, their power seemingly unlimited.

Once per game, when the Character would be reduced to 0 Wounds or less, it is returned to the battlefield with 1 Wound remaining at the end of that activation.

Elysian Fragment

25 points

These mystical fragments are said to be shattered remnants of the Shepard's Palace that crashed onto Capitas during the Fall. If they are brought near one's ear, one can still hear the prayers of the faithful, trapped in the glass. Breaking the gem releases these faint whispers into an overwhelming crescendo of power.

The Character has the following Supremacy

Ability in addition to the one they already have: Until end of Turn, the Character and their Retinue have the Smite Special Rule.

Olefant's Roar

20 points

Charles Armatellum's squire was present in all but one of his battles, yet only his nickname, Olefant, is remembered. While not an official part of the Imperial Regalia, Olefant's Roar, the ornate oliphant horn he carried, is kept with them. The Character has the Seize the Day Draw Event.

Chapter Scroll

15pts

(Chapter Mage only)

It is a fundamental law of magic that one can only perform works compatible to the element(s) they are Gifted in. The mere design, if not the frequency of appearance, of scrolls which allow this limitation to be bypassed serves as an alarming testament to the stiff competition between not only Mages as individuals, but also entire Chapters as institutions, vying for favor and power.

Select 1 Spell from a different School to be cast once per game as an Action.



MASTERIES

TACTICAL

Captain of the Garrison **35 points**
(Imperial Officer Only)

At the beginning of the first Reinforcement Phase, choose one Regiment of Mercenary Crossbowmen. That Regiment gains the Forward Deployment Special Rule.

Trained in Trigonometry **15 points**
Command

Gain the Arcing Fire Special Rule until the End of Turn.

COMBAT

Wedge! **30 points**
(Priory Commander or Noble Lord only)

The Character exchanges their Supremacy Ability with the following: The Character and all Regiments with a Leader within 6" gain the Linebreaker Special Rule.

ARCANE

Death Cult **20 points**
(Theist Priest Only)

Command (Devout Regiment)
Gain the Aura of Death Special Rule.

Mystical Wards **15 points**
Command

Gain the Resist Decay 1 Special Rule and reroll all Injury rolls caused to Models from this Regiment by the Aura of Death Special Rule.

SPELLS

Some Character Stands can purchase Spells from the following list:

CHAPTER MAGE

| Name | Range | Casting Difficulty | Effect |
|----------------|-------|--------------------|---|
| Stone Spikes | Self | 3 (Scaling) | Until End of Turn, if the Caster's Regiment is declared as the Target of an enemy Regiment's Charge Action, the charging Regiment gains the Decay 2 Draw Event until the end of its activation. |
| Call Fog | Self | 3 (Scaling) | Until the Caster's next activation, all Models in the Caster's Regiment count as Obscured when targeted by a Volley Action. If the Regiment already counts as Obscured against the declared Attack, they also gain +1 Defence against that Volley Action. |
| Earth to Mud | 16" | 3 (Scaling) | If the Target unit wishes to declare a Charge or March Action, it may only do so as its First Action. If it takes a Charge or March Action as its First Action, it may not take a Second March Action that Turn. |
| Kindle Courage | Self | 3 (Scaling) | All Models in the Caster's Regiment have +1 Resolve until End of the Caster's next activation. |
| Fire Dart | 16" | 3 | Inflicts one Hit per success. Hits have the Armor Piercing 2 Special Rule. |
| Seeking Winds | Self | 3 (Scaling) | When the Caster's Regiment takes a Volley Action this Turn, its shots are not Obscured by range, so long as within the maximum range of the weapon. |
| Guide | Self | 3 (Scaling) | Until the Caster's next activation, the Caster's Regiment may re-roll all rolls of '6' when rolling to Hit with a Volley Action. |
| Ninuah's Tears | Self | 3 | For each success, the Caster's Regiment Heals two Wounds. |

THEIST PRIEST

| Name | Range | Casting Difficulty | Effect |
|-------------------|-------|--------------------|---|
| Divine Sanction | Self | 3 | The Caster gains the Cleave 2 and Deadly Blades Special Rules until End of Turn, and may immediately perform a Duel Action. |
| Fervour | 12" | 3 (Scaling) | Remove any Broken status from the Target, exactly as if it had used a Rally Action. |
| Heavenly Blessing | Self | 3 (Scaling) | All Models in the Caster's Regiment gain the Blessed Special Rule until End of Turn. |
| Holy Fire | 12" | 3 | Inflicts two Hits per success. |
| Saint's Favour | Self | 3 (Scaling) | All Models in the Caster's Regiment have +1 Defence or +1 Evasion until End of Turn. Choose when you cast this Spell. |

THE SPIRES

SUPREMACY ABILITIES

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

BIOMANCER

Provoke Instability: For the remainder of the Turn:

- All friendly Infantry Models have +1 Attack and their Regiment gains the Decay 3 Draw Event.
- All friendly Cavalry and Brute Models have +2 Attacks and their Regiment gains the Decay 4 Draw Event.
- All friendly Monsters have +4 Attacks and gain Decay 6 Draw Event.

HIGH CLONE EXECUTOR

Coordinated Assault: This Turn, you resolve the top three cards of your Command Stack as one 'go'. Draw three cards, resolving the Actions for each in Turn before your opponent draws their next Command Card. (These Activation Cards cannot draw other Activation Cards from your Command Stack. If their rules include such wording, ignore the rule.)

LINEAGE HIGHBORNE

Legacies of the Ark: If the Lineage Highborne is your Warlord, it may select any number of Mutations, instead of the one normally allowed. It pays full points for these extra choices.

PHEROMANCER

Suppress Survival Instinct: All your Regiments gain +2 Resolve for the remainder of this Turn.

MASTERY OF FLESH

Instead of employing magic wielders, the Spires have evolved the art of flesh-crafting to new extremes. Biomancers and Pheromancers select a Retinue from this table instead of the Arcane category:

| Tier 1 | Tier 2 | Tier 3 |
|--|---|---|
| As an Action, the Character may choose a friendly Character within 12" and roll 1 die. On a 1-2 Heal 2 Wounds from that Character, otherwise Heal 1 Wound instead. (20pts) | The Character gains Resist Decay +1 Special Rule. (20pts) | May take an additional Pheromancy/Biomancy. The Character may activate an additional Draw Event per Turn. (20pts) |

CHARACTERS

You may include any number of Characters, but must include at least one Character to be your Warlord.

BIOMANCER

60 POINTS

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------|----------|-------|---|---|---|---|---|---|---|---|---------------|
| Biomancer | Infantry | Light | 6 | 2 | 2 | 2 | 4 | 4 | 1 | 2 | Character |

Draw Event:

Biotic Renewal

Mutation: May have a single Mutation at the indicated points cost.

Biomancies: May take one Biomancy.

Harvest Essence 40 points

Grant Virulence 35 points

Unstable Enhancement 30 points

Catalytic Rupture 25 points

Essence Transfer 15 points

Warband:

Mainstay: Force-Grown Drones
Bound Clones

Restricted: Incarnate Sentinels
Desolation Drones
Desolation Beast
Abomination

Retinue:

Tactical Restricted

Combat Restricted

Arcane Available

Masteries:

Tactical, Arcane

HIGH CLONE EXECUTOR

75 POINTS

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------------------|----------|--------|---|---|---|---|---|---|---|---|------------------------|
| High Clone Executor | Infantry | Medium | 6 | 3 | 3 | 5 | 4 | 4 | 2 | 1 | Character, Cleave 1 |

Mutation: May have a single Mutation at the indicated points cost.

Tactics: May have one of the following Draw Events as a Tactic.

Bastion 30 points

Double Time 15 points

Fire and Advance 15 points

Fury 10 points

Warband:

Mainstay: Force-Grown Drones
Bound Clones
Vanguard Clones

Restricted: Brute Drones
Vanguard Clone Infiltrators
Desolation Drones
Marksman Clones
Pteraphon

Retinue:

Tactical Available
Combat Restricted
Arcane Not Available

Masteries: Tactical, Combat

LINEAGE Highborne

120 POINTS

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|----------------------|-------|--------|---|---|---|---|---|---|---|---|---|
| Lineage Highborne | Brute | Medium | 7 | 2 | 3 | 4 | 6 | 5 | 4 | 2 | Character, Cleave 1, Resist Decay 1 |

Mutation: May have a single Mutation at the indicated points cost.

Warband:

Mainstay: Avatara

Restricted:
Centaur Avatara
Leonine Avatara
Siege breaker Behemoth
Pteraphon
Incarnate Sentinels

Retinue:

Tactical Not Available
Combat Not Available
Magic Not Available

Masteries: Tactical, Combat

PERHOMANCER**60 POINTS**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-------------|----------|-------|---|---|---|---|---|---|---|---|---------------|
| Pheromancer | Infantry | Light | 6 | 2 | 2 | 2 | 4 | 3 | 1 | 2 | Character |

Mutation: May have a single Mutation at the indicated points cost.

