

CONQUEST
II
FIRST BLOOD

The image is a highly detailed title card for the video game 'Conquest II: First Blood'. The background is a deep red with a repeating geometric pattern. A dark, ornate frame with decorative scrollwork and small metallic studs surrounds the central text. The title 'CONQUEST' is written in a large, golden, serif font with a weathered texture. Below it, the Roman numeral 'II' is rendered in a large, stylized, golden font with a glowing, molten effect. At the bottom, the subtitle 'FIRST BLOOD' is written in a smaller, golden, serif font. The overall aesthetic is dark and medieval, with a focus on intricate detail and a sense of epic scale.

Conquest: First Blood 2.0



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Bellum
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CONQUEST FIRST BLOOD

Based on Conquest: The Last Argument of Kings

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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.







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 friendly 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 joint solution.

If you are unable to agree, weigh up the most suitable solution 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, which are published on our 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 it up.

MAKING ROLLS

Most dice rolls in *First Blood* require that the player 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.

Whenever you roll a dice and compare it to a Characteristic, this is referred to as a Characteristic Test.

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. In the event of multiple re-rolls of the same pool of dice occurring, you should ignore any effects that would cause one or more dice to be re-rolled, which have already been re-rolled by the Active Player.

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 lowest 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 your warriors are in range before they attempt a particular Action.

WITHIN

When a Rule asks for a Model to be Within X", some part of that Model's base must be within X". If a Rule asks an entire Regiment to be Within X" then at least some part of any Model's base from that Regiment must be within X".

WHOLLY WITHIN

When a Rule asks for a Model to be Wholly Within X" the entirety of that Model's base must be within X". If a Rule asks for an entire Regiment to be Wholly Within X" then all Models' bases must be wholly 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 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 would use an Army List to work out exactly which Models go into your army. Whenever the rules refer to Your Army, or a friendly Model, they mean every Model and Regiment in your Army. Whenever the rules refer to Your Opponent's Army, or an enemy Model, they mean every Model and Regiment under your opponent's command.

Each Model costs 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.

All Terrain features will also be assigned a Size. These values 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 are to 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 Terrain piece stands on another piece of Terrain with a Size value, simply add the two Sizes together.

REGIMENTS & COMMAND MODELS

A Regiment is the basic fighting formation in First Blood. It can consist of anything from a few individual Models to a dozen 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 common types of Command Model used in every Faction and in 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.

COMMAND RANGE

Soldiers in a Regiment fight in close proximity to one another, executing tactical and combat maneuvers with professional accuracy. To represent that, each model in a Regiment must be within a certain distance away from the Regiment's Leader. The maximum distance a model can be from its Regiment's Leader is called the Command Range.

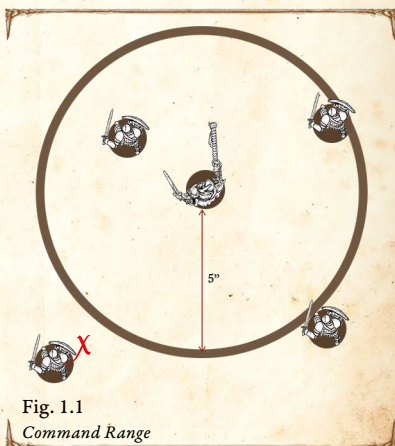


Fig. 1.1
Command Range

THE LEADER AND THE STANDARD BEARER

Leaders serve as examples for their troops, inspiring them to fight harder even under stress. A Leader counts as having one more Attack than the Attack Characteristic of the Regiment. Also, throughout the game all Models belonging to the same Regiment must remain within 5" of the Regiment Leader (i.e. Leaders are considered to have a Command Range of 5"). Measurements from and to the Regiment are usually made from the Leader Model, as explained in each Action.

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 Round. In addition, the Standard Bearer counts as a Leader for all measurement, rule references and Model placement purposes. The Standard Bearer must always remain within Command Range of the Leader as shown in Fig 1.2.

Each Regiment must have a minimum of 1 Leader Model. If the Regiment does not have a Leader option available, or if the Leader is removed as a Casualty, then an Acting Leader will take its place.

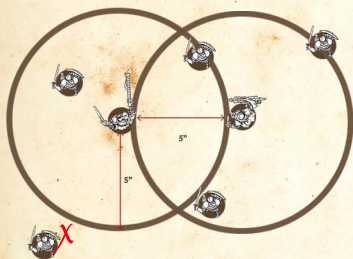


Fig. 1.2
Command Models

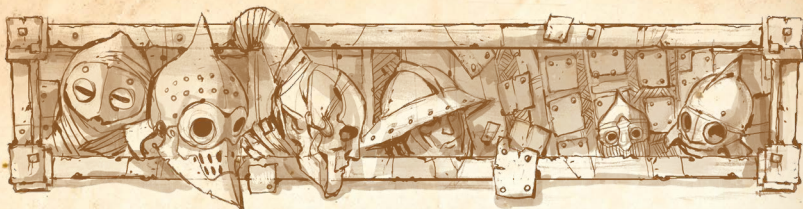
ACTING LEADER

Some Regiments may not have the option for a Leader Model. In such cases, nominate a Model to serve as the Acting Leader. This Model counts as the Leader for measuring distances and Command Range. Use a suitable Marker to serve as a reminder. There are other cases in which a Regiment does have a Leader option available, but the Leader is removed as a Casualty. In that case immediately nominate another Model to serve as the Acting Leader as if it were the same Model. This new Acting Leader must be selected in such a way as to have as many Models from its Regiment as possible, within its Command Range. Models that are left outside of Command Range as a result of choosing a new Acting Leader are considered Stranded.

If the Regiment, originally had 2 or more Leaders and loses 1 as a Casualty then that model is not replaced with an Acting Leader. An Acting Leader is promoted only when a Regiment is left with no Leader.

STRANDED MODELS

Models that have been left out of Command Range of their Leader(s) for any reason are considered to be Stranded. At the beginning of a Regiment's Activation, before Draw Events are resolved, if that Regiment has any Stranded Models it must roll a number of Morale Tests (see page 48) equal to the sum of the Stranded Models' remaining Wounds. These Wounds are allocated to Stranded Models only, starting from the Model that is the furthest from the Leader, then the second furthest and so on. Wounds inflicted as a result of Models being Stranded do not cause further Morale Tests. Furthermore, Morale Tests taken as a result of being Stranded do not benefit from the effects of Incantations, Abilities or nearby Characters. Effects that negatively impact the Resolve Characteristic of the Stranded Models are applied as normal.



LINE OF SIGHT

There are Actions in the game that require a Regiment's Models to have Line of Sight (LoS) to a Target Regiment.

For a Model to have Line of Sight to a Target it must draw an unobstructed 1mm thin line between any point of the Acting Model's base to any point of the Target's base. Models or pieces of Terrain that are of a smaller Size than the Size of the Acting Model of Target are ignored for the purposes of drawing the unobstructed line.

If the Model has Line of Sight to a Target, then that Target is considered to have Line of Sight to the Model as well, unless it is explicitly stated otherwise by a Special Rule.

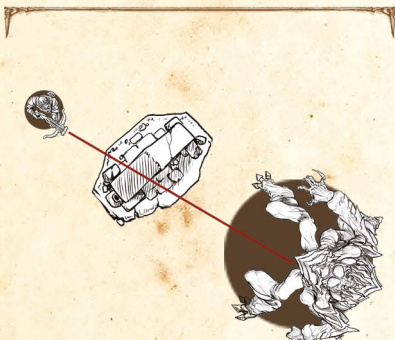


Fig. 1.3

The Crossbowman has LoS to the Abomination and vice versa, as the Abomination is of greater Size than the Terrain piece between them.

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

Type: Infantry

Class: Light

M	V	C	A	W	R	D	E
5	1	1	1	2	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.
- **Class** is a weight class, graded from Light to Medium to Heavy. Light troops are generally more maneuverable and Lightly Armored, whereas Heavy troops inflict and sustain more damage but are usually slower and more costly in points.

CHARACTERISTICS

There are eight Characteristics in all, each one representing the Model's comparative strength in that field. Characteristics usually range from 0 to 6, where a 0 represents an inability to perform the associated Actions, a 1 is downright poor, and a 6 is amazing! Most often the March Characteristic is the only one to exceed 6 and in rare cases certain powerful Models may have more than 6 Attacks! Over the course of the game, Incantations or Special Rules may 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 ranged 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 indicate 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.

Defense (D)

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

Evasion (E)

Evasion is another Defense 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 Defense Characteristic. This is also where you'll find details of any ranged Attack a Model may execute, in the form of the Barrage (X) 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 Entry**, 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 kind of Regiment depicted 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.







CHAPTER TWO



THE ROUND SEQUENCE

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



To keep events moving smooth, we split the battle itself down into a series of Rounds, 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 Round starts, play proceeds through its Phases, and you must complete each one before beginning the next. Once all Phases are complete, so is that Round, and another Round begins. This process continues until the number of Rounds given in the Scenario are complete, or either you or your opponent have scored the Scenario's Victory Points or have conceded.

ROUND SUMMARY

I) REINFORCEMENT PHASE

- Both Players determine which Regiments will come from Reinforcements if any, 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, who simultaneously arrange the Command Cards of the Regiments 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 Regiment 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 Round begins.

I) REINFORCEMENT PHASE

Most Regiments are Deployed at the beginning of the game as per the rules in the "Fighting a Battle" Chapter rules. However, some Regiments can be held in reserves and come into the game as Reinforcements. Regiments that can be placed as Reinforcements can be most commonly identified by the Flank Special Rule.

You may choose whether your Regiment will arrive from Reinforcements or not in any single Round as per the “Fighting a Battle” Chapter rules. Place any Regiments that arrive in this Round to one side.

Regiments coming onto the Battlefield from Reinforcements, March onto the table during the Action Phase as per the “Marching onto the Battlefield from Reinforcements” rules (page 32).

Your Regiments can always March onto the table from your side of the table or from your Reinforcement Zones as depicted in each Scenario.

Regiments that have not entered the Battlefield by the end of the game are considered to have been destroyed during the final round of the game for all VP scoring purposes.

II) COMMAND PHASE

At the start of the Command Phase, take all the Command Cards for your surviving Regiments on the Battlefield and any Command Cards for Regiments arriving as Reinforcements for this Round 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 Round, 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 lowest score (after any modifiers have been applied) is the First Player this Round. If the die roll is a tie (after any modifiers have been applied), you and your opponent both re-roll until there is a clear winner.

IV) ACTION PHASE

The Action Phase is where most of the Action of the battle takes place. Regiments march and countermarch, 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 thus needs to be broken down into more detail than the others.

ORDER OF PLAY

The First Player draws the top card from their Command Stack and performs Actions with that Regiment. Once the Regiment's Actions are complete, the Second Player draws the top card from their Command Stack, and performs Actions with that Regiment.

PERFORMING ACTIONS

When it is your turn to perform Actions with a Regiment, follow the sequence of steps as shown below:

1) DRAW COMMAND CARD

Draw the top card from your Command Stack, reveal it to your opponent and then indicate which Regiment it represents on the Battlefield. Each Command Card is linked to the Army List entry, not a specific Regiment on the Battlefield. If the Command Card you draw represents a destroyed Regiment, discard

it, and draw the next Command Card as a replacement. If there are no cards remaining in your Command Stack, play passes to your opponent.

2) RESOLVE DRAW EVENT

If the Command Card you have just drawn has one or more Draw Events, resolve them now. Draw Events are Special Rules that are triggered the moment the card is drawn. Resolving Draw Events is always optional unless stated otherwise.

