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CONQUEST

THE LAST ARGUMENT OF KINGS

RULES OF ENGAGEMENT

Updated January 2025



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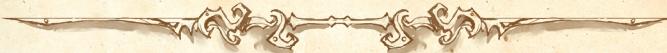


CORE RULES

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



CHAPTER ONE



THE PRINCIPLES OF BATTLE

IN THIS SECTION
WE WILL INTRODUCE
THE BASIC PRINCIPLES
THAT DRIVE THE BATTLES
OF CONQUEST. IT MAY LOOK
LIKE A LOT AT FIRST, BUT IT
WILL SOON BECOME SECOND
NATURE AND YOU WILL FIND
YOURSELF REFERRING TO
THIS SECTION
OF THE RULEBOOK
LESS AND LESS.



A CIVILIZED WAR

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

With that in mind, if you ever encounter a situation in which you feel the rules are unclear, discuss the matter with your opponent and come up with a solution together. If you are unable to agree, weigh up the most suitable solutions and settle the matter on the roll of a die.

Such situations should be extremely infrequent, as Conquest is constantly updated with errata and FAQs published on the website. The important thing is not to allow any rule-related issues to spoil your enjoyment of the game.

DICE

War is an uncertain business. We use dice to represent that uncertainty, be it the chance of landing a lethal blow or the odds of a Regiment standing and fighting even in the face of defeat. All dice rolls in Conquest use six-sided dice, sometimes called D6.

MAKING ROLLS

Most dice rolls in Conquest require the player to compare his dice roll against a Target Characteristic. This is often a Characteristic, such as Clash, Volley or Resolve, but can also be more esoteric such as a Stand's capacity to Resist Decay. When making one of these rolls you are looking to roll **less than or equal** to the desired Target Characteristic.

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

AUTOMATIC PASS AND FAIL

If a rule calls upon you to roll a die and compare it to a Characteristic; i.e. a numerical representation of

the Regiments' (or Characters') battlefield prowess, a result of "6" is always a failure, and with the exception of Defense Rolls, a result of "1" is always a success – regardless of other modifiers. Even the best troops experience bad luck, and even the lowest of the low deserve a chance at victory.

RE-ROLLS

If a rule calls upon you to Re-Roll a die, simply pick it up and roll it again, abiding by the new result. Once a die has been Re-Rolled, it cannot be Re-Rolled again – regardless of the circumstances. In the event in which a rule calls for dice to be Re-Rolled that have already been Re-Rolled, any effects that would cause those dice to be Re-Rolled are ignored. Finally, should a rule or ability force you to Re-Roll a success whereas another rule would allow you to Re-Roll a fail, the two rules cancel each other out, and the Active Player Rolls without any Re-Rolls.

ROLL OFF

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

MEASURING DISTANCE

All distances in Conquest are measured in inches ("), and are always measured from the closest points. When measuring the distance between two Regiments, always measure from the point of each Regiment closest to the other Regiment. When measuring the distance between two Stands, as in the case of measuring range, always measure from the point of each Stand closest to the other Stand.

You are permitted to check the distance at any time, so you can always know whether or not your warriors are in range before they attempt a particular Action.



ARMIES, REGIMENTS, STANDS AND MODELS

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

THE ARMY

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

MODELS

A Model is an individual miniature that is mounted on a circular base, subsequently placed in its relevant rectangular base, called a Stand. Looking at the miniatures on each Stand you are able to quickly identify what Regiment you're seeing as well as any Regiment upgrades e.g. Command Models or Officers.

STANDS

When the rules refer to a Stand, they mean the whole rectangular base, including the Models mounted on it. For the purposes of the game, we treat the Models and their bases, however decorative, as part of the Stand. However, very few Stands – except for Monsters and Chariots – act alone. Most fight together.

Example: Infantry Models fight on rectangular Stands alongside their comrades. An Infantry Stand has room for four Infantry Models, whereas a Cavalry, Chariot, Brute or Monster Stand has room for only one Model.