Pheromancies: Must take at least one Pheromancy as a Draw Event:

Pheromantic Drive 50 points

Siphon Strength 45 points

Pheromantic Compulsion 35 points

Induced Vigor 25 points

Accelerated Hibernation 15 points

Warband:

Mainstay: Force-Grown Drones
Prowlers
Onslaught Drones

Restricted: Abomination
Stryx
Brute Drones

Retinue:

Tactical Restricted
Combat Not Available
Arcane Available

Masteries: Tactical, Arcane

MIMETIC ASSASSIN

80 POINTS

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------------|----------|-------|---|---|---|---|---|---|---|---|---|
| Mimetic Assassin | Infantry | Light | 8 | 2 | 4 | 6 | 4 | 3 | 0 | 3 | Character. Flank, Flurry, Quicksilver Strike |



Mutation: May have two Mutations at the indicated points cost.

Note: A Mimetic Assassin cannot be your Warlord.

Warband:

Mainstay:

Force-Grown Drones

Bound Clones

Vanguard Clones

Retinue:

Tactical

Restricted

Combat

Restricted

Magic

Not Available

Masteries:

Combat

REGIMENTS

You may include Regiments as part of your Characters' Warband.

FORCE-GROWN DRONES

6 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|--------------------|----------|-------|---|---|---|---|---|---|---|---|-----------------|
| Force-Grown Drones | Infantry | Light | 5 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | Shield, Support |

Note: Instead of gaining a Leader and a Standard Bearer, Force-Grown Drones Regiments gain a Pheromonic Node Model as their 8th Model, combining the benefits provided by both the Leader and the Standard Bearer. Increase the Command Range of the Pheromonic Node to 7".

STRYX

13 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-------|----------|-------|----|---|---|---|---|---|---|---|--------------------------|
| Stryx | Infantry | Light | 10 | 1 | 1 | 1 | 1 | 2 | 1 | 2 | Fly, Feral Lethal Demise |

Note: Stryx Regiments may not gain Leader and Standard Bearer Models (they always have an Acting Leader).

VANGUARD CLONE INFILTRATORS

16 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------------------------|----------|-------|---|---|---|---|---|---|---|---|---|
| Vanguard Clone Infiltrators | Infantry | Light | 6 | 2 | 2 | 2 | 1 | 3 | 1 | 2 | Fluid Formation, Vanguard Barrage 2 (18", Snap Fire, Deadly Shot) |

Note: Vanguard Clone Infiltrators Regiments may not gain Standard Bearer Models.

PROWLERS

55 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|----------|---------|-------|----|---|---|---|---|---|---|---|------------------------|
| Prowlers | Cavalry | Light | 12 | 2 | 2 | 6 | 3 | 2 | 0 | 2 | Fluid Formation, Feral |

Note: Prowlers Regiments may not gain Leader and Standard Bearer Models (they always have an Acting Leader).

BOUND CLONES**9 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|--------------|----------|--------|---|---|---|---|---|---|---|---|-----------------|
| Bound Clones | Infantry | Medium | 5 | 1 | 2 | 1 | 1 | 2 | 2 | 1 | Support, Shield |

DESOLATION DRONES**14 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-------------------|----------|--------|---|---|---|---|---|---|---|---|--|
| Desolation Drones | Infantry | Medium | 5 | 2 | 1 | 1 | 1 | 2 | 1 | 0 | Lethal Demise, Barrage 1 (20", Deadly Shot, Torrential Fire, Armor Piercing 1) |

MARKSMAN CLONES**14 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------------|----------|--------|---|---|---|---|---|---|---|---|------------------------------|
| Marksman Clones | Infantry | Medium | 5 | 2 | 1 | 1 | 1 | 2 | 1 | 0 | Barrage 2 (28", Arcing Fire) |

ONSLAUGHT DRONES**9 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------------|----------|--------|---|---|---|---|---|---|---|---|---------------|
| Onslaught Drones | Infantry | Medium | 5 | 1 | 2 | 1 | 1 | 2 | 2 | 0 | Flurry |

Note: Instead of gaining a Leader and a Standard Bearer, Onslaught Drones Regiments gain a Pheromonic Node Model as their 8th Model, combining the benefits provided by both the Leader and the Standard Bearer. Increase the Command Range of the Pheromonic Node to 7".

VANGUARD CLONES**14 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------------|----------|--------|---|---|---|---|---|---|---|---|---------------|
| Vanguard Clones | Infantry | Medium | 6 | 2 | 2 | 2 | 1 | 3 | 2 | 2 | Shield |

AVATARA**55 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|---------|-------|--------|---|---|---|---|---|---|---|---|---|
| Avatara | Brute | Medium | 7 | 2 | 2 | 4 | 4 | 4 | 4 | 2 | Cleave 1, Resist Decay 1, Support |

BRUTE DRONES**60 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|--------------|-------|--------|---|---|---|---|---|---|---|---|------------------------|
| Brute Drones | Brute | Medium | 6 | 1 | 2 | 5 | 4 | 4 | 3 | 0 | Flurry, Unstoppable |

Notes: Brute Drones Regiments may not gain Leader and Standard Bearer Models (they always have an Acting Leader).

LEONINE AVATARA**60 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------------|-------|--------|----|---|---|---|---|---|---|---|---|
| Leonine Avatara | Brute | Medium | 10 | 3 | 2 | 4 | 4 | 4 | 2 | 3 | Fluid Formation, Resist Decay 1 Barrage 1 (20", Armor Piercing 2, Deadly Shots) |

PTERAPHONS**70 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------|-------|--------|----|---|---|---|---|---|---|---|--|
| Pteraphons | Brute | Medium | 10 | 2 | 2 | 4 | 4 | 3 | 2 | 2 | Cleave 1, Fluid Formation, Fly, Terrifying, Barrage 4 (28") |

Note: Pteraphons Regiments may not gain Leader and Standard Bearer Models (they always have an Acting Leader).

CENTAUR AVATARA**55 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------------|---------|-------|---|---|---|---|---|---|---|---|------------------------------------|
| Centaur Avatara | Cavalry | Heavy | 8 | 2 | 3 | 5 | 5 | 4 | 4 | 1 | Brutal Impact 2, Resist Decay 1 |

INCARNATE SENTINELS**65 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|---------------------|-------|-------|---|---|---|---|---|---|---|---|---------------|
| Incarnate Sentinels | Brute | Heavy | 7 | 1 | 2 | 4 | 6 | 3 | 4 | 0 | Cleave 2 |

Note: Incarnate Sentinel Regiments may not gain Standard Bearer Models.

ABOMINATION**145 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-------------|---------|-------|----|---|---|----|----|---|---|---|-------------------------------|
| Abomination | Monster | Heavy | 10 | 1 | 2 | 10 | 10 | 4 | 3 | 0 | Cleave 1, Flurry, Terrifying, |

DESOLATION BEAST**130 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------------|---------|-------|---|---|---|---|----|---|---|---|--|
| Desolation Beast | Monster | Heavy | 7 | 2 | 1 | 4 | 10 | 3 | 2 | 0 | Aura of Death, Lethal Demise, Terrifying, Barrage 12 (12", Deadly Shot, Torrential Fire, Armor Piercing 1) |

SIEGEBREAKER BEHEMOTH**175 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------------------|---------|-------|---|---|---|---|----|---|---|---|--|
| Siegebreaker Behemoth | Monster | Heavy | 6 | 1 | 3 | 8 | 12 | 6 | 4 | 0 | Smite, Brutal Impact 3, Terrifying, Fearless |

LIEUTENANTS

| Lieutenants | Ability | Regiments Required in the Army / Regiments they may Target |
|-----------------------------------|---|--|
| Assault Preceptor (30 pts) | Command Unless the Retinue benefited from this Ability this Turn, the Regiment gains the Fury Draw Event. | Bound Clones, Vanguard Clones |
| Catabolic Node (15 pts) | Command The first time the Regiment uses a Clash Action, roll 2D6. The Catabolic Node inflicts that number of Hits on one enemy Regiment in contact with its Regiment. It also inflicts a number of Hits on its own Regiment equal to the highest score of the individual D6s rolled. Hits are always treated as if they have been inflicted from the front. When the trigger ends, remove the Catabolic Node from the Retinue as a Casualty (no Morale Tests caused). | Bound Clones, Force-Grown Drones, Onslaught Drones |
| Ward Preceptor (30 pts) | Command Unless the Retinue benefited from this Ability this Turn, the Regiment has the Bastion Draw Event. | Bound Clones, Vanguard Clones |

MUTATIONS

Each Mutation may only be included in your Army once.

Pheromantic Override (Lineage Highborne only)

60 points

Once per game, the Character gains the following Draw Event in addition to any other: Choose a friendly Regiment within 6". That Regiment may immediately perform a free Clash, Volley or March Action.

Biotic Wellspring (Pheromancer only)

50 points

The Character has the Biotic Renewal Draw Event.

Heightened Reflexes (High Clone Executor or Mimetic Assassin only)

35 points

The Character has +2 Evasion.

Cascading Degeneration (Biomancer or Pheromancer only)

25 points

Command – Whenever the Target of this Ability processes a Decay Draw Event of any kind, all enemy Regiments in base contact also possess the Decay 4 Draw Event (Decay 3 if it is a Brute Regiment, Decay 2 if it is a Monster Regiment).

