



III CONQUEST FIRST BLOOD

START PLAYING SCENARIOS





XHILLIARCH LUCUPUS PRIMUS NANZIANUS

“Wall.”

The command was spoken softly and it was obeyed instantly. The Legionnaires proved their mettle in death as they had done repeatedly in life. The cultists were protected as yet another barrage of stone bullets flew from the barbarian peltasts. Xhilliarch Lucupus Primus Nanzianus smiled in as passive a manner as only the dead could. Then the flames in his eyes flared with annoyance as he saw one of the Moroi fall, her neck pierced through and through, the bolt breaking the spine. Following the trajectory of the bolt that killed her, the Xhilliarch knew which barbarian his eyes would meet before they did. True enough, the one that had haunted his steps, the one with the dark, braided mane was crushing the skull of one of his legionnaires with his foot, before he locked eyes with him. The barbarian raised his kukri, pointing at him, yelling a taunt. He ignored him without moving his stare, but his will reached for the Praetorians around the mausoleum's entrance, and he spoke again:

“Press.”

As one, the Praetorians guarding the ruins of the Villa responded to his order, and the Xhilliarch turned his attention to his surroundings, knowing the barbarian leader and his spearmen would be forced to defend themselves. It did not matter if they succeeded or not; what mattered was that they could not target the cultists. Xhilliarch Lucupus had no particular love for the rotten madmen, but his objectives were clear: secure the mausoleum's entrance, secure the guarding statues of the god-twins of house Pavia if possible, and allow the cultists to work their divine rituals to awaken the faithful. And for that, he needed his Praetorians to hold the spearmen engaged, while him and his Legionnaires escorted the cultists to the mausoleum's entrance.

Raising his sword to parry a barbarian axe, he felt the will that kept his joints together strain as the blade's met. Scolding himself for not expecting such might behind the blow, he deflected the second axe, while side-stepping, then, with a precise move that had been drilled to him in life, he twisted the blade under the barbarian's defense, piercing the unarmored belly. Marveling at the resistance his blade met, he pushed harder until his opponent finally hesitated with a surprised groan. Uncertain about the anatomy of these barbarians and doubting whether he had pierced the stomach, he took no chances; he pulled his blade, then with deadly calm sliced the exposed neck. As if the most natural thing in the world had happened, he looked around with passive eyes.

Engaged with the axebearers, his Legionnaires stood their ground but were pinned. Fearful about the patience of the cultist, he searched for them and he heard the Kheres howling curses and throwing blasphemies against their aggressors; he saw the barbarian spearmen with widened eyes, swinging wildly around them, hurting their own; more importantly, they had left their peltasts exposed... But so were the Moroi. Fueled by their fanaticism, they had rushed ahead towards the mausoleum, where the Praetorians were now rapidly losing ground, pressed by the ferocity of the barbarian leader. With dead eyes frowning, he saw the Moroi ready to weave their own dark magic against the barbarian leader and his spearmen when the first barrage of the peltasts fell on them, crashing skulls and breaking bones.

Ducking under a swinging axe and piercing the warrior's back through in the same motion, he urged his unengaged Legionnaires to move, as the maddened cry from Sister Divina of the Kheres reached his ears when she saw many of the Moroi fall. Ignoring her, he saw the spearmen, finishing off his legionnaires and readying to hurl their spears against the remaining Moroi. Then he saw the barbarian leader loading his crossbow, searching for targets and ready to give the command.

“You,” he uttered in voice like slabs of stone grinding, eyes fixed on the Predator as he rushed. He ignored the Braves who, released from their madness, were chasing after him. He ignored the maddened cries of Sister Divina. He ignored everything, his eyes and will bend on the barbarian who had halted, hearing him despite the clamor of battle around them.

“Face me now, faithless,” he said.

PREDATOR YOLMANTOK OF THE MANUCODE

“Again!”