Multiple Draw Events

If the Command Card has more than one Draw Event (as the result of an Incantation or a Character's Special Rule, for example), you can only choose one to resolve. Should there be an instance in which a Special Rule or ability allows you to use multiple Draw Events then the Active Player chooses the order in which they will activate, fully resolving one before moving to the next.

Not on the Battlefield

If the Regiment on the Command Card is not present on the Battlefield (normally because it arrives as Reinforcements this Round), its Draw Event is not resolved. Some Draw Events – normally those used by Character Regiments – grant the opportunity to enter the Battlefield, and are an exception to this rule. If a Character Regiment's Command Card is drawn before that Character Regiment has arrived on the Battlefield, and the Character Regiment does not have a Draw Event that will allow the Character Regiment to March onto the Battlefield before taking an Action, that Action is lost.

3) REMOVE CASUALTY TOKENS

After taking Wounds, the Regiment receives a Casualty Token for every Model that is removed from play as a Casualty. These Casualty Tokens are removed at the beginning of the Regiment's Activation, after Draw Events have been resolved but before any Actions are taken. These Tokens help determine how many Casualties can be Restored as discussed

in the Healing part of the rules (see page 45).

4) TAKE FIRST ACTION

Assuming the Regiment survives its Draw Event (you never know!), it now takes its first Action. Choose one of the Actions from the Action list, and follow the rules provided. Note that a Regiment that has arrived as Reinforcements must choose a March Action as its first Action in the Round when it appears on the battlefield and cannot Charge during the Round when it comes onto the Battlefield.

5) TAKE SECOND ACTION

Once the Regiment's first Action is complete, it immediately takes a second Action. A Regiment may not duplicate an Action it took earlier in that Activation (i.e. a Regiment must take two different Actions each Round) unless both are March Actions. A number of Special Rules and abilities allow a Regiment to perform more than the standard two Actions per activation. The timing and limitations of this extra Action are described in detail in the Special Rules or Draw Events that allow them.

5) DEACTIVATE REGIMENT

Once the Regiment has taken two Actions, its activation ends. Place the Command Card behind the Regiment or Character Regiment it represented to remind you it has been activated this Round. Play then passes to your opponent. A Regiment that has been Activated cannot be Activated again in the same Round.

'Until End of Round' Draw Events

If a Regiment is granted a Characteristic bonus or Special Rule 'until End of Round' as the result of a Draw Event on its Command Card, place the Command Card beside the Regiment as a reminder.

UNABLE/UNWILLING TO ACT

If, for whatever reason, your Regiment cannot Act (or you do not want it to Act), simply skip that Action and move onto the next. If your Regiment has not performed any Actions during its Activation, then the Regiment's Activation ends without it being considered to have performed any Actions. Regiments that have skipped their Actions during their Activation may not be Activated later in the same Round.

THE ACTION LIST

For ease of reference, Actions are split into Combat and Out-of-Combat Actions. Out-of-Combat Actions can only be used if the Regiment is not Engaged (see page 38) with an Enemy Regiment. Combat Actions can only be used if Models within a Regiment are Engaged or have Enemy Models within their Engagement Range (see page 38).

There are situations in which a Regiment may be Engaging but not Engaged and vice versa. If a Regiment is Engaging but not Engaged, it may use Out-of-Combat Actions as normal Actions, as well as Combat Actions.

OUT-OF-COMBAT ACTIONS

(see page 32)

MARCH

Choose a March Action if you want your Regiment to move around the Battlefield, regardless of whether you want it to advance, retreat, or simply find a better location from which to fight. March is the only Action that can be performed more than once in an Activation.

CHARGE

Use a Charge Action if you want your Regiment to Engage an Enemy and attack them in close combat.

RALLY

A Rally Action restores your Regiment's morale. You may have your Regiment take a Rally Action only if it is Broken.

TAKE AIM

Use a Take Aim Action to give your Regiment a bonus for its next Volley Action this Round.

VOLLEY

A Volley Action is used to allow your Regiment to shoot at an enemy.

IN-COMBAT ACTIONS

(see page 38)

CLASH

Use a Clash Action if your Regiment is Engaging one or more Enemies, and you wish to strike blows against those enemies.

COMBAT RALLY

A Regiment will want to attempt a Combat Rally if it is Broken, in order to minimise the chances of it fleeing the battle.

COMBAT REFORM

Use a Combat Reform Action if you want your Regiment to bring greater numbers to bear on an Engaged Enemy.

INSPIRE

An Inspire Action can be used to give your Regiment a bonus to its next Clash Action this Round.

DISENGAGE

A Disengage Action is used when you want your Regiment to disengage from close combat with enemy Regiments.

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 Round begins, starting from the Reinforcement Phase.





CHAPTER THREE



OUT-OF-COMBAT ACTIONS

IN THIS SECTION
YOU WILL FIND DETAILS
ON THE VARIOUS ACTIONS
THAT REGIMENTS
CAN TAKE WHILE
OUT-OF-COMBAT.



OUT-OF-COMBAT ACTIONS

1. MARCH

A Regiment can only take a March Action if none of its Models are Engaged. If any of the Regiment's Models is Engaged, then the Regiment could make a Disengage Action instead. A March Action is the only Action that may be performed twice during a Regiment's activation, unless Special Rules indicate otherwise.

Each Model in the Regiment Marches a distance, in inches, up to its March Characteristic. If there is more than one March Characteristic present in the Regiment, every Model in the Regiment may only March a distance up 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 between other friendly Regiments' Models as long as there is enough space for the moving Model's base to pass between. No Models' bases may overlap at the end of any March Action.

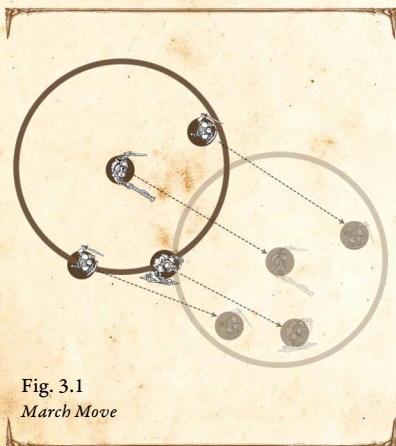


Fig. 3.1
March Move

During a March Action, no Model may end its movement **Engaged by** or **Engaging** an enemy Model. Alternatively, you may choose to Charge an enemy Regiment, which allows you to **Engage and be Engaged** by enemy Models as per the Charge rules (page 38).

MARCHING ONTO THE BATTLEFIELD AS REINFORCEMENTS

A Regiment Marches onto the Battlefield from Reinforcements either from your side of the table or from your Reinforcement zone(s) as depicted in each Scenario. 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 the Battlefield.

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

If for any reason a Regiment cannot enter the Battlefield at all, it returns to Reinforcements and may attempt to enter the Battlefield from Reinforcements next Round.

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 Round.

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 the following conditions apply:

- The Target Regiment must be in range of the Barrage (X) Special Rule you wish to use. Measure range for each Model in the Regiment from their base to the base of any of the Target Regiment's Models. If a Model is out of range then it will not be contributing shots in the Volley Action toward that Target.
- The Target Regiment must be within Line of Sight. To determine Line of Sight you must be able to draw an unobstructed 1mm thin line between any point of the Acting Model's base to any point of the Target Model's base. Models or pieces of Terrain that are of a smaller Size than the Size of the Acting Model or Target are ignored for the purposes of drawing the unobstructed line as per the "Line of Sight" Rules (see page 18). If a Model in the Volleying Regiment cannot establish Line of Sight to any Models in the Target Regiment then it will not be contributing shots in the Volley Action toward that Target.
- Both the Target and Acting Regiment must not be Engaged. There are Special Rules like "Throwing Weapons" that do allow for a Volley Action when Engaged. However, these are exceptions to the rules. 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.

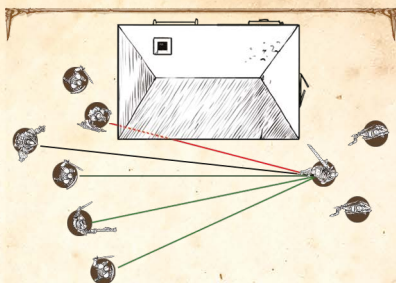


Fig. 3.2

Models from the Acting Regiment are attempting to draw Line of Sight to the Enemy Target Regiment in order to perform a Volley Action. Whereas some Models have clear Line of Sight to their Target, some others are unable to contribute shots to the Volley due to the intervening Terrain feature.

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 a Model belonging to the Acting Regiment traces Line of Sight to one of the Target Regiment's Models through Obscuring Terrain, or through the base of a Model with a smaller Size than the Target Model, then that Regiment counts as Obscured. When firing at Obscured Targets, the Acting Model suffers a penalty to their Hit Roll, reducing their Volley Characteristic by 1 (to a minimum of 1).

ROLLING TO HIT

Roll the dice and compare the results to the firing Regiment's Volley Characteristic. Any dice roll that is equal to or less than the Volley Characteristic causes a Hit. Should

a Model's Volley Characteristic be a 6 or more, that Model gains the Rapid Volley Special Rule.

DEFENSE, CASUALTIES AND MORALE

Defense is worked out exactly as during a Clash Action, as explained in the next Chapter. Casualties are removed as described in the Allocating Wounds and Removing Casualties Chapter (see page 44). Wounds inflicted during a Volley Action however, do not cause Morale Tests.

4. CHARGE

A Charge Action is the only way a Regiment can **Engage** or be **Engaged** by an Enemy Regiment and into **Engagement Range** of it (and is therefore able to Clash with that enemy Regiment). A Regiment cannot perform a Charge Action if it has arrived from Reinforcements this Round.

DECLARING A CHARGE

When declaring a Charge, choose the enemy Regiments you wish to be the Targets of your Charge that are within 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 any of the Target Regiments, 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 any of the Target Regiments, the Charge has failed. If the Charge has failed for some reason, do not move any Models. The Action is lost. The Regiment then proceeds to take its next Action, if there is any left. A failed Charge still

counts as having performed a Charge Action and therefore may not attempt it again until the Regiment's next Activation.

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. An Enemy Regiment is not a legal Charge Target if it is outside the maximum possible Charge Distance, taking into account all Special Rules and Abilities that would allow you to Charge further away.

MOVING CHARGERS

If the Regiment's Charge Distance is enough to reach all its Charge Targets, you now move the Charging Regiment into Engagement Range. Starting with your Leader(s), move all of your Charging Models up to their Charge Distance, so that they end up with at least one Enemy Model, belonging to the Target Regiment(s), in their Engagement Range.

The Charging Models must move directly toward the Enemy Model they wish to Engage, following the shortest route and end their Charge move within Command Range of their Regiment's Leader. When Charging more than one Enemy Regiment, the Charging Regiment must attempt to Engage Enemy Models belonging to all Target Regiments. If the Charge Distance is not enough to reach all Charge Targets, then Models in the Charging Regiment must move to Engage Models from as many target Regiments as possible.

During this Charge Move, you are allowed to enter and move within the Engagement Range of Enemy Models, even ones you have not selected as a Charge Target. If a Model is unable to Engage an Enemy Model, move it as close as possible to the nearest enemy Model belonging to a Target Regiment whilst making sure all Models remain within Command Range.



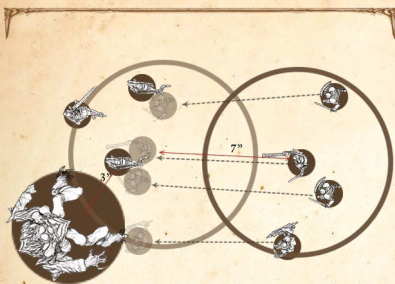


Fig. 3.3
Moving Chargers.

INSPIRED AFTER CHARGING

At the end of a successful Charge Action the Regiment counts as Inspired (see the Inspire Action in the next Chapter) for its next Clash Action this Round. Models in a Charging Regiment may select any targets in their Engagement Range to Attack, not just Models from Regiments they have Charged.

