

Fig. 10.1

Regiment X can direct a Volley at Regiment A without risk of obstruction, as Regiment X is on a hill (Elevation 2), and so is Regiment A. Similarly, it could also achieve clear shots at Regiment B. However, Regiment B also counts as Elevation 2, and therefore Obstructs shots toward Regiment D. Regiment C is safe as Regiment A being on an Elevation 2 hill obstructs Regiment X's Volley. Were the situations reversed, both Regiments A and B would be able to Volley at Regiment X. Regiment C and D would be obstructed by Regiments A and B.

ZONAL TERRAIN

Regiments can March into and through Zonal Terrain. However, different types of Zonal Terrain confer advantages and penalties, depending on the Special Rules assigned at the start of the battle.

Zonal Terrain can be of any size and shape. As Zonal Terrain is often modeled into the game board, it's important for you and your opponent to agree on the types and extents of each area of Zonal Terrain before the first Reinforcement Phase, just so there are no surprises. When a Stand has any part of it within those extents, then it is considered to be within this piece of Zonal Terrain.

Rather than dictate the rules for particular areas of Zonal Terrain, we are instead providing a list of Zonal Terrain rules that can be applied to areas of your Battlefield. In theory, you can use as many of these as you wish for each area of Zonal Terrain, but we would recommend sticking with maybe two or three.

You'll also need to agree on which pieces of Zonal Terrain are also Obscuring or Obstructing Terrain. Normally this will be hills and forests, but ruins, cornfields and other features might also require some thought.

ELEVATION (X)

This rule is commonly used for rock formations, buildings or other raised areas. You'll normally want to grant the Elevated (2) rule in the case of an elevated feature, but may want to agree on a higher value with your opponent for things like high towers, castle walls, etc. Hills are always considered Size 2 and Forests are always considered Size 3.

OBSCURING

A Stand drawing Line of Sight through this piece of Zonal Terrain as part of a Volley Action and/or Targets a Regiment with all of its Stands in a piece of Obscuring Zonal Terrain, halves the X value in its Barrage (X)

Special Rule (rounding up) to a minimum of 1. Should a Regiment have all of its Stands within this piece of Zonal Terrain, then its Stands suffer no penalty to their Barrage (X) Special Rule as a result of drawing Line of Sight through the same piece of Zonal Terrain the entire Regiment is in.

If a Stand within this piece of Zonal Terrain is drawing Line of Sight through another piece of Obscuring Zonal Terrain it suffers the penalty to its Barrage (X) Special Rule as normal.

OBSTRUCTING

Zonal Terrain with this Special Rule does not allow Line of Sight to be drawn through it. Stands that are on a piece of Obstructing Zonal Terrain can draw Line of Sight to Enemy Regiments and vice versa.

TRAVERSABLE

This rule is commonly used for pieces of Terrain a Regiment would often find itself traversing through rather than over, such as a Forest or Thicket. This piece of Zonal Terrain does not add its Size or Elevation to the total Size of a Regiment. For example, an Infantry Regiment (Size 1) traversing a piece of Forest (Size 3) would not be considered Size (4); it would instead be considered Size (1).

BROKEN GROUND

When a Regiment Charges through this piece of Zonal Terrain, roll a die for each Stand that Charges through Broken Ground. On a roll of "6", the Regiment suffers 1 Wound. Cavalry and Chariot Regiments will suffer 2 Wounds for each roll of "6". You may not take Defense Rolls against a Wound caused by Broken Ground. You do not need to Test Morale against Wounds caused by Broken Ground.

HINDERING TERRAIN

When at least half of a Regiment's Stands (rounding up) Charge through this piece of Zonal Terrain, the Regiment does not inflict

any Impact Attacks during that Charge Action. In addition, Medium and Heavy Regiments do not benefit from the Inspired Special Rule during a Round in which at least half of their Stands (rounding up) Charged through this piece of Zonal Terrain.

DANGEROUS TERRAIN

When a Regiment moves onto, or through, this piece of Zonal Terrain, Roll a die for each Stand that moves onto or through it. On a roll of "6", the Regiment suffers 1 Wound. Cavalry and Chariot Regiments will suffer 2 Wounds for each roll of "6". You may not take Defense Rolls against a Wound caused by Dangerous Terrain. You do not need to Test Morale against Wounds caused by Dangerous Terrain.

PERILOUS TERRAIN

When a Regiment moves onto, or through, this piece of Zonal Terrain, Roll a die for each Stand that moves through this piece of Terrain. For each roll of "4", "5" or "6", the Regiment suffers 1 Wound. Cavalry and Chariot Regiments will suffer 2 Wounds for each roll of "4", "5" or "6". You may not take Defense Rolls against a Wound caused by Perilous Terrain. You do not need to Test Morale against Wounds caused by Perilous Terrain.

IMPASSABLE TERRAIN

If there are any Terrain features on the battlefield that you and your opponent agree are unsuitable for Regiments to traverse, simply agree that they are Impassable Terrain. Regiments cannot move through Impassable Terrain.

WATER

If a Regiment has at least half its total Stands (rounding up) within this piece of Zonal Terrain, it suffers a -1 penalty to its Clash Characteristic, to a minimum of 1.

GARRISON TERRAIN

The rules for Garrison Terrain are used to represent features such as buildings and fortified positions. As with Zonal Terrain, it is important to agree to the boundaries of any Garrison Terrain features before the first Reinforcement Phase, as well as other properties, like Elevation (X).

In terms of the size of Garrison Terrain features, the rules presented here assume you are using pieces of Garrison Terrain roughly 4" to 6" in diameter. If you are 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 battle begins!

We recommend Garrison Terrain features be placed at least 6" apart and 6" from the edges of the Battlefield as well as not overlapping with any Objective Zones.

A Regiment cannot March into or through Garrison Terrain. In fact, it cannot March to within 1" of Garrison Terrain unless it is seeking to Occupy that Garrison Terrain.

OCCUPYING GARRISON TERRAIN

Each Garrison Terrain feature has a Defense (X) value and a Capacity (X) value as well as Elevation (X).