As a Stand in a Regiment suffers Wounds, place a Wound Marker as a simple means of recording damage. Once the last Wound of a Stand is suffered,

the Stand is removed as a casualty. All Stands in a Regiment mostly belong to the same Type. You would not, for example, have a mixed Regiment of Infantry and Cavalry Stands. Models on a Stand should be arranged, where possible, so they are facing in the same direction. This gives the Stand an easily identified front, a rear and two flanks, whose importance we will find out later. Stands are arranged together into Regiments.

Each Stand must have an appropriate number of Models represented on it, as shown below.

TYPES OF STAND

In Conquest, every Stand has a Type.

- **Infantry** are easily identified by having four Models on each Stand.
- **Cavalry** are tougher and faster than Infantry, but rarer; always one Model per Stand.
- **Brutes** are huge creatures, often twice the height of a human; always one Model per Stand.
- **Chariots** are manned platforms pulled into battle by ferocious beasts, beasts of burden or even mechanical contraptions! Chariot Stands are easily identifiable by their long rectangular base, made up of two square stands back to back. These two stands together **form one Chariot Stand on top of which a single Chariot Model is placed**.
- **Monsters** are the rarest of all, each with the raw might to match dozens of other warriors and the girth to fill an entire Stand on its own!



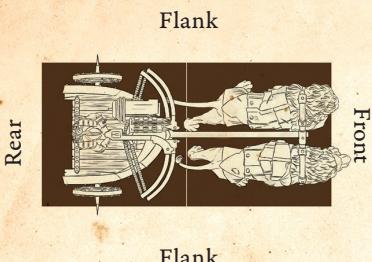


Fig. 1.1

STANDS AND SIZE

In Conquest, every Stand Type has a different size for the purpose of determining Line of Sight as we will discuss later on.

- All Infantry Stands are considered to have a Size of 1.
- All Brute, Cavalry and Chariot Stands are considered to have a Size of 2.
- All Monster Stands are considered to have a Size of 3.

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

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

When a Regiment, or a piece of Terrain, is placed on another piece of Terrain with a Size value, simply add the two sizes together to calculate whether they can see or be seen over intervening Terrain. This, however, only works for pieces of Terrain that a Regiment would naturally pass over rather than through (see Chapter 10 "Terrain" for more information).

REGIMENTS

A Regiment is the basic fighting formation in Conquest. It can consist of anything from one individual Stand to dozens fighting side by side. Regiments mostly consist of the same Type of Stand, and usually all Stands in a Regiment share a common Characteristics profile. The most common exception is when the Regiment has been joined by a Character Stand, a heroic individual who stands head and shoulders above even the elite of the rank and file and brings its own Special Rules, which we will discuss later (see page 96).

All Stands in a Regiment fight together – individual Stands cannot leave the Regiment and act independently. Again, the only exception to this is when the Regiment has been joined by a Character Stand, which we will discuss later. Whenever a Regiment performs an Action, every Stand in the Regiment is considered to be performing that Action. Furthermore, should a Regiment gain a Special Rule or ability during the course of the Battle, it affects all Stands currently within that Regiment, including any attached Character Stands, as per the effect of the Special Rule or ability. However, unless otherwise stated, Character Stands' Special Rules do not affect the Regiment.

Special Rules, abilities and/or changes to a Regiment's Characteristic's Profile during Army List Building do not affect Character Stands. E.g. *Hundred Kingdoms' "Veterans" Faction Rule*.

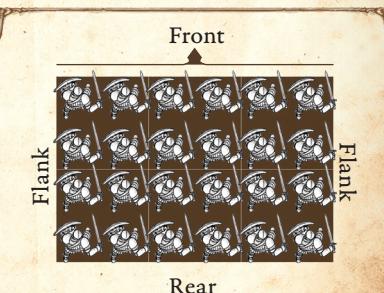


Fig. 1.2

FORMING A REGIMENT

To form a Regiment, take all the Regiment's Stands and place them in an array of **ranks** (rows) and **files** (columns), edge to edge and corner to corner. All Stands in the Regiment must be facing in the same direction, giving the Regiment a front, a rear and two flanks. A Regiment can never have fewer than two Stands in its front rank, unless the starting size of the Regiment is one Stand or it has been reduced to one due to casualties.