IMPACT ATTACKS

Some troops – such as knights – rely on the sheer, overwhelming force of their impact to inflict damage. Once a successful Charge is completed, Impact Attacks are resolved. Impact Attacks are inflicted by Cavalry, Brute and Monster Type Models. Infantry Type Models and Light Class Models do not inflict Impact Attacks unless a Special Rule says otherwise. Impact Attacks may only target Enemy Models within 1" regardless of the Models Engagement Range, unless stated otherwise.

Take note of the Charging Regiment's Models within 1" of an Enemy Model in the Charge Target's Regiment. The number of Impact Attacks inflicted is equal to half the Charging Model's total Attacks, making sure to always round up. Any additional Impact Attacks,

either from Special Rules, Draw Events etc. are added after you have halved and rounded up a Model's Attacks. Should the Charging Regiment have Charged more than one Enemy Regiment then allocate Impact Attacks making sure that each Charging Model performs Impact Attacks to only one Target Regiment.

Impact Attacks are resolved similarly to Clash Attacks in terms of Engagement Range, Attacking Through, Selecting Targets, Rolling to Hit, Defense Rolls, Morale tests, Models with Different Characteristics etc. However, they do not benefit from Special Rules that specifically affect Attacks during a Clash Action, as Impact Attacks are part of the Charge Action.

INSPIRED AND IMPACT ATTACKS

Impact Attacks do not receive a bonus from being Inspired.

5. RALLY

Only a Broken Regiment (see page 48) may take a Rally Action. If your Regiment takes a Rally Action, it is no longer Broken. Remove the Broken counter.





CHAPTER FOUR



COMBAT ACTIONS

IN THIS SECTION
YOU WILL FIND DETAILS
ON THE VARIOUS ACTIONS
THAT REGIMENTS
CAN TAKE WHILE
IN COMBAT.



COMBAT ACTIONS

1. INSPIRE

Regiments performing an Inspire Action gain +1 Clash for their next Clash Action performed this Round. If this takes the modified Clash Characteristic to a 5 or greater, they do not gain +1 Clash but instead may reroll any unmodified rolls of "6" during their next Clash Action.

2. CLASH

Your Regiment can use a Clash Action if any of its Models are Engaging Models from an Enemy Regiment.

ENGAGEMENT RANGE.

Models in Conquest First Blood! can engage their enemies in melee combat and Attack them from as far as their weapons allow. Every Model regardless of Type or Class projects a 1" aura from the edge of its base representing its reach. This 1" aura is called the **Engagement Range** of a Model. Any Model that is within an Enemy Model's Engagement Range is considered to be **Engaged** by the Model whose Engagement Range they are in.

No Line of Sight is required when determining whether an Enemy Model is within Engagement Range, and a Model may be Engaged even if it is behind a piece of Terrain.

There are instances in which a Rule such as Support, allows for a longer Engagement Range. Therefore, there are cases in which a Model may be Engaging an Enemy Model without it being Engaged itself.

E.g. A Household Guard's Engagement Range is 2.5" due to the Support Special Rule. If there is a Blooded 2" away from the Household Guard then the Blooded will be Engaged without it Engaging the Household Guard as its Engagement Range is only 1".

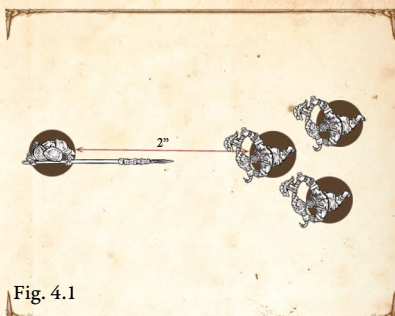


Fig. 4.1

ATTACKING THROUGH

Longer Engagement Ranges allow for Attacking Enemy Models behind other Models. When that happens it must be determined whether the Attacking Model is "Attacking Through" another Model. Draw a direct 1mm thin line between any part of the Attacking Model's base and any point of the target Model's base. If it is impossible to draw a line that does not go through another Model's base then it means that the Attacking Model is "Attacking Through" the intervening model, otherwise it may Attack it as normal. In both cases the target Model and consequently the Regiment it belongs to are Engaged.

However there are Models with Special Rules such as "Shield" that do not allow an Enemy Model to "Attack Through" it. When a Model cannot be selected as a legal Target for an Attack then that Model is not considered to be Engaged even if it is within the Engagement Range of an Enemy Model.

E.g. A Household Guard Model attempts to Attack a Marksman Clone. Between the two Models there are 2 Force Grown Drones with the Shield Special Rule making it impossible to draw a line from any point of the Household Guard's base to any part of the Marksman Clone's base without it going through the bases of the Drones. In this case the Household Guard Model is not Engaging the Marksman Clone as the Drones' Shield Special Rule prohibits the Attacking Models from "Attacking Through" and selecting the Marksman Clone as a legal target.

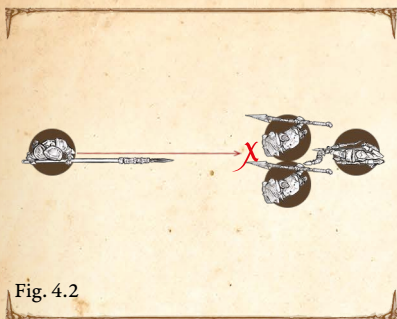


Fig. 4.2

MANEUVERING WHILE ENGAGED

When a Clash Action is taken, move all Models belonging to the Clashing Regiment up to 2" towards any Enemy Model so that they may Engage them. If they are unable to Engage any Enemy Models, move them so that they end up closer to the closest Enemy Model than they were at the beginning of the Clash Action. Acting Models perform this move before any Attacks are made and must always end that move within their Leader(s)' Command Range. Models may also choose to remain stationary during this move.

Charging or moving as part of a Clash Action and performing a Combat Reform are the only ways in which an Engaged Model may move without it Disengaging from combat entirely.

When moving in this manner, Models are free to move as they please, however they may not leave the Engagement Range of any Enemy Models that Engage them and must end their move within their Regiment's Command Range. During this move, a Model may Engage and be Engaged by Models it wasn't Engaged with at the beginning of the Clash or Charge Action.



SELECTING TARGETS.

When performing a Clash Action, each Model in the Acting Regiment must choose one Enemy Regiment within its Engagement Range to target with its Attacks. Once the Model(s) selects a Target Regiment, follow the sequence below:

1. Choose a Model from the Target Regiment that is within this Model's Engagement Range.
2. Draw a direct line between any point of this Model's base and the chosen Model to determine whether the Model has to "Attack Through" another Model.
 - a) If it is impossible for the Clashing Model to target that Model for any reason, for example not being able to "Attack Through" Enemy Models with the "Shield" Special Rule, then it needs to select another Target.
3. Once a legal Target has been selected, the Model(s) proceed to Attack it. Even though a Clashing Model selects a specific Model as a target for its Attacks, the ensuing damage is allocated to the Target Regiment as described in the "Allocating Wounds & Removing Casualties" chapter of the Rules.

All Models from the Clashing Regiment, count as Attacking at the same time for purposes of resolving these Attacks, even if the Regiment's Attacks are allocated to multiple Enemy Regiments.

NUMBER OF ATTACKS

The number of Attacks a Model directs towards a Target Regiment is equal to the Attacking Regiment's Attack (A) Characteristic. Furthermore, the number of Attacks each Model inflicts may increase further by Special Rules.

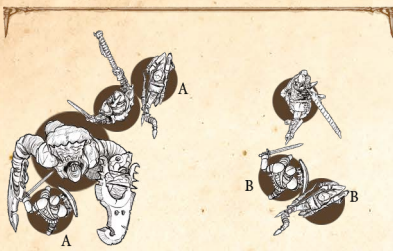


Fig. 4.3

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.

ROLLING TO HIT

Roll dice equal to that Model's Number of Attacks and compare the rolls to the Attacking Regiment's Clash Characteristic. Any roll equal to or less than its Clash Characteristic is considered a success and causes a Hit. Should a Regiment's Clash Characteristic be a 6 or more, that Model gains the Relentless Blows Special Rule.

DEFENSE AND CASUALTIES

Now, the opponent rolls a number of dice equal to the number of Hits the Clashing Regiment have inflicted on the Target Regiment – this is the Defense Roll. Any Roll that is less than or equal to their Regiment's Defense or Evasion Characteristic is a successful Defense Roll. Any roll that is greater than both their Regiment's Defense and Evasion Characteristic is a failed Defense Roll and causes a Wound. Note that the Defense Roll is an exception to the rule that any die roll of a 1 is an automatic success. If a Model has a Defense and/or Evasion Characteristic of 0 (or had those Characteristics reduced to 0 by a Special Rule), it cannot succeed on a Defense Roll.

REMOVING CASUALTIES AND TESTING MORALE

Tally up the number of Wounds, and proceed to Allocating Wounds (see page 44). After that, your opponent may have to Test Morale (see page 48).

3. COMBAT REFORM

When taking a Combat Reform Action you may move any Models belonging to this Regiment, following the "Movement While Engaged" rules, up to their March value. This is not a March Action and therefore any rules that add to a Model's March Characteristic during a March Action do not apply.

4. DISENGAGE

Disengage Actions are taken in order to remove a Regiment from melee. It can only be used by a Regiment that has one or more of its Models Engaged by an Enemy Model(s). If Models in this Regiment Engage Enemy Models without being Engaged themselves there is no need for a Disengage as the Regiment can just March away.

To determine how far a Regiment can move when Disengaging, roll a die. Add the result of that roll to the Regiment's Resolve Characteristic – this is the **Disengage Distance**. When taking a Disengage Action, move this Regiment's Models, as you would during a March Action, up to their Disengage Distance so as to no longer be Engaged. The Leader(s) of the Disengaging Regiment has to end this movement outside of all enemy Models' Engagement Ranges.

When a Regiment takes a Disengage Action, each Enemy Model Engaging a Model in that Regiment, gets to perform one Attack against it. These Attacks are called **Attacks of Opportunity** and take place after the Disengaging Regiment declares a Disengage Action, but before it rolls for its Disengage Distance. Attacks of Opportunity are resolved

similar to a Clash Action, gaining the bonuses of any Clash Specific Special Rules as well as Testing Morale. However, as they take place out of sequence during a Disengage Action, they do not gain the benefits of Inspiration.

After Attacks of Opportunity are resolved and all Models in the Regiment have moved up to their Disengage Distance, take note of all Models in the Disengaging Regiment. If the Leader(s) and all Models have successfully left all Enemy Engagement Ranges then the Regiment has performed a **Clean Disengagement**.

If the Leader(s) of the Regiment has left all Enemy Engagement Ranges but some of the Regiment's Models still remain Engaged, then all Engaged Models are removed as Casualties until only the Models that are not Engaged are left. If the Leader(s) of the Regiment has not managed to leave all Enemy Engagement Ranges then the Leader(s) Model is removed as a Casualty and a new Acting Leader is promoted (see page 17.) This is called a **Fighting Disengagement**.

Casualties resulting from a Fighting Disengagement do not result into additional Morale tests. Once a Regiment Disengages it is considered **Broken**.

5. COMBAT RALLY



Only Engaged Broken Regiments may attempt a Combat Rally Action. If your Regiment uses a Combat Rally Action, the Regiment is no longer Broken - remove the Broken counter.





CHAPTER FIVE



ALLOCATING WOUNDS & REMOVING CASUALTIES

IN THIS SECTION
YOU WILL FIND DETAILS
OF HOW WOUNDS
ARE INFLICTED,
ALLOCATED AND RESOLVED.