Only Infantry Regiments can Occupy Garrison Terrain and, even then, only if the number of Stands is equal to or less than the Capacity (X) value of the Garrison Terrain. For all game purposes, due to the close confines of Garrison Terrain, the Occupying Regiment will always be considered to have a front Rank composed of all of its remaining Stands. Most pieces of Garrison Terrain are considered to have Capacity (4). However, you may feel free to adjust this to fit the pieces of terrain in your collection. Your Regiment Occupies an Unoccupied Garrison Terrain feature by Marching into contact with it. Remove the Regiment from

the table, and place any number of Stands or Models anywhere on the Garrison Terrain, to show who Occupies it. If the Regiment has any remaining Actions, they are lost and their Activation ends.

If there are too many Stands to fit inside the Garrison Terrain, your Regiment cannot Occupy it, and must halt its March 1" away.

While in Garrison Terrain, all Stands in the Occupying Regiment have +X Defense, where X is the Defense value of the Garrison Terrain

and consider their Size the same as the Elevation of the Garrison Terrain piece. Most pieces of Garrison Terrain are considered to have Defense (1).

However, you may feel free to adjust this to fit the pieces of terrain in your collection. A Regiment within Garrison Terrain has a full 360° Line of Sight.

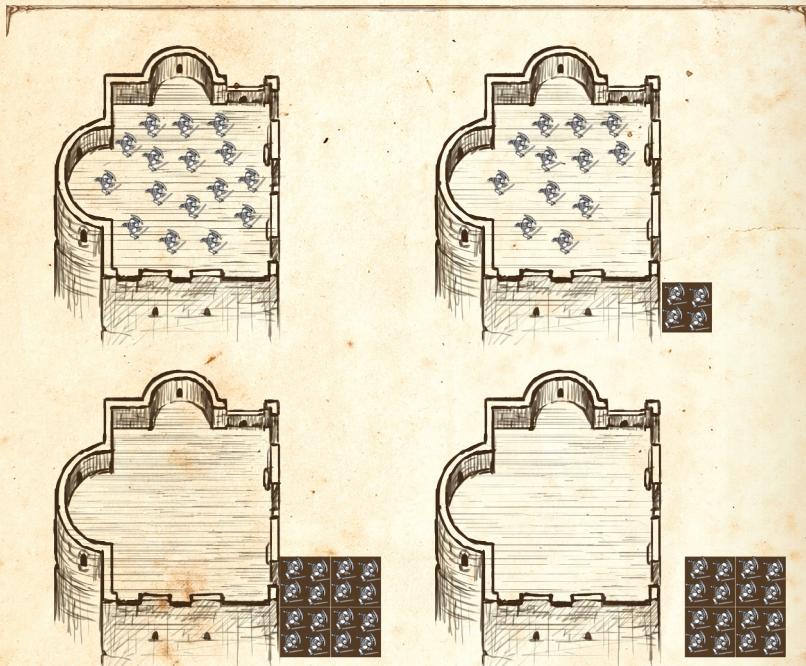


Fig. 10.2

Above, your Regiment leaves the Garrison Terrain by first placing one Stand in contact with the Terrain, and then you place the rest of the Stands in a legal formation. Finally, the Regiment is nudged away from the Garrison Terrain.

LEAVING GARRISON TERRAIN

Your Regiment can leave the Garrison Terrain it is Occupying by performing two March Actions. Return all Models and Stands to the Regiment and place one Stand anywhere in contact with any edge of the Garrison Terrain. Then, place all other Stands from your Regiment in a legal formation, with no Stand further from the Garrison Terrain than its lowest March Characteristic, at least 1" away from all Enemy Regiments and not overlapping other Friendly

Regiments or pieces of Garrison Terrain.

If you cannot place all other Stands within the Regiment's March Characteristic, then you may place them up to double the Regiment's lowest March Characteristic, but the Regiment is now Broken.

If the Regiment cannot be placed within double its lowest March Characteristic, then the Regiment cannot leave the piece of Garrison Terrain it is Occupying at all.

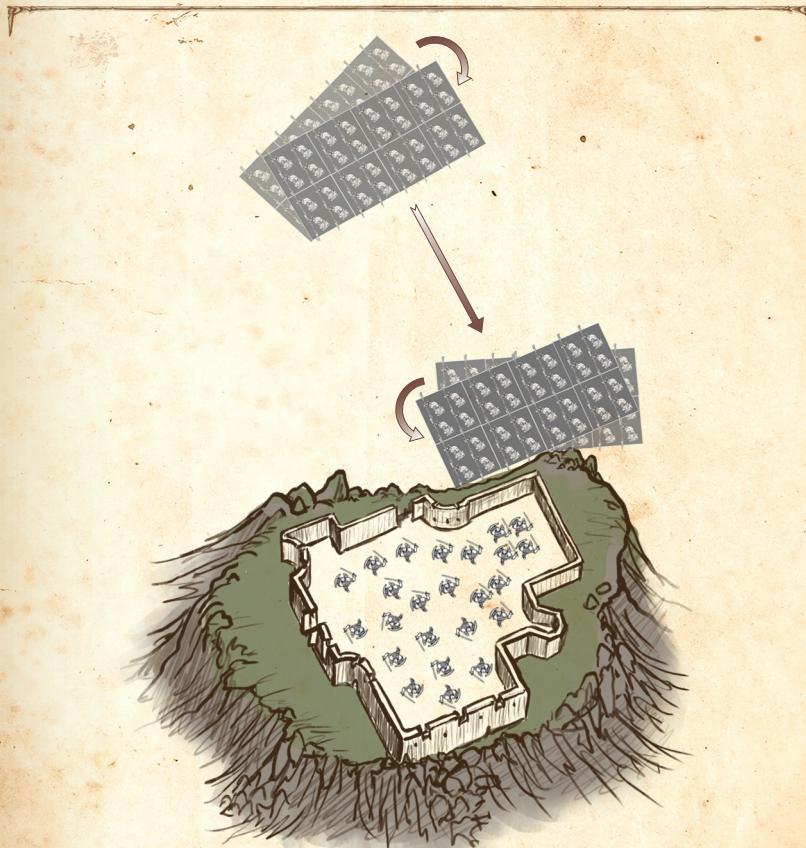


Fig. 10.3

Once the Regiment has successfully left the piece of Garrison Terrain, it is pushed 1" away from the piece of Garrison Terrain and its Activation ends.

If it cannot be pushed 1" away because that would either bring the Regiment within 1" of an Enemy Regiment or cause it to overlap with other Regiments or pieces of Garrison Terrain, then push it as much as possible.

This is the only exception allowing a Regiment to be within 1" of a piece of Garrison Terrain it is not Occupying or Engaging.

A Regiment cannot Occupy and leave a piece of Garrison Terrain in the same Round.

WITHDRAW FROM GARRISON TERRAIN

A Regiment Occupying a piece of Garrison Terrain may choose to leave it even if Engaged by Enemy Regiments. Follow the rules as explained above.

CHARGING GARRISON TERRAIN

Your Regiment may take a Charge Action against a piece of Garrison Terrain Occupied by an Enemy Regiment as if it were an Enemy Regiment itself.

As Garrison Terrain features are seldom rectangular in shape, Wheeling flush will not always be possible. Instead, Wheel your Regiment as close to Flush as you can by the shortest possible distance.

GARRISON TERRAIN AND IMPACT ATTACKS

Regiments do not benefit from the Impact (X) Special Rule when Charging a piece of Garrison Terrain.

CLASH ACTIONS AND GARRISON TERRAIN

If your Regiment is in contact with a piece of Garrison Terrain Occupied by an Enemy Regiment, it may take a Clash Action against that Occupying Enemy Regiment. In order to accommodate irregular Terrain features, all Stands in a Regiment's first Rank calculate their Attacks as if they were in contact with the Occupying Enemy Regiment while all other Stands contribute Supporting Attacks as normal.

The only exceptions are Stands in contact with other Enemy Regiments – these Attacks must Target one of the other Regiments in contact, even if they are also in contact with the Garrison Terrain.

The Clash Action is otherwise resolved as normal.

If your Regiment is Occupying a piece of Garrison Terrain and an Enemy Regiment is Engaging it, it may take a Clash Action against it. If it does so, all Stands in your Regiment Attack as if they were in contact with the Enemy Regiment.

If there is more than one Enemy Regiment in contact with the Garrison Terrain, you may have each Stand Target different Enemy Regiments in contact with it – even foregoing Attacks against one Enemy Regiment in favor of focusing on another. The Clash Action is otherwise resolved as normal.

WIPED OUT IN GARRISON TERRAIN

If a Regiment in Garrison Terrain is destroyed by any means, one Enemy Regiment that is in contact with the Garrison Terrain and is capable of Occupying the Garrison Terrain feature may immediately do so. This does not cost the Regiment any additional Actions; however, its Activation still ends. Any Enemy

Regiments in contact with the Garrison Terrain that cannot do so can immediately perform a free additional Reform Action instead.

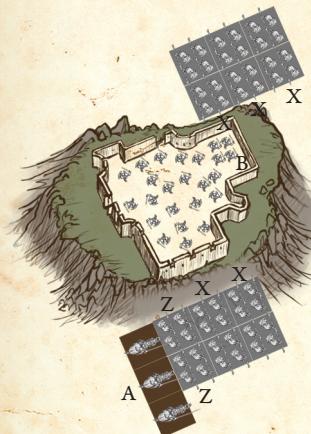


Fig. 10.4

Stands marked X would make their full Attacks against Regiment B in Garrison Terrain. Stands marked Z would make their full Attacks against Regiment A. All other friendly Stands support as normal. Regiment B has six full Stands remaining. If it performs a Clash Action, it may split these Stands' Attacks between the two Enemy Regiments in contact, or focus on attacking one.

VOLLEY ACTIONS AND GARRISON TERRAIN

A Regiment Occupying Garrison Terrain can make Volley Actions as normal. The Regiment may perform a Volley Action in any direction, measuring Range and calculating Line of Sight from any edge of the Garrison Terrain.

Calculate the Size of the Volleying Regiment as equal to the Elevation (X) rule of the Garrison Terrain feature for the purpose of drawing Line of Sight. Stands in the Regiment perform a Volley as normal. As some Special Rules, like Arcing Fire, do not work when Occupying a piece of Garrison Terrain, make sure to double check if the Regiment's Special Rules apply when Occupying terrain!





CHAPTER ELEVEN

DRAW EVENTS

IN THIS SECTION YOU WILL
FIND A COMPREHENSIVE LIST
OF THE DRAW EVENTS USED
IN CONQUEST, WHETHER
THEY ARE NATURAL
ABILITIES, BESTOWED BY
SPELLS, OR ARE MANIFESTED
IN OTHER, STRANGER WAYS...



DRAW EVENTS

This section contains a comprehensive list of the Draw Events used in Conquest, whether they are natural abilities, bestowed by Spells, or are manifested in other, stranger ways. When a Stand is affected by multiple instances of the same Draw Event, those Draw Events do not stack, unless the Draw Event has a (+X) value.

You can opt not to resolve a Draw Event for any Command Card when it is drawn. If a Draw Event inflicts Hits, Players make Defense Rolls, Remove Casualties and Test Morale as described in pages 46 and 60.

Example: A Stand is affected by the Bastion (1) Draw Event, and then another instance (usually from an upgrade or ability in the Regiment) of Bastion (1) is applied. As both instances of the Bastion Draw Event have a value of (1), the effects do not stack and the Stand will only have +1 Defense. If one of the instances of Bastion was listed as Bastion (+1), then the Stand would gain +2 Defense instead.

Bastion X: Until the end of the Round, all Stands in this Regiment gain +X Defense.

Biotic Renewal: Roll a D6. This Regiment Heals a number of Wounds equal to the result. If the Regiment affected is not Infantry, reduce the Healing value to D3.

Burnout: Stands in this Regiment gain +1 Clash and +2 March Characteristic, as well as the Decay (3) Special Rule, until the end of the Round.

Double Time: If this Regiment performs two March Actions during its Activation, it may take a free additional March Action.

Fire and Advance: If this Regiment performs a Volley Action as its second Action during this Activation, it may take a free additional March Action immediately after the Volley Action is resolved.

Flux-Powered: Until the end of the Round, choose one of the following bonuses for this Regiment to receive:

- +2 Clash Characteristic
- +2 Attacks Characteristic

Murderous Volley: Until the end of the Round, if this Regiment has performed a Take Aim Action, Wounds caused to Regiments within 12" as part of this Regiment's Volley Action cause Morale Tests.

Regeneration X: This Regiment immediately Heals X Wounds. Character Stands in the Regiment are ignored for the purposes of the Heal from this Draw Event.

If a Character Stand has the Regeneration (X) Draw Event, Heal only the Character Stand for X Wounds. Any additional Wounds Healed are lost.



SPECIAL RULES

This Appendix contains a comprehensive list of the Special Rules used in Conquest. When a Special Rule or ability confers multiple instances of the same Special Rule (X), these Special Rules do not stack, unless the Special Rule specifically mentions it. When a Stand is affected by multiple instances of the same Special Rule, those Special Rules do not stack, unless the Special Rule has an (+X) value. If a Stand gains a Special Rule with an (+X) value, the Stand is considered to have had a value of 0 prior to gaining the (+X).

If a Special Rule inflicts Hits, Players make Defense Rolls, Remove Casualties and Test Morale as described in pages 46 and 60.

***Example 1:** A Stand has the Cleave (1) Special Rule listed on its Characteristic Profile. Another rule or ability gives that Stand another instance of the Cleave (1) Special Rule. As both of these Special Rules share the same value, they do not stack and the Stand will have the Cleave (1) Special Rule. If the second instance of the Cleave (X) Special Rule was instead Cleave (+1) Special Rule, then the Cleave (1) and the Cleave (+1) Special Rule would stack, and the Stand would have Cleave (2).*

Aimed Shot: Stands in this Regiment, including Character Stands, add +1 to their Volley Characteristic for the next Volley Action it takes this Activation. If this modifies the Volley Characteristic to a 5 or greater, they do not receive the +1 Volley but instead may Re-Roll unmodified Hit Rolls of "6".

Arcing Fire: Until the end of this Regiment's Activation, if the Regiment has the Aimed Shot Special Rule and is not currently occupying a piece of Garrison terrain, instead of performing a Volley Action as normal it may perform the following: The Regiment suffers -1 to its Volley Characteristic until the end of the Regiment's Activation.

Then the Regiment may select an Enemy Regiment in its front arc, within Barrage Range of at least one of its Stands and within Line of Sight of a Friendly Regiment and perform the Volley Action against it as if its Volley was a Clear Shot.

Only Stands in the Regiment with this Special Rule may participate in this Volley Action. If all Stands in the Target Regiment are within a piece of Obscuring Terrain then the Barrage (X) Special Rule is halved as normal, if the Target Regiment does not have all its Stands within a piece of Obscuring Terrain then there are no penalties to the Barrage (X) Special Rule.

Armor Piercing (X): When a Stand with this Special Rule performs a Volley or Spellcasting Action, any Hits

caused by those attacks reduce the Target Regiment's Defense by X. E.g. A Stand with Armor Piercing (2) would reduce the Target's Defense by 2 during Defense Rolls from its Volley Action.

Aura of Death (X): At the start of an Enemy Regiment's "Draw Command Card" step, if it is in contact with one or more Enemy Regiment with this Special Rule, it suffers X Hits where X is the sum of the Regiment(s)' Aura of Death (X) Special Rule. Wounds resulting from these Hits do not trigger Morale Tests.

Should the Regiment be destroyed by this Special Rule before the "Resolve Draw Event" step, then the Active Player discards the Command Card and may Draw their next Command Card and perform Actions with it.

Barrage (X): A Stand with this Special Rule contributes X Shots when its Regiment performs a Volley Action. The Range, as well as any Special Rules, are given in a second set of parentheses after the Barrage (X) Special Rule.

Blessed: Once per Round, Stands with this Special Rule may choose to Re-Roll all their failed Hit Rolls or all of their failed Defense Rolls during a Clash or Charge Action. All Stands in the Regiment must Re-Roll the same Roll at the same time and must declare the use of Blessed before making the Roll they wish to Re-Roll.

Bodyguards: When a Character Stand is currently attached to a Regiment with this Special Rule, the Character does not suffer the usual negative effects of refusing a Duel.

Bravery: Stands in this Regiment, including Character Stands, ignore the Fearsome and Terrifying (X) Special Rules. In addition, at the start of the Regiment's Activation, after resolving any Draw Events but before performing its first Action, remove the Broken status from this Regiment.

Brutal Impact (X): When a Stand with this Special Rule inflicts Impact Attacks, those Impact Attacks reduce the Target Enemy Regiment's Defense by X for the purposes of making Defense Rolls against those Impact Attacks. *E.g. A Stand with Brutal Impact (2) would reduce the Target's Defense by 2 when making Defense Rolls from its Impact Attacks.*

Cleave (X): When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X for the purposes of making Defense Rolls against those Attacks. *E.g. A Stand with Cleave (2) would reduce the Target's Defense by 2 during Defense Rolls from those Attacks.*

Counter-Attack: During an Enemy Regiment's Clash Action performed against this Regiment, each unmodified Defense Roll of "1" causes 1 Hit to the Active Enemy Regiment. These Hits do not benefit from any other Special Rules that affect Clash Actions. Character Stands with this Special Rule involved in a Duel, inflict 1 Hit to the Enemy Character for each unmodified Defense Roll of "1". These Hits do not benefit from any other Special Rules that affect Duel Actions.

Dauntless: This Regiment may never be Broken and always counts as having the Inspired Special Rule. Character Stands benefit from this Special Rule only if they have "Dauntless" themselves as part of their Characteristic profile or have gained this Special Rule from an ability, Character Upgrade, etc. In instances where this Regiment or Stand can never benefit from the "Inspired" Special Rule, this rule supersedes it.

Decay (X): At the end of the Regiment's "Deactivate Regiment" step, every Stand in the Regiment rolls X number of dice, where X is equal to the Decay (X) value. For each roll of "5" or "6", the Regiment suffers 1 Wound. Wounds caused from this Special Rule do not cause Morale Tests. If a Regiment has several instances of Decay (X), add all of the X values together.