Architect's Touch (Biomancer or Pheromancer only)

20 points

Command – the Target of this Ability reduces all Decay Draw Events inflicted upon them by -1 (e.g. Decay 3 becomes Decay 2).

Cloned Redundancy (May not be taken by Lineage Highborne, or by a Character with the Avatar Projection Mutation)

20 points

Once per game, when this Character is slain, roll a D6. On a score of 4+, you may remove another friendly Character from the Battlefield, and return this Character to the Battlefield in its place with as many Wounds as the Character being removed had. If this Character is your Warlord, they are not considered to be slain for Scenario and Objective purposes.

Enhanced Reactions

20 points

The Character may Re-roll 1 die every time they are required to make an Injury roll.

Redundant Biomantic Structure

20 points

The Character gains +2 Wounds.

Adaptive Evolution

15 points

Whenever this Character's Command Card is drawn from the Command Stack, roll a D6. On a score of 4+ or more, you may permanently increase its Clash, Volley, Resolve or Defence by +1 (to a maximum of 5).

Adaptive Senses

15 points

Evasion Rolls cannot be taken against Hits caused by this Character.

Biomantic Plague Node (Biomancer or Pheromancer only)

15 points

Whenever a Wound is allocated to the Character, roll a D6. On a score of 3 or less, an enemy Regiment or Character of your choice within 6" also has a Wound allocated to it. On a roll of 1, all enemy Regiments and Characters within 6" suffer this effect.

Biotic Hive

15 points

(May not be taken by Lineage Highborne)

The Character has the Barrage 4 (20", Deadly Shot) Special Rule.

Burrowing Parasites

15 points

The Character gains the Barrage 2 (30", Armor Piercing 1) Special Rule. If the Character already has the Barrage Special Rule then its Barrage value is increased by 2. Furthermore, it's Armor Piercing value increases +1.

Command Pheromones

15 points

(Lineage Highborne or High Clone Executor only)

The Character has +1 Resolve.

Venom 15 points
(Mimetic Assassin or Lineage Highborne only)

The Character has the Deadly Blades and Deadly Shot Special Rule.

Adrenal Surge 10 points
(May not be taken by Lineage Highborne)

When this Character takes an Action, you may have it gain +2 Clash and +4 Attacks. If you do, remove the Character as a Casualty once the Action is complete.

Avatar Projection 10 points
(Pheromancer or Biomancer only. May not be taken with the Cloned Redundancy Mutation.)

A Character with this Mutation changes his Troop Type to Brute and may no longer purchase a Retinue. The Character gains +1 Attack and +1 Wound.

Sensory Augmentation 10 points

When this Character's Command Card is drawn, you may both look at the top Command Card of your opponent's Command Stack and draw and act with your next Command Card instead of this Character's Command Card. If you do, place the Character's Command Card on top of the Command Stack once the Action is resolved. Return your opponent's Command Card to their Command Stack. This Ability can only be activated once every Turn.

Degenerative Aura 10 points

Enemy Regiments in contact with the Character's Retinue have the Decay 3 Draw Event (Decay 2 if it is a Brute Regiment, Decay 1 if it is a Monster Regiment).

Ablative Flesh 5 points

The Character ignores the first Wound allocated to it in a Duel each Turn.

MASTERIES

TACTICAL

Attracting Pheromones 45 points
(High Clone Executor Only)

Command

The Character gains the Spearhead Special Rule.

COMBAT

Elder 25 points
(Lineage Highborne Only)

The Character may purchase two additional Mutations.

Eagle Eye 10 points

The Character may re-roll natural rolls of 6 when taking part in a Volley Action.

ARCANE

Fleshcarver 25 points
(Biomancer Only)

When a friendly Regiment receives any Healing effects caused by this Character, they heal 1 extra Wound.

Plaguelord 15 points
Command

Whenever an enemy Regiment in contact this Ability's Target receives a Decay X Draw Event, increase the Decay X value by 1.



PHEROMANCIES

Manipulating aggression and instinct to alter the flow of battle.

Pheromancies are treated exactly like Draw Events, with the following exceptions:

- Pheromancies are optional – you only need to use one if you decide to do so.
- Pheromancies must be entirely resolved before proceeding with any other Draw Events that might apply.

Accelerated Hibernation

Draw your next Command Card. You may place it on the bottom of the Command Stack. If you do, that Regiment Heals D6 Wounds. The Character then takes its Action.

Induced Vigor

Choose one: The Pheromancer's Regiment has the Fluid Formation Special Rule until the end of the Turn.

OR

The Regiment has +2 March until the end of the Turn. The Character then takes its Action.

Pheromantic Compulsion

Look at your next three Command Cards. Choose one, and place it on the bottom of your Command Stack. Place the others on top of the Command Stack in any order. Draw your next Command Card. That Regiment acts immediately, but has the Decay 4 Draw Event until the end of the Turn.

The Character then takes its Action.

Pheromantic Drive

Draw your next Command Card. That Regiment acts immediately and may take two Actions of the same type this Turn, but also has the Decay 3 (Decay 4 if it is a Brute Regiment, Decay 6 if it is a Monster Regiment) Draw Event until the end of the Turn.

The Character then takes its Action.

Siphon Strength

Draw your next Command Card. You may place that card at the bottom of the Command Stack. If you do, all Models in the Pheromancer's Regiment gain +1 Clash until the end of the Turn. Then, draw your next Command Card. You may place that card at the bottom of the Command Stack. If you do, all Models in the Pheromancer's Regiment gain +1 Evasion until end of the Turn.

If at any point you elect not to place a Command Card at the bottom of the Command Stack, but instead place it back on top of the Command Stack, then the Draw Event has no further effect. The Character then takes their Action.



BIOMANCIES

Manipulating matter and flesh to augment the Spires' creations.

Biomancies are treated exactly like Draw Events, with the following exceptions:

- Biomancies are optional – you only need to use one if you decide to do so.
- Biomancies must be entirely resolved before proceeding with any other Draw Events that might apply.

Catalytic Rupture

Draw your next Command Card. If you wish and it is a Regiment, you may have that Regiment suffer D6 Wounds. If you do, all enemy Regiments in contact with that Regiment also suffer D6 Wounds. That Regiment then acts. The Character then takes its Action.

Essence Transfer

Target one friendly Regiment within 18". That Regiment suffers 2D6 Wounds. Draw your next Command Card. If the card drawn belongs to a Regiment of the same type, it regains as many Wounds. Then, activate the Regiment whose Command Card you just drew. The Character then takes its Action.

Grant Virulence

Draw your next Command Card. If it is a Regiment, it gains the Deadly Blades or Deadly Shot Special Rules until the end of the Turn and acts immediately. The Character then takes its Action.

Harvest Essence

Draw your next Command Card. If it is a Regiment, it acts. For each Wound it inflicts with a Clash, or with Impact Hits, roll a D6. On a score of 4 or more, the Regiment regains a Wound. The Character then takes its Action.

Unstable Enhancement

Draw your next Command Card. Until the end of the Turn, all Models in that Regiment have +4 March, +2 Clash and +1 Volley. The Regiment then acts but has the Decay 3 (Decay 4 if it is a Brute Regiment, Decay 6 if it is a Monster Regiment) Draw Event. The Character then takes their Action.

THE DWEGHOM

SUPREMACY ABILITIES

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

ARDENT KERAWEGH

Righteous Annihilation: Your Regiments add 2 to their Charge distance until the End of the Turn.

TEMPERED SORCERER

Elemental Puissance: Your Warlord Tempered Sorcerer gains one additional Action this activation. Note that this allows them to perform two identical Actions per activation, however they may must cast a different Spell if they choose the Spellcasting Action twice.

TEMPERED STEELSHAPER

Living Metal: Instantly Heal each of your Regiments for 4 Wounds.

HOLD RAEGH

The Enduring Mountain: Your Regiments ignore one (1) point of Cleave or one (1) point of Armor Piercing from Enemy Attacks for the Turn this Supremacy Ability was activated.

CHARACTERS

You may include any number of Characters, but at least one Character must be included as your Warlord.

ARDENT KERAWEGH

70 POINTS

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|--------------------|----------|--------|---|---|---|---|---|---|---|---|------------------------|
| Ardent Kerawegh | Infantry | Medium | 5 | 1 | 2 | 4 | 4 | 4 | 3 | 0 | Character, Priest 5 |

Relics: May have a single Relic at the indicated points cost.

Spells: Must have at least one Spell from the following list:

Dismay 60 points

Resolve 50 points

Warband:

Mainstay: Hold Warriors
Hold Ballistae
Initiates
Wardens

Restricted: Stone Sentinels
Flame Berserkers

Retinue:

Tactical Available
Combat Available
Arcane Restricted

Masteries: Tactical, Combat, Arcane

TEMPERED SORCERER

70 POINTS

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-------------------|----------|-------|---|---|---|---|---|---|---|---|---|
| Tempered Sorcerer | Infantry | Light | 5 | 3 | 2 | 3 | 4 | 3 | 2 | 0 | Character, Wizard 6 Barrage 4 (20") |

Relics: May have a single Relic at the indicated points cost.

Spells: Must choose one of the Schools presented below, and then must choose one or more Spells from that school:

Fire

Flame Wall 45 points

Fireball 25 points

Coruscation 15 points

Earth

Broken Ground 40 points

Roots of Stone 35 points

Rock Shaping 30 points

Magma

Eruption 60 points

Magmatic Seep 60 points

Pyroclast 50 points

Warband:

Mainstay: Hold Warriors
Hold Ballistae
Stoneforged
Fireforged

Restricted: Inferno Automata
Hellbringer Drake

Retinue:

Tactical Restricted
Combat Not Available
Arcane Available

Masteries: Tactical, Arcane

TEMPERED STEELSHAPER

80 POINTS

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|----------------------|----------|--------|---|---|---|---|---|---|---|---|---|
| Tempered Steelshaper | Infantry | Medium | 5 | 3 | 2 | 4 | 4 | 3 | 4 | 0 | Character, Wizard 5 Barrage 4 (20") |

Relics: May have a single Relic at the indicated points cost.

Spells: Must have at least one Spell from the following list:

Unmake Armour 35 points

Hone Blades 30 points

Temper Plate 20 points

Warband:

Mainstay: *Hold Warriors*
Hold Ballistae
Stoneforged
Fireforged

Restricted: *Steelforged*

Retinue:

Tactical *Not Available*
Combat *Restricted*
Arcane *Available*

Masteries: *Combat, Arcane*

HOLD RAEGH**80 POINTS**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------|----------|-------|---|---|---|---|---|---|---|---|------------------------|
| Hold Raegh | Infantry | Heavy | 5 | 1 | 4 | 6 | 4 | 5 | 4 | 0 | Character, Cleave 1 |

Relics: May have a single Relic at the indicated points cost.

Note: If your Army includes at least one Hold Raegh, you may also include up to one Mnemancer Apprentice Lieutenant (40 pts).

Warband:*Mainstay:*

Hold Warriors
Hold Ballistae
Hold Thanes

Restricted:

Dragonslayers
Stoneforged
Fireforged
Ironclad Drake

Retinue:*Tactical**Restricted**Combat**Available**Arcane**Not Available***Masteries:***Tactical, Combat*

REGIMENTS

FLAME BERSERKERS

14 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------------|----------|-------|---|---|---|---|---|---|---|---|-----------------------|
| Flame Berserkers | Infantry | Light | 5 | 1 | 3 | 1 | 1 | 5 | 3 | 0 | Aura of Death, Flurry |

HOLD BALLISTAE

13 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|----------------|----------|-------|---|---|---|---|---|---|---|---|---|
| Hold Ballistae | Infantry | Light | 5 | 2 | 1 | 1 | 1 | 2 | 2 | 0 | Barrage 1 (24", Armor Piercing 1), Shield |

FIREFORGED

18 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------|----------|--------|---|---|---|---|---|---|---|---|---|
| Fireforged | Infantry | Medium | 5 | 2 | 2 | 1 | 1 | 4 | 4 | 0 | Shield, Barrage 1 (16", Armor Piercing 2) |

HOLD WARRIORS

10 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|---------------|----------|--------|---|---|---|---|---|---|---|---|---------------|
| Hold Warriors | Infantry | Medium | 5 | 1 | 2 | 1 | 1 | 2 | 2 | 0 | Shield |

INITIATES

13 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------|----------|--------|---|---|---|---|---|---|---|---|-------------------------|
| Initiates | Infantry | Medium | 5 | 1 | 2 | 1 | 1 | 3 | 3 | 0 | Devout, Shield, Support |

WARDENS**15 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|---------|----------|--------|---|---|---|---|---|---|---|---|------------------------------------|
| Wardens | Infantry | Medium | 5 | 1 | 3 | 1 | 1 | 4 | 3 | 0 | Devout, Cleave 1, Flurry, Fearless |

DRAGONSLAYERS**19 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|---------------|----------|-------|---|---|---|---|---|---|---|---|---------------|
| Dragonslayers | Infantry | Heavy | 5 | 1 | 4 | 1 | 1 | 4 | 4 | 2 | Cleave 4 |

HOLD THANES**15 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-------------|----------|-------|---|---|---|---|---|---|---|---|------------------|
| Hold Thanes | Infantry | Heavy | 5 | 1 | 3 | 1 | 1 | 3 | 3 | 0 | Cleave 1, Shield |

STONEFORGED**20 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-------------|----------|-------|---|---|---|---|---|---|---|---|------------------|
| Stoneforged | Infantry | Heavy | 5 | 1 | 3 | 1 | 1 | 5 | 5 | 0 | Relentless Blows |

STONE SENTINELS**25 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------------|----------|-------|---|---|---|---|---|---|---|---|---|
| Stone Sentinels | Infantry | Heavy | 5 | 1 | 3 | 1 | 2 | 4 | 4 | 1 | Forward Deployment, Shield, Support, Vanguard |

INFERNO AUTOMATA**65 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------------|-------|-------|---|---|---|---|---|---|---|---|---|
| Inferno Automata | Brute | Light | 8 | 2 | 3 | 4 | 4 | 3 | 3 | 1 | Aura of Death, Fearsome Fluid Formation |

Note: Inferno Automata Regiments may not gain Leader and Standard Bearer Models (they always have an Acting Leader).

STEELFORGED**18 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-------------|-------|--------|---|---|---|---|---|---|---|---|-----------------------|
| Steelforged | Brute | Medium | 6 | 1 | 2 | 4 | 4 | 4 | 5 | 2 | Cleave 1, Fearsome |

HELLBRINGER DRAKE**180 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-------------------|---------|--------|---|---|---|---|----|---|---|---|---|
| Hellbringer Drake | Monster | Medium | 8 | 2 | 1 | 8 | 10 | 3 | 3 | 2 | Cleave 1, Terrifying, Barrage 10 (20", Overcharge) |

IRONCLAD DRAKE**210 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|----------------|---------|-------|---|---|---|----|----|---|---|---|-------------------------|
| Ironclad Drake | Monster | Heavy | 8 | 2 | 3 | 10 | 12 | 3 | 4 | 2 | Cleave 2, Terrifying |

LIEUTENANTS

| Lieutenants | Ability | Regiments Required in the Army / Regiments they may Target |
|---|---|--|
| Exemplar (20 pts) | The Character has +1 Defence while fighting a Duel Action. In addition, the Character gains +1 Resolve while in Command Range of a Hold Warriors Regiment. | Hold Warriors |
| Flamecaster (20 pts) | Command The Target gains the Torrential Fire Special Rule if their Target is within 8". | Fireforged |
| Herald of Fire (40 pts) | The Character gains +1 Clash while fighting a Duel Action. In addition, the Character gains the following Ability: Command Unless the Retinue benefited from this Ability this Turn, the Target gains the Fury Draw Event. | Fireforged, Hold Ballistae, Hold Thanes, Hold Warriors |
| Herald of Magma (40 pts) | The Character gains +1 Attack while fighting a Duel Action. In addition, the Character gains the following Ability: Command The Target has the Aura of Death Special Rule. | Hold Ballistae, Hold Thanes, Hold Warriors |
| Herald of Stone (40 pts) | The Character gains +1 Defence while fighting a Duel Action. In addition, the Character gains the following Ability: Command Unless the Retinue benefited from this Ability this Turn, the Target gains the Bastion Draw Event. | Hold Ballistae, Hold Thanes, Hold Warriors |
| Mnemancer Apprentice (Requires Hold Raegh in the Army – 40 pts) | The Character gains Flurry and Cleave +1 Special Rules while fighting a Duel Action. In addition, the Character gains +1 Resolve and the following Ability: Command The Target gains the Fearless Special Rule. | Any Infantry |
| Priest (15 pts) | Command The Target gains the Fearless Special Rule. | Hold Ballistae, Hold Thanes, Hold Warriors |

RELICS

Each Relic may only be included in your Army once.

BANNERS

Mnemancer's Eye

50pts

Carrying this standard offers a simple and ironclad promise: the Mnemancers will be watching. Whether a promise or a threat, whether to victory, defeat or death, the deeds of those carrying this banner will be Remembered.

The Character's Retinue gains +1 Resolve and the Fearless Special Rule. Before the 1st Supremacy Phase, choose a Regiment in your Army to gain +1 Resolve and the Fearless Special Rule while the Character has not been removed as a Casualty.

'Until We Have To'

15 points

The Memory of Ordhama, Mother of her Clan, is remembered by all Dweghom. When she informed her following that they must hold Gheorzmosh the Eldest pinned in the swamps of Ishk, she was asked by them how long. Her answer is today an order which, when given, cannot by misinterpreted.

The Target has +2 Defence while at least half of its Models are within Zonal Terrain.

ARMORS

The Crown of Ushkelodh

50 points

The rule of the Flame Berserker Ushkelodh as King of Ognisros was violent, glorious and short lived. The same can be said for all who dare wear his onyx helmet to this day.

Command – Unless the Retinue benefited from this Ability this Turn, the Target gains the Burnout Draw Event.

Champion's Horns

15 points

One's worth includes one's following. This simple Dweghom proverb is no mere saying. When a Dweghom is worthy enough to lead, a large following will make sure that the most worthy among them can deliver as much pain

to the enemy as he or she can.

The Character has +2 Attacks while in Command Range of one or more friendly Regiments of 6+ Models.

Arena Champion

10 points

The Memory Arenas are where Dweghom settle amicably their differences before Mnemancer judges, amicably meaning that duals are not usually to the death. Be it as challenged, challenger or both, this character has spent most of their time fighting their peers in duels and there is no substitute for experience.

During a Duel Action, the Character re-rolls failed To Hit rolls.

Memory of Stone

10 points

Humans confuse Mnemancy with elaborate record keeping but the true art of Mnemancy can infuse an object with memories of people and elements alike. Remind a piece of armor the earth it came from and it breaks no easier than the solid rock that birthed it.

The Character has +1 Wound.

Steel Enhancements

10 points

The epitome of alloys created by the Steelshapers, Dweghom Steel is considered the most durable material known to this age, second only to the fabled Sillubaster. While a full Steel Plate armor set is a treasure of Kings, Thanes may carry or reward their most worthy men with special Steel Enhancements.

The Character has +1 Defence.

WEAPONS

Draegbhrud

25 points

No Dweghom blade is forged as a Draegbhrud, a Dragonkiller. There are only blades that already have killed dragons. Be it because they were baptized in dragon blood or because their wielders are fueled by the weight and honor of

wielding it, no armor can withstand the might of such a weapon.

The Character's Clash Attacks have the Cleave 3 Special Rule.

Perfectly Balanced 20 points

Unlike the vast majority of weapons forged by automata, some Dweghom either forge their own weapons or have them made by Dweghom smiths. They are neither enhanced nor special in some way, they are simply exactly as they should be, one blow leading naturally to the next.

The Character has the Flurry Special Rule.

Flaming Weapon 15 points

Either a salvaged Flame Berserker axe or a replica weapon designed by Sorcerers, these weapons carry clash with fire and liquid flame with every blow.

The Character has +1 Clash and the Cleave 1 Special Rule.

Obsidian Grafts 15 points

While few understand the origin and craftsmanship of the Flame Berserker obsidian grafts, it is often thought that their unnatural endurance can be attributed in part to these implants. Similar implants, only partly replicating Berserker grafts, or repurposed used ones can be acquired by those of enough Aghm.

The Character re-rolls failed Injury Rolls.

TALISMANS

Gifted in Fire 20 points

Control is not the main characteristic of those Gifted with the element of Fire. By they trained in sorcery or not, in the heat of battle, these individuals bring their own, often without realizing it, and their reflexes flare beyond what is natural.

The Character has the Aura of Death Special Rule and +1 Evasion.

Slayer's Brand 20 points

While Ardent have to, many chose to perform the Dheukorro, to descend to the bowels of the world and face what awaits there. An ascendant from

the Dheukorro, this character has returned with the head of a monstrosity, proving their ability to fight monsters as their equal.

The Character has the Fiend Hunter Special Rule.

The Flame Flickers 20pts

"No one knows how a flame's tongue will move." This simple Dweghom proverb is inscribed on the obsidian talisman in Mnemantic runes. Infused with Memories of Fire, the talisman, once broken, will flare the user's reflexes to an almost supernatural level.

Once per game during a Duel, the Character may activate this Item. The Character gains +2 Evasion for the duration of that Duel.

Remembered 15 points

The Memory of this one is carved in the mind of his enemies, even those not Dweghom. It is not for his painting talent or his poetic eloquence.

The Character has the Fearsome Special Rule.

Remembrance of the Core 15pts

Forged in the deepest and mightiest of a Hold's smelting pots and cast from the dregs of a thousand blades, this lump of iron carries a sympathetic link to all of the weapons forged thereafter. Any sorceries cast on it are applied to those weapons it is bound to, but the power is too great for this to last.

Once per game, the Character may spend an Action to use this Item. The Character and any friendly Regiments within 6" of it reduce the Cleave Special Rule of enemy Regiments in contact by 1 point until the end of Turn.

ARCANE

**Invocation of the Shattering 45pts
(Ardent Kerawegh Warlord only)**

It is the nature of the Kerawegh, to hear the echoes of all wars ever waged, to invoke the power of each battle ever fought. But while there are many wars and many battles, there is one achievement none but the Dweghom can claim: to have broken the world.

The Character gains this Supremacy Ability in addition to any other one: Until the end of this Turn, the Character's and any friendly Regiment's Clash rolls within 6" ignore enemy Defence values when rolling an unmodified "1"

Heart of the Mountain **25pts**

None outside the Dweghom know what it is they call "the Heart of the Mountain", even though the phrase is inscribed in almost all Dweghom Hold entrances. Some claim it is the relic of the Dragon they slew, others a core of Sillubaster in every mountain's roots. Whatever it is, Dweghom can channel their spells through it with great difficulty but shielding it from any obstacle.

Once per game, this Character ignores Enemy Interference and adds 1 to the Casting Difficulty for Spells cast this Turn (Difficulty 3 becomes Difficulty 4).

Graft of Fire **15pts**

Grafts made of pure Dweghom Steel and infused with Fire instill aggression and strength to one's spells... even as the graft heats with every use, even beyond endurance.

The Character rolls one extra die when performing a Spellcasting Action. Each time the Character performs a Spellcasting Action it must pass an unmodified Resolve test or suffer a Wound. If the Character dies as a result of this Wound, the Spell fails.

Tempered Goad **15pts**

To tame the drake progeny of Dragons or the might of shards of Destruction is no easy feat, even for the Dweghom and even for the mightiest Tempered. Specially crafted goads, infused with the power of Fire, ensure enraged obedience through unparalleled pain.

The Character may spend an Action to activate this Item. If it does, a Brute or Monster Regiment within 12" gain the Aura of Death Special Rule until the end of the next Supremacy Phase. If the Regiment already has the Aura of Death Special Rule, that Regiment deals double the number of Hits.

Memory of Breath **10 points**

Adorned with Mnemantic runes, the character's armor or clothes are infused with the Memory of the breaths of the hated creators. Understanding the runes is not necessary for any seeing them to feel an echo of the heat of a dragon's fire.

The Character has the Aura of Death Special Rule.

MASTERIES

TACTICAL

Beastmaster **15 points**
(Hold Raegh Only)

Friendly Monsters within 12" of this Character gain +1 Resolve.

COMBAT

Fuelled by the Furnace **30 points**

The character has +3 Attacks, but for each roll of natural 6 they must make an Injury Roll on their base Defence or suffer a Wound.

ARCANE

Flaming Oratory **20 points**
(Ardent Kerawegh Only)

The Character gains the Bastion Draw Event.

Lava Shots **15 points**
(Tempered Sorcerer or Tempered Steelshaper Only)

The Character gains the Precise Shot Special Rule.

Potent Scryer **10 points**

Instead of using a Spellcasting Action, the Character may look at the top 2 cards of the opponent's stack.

SPELLS

Some character Stands can purchase Spells from the following list:

TEMPERED SORCERER (FIRE SCHOOL)

| Name | Range | Casting Difficulty | Effect |
|-------------|--------------|-------------------------------|--|
| Coruscation | 16" | 3 | Inflicts one Hit per success. |
| Fireball | 12" | 3 | Inflicts one Hit per success. Hits have the Armor Piercing 1 Special Rule. |
| Flame Wall | 10" | 3 (Scaling) | Inflicts two Hits per success. If the Spell is successfully cast, place two temporary Markers between the Caster and the Closest Target Model. These two Markers need to be 5" apart from each other to form an imaginary line with width equal to an Infantry Base which must not pass through any Models. Any Models moving through that line during their activation are treated as if they moved through Very Dangerous Terrain. |

TEMPERED SORCERER (EARTH SCHOOL)

| Name | Range | Casting Difficulty | Effect |
|----------------|--------------|-------------------------------|---|
| Roots of Stone | 12" | 3 (Scaling) | Target Regiment Receives +2 Defence but cannot perform a March, Combat Reform or Withdraw Action until its next activation. |
| Broken Ground | 10" | 3 | Target Regiment cannot perform Impact Attacks. |
| Rock Shaping | 12" | 3 | Nominate a Garrison Terrain feature within range. You may increase or decrease its Defence Value by 1. |

TEMPERED SORCERER (MAGMA SCHOOL)

| Name | Range | Casting Difficulty | Effect |
|---------------|--------------|-------------------------------|---|
| Eruption | 12" | 3 (Scaling) | Nominate a Model of the Target Regiment that is within range. Then, all Regiments (friendly and enemy) within 6" of that Model suffer 1 Hit for every 4 Models (rounding fractions up) within that distance. All Hits suffered from Eruption have the Armor Piercing 1 Special Rule. Measure distance to each Model from the closest edge of the nominated Model. |
| Magmatic Seep | 12" | 4 | Nominate a point on the Battlefield within range (even one beneath a Model). Every Regiment with Models within 3" of this Marker counts as being in Zonal Terrain with the Hindering Terrain Special Rule. This effect lasts until the End of Turn. |
| Pyroclast | 12" | 3 | Target Regiment that is currently occupying a piece of Garrison Terrain, suffers the Decay 3 Draw Event on its next activation. |

TEMPERED STEELSHAPER

| Name | Range | Casting Difficulty | Effect |
|---------------|-------|--------------------|---|
| Hone Blades | 12" | 3 (Scaling) | Target Regiment has +1 Clash until the end of the Turn. |
| Temper Plate | 12" | 3 (Scaling) | Target Regiment has +1 Evasion until the end of the Turn. |
| Unmake Armour | 12" | 3 (Scaling) | Target Regiment has -1 Defence until the end of the Turn. |

ARDENT KERAWEGH

| Name | Range | Casting Difficulty | Effect |
|---------|-------|--------------------|---|
| Resolve | 16" | 3 (Scaling) | Remove any Broken status from the Target Regiment, exactly as if it had used a Rally Action. |
| Dismay | 12" | 3 (Scaling) | Target becomes Broken Regiment. The Spell has no effect on Regiments that are already Broken. |



THE NORDS

SUPREMACY ABILITIES

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

BLOODED

Call the Hunt: Every Regiment in the Character's Warband gains the Flank Special Rule.