INFLICTING WOUNDS

When a Regiment is inflicted a Wound due to failing a Defense Roll, Special Rule, Ability or even failing a Morale test, that Wound is allocated to a Model in the Regiment representing their deteriorating physical health as a result of enemy Actions or Special Rules and therefore its eventual demise on the field of battle.

As Wounds may be inflicted from a number of different sources, when Allocating Wounds and Resolving Casualties as part of an Action or Special Rule, it is done so in the following order:

1. The Regiment receives and allocates Wounds that derive from Actions. This includes all Out-Of-Combat, In-Combat and Character Actions as well as Faction-Specific Actions and Special Rule Actions as per the "Allocating Wounds" section of the rules (see page 44).
2. Then the Regiment proceeds to Test Morale, where applicable, and allocates Wounds as seen in the "Testing Morale" part of the rules (see page 48).

ALLOCATING WOUNDS

Allocating Wounds is the process in which a player assigns incoming damage to Models in a Regiment. In Conquest First Blood! there is never a shortage of ways in which destruction can ensue, whether that is by melee, ranged attacks, powerful incantations or hexes! In order to better reflect the physical or supernatural limitations of your preferred method of destruction we use the following rules in order to Allocate Wounds:

INFLICTING WOUNDS AND REMOVING CASUALTIES

After Wounds have been inflicted the Player in control of the Target Regiment, will assign Wounds to each **eligible** Model up to their Wounds Characteristic starting with already Wounded Models. The Player must assign as many Wounds as possible to one Model before moving on to the next. When a Model is allocated Wounds equal to its Wound Characteristic, then the Model is removed from play as a **Casualty**. When a Model is removed as a Casualty, place a **Casualty Token** next to its Regiment. These Casualty Tokens are removed at the beginning of the Regiment's Activation, after Draw Events have been resolved but before any Actions are taken. These Tokens help determine how many Casualties can be Restored as discussed in the Healing part of the rules. If the entirety of a Regiment is destroyed then all Casualty Tokens are automatically removed.

WOUND ALLOCATION AND ENGAGEMENT RANGE

When Wounds are inflicted in combat, as a result of a Clash, Charge Action or any other source of damage that requires Engagement Range to a Model, only **Engaged** Enemy Models may be Allocated Wounds.

However, should there be a previously Wounded Model that is currently outside of Engagement Range of the Clashing Regiment or Unengaged for any reason, this Model must be allocated Wounds first, before Allocating Wounds to Engaged Models. Once the Unengaged Wounded Model has been removed as a Casualty, then the Player in Command of the Target Regiment proceeds to Allocate Wounds to Engaged Models as normal.

Should the Leader of the Target Regiment be Engaged, it should be the last of the Engaged Models to be allocated Wounds. In the event

that the Leader is removed as a Casualty, select another Model to be promoted to Leader. This new Leader has the same Command Range as the previous Leader and must be selected in such a way that it may keep as many Models from the Regiment as possible within Command Range, as per the "Acting Leader" rules (see page 17). Models that are left outside of Command Range follow the rules for "Stranded Models" (see page 17).

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. If a rule calls upon you to Heal a Regiment or Character, proceed in the following sequence and remove one assigned Wound per Wound Healed until there are no more Wounds to Heal.

1) HEAL WOUNDED MODELS

Wounded Models have a number of Wounds assigned to them when Allocating Wounds. When Healing a Regiment, remove Wounds previously Allocated to a Model making sure to remove all Wounds from one Model before moving on to the next. Once all Models have had their Wounds removed, proceed to restore casualties as described in the next section of the rules.

2) RESTORE CASUALTIES

You may return one Model onto the Battlefield per Casualty Token on the Regiment being Healed. In order to Restore a Casualty, you need to be able to Heal that Model's for its full amount of Wounds as described in its Regiment Characteristics Profile. If there are not enough Healed Wounds to Restore a Casualty or simply all Wounds and Casualties have been Restored then excess Healing is lost. For every Model returned onto the Battlefield in this way, remove a Casualty Token. If there

are no more Casualty Tokens on that Regiment, then no more Casualties can be Restored.

Example: A Men-At-Arms Regiment has suffered two Casualties and had two Casualty tokens assigned to it. The Regiment is being Healed for 3 Wounds. Since no other Model in the Regiment has suffered any Wounds you may start Restoring Casualties. Men-At-Arms have 2 Wounds each, therefore after returning one onto the Battlefield there are not enough Wounds remaining to Heal in order to Restore the second one as well. This excess Healing is then lost.

Models returning to the Battlefield this way must be placed within Command Range of the Leader. The model may also be placed within Engagement Range of Enemy Models. A Model can be placed in Engagement Range of an Enemy Model only if the Regiment being Healed is already Engaged by or Engaging the Enemy Model's Regiment.

If there is no way in which a Model may return onto the Battlefield within Command Range of its Leader then the Model cannot return to the Battlefield and any excess Healed Wounds are lost.





CHAPTER SIX



TESTING MORALE

IN THIS SECTION
YOU WILL FIND DETAILS
OF HOW A REGIMENT TESTS
MORALE AFTER HAVING
SUFFERED CASUALTIES.



Certain Actions dictate that, after inflicting Wounds, the Target Regiment must test for Morale. In order to do so, the controlling Player in Command of the Regiment taking a Morale Test needs to first calculate the Regiment's Resolve value.

The Regiment's Resolve value is the Regiment's Resolve Characteristic to which we add:

- +1 Resolve if an Infantry Regiment consists of 8 or more Models.
- +1 Resolve if a Brute or Cavalry Regiment consists of 2 or more Models.

THE MORALE TEST

To Test Morale, at the end of the Action in which Wounds were inflicted roll a number of dice equal to the number of Wounds suffered as a result of an Action, Draw Event or any sort of Special Rule.

Each roll equal to or less than the Regiment's Resolve value is a pass. Each result that is greater than the Regiment's Resolve value is a failure.

For each failure, the Regiment suffers a Wound following the normal rules for Allocating Wounds (see page 44). It is important to note that these Wounds do not trigger further Morale Tests. Casualties inflicted by Morale Tests add Casualty Tokens as normal.

Example: *Your Regiment of Militia (Resolve 2) suffers 5 Wounds from a single Action. You roll 5 dice, scoring 1, 2, 3, 3, 6. In other words, two tests are passed and three are failed. Your Regiment therefore suffers a further 3 Wounds.*

BROKEN REGIMENTS

If, in the course of a single Round, a Regiment loses half or more of its Models that it started the Round with, it is immediately Broken. Interrupt the regular play sequence, place a Broken Marker beside it as a reminder, and resume play.

A Broken Regiment ceases to be Broken if it successfully performs a Rally or Combat Rally Action.

EFFECTS OF BEING BROKEN

A Broken Regiment cannot declare a Charge Action, Inspire or Seize Objectives. Furthermore, whilst Broken the Regiment may not benefit from any bonuses gained by being in a Character's or Officer's Commanding Presence and cannot Restore Casualties. Certain Special Rules also cease to function when the Regiment is Broken.





CHAPTER SEVEN



CHARACTERS & OFFICERS

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 notable individuals who either through sheer cunning, diplomacy or simply brute strength have risen to a position of power, amassing and leading troops into battle.

CHARACTER REGIMENTS

Army List Entries with “**Character**” in their **Type** do not follow the normal rules for forming a Regiment; they are instead, a Regiment within themselves. In a **Character Regiment**, the Character Model itself is considered to be the Acting Leader with a **Command Range (CR)** as listed on its Characteristic Profile. A Character Model is always considered to be within its own Command Range.

Character Regiments follow the normal rules for Activating and performing Actions, with the following exceptions:

- Certain rules apply when targeted by ranged Attacks or other Abilities (see Forming a Character Regiment).
- Character Regiments may include other specialized Models and be further upgraded (see Retinues & Items).
- Characters have an extra set of Actions (see Character Actions).
- Characters provide abilities to non-Character Regiments when they are within that Regiment’s Command Range (see Commanding Presence).
- Character Regiments cannot be Broken.

FORMING A CHARACTER REGIMENT

Character Regiments are formed around a central Character Model that has a plethora of Abilities, Retinue options and Items at its disposal. Unlike other Regiments, a Character Regiment is restricted to being comprised by the Character Model and their Retinue (see below).

Given their low numbers, the Character Regiment always counts as receiving the benefits of the **Fluid Formation** Special Rule.

RETINUES

When building the Army List, Infantry Character Regiments may include additional Models as their Retinue. These Retinue Models count as troops within a Regiment and follow all relevant rules.

Retinue Models come in three distinct categories representing their function within the game; these are Combat, Tactics and Arcane.

A Character Regiment may acquire up to a maximum of 3 Retinue Models. Retinue Models have their own Characteristics and confer special abilities to the Character Model or even the entire Character Regiment based on their category and Tier. Even though Factions may share Retinue Categories, it is likely that their respective Retinue Models have different Characteristics and their Tiers provide different bonuses.

A Character Regiment’s Retinue Models confer abilities based on their Tier. When including a Retinue Model from a certain Category, the Regiment’s Retinue Tier increases by 1 for that Category, e.g. if a Character Regiment has 2 Combat and 1 Arcane Retinue Models, then the Regiment counts as being Tier 2 in Combat and Tier 1 in Arcane. The Tier bonuses are cumulative, giving the player the freedom to greatly customize the way in which a Character Regiment performs on the battlefield.

When a Character Regiment loses a Retinue Model as Casualties, the Category in which that Retinue Model belonged to goes down by 1 Tier. Finally, not all Character Regiments have easy access to all Categories. For further information on point costs, limitations, abilities and Characteristics refer to the respective Faction's Army List.

CHARACTER REGIMENTS IN COMBAT

When a Character Regiment includes a Retinue, more often than not Models within the Character Regiment will have different Characteristic Profiles and Special Rules.

For this reason, Character Regiments differ from other Regiments in the following ways:

- Each Model in a Character Regiment resolves their Attacks separately. However, Wounds count as if they were all inflicted at the same time. A Target Regiment takes all Morale Tests at the same time at the end of the Action.
- Each Model in a Character Regiment must be selected as a Target separately and be allocated Wounds individually when performing Combat Actions or inflicting Impact Attacks.
- Any Special Rules mentioned in the Characteristic Profile of a Model in a Character Regiment affects only that Model and not the Regiment. E.g. if a Retinue Model benefits from the Fearless (X) special rule, only that Model benefits from the Special Rule.

CHARACTER REGIMENTS WHEN IN COMBAT

When a Regiment performs a Combat Action or inflicts Impact Attacks against a Character Regiment, each Model in the Attacking Regiment allocates its Attacks towards a specific Model in the Character Regiment.

Resolve Attacks against each Model in the Character Regiment separately, using that specific Model's Characteristic Profile and Special Rules. Any ensuing Wounds are allocated to that specific Model and are not allocated as per the normal Wound Allocation rules. This is the only instance in which a Regiment does not need to allocate Wounds to Wounded Models first.

Each Model rolls for Morale Tests separately, based on how many Wounds it has been inflicted during an Action. Any additional Wounds are inflicted on that specific Model and do not spill over to the rest of the Character Regiment. All Wounds inflicted on a Character Regiment count as having been inflicted at the same time. When Models in a Character Regiment are removed as Casualties, they leave a Casualty Token as normal. That Casualty Token can then be used to return any Retinue Model from the Regiment to the battlefield as per the "Restore Casualties" section of the rules (page 45). A Character Model that has been destroyed does not leave a Casualty Token and may not be Restored.

When a Character Regiment performs a Combat Action or Inflicts Impact Attacks against an Enemy Regiment, each Model in the Character Regiment selects a Regiment to Attack and resolves their Attacks separately. Wounds count as if they were all inflicted at the same time. The Target Regiment takes all Morale Tests at the same time as well.