If a Regiment containing a Character Stand is affected by the Decay (X) Special Rule, then the Character Stand suffers Decay (X) as well. All Wounds are allocated as per the "Allocating Wounds and Removing Casualties" section of the rules. *Example: Applying Decay (2) and then Decay (3) would equal Decay (5).*

Deadly Blades: When a Stand with this Special Rule performs a Clash or Duel Action, any failed Defense Roll of "6" rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

Deadly Shot: When a Stand with this Special Rule performs a Volley Action, any failed Defense Roll of "6" rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

Deadshots: A Stand with this Special Rule always counts as under the effects of the Aimed Shot Special Rule.

Devout: When a Regiment with this Special Rule is the Target of a Priest (X)'s Spellcasting Action, one failed Spellcasting die is converted to a success. If the Regiment has a Character Stand attached to it with this Special Rule, then the Regiment also counts as having "Devout" for as long as the Character Stand remains attached to it.

Dread: Enemy Regiments in contact with Stands with this Special Rule cannot benefit from the effects of the "Inspired" Special Rule. In instances where a Regiment or Stand always benefits from the "Inspired" Special Rule, this rule is superseded.

Fanatical Devotion: When a Regiment or Character Stand with the Priest (X) Special Rule successfully casts a Spell, with a Range other than "Self", with this Regiment as its Target, this Regiment Heals for 3 Wounds.

Fearless: A Regiment with this Special Rule ignores the effects of the Fearsome and Terrifying (X) Special Rules. If a Character Stand has this Special Rule, then it does not apply it to the rest of the Regiment and only benefits from this Special Rule as part of a Duel Action.

Fearsome: Enemy Regiments in contact with this Regiment must roll a D6 before being able to perform a Combat Rally or Combat Reform Action. If the result is less than or equal to the highest Resolve Characteristic in the Regiment, you may perform an Action as normal. If the result is higher, then the Action fails and is lost.

Fiend Hunter: Stands with this Special Rule may Re-Roll all failed Hit Rolls against Monster and Brute Regiments.

Forward Force: The non-Monster Regiment this Character Stand is currently attached to gains the Flank Special Rule.

Flank: This Regiment does not contribute a die to the Reinforcement Roll. Before rolling each Reinforcement Pool for each Class, each player declares whether a Regiment with this Special Rule automatically enters the Battlefield or remains in Reinforcements.

A Regiment cannot enter the Battlefield before its Class will normally be able to and cannot remain in Reinforcements past the Round its Class is required to enter automatically.

Flawless Drill: Once per game, this Regiment may perform a free additional Combat Reform Action during its Activation.

Flawless Strikes: When a Stand with this Special Rule performs a Clash or Duel Action, all Hit Rolls of "1" count the Target's Defense as 0 for that Attack. Additional Hits generated by other Special Rules do not benefit from this Special Rule.

Fluid Formation: This Regiment may perform a free additional Reform Action during its Activation. This free Reform Action must be performed before the Regiment takes its first Action, or at the end of its Activation after all other Actions have been resolved. A Regiment with this Special Rule can draw Line of

Sight from all Arcs, not just its Front, and may perform Volley Actions against Regiments in its flank or rear as well. Where this is the case, count the closest Rank or File of the Regiment as the first Rank.

Flurry: A Stand with this Special Rule Re-Rolls all failed Hit Rolls when performing a Clash or Duel Action.

Fly: A Regiment containing only Stands with this Special Rule can March and Charge over other Regiments, regardless of whether they are Engaged, as well as Impassable and Garrison Terrain, provided the Regiment does not end its Activation overlapping any Regiments or Impassable Terrain.

Glorious Charge: When a Stand with this Special Rule performs a successful Charge, its Impact Attacks are resolved with +1 Clash Characteristic and Terrifying (1) until the end of the Round..

Hardened (X): When this Regiment makes a Defense Roll, reduce any Cleave (X), Brutal Impact (X) or Armor Piercing (X) Special Rule by the value of Hardened (X) when resolving that Defense Roll. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Impact (X): Stands with this Special Rule perform Impact Attacks equal to X where X is the value of the Impact (X) Special Rule (see page 36).

Indomitable (X): When this Regiment Rolls a Morale Test, treat X failed results as successes where X is the value of this Special Rule. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Inspired: This Regiment adds +1 to its Clash Characteristic until the end of the Regiment's Activation. If this modifies the Clash Characteristic to a 5 or greater, it does not receive the +1 Clash but instead may Re-Roll unmodified Hit Rolls of "6". The +1 to the Clash Characteristic from the Inspired Special Rule is always added in after all other Clash modifying rules have been applied.

Irregular: This Regiment does not affect Friendly and Enemy Reinforcement Lines. A Stand without this Special Rule may not join this Regiment.

Iron Discipline: When this Regiment is Engaged or suffers Wounds from the Sides or Rear, it does not lose the Support (X) Special Rule and does not Re-Roll successful Morale Tests.

Lethal Demise: For every Wound allocated to a Stand with this Special Rule as a result of a failed Defense Roll, the Enemy Regiment in contact with the Stand's Regiment that caused the Hits suffers a Hit. These Hits do not benefit from any other Special Rules and are resolved against the Enemy Regiment's front arc. Wounds resulting from these Hits do not trigger Morale Tests and do not trigger Lethal Demise.

Linebreaker: A Stand with this Special Rule ignores the Shield Special Rule and Bastion (X) Draw Event, when performing a Clash or Duel Action, or when resolving Impact Attacks.

Loose Formation: When a Stand performs a Volley Action against a Regiment with this Special Rule it halves the X value in its Barrage (X) Special Rule (rounding up) to a minimum of 1.

In addition, Spells will only inflict half their number of Hits (rounding up) against a Stand with this Special Rule. This Special Rule does not stack with Obscuring Terrain. Furthermore, a Regiment with this Special Rule cannot inflict Impact Attacks.

Oblivious: Regiments with this Special Rule receive only 1 Wound for every 2 failed Morale Tests, rounding up. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Opportunists: A Stand with this Special Rule may re-roll failed Hit Rolls when performing a Clash or Volley Action against an Enemy Regiment's Flank or Rear Arc.

Overrun: At the end of this Regiment's Charge Action, if the Enemy Regiment in contact is Broken, this Regiment may perform its Impact Attacks again.

A Regiment with this Special Rule may perform up to two Charge Actions during a single Activation. The Regiment's Activation still comes to an end if it fails a Charge Roll.

Parry: Enemy Stands engaged with a Stand with this Special Rule cannot Re-Roll failed Hit Rolls. Character Stands cannot Re-Roll failed Hit Rolls against another Character Stand with this Special Rule.

Phalanx: This Regiment counts its Defense and Resolve Characteristics as 1 point higher against all Hits originating from its front Arc. Furthermore, this Regiment cannot perform the Inspire Action.

The Regiment's Charge Distance is always its March value +3" and it cannot Occupy Garrison Terrain. Character Stands in this Regiment do not benefit from this Special Rule when participating in Duels.

Precise Shot: When a Stand with this Special Rule performs a Volley Action, all Hit Rolls of "1" count the Target's Defense as "0" for that Attack. Additional Hits generated by other Special Rules do not benefit from this Special Rule.

Priest (X): This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level (see page 80). If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.

Quicksilver Strike: A Character Stand with this Special Rule resolves all of its Attacks first during a Duel Action. If both Character Stands in the Duel Action have this Special Rule, the Attacks are resolved simultaneously.

Rapid Volley: When a Stand with this Special Rule performs a Volley Action, each Hit Roll of "1" causes an additional automatic Hit on the Target. This additional Hit does not benefit from any Special Rules that trigger during the Roll To Hit Step. Attacks from Character Stands do not benefit from this Special Rule.

Relentless Blows: When a Stand with this Special Rule performs a Clash or Duel Action, each Hit Roll of "1" causes an additional automatic Hit on the Target. This additional Hit does not benefit from any Special Rules that trigger during the "Roll to Hit" step.

Rider: This Character Stand is not physically represented by a separate Stand, and must be attached to a Monster Regiment in its Warband. The Regiment counts as being composed of two Stands, a Monster and a Character Stand. The Character Stand uses the Monster Stand for the purposes of measuring distances and drawing Line of Sight using the Monster Regiment's Size. The Regiment Marches based on the Monster Regiment's March Characteristic as opposed to the lowest March Characteristic value in the Regiment.

The Character Model must be physically represented on the Monster Regiment it is attached to (e.g. Hellbringer Sorcerer model or Apex Queen). The Character Stand is still considered to be attached to the Regiment even without a Stand and therefore can be involved in Duel Actions.

Furthermore, the Character Stand is considered to be in contact with any Enemy Stands the Monster Regiment is in contact with.

Shield: Stands in this Regiment, including Character Stands, count their Defense Characteristic as 1 point higher against all Hits originating from the Regiment's front Arc. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule. A Regiment cannot make use of this Special Rule when Occupying Garrison Terrain.

Shock: When this Regiment performs a successful Charge, Stands in the Regiment with this Special Rule add +1 to their Clash Characteristic until the end of the Round.

Smite: Enemy Regiments count their total Defense Characteristic as 0 against Hits caused by a Stand with this Special Rule during a Clash Action. This Special Rule also affects the Hits from Character Stands during a Duel Action.

Support (X): This Regiment's Stands contribute X Supporting Attacks during a Clash Action instead of 1. "While a Regiment is engaged by enemy Regiments in its Flank or Rear, they lose the Support X Special Rule.

Sureshot: This Regiment does not suffer the negative effects of targeting an Enemy Regiment within Obscuring Terrain and/or drawing Line of Sight through Obscuring Terrain.

Tenacious (X): Whenever this Regiment makes a Defense Roll, treat X failed results as successes where X is the value of this Special Rule. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Terrifying (X): Regiments in contact with Stands with this Special Rule reduce their Resolve Characteristic by X, where X is the value in the Terrifying (X) Special Rule, for the purposes of making Morale Tests against Wounds taken from that Regiment.

Torrential Fire: When a Stand with this Special Rule performs a Volley Action against an Enemy Regiment within Effective Range, every two successful Hit Rolls (rounding up) cause an additional automatic Hit on the Target. These additional shots do not benefit from this Special Rule.

Trample (X): At the end of this Regiment's Activation, if this Regiment is in Contact with an Enemy Regiment in its front arc, Stands in the Regiment with this Special Rule cause X additional Hits where X is equal to the Stand's Trample (X) value. These additional Hits do not benefit from any of the Regiment's Special Rules and Hit automatically. Wounds resulting from these Hits do not trigger Morale Tests.

This Special Rule does not trigger at the end of a Character Stand's Activation. Hits from this Special Rule can inflict Wounds to Objective Markers as if this Regiment was performing a Clash Action against it.

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

Untouchable: This Regiment Re-Rolls failed Defense Rolls of "6". Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Unyielding: Enemy Regiments cannot Seize an Objective Zone that Stands in this Regiment are in range of. This Special Rule is not active if this Regiment is currently Broken.

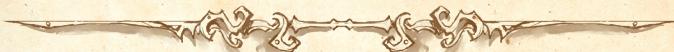
Vanguard (X): When a Regiment with this Special Rule enters the Battlefield from Reinforcements, add +X to its March Characteristic for the first March Action this Activation.

Weapon Platform: Stands in this Regiment count their Flank Arcs as their Front Arc for the purposes of determining Line of Sight and Checking for Obstruction when performing a Volley Action.

Wizard (X): This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level (see page 80). If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.



CHAPTER TWELVE



FIGHTING A BATTLE

IN THIS SECTION YOU WILL
FIND BATTLE SCENARIOS TO
ADD AN EXTRA LEVEL OF
STRATEGY TO YOUR GAMES.
COMPLETE THE OBJECTIVES
TO ENSURE VICTORY OVER
YOUR OPPONENT!



No two battles are the same. Reinforcement Zones, Objectives – even the composition of the Armies themselves – can vary wildly. To represent this, we use a selection of Scenarios, each of which alters the form and scope of the battle. This rulebook includes four Scenarios, there are also additional Scenarios on the Tournament page of the Para-Bellum Games website, but you should feel free to invent your own!

POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands 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 Stand in your Army, plus those of any upgrades you've purchased for those Stands. The higher the points value, the more lethal the Army you've selected. By choosing Armies of equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of two types of entities: Character Stands and Regiments, all of which are selected from a single Faction's Army List. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one Character Stand to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each Character Stand in your Army (including the Warlord) must be accompanied by a Warband of Regiments. You'll normally have a choice of Regiments to choose from, but you must always include a Regiment of the same type – i.e. Infantry, Cavalry or Brute – as your Character Stand to ensure that they have a Regiment to join at the start of the battle.

Each Regiment is drawn from the Regiments section of the Army List. Depending on the Character Stand it is chosen for, it will also count as a Mainstay or a Restricted choice. Each Character Stand's Warband has a Regiment allowance of 4 Regiments. A Warband can include as many Mainstay choices as your Warband allowance allows. Restricted choices are more limited, as the name suggests. Each Warband can only include two Restricted choices from all the options presented. This can be two of the same Regiment, or two different Regiments from the list.

As a further restriction, you must include one Mainstay choice for each Restricted choice in your Warband. Therefore, a Warband that includes two Restricted choices will always have at least two Mainstay choices too. Note that a Regiment might be a Mainstay choice for one Character type, and a Restricted choice for another – check the Character's Army List entry to be sure.

OPTIONAL UPGRADES

Many Character Stands and Regiments have additional options that can be purchased for them, such as Abilities, Command Models, or even extra Stands (in the case of Regiments).

If you purchase any of these upgrades, simply add the points cost to that of the Character Stand or Regiment for which the upgrade was purchased.

SET UP THE BATTLEFIELD

Terrain is an important part of Conquest: TLAOK, as your forces interact with their environment either by taking cover in dense forests or garrisoning vantage points. Each table's Terrain pieces should be pre-arranged before the battle begins and will not move or change throughout the game.

Terrain follows all normal rules found in Chapter 10 of the rulebook and may be set up according to the following rules:

- No piece of Terrain is placed on top of an Objective Zone or Objective Marker.
- No piece of Terrain is within 9" of another Terrain piece.
- No piece of Terrain should have a footprint larger than 9"x6".
- Smaller Terrain pieces can be grouped together to form a single Terrain piece. This combination of Terrain pieces should not create a footprint larger than 9"x6". *E.g. A ruined hamlet can be combined with a few pieces of broken wall to create a larger ruined structure.*
- Can only include up to 2 pieces of Garrison Terrain on each Battlefield.
- The Battlefield should contain about 6 pieces of Terrain but no more than 8.

ASSIGN CHARACTERS STANDS

Each Character Stand in your Army must join a Regiment before the first Reinforcement Phase begins. The best way to do this is to set up your entire Army beside the Battlefield, with your Character Stands already in the Regiments in their Warbands that they'll be fighting from at the start of the battle.

REINFORCEMENTS

Regiments are not deployed at the start of the Battle. They are held to one side, and arrive later in the Battle, as described on pages 20 and 30.

Note that if a Regiment is held back as Reinforcements, so is the Character Stand that has been attached to it. The Character Stand's Class has no effect on when the Regiment the Character Stand has joined will come onto the battlefield from Reinforcements.

SECONDARY OBJECTIVES

Battles are primarily decided by Seizing Territory and destroying the opposition. However, as the fight goes on, opportunities unfold for one side or the other to claim an advantage. These are referred to as Secondary Objectives.

Each Faction has its own deck of Secondary Objective cards, representing the goals it considers pivotal to victory. While some Secondary Objective decks share some common cards, no two Faction decks are exactly the same. A player who adheres closely to the martial and ideological goals of the warriors under their command is that much more likely to achieve victory!

DRAWING SECONDARY OBJECTIVES

Shuffle your Secondary Objective deck and draw the top five cards. Your opponent does the same. Discard two cards of your choosing – this allows you to have some control over the style of objectives your Army will be pursuing during the battle. Keep your cards hidden from your opponent during the course of the game.

SCORING SECONDARY OBJECTIVES

Each Secondary Objective card gives you the conditions required for completing it. Once you have completed a Secondary Objective, make a note of the Round number it was completed on, on your Army List. Note that some decks contain multiples of the same card. You cannot achieve the same Secondary Objective card more than once per Round.

FIGHT THE BATTLE

With all the preliminaries complete, it's time to battle!

The Game Length heading will tell you how many Rounds to play, and the Victory Points heading gives you the information you need to know when you've won a mighty triumph, or cravenly plunged into the depths of defeat.

Players can ask to see their Opponent's list as well as scan any Command Card currently on table at any time. A player cannot ask their Opponent to scan a card that is currently in the Command Stack and instead must use the Army Builder, Faction Army List or their Opponent's Army List to reference that Regiment's rules.

When Activating a Regiment, make sure to leave its Command Card close to the Regiment, in a way that does not disrupt play, as a reminder that the Regiment has been Activated and to be easily accessible by both players in case they want to scan the card.

EARNING VICTORY POINTS

Battlefield dominance is determined from Round to Round. At the end of each Round, consult the Victory Conditions to work out how many Victory Points you've scored that Round – your opponent does the same. Keep a running total of the Victory Points as the game goes on. Once the battle is finished, these will be used to determine the winner!

SEIZING TERRITORY

Victory Points are often earned for Seizing Territory – battlefield quarters, center of the battlefield, Objective Zones, etc. The Player with the most Stands capable of Seizing and more total Stands in range of an Objective Zone, Seizes that Objective Zone.

Light Stands count as 0 Stands for the purposes of Seizing Territory. They do count however towards the total number of Stands in range of an Objective Zone. If a rule would make a Light count as X additional Stands towards Seizing Objective Zones then these Stands will be able to count towards the number of Stands capable of Seizing.

Medium and Heavy Stands count as 1 Stand for the purposes of Seizing Territory. Monster Stands count as 3 Stands for the purposes of Seizing Territory.

Should Stands lose their ability to Seize Objective Zones they still count towards the total number of Stands in range of an Objective Zone.