The cry that called for the volley travelled across the battlefield. The answer came almost immediately, as the whistling of spinning slings rose higher and higher before it stopped abruptly; the thuds and clangs of stone hitting leather and metal followed, as growling taunts replied mockingly to yet another failed barrage. Cursing the shields of the spearmen that kept providing cover to the robed figures behind them, Predator Yolmantok shoved the swordman that was blocking him, then stepped on his breastplate to raise his towering body even higher. After a moment's aim, he pressed the trigger, and his crossbow sang its angry note; a soft, guttural cry reached his ears, as the bolt traveled whistling and a hooded figure crooned its final song. Grunting with satisfaction, he stepped on the swordman's head absent-mindedly. Its helmet held his weight for only a moment, before it collapsed with a metal sigh and a cracking sound, granting final rest to a soldier long dead. Resting his leg on the crushed dented helmet, he pulled his kukri with the other hand and absent-mindedly added a notch on the crossbow, as he scoured the battlefield. He wanted this game of cat and mouse to end. He wanted him. They had stalked each other's steps for weeks, before Yolmantok realized what the commander's objective was. So now, when he found the plumed helmet among the spearmen guarding the robed-ones, he searched hungrily for the dead commander's eyes – and found them staring back at him.

“YOU!” he cried. “Come to me, coward!” he yelled, pointing at the dead man with his kukri, their eyes locked. But while Yolmantok's eyes flared with taunt and anger, the commander's remained passive, dismissive almost, even while his mouth moved. As if responding, he heard his hunters grunt in effort; breaking their defensive stance, the swordmen pushed with attack after attack. Growling, he turned while letting his crossbow hang from his belt, parrying a blow with his kukri, before he grabbed the soldier's shield with his free hand and pulled. Finding himself off-balance, the soldier stumbled uncertainly, and the Predator lowered his kukri on his spine; under the rattling of bones and metal, the dead man collapsed. Not able to spare a thought for strategy, he rushed to his hunters' aid, as the dead swordmen kept pressing, pushing spears aside with their shields.

He had hoped for a quick victory with only his hunters here, allowing his Braves and Blooded to intercept the rest and the slingers and hunters to then pick off the robed-ones from different angles. Rushing to the entrance of the crypts, the swordmen and his hunters had met in earnest around it. Spread too thin at first, as they had tried to also secure the two statues – he had no idea what they'd want with them but he could guess what the robed-ones would want with the Dead-men Cave – they had proved quick to adapt under pressure and formed a tight formation around the crypt entrance. This, he realized spitting angrily as he ripped off a skull from its spine with his bare hand, had cost him control of the field. The magic of the robed-ones had now stopped his Braves in their tracks, leaving the Blooded to fall on the commander and his spearmen alone, with the robed-ones covered behind the shields. As he helped a wounded hunter on his feet while two others pierced the last swordman from different sides, he took the chance to look over the field as best he could once more. The magic clouding his Braves was fading, as the robed ones had split in two groups. Weaving new magic with crazed shrieks, one of the groups had broken off from the cover of the spearmen. A smirk carved his rough face.

He did no more than whistle. Like one, the Slingers moved, shifting their formation, expanding their frontline and changing their field of view, as their slings' song mingled with the sorcerous cacophony of the dead, only to drown it in a crescendo of groans and screams. Locking his crossbow, he lowered it towards the rest of the robed ones, as his hunters hefted their spears around him. Then, his ear twitched, picking a challenge from across the field. Rushing towards him, ignoring the Braves that were giving chase, the dead commander was staring at him with a sick flame dancing tauntingly in his eye sockets.

“Finally,” he growled with satisfaction, as he rushed to meet him.



