

CONQUEST

THE LAST ARGUMENT OF KINGS



SORCERER KINGS

Army List



ARMY LISTS

THE RULES THAT FOLLOW WILL SHOW YOU HOW THE MODELS AND WARBANDS INTERACT WITH EACH OTHER AND THE ENVIRONMENT. THESE CHAPTERS WILL TEACH YOU HOW TO ACTIVATE YOUR WARBANDS, HOW TO MOVE THEM AS WELL AS HOW TO ENGAGE IN COMBAT WITH THEM.

ARMY LISTS

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

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 to 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. 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. It will also, depending on the Character Stand it is chosen for, 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 Army. 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.

SPECIAL RULES AND SUPREMACY ABILITIES

Certain rules like those acquired through the purchasing of Masteries, Character Upgrades and Supremacy Abilities may provide unique abilities that extend beyond merely providing Characteristic upgrades to **[CHARACTER]** or Regiments and instead benefit an entire Warband or even the entire Army.

This raises the question of whether these abilities are "always active", "activated" or only applicable when the Character Stand or Regiment is on the Battlefield.

For this reason rules like this are followed by identifiers that allow the Player to easily recognize when these rules are applied. The identifiers are the following:

Always Active: This Ability is always considered to be active regardless of whether the **[CHARACTER]** or Regiment is currently on the Battlefield, in Reinforcements or having been destroyed.

Activated: This Ability can only be used once per Battle and requires the **[CHARACTER]** or Regiment to currently be on the Battlefield. Once Activated the effects last until the end of the Round regardless if the **[CHARACTER]** or Regiment has been removed from the Battlefield in the meantime.

Battlefield: This Ability is considered to be active while the **[CHARACTER]** or Regiment is currently on the Battlefield.

ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

RITUALS

Rituals are powerful abilities that require a certain amount of preparation before they are unleashed! In addition, they come with their own Command Cards and once prepared can be placed in your Command Stack. When drawn you simply activate their effect!

Friendly Spellcaster Character Stands have access to a **free Elemental Rites Action**. When performing this Action, select a Ritual available to the Character Stand - reference the Character's Army List Entry - and place it next to your Command Stack with **1 Ritual Marker on it**. A Ritual with Ritual Markers on it counts as **Being Prepared**. A Ritual Being Prepared does not lose its Ritual Markers through different Rounds.

Every time a Friendly Spellcaster Character Stand performs an Elemental Rites Action it may choose one of the following:

- Place 1 Ritual Marker on a Ritual that is Being Prepared.
- Start Preparing a new Ritual.

As soon as a Ritual has as many Ritual Markers on it as its Ritual Threshold, then the Ritual is successfully completed. Remove all Ritual Markers from the Ritual. At the beginning of your next Command Phase, you must place this Command Card in your Command Stack as you would with any other Command Card.

When a Ritual Command Card is revealed from the Command Stack during the "Draw Command Card" step, immediately resolve all of the Ritual's effects as described in the Ritual's Army List Entry. Once the Ritual has been resolved the Ritual is removed from your available pool of Command Cards and must be prepared anew.

SORCEROUS PATRONAGE

Character Stands in this Army selecting Spells from the Court of Fire may take **Efreet Flamecasters** and **Efreet Sword Dancers** as Mainstay options in their Warband.

Character Stands in this Army selecting Spells from the Court of Air may take **Windborne Djinn** and **Steelheart Djinn** as Mainstay options in their Warband.

All Infantry Character Stands in this Army may add one additional Rajakur or Dhanur Disciples Regiment in their Warband, ignoring the usual allowance of four Regiments per Warband, to a maximum of five. These Regiments do not need to be the fifth Regiment in the Warband and being a Mainstay can unlock Restricted Regiments as normal.

PLAYING LESS POINTS?

Ritual Thresholds are designed for games of 2,000pts and above! 2,000 points is also the size of battle the game is mostly balanced around. When playing games with your Sorcerer Kings for every 400 points under the 2,000 limit, reduce Ritual Thresholds by 1.



SUPREMACY ABILITIES

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

MAHARAJAH

Elemental Confluence [Always Active]: When a Friendly Character Stand performs an Elemental Rites Action and adds Ritual Markers to a Ritual that is currently Being Prepared, you may add one Ritual Marker to one other Ritual that is currently Being Prepared.