CHARACTER REGIMENTS WHEN OUT OF COMBAT

When a Regiment inflicts damage on a Character Regiment as a result of a Volley, Incantation, Draw Event or Special Rule that is not part of a Combat Action or Impact Attacks, then the Player commanding the Character Regiment chooses which Model(s) will take any Defense Rolls, Wounds and any ensuing Morale Tests.

The Player in Command of the Attacking

Regiment tallies up the number of Wounds the Target Character Regiment needs to make Defense Rolls against. Then the Player in command of the Character Regiment selects one Model from the Regiment to receive the Hits and make any ensuing Rolls.

Hits are resolved as follows:

1. Resolve the number of Hits equal to the remaining Wounds on the selected Model. Roll Defense rolls and make use of any applicable Special Rules as normal.
2. If the Model has not been removed as a Casualty then repeat the process and start a new round of Defense Rolls until that Model has perished making sure to adjust the number of Hits to the remaining Wounds of the Model.
3. If the Model has perished and there are Hits still left unresolved, the Player in command of the Character Regiment selects another Model and repeats the process until all Hits have been resolved.

Regardless of how many times a Model is allocated Hits, the rolls still count as a single Defense Roll sequence. If a rule allows you to re-roll Defense rolls, you may re-roll Defense rolls against all Hits. However, once a Hit allocation round is completed, you can no longer go back to re-roll failed results. Once all Hits have been resolved surviving Models that have been inflicted Wounds in this Action, take Morale Tests equal to the Wounds they have been inflicted. Wounds inflicted on Models that have been removed as Casualties are disregarded.

Example: A Character Regiment has received 10 Hits. The Player commanding the Character Regiment picks a Combat Retinue Model to take the Hits. The Model has a Wound Characteristic

of 4 and the Tenacious Special Rule. The first time it is allocated 4 Hits out of which 3 are successful Defense Rolls and 1 failed. The 1 failed roll is discarded due to the Tenacious Special Rule.

Then out of the 6 remaining Hits the Model is allocated another 4. Once again there are 3 successful Defense Rolls and 1 failed. However since these rolls are made as part of a single Defense Roll sequence the Tenacious Special Rule is not activated for the Model again and so it takes 1 Wound with 3 remaining.

Finally, the Model makes Defense Rolls against the last 2 remaining Hits.

ITEMS

Unlike ordinary troops, Character Models have access to powerful items and have mastered rare techniques. These are represented by the Item catalogues (Heirlooms/Trove-Finds/Relics/Mutations/Treasures) in each Army List. Each Item may only be selected once per Army. Usually, each Character Model may only select one Item from specific categories; more information can be found in each Character Model's respective Army lists.

CHARACTER REGIMENT ACTIONS

When Character Regiments Activate, they may choose any Action from the In Combat, Out of Combat or Character Action List explained below.

Character Action List

- Challenge!
- Spellcasting (See Chapter 8 for Magic)



CHALLENGE!

To perform a Challenge! Action, select an Enemy Character Model within the Acting Character Model's Command Range, regardless of whether that Enemy Character Regiment is Engaged or not.

The Acting Character Regiment moves as close to the Target Character Regiment as possible, up to its March Characteristic, so that the Acting Character Regiment can Engage and be Engaged by its Target. This move follows all relevant rules for "Maneuvering While Engaged" (See page 39) whilst also making sure that all Models in the Regiment remain within Command Range.

When a Challenge! is declared and after the Acting Character Regiment has performed its move, check if the Acting Character Regiment is Engaging the Target Character Regiment.

If the Acting Character Regiment has successfully Engaged its Target, then the Target Character Model in that Regiment must move the minimum distance needed in order to Engage the Acting Character Model, if it is not already Engaged. This move ignores all movement restrictions. If there is no way for the Target Character Model to Engage the Acting Character Model, then move intervening models the minimum distance required in order to open up enough space for the Target Character to move through so that its base does not overlap with any other model's. This additional movement does not trigger Attacks of Opportunity.

Once both Character Models are Engaging each other, they proceed to attack one another as if they were performing a Clash Action. These

Attacks count as being performed at the same time and trigger Morale Tests as normal for the Models that have been inflicted Wounds.

If the Acting Character Model has **not** been able to Engage its target and resolve the Challenge! Action, then the Active Character Model ends its move and proceeds to take any other Actions it may have left if any. Since the Challenge! Action has not been resolved then the Target Enemy Character is given the **Provoked** status.

PROVOKED CHARACTER MODELS

When a Character Model is rendered "Provoked" as a result of an unresolved Challenge! Action then the Character Regiment it belongs to has to respond to the Challenge! in one of two ways:

- The Character Regiment may reply to the Enemy Challenge! by declaring an out-of-sequence Challenge! Action against the Character Regiment that Provoked it. Proceed to resolve the Challenge! Action as per the Challenge! rules. If once again it is not possible for the two Character Models to Engage each other and resolve the Challenge!, then the Provoked Character Model loses the Provoked status and the Action is resolved. This out-of-sequence Challenge! Action does not count towards whether a Character Regiment has Acted.
- The Character Regiment may deny the Challenge! against the Character Regiment that Provoked it. In that case, the Provoked Character Model loses its Commanding Presence abilities, and the Regiment may not declare a Challenge! Action until the end of its next Activation.

COMMANDING PRESENCE

When a non-Character Regiment's Leader is within Command Range of a friendly Character Model, then that Regiment receives the following bonuses:

- The Regiment may test Morale using the Character's Resolve Characteristic.
- The Regiment may be targeted by "Command" abilities.

COMMAND ABILITIES

Abilities whose text includes the **[Command]** keyword are used once the Character Regiment has been Activated.

When the Character Regiment or a Regiment containing an Officer is Activated, after resolving Draw Events but before taking the Regiment's first Action, the player chooses whether a Model within that Regiment with a **[Command]** ability will use it to affect its own Regiment or a Friendly Regiment within Command Range instead.

OFFICERS IN FIRST BLOOD

Officers are powerful Command Models that help unlock a Regiment's potential and greatly enhance their presence on the Battlefield.

Although not Characters in their own right, Officer Models assume the role of the Leader in a Regiment whilst also granting powerful bonuses to nearby Regiments within their Command Range. You can identify an Officer Army List Entry by the Officer word in their Type.

OFFICERS IN REGIMENTS

Unlike Characters, Officers do not have their own Command Card. Instead, they replace the Leader in a Regiment, thus assuming their role in addition to all other rules they have. The Leader the Officer replaces is demoted and becomes another Model in the Regiment. Therefore, the entire Regiment including the Officer is Activated using the same Command Card and takes Actions as normal with the following exceptions:

- Officers may use any **[Command]** Abilities they have as if they were Characters, after resolving Draw Events but before their Regiment takes its first Action.
- Officers have their own Characteristics and Special Rules that are different than the ones fielded by the Regiment. Therefore, Officers operate differently in combat, in terms of rolling for Attacks, Defense Rolls, and Allocating Wounds etc. as seen in the "Officers in Combat" section of the rules.
- Any Special Rules listed on the Characteristic Profile of an Officer Model, apply only to the Officer and do not benefit the rest of the Regiment.
- An Officer's Regiment may perform a Challenge! Action as if it were a Character Regiment. An Officer may be the target of a Challenge! Action and may accept or deny following the "Officers and Challenge!" rules below.

OFFICERS IN COMBAT

Officer Models bring their own set of abilities and Special Rules into the game and as a result will have a different Characteristic Profile than the rest of the Models in their Regiment. For that purpose, Officers work exactly as if they were a Model in a Character Regiment and may be targeted separately, as explained

in the “Character Regiments in Combat” and “Character Regiment when out of Combat” (see page 53).

OFFICERS AND CHALLENGE!

When an Officer Model declares a Challenge! against another Officer, treat the two as if they were Characters and proceed to resolve the ensuing Challenge! sequence as normal. As usual, the Officer Models may become Provoked and suffer the same penalties for denying a Challenge! as if they were Characters. When an Officer declares a Challenge! or is Challenged by a Character neither of the two becomes Provoked and there are no consequences for denying a Challenge! If the two Models do not end up Engaged with each other, neither becomes Provoked and the sequence ends there.

Example 1: *A Seasoned Veteran declares a Challenge! against a Nord Blooded. The Seasoned Veteran fails to Engage the Blooded and as a result the Challenge! is not resolved. The Blooded does not need to respond to the Challenge! nor does he become Provoked. The Blooded does not really feel that a Seasoned Veteran is worthy of his attention.*

Example 2: *A Mimetic Assassin declares a Challenge! against a Drillmaster. The Mimetic fails to Engage the Drillmaster and as a result the Challenge! is not resolved. The Drillmaster does not need to and, in fact, would hardly ever want to respond to such a Challenge! and so does not become Provoked. No soldier in their right mind would ever want to willingly face such a terror.*









CHAPTER EIGHT



MAGIC

IN THIS SECTION
WE WILL INTRODUCE
THE MASTERS OF
THE MAGICAL ARTS
AND HOW TO WIELD THESE
POWERFUL FORCES.



In addition to its array of sword-wielding heroes, the world of Eä also includes masters of the magical arts. Unlike the mighty arcane rituals of Conquest: The Last Argument of Kings, the Spellcasters of Conquest: First Blood! use incantations and esoteric magical abilities during battle as the split second decisions needed when fighting in a shield wall prevents the lengthy conjuring of more powerful spells.

SPELLCASTING

The use of Incantations 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 level of Attunement. Therefore, a Caster is defined as any Model with the Wizard X or Priest X Special Rule.

INCANTATION PROFILES

Incantations have a Characteristics Profile, detailing what they do. An Incantation's profile has the following components:

Range: The maximum Range of the Incantations, in inches. If the Range is given as "Self", the Incantation can only Target the Regiment that the Caster is part of, including the Caster themselves.

Attunement: Represents the difficulty of casting the Incantation. An Incantation with a lower Attunement is harder to cast.

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



SAMPLE INCANTATIONS

Name : Brine Erosion

Range: 8" **Attunement:** 2

Effect : Target Enemy Regiment, Inflict two Hits per success.

Name : Aetheric Interference

Range: 10" **Attunement:** 3

Effect : Target Friendly Regiment.

When an Enemy Regiment performs a Spellcasting Action on that Regiment, it counts its Wizard/Priest level as 1 lower.

CASTING SEQUENCE

To take a Spellcasting Action, the Regiment or Model must have one or more Incantations, and the **Wizard (X)** or **Priest (X)** Special Rule. The Action is resolved as follows:

1. CHOOSE INCANTATION & TARGET

All Incantations require Line of Sight (see page 18) to the Target Regiment. Once you have established Line of Sight between the Caster Model and the Target, check to see if it is within Range of the Incantation. An Incantation cannot be performed if its Target is outside its Range. A Spellcaster Model may perform Incantations normally, even when Engaged, as long as there is Line of Sight to the Target Regiment. Incantations with a Range of "Self" can only Target the Caster's own Regiment.

When a Regiment with the Wizard X or Priest X Special Rules uses a Spellcasting

Action, then it is the Leader or Acting Leader of that Regiment that counts as manifesting the Incantation. Therefore, check for Line of Sight and Range from the Leader or Acting Leader of that Regiment.

2. ROLL FOR SUCCESS

A Spellcaster rolls a number of dice equal to their Wizard/Priest X Level. Each result equal to or lower than the Incantation's Attunement is a success. Normally, if you score at least two successes, the Incantation is resolved. However, some Incantations are harder to cast, as determined by Scaling.

3. ENEMY INTERFERENCE

If your casting Model is performing an Incantation whilst within 10" of an enemy Caster, they cast the Incantation treating the Incantation's Attunement value as 1 point lower, representing the disruptive efforts of their opponent and thus making it harder to manifest, to a minimum of 1.