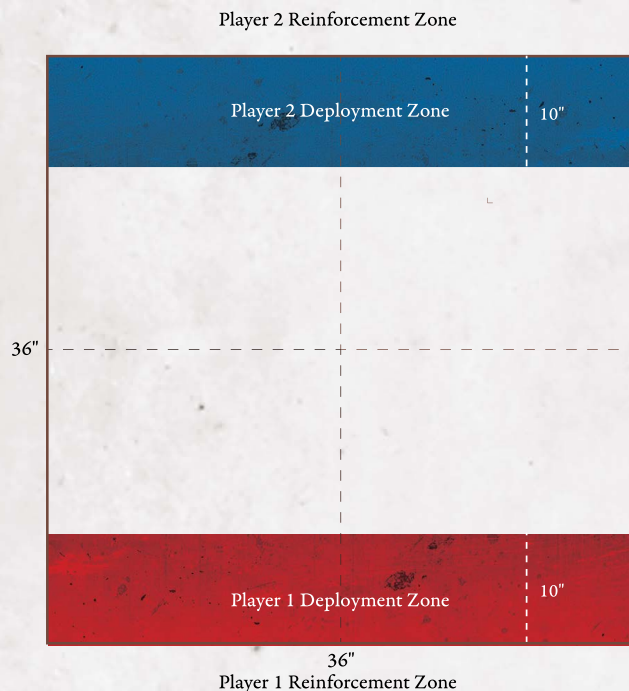


“An End to the Chase”

Quick Start Narrative Scenarios
for your Two Player Starter Set

SCENARIO ONE

FIRST BLOOD!



Led by Predator Yolmantok, one of the tracking groups tasked by Zenduali of the Manucode with the mapping of the Lost Lands comes face to face with the dead soldiers of the Old Dominion. Isolated and deep into unknown territory, Yolmantok needs to alert and rally the rest of the tracking groups. Xhiliarch Lucopus' centuries-worth of tactical experience recognizes his enemy's only option: a swift counterattack. Unwilling to risk the barbarians interfering with his mission, the Xhiliarch needs to eliminate the barbarians before reinforcements are gathered, or at least slow them down.

W'ADRHŪN FORCES

1x Predator
6x Braves
4x Hunters

OLD DOMINION FORCES

1x Xhiliarch
4x Praetorian Guards
6x Legionnaires

OBJECTIVE MARKERS AND VICTORY CONDITIONS

This Scenario does not include Objective Markers.

The size of the Battlefield is 36"x36".

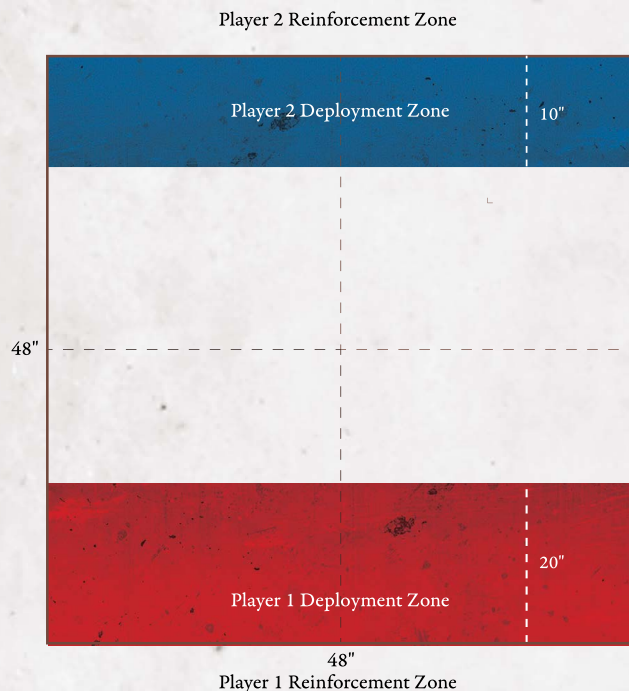
Deployment Zones are 10" from each Player's Table edge on both sides of the table for both Players as per the Scenario diagram.

GAME LENGTH

Game is completed if during the Victory Phase of the 6th Round the W'adrhūn Predator Model is Wholly within the Old Dominion deployment zone. The winning side will be the Attacker in Scenario Two!

SCENARIO TWO

POUNCE ON THE PREY!



Yolmantok has managed to retreat and rally other nearby tracking groups; but is he now the hunter or the prey? Was he fast enough or did the Xhiliarch manage to outmanoeuvre him? As the two commanders dog each other's steps trying to gain the advantage and lay a trap, the side that came up on top before, now has a clear initiative advantage and attacks. Will the Attackers cripple the Defenders and proceed on to fulfil their respective missions?

W'ADRHÛN FORCES

1x Predator
6x Braves
6x Blooded
6x Hunters
6x Slingers

OLD DOMINION FORCES

1x Xhiliarch
6x Praetorian Guards
6x Legionnaires
6x Kheres
6x Moroi

OBJECTIVE MARKERS AND VICTORY CONDITIONS

This Scenario does not include Objective Markers.

The size of the Battlefield is 48"x48".

Attacker's Deployment Zone is 20" from the Attacker's Table edge. Defender's Deployment Zone is 10" from the Defender's Table edge.

Each Round, during the Supremacy Phase of the game, do not Roll-off to determine the First Player. Instead, the Attacker (the winner of Scenario One) will be choosing each Round who will the First Player be.

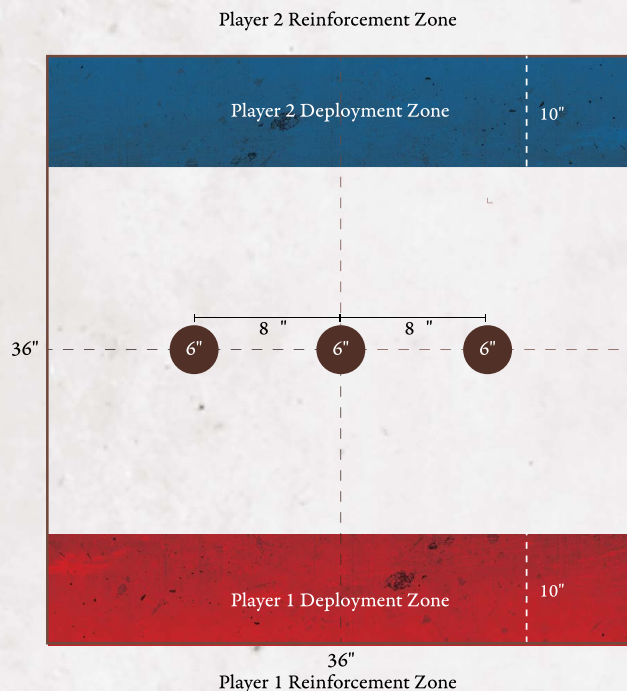
(Remember: The First Player is determined during the Supremacy Phase of the game, this means that Players first arrange their Command Stacks and then decide who goes first!). Every time a Regiment removes Casualty Tokens during the "Remove Casualty Tokens" step then the Opponent gains VPs equal to the number of Casualty Tokens removed.

GAME LENGTH

The game ends either at the end of the 8th Round, or when a player gains 15 Victory Points. . If no Player has won by the end of the 8th Round then the Player with the most VPs wins the game. The winning side will be the Attacker in Scenario Three!

SCENARIO THREE

AN END TO THE CHASE!



With their forces clashing to no avail time and time again, both commanders know that the chase nears its end. With the coveted mausoleum of the ruined Villa Pavia in sight, there is no turning back for Xhiliarch Lucupus; the devout soldiers of a once-glorious empire must be awakened from their slumber to serve Hazlia once more, while the house's twin-gods statues shall serve as bright jewels to his victory. Yolmantok cannot - will not! - allow the undead to fulfil their blasphemous purpose. A small expedition force has already proven incredibly difficult to dislodge, a proper undead force would spell doom.

W'ADRHÛN FORCES

1x Predator
6x Braves
6x Blooded
6x Hunters
6x Slingers

OLD DOMINION FORCES

1x Xhiliarch
6x Praetorian Guards
6x Legionnaires
6x Kheres
6x Moroi

OBJECTIVE MARKERS AND VICTORY CONDITIONS

Place one 6" Objective Marker on the center of the battlefield and two 6" Objective Markers 8" away to each side. Deployment Zones are 10" from each Player's Table edge. During the Victory Phase of each Round, Players gain 1 VPs if they are Seizing the Objective Marker at the center of the Battlefield and 2 VPs if they are Seizing the Objective Markers to the sides.