If possible, there should be an equal number of Stands in each rank. If this is not possible, the rear rank is left incomplete.

PLACING COMMAND MODELS

If an Infantry Regiment has any Command Models, i.e. a Leader, a Standard Bearer or any Officers, select a Stand in the Regiment and place them all on it. This Stand is called the Command Stand and can only contain up to four Command Models. Each Infantry Regiment can only have a single Command Stand that must be placed in the center of the front Rank or as close to the center as possible, in the case of an even number of Stands. You can find more information on Command Stands and how they work with different Types of Regiments on page 68.

REMOVING CASUALTIES

Inevitably, some Stands will be removed from a Regiment as the battle progresses. Casualties are nearly always removed from the Regiment's rearmost rank. Should the casualties be suffered by a Regiment Engaged in melee, Casualties need to be removed in such a way as to not affect the number of Stands in contact with any Enemy Regiment(s). You can find more information on Removing Casualties in Chapter 5 "Allocating Wounds & Removing Casualties" page 54.

LEGAL FORMATIONS

A Regiment has a legal formation if:

- All its Stands are placed edge to edge and corner to corner;
- All ranks (with the possible exception of the rearmost) contain an equal number of Stands;
- All of the Stands are facing the same way;
- If there is a Stand that has suffered Wounds (i.e. does not have the starting number as its Wounds Characteristic), that Stand is in the rear rank;
- The Command Stand (if applicable) is in the center of the front rank;
- In the case of an incomplete Rearmost Rank, Stands must be placed as centered as possible;

Legal Conditions:

As a handy guide, a Regiment's placement is considered legal when:

- a) No Stand in the Regiment overlaps another at the end of its Activation.
- b) No Regiment overlaps another at the end of its Activation.
- c) All Stands in a Regiment are entirely within the bounds of play (Battlefield) throughout their activation (except for the Actions that bring the Regiment onto the battlefield from Reinforcements).

FACING ARCS

Each Regiment has a front arc, a rear arc and two flank arcs. These become important when the Regiment wishes to shoot at an Enemy, or when the Regiment charges into combat. To determine a Regiment's arcs, extend a 45° degree line from each of the Regiment's corners (Fig. 1.3). If the Regiment's Stands are square, you can do this by tracing a straight line from the corner Stand's inside back corner and extending it through its outside front corner.

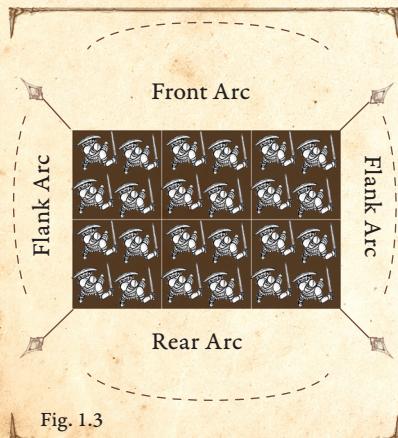




LINE OF SIGHT

There are Actions in the game that require Line of Sight to a Target Regiment or Stand. To establish Line of Sight from one Regiment or Stand to another, the following criteria must be met:

- The Target Regiment or Stand must be within the Front Arc of the Acting Regiment, unless stated otherwise by a Special Rule.
- At least one Stand in the Acting Regiment's front Rank, must be able to draw an unobstructed line, 1mm wide, between the center of its front facing and the center of any facing of a Stand in the Target Regiment. Each Stand in the Acting Regiment's front Rank, must attempt to draw this unobstructed line.
- There are no other Regiments or pieces of Terrain of equal or larger size obstructing Line of Sight to the Target Regiment.



THE CHARACTERISTIC PROFILE

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

Name: Sample Regiment

Class: Light **Type:** Infantry

M	V	C	A	W	R	D	E
5	0	2	4	4	2	1	0

Draw Events: None

Special Rules: Shield, Support (2)

CATEGORIES

These are used to streamline interaction between certain rules.

- **Type** tells you whether the Stand is Infantry, Cavalry, Brute or Monster. Different Types interact differently with some rules (do not worry, we will point them out when they come up). More importantly, Type also reminds you how many Models should be on a Stand: 4 for Infantry, and 1 for Brutes, Cavalry or Monsters.
- **Class** is a weight class, graded from Light to Medium to Heavy. Light troops are generally more maneuverable, arriving at the battle early, whereas Heavy troops inflict and sustain more damage but arrive later on the battlefield. This classification reflects how Regiments operate within their respective Faction's military structure. A Heavy Regiment equivalent in one Faction

may be a Medium in another. It all comes down to how a Faction deploys a certain Regiment in combat without it necessarily being a metric for a Regiment's destructive capabilities.

CHARACTERISTICS

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

Throughout the course of a game, you will be required to compare a dice roll to one of the Characteristics on a Stand's Profile. Whenever you are required to do so, it is called performing a Characteristic Test. When a rule refers to a Stand's "unmodified Characteristic", it is asking for the number

printed in the respective Regiment's Characteristic Profile in its associated Army List entry. However, Rules and Abilities that allow a Regiment to increase a Characteristic during List Building count as unmodified. That also applies to the benefits a Regiment receives by purchasing an Officer upgrade during list building.

Unless stated otherwise, when a Special Rule, Draw Event, rule or ability provides a bonus to a Characteristic or to the (X) value of a Special Rule or Draw Event whilst also establishing a maximum value to it, that limitation remains for as long as that rule affects the Regiment.

Example: An Infantry Stand has an unmodified Resolve Characteristic of 3. When building your Army List, you have purchased an upgrade or made use of a Special Rule to increase the Resolve Characteristic value of that Regiment to 4. When a situation requires you to take an unmodified Morale Test during the game, you will treat the Regiment's unmodified Resolve Characteristic as 4 since the bonus was applied during List Building and not during the game, making it part of the Regiment's Characteristic Profile.

March (M)

The March Characteristic determines how far a Stand can move.

Volley (V)

Volley serves as a measure of the Stand's ability with ranged weapons, from javelins to shooting longbows, and even using mighty war machines.

Clash (C)

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

Attacks (A)

Attacks tell us how many dice each Stand contributes when attacking an Enemy.

Wounds (W)

Wounds indicate how many damaging blows a Stand can take before it is removed as a casualty.

Resolve (R)

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

Defense (D)

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

Evasion (E)

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

DRAW EVENTS & SPECIAL RULES

Under Draw Events, you will find a list of any Draw Events that the Regiment will be able to resolve during its Activation.

Under Special Rules, you will find a list of other abilities not governed by the Stand's Characteristics, such as Cleave (X), i.e the ability to reduce your opponent's Defense Characteristic. This is also where you'll find details of any ranged attack a Stand possesses, in the form of the Barrage (X) Special Rule.

COMMAND CARDS

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

- **The Regiment's or Character's Army List Entry.** To remind you which profile from the Army List you use to represent the Regiment's or Character's abilities.
- **An Artistic Depiction of the Regiment.** To help you and your opponent quickly identify the depicted Regiment or Character on the table.
- **A QR code scannable via our free Army Builder.** To help you and your opponent quickly reference a Regiment's Rules through our Army Builder database. Make sure to scan the QR code through the Army Builder, scanning it through your device's camera app would result in an error!

"IN CONTACT"

Many rules refer to two or more Stands being in contact with one another. A Stand is considered to be in contact with another Stand if they are touching in any way, including corner to corner. Two Regiments are considered to be in contact when their Stands are in contact with the Stands of another Regiment.







CHAPTER TWO

THE ROUND SEQUENCE

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



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

When a Round starts, play proceeds through its Phases, and you must complete each one before beginning the next. Once all Phases are complete, so is that Round, and another Round begins. This process continues until the number of Rounds given in the Scenario are complete, or either you or your opponent has fulfilled the respective Scenario's Victory Conditions, or has conceded.

ROUND SUMMARY

I) REINFORCEMENT PHASE

- Both Players Roll for Reinforcements, i.e., those Regiments and Characters that have been chosen from the player's collection to participate in the battle but have not yet entered the field.
- Any Reinforcements due to arrive are placed to one side and will March onto the Battlefield during the Action Phase. Each Player will be aware of all the Regiments arriving on any given turn and can plan the next step accordingly.

II) COMMAND PHASE

- Both Players assemble their Command Stacks simultaneously, arranging their Regiments' and Characters' Command Cards in order to determine the order of play in later Phases.

III) SUPREMACY PHASE

- Both Players Roll Off to determine who is going to be the First Player, i.e., the player who will Activate their Command Stack first, or Activate their Supremacy Abilities.

IV) ACTION PHASE

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

V) VICTORY PHASE

- Check the Scenario's Victory Conditions to see if either Player has won.
- If neither Player has won, a new Round begins.

I) REINFORCEMENT PHASE

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

Before the first Reinforcement Phase of the Battle begins, place each Character Stand into an eligible Regiment in their own Warband. A Regiment is eligible if it shares the same Type with the Character Stand.

From there, during each Reinforcement Phase, group your Regiments set aside as Reinforcements by their Class. You may then select a single Regiment that is able to arrive from Reinforcements this Round and have it count as having automatically arrived from Reinforcements, or have it remain in Reinforcements. This Regiment can belong to any Class that is allowed to arrive from Reinforcements this Round but must arrive from Reinforcements the Round its Class is required to enter the Battlefield automatically.

Then, proceed to roll a die for each Regiment in each Class that is to arrive this Round as shown in the Reinforcement table. Do not Roll a die for the Regiment you selected to automatically arrive or remain in Reinforcements. Character Stands do not Roll separately and adopt the Class of the Regiment they are currently attached to. This is the Reinforcement Roll. For every successful Roll per Class, you select which Regiment of that Class will be arriving from Reinforcements. The rolls required are shown below:

REINFORCEMENT TABLE

Round	Required Roll
Round One	Light Regiments arrive on a roll of "4" or less.
Round Two	Light Regiments arrive on a roll of "4" or less. Medium Regiments arrive on the roll of "2" or less.
Round Three	Remaining Light Regiments arrive automatically. Medium Regiments arrive on a roll of "4" or less. Heavy Regiments arrive on a Roll of "2" or less but may only enter the Battlefield from the Player's Reinforcement Zone this Round.
Round Four	Remaining Medium Regiments arrive automatically. Heavy Regiments arrive on a roll of "4" or less.
Round Five	Remaining Heavy Regiments arrive automatically.

Round One	Light Regiments arrive on a roll of "4" or less.
Round Two	Light Regiments arrive on a roll of "4" or less. Medium Regiments arrive on the roll of "2" or less.
Round Three	Remaining Light Regiments arrive automatically. Medium Regiments arrive on a roll of "4" or less. Heavy Regiments arrive on a Roll of "2" or less but may only enter the Battlefield from the Player's Reinforcement Zone this Round.
Round Four	Remaining Medium Regiments arrive automatically. Heavy Regiments arrive on a roll of "4" or less.
Round Five	Remaining Heavy Regiments arrive automatically.

Reveal any Regiments that are selected to arrive this Round to your Opponent and place them to one side. They March onto the Battlefield during the Action Phase (see page 31).

II) COMMAND PHASE

At the start of the Command Phase, take all of the Command Cards for your surviving Regiments on the Battlefield, and any Command Cards for Regiments arriving as Reinforcements this Round, and arrange them in a face-down Command Stack. You should arrange your Command Stack carefully, placing the Regiment you want to act first right at the top, the Regiment you want to act last at the bottom, and the remainder organized in between. At this point, make sure that Command Cards in your Command Stack correlate to the Regiments that are currently in play. You may need to remove Command Cards belonging to Regiments or Character Stands that have been destroyed earlier in battle.

You may want to give some thought to how your opponent is organizing their Command Stack, as the sequence in which you activate Regiments and Characters Stands can bring huge advantages in the right circumstances. You may look at your Command Stack at any point during the Round, but you are not allowed to reorder it unless a rule instructs you to do so.

III) SUPREMACY PHASE

Now it is time to see who is going to seize the initiative and strike the first blow!

You and your opponent Roll Off. The Player with the lowest score (after any modifiers have been applied) chooses to be the First or Second Player in the Round. This is called the **Priority Roll**.

The Player who has lost the Priority Roll during the previous Round may add or subtract 1 from the result shown on the die, to a minimum of 0 and a maximum of 7, after it has been rolled.

If the Roll Off is tied (after any modifiers have been applied), you and your opponent Re-Roll until there is a clear winner. The Player that has lost the Priority Roll during the previous Round may keep adding or subtracting 1 from the result for the duration of this Roll Off.

SUPREMACY ABILITIES

Many Character Stands have a Supremacy Ability that they can use in this Phase, once per game (unless stated otherwise by the Supremacy Ability). When constructing your Army List, choose one of your Characters to be your Warlord, this Character Stand's Supremacy will be available to use during the battle. Supremacy Abilities are powerful special rules that may well turn the tide of the battle – using yours at the right moment may well spell the difference between victory and defeat. Once the First Player has been determined, the First Player declares if they are going to use a Supremacy Ability.

Regardless of whether the First Player chooses to use a Supremacy Ability, the second Player then declares if they are going to use a Supremacy Ability.

If a Player has access to more than one Supremacy Abilities, they may use only one in each Round, and must declare which one they are using during this Phase.

A Character Stand must be on the battlefield to use their Supremacy Ability, unless the Supremacy Ability explicitly states otherwise. Some Supremacy Abilities are always considered to be active. These do not need to be Activated and are always considered to be in use for as long as the Character Stand remains on the Battlefield, unless stated otherwise. Activating a Supremacy Ability does not cause an always active Supremacy Ability to be deactivated.

Moreover, if the Character Stand activates a Supremacy Ability and that Character Stand is destroyed during that Round, the Supremacy Ability is not affected and remains in play.

IV) ACTION PHASE

The Action Phase is where the majority of the Action of the battle takes place. Regiments march and march again, charge into melee, or fire volleys at distant foes. As a result, the Action Phase is also usually the longest

and most exciting Phase of the game, and needs breaking down into more detail than the others.

ORDER OF PLAY

The First Player draws the top card of their Command Stack and performs Actions with that Regiment or Character Stand. Once the Regiment's or Character Stand's Actions are complete, the second Player draws the top Card of their Command Stack and performs Actions with that Regiment or Character Stand.

PERFORMING ACTIONS

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

1) DRAW COMMAND CARD

Draw the top Card from your Command Stack and reveal it to your opponent. Then indicate which Regiment or Character Stand on the battlefield you wish to Activate with it. In order to select a Regiment or Character Stand to Activate, the Army List Entry name on the Command Card must correlate with the Regiment or Character Stand you wish to Activate. Furthermore, the Regiment or Command Card you wish to Activate cannot have been Activated before during the same Round. A Command Card may only Activate a single Regiment unless stated otherwise by a Special Rule.

If you are not able to Activate any Regiments or Character Stands either because they have been destroyed previously in battle or because they all have been Activated previously in the Round, discard the Command Card, and draw the next Command Card as replacement. If there are no Cards remaining in your Command Stack, play passes to your opponent.

Example: A Nord Player draws a Raiders Command Card and reveals it to their opponent. Currently there are three Raiders Regiments on the battlefield, none of which have been Activated

previously in the Round. The Nord Player is free to choose any one of the three Regiments and Activate it.