E.g. A Chapter Mage attempts to cast an Incantation with an Attunement level of 3 on a friendly Regiment. They would normally cast the Incantation with 5 dice on a 3 or under. However, a Tempered Sorcerer is within 8" of the Chapter Mage. As a result, successes are now scored on a 2 or under as Attunement received a -1 penalty.

RESOLVING THE INCANTATION

Should your Caster not reach the required number of successes, the Incantation 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 Incantation inflicts Hits, your opponent now makes any Defense Rolls, Removes Casualties and Tests Morale. Unless otherwise noted, Incantations normally last until the start of the Caster's next Activation.





CHAPTER NINE



TERRAIN

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



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 two kinds of Terrain, each offering different tactical advantages and challenges: Zonal Terrain and Garrison Terrain. Zonal Terrain represents an area on the Battlefield that confers specific advantages or penalties, but can otherwise be crossed without additional rules. Examples of Zonal Terrain include hills, swamps, ruined buildings, rivers, and broken ground. Garrison Terrain on the other hand represents buildings and fortified positions that offer substantial bonuses to warriors who seek to occupy them.



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 Elevation (X) meaning that they count as X Size. Any Model on top of such a feature treats its Size as the total of Elevation (X) and its own Size (from now on Elevation Level). It is possible for some of a Regiment's Models

to be at a higher Elevation whilst the rest of to be at ground level.

Terrain pieces of any kind do not block Line of Sight regardless of Elevation unless they are classified as Obstructing, in which case the normal Line of Sight rules apply (see page 18).

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 from and apply to each Terrain feature on your Battlefield. It's important for you and your opponent to agree on the types and extents of each area of Zonal Terrain before the start of the game, just so that there are no surprises. Each piece of Zonal Terrain has a base which clearly defines its surface area and whether a Model is on or off that piece of Terrain. Zonal Terrain pieces must be outside Objective Zones and at least 5" apart from other Garrison Terrain and at least 5" away from other Zonal Terrain pieces.

BROKEN GROUND

If a Regiment Charges through Broken Ground, roll a die for each Model that Charges through the Broken Ground. On a roll of "6", the Regiment suffers a Hit. Brute & Cavalry Regiments instead suffer 1 Wound. You may not make Defense Rolls against Wounds caused by Broken Ground. These Wounds cause Morale Tests.

DANGEROUS TERRAIN

If your Regiment moves through Dangerous Terrain, roll a die for each Model that moves through the Dangerous Terrain. On a roll of "6", the Regiment suffers a Wound. Brute & Cavalry Regiments instead suffer 2 Wounds for each roll of a "6". You may not make Defense Rolls against Wounds caused by Dangerous Terrain. These Wounds cause Morale Tests.

VERY DANGEROUS TERRAIN

If your Regiment moves through Very Dangerous Terrain, roll a die for each Model that Marched through this piece of Terrain. On a roll of 4, 5 or 6, the Regiment suffers a Wound. Cavalry Regiments instead suffer 2 Wounds. You may not make Defense Rolls against Wounds caused by Very Dangerous Terrain. These Wounds cause Morale Tests.

ELEVATION (X)

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

OBSTACLE

This classification is commonly used for Terrain pieces representing fences, barriers short walls or any linear type of Terrain that does not exceed 5" in length and 1" in width. Terrain Pieces with this classification count as Elevation (1). Models Charging through Obstacles cannot perform Impact Attacks during that Round and are required to spend 2" of movement in order to get past it. A Model cannot end its movement on top of an Obstacle. A Model can "Attack Through" an Obstacle in order to Engage an Enemy Model on the other side.

HINDERING TERRAIN

Models Charging through Hinderling Terrain cannot perform Impact Attacks during that Round. Medium and Heavy Regiments cannot claim the Inspiration bonus when charging into or through Zonal Terrain with this Special Rule.

WATER

A Model within Zonal Terrain with this classification suffers a -1 penalty to their Clash Characteristic to a minimum of 1.

OBSCURING

Obscuring pieces of Terrain allow Line of Sight to be drawn through them but interfere with any projectiles fired through them. All Volley Actions that trace their Line of Sight through a piece of Terrain with this Special Rule count as Obscured.

OBSTRUCTING

Obstructing pieces of Terrain do not allow Line of Sight to be drawn through them. Models must follow the normal rules for drawing Line of Sight when interacting with an Obstructing piece of Terrain.

IMPASSABLE TERRAIN

Zonal Terrain with this Special Rule prevents movement altogether. Models may not be placed on Impassable Terrain nor move through it.

RUINS

Some Terrain features represent deserted or collapsed buildings and structures which though offering some protection, are impossible to properly Occupy and be effectively used as defensive positions because of their lack of structural integrity. Regiments that are Wholly within a Ruin Terrain piece receive a +1 to their Defense Characteristic against Volley Actions originating from Regiments that are not Wholly within that same piece of Ruin Terrain.

Regiments Charging Enemy Regiments that are wholly within a Ruin Terrain piece do not inflict Impact Attacks. Furthermore, Brute and Cavalry Regiments do not gain the Inspiration bonuses for Charging an Enemy wholly within a Ruin Terrain piece and treat this piece of Terrain as Dangerous Terrain. Models cannot "Attack Through" the walls of a Ruin.

RUINS SIZE AND STRUCTURE

Much like all pieces of Terrain, a Ruin commonly features a base of about 4" to 6" in diameter and is considered a piece of Zonal Terrain. Ruin Terrain features must be placed at least 6" apart and 6" from the edges of the Battlefield and outside Objective zones. Ruin Terrain pieces must be at least 10" apart from other Garrison Terrain pieces and at least 5"

away from other Zonal Terrain pieces.

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, where each floor is 3" high.

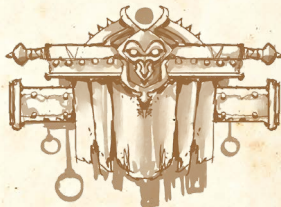
For example a Ruin Terrain piece with 2 floors would be approximately 6" high with an Elevation (3).

RUINS AND MOVEMENT

For movement purposes, each Floor is considered to be 3" higher than the immediately lower floor. Only Infantry Models may be moved directly upwards or downwards from one floor to the other, spending 3" of movement to navigate each floor in addition to any movement spent moving laterally across a floor.

In order for a Model to move onto a floor, its base must be able to fit on that floor completely. Regiments may Charge upwards or downwards; however, Models that moved from one floor to another during their Charge Move do not gain the Inspiration bonus and do not inflict Impact Hits. A Model can Engage an Enemy Model on a different floor of a Ruin if its one floor directly above or below. Any point of the Target Model's base must be directly above or below any point of the Engaging Model's base.

When navigating Ruins a Model is considered to be within Command Range of any of its Regiment's Leaders if it is within the Leader Model's Command Range (usually 5") on the same floor or one floor above or below it.



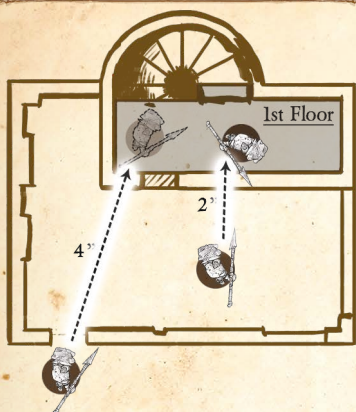


Fig. 5.1

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.

GARRISON TERRAIN

The rules for Garrison Terrain are used to represent features such as enclosed buildings and fortifications. As with Zonal Terrain, it is important to agree on the boundaries of Garrison Terrain features before the start of the game as well as other properties, such as Elevation. In terms of the space occupied by Garrison Terrain features, the rules presented here assume you are using Garrison Terrain features with a base of 5" to 7" 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!

Garrison Terrain features must be placed at least 6" apart and 6" from the edges of the Battlefield and outside Objective zones. Garrison Terrain pieces must be at least 10"

apart from other Garrison Terrain pieces and at least 5" away from Zonal Terrain. A Regiment cannot March into or through Garrison Terrain. In fact, Models may not be placed on Garrison Terrain nor move through it unless the Regiment they belong to intends to Occupy that piece of Garrison Terrain.

OCCUPYING GARRISON TERRAIN

Each Garrison Terrain has a Defense 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 Garrison Terrain piece. Your Regiment Occupies a Garrison Terrain feature by Marching the Regiment's Leader into contact with its base. Only one Regiment can Occupy one Garrison Terrain piece at a time regardless of whether there is room for more Models.

Remove the Regiment's Models from the Battlefield and place one of the Regiment's Leaders on the Garrison Terrain piece's base to indicate that that Regiment is Occupying it. Once a Regiment Occupies a Garrison Terrain piece it's Activation immediately ends. While occupying the Garrison Terrain piece, a Regiment has +X Defense, where X is the Defense value of the Garrison Terrain.

A Regiment Occupying Garrison Terrain can Draw a Line of Sight from any point of its base. Regiments Occupying a Garrison Terrain piece are considered to have the same Size as the Elevation level of that Terrain piece, allowing it to potentially see and be seen over other Regiments and Terrain pieces.

Character Regiments occupying Garrison Terrain do not project a Command Range as they are not currently on the Battlefield. Only the Character Regiment itself can be the Target of its Character Model's [Command] abilities.

LEAVING GARRISON TERRAIN

A Regiment can leave the Garrison Terrain by using its first Action to March. Place the Regiment's Models touching any part of the Garrison Terrain piece's base and within Command Range of their Leaders.

Models must be placed outside Engagement Range of Enemy Models and within their Regiment's Leaders Command Ranges. If it is not possible to place all the Regiment's Models in this way, then place as many Models as possible whilst the rest are removed as Casualties. The player controlling the Regiment chooses which of the Regiment's Models will be placed on the Battlefield and which ones will be removed as Casualties. These Casualties do not generate Casualty Tokens.

Once Models have been placed on the Battlefield, you may perform the March Action as normal. A Regiment may choose to perform a March Action to Leave a Garrison Terrain piece and only place the Regiment's Models on the Battlefield without opting to move any further. In any case, a Regiment performing a March Action to leave a Garrison Terrain piece is considered to have performed an Action regardless of whether it chose to move away from the Terrain piece.

The Regiment may then perform its second Action. When a Regiment Leaves a Garrison Terrain piece that piece is no longer Occupied by that Regiment.

CHARGING GARRISON TERRAIN

Your Regiment may perform a Charge Action against Occupied Garrison Terrain pieces as if they were any Enemy Regiment. Measure Distance from any of the Regiment's Leaders to the closest point of the Garrison Terrain piece, and, if the Charge is successful, move your Models to be within 1" of the Garrison Terrain piece. Models with longer Engagement Ranges still need to be within 1" of a Garrison

Terrain piece in order to Engage it. When a Regiment Engages an Occupied Garrison Terrain piece then it also Engages the Regiment Occupying it.

When Charging an Occupied Garrison Terrain piece the Charging Regiment does not gain the Inspiration bonus from successfully performing a Charge and does not Inflict Impact Hits.

CLASH ACTIONS AND GARRISON TERRAIN

If a Regiment is Engaging the Occupied Garrison Terrain and attempts to perform a Clash Action against the Terrain piece's Occupants, it may do so even though it is the Terrain piece that is within Engagement range and not Enemy Models. As there are no individual Models within Engagement Range, Wounds are Allocated as per the "Inflicting Wounds and Removing Casualties" rules (see page 44).

If the Occupying Regiment is destroyed and all its Models are removed as Casualties, the Clashing Regiment may now opt to occupy the Garrison Terrain, if it can legally do so, following the Occupying Garrison Terrain rules.