Finally, when a Stand is under the effects of an ability that allows it to "always Seize an Objective Zone" or "a Regiment counts as Seizing" an Objective Zone they are in range of, then the Player in control of that Regiment counts as Seizing that Objective Zone regardless of other Stands present in range of it.

Only **one** Player may be Seizing an Objective Zone at any given time.

DETERMINE THE VICTOR

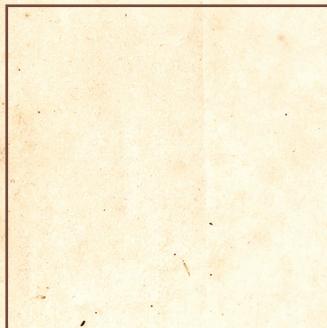
Obviously, if your forces are wiped out, or you choose to concede, victory goes to your opponent. Otherwise, each Scenario has its own unique conditions for scoring points and securing victory which you will have to follow to come out victorious.



SCENARIO ONE

HEAD TO HEAD

Player 2 Reinforcement Zone



Player 1 Reinforcement Zone

FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

This scenario is played on a 4' x 4' Battlefield. Players place an agreed amount of Terrain, then agree on the Defense values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

DEPLOYMENT

Both players roll off.

The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

GAME LENGTH

Play continues for 10 Rounds, or until one side has scored 8 points, been eliminated or conceded.

VICTORY POINTS

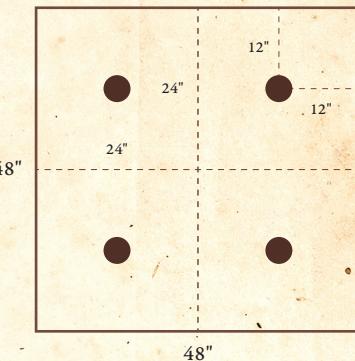
At the end of each Round, you score points for the following:

- 1 Victory Point for each enemy Command Card removed from play.
- 2 Victory Points for killing the enemy Warlord. (Stacks with secondary objective).
- 1 Victory Point for each Secondary Objective Completed.

SCENARIO TWO

BREAKTHROUGH

Player 2 Reinforcement Zone



Player 1 Reinforcement Zone

FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

This scenario is played on a 4' x 4' Battlefield. Players place an agreed amount of Terrain, then agree on the Defense values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

PLACE OBJECTIVE ZONE MARKERS

Objective Zones 6" in diameter are placed in the center of each of the 4 quarters of the Table. The Objective on the half of the table closest to your Reinforcement zone are considered Friendly. The Objectives on the opposite side of the table are considered to be enemy.

DEPLOYMENT

Both players roll off.

The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

GAME LENGTH

Play continues for 10 Rounds, or until one side has scored 5 points, been eliminated or conceded.

VICTORY POINTS

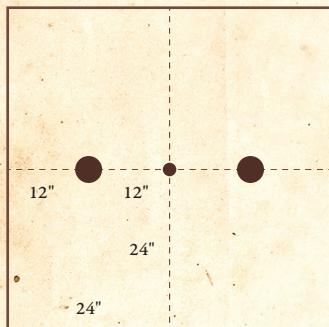
At the end of each Round, you score points for the following:

- 1 Victory Point for Securing a friendly Objective Zone (regardless of how many).
- 2 Victory Points for each Secured enemy Objective Zone.
- 1 Victory Point for each Secondary Objective completed.

SCENARIO THREE

MAELSTROM

Player 2 Reinforcement Zone



Player 1 Reinforcement Zone

FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

This scenario is played on a 4'x4' Battlefield. Players place an agreed amount of Terrain, then agree on the Defense values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

PLACE OBJECTIVE ZONE MARKERS

One Objective Zone 3" in diameter is placed in the center of the table.

Two 6" diameter Objective Zones are placed 12" away from the central objective and 24" away from each player's zone.

DEPLOYMENT

Both players roll off.

The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

All Regiments are held back as Reinforcements.

GAME LENGTH

Play continues for 10 Rounds, or until one side has scored 8 points, been eliminated or conceded.

VICTORY CONDITIONS

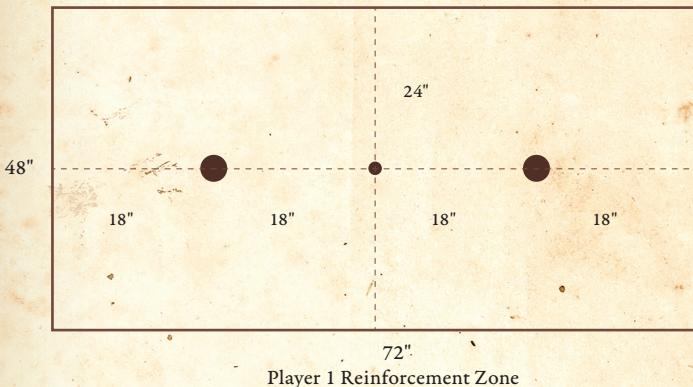
At the end of each Round, you score points for the following:

- 1 Victory Point for securing the 3" diameter Objective Zone Marker.
- 2 Victory Points for securing each 6" diameter Objective Zone Markers.
- 1 Victory Point for securing each Secondary Objective.

SCENARIO FOUR

PINCER ATTACK

Player 2 Reinforcement Zone



Player 1 Reinforcement Zone

FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

This scenario is played on a 6' x 4' Battlefield. Players place an agreed amount of Terrain, then agree on the Defense values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

PLACE OBJECTIVE ZONE MARKERS

An Objective Zone 6" in diameter is placed in the center of the Table exactly 36" from the sides and 24" from the Player's Reinforcement Zone. Two Objective Zone Markers 12" in diameter are each placed 18" from the sides and 24" from each Player's Reinforcement Zone.

DEPLOYMENT

Both players roll off. The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

GAME LENGTH

Play continues for 10 Rounds, or until one side has scored 8 points, been eliminated or conceded.

VICTORY CONDITIONS

At the end of each Round, you score points for the following:

- 1 Victory Point for securing the 6" diameter Objective Zone Marker.
- 2 Victory Points for securing each 12" diameter Objective Zone Marker.
- 1 Victory Point for securing each Secondary Objective.