Example: A Spires Player draws a Stryx Command Card and reveals it to their opponent. Currently there are three Stryx Regiments on the battlefield, all of which have already been Activated previously in the Round. This Command Card was meant to Activate a fourth Stryx Regiment that was destroyed earlier, before the Spires Player drew the last Stryx Command Card. The three remaining Stryx Regiments have already been Activated this Round and therefore cannot be Activated again. Since there is no other Stryx Regiment to Activate, the Spire Player must discard the Command Card and draw the next.

2) RESOLVE DRAW EVENT

If the Regiment or Character Stand's Command Card you have just drawn has one or more Draw Events, select one to resolve now. Draw Events are effects, similar to Special Rules, that are triggered the moment a Regiment or Character Stand is Activated following the draw of its respective Command Card. You are free to choose whether a Regiment under your control will activate its Draw Event, unless a Special Rule or the Draw Event itself makes its use mandatory.

Multiple Draw Events

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

Not on the Battlefield

If the Regiment or Character Stand Activated is not currently present on the Battlefield (normally because it is arriving as Reinforcements this Round), its Draw Event is not resolved unless stated otherwise. Some

Draw Events – normally those used by some Character Stands – grant the opportunity to enter the Battlefield and are an exception to this rule.

3) TAKE FIRST ACTION

Assuming the Regiment survives its Draw Event (you never know!), it now takes its first Action. Choose one of the Actions from the Action list (see page 24) and follow the rules provided. Note that a Regiment that has arrived as Reinforcements must choose a March Action as its first Action in the Round when it comes onto the battlefield and cannot Charge during that Round.

4) TAKE SECOND ACTION

Once the Regiment's first Action is complete, it immediately takes a Second Action. A Regiment may not repeat an Action it took earlier in the same Round (i.e., a Regiment must take two different Actions each Activation) except for March Actions. A number of Special Rules and abilities can allow a Regiment to perform more than the standard two Actions per Activation. The timing and limitations of any of these extra Actions will be described in detail in the Special Rule or Draw Events that allow them.

5) DEACTIVATE REGIMENT

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

"Until End of Round" Draw Events

If a Regiment is granted a Characteristic bonus or Special Rule "until the End of the Round" as the result of a Draw Event on its Command Card, place an appropriate token beside the Regiment as a reminder. Remove the token when the effect is lost at the end of the Round.

UNABLE TO ACT

If, for whatever reason, your Regiment or Character Stand cannot Act, simply skip the Action Phase and let play pass to the next Player. A Regiment or Character Stand that forfeits its Actions, counts as having Activated but not having performed or attempted to perform any Actions. Resolve any relevant Draw Events and Special Rules that would be activated before the "Take First Action" step, and then Deactivate the Regiment or Character Stand.

THE ACTION LIST

For ease of reference, they are split into In-Combat Actions and Out-of-Combat Actions. Out-of-Combat Actions can only be used if the Regiment is not in base-to-base contact with an enemy Regiment. Combat Actions can only be used if the Regiment is in base contact with an enemy Regiment.

OUT OF COMBAT ACTIONS

(see page 28)

MARCH

Choose a March Action if you want your Regiment to move around the Battlefield. March is the only Action that can be performed more than once in an Activation.

CHARGE

Use a Charge Action if you want your Regiment to move into contact with an enemy to attack them in close combat.

RALLY

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

REFORM

Use a Reform Action if you want your Regiment to alter its number of Ranks and Files or to turn to face a new direction.

TAKE AIM

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

VOLLEY

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

PASS

Pass does not count as an Action but simply represents ones unwillingness to perform one.

IN-COMBAT ACTIONS

(see page 44)

CLASH

Use a Clash Action if your Regiment is in base contact with one or more enemies, and you wish to strike blows against those enemies.

COMBAT RALLY

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

COMBAT REFORM

Use a Combat Reform Action if you want your Regiment to alter its number of Ranks and Files and bring greater numbers to bear on an enemy in base contact.

INSPIRE

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

WITHDRAW

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

PASS

Pass does not count as an Action but simply represents ones unwillingness to perform one

'FREE' AND 'ADDITIONAL' ACTIONS

Some Special Rules, Draw Events and other abilities will allow a Regiment to perform 'free' and/or 'additional' Actions.