Regiments Occupying a Garrison Terrain piece have a 1" Engagement Range regardless of any Special Rules that might alter their Engagement Range. This 1" Engagement Range is measured from any point of the Garrison Terrain piece. When a Regiment Occupying a Garrison Terrain piece performs a Clash Action against an Enemy Regiment, then all its Attacks count as being under the effects of Inspiration and all Models in the Regiment Re-Roll failed Hit-Rolls of "6".

DISENGAGE ACTIONS AND GARRISON TERRAIN

A Regiment Occupying a Garrison Terrain piece cannot perform a Disengage Action. The only way an Occupying Regiment can

leave a Garrison Terrain piece is for it to not be Engaged by an Enemy Regiment and to March out as per the "Leaving Garrison Terrain" rules.

VOLLEY ACTIONS AND GARRISON TERRAIN

A Regiment Occupying Garrison Terrain can perform Volley Actions as normal, measuring Range from any point of the Garrison Terrain piece's base for all Models in that Regiment. When determining Line of Sight, the Acting Regiment is considered to have the same Size as the Elevation level of that Terrain piece. A Regiment Occupying a Garrison Terrain piece may perform Volley and Aim Actions even if it is Engaged by an Enemy Regiment.









CHAPTER TEN



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. When a Draw Event confers multiple instances of a Special Rule (X), these Special Rules do not stack unless the Draw Event specifically mentions it.

Burnout: All Models in the Regiment with this Draw Event have the Decay (3) Special Rule and +1 Clash and +2 March this Round.

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 Round.

SPECIAL RULES

This section includes all the Special Rules found in Conquest First Blood. When a Special Rule or Ability confer multiple instances of a Special Rule (X), these Special Rules do not stack unless the Special Rule specifically mentions it.

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 (X) value. E.g. A Regiment with Armor Piercing (2) would penalize its target's Defence by 2 points when defending against these Hits.

Aura of Death (X): When an Enemy Regiment is Engaged by a Model with this Special Rule, that Regiment takes X Hits for each of its Models Engaged by Models with this Special Rule. These Hits are resolved after the Enemy Regiment Activates any [Command] abilities but before it takes its first Action. Aura of Death X Hits do not trigger Morale Tests

as it is not part of an Action. These Hits are resolved as if they were part of a Clash Action for the purposes of Wound Allocation as per Wound Allocation and Engagement Range rules (see page 44).

Barrage (X): A Model with this Special Rule contributes shots when 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 Round, this Model can re-roll all failed Hit rolls or Re-Roll all failed Defence Rolls for the duration of a single Action. All Models in a Regiment must use this rule at the same time (if they have it). Declare that you activate the Ability prior to rolling and place a suitable Marker as a reminder.

Bravery: Models with this Special Rule ignore the Fearsome and Terrifying (X) Special Rules. In addition, a Regiment including Models with this Special Rule loses its Broken Status at the beginning of its Activation. If an Officer or Character Model has the Bravery Special Rule, then the Regiment they are part of may lose its Broken Status at the beginning of its Activation.

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

Cleave (X): Enemy Regiments suffer a penalty to their Defence against Hits with this Special Rule, made during a Clash or Challenge! Action, equal to the rule's attribute. E.g. A Regiment with Cleave (2) would penalize its target's Defence by 2 points when defending against these Hits.

Counter-Attack: When an Enemy Regiment performs a Clash against Models with this Special Rule, any unmodified Defense Rolls of 1 made by Models with this Special Rule cause 1 Hit to the Active Enemy Regiment. These Hits do not benefit from any Special Rule that would affect a Clash or Challenge! Action.

Dauntless: This Regiment may not be Broken and always counts its Clash Actions as Inspired.

Decay (X): Roll a number of dice equal to the Special Rule's value. For each roll of 5 or 6, the Regiment suffers a Wound. Wounds suffered from Decay do not cause Morale Tests. The Decay (X) Special Rule stack as normal. The Decay Special Rule is always resolved at the end of a Regiment's Activation.

Deadly Blades: When an enemy Character or Regiment makes a Defense Roll caused by a Model with this Special Rule as a result of a melee Attack, inflict two Wounds instead of 1 for each unmodified Hit-Roll of "6" during that Defense Roll.

Deadly Shot: When an Enemy Regiment makes a Defense Roll caused by a Model with this Special Rule as a result of a ranged Attack, inflict two Wounds instead of 1 for each unmodified Roll of "6" during that Defense Roll.

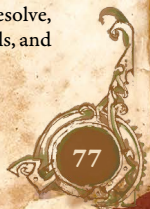
Devout: If during a Spellcasting Action a Model with the Priest (X) Special Rule is targeting a friendly Regiment with the Devout Special Rule, it automatically converts one Spellcasting failure to a success.

Dread: Enemy Regiments that are Engaged by this Regiment may never count as Inspired.

Fearless (X): A Model with this Special Rule ignores the effects of the "Fearsome" Special Rule. In addition, it reduces the Terrifying (X) Special Rule of all Enemy Models it is Engaged by (X), to a minimum of 0.

Fanatical Devotion: Whenever this Regiment is the target of a Friendly Incantation cast by a model with the Priest (X) rule, it is Healed for 3 Wounds.

Fearsome: Enemy Regiments Engaged 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: When a Regiment with this Special Rule is currently on the battlefield and takes an Action, and the Regiment is not Engaging or Engaged by an enemy Regiment, roll a D6. If the result is equal to or less than Regiment's Resolve Characteristic, you may perform an Action as normal. If the result is higher, the Regiment must perform a Charge Action against the closest Enemy Regiment in Line of Sight with Casualty Tokens on it.

If there is no eligible Target to Charge, you must perform a March Action directly towards the closest Enemy Regiment in Line of Sight. A Regiment with the Feral Special Rule cannot declare a Charge Target that is outside of its maximum possible Charge Distance as a result of this Special Rule.

This Special Rule allows a Regiment to Charge a Target even in the Round in which it arrived on the battlefield from Reinforcements.

Fiend Hunter: Models with this Special Rule Re-Roll failed Hit rolls against Monsters, Brutes and Cavalry.

Flank: A Regiment with this Special Rule can enter the game from Reinforcements as detailed in the "Reinforcement Phase" part of the Rules.

Flawless Strikes: When a Model with this Special Rule performs a Clash Action or participates in a Challenge!, all Hit Rolls of '1' count the Target's total Defence as 0 against Hits caused by a Model with this Special Rule. Additional Hits generated by other Special Rules do not benefit from Flawless Strikes.

Fluid Formation: Models with this Special Rule ignore the Broken Ground, Dangerous and Hindering Terrain rules.

Flurry: Models with this Special Rule Re-Roll all failed Hit Rolls when performing a Clash or as part of a Challenge! Action.

Fly: A Regiment composed entirely of Models with this Special Rule can March over other Regiments and Impassable Terrain. During this move Models ignore Enemy Engagement Ranges. Models in this Regiment cannot end their March on top of Impassable Terrain, overlapping with the bases of other Models or within Engagement Range of Enemy Models. The Fly Special Rule does not apply when a Regiment is Disengaging, Charging or moving vertically on a piece of Ruin Terrain.

Glorious Charge: This Regiment may add the Inspire bonus to Impact Attack rolls. In addition, when it successfully completes a Charge Action, this Regiment counts as having the Terrifying (1) Special Rule until the end of that Charge Action.

Hardened (X): When a Regiment with this Special Rule is the target of an Action performed by an enemy, reduce any Cleave, Armor Piercing or Brutal Impact Values that Enemy might have by (X) for this Action.

Heavy Impact: 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.

Indomitable: Each time a Regiment with this Special Rule takes a Morale Test, discard one failed dice with no effect.

Inspiring Presence: While a Regiment is within Command Range of a Character with this Special Rule, that Regiment may not be Broken.

Lethal Demise: Models with this Special Rule cannot Heal Wounds. Whenever Models with this Special Rule suffer Wounds as a result of an Enemy Regiment performing a Clash Action against them, but not as a result of Morale Tests, that enemy Regiment receives an equal amount of Hits.

These Hits are resolved as if they were part of a Clash Action for the purposes of Wound Allocation as per Wound Allocation and Engagement Range rules (see page 44).

Linebreaker: When a Regiment with this Special Rule performs a Charge and successfully Engages an Enemy Regiment, that Enemy Regiment loses the Shield Special Rule until the end of their next Activation.

Oblivious: Regiments with this Special Rule suffer only 1 Wound for every 2 failed Morale Tests (rounding up).

Opportunists: Models with this Special Rule, Re-Roll failed Hit-Rolls when performing a Clash Action against a Broken Regiment.

Overcharge: This Regiment may take a special "Overcharge" Action in each of its Activations. 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).

Overrun: When this Regiment declares a Charge Action against a Broken Regiment or causes the target of their Charge Action to become Broken as a result of their Impact Attacks, this Regiment may perform their Impact Attacks again. If the enemy Regiment is Shattered or destroyed by this Regiment's Impact Attacks, this Regiment is allowed to perform a Charge Action as its second Action even if the Regiment has already Charged this Round.

Parry: Successful 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.

Precise Shot: When this Model performs a Volley Action, all successful 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.

Priest (X): This Model can use Spellcasting Actions. The "X" shows the Model's Magic Level.

Quicksilver Strike: If this Character Model is involved in a Challenge! Action, it always resolves its blows first. If both Character Models have this Special Rule, Attacks revert to being simultaneous.

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

Relentless Blows: When this Model Attacks an Enemy Regiment as part of a Clash Action, each Hit Roll of "1" causes an additional Hit on the Target.

Shield: Model's in a Regiment with this Special Rule have +1 Defense against all Hits. Furthermore, a Model cannot "Attack Through" an Enemy Model with the Shield Special Rule. A Model may no benefit from the Shield Special Rule if the Regiment it is part of is Broken.

Smite: Enemy Models count their total Defence as 0 against Hits caused by a Model with this Special Rule during a Clash or a Challenge!.

Support: A Model with this Special Rule has its Engagement Range increased to 2.5". In addition, a Model with this Special Rule Re-Rolls successful Defense and Hit Rolls of "1" against Enemy Models within 1" of it.

Sureshot: Models with this Special Rule never count their Volleys as Obscured by intervening Regiments or Terrain. However, Incantations and other effects still Obscure Targets.



Tenacious: Each time a Regiment with this Special Rule makes a Defense Roll, discard one failed dice without effect.

Terrifying (X): Enemy Regiments suffering casualties as a result of a Clash Action from one or more Models with this Special Rule suffer a -X penalty to their Resolve Characteristic (this applies to all Models in the enemy Regiment) until the end of the Clash Action.

In addition, enemy Regiments Engaged 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: Models with this Special Rule may perform a Volley Action with the following profile: Barrage 1 (3").

This Volley Action may be performed even when Engaged and may Target an Engaged Enemy Regiment.

Torrential Fire: Each successful Hit this Regiment inflicts generates an additional ranged Attack. These additional Attacks cannot generate further rolls.

Unstoppable: This Regiment may Re-Roll failed Charge Rolls.

Unyielding: While this Regiment is Wholly within range an Objective, the opponent may not claim that Objective regardless of the number of Models.

Wizard (X): This Model can use Spellcasting Actions. The "X" shows the Model's Magic Level.









CHAPTER ELEVEN



FIGHTING A BATTLE

THIS SECTION CONTAINS ALL
INFORMATION ON BUILDING
AN ARMY LIST, SETTING UP
THE BATTLEFIELD, GAINING
VICTORY POINTS AND
PLAYING CONQUEST FIRST
BLOOD! SCENARIOS.



No two battles are the same. Deployment zones, objectives – even Army composition itself – 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 four Scenarios, but you should feel free to invent your own!