SORCERER

Omnipotence [Always Active]: The Warlord may Target Enemy Regiments a Friendly Regiment with the Born of Flame or Born of Air Special Rule is currently in contact with, to be the Target of those Spells regardless of the Spell's Range or the Spellcaster's Line of Sight.

RAJ

Arcane Dervish [Always Active]: Friendly Regiments with the Elemental Special Rule gain the Terrifying (+1) Special Rule when within range of an Objective Zone.

CHARACTERS

You may include any number of Character Stands, but at least one Character Stand must be included as your Warlord.

MAHARAJAH

120 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Maharajah	Infantry	-	-	2	3	5	5	3	3	2

Special Rules: Arcane Conduit, Wizard (7)

Draw Event: None

Models per Stand: 1

Options:

Patron's Gifts: May purchase up to **two** Patron's Gifts at the indicated points cost.

Spells: The Maharajah must select **one** of the following Courts at no additional point cost, and knows all Spells from that Court.

Your Army may only contain one Maharajah of each Court.

If the Character Stand selects the Court of Fire, then the Character Stand and any Regiment they are currently attached to gains the Born of Flame Special Rule. Similarly, If the Character Stand selects the Court of Air, then the Character Stand and any Regiment they are currently attached to gains the Born of Air Special Rule.

Court of Fire Spells

Burn to Cinders

Scorching Scirocco

Wreathed in Flames

Court of Air Spells

Lifting Winds

Lightning Bolt

Homing Winds

Rituals: The Maharajah has access to the following Rituals at no additional point cost

Conflagration

Fiery Dominion

Intrusive Thoughts

Spiteful Winds

Warband:

Mainstay

Rajakur,

Dhanur Disciples,

Ghols, Mahabarati

Initiates

Restricted

Efreet Flamecasters, Efreet

Sword Dancers, Steelheart

Djinn, Windborne Djinn,

Rakshasa Bakasura, Rakshasa

Ravanar, Trinavarta, Mahut,

Mahabarati Sorcerer Saints

Masteries:

Combat, Arcane, Sorcerous Patrons

SORCERER**100 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Sorcerer	Infantry	-	-	3	2	4	4	3	2	2
	Character									
	Stand									

Special Rules: Arcane Conduit, Barrage (3) (14"), Wizard (7)**Draw Event:** None**Models per Stand:** 1**Options:****Patron's Gifts:** May purchase a single Patron's Gift at the indicated points cost.**Spells:** The Sorcerer must select **one** of the following Courts at no additional point cost, and knows all Spells from that Court.

If the Character Stand selects the Court of Fire, then the Character Stand and any Regiment they are currently attached to gains the Born of Flame Special Rule. Similarly, If the Character Stand selects the Court of Air, then the Character Stand and any Regiment they are currently attached to gains the Born of Air Special Rule.

Court of Fire Spells

Cauterize
Ignite
Searing Sandstorm

Court of Air Spells

Air Step
Tailwind
Wildfire

Rituals: *The Sorcerer has access to the following Rituals at no additional point cost*

Incite Rage
Intrusive Thoughts
Sayf
Far sight

Warband:

Mainstay
Rajakur,
Dhanur Disciples,
Ghols, Mahabarati
Initiates

Restricted

Efreet Flamecasters, Efreet
Sword Dancers, Steelheart
Djinn, Windborne Djinn,
Rakshasa Bakasura, Rakshasa
Ravanar, Trinavarta

Masteries:

Arcane, Sorcerous Patrons

RAJ**100 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Raj	Infantry	-	-	2	3	5	4	3	3	2
	Character									
	Stand									

Special Rules: Arcane Conduit, Flurry, Wizard (7), Born of Air, Born of Flame**Draw Event:** None**Models per Stand:** 1**Options:****Patron's Gifts:** May purchase a single Patron's Gift at the indicated points cost.**Spells:** The Raj knows all Spells listed below from both the Court of Fire and Court of Air.

In addition, the Regiment this Character Stand is currently attached to gains the Born of Flame and Born of Air Special Rules.

Court of Fire Spells*Molten Blades*
*Wreathed in Fire***Court of Air Spells***Storm's Wrath*
*Wind Kissed Blades***Rituals:** *The Raj has access to the following Rituals at no additional point cost**Conflagration*
Incite Rage
Spiteful Winds
*Sayf***Warband:****Mainstay***Rajakur, Dhanur*
Disciples, Gholz,
Efreet Flamecasters,
Efreet Sword Dancers,
Steelheart Djinn,
Windborne Djinn,
*Mahabarati Initiates***Restricted***Mahabarati Sorcerer Saints,*
Rakshasa Bakasura,
Rakshasa Ravanar,
*Trinavarta***Masteries:***Combat, Arcane, Sorcerous Patrons*

SARDAR**70 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Sardar	Infantry Character Stand	-	-	2	2	4	4	3	3	0

Special Rules: Fear and Discipline, Arcane Conduit**Draw Event:** Word of the Voice**Models per Stand:** 1

Word of the Voice [Draw Event]: If the Player in control of a Character Stand with this Draw Event activated a Ritual Command Card in a previous “Draw Command Step” of this Round, the Regiment this Character Stand is currently attached to gains the Unyielding Special Rule until the end of the Round.

Fear and Discipline [Special Rule]: While this Character Stand is on the battlefield, Friendly Infantry Regiments without the Elemental Special Rule that are Seizing an Objective Zone treat their Command Stand as two additional Stands for the purposes of Seizing that Objective Zone.

This Character Stand cannot be the Army's Warlord**Options:****Patron's Gifts:** May purchase a single Patron's Gift at the indicated points cost.**Warband:****Mainstay****Restricted***Rajakur,**Mahut,**Dhanur Disciples**Mahabbarati Initiates**Mahabbarati Sorcerer Saints***Masteries:***Combat*



CHARACTERS AND CHARACTER UPGRADES

Magical Items and Relics are an important part of a Faction's culture and history. Each Faction has access to a list of Character Upgrades as described in their Army List. Unless noted otherwise, each entry may only be selected once in your Army List, and it does not have to be visually represented on the Character Stand. Each Character Upgrade confers abilities or attributes to the Character Stand, and their bonuses are lost as soon as the Character Stand is removed from the game for any reason.

Unless otherwise specified, the following restrictions apply for Sorcerer King Character Stands:

- Only Infantry Character Stands may purchase a Banner Character Upgrade. A Character with a Banner Character Upgrade cannot be attached to a Monster Regiment.
- Sardar may not select an Arcane Character Upgrade.
- If a Character Stand can have more than one Character Upgrade, they must purchase upgrades from different categories.

PATRON'S GIFTS

BANNERS

Banner of Elemental Dominion 30 points
Weaved with fibers that are infused with the essence of the elemental domains, this great tapestry depicts the deified heraldries of the Sorcerer Kings – beings of god-like power, whose combined magical knowledge is the substance of legends. Those of elemental origin easily succumb to the banner's domineering aura, which compels them to follow the commands of their sorcerous masters.

The Character Stand gains the following Draw Event:

Elemental Dominance: Regiments with the Elemental Special Rule within 10" of this Character Stand gain the Unstoppable Special Rule.

Elemental Tether 20 points

These intricate weaves of arcane-infused silk act as conduits that are directly linked to the elemental domains. Dipped in the blood of a dying Rakshasa to gain their magical attributes, they draw raw sorcerous energy from beyond and redeposit it within the elemental forms of those that are bound to them – further energizing such entities and empowering them.

The Character Stand gains the following Draw Event:

Elemental Tether: All Friendly Regiments with the Elemental Special Rule within 12" of this Character Stand count as if they were Character Stands with the Wizard (1) Special Rule for the purposes of determining a Ritual's Target until the end of the Round.

Icon of Transmutation **20 points**

The elements and their domains are entirely separate and distinct in the gifts and power they contain, with those of sorcerous inclinations often being bound to just one of these great forces. The Icon of Transmutation can breach such divides, drawing on arcane lore from the para-elements to alter one's elemental affinity for another with an appropriate connection.

The Character Stand gains the following Draw Event:

Icon of Transmutation: Target Friendly Regiment within 12" with the Born of Flame Special Rule loses the Born of Flame Special Rule instead until the end of the Round. Alternatively, target Friendly Regiment with the Born of Air Special Rule loses the Born of Air Special Rule and gains the Born of Flame Special Rule instead until the end of the Round.

WEAPONS

Dancing Scimitar **30 points**

The arcane weapon-smiths of the Sorcerer Kings relentlessly work and conduct research towards forging the perfect weapon. The Dancing Scimitar is one such experimental creation: the blade is magically tethered to a Djinn within the domain of fire, with the weapon mirroring the entity's murderous move-set across battlefields in the material world.

The Character Stand gains the following Draw Event:

Dancing Scimitar: Target Enemy Regiment or Objective Marker within 12", suffers 3 automatic Hits with the Armor Piercing (2) Special Rule. These Hits do not cause Resolve Tests.

Prijm Khanjar **30 points**

This ornate dagger originates from the order of the Mahabarati – an enigmatic force that once policed the Sorcerer Kings and protected them from corruption. The blade seems to have a mind of its own, imbuing its wielder with the skills of a master killer and making them especially proficient at using it.

The Character Stand gains the following Draw Event:

Prijm Khanjar: The Regiment this Character Stand is currently attached to gains the Aura of Death (5) Special Rule.

Shu'laat **20 points**

This great spear contains a thousand-and-one blessings, inscribed upon its wooden shaft via powerful spells – with lettering so small that magical means are required to read the engraved texts. The wielder of the spear can draw power from the numerous boons contained across the famed weapon, experiencing increased might and good fortune as a result.

When this Character Stand performs an Elemental Rites Action and selects a Ritual to prepare, the Ritual starts with 2 Ritual Markers.

ARCANE

Jadoo Kavach**30 points**

This powerful rune was created through the combined effort of all four Sorcerer Kings, enveloping the one that wields it in an aura of pure elemental energy. That very same aura can magnify the magical abilities of any individual that utilizes the Jadoo Kavach, creating an arcane prismatic effect that enhances and propagates sorcerous power to one's allies and surroundings. When this Character Stand successfully casts a Spell from the Court of Fire, all Friendly Regiments with the Born of Flame Special Rule may Re-Roll Hit Rolls of "6" until the end of the Round. When this Character Stand successfully casts a Spell from the Court of Air, all Friendly Regiments with the Born of Air Special Rule may Re-Roll Hit Rolls of "6" until the end of the Round.

Eye of the Blazing Tempest 30 points

Retrieved from the depths of fire's domain, this arcane orb contains an ever-blazing magical inferno within it. Those of elemental origin that stare into the depths of the Eye of the Blazing Tempest find themselves imbued with the raw power of its sorcerous flames, unleashing the volcanic might that now flows within them.

When this Character Stand performs an Elemental Rites Action, Friendly Regiments with the Elemental Special Rule within 8" of this Character Stand Heal 3 Wounds.

Niyantran 20 points

This sorcerous pact is one of control, allowing its user to directly infiltrate and dominate the minds of lesser beings. As such, those that call upon Niyantran are able to maintain an unnatural connection with their subordinates and underlings – exerting their wills as masters with the utmost efficiency and deriving greater strategic value from their maneuvers.

This Character Stand gains the Wizard (+1) Special Rule and counts a Regiment as 3 less Stands for the purposes of Scaling.

Parivartan 20 points

This pact with a powerful Deva allows for a sorcerous individual to trade and forgo all knowledge of a spell in return for mastery over a different magical incantation. All things considered, the exchange is based on equality, for the arcane lore gained is always of equivalent potential and power to its forgotten counterpart. Once per Round, when a Ritual Command Card is Activated, the Active Player may opt to remove the card from play and perform a free additional out-of-sequence Spellcasting Action with any Friendly Spellcaster Character Stand instead. The Ritual Command Card counts as having Activated. This Action does not cause the Character Stand to count as having Activated this Round.

MASTERIES

Character Stands are heroes of renown or highly gifted individuals, who excel above and beyond the masses. Be it through luck, education, training and effort or other powers at work, Character Stands have mastered abilities that make them exceptional.

Masteries are optional upgrade abilities for your Characters, which are noted on your Army List and confer bonus abilities to your Character Stand. As a rule of thumb a Character Stand may select one Mastery according to the Available categories listed on their Army List profile, however there are cases in which a Character Stand may be able to purchase more than one. This will be clearly stated in the Character Stand's Army List Entry. Each Mastery can only be purchased once, unless stated otherwise. There are three categories for Masteries: Combat, Arcane and Sorcerous Patrons.

SORCEROUS PATRONS

Prince of the Setting Moon 30 points

Warlord only. [Always Active]: At the beginning of each Round's Victory Phase, while this Character Stand is on the Battlefield, Friendly Regiments without the Elemental Special Rule within range of an Objective Zone Heal 3 Wounds.

Recorder of all Deeds 40 points

Warlord only. [Always Active]: At the beginning of each Round's Victory Phase, if this Army's Warlord is within range of an Objective Zone and the player controlling that Warlord has Seized the Objective Zone, immediately score one additional Victory Point.

Vizier of the Morning Star 30 points

Warlord only. The Regiment the Character Stand is currently attached to gain the Unyielding Special Rule.

ARCANE

Bound to the Elements 40 points

(A Character Stand that has selected this Mastery may purchase an additional Mastery) A Character Stand with this Mastery changes its Type to Brute and gains the Elemental Special Rule.

If this Character Stand has selected Spells from the Court of Fire, then it must join a Regiment of Efreet Flamemasters or Efreet Sword Dancers in its Warband.

Similarly, If this Character Stand has selected Spells from the Court of Air, then it must join a Regiment of Windborne Djinn or Steelheart Djinn in its Warband. If the Character Stand has Spells from both Courts it may then choose to join either.

COMBAT

Best Money can Buy 20 points

The Infantry Regiment this Character Stand is currently attached to gains the Hardened (+1) Special Rule.

Favored of Hormus 15 points

Maharajah only. The Character Stand gains the Rider Special Rule and must choose to ride a Mahut in their Warband regardless of it having the Elemental Special Rule. The Mahut Regiment loses its Barrage (X) Special Rule. In addition, the Mahut Regiment gains the Terrifying (1) and Flank Special Rules.

Lord of Conflict 10 points

(A Character Stand that has selected this Mastery may purchase an additional Mastery) This Character Stand adds +1 to its Clash, Attacks and Wounds Characteristics.

Elemental Feedback 30 points

[Always Active]: Whenever the Character Stand casts a Spell from the Court of Air or Court of Fire, regardless of Target, the Regiment this Character Stand is currently attached to Heals 2 Wounds for every 2 successes. This Healing does not stack with the Born of Air or Born of Flame Special Rules.

Elemental Projection 20 points

This Character Stand increases the Range of all of its Spells by 3" (Spells with a Range of "Self" are unaffected).

Locus of the Elements 20 points

[Battlefield]: Friendly Regiments with the Elemental Special Rule within 10" of this Character Stand gain the Fearless Special Rule.

SPELLS

Some Character Stands can select Spells from the following list:

MAHARAJAH

Name	Range	Attunement	Effect
Burn to Cinders	12"	3	Inflicts one Hit per success on Target Enemy Regiment. If the Target Regiment is in contact with a Regiment with the Born of Flame Special Rule, the Spell inflicts 3 additional Hits.
Scorching Scirocco	12"	3 (Scaling)	Target Regiment may not resolve Draw Events until the end of the Round.
Wreathed in Flames	12"	3 (Scaling)	Target Friendly Regiment gains the Aura of Death (4) Special Rule until the end of the Round.
Lifting Winds	12"	4	Target Friendly Regiment adds +2" to the Regiment's March Distance for the first March Action it performs during its Activation until the end of the Round
Lightning Bolt	12"	3	Inflicts one Hit per success on Target Enemy Regiment. In addition, if the Target Regiment is in contact with a Regiment with the Born of Air Special Rule, it suffers an additional amount of Hits equal to its current Defense Characteristic, including all Special Rules.
Homing Winds	12"	3 (Scaling)	Target Friendly Regiment Re-Rolls all failed Hit Rolls when performing a Volley Action until the end of the Round.

SORCERER

Name	Range	Attunement	Effect
Cauterize	12"	3 (Scaling)	Target Enemy Regiment, including currently attached Character Stands, cannot be Healed until the end of the Round.
Ignite	12"	3	Target Friendly Regiment's Command Stand counts as +2 for the purposes of Seizing Objective Zones. If Target Regiment has the Born of Flame Special Rule and in range of an Objective Zone it also gains the Aura of Death (4) Special Rule until the end of the Round.
Searing Sandstorm	12"	3	Target Enemy Regiment suffers a -1 to its Defense Characteristic, to a minimum of 1, until the end of the Round. If Target Regiment is in contact with a Friendly Regiment with the Born of Air Special Rule, then it also suffers a -1 to its Evasion Characteristic until the end of the Round.

Air Step	12"	3 (Scaling)	Target Friendly unengaged Regiment immediately performs a free out-of-sequence Reform Action. This Action does not cause the Regiment to count as having Activated this Round.
Wildfire	12"	3 (Scaling)	Inflicts one Hit per success on Target Enemy Regiment. During the Victory Phase of this Round, If the Target Regiment is in contact with a Friendly Regiment with the Born of Flame Special Rule, it cannot Seize Objective Zones.
Tailwind	12"	3 (Scaling)	Select one Target. Target Friendly Regiment gains the Unstoppable Special Rule. Target Enemy Regiment must Re-Roll successful Charge Rolls until the end of the Round.

RAJ

Name	Range	Attunement	Effect
Molten Blades	Self	3 (Scaling)	Target Regiment gains the Cleave (1) and Deadly Blades Special Rules until the end of the Round.
Wreathed in Fire	Self	3 (Scaling)	Target Regiment gains the Aura of Death (4) and Dread Special Rules until the end of the Round.
Storm's Wrath	12"	3	Target Enemy Regiment treats all pieces of Zonal Terrain as Perilous Terrain until the end of the Round.
Wind Kissed Blades	Self	4 (Scaling)	Target Regiment gains the Counter-Attack and Parry Special Rules until the end of the Round.

MAHABARATI SORCERER SAINTS [PREVIEW]

Name	Range	Attunement	Effect
Awakening	14"	3	Target Friendly Regiment gains Fiend Hunter Special Rule until the end of the Round.
Invoke the Bound	14"	3 (Scaling)	Target Regiment loses the effects of all Spells and Draw Events that it is currently under the effect of.

RITUALS

Some Character Stands can perform Rituals from the following list:

Court of Fire Rituals

Once a Ritual from the Court of Fire has been resolved, you may Draw your next Command Card, if it belongs to a Regiment with the Born of Flame Special Rule you may Activate it immediately. Otherwise place the Command Card on top of your Command Stack.

Name	Ritual Threshold	Effect
Intrusive Thoughts	5	Target Enemy Regiment currently within 12" of a Friendly Spellcaster Character Stand cannot Seize Objective Zones until the end of the Round.
Incite Rage	5	Target Enemy Regiment currently within 12" of a Friendly Spellcaster Character Stand. Friendly Regiments Charging the Target Regiment gain the Shock Special Rule until the end of the Round.
Conflagration	5	Friendly Spellcaster Regiment or Character Stand may immediately perform a free additional out-of-sequence Spellcasting Action.
Fiery Dominion	6	Target non-Friendly Objective Marker within 8" of a Friendly Spellcaster Character Stand is immediately destroyed.

Court of Air Rituals

Once a Ritual from the Court of Air has been resolved, - except for Far Sight that has its own Activation effect - you may Draw your next Command Card, if it belongs to a Regiment with the Born of Air Special Rule you may Activate it immediately. Otherwise place the Command Card on top of your Command Stack.

Name	Ritual Threshold	Effect
Far Sight	5	Draw the next 2 Command Cards from your Command Stack, put them on top of your Command Stack in any order. Draw and Activate your next Command Card. <i>"Tomorrow belongs to those who wield magic."</i>
Sayf	5	The next 2 Friendly Regiments that have their Command Cards drawn this Round gain the Opportunists Special Rule until the end of the Round.
Spiteful Winds	5	Target Enemy Regiment, currently within 12" of a Friendly Spellcaster Character Stand has its Charge Distance always be its March value +2" until the end of the Round.

REGIMENTS

You may include Regiments as part of your Characters' Warband.

GHOLS

110 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Ghols	Infantry	Light Regiment	6	1	2	6	4	2	2	1

Special Rules: Elemental, Unstoppable, **Vanguard (4)**

Draw Event: None

Children of Ash: During list building, you must select **one** of the following Special Rules for this Regiment to gain for the duration of the battle.

Born of Flame

Born of Air

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stands: **40 points**

RAJAKUR

120 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Rajakur	Infantry	Medium Regiment	5	1	2	4	4	3	2	0

Special Rules: Shield, Hardened (1)

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader and Standard Bearer)

Models per Stand: 4

Additional Stands: **40 points**

MAHABHARATI INITIATES**160 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Mahabarati Initiates	Infantry Regiment	Medium	6	1	3	5	4	4	2	2

Special Rules: Arcane Conduit, Cleave (1), Linebreaker, Wizard (1)**Draw Event:** None**Eminence :** When this Regiment becomes the Target of an Enemy Spellcaster's Spellcasting Action it adds +2 to its Evasion Characteristic and counts as +5 Stands for the purposes of Scaling until the end of that Spellcasting Action.**Children of Ash:** During list building, you must select **one** of the following Special Rules for this Regiment to gain for the duration of the battle.*Born of Flame**Born of Air***Number of Stands:** 3 (including Command Stand with Leader and Standard Bearer)**Models per Stand:** 4**Additional Stands:** 50 points**DHANUR DISCIPLES****140 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Dhanur Disciples	Infantry Regiment	Medium	6	2	1	4	4	3	2	0

Special Rules: Barrage (5) (18", Arcing Fire)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stands:** 40 points

EFREEt FLAMECASTERS**170 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Efreeet	Brute	Medium	6	2	2	4	5	3	3	1
Flamecasters	Regiment									

Special Rules: Barrage (5) (14", Torrential Fire), Born of Flame, Elemental, Impact (3)**Draw Event:** None**Infernal Marker:** Until the end of the Round, if an Enemy Regiment was the Target of a Volley Action from this Regiment, Friendly Spellcasters Targeting that Enemy Regiment with a Spell from the Court of Fire count as having rolled one additional success to cast that Spell.**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stands:** 50 points**EFREEt SWORD DANCERS****170 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Efreeet Sword	Brute	Medium	6	2	3	6	5	3	3	1
Dancers	Regiment									

Special Rules: Born of Flame, Elemental, Impact (3)**Draw Event:** None**Infernal Branding:** If an Enemy Regiment is in contact with this Regiment and becomes the Target of a Spell from the Court of Fire, the Friendly Spellcaster counts as having rolled one additional success to cast that Spell.**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stands:** 50 points

WINDBORNE DJINN**190 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Windborne	Brute	Medium	7	2	2	4	5	3	3	1
Djinn	Regiment									

Special Rules: Barrage (4) (20", Armor Piercing (1)), Born of Air, Elemental, Impact (3)**Draw Event:** None**Aetheric Marker:** Until the end of the Round, if an Enemy Regiment was the Target of a Volley Action from this Regiment, Friendly Spellcasters Targeting that Enemy Regiment with a Spell from the Court of Air count as having rolled one additional success to cast that Spell.**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stands:** 60 points**STEELHEART DJINN****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Steelheart	Brute	Medium	7	1	3	4	5	3	3	1
Djinn	Regiment									

Special Rules: Cleave (2), Born of Air, Elemental, Impact (3)**Draw Event:** None**Aetheric Guidance:** If an Enemy Regiment is in contact with this Regiment and becomes the Target of a Spell from the Court of Air, the Friendly Spellcaster counts as having rolled one additional success to cast that Spell.**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stands:** 70 points

MAHUT**240 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Mahut	Monster Regiment	Heavy	6	2	2	10	20	3	3	0

Special Rules: Arcane Conduit, Barrage (10) (20"), Brutal Impact (2), Cleave (1), Elemental, Hardened (1), Impact (5), Linebreaker, Oblivious, Trample (5)

Draw Event: None

The Mahut may perform a free Volley Action during its Activation, and may perform a Volley Action while in contact with an Enemy Regiment, but must target the Enemy Regiment(s) it is in contact with. A Mahut may not perform more than one Volley Action during its Activation.

Number of Stands: 1

RAKSHASA BAKASURA**260 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Rakshasa Bakasura	Monster Regiment	Heavy	7	1	3	15	16	4	3	1

Special Rules: Arcane Conduit, Aura of Death (6), Born of Flame, Cleave (1), Elemental, Impact (5), Terrifying (1)

Draw Event: None

Arrogance: This Regiment adds +3" to its Charge Distance when performing a Charge Action against an Enemy Regiment with a Character Stand currently attached to it. Furthermore, this Regiment can perform a Duel Action during its Activation as if it was a Character Stand. Should the Enemy Character Stand refuse the Duel, this Regiment gains the Flurry Special Rule until the end of the Round. If this Regiment destroys an Enemy Warlord, the Player in control of this Monster Regiment immediately scores 1 Victory Point.

Last Word: Upon this Regiment being destroyed, Target Enemy Regiment within 8" of a Friendly Character Stand or Regiment with the Wizard (X) Special Rule. Target Regiment suffers 8 automatic Hits. These Hits are inflicted against the Enemy Regiment's flank. Wounds resulting from these Hits do not cause Morale Tests.

Number of Stands: 1

RAKSHASA RAVANAR**240 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Rakshasa	Monster	Heavy	7	1	3	12	16	4	3	1
Ravanar	Regiment									

Special Rules: Arcane Conduit, Aura of Death (6), Born of Flame, Cleave (2), Elemental, Fiend Hunter, Fearless, Impact (5), Terrifying (1)

Draw Event: None

Hubris: This Regiment adds +3" to its Charge Distance when performing a Charge Action against a Monster Regiment.

Last Word: Upon this Regiment being destroyed, Target Enemy Regiment within 8" of a Friendly Character Stand or Regiment with the Wizard (X) Special Rule. Target Regiment suffers 8 automatic Hits. These Hits are inflicted against the Enemy Regiment's flank. Wounds resulting from these Hits do not cause Morale Tests.

Number of Stands: 1

TRINAVARTA**200 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Trinavarta	Monster	Medium	7	2	3	10	16	3	3	2
	Regiment									

Special Rules: Arcane Conduit, Barrage (12) (16"), Born of Air, Deadshots, Elemental, Loose Formation

Draw Event: None

The Trinavarta may perform a free Volley Action during its Activation, and may perform a Volley Action while in contact with an Enemy Regiment, but must target the Enemy Regiment(s) it is in contact with. A Trinavarta may not perform more than one Volley Action during its Activation.

Whirling Storm: While within range of an Objective Zone when the Trinavarta performs a Volley Action it may instead perform a Volley Action against all Enemy Regiments within range of the same Objective Zone. The Trinavarta Rolls its full Barrage against each Regiment separately, these Hits count as being inflicted simultaneously. When performing a Volley Action in this way, the Trinavarta counts as having performed a single Volley Action.

Eye of the Storm: Upon this Regiment being destroyed, Enemy Regiments within range of the same Objective Zone this Regiment is within range of cannot benefit from the Inspired Special Rule until the end of the Round.

Number of Stands: 1

UPCOMING REGIMENTS - PREVIEW

Here are some great sneak peeks! These Army List entries are not available to include in your Army Lists yet, but a great insight on what is to come!

MAHABARATI SORCERER SAINTS

Name	Type	Class
Mahabarati	Cavalry	Medium
Sorcerer Saints	Regiment	

Special Rules: Plenty!

Draw Event:

Spells: A Mahabarati Sorcerer Saints Regiment knows the following Spells at no additional point cost. You can see the Spells in the Spells section of the Army List. These Spells are subject to change but offer an understanding of some of the Regiment's powers.

Awakening

Invoke the Bound

LIGHTNING ELEMENTALS - NAME TO BE ANNOUNCED

Name	Type
Lightning Elementals	Brute Regiment

DRAW EVENTS & SPECIAL RULES

Arcane Conduit (Special Rule)

At the end of each Round, if this Regiment or Character Stand is in Range of an Objective Zone, add a Ritual Marker to a Ritual that is currently being prepared.

Born of Flame (Special Rule)

When a Friendly Spellcaster successfully casts a Spell from the Court of Fire targeting this Regiment, this Regiment immediately Heals for 2 Wounds.

Born of Air (Special Rule)

When a Friendly Spellcaster successfully casts a Spell from the Court of Air targeting this Regiment, this Regiment immediately Heