

Fig. 5.2

First, the Character's Wounded Markers are removed costing 2 out of the 6 Heal Points.

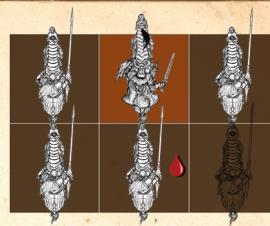


Fig. 5.3

Then, the Regiment's Wounded Marker is removed, costing one more Heal Point.

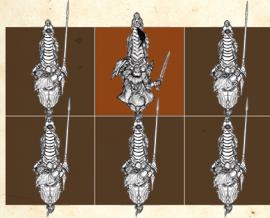


Fig. 5.4

The last 3 Heal Points are used to restore the Casualty.

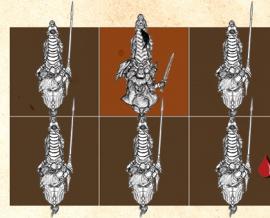
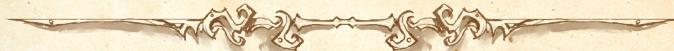


Fig. 5.5

...However, as the Stand has a Wounds Characteristic of 4, 3 Heal Points are not enough to Heal the Restored Stand completely, and it is left with a Wound Marker.



## CHAPTER SIX



### TESTING MORALE

IN THIS SECTION  
YOU WILL FIND DETAILS  
OF HOW A REGIMENT TESTS  
MORALE AFTER HAVING  
SUFFERED CASUALTIES AS  
THE RESULT  
OF AN ACTION.



A Regiment tests Morale after Wounds are suffered as the result of an Action. Morale is tested against a Regiment's Resolve.

## CALCULATING A REGIMENT'S RESOLVE

If there is more than one Resolve Characteristic in the Regiment, use the highest, then add the following bonuses:

- +1 if the Regiment consists of 4-6 Stands,
- +2 if the Regiment consists of 7-9 Stands,
- +3 if the Regiment consists of 10 or more Stands.

These bonuses are not cumulative – i.e. you always use the highest.

## TESTING MORALE

A Regiment tests Morale after Wounds are suffered as the result of an Action, Special Rule or other abilities. Morale is tested against a Regiment's Resolve. Once a Regiment has been allocated all Wounds from a single Wound Pool and removed any Casualties, roll a number of dice equal to the number of Wounds suffered by the Regiment. This is referred to as Testing Morale.

## THE MORALE TEST

Each result that is less than or equal to the Regiment's highest Resolve Characteristic, after any modifiers, is a success. Each result that is greater than the Regiment's highest Resolve Characteristic, after any modifiers, is a fail.

For each failed Morale Test, the Regiment suffers 1 Wound – it is important to note that these Wounds do not trigger further Morale Tests. These Wounds are allocated as described in the Allocating Wounds and Removing Casualties on page 54.

**Example 1:** Your Regiment of Militia (Resolve 2) suffers 5 Wounds from a single Action. You roll 5 dice, scoring 1, 2, 3, 3, 6. This means two tests are passed and three are failed. 3 Wounds are allocated to a Stand in the Regiment.

**Example 2:** Your Regiment of Order of the Crimson Tower (Resolve 4) suffers 3 Wounds. You roll 3 dice, scoring 1, 3,

- 6. Two pass, and one fails. Another Wound is allocated to a Stand in the Regiment.

## BROKEN REGIMENTS

If, during the course of a single Round, a Regiment loses half or more of the Stands than it had at the beginning of the Round or when it last Rallied during that Round (rounded up), it is immediately Broken.

Interrupt the regular play sequence, place a Broken Marker beside it as a reminder, and then resume play. A Broken Regiment ceases to be Broken if it successfully performs a Rally or Combat Rally Action, or if a Special Rule or ability removes the Broken status.

## EFFECTS OF BEING BROKEN

### BROKEN REGIMENTS:

- The Regiment uses the lowest Resolve Characteristic in the Regiment. Furthermore, it may not be affected by Special Rules, Draw Events or other rules and abilities that occur during the game and positively affect its Resolve Characteristic.
- Are unable to perform a Charge Action during their Activation
- Cannot be Healed or have Stands Restored
- Their Stands do not count toward Seizing Objective Zones
- Cannot benefit from the Inspired Special Rule.

### Additionally, Character Stands in a Broken Regiment:

- May not refuse a Duel Action
- May, as an Action, remove the Broken status from the Regiment they are attached to. This follows the rules of Rally or Combat Rally Actions (as appropriate) as if the Regiment had performed the Action.