ARMY LISTS

The force you bring to the Battlefield is chosen using an Army List. To help ensure you are playing a fair and balanced game, these Army Lists are chosen to equal points values.

POINTS VALUES

Every Model in a game of Conquest First Blood! has a points value, representing its overall worth and prowess on the Battlefield. Models with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances.

Your Army's points value is equal to the total points values of every Model in your Army, plus those of any upgrades you have purchased for those Models. The higher the points values, the larger in terms of numbers and power the Army you have selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of about 800 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing stopping you from choosing a larger or smaller size for your confrontation, as long as you and your opponent agree. Indeed, smaller games of 300 or 400 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of three types of entities: Character Regiments, Officers and Regular Regiments. Each one of those options is drawn from the Army List of each Faction's respective Army List. You must include one Character Regiment and any number of either Officers or Regular Regiments in your Army, subject to the following rules:

CHARACTER REGIMENTS

Every Army must include only one Character Regiment consisting of a Character Model(s) as described in the Character's section of your Faction's Army List Entry.

Most Infantry Character Regiments may purchase additional Retinue Models to add to the Character Regiment. These Retinue Models add to the prowess of a Character Regiment and confer unique abilities. You will find more information about Retinue Models under the "Retinues" section of each Army List.

OFFICER MODELS

Officers are upgrades to Regiments conferring unique abilities and add to the combat prowess of that Regiment and other Regiments around them as described in the Officer's section of your Faction's Army List Entry. In addition, Officers have their own Characteristics Profile and can make use of **[Command]** Abilities.

An Officer Model may be added to any Regiment that has access to it. You can see if a Regiment can take an Officer in the Regiment's Army List



Entry as well as the Officers' respective point costs. Each Officer Model may be included up to **two** times when making an Army List.

The Officer Model Activates when its Regiment Activates and does not need its own Command Card in order to do so. For more information regarding Officers in Conquest First Blood! check Chapter 7 "Characters and Officers" (see page 53).

REGIMENTS

Each Regiment is drawn from the Regiment section of your Faction's Army List Entry. These troop formations are the backbone of every Conquest: First Blood Army! and will do most of the fighting. Each Regiment may be included up to **four** times when making an Army List.

Each Regiment has a points cost associated to it and comes with a number of Models specified under the "Number of Models" section of its Army List Entry.

There you will also be able to see if the Regiment has a Leader or the option to purchase one, if not then a Model in the Regiment becomes the Acting Leader as per the "The Leader and the Standard Bearer" rules (see page 17).

In addition, a model in the Regiment may be promoted to Standard Bearer for free once the Regiment has reached a certain number of Models as described in the Army List Entry, including Officers.

Finally, you may purchase additional Models for your Regiments, if the option is available, as detailed in the Regiments Army List Entry. An Infantry Regiment may not number over **13** Models including Officers, whereas Cavalry and Brute Regiments may not number over **4** Models including Officers.

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 the following steps:

SET UP THE BATTLEFIELD

We recommend that you play First Blood in a 4' by 4' Battlefield. However, if you decide to use larger forces and would like to play a much bigger battle, you can agree with your opponent on 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 use about 10 Terrain pieces for a 4' by 4' Battlefield.

FIGHT THE BATTLE

Every Conquest First Blood! battle plays for a set number of Rounds, or until a specific Victory Point (VP) threshold has been reached. If a Player's forces are completely wiped out, this constitutes a loss for that player. A Player's forces are wiped out if there are none of their Models left on the Battlefield and no further Reinforcements are available in this or subsequent Rounds.

Each scenario will specify VP thresholds, Special Objectives, Reinforcement and Deployment zones.

OBJECTIVE ZONES

Many Scenarios will require a Player to seize territory – battlefield quarters, center of the Battlefield, Objective Zones and so on. When such is the case, Models Seize territory gaining the respective Player VPs.

SEIZING OBJECTIVE ZONES

Models within a Regiment can Seize Objective Zones as per the following rules:

The Player with the most Models, within range of an Objective Zone, claims that Objective.

- Every two Light Infantry Regiment Models count as **one Model** for the purposes of Seizing Objectives.
- Each Light Cavalry and Brute Regiment Model counts as **two Models** for the purposes of Seizing Objectives.
- Each Medium and Heavy Infantry Regiment Model counts as **one Model** for the purposes of Seizing Objectives.
- Each Medium and Heavy Cavalry and Brute Regiment Model counts as **three Models** for the purposes of Seizing Objectives.
- Each Monster Regiment Model counts as **six Models** for the purposes of Seizing Objectives.
- Each Character, Retinue and Officer Model counts as **one Model** for the purposes of Seizing Objectives.

DEPLOYMENT ZONES

In Conquest First Blood! forces are deployed onto the Battlefield at the beginning of each game.

Before starting a game of First Blood, Roll-off against your opponent. The player that Rolls the lowest gets to choose which Player will deploy their first Regiment. That Player will proceed to place one of their Regiments Wholly within their Deployment Zone as specified in each Scenario.

Once the Regiment is deployed then it's the opposing Player's turn to Deploy one of their Regiments in their respective Deployment zone. Keep alternating Deploying Regiments until there are no more Regiments left to Deploy. If a Player runs out of Regiments to Deploy then their Opponent finishes Deploying all of their remaining Regiments.

REGIMENTS IN REINFORCEMENTS

Regiments that remain outside the Battlefield as Reinforcements, usually due to Special rules like "Flank" or other Abilities, are set aside and not Deployed on the Battlefield.

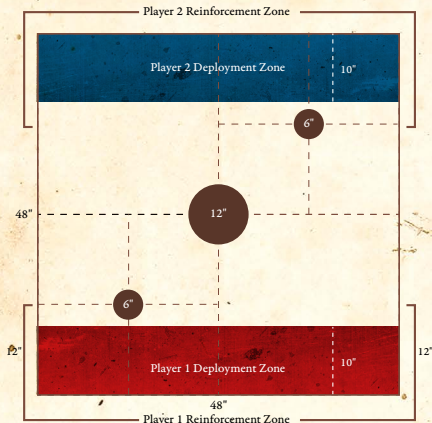
Regiments come onto the Battlefield from Reinforcements as follows:

- No Reinforcements come on to the Battlefield during Round 1.
- Reinforcements come on to the Battlefield from your Reinforcement Zone during Rounds 2 and 3.
- Reinforcements come on to the Battlefield from any point of the sides of the table excluding the Opponent's Reinforcement Zone from Rounds 4 and onwards.

Regiments March onto the Battlefield as per the "Marching onto the Battlefield from Reinforcements" Rules (see page 32). Regiments that have not entered the Battlefield by the end of the game are considered to have been destroyed during the final round of the game for all VP scoring purposes.

SCENARIO ONE

PLUNDER THE CAMP



OBJECTIVE ZONES AND VICTORY CONDITIONS

Place one 12" Objective Zone on the center of the battlefield and one 6" Objective Zone on the center of each of any two diagonal quarters.

Deployment Zones are 10" from each Player's Table edge and Reinforcement Zones extend 12" to both sides of the table for both Players as per the Scenario diagram.

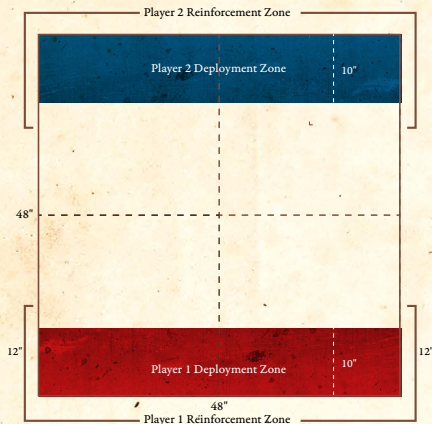
During the Victory Phase of each Round, Players gain 2 VPs if they are Seizing the Objective Marker at the center of the Battlefield and 3 VPs if they are Seizing the Objective Marker nearest to their Opponent's Table edge.

GAME LENGTH

The game ends when a Player gains 10 VPs or at the end of the 8th Round. If no Player has won by the end of the 8th Round then the Player with the most VPs wins the game.

SCENARIO TWO

A SCORE TO SETTLE!



OBJECTIVE ZONES AND VICTORY CONDITIONS

This Scenario does not include Objective Zones.

Every time a Regiment removes Casualty Tokens during the "Remove Casualty Tokens" step or as a result of it being Destroyed then the Opponent gains VPs equal to the number of Casualty Tokens removed.

When an Enemy Officer Model is Destroyed, score 3 VP.

When an Enemy Character Model is Destroyed, score 5 VP.

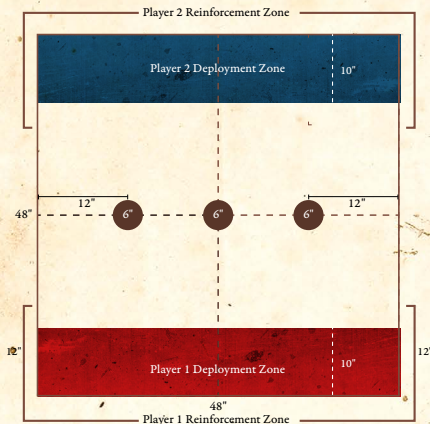
When an Enemy Officer or Character Model is Destroyed during a Challenge! score an additional 3 VP.

GAME LENGTH

The game ends either at the end of the 8th Round, or when a player gains 20 Victory Points. If no Player has won by the end of the 8th Round then the Player with the most VPs wins the game.

SCENARIO THREE

STAKE YOUR CLAIM!



OBJECTIVE ZONES AND VICTORY CONDITIONS

Place one 6" Objective Zone on the center of the battlefield and two 6" Objective Zones 8" away to each side.

Deployment Zones are 10" from each Player's Table edge and Reinforcement Zones extend 12" to both sides of the table for both Players as per the Scenario diagram.

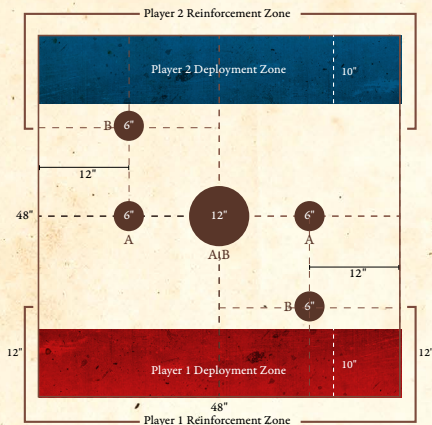
During the Victory Phase of each Round, Players gain 2 VPs if they are Seizing the Objective Marker at the center of the Battlefield and 3 VPs if they are Seizing the Objective Zones to the sides.

GAME LENGTH

The game ends when a Player gains 8 VPs or at the end of the 8th Round. If no Player has won by the end of the 8th Round then the Player with the most VPs wins the game.

SCENARIO FOUR

TIME IS OF THE ESSENCE!



OBJECTIVE ZONES AND VICTORY CONDITIONS

Place one 12" Objective Zone on the center of the Battlefield, two 6" Objective Zones to each side and one 6" Objective Zone on the center of each of any two diagonal quarters. Objectives Zones are marked as A,B or both dictating in which Rounds these Objective Zones will be Active.

- Zones marked as A are Active during Rounds 3,5,7 and 9.
- Zones marked as B are Active during Rounds 2,4,6 and 8.
- Zones marked as A and B are Active for the duration of the entire game.

Deployment Zones are 10" from each Player's Table edge and Reinforcement Zones extend 12" to both sides of the table for both Players as per the Scenario diagram.

During the Victory Phase of each Round, Players gain 2 VPs for each Objective Zone they are Seizing.

GAME LENGTH

The game ends when a Player gains 8 VPs or at the end of the 10th Round. If no Player has won by the end of the 10th Round then the Player with the most VPs wins the game.