JARL

Surprise Attack: On your next Turn, both you and your opponent suffer a +2 penalty on your Reinforcement values (i.e. a 3+ roll becomes a 5+ etc.). Should a Reinforcement value goes beyond 6+ then the Regiment cannot arrive from Reinforcements this Turn.

KONUNGYR

Warcry: All your Regiments gain the Terrifying Special Rule until the End of the Turn.

SHAMAN

Call the Storm: All enemy Models count Clear Shots as Obscured Shots until the End of the Turn.

VOLVA

Gift of the Einherjar: All your Regiments gain +2 to their Evasion Characteristic until the End of the Turn.

CHARACTERS

You may include any number of Characters, but must include at least one Character to be your Warlord.

BLOODED

70 POINTS

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------|------|-------|---|---|---|---|---|---|---|---|---------------|
|------|------|-------|---|---|---|---|---|---|---|---|---------------|

| | | | | | | | | | | | |
|---------|----------|--------|---|---|---|---|---|---|---|---|--|
| Blooded | Infantry | Medium | 5 | 2 | 4 | 4 | 4 | 3 | 1 | 0 | Barrage 4 (12"), Character, Cleave 2, Throwing Weapons |
|---------|----------|--------|---|---|---|---|---|---|---|---|--|

Trove-Finds: May have a single Trove-Find at the indicated points cost.

Aspect: May have a single animal totem assuming their aspect:

| | |
|---------------|------------------|
| <i>Eagle</i> | <i>35 points</i> |
| <i>Crow</i> | <i>15 points</i> |
| <i>Dragon</i> | <i>15 points</i> |
| <i>Bear</i> | <i>10 points</i> |
| <i>Wolf</i> | <i>10 points</i> |

Warband:

| | |
|------------------|--|
| <i>Mainstay:</i> | <i>Stalkers</i> <i>Trolls</i> <i>Ugr</i> <i>White Waste Tribesmen</i> |
|------------------|--|

| | |
|--------------------|--|
| <i>Restricted:</i> | <i>Werewolves</i> <i>Bow-Chosen</i> <i>Fenr Beastpack</i> <i>Nefhur Beastpack</i> <i>Goltr Beastpack</i> <i>Mountain Jotnar</i> |
|--------------------|--|

Retinue:

| | |
|-----------------|----------------------|
| <i>Tactical</i> | <i>Restricted</i> |
| <i>Combat</i> | <i>Available</i> |
| <i>Arcane</i> | <i>Not Available</i> |

| | |
|-------------------|-------------------------|
| Masteries: | <i>Tactical, Combat</i> |
|-------------------|-------------------------|

JARL**60 POINTS**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------|----------|--------|---|---|---|---|---|---|---|---|---|
| Jarl | Infantry | Medium | 5 | 2 | 3 | 6 | 4 | 3 | 1 | 0 | Barrage 4 (12"), Character, Throwing Weapons |

Trove-Finds: May have a single Trove-Find at the indicated points cost.

Aspect: May have a single animal totem assuming their aspect:

Eagle 35 points

Crow 15 points

Dragon 15 points

Bear 10 points

Wolf 10 points

Warband:

Mainstay: *Raiders*
Huscarls
Ugr
Ulfhednar

Restricted: *Bearsarks*
Blade-Chosen
Mountain Jotnar

Retinue:

Tactical *Available*
Combat *Available*
Arcane *Not Available*

Masteries: *Tactical, Combat*

KONUNGYR**80 POINTS**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|----------|----------|--------|---|---|---|---|---|---|---|---|-----------------------------------|
| Konungyr | Infantry | Medium | 5 | 2 | 4 | 8 | 4 | 3 | 2 | 0 | Character, Throwing Weapons |

Trove-Finds: May have a single Trove-Find at the indicated points cost.

Aspect: May have a single animal totem assuming their aspect:

Eagle 35 points

Crow 15 points

Dragon 15 points

Bear 10 points

Wolf 10 points

Warband:

For each Konungyr in your Army, you must include at least one Jarl (and their own Warband).

Mainstay: *Steel-Chosen*
Bow-Chosen
Blade-Chosen

Restricted: *Ice Jotnar*
Mountain Jotnar
Sea Jotnar

Retinue:

Tactical *Restricted*
Combat *Restricted*
Arcane *Not Available*

Masteries: *Tactical, Combat*

SHAMAN**35 POINTS**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|--------|----------|-------|---|---|---|---|---|---|---|---|------------------------|
| Shaman | Infantry | Light | 5 | 1 | 2 | 3 | 4 | 2 | 1 | 0 | Character, Priest 5 |

Trove-Finds: May have a single Trove-Find at the indicated points cost.

Spells: Must have at least one Spell from the following list:

Blurred Vision 30 points

Mist Weave 25 points

Reshape Destiny 20 points

Warband:

Mainstay: Raiders

Restricted: Bearsark
Ulfhednar

Retinue:

Tactical Restricted

Combat Not Available

Arcane Available

Masteries:

Arcane

VOLVA**55 POINTS**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-------|----------|-------|---|---|---|---|---|---|---|---|------------------------|
| Volva | Infantry | Light | 5 | 1 | 3 | 4 | 4 | 3 | 2 | 0 | Character, Priest 5 |

Trove-Finds: May have a single Trove-Find at the indicated points cost.

Spells: Must have at least one Spell from the following list:

| | |
|---------------------------------|-----------|
| <i>Fruit of the Golden Tree</i> | 40 points |
| <i>Hela's Caress</i> | 40 points |
| <i>Glory of Valhalla</i> | 30 points |
| <i>Warbringer's Light</i> | 30 points |
| <i>Aspect of Fenrir</i> | 25 points |

Warband:

| | |
|--------------------|-----------------------------------|
| <i>Mainstay:</i> | <i>Valkyries</i> |
| <i>Restricted:</i> | <i>Raiders</i> <i>Huscarls</i> |

Retinue:

| | |
|-----------------|----------------------|
| <i>Tactical</i> | <i>Not Available</i> |
| <i>Combat</i> | <i>Restricted</i> |
| <i>Arcane</i> | <i>Restricted</i> |

Masteries*Arcane*

WHITE WASTE SHAMAN

60 POINTS

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|--------------------|----------|-------|---|---|---|---|---|---|---|---|---|
| White Waste Shaman | Infantry | Light | 6 | 1 | 1 | 2 | 4 | 2 | 1 | 0 | Character, Fearsome, Priest 4, Vanguard |

Trove-Finds: May have a single Trove-Find at the indicated points cost.

Note: A White Waste Shaman may not be a Warlord.

Spells: Must have at least one Spell from the following list:

Enrage 40 points

Dominate 30 points

Warband:

Mainstay: White Waste Tribesmen

Restricted: Mountain Jotnar
Sea Jotnar

Retinue:

Tactical Restricted

Combat Not Available

Arcane Available

Masteries:

Arcane

REGIMENTS

You may include Regiments as part of your Characters' Warband.

RAIDERS

11 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|---------|----------|-------|---|---|---|---|---|---|---|---|---|
| Raiders | Infantry | Light | 5 | 1 | 2 | 1 | 1 | 2 | 1 | 0 | Barrage 1 (12"), Flurry, Throwing Weapons |

WHITE WASTE TRIBESMEN

10 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------------------|----------|-------|---|---|---|---|---|---|---|---|-----------------------------------|
| White Waste Tribesmen | Infantry | Light | 6 | 1 | 1 | 1 | 1 | 2 | 1 | 0 | Fearsome, Support, Vanguard |

BOW-CHOSEN

20 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------|----------|-------|---|---|---|---|---|---|---|---|----------------------------------|
| Bow-Chosen | Infantry | Light | 6 | 2 | 3 | 1 | 2 | 3 | 1 | 0 | Barrage 2 (24", Precise Shot) |

Note: Bow-Chosen Regiments may not gain Standard Bearer Models.

STALKERS

15 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|----------|----------|-------|---|---|---|---|---|---|---|---|-------------------------------------|
| Stalkers | Infantry | Light | 6 | 3 | 2 | 1 | 1 | 3 | 1 | 0 | Barrage 1 (18"), Flank, Vanguard |

WEREWOLVES

60 POINTS PER MODEL

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------|-------|-------|---|---|---|---|---|---|---|---|------------------------|
| Werewolves | Brute | Light | 7 | 1 | 3 | 6 | 4 | 3 | 2 | 1 | Bloodlust, Fearsome |

Note: Werewolves Regiments may not gain Leader and Standard Bearer Models (they always have an Acting Leader).

HUSKARLS**13 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|----------|----------|--------|---|---|---|---|---|---|---|---|--------------------------|
| Huskarls | Infantry | Medium | 5 | 1 | 3 | 1 | 1 | 3 | 2 | 0 | Shield, Throwing Weapons |

TROLLS**80 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|--------|----------|--------|---|---|---|---|---|---|---|---|--------------------|
| Trolls | Infantry | Medium | 7 | 1 | 2 | 1 | 2 | 2 | 2 | 0 | Cleave 2, Fearsome |

ULFHEDNAR**15 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------|----------|--------|---|---|---|---|---|---|---|---|----------------------------------|
| Ulfhednar | Infantry | Medium | 6 | 1 | 2 | 2 | 1 | 5 | 2 | 2 | Bloodlust, Flurry, Lethal Demise |

VALKYRIES**14 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------|----------|--------|---|---|---|---|---|---|---|---|----------------------------------|
| Valkyries | Infantry | Medium | 5 | 1 | 3 | 1 | 1 | 3 | 2 | 0 | Blessed, Devout, Shield, Support |

BLADE-CHOSEN**19 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|--------------|----------|--------|---|---|---|---|---|---|---|---|--------------------------|
| Blade-Chosen | Infantry | Medium | 6 | 2 | 3 | 2 | 1 | 3 | 2 | 0 | Flurry, Throwing Weapons |

FENR BEASTPACK**35 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|----------------|---------|--------|---|---|---|---|---|---|---|---|------------------------|
| Fenr Beastpack | Cavalry | Medium | 7 | 1 | 2 | 6 | 2 | 2 | 1 | 0 | Flank, Fluid Formation |

Note: Fenr Beastpack Regiments may not gain Leader and Standard Bearer Models (they always have an Acting Leader).

GOLTR BEASTPACK**30 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------------|---------|--------|---|---|---|---|---|---|---|---|--------------------------------|
| Goltr Beastpack | Cavalry | Medium | 7 | 1 | 1 | 2 | 1 | 2 | 1 | 0 | Brutal Impact 2, Lethal Demise |

Note: Goltr Beastpack Regiments may not gain Leader and Standard Bearer Models (they always have an Acting Leader).

UGR**50 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------|-------|--------|---|---|---|---|---|---|---|---|--------------------|
| Ugr | Brute | Medium | 6 | 1 | 3 | 4 | 4 | 2 | 2 | 0 | Cleave 2, Fearless |

BEARSARKS**18 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------|----------|-------|---|---|---|---|---|---|---|---|----------------------------------|
| Bearsarks | Infantry | Heavy | 5 | 1 | 2 | 2 | 1 | 5 | 3 | 0 | Bloodlust, Cleave 2, Linebreaker |

STEEL-CHOSEN**18 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|--------------|----------|-------|---|---|---|---|---|---|---|---|----------------------------|
| Steel-Chosen | Infantry | Heavy | 5 | 2 | 3 | 1 | 2 | 3 | 2 | 0 | Cleave 2, Throwing Weapons |

NEFHUR BEASTPACK**60 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------------|---------|-------|---|---|---|---|---|---|---|---|---------------------------|
| Nefhur Beastpack | Cavalry | Heavy | 6 | 1 | 2 | 4 | 4 | 2 | 4 | 0 | Cleave 1, Brutal Impact 2 |

Note: Nefhur Beastpack Regiments may not gain Leader and Standard Bearer Models (they always have an Acting Leader).

SEA JOTNAR**220 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------|---------|-------|---|---|---|---|---|---|---|---|--|
| Sea Jotnar | Monster | Heavy | 6 | 1 | 3 | 9 | 9 | 3 | 1 | 0 | Barrage 10 (16", Armor Piercing 1), Cleave 2, Fiend Hunter, Terrifying |

MOUNTAIN JOTNAR**155 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|-----------------|---------|-------|---|---|---|----|----|---|---|---|----------------------|
| Mountain Jotnar | Monster | Heavy | 6 | 1 | 3 | 12 | 12 | 3 | 1 | 0 | Cleave 1, Terrifying |

ICE JOTNAR**220 POINTS PER MODEL**

| Name | Type | Class | M | V | C | A | W | R | D | E | Special Rules |
|------------|---------|-------|---|---|---|----|----|---|---|---|--------------------------------|
| Ice Jotnar | Monster | Heavy | 6 | 1 | 4 | 10 | 10 | 3 | 3 | 0 | Cleave 3, Terrifying, Wizard 4 |

Note: Ice Jotnar can spend an Action to cast a Spell as if it were a Character.

Spells: An Ice Jotnar must have at least one Spell from the following list:

| | |
|-------------------|-----------|
| <i>Encase</i> | 20 points |
| <i>Ice Armour</i> | 10 points |
| <i>Rime Storm</i> | 10 points |

LIEUTENANTS

| Lieutenants | Ability | Regiments Required in the Army / Regiments they may Target |
|----------------------------------|--|--|
| Butcher (30 pts) | Command The Target receives the Rebellious and Flurry Special Rules. | White Waste Tribesmen |
| Shield Bitter (30 pts) | The Character gains +1 Attack when fighting a Duel Action. In addition, the Character gains the following Ability: Command The Target adds 2 to its Charge rolls. | Blade-Chosen, Raiders |
| Thegn (30 pts) | The Character gains +1 Defence when fighting a Duel Action. In addition, the Character gains the following Ability: Command Unless the Retinue benefited from this Ability this Turn, the Target gains the Bastion Draw Event. | Huskarls |
| Captain (25 pts) | The Character gains +1 Clash while fighting a Duel Action, and changes their Class to Medium. In addition, before the 1st Command Phase begins choose a friendly Raiders Regiment and permanently change its Class to Medium. | Raiders |
| Savage (25 pts) | Before the 1st Command Phase begins, choose one Ulfhednar or Blade-Chosen Regiment to gain the Flank Special Rule and +1 March. | Blade-Chosen, Ulfhednar |
| Gothi (15 pts) | Command The Regiment receives the Devout Special Rule. | Bearsarks, Ulfhednar |
| Skald (15 pts) | The Character gains +1 Resolve while they are within Command Range of a Huskarls or Steel-Chosen Regiment. | Huskarls, Steel-Chosen |



TROVE-FINDS

Each Trove-Find may only be included in your Army once.

BANNERS

Raven Messengers

40 points

The Eagle, the Bear, the Wolf and the Raven feature prominently in Nord mythology. While their roles are complex and varied, few would challenge that the Raven is a creature of cunning and deep memory whose favor marks the greatest of leaders... or the most ruthless.

Friendly Regiments within 12" may use the Character's Resolve instead of their own.

Fearsome Reputation

10 points

Many men have reputations for ruthlessness and savagery earned across countless duels and battlefields. But for a Nord to have earned such a daunting reputation...

Before the 1st Command Phase begins, choose a friendly Regiment in your Army. The Character and that Regiment gain the Fearsome Special Rule while they remain within each other's Command Range.

Coils of the Serpent

25pts

Ripped from the flank of a jormungandr serpent, blood still drips from this rough banner, imbuing the unit that bears it with some of the serpent's unholy resilience.

The Character gains the following Draw Event: Choose a Friendly Regiment within Command Range. The Character and that Regiment gain +1 Evasion until the End of Turn.

Figurehead of the Naglfar

15pts

Naglfar was the ship of Jarl Vignik Vignarson, who during Ragnarök had been tasked with sailing through the Hreggforden under cover of mist, in a flanking maneuver against Surtr's forces. They were never seen again. After the return of the Einherjar, on a rare clear morning in Hreggford, Naglfar landed quietly on the shores, intact but bereft of crew or their remains. The Character and any friendly Regiment

within 6" of it, count as being Obscured on the Turn the Character arrives on the Battlefield from Reinforcements.

ARMORS

Járngreipr

25 points

Found at the bottom of a still smoking crater in pristine condition, these iron gauntlets are intricately carved with runes of power. Blows delivered from one bearing them strike with tremendous power, but not much accuracy.

During a Duel Action, the Character gains the Relentless Blows Special Rule.

Ty Jokull, the Rimeheart

15 points

Wrested from the shattered form of Aurgelmir, greatest and last of the great Ice Jotnar sorcerers, this unmelting slab of ice has been fashioned into a shield that absorbs the power of even the most powerful of blows by cracking and then refreezing. Should it ever sense weakness in its bearer, however, it will crack and shatter, leaving him defenseless against his foes.

The Character has +2 Defence while he or she has no Wounded Markers.

Massive Frame

10 points

While the average Nord towers a head over most 'sunlanders', there are a few rare individuals who tower above even them. This height is often ascribed to a long lost Einherjar ancestor, but whatever the cause they make terrifying foes to face with a naked blade, capable of shrugging off blows that would fell lesser opponents.

The Character ignores the first Wound allocated to it in a Duel.

WEAPONS

Vinda, the Dancer

40 points

Second of the Seven Blades, Vinda is a slender, well balanced and flexible blade that seems to move of its own accord, seeking holes and

weaknesses in the opponent's guard. Her bearer is doomed to slowly lose all sense of humor, and in time to come to perceive even the friendliest of gestures as a deadly insult.

For each Hit scored from this Character's Clash or Duel Attacks, roll an additional dice, and add any successful Hits to the total from the Attack. These additional Hits do not generate further rolls.

Reyngeir, the God Spear 30 points

Legend claims that this spear was forged entirely from the heart of a fallen star. Heavy enough that only the strongest of warriors could hope to wield it, let alone throw it, it remains superbly balanced and eternally sharp.

The Character inflicts Impact Hits, and has the Brutal Impact 2 Special Rule.

Rjóða, the Red Bringer 15 points

Seven bright, flawless blades surface time and again in Nord myth, granting their wielders fame, glory and victory, before the curses bound into each cause their death. Rjóða, the Red Bringer, causes the wearer to enter an uncontrollable rage when drawn, making the warrior unstoppable in the field. Invariably, its wielders will lose the ability to tell friend from foe, killing friends and family before guilt drives them to exile and suicide.

The Character has the Bloodlust Special Rule and +3 Attacks.

The Broken Blade 10 points

This shattered blade is rumored to be the shard of Tyrting, the blade of the dragonslayer Sigurd. If this is true, the blade retains only a fraction of its former power, for it was once cable of slicing boulders in a single blow, and even rumored to be able to pierce dragon scale.

The Character has the Cleave 1 Special Rule.

Vanquisher of Monsters 10 points

This massive pale blade was not forged but rather carved from the massive rib bone of some sea borne monstrosity that washed up on the shores near Aarheim. Some of the beast's marrow remains in the core canal, swinging to the top of

the weapon at the apex of its swing granting the weapon incredible force upon impact.

The Character has the Fiend Hunter Special Rule.

TALISMANS

The Horn of Hjoldgar 35pts (Jarl Warlord only)

Hjoldgar the Crazy is a recent legend among skalds. It is said he pushed his men unlike any other, to the extent that when faced with a difficult battle during his raids, he would make holes on the hulls of his ships. He would then blow his horn to let his men know, a call that they must push themselves further and do whatever it takes to win, for there was no retreat.

The Character gains this Supremacy Ability in addition to his normal one: The Character and any friendly Regiment within 6" gain the Rapid Volley Special Rule until the end of Turn.

Mistcaller's Raiment 25pts

The shaman Saidran gave his life when the Jotnar of Hel befell his village. Exhausted and wounded, he dedicated his final breath to invoke the mists of the north, shielding his people from the giants giving chase. To this day, his bones are clouded in a layer of mist, revered relics and prized possessions of the Nords.

Enemy Models performing a Volley Action against the Character must Re-roll successful rolls of "1".

Golden Torc 20 points

Almost all Nord warriors favor torcs as jewelry for it is a simple way to transport wealth that cannot be easily stolen. The greatest and most successful of raiders go to combat with several golden torcs around their arms, denoting their skill and success at their chosen craft.

Before the 1st Command Phase of the game, choose a Friendly Regiment of the same Type as the Character. That Regiment and the Character gain the Flank Special Rule.

Heriolf's Folly 10 points

This rune-carved, thighbone pendant was the

most prized possession of the notorious outlaw, Heriolf Godson. Ultimately his pride got the better of him: After ransacking a caravan under the protection of Angbjorn, one of the last Einherjar to still walk the land, he made the mistake of bragging about it. The pendant cannot protect one from stupidity.

The Character has +1 Evasion.

Prize Silver

5pts

A practice favored by many a ship captain to keep the crew busy and trained is the Prize Silver. In the long days in the sea, they pin a coin on the mast, promising it as a reward to any who can hit it with their weapons while standing on the bow's very edge.

Command – The Target may Re-roll rolls of “6” when performing Impact Attacks as a result of the Throwing Weapons Special Rule.

ARCANE

Heralds of the Storm

30pts

Any Working of magic is difficult, be it by Gifted individuals or the Faithful, requiring immense concentration in thought and precision in method. Bringing to ghostly life the circumstances that birthed it, these wands made of pieces of old oak or drake bones struck by lightning, once broken summon an aetheric storm that makes tampers with the mystical energies around them, while making concentration incredibly difficult.

Once per game, the Character may spend an Action to use this Item. Reduce the casting Difficulty value of all Spells by 3 until end of Turn. Spells with a difficulty of 0 and lower, automatically fail to cast. This affects any and all attempts to cast, even if a Spellcaster arrived from Reinforcements after the Item was activated.

Runes of Wisdom

30pts

Inscribed on the bones of mighty monsters, as well as the bones of defeated practitioners of magic, the origin and power of these runes seems to stem from times and practices that predate even the era that the Gods of Yggdrasil took humanity under their wing.

Once per game, the Character may roll 2 extra dice when performing a Spellcasting Action. The player must declare using this Ability before Rolling for the Spell.

Runes of Fate

20 points

A brave warrior might overcome his fear and get a true scrying performed on him by a shaman. Most emerge from such an ordeal pale and wan, refusing to speak of it again. A very select few however emerge empowered, their fate laid out before them in a single glorious path... as well as their doom. The first time each Turn this Character gains a Wound Marker, roll a dice. On a score of 4 or more, remove that Wound Marker.



MASTERIES

TACTICAL

The Hunt's Instinct

15 points

The Character gains the Fire and Advance Draw Event.

COMBAT

Curse of the Wolfen (Blooded Only)

20 points

The Character gains +2 Attacks and the Regeneration Draw Event, but may not gain any Trove-Finds or a Retinue nor can they Contest/Claim Objectives.

Headhunter

20 points

During a Duel, natural rolls of 1 made by this Character cause 3 Hits instead of 1.

ARCANE

Rune of Shielding **25 points** **(Volva Only)**

Command (Valkyries)

The Character gains the Bastion Draw Event.

Sacrificial Lamb **25 points**

When this Character loses their final Wound during a Duel, all friendly Regiments within 6" gain the Blessed Special Rule.

ASPECTS

Certain Characters have the option of taking an animal totem, assuming their aspect.

Bear Aspect

The Character has +1 Attack.

Crow Aspect

The Character has +2 Volley.

Dragon Aspect

The Character has +1 Clash.

Eagle Aspect

The Character has the Seize the Day Draw Event.

Wolf Aspect

The Character has +1 March.



SPELLS

Some Character Stands can purchase Spells from the following list:

SHAMAN

| Name | Range | Casting Difficulty | Effect |
|-----------------|-------|--------------------|---|
| Blurred Vision | 14" | 3 | Target Regiment can only select Targets to Volley or Charge that are within 12". |
| Mist Weave | 12" | 3 (Scaling) | All Models in the Target Regiment have +1 Defence against all Volley Actions until End of Turn. |
| Reshape Destiny | 8" | 3 (Scaling) | Target Regiment re-rolls failed Defence rolls of 6. |

VOLVA

| Name | Range | Casting Difficulty | Effect |
|--------------------------|-------|--------------------|---|
| Aspect of Fenrir | Self | 2 (Scaling) | All Models in the Caster's Regiment gain the Terrifying Special Rule until End of Turn. |
| Fruit of the Golden Tree | Self | 3 | For each success, the Caster's Regiment Heals two Wounds. |
| Glory of Valhalla | Self | 3 | All friendly Regiments within 12" of the Caster have +1 Resolve. |
| Hela's Caress | 12" | 3 (Scaling) | Target Regiment gains the Decay 3 Draw Event until End of Turn. |
| Warbringer's Light | Self | 3 (Scaling) | Models in the Caster's Regiment have the Blessed Special Rule until End of Turn. |

WHITE WASTE SHAMAN

| Name | Range | Casting Difficulty | Effect |
|----------|-------|--------------------|---|
| Dominate | 12" | 3 | This Spell is only effective against Monster Regiments that have not yet acted this Turn. Target Monster Regiment may only take one Action this Turn. |
| Enrage | 12" | 4 | This Spell is only effective against Monster Regiments that have not yet acted this Turn. Target Monster Regiment has +6 Attacks this Turn. |

ICE JOTNAR

| Name | Range | Casting Difficulty | Effect |
|------------|-------|--------------------|---|
| Ice Armour | Self | 3 | The Caster gains +1 Defence until End of the Turn. |
| Rime Storm | 12" | 3 | Inflicts two Hits for each success. |
| Encase | 12" | 3 (Scaling) | The Target Regiment halves its March (rounding up) until the End of Turn. |