## SHATTERED REGIMENTS

If a Broken Regiment loses half or more of its remaining Stands over the course of a Round (counted from the moment it was Broken, not the start of the Round), it is immediately Shattered. Its warriors throw down their arms and run for safety. Remove all Stands of the Shattered Regiment from the Battlefield as casualties, and the Regiment is destroyed. A Regiment may be Broken and Shattered as the result of a single Action or Special Rule.

## STRANDED REGIMENTS

As a Regiment suffers Casualties and Stands are removed, its melee opponents may find that they are no longer in contact – we refer to these as Stranded Regiments. As Casualties are removed from the rearmost rank, this commonly happens when a Regiment is fighting to its rear.

Note that only Regiments no longer in contact with an Engaged Enemy Regiment count as Stranded. If, for example, a Regiment was in contact with two enemy Regiments at the start of the Action, it only counts as Stranded if it is no longer in contact with either.

## PRESS THE ATTACK

Once all Casualties have been removed (including

any from failed Morale Tests) and two or more Regiments are no longer in contact, the Active Player must “Press the Attack”. The Active Player “pushes” the Stranded Regiment back into contact with the Enemy Regiment it was previously in contact with, by the shortest possible distance as described in Fig 6.1. They then choose another Stranded Regiment, and push that back into contact, and so on, until all their Stranded Regiments are back in contact.

## PUSHING REGIMENTS

When you “push” a Regiment, you must aim to place the same number of Stands in contact (from both sides) as was the case before any Casualties were removed. If this is not possible, maximize the number of Stands in contact from both sides.

You may not “Press the Attack” to bring your Regiment into contact with an Enemy Regiment it was not previously Engaged with before Casualties were removed.

If a push cannot be completed for any reason, then the Regiment returns to its previous position, before attempting the push, and remains Stranded. If, after “Pressing the Attack”, there are any Stranded Regiments remaining, those Regiments are now considered Unengaged.

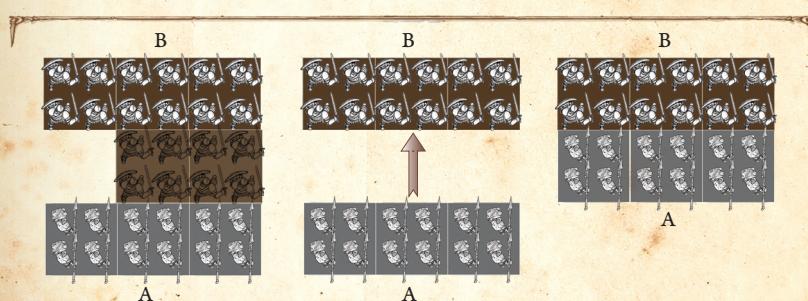


Fig. 6.1

*Regiment A has inflicted sufficient Casualties on Regiment B to have become Stranded. It is therefore pushed back into position by the shortest possible distance.*

## PRESS THE ATTACK, IMPACT ATTACKS AND MARCH SPECIAL RULES.

"Press the Attack" pushes do not inflict Impact Attacks. Nor do they benefit from any Special Rules triggered by March Actions, such as Fluid Formation.

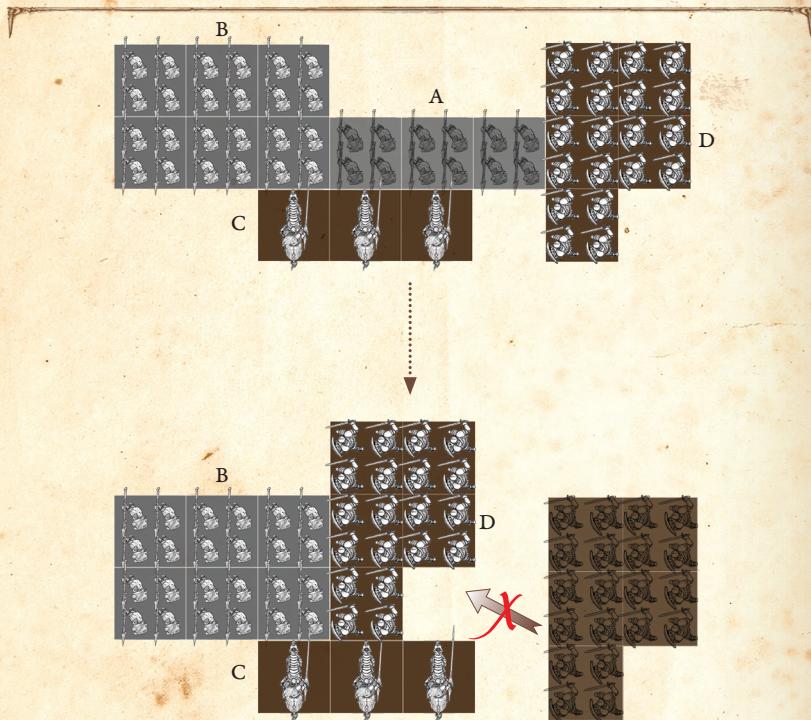


Fig. 6.2

*Regiment A is destroyed. Regiments B and C are not pushed, as they are not Stranded. Regiment D is not pushed because its only opponent (A) has been destroyed.*