A 'free' Action allows a Regiment to perform the respective Action for free during its Activation without needing to use one of its two Actions. However, this does not allow you to perform that same Action again in the same Activation if you would not normally be able to.

E.g. A free Clash Action would not allow you to then spend another Action and perform a second Clash.

An 'additional' Action allows a Regiment to perform the respective Action an additional number of times, as per the effect, using one of its Actions.

E.g. A Regiment performing an 'additional' Clash Action could then spend another Action to Clash again.

Regardless of Free and/or Additional Actions a **Regiment can never perform more than 3 Actions in total during its Activation** regardless of however many Free or Additional actions it may have access to.

OUT-OF-SEQUENCE ACTIONS

Some Special Rules, Draw Events and other abilities will allow a Regiment to perform Out-of-Sequence Actions.

These Actions are often performed outside of a Regiment's Activation and do not count towards the 3 Action limit. In addition performing an Out-of-Sequence Action does not cause the Regiment to count as having Activated unless otherwise stated.

V) VICTORY PHASE

With the Action Phase completed, it is time to see whether you or your opponent has won. If your opponent has conceded, or has had their Army wiped out, then you are the victor! Otherwise, the victory conditions for each battle are determined in the Scenario you are playing, and you will need to consult the Victory Conditions section of the Scenario you're playing to determine who (if anyone) has won at this point.

If neither Player has won the game, a new Round begins starting from the Reinforcement Phase until there is a clear victor, or the Scenario ends.



CHAPTER THREE

OUT-OF-COMBAT ACTIONS

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



MARCH

Your Regiment can only take a March Action if it is not in contact with an Enemy Regiment. If your Regiment is in contact with an Enemy Regiment, you might instead want to perform a Withdraw Action (see page 50).

Marching is the only Action a Regiment can perform more than once during a Round, without any Special Rules indicating otherwise.

MARCH DISTANCE

A Regiment Marches a distance, in inches, up to its March Characteristic. If there is more than one March Characteristic present in the Regiment, it must instead March up to the lowest March Characteristic present.

DIRECTION OF MARCH

A Marching Regiment normally moves only in one direction during the course of a single March. However, it may Wheel during its move. In addition, a Regiment may choose to move directly sideways or backward but only up to half its regular March distance.

A Regiment performing a March Action cannot move in more than one direction during the same Action, outside of performing a Wheel. This means that you cannot move forward and then sideways or backward at half speed in the same Action.

PERFORMING A WHEEL

To perform a Wheel, a Regiment pivots around one of its front corners, using the distance traveled by the opposite front corner as the distance traveled during the Wheel.

The front corner moved as a result of that pivot may only move forwards. Once the Wheel is complete, the Regiment may then continue moving directly forward.

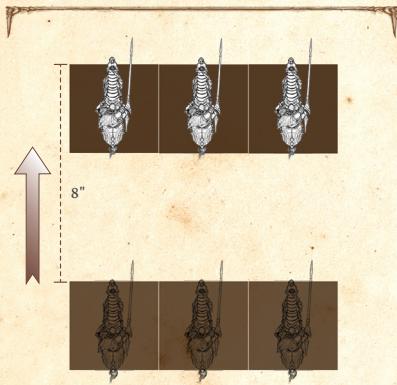


Fig. 3.1

*The Regiment Marches directly forward.
Note that the measurement is always
taken from the front of the Regiment, to
ensure it does not accidentally March
further than it should.*

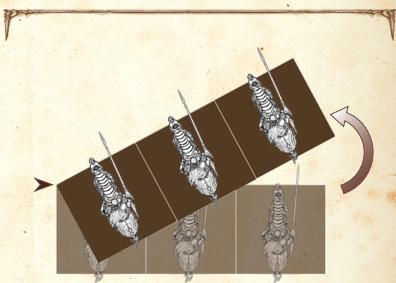


Fig. 3.2

*When a Regiment Wheels, the distance
traveled by the whole Regiment is equal
to the distance traveled by the moving
front corner.*