GAME LENGTH

The game ends either at the end of the 8th Round, or when a player gains 15 Victory Points. . If no Player has won by the end of the 8th Round then the Player with the most VPs wins the game. The winning side will be the Attacker in Scenario Three!

W'ADRHÛN FACTION RULES

The Rules found in this booklet will be used throughout the three narrative scenarios! These are narrative rules and do not reflect the entire rules of a Faction. If you want to build your own force and learn more about each Faction's rules you can visit our website and download your free copy of each Army List!

Epidermal Keratin Deposits

Every time a Model in this Army suffers a Wound roll a die. On a Roll of "1" ignore that Wound.

Massive Frame

Enemy Models cannot "Attack Through" a Model with this Special Rule. In addition Models with this Special Rule Re-Roll failed Morale tests of "6".

Keen Hearing

Character Models count their Command Range as twice its range for the purposes of Commanding Presence.

CHARACTERS AND REGIMENTS

YOLMANTOK (PREDATOR)

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Yolmantok (Predator)	Infantry Character Regiment	Medium	6	3	3	6	5	3	3	1	6	Barrage 3, (15", Armor Piercing 1, Deadly Shots), Fiend Hunter, Massive Frame

Hunting Party:

Hunter and Slinger Regiments in this Army gain the Fluid Formation Special Rule.

No Time to Bleed:

This Character Regiment can perform a Disengage Action without receiving Attacks of Opportunity.

Each Round the Predator may use one Command Ability:

Way of the Hunt [Command]: Target Friendly Infantry Regiment gains +2 March until the end of the Regiment's next Activation.

Re-Engage [Command]: When Target friendly Regiment performs a Disengage Action this Round, it does not receive any Attacks of Opportunity and does not become Broken.

BRAVES

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Braves	Infantry	Medium	5	1	2	1	2	2	2	1	Shield, Massive Frame

BLOODED

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Blooded	Infantry	Medium	5	1	2	2	2	2	2	1	Massive Frame

HUNTERS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Hunters	Infantry	Medium	6	2	2	1	2	2	1	1	Barrage 1 (12", Armour Piercing 1, Deadly Shots), Massive Frame

SLINGERS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Slingers	Infantry	Medium	6	2	1	1	2	3	1	1	Barrage 2 (10", Torrential Fire), Massive Frame

OLD DOMINION FACTION RULES

The Rules found in this booklet will be used throughout the three narrative scenarios! These rules do not reflect the entire rules of a Faction and are used to reflect the two Characters and their entourage. If you want to build your own force and learn more about each Faction's rules you can visit our website and download your free copy of each Army List!

Animate Vessel

All Regiments/Models in this Army with the "Animate Vessel" Special Rule may not perform an Inspire Action.

However, Regiments receive the benefits of Inspiration when completing a successful Charge or from any other Special Rules that would allow them to count as Inspired. In addition, Regiments with the Animate Vessel Special Rule do not have a Resolve Characteristic and are always considered as if they have passed any Morale or Resolve Characteristic Test.

A Character Model with the Animate Vessel Special Rule does not confer their Resolve Characteristic to Regiments within its Command Range. However, Regiments with this Special Rule may still be Broken as normal, as their formation collapses and soldiers are cut down individually.

Memories of Old

Most Regiments in the Army have access to a Faction Specific Action called the "Memories of Old" Action.

Memories of Old (In-Combat And Out-of-Combat Action) When a Regiment performs a "Memories of Old" Action, that Regiment activates its Memories of Old Ability as described in its Army List Entry.

The Regiment immediately gains the benefits of that Memory of Old until the end of its next Activation. All effects listed on the Memory of Old is considered to be active, and the Regiment receives its benefits immediately.

CHARACTERS AND REGIMENTS

LUCUPUS (XHILIARCH)

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Lucupus (Xhiliarch)	Infantry Character Regiment	Medium	5	2	3	5	6	-	3	1	6	Animate Vessel, Cleave (1)

Leader of a Thousand:

When this Character Regiment is in range of an Objective, all other Friendly Legionnaire and Praetorian Guard Models in this Army counts as two Models for the purposes of Seizing that same Objective. This rule only applies as long as the Models are currently Seizing the same Objective as the Xhiliarch.

Pentarchoi:

Legionnaire and Praetorian Guard Regiments in this Army receive a free Standard Bearer at 6 Models instead of 12. Legionnaire and Praetorian Guard Regiments with a Standard Bearer always count as if fully within the Xhiliarch's Command Range.

Furthermore, this Character Model, Officer, Leader and Standard Bearer Models in this Army counts as two Models for the purposes of Seizing Objectives. Acting Leaders do not benefit from this Special Rule.

Eternal Discipline:

This Character Model does not become Provoked as a result of being the target of a Challenge! Action and does not suffer any negative effects for doing so. In addition this Model gains the Terrifying (1) Special Rule.

Each Round the Xhiliarch may use up to two different Command Abilities:

Obdurate Bone and Stone [Command]: Target Friendly Legionnaire or Praetorian Guard Regiment may perform two Clash Actions during its next Activation.

Transient Glory [Command]: Target Friendly Regiment gains the benefits of Inspiration until the end of its next Activation.

Press! [Command]: Target Friendly Regiment re-rolls failed Hit Rolls of "6" until the end of its next Activation.

Glimmers of a Golden Age [Command]: Target Friendly Regiment may use their Memory of Old Action as if it was a Draw Event until the end of its next Activation.

LEGIONNAIRES

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Legionnaires	Infantry	Medium	5	1	2	1	2	-	1	1	Animate Vessel, Shield, Support

Memory of Old: Models in this Regiment within range of an Objective cannot be the Target of Impact Attacks until the end of this Regiment's next Activation.

PRAETORIAN GUARD

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Prætorian Guard	Infantry	Medium	5	1	2	1	2	-	2	1	Animate Vessel, Shield

Memory of Old: Shield Wall Tactics

Shield Wall Tactics: While this Regiment is Engaging an Enemy Regiment, when another Friendly Regiment Disengages from that enemy Regiment, that friendly Regiment Disengages without becoming Broken.

KHERES

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Kheres	Infantry	Light	6	2	1	1	2	-	1	2	Animate Vessel, Barrage 2 (10", Sureshot), Priest (3)

Memory of Old: Models in this Regiment gain the Priest (+2) Special Rule.

This Regiment may perform a Spellcasting Action during its Activation. The Acting Leader of the Regiment is considered to be casting the Incantations for all purpose

Incantations: A Kheres Regiment has access to the following Incantations:

- Blasphemous Miasma
- Madness

MOROI

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Moroi	Infantry	Light	6	1	2	2	2	-	1	2	Animate Vessel, Priest (3)

Memory of Old: Models in this Regiment gain the Cleave (1) and Priest (+2) Special Rules.

This Regiment may perform a Spellcasting Action during its Activation. The Acting Leader of the Regiment is considered to be casting the Incantations for all purposes.

Incantations: A Moroi Regiment has access to the following Incantations

- Pyrosis
- Ashes to Ashes

INCANTATIONS

KHERES

Name	Range	Attunement	Effect
Blasphemous Miasma	10"	2	Target single non-Character, non-Officer Model and non-Monster loses its Engagement Range aura until the end of its Regiment's next Activation. The Regiment does not need to have Line of Sight to the Target Model.
Madness	8"	3	Inflicts 3 Hit per Success. Target Enemy Regiment rolls Defense Rolls using their lowest unmodified Resolve Characteristic instead of their Defense Characteristic. Wounds resolving from this Spell do not trigger Morale Tests.

MOROI

Name	Range	Attunement	Effect
Pyrosis	Self	3	This Regiment gains Aura of Death (+2) until the end of its next Activation.
Ashes to Ashes	Self	3	This Regiment can immediately perform a Disengage Action without it becoming Broken.

CONQUEST LIVING WORLD

After you have learned the rules of the game and engaged in your first battles of Conquest it's time for the next step, the Living World! We want the community to engage with the world of Conquest and we hope to do so by truly making it THEIR world!

So, what is the Living World? How will it work? Why should I care?

LIVING WORLD BASICS

At its heart, the Living World is an interactive way for the player base of Conquest to influence the development and narrative of the game's world itself.



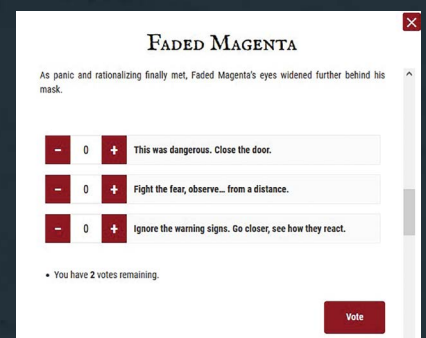
When they open the Living World site, players are confronted with an Interactive Map in which several DECISION NODES will be active. By clicking on each of these NODES (often, but not always, associated with powerful and influential characters from the world of Eä) players are able to see what dilemmas or choices the character is currently faced with and what paths the character can choose to resolve them. After reading the information, the player is then able to influence what decision the character ultimately makes by casting his or her votes.

As the world evolves and different stories advance, the NODES will present different kinds of choices as well: exploration of new areas, conflict resolution or determining the result of a previous action, battle or entire campaign; so make sure you explore that map thoroughly! That being said, the results and consequences of each decision will not always be obvious. After all, no character can foresee the future (or at least not ALL of it). A risky or reckless decision may yield spectacular results that change the face of the world... or spell doom of catastrophic proportions.

One way or another, players across the world will be collaboratively guiding the development of the world's lore evolution, thus shaping the future of Conquest, both as a world and as a game. Thematic campaigns, new objectives and scenarios and even future releases will be shaped or influenced by the Living World and therefore by YOU, the players.

VOTING

Players may choose to cast their votes however they wish. One could allocate ALL of one's VOTES in a single NODE resolution or might instead choose to spread one's votes across multiple NODES. Votes will refresh each week, allowing players to see how the world is shaping before casting their votes again – or simply giving players a second chance to maximize their votes in that one all important decision. At the end of a TWO-WEEK period, the most popular NODES and their attendant characters will be locked, as their decision is made. For two weeks the selected characters and nodes will be unavailable as we update them, moving their story along the path the players chose. In the meantime, the players will be able to vote on the rest of nodes and decisions on the Living World. That way, we ensure that all characters will be “activated” and their decisions will be taken, so the world will advance naturally on all fronts.



RANKS, AGHM AND REWARDS

Each player will have several votes determined by the RANK of his account. Account RANK increases with “Agmh”, that is points earned by specific actions. During the first stage of our launch, these will include:

- interacting with the website by casting votes,
- participating in Organized Play events,
- sharing our content with your friends on Facebook and other social media platforms.

As one's account RANKS increase, so do the number of votes one has each week as well as other perks which will range from discount coupons and upgrade packs all the way to access to limited edition miniatures!

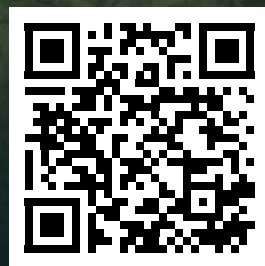
CONQUEST LIVING WORLD

YOUR VOICE MATTERS.
YOUR CHOICES SHAPE THE WORLD.
YOUR ACTIONS ARE REWARDED.

Forge the stories and results of Conquest lore and influence our Organized Play thematic tournaments and events. YOU get to be part of the story, to decide which path will be taken, which battles will be fought.

Join the Living World

Find the Army Builder here



Claim your Aghm Now!

Muster your Forces Here!