## ADVANCED RULES

THE RULES THAT FOLLOW ADD TO THE CORE RULES FOR A COMPLETE EXPERIENCE. IN THE FOLLOWING CHAPTERS YOU WILL DISCOVER THE ROLE OF CHARACTERS AND LEADERS, WHO ALLOW YOU TO WIELD POWERFUL MAGIC AND UNLOCK THE FULL POTENTIAL OF YOUR REGIMENTS WITH THEIR SPECIAL RULES AND DRAW EVENTS.



## CHAPTER SEVEN

# COMMAND MODELS

IN THIS SECTION  
YOU WILL FIND DETAILS ABOUT  
COMMAND MODEL UPGRADES  
AND THEIR PLACE IN THE  
REGIMENT.



## COMMAND MODELS AND STANDS

Some Regiments have the option to take Command Models as upgrades, as detailed in their Army List entry. If there are Command Models in an Infantry Regiment, i.e. a Leader, a Standard Bearer or any Officers, select a Stand in the Regiment and place them all on it replacing regular Rank-and-File Models as needed. This Stand is called the **Command Stand** and can only contain up to four Command Models.

Adding Command Models to an Infantry Regiment does not add additional Stands. The Command Models simply replace the regular models. Regiments cannot have the same Command Model more than once. Most Infantry Regiments have a Leader Command Model that comes for free with the Regiment. In the rare occurrence where a Regiment has no Command Models, then it also does not have a **Command Stand**.

Each Infantry Regiment can have only a single Command Stand, which must be placed in the center of the front Rank and must be the last one to be removed as a casualty. Command Stands are always treated as having the same Characteristics Profile as the Regiment they are part of, unless stated otherwise. Command Models, however, may provide the Regiment they are part of with unique abilities and Special Rules.

Should the Command Stand be destroyed, then all associated abilities and Special Rules its Command Models confer to the Regiment are lost. You can read more about what Command Models offer later in this chapter or in the respective Factions' Army Lists.

At the end of an Action in which the Regiment's Command Stand has been destroyed, the Regiment immediately performs a free, out-of-sequence Reform or Clean Reform to assume a new legal formation, ensuring that ranks are reduced only by the minimum amount necessary to fill the gap created.

## COMMAND MODELS IN CAVALRY AND BRUTE REGIMENTS

Unlike Infantry Regiments, Command Models in Cavalry and Brute Regiments do not all go on the same Stand; after all, their Stands only have room for one Model. Instead, the Stand occupied by the Leader Command Model counts as the Regiment's Command Stand. Much like Infantry Command Stands it must also be placed at the center of the front Rank and be the last one to be removed as a Casualty.

Each Command Model in a Cavalry or Brute Regiment replaces a model on an existing Stand. In the occasion where a player wishes to purchase a Command Model but there is no regular Rank-and-File model to replace, the player must first purchase an additional Stand for the Regiment and then go about purchasing the Command Model. The player may then replace the newly available Rank-and-File model with the Command Model they wish to add to the Regiment.

Cavalry and Brute Regiments do not always have access to the same Command Models Infantry Regiments have. It is often the case that some Cavalry or Brute Regiments do not have access to any Command Models at all.

In that case, these Regiments do not have a Command Stand. Furthermore, many Regiments also benefit from having a free Leader Command Model. You can easily identify which Regiments have a Leader or not by looking at the Army List Entry of that Regiment.

Similarly to Infantry Regiments, Cavalry and Brute Regiments can only contain up to four Command Models and cannot have the same Command Model more than once. When a Stand containing a Command Model is removed as a Casualty, then all associated abilities and Special Rules it confers to the Regiment are lost.

**Example:** A Hundred Kingdoms player purchases a Regiment of Household Knights. The Regiment comes with 3 Stands including a free Leader. This means that the Regiment is composed of 2 Household Knights Stands and 1 Household Knight Leader Stand. The Stand on which the Leader Model is placed is the Regiment's Command Stand.

Should the player wish to add a Standard Bearer to the Regiment, then the player will pay the additional cost of the Command Model and replace one of the regular Household Knights with a Household Knight Standard Bearer.

## COMMAND MODELS AND MONSTER REGIMENTS

Monster Regiments do not have access to Command Models and therefore do not have a Command Stand.

*"It was hard enough getting one to go where you wanted, let alone ranking them up and having them get along!"*

## COMMON COMMAND MODELS

Among the dozens of different Command Models employed by all Conquest Factions there are two common types found in most Regiments. These are Leaders and Standard Bearers:

### LEADER

A Command Stand containing a Leader adds +1 Attack to the Command Stand's Characteristic Profile. If the Command Stand has the Barrage (X) Special Rule, then it also increases the Command Stand's Barrage (X) value by +1.

### STANDARD BEARER

A Regiment with a Standard Bearer gains the Unstoppable Special Rule. In addition, the Standard Bearer adds +1" to the Regiment's and currently attached Character Stand's March Characteristic on the second March Action the Regiment performs during its Activation until the end of that March Action.

## OFFICERS

Every Faction has access to their own unique Command Models in addition to those listed here. These Command Models are represented by their own unique sculpts and are restricted to specific Regiments within the Faction. These Command Models are referred to as Officers and their unique abilities and Special Rules are clearly stated within their respective Faction's Army List.

Like other Command Models a Regiment cannot have more than one of the same Officer. However, the same Officer Command Model may be fielded by different Regiments.

**Example:** A Regiment of Force Grown Drones can include no more than one Catabolic Node in its ranks. However, multiple Force Grown Drone Regiments could all have a Catabolic Node each, assuming they have the points to spend.





## CHAPTER EIGHT

# CHARACTERS

IN THIS SECTION  
YOU WILL FIND DETAILS ON  
CHARACTERS,  
THE POWERFUL ABILITIES  
THEY BESTOW AND HOW  
THEY ARE PLACED IN THE  
REGIMENT.



## CHARACTER STANDS

Character Stands are a step up from Command Models. Like Command Models, they grant the Regiment they join powerful upgrades. Unlike Command Models, Character Stands sometimes represent the Character Model alone, or on a monstrous mount.

### THE CHARACTER PROFILE

Character Stands have a Characteristic Profile just as other Stands do, with the exception of their Type and Class. A Character Stand's Type will mention the Type of troop it represents and therefore may be attached to and will also include the Character keyword.

A Character Stand does not have a Class of its own and instead adopts the Class of the Regiment they are currently attached to.

**Name:** Sample Character

**Class:** -      **Type:** Infantry  
                    Character

M	V	C	A	W	R	D	E
-	2	2	4	4	3	3	0

### CHARACTER STANDS AND REGIMENTS

Character Stands cannot act alone – they must be attached to a Regiment to take part in the battle. That being the case, you will assign each of your Character Stands to a Regiment of the same Type, from their Warband, during the first Reinforcement Phase.

Character Stands cannot join Regiments of a different Type than their own. A Character Stand counts as having the Class of the Regiment they are currently attached to. Some Characters reach such epic levels of power, or ride on Monsters so large, they are considered Regiments on their own.

In these cases, it will be clearly marked on the Character Stand's Special Rules. However, unless otherwise stated, Character Stands' Special Rules do not affect the regiment.



## CHARACTER STAND POSITION

A Character Stand is always placed in the front Rank of a Regiment. A Regiment joined by a Character Stand can adopt any legal formation, so long as the Character Stand is always next to the Regiment's Command Stand. In the case of Brute or Cavalry Regiment the Character Stand should be next to the Stand the Regiment's Leader is in.

Character Stands are required to remain with the same Each Regiment can only be joined by a single Character Stand at any one time.

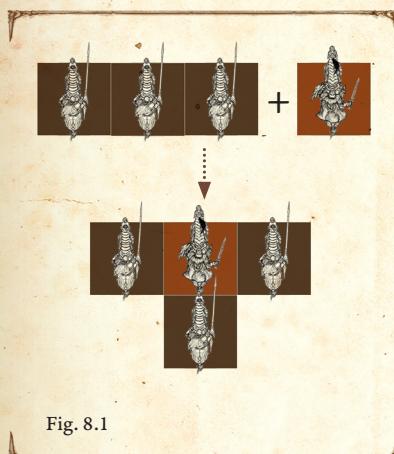


Fig. 8.1

## CHARACTERS AND WOUNDS

Character Stands consist of a Model that is the physical representation of that Character.

A Character Stand is allocated its own Wound Markers and is removed as a Casualty once the number of Wound Markers allocated is equal to or greater than its Wounds Characteristic. Please note that Character Stands can only suffer Wounds through Duel Actions and Special Rules and abilities that specifically mention they cause Wounds to Character Stands. Regular Clash and Volley Actions cannot target a Character Stand that is attached to a Regiment. If a Character Stand is also a Regiment, these rules are ignored.

Should a Character Stand be destroyed and subsequently be removed from play or removed from a Regiment in any way, then the Character Stand is no longer considered to be part of a Regiment and therefore cannot be Restored through Healing.

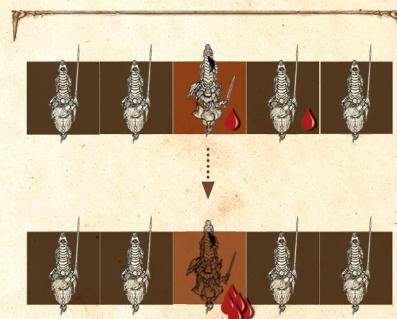


Fig. 8.2

*A Character Stand may have sustained Wounds but not the Regiment they are attached to. In the event of the Character Stand being Removed as a Casualty, any excess Wounds that were allocated to the Character Stand will not spill over to the Regiment they were a part of.*

## CHARACTERS AND ACTIONS

Unlike Regiments, Character Stands can only perform a single Action each Round. Furthermore, they can only perform Actions unique to them.

However, if the Regiment the Character Stand is attached to performs an Action, the attached Character Stand acts alongside the Stands in the Regiment.

The Character Stand is assumed to be part of the Regiment and adds size to it for the purpose of Scaling, Resolve, etc. whilst being affected by any Special Rules, Draw Events and abilities that affect every Stand in the Regiment. Furthermore, all abilities and auras projected from a Character Stand are measured from the Character Stand itself.

If the Regiment the Character Stand is attached to performs a Clash or Volley Action, the Character Stand Attacks and fires Shots alongside it (the latter is assuming the Character Stand has the Barrage Special Rule with sufficient Range).

If the Character Stand is in contact with an Enemy Regiment, it uses its full Attacks. If not, it adds one Supporting Attack. Use a different colored dice to represent the Character Stand's Attacks, or Shots, at both the Hit and Defense Roll stages, as these will often have different Clash or Volley Characteristics and Special Rules.

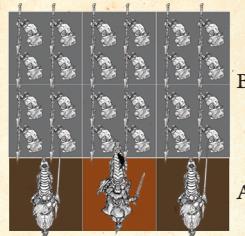


Fig. 8.3

Above, Regiment A uses a Clash Action. You roll the Attacks for the Character (Clash 4, Attacks 4) alongside those of the Cavalry (Clash 3, Attacks 4), but using different-colored dice.

## KILLING CHARACTER STANDS

Note that Character Stands cannot be Hit as part of a Clash or Volley Action. The only way to destroy a Character Stand is to destroy the Regiment they are attached to, or to slay them as part of a Duel Action or Special Rule.

The Regiment immediately performs a free out-of-sequence Reform or Clean Reform Action to assume a new legal formation making sure to only reduce Ranks by the minimum amount needed to fill the gap created.

## DIE FIGHTING!

If the Regiment a Character Stand is attached to is destroyed, and the Character Stand or their attached Regiment has not performed any Actions this Round, the Character Stand immediately makes an out-of-sequence Clash Action against one enemy Regiment in contact with it – one last heroic stand, in other words! If there are no Enemy Regiments in contact with the Character Stand, then the Character Stand is removed as a Casualty without fanfare.

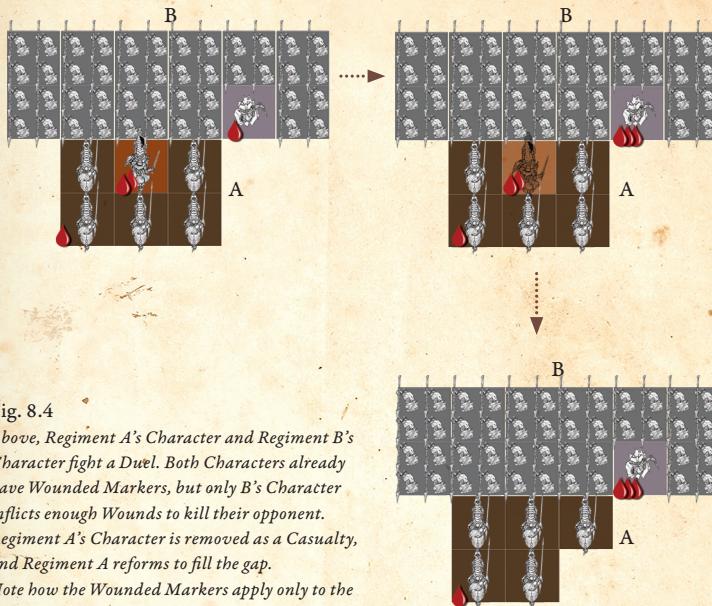


Fig. 8.4

Above, Regiment A's Character and Regiment B's Character fight a Duel. Both Characters already have Wounded Markers, but only B's Character inflicts enough Wounds to kill their opponent. Regiment A's Character is removed as a Casualty, and Regiment A reforms to fill the gap. Note how the Wounded Markers apply only to the Characters. Had Regiment A's Character suffered excess Wounds, they would have been discarded.

## CHARACTER STANDS AND ATTACHED REGIMENTS

Once a Character Stand's Activation is completed you may choose to immediately Draw your next Command Card and reveal it.

If the Command Card belongs to the non-Monster Regiment this Character Stand is currently attached to, and the Regiment has not Activated this Round, you immediately Activate it.

If not, return the Command Card to the top of your Command Stack and play passes to your Opponent. **A Regiment Activating in this way is called an Entourage Activation.**

It is entirely possible that a Character Stand may Activate without necessarily also Activating the Regiment they are currently attached to.

This in fact, allows Players to fine tune their Activation timings and give them an edge throughout the Battle.

*Note: It is often beneficial during play to Activate a Character Stand only to interfere with your Opponent's plans and stagger your Activations instead of always performing Entourage Activations.*

## UNIQUE CHARACTER ACTIONS

Character Stands have a set of unique Actions only they can use. These function exactly as other Actions.

When the Character Stand's Command Card is drawn, you resolve any Draw Events, choose an Action for your Character Stand to take, and then resolve that Action.

## DUEL (COMBAT ACTION)

To resolve a Duel Action, choose an Enemy Character Stand in an Enemy Regiment in contact with the Regiment your Character Stand is attached to. The Character Stand does not need to be in contact with your Character Stand – we assume that voices travel a long enough way, and so do bloodthirsty combatants in the swirling melee.

Your opponent can now elect to accept the Duel, or decline. If they decline, the Enemy Character Stand's Regiment suffers the following **until the end of the Round:**

- Stands in the Regiment cannot Seize Objective Zones even if a rule would normally allow them to.
- The Regiment uses the lowest Resolve Characteristic in the Regiment.
- Cannot benefit from the Inspired Special Rule.
- Re-Roll successful Resolve tests of "1".
- The Character Stand cannot decline another Duel until the end of the Round.

If they accept, both Character Stands Attack each other simultaneously, Rolling To Hit and making Defense and Resolve Rolls as usual.

Any Wounds inflicted are applied only to the appropriate Character Stand, not its Regiment.

If your Character Stand is slain during the Duel Action, your Regiment immediately takes a free Combat Reform Action.

This Combat Reform does not require you to perform a Resolve Characteristic Test and is considered a Clean Reform.

However, you may only reduce Ranks and Files by the minimum amount needed to fill the gap created by the Character Stand's demise. If both Character Stands are destroyed as a result of the Duel Action, the Active Player Combat Reforms first.

## SPELLCASTING (COMBAT OR OUT-OF-COMBAT ACTION)

The Action can only be performed by a Character Stand with the Wizard (X) or Priest (X) Special Rules. It allows the Character Stand to attempt to cast a Spell, as described on page 80.

## THE WARLORD

One Character Stand, chosen when you build your army, is selected to be your Warlord – a powerful and influential figure capable of changing the course of the battle. Depending on the Warlord you choose, different Supremacy Abilities will become available to you. Choose wisely as they can greatly affect the way your Army plays on the Battlefield.

## CHARACTER STAND PERSONALIZATION

## CHARACTERS STANDS AND UPGRADES

Magical items and heraldry are an important part of a Faction's culture and history. Each Faction has access to a list of Character Upgrades, such as Heirlooms, Trove-Finds, etc. or additional abilities and unique upgrades as described in their respective Faction's Army List and Entry.

Character Upgrades do not need to be visually represented on the Character Stand. Each Character Upgrade can confer Abilities,

Characteristic bonuses, Special Rules, Draw Events and Supremacy Abilities. These bonuses are lost as soon as the Character Stand is removed for any reason.

## CHARACTER STANDS AND MASTERIES

Character Stands are heroes of renown or highly gifted individuals, who excel above and beyond the masses. Be it through luck, education, training and effort or other powers at work, Character Stands have mastered abilities that make them exceptional, though it is not uncommon for two such heroes to have mastered the same path.

Masteries are optional upgrade abilities for your Characters, which are noted on your Army List and confer bonus abilities to your Character Stand. A Character Stand may select one Mastery according to the Available categories listed on their Character Stand's entry. Each Mastery can only be purchased once unless stated otherwise.

There are three common categories for Masteries: Tactical, Combat and Arcane. Certain Factions, however, may have access to only some of them or even to Faction specific Mastery categories. All available Masteries and categories are listed in each Faction's Army List.





## CHAPTER NINE

# MAGIC

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



## SPELLCASTING

The casting of Spells is governed by a unique Spellcasting Action.

A Spellcasting Action can only be performed by a Character Stand with the **Wizard (X)** or **Priest (X)** Special Rules, although some rules may allow a Regiment to do so as well, where X represents the spellcaster's magical competence, or magical aptitude. Magic is usually the domain of Characters, but occasionally a Regiment has access to one or more Spells. Regardless of whether a Character Stand or Regiment is performing it, all Spellcasting Actions follow the same rules. We will discuss this in more detail later; first let's take a look at the Spells themselves.

## SPELLS

The number of Spells available to any given Wizard or Priest is detailed on their Army List Entry. Purchasing upgrades that give access to additional Spells does not grant additional raw power – only a wider variety. All Spells available, as well as their effects are detailed in that Faction's Army List.

## SPELL PROFILES

A Spell's profile has the following components.

**Range:** The maximum Range of the Spell, in inches. If the Range of the Spell is given as "Self", the Spell can only Target the Regiment the spellcaster is currently attached to and will often have an effect on the whole Regiment.

**Attunement:** Represents the difficulty of casting a Spell. A Spell with a lower Attunement value is harder to cast.

**Scaling:** Certain Spells are marked as "Scaling". These Spells are harder to cast when affecting a larger number of Stands.

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

## EXAMPLE SPELLS

**Name :** Sample Spell

**Range:** 16"      **Attunement:** 3

**Effect :** Inflicts one Hit per success on Target Enemy Regiment. These Hits have the Armor Piercing (2) Special Rule.

**Name :** Sample Spell

**Range:** Self      **Attunement:** 3 (Scaling)

**Effect :** When an Enemy Regiment performs a Volley Action against this Regiment, it treats its Barrage (X) value as if it was half, rounding up, until the end of the Round.

## SPELLCASTING (IN OR OUT OF COMBAT ACTION)

To perform a Spellcasting Action, the spellcaster must have one or more Spells, and the **Wizard (X)** or **Priest (X)** Special Rule. The Action is resolved as follows:

### CHOOSE SPELL & TARGET

Select one of the available Spells to cast and the Regiment you wish to Target. Spells that cause Hits require the Character Stand to draw Line of Sight to its Target, while all other Spells do not. In either case, choose a Target within Range of the Spell. Additionally, when the spellcaster or the Regiment they have joined is Engaged with an Enemy Regiment, that Regiment is the only Regiment they may Target with Spells that cause Hits.

Spells with a Range of "Self" can only Target the spellcaster's own Regiment. A Regiment or Character Stand cannot be Targeted by the same Spell more than once per Round. Spells that cause Hits are an exception to this rule.

## ROLL FOR SUCCESS

A spellcaster rolls a number of dice equal to the X value, as shown by the Wizard (X) or Priest (X) Special Rules. Each result equal to or lower than the Spell's **Attunement** is a success.

You must score at least **two** successes, for the Spell to be resolved, unless stated otherwise. However, some Spells are harder to cast, as determined by Scaling.

## ENEMY INTERFERENCE

If a spellcaster or the Target of their Spells is within 10" of an Enemy Regiment or Character Stand with the Wizard (X) or Priest (X) Special Rule, while performing a Spellcasting Action, they suffer a -1 penalty to the Spell's Attunement value, representing the disruptive efforts of their opponent.

A spellcaster is defined as any Stand with the Wizard (X) or Priest (X) Special Rule.

***Example:** A Hundred Kingdoms' Chapter Mage attempts to cast the Call Fog Spell on their own Regiment. They cast the Spell with 5 dice. However, a Dweghom Tempered Sorcerer is within 8" of the Chapter Mage's Stand. As a result, successes are now scored on a 2 or under as Attunement has suffered a -1 penalty.*

## SCALING

Not all Spells are equal. Some – usually those that conjure esoteric effects rather than inflict damage – are harder to cast if more Stands are present in the Target Regiment. This is represented by the Scaling attribute, listed beneath a Spell's Attunement.

If a Spell has the "Scaling" attribute, it might require more than **two** successes to be cast. To determine this, total the number of Stands in the Target Regiment and consult the following table.

Stands	Additional Successes Needed
1–3 Stands	0
4–6 Stands	1
7–9 Stands	2
10+ Stands	3

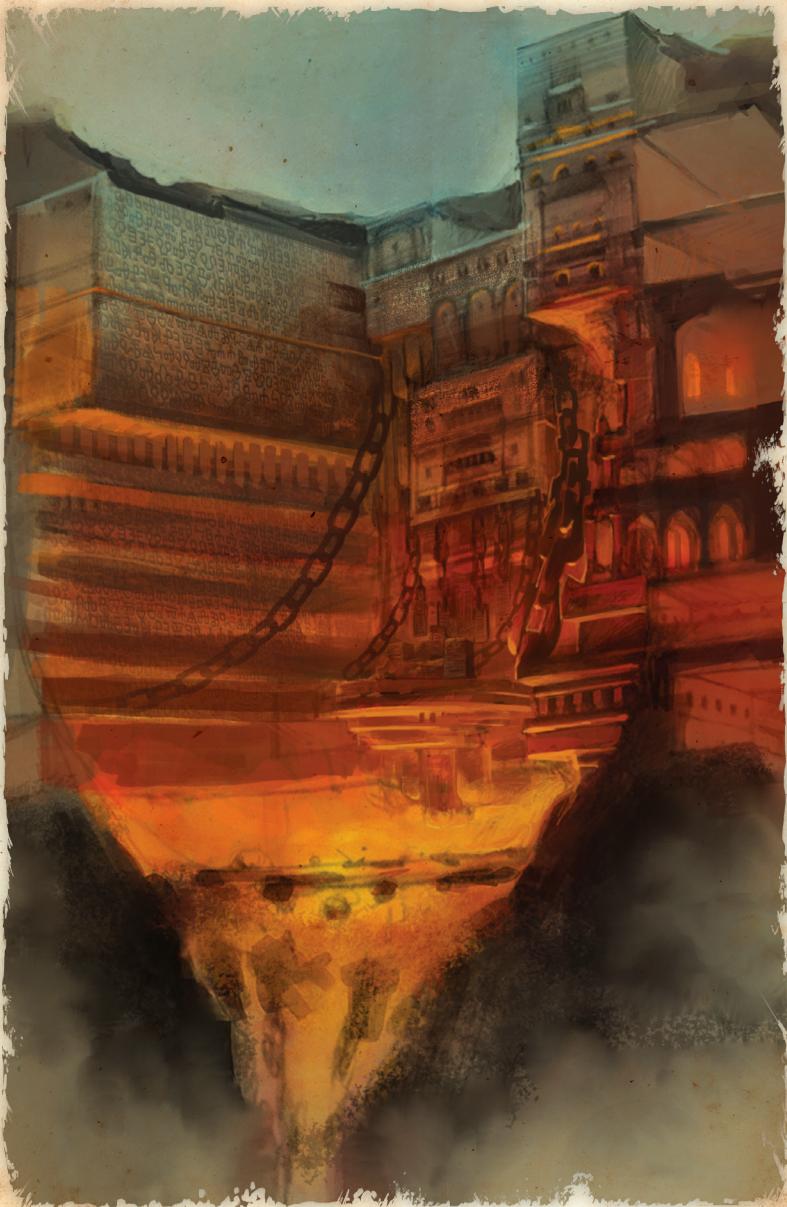
Furthermore, when targeting a Monster Regiment with a "Scaling" Spell, the spellcaster requires 1 additional success.

If your spellcaster does not score the total required number of successes, the Spellcasting Action fails and the Action ends. Otherwise, proceed to resolve the effects of the Spell as well as any subsequent steps.

## RESOLVE SPELL

Assuming you have scored the total required number of successes, resolve the effects of the Spell as it is described under the "Effect" of the Spell. If the Spell inflicts Hits, your opponent now makes any Defense Rolls, Removes Casualties and Tests Morale (see pages 46 and 60). Spells cast from the Target's flank or rear do not benefit from the "Flank and Rear Attacks" rules.

Unless otherwise stated, Spells normally last until the end of the Round. If a spellcaster is removed for any reason before it is able to Activate again, the effect of any Spell that was Cast by that spellcaster remains in play until the end of the Round.



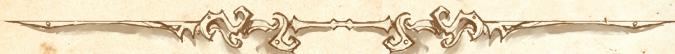
## CHAPTER TEN

# TERRAIN

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



Conquest 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 moved through without additional rules. Examples of Zonal Terrain include hills, swamps, rivers, and broken ground. Garrison Terrain pieces represent areas of dense Terrain, unsuitable for a Regiment to move through in formation, but offer substantial bonuses to warriors who seek to occupy them.



### ELEVATION RULES

Areas of elevated Terrain, such as hills, allow your Regiments to see over other Regiments and Obscuring Terrain.

The Battlefield, and the Terrain upon it, are considered to be Elevation (0) unless otherwise stated.

Some Zonal and Garrison Terrain features, such as hills and castle walls, have the Elevation (X) rule. A Regiment on top of Zonal Terrain with Elevation X treats its Size as the total of their Size and the Terrain piece's Elevation.

**Example:** A Regiment of Militia Bowmen (Size 1) sits on top of a hill (Elevation 2), therefore treating their Size as if they were a Size 3 Regiment.

Stands can trace Clear Shots over other Regiments and Obstructing Terrain with a lower Elevation. So, Stands at Elevation (3) can see over Stands at Elevation (2), Stands at Elevation (4) can see over Stands at Elevation (3) and Elevation (2) and so on. Similarly, a Stand directing a Volley at a Target with a higher Elevation ignores all Regiments and Obstructing Terrain with a lower Elevation value than the Target.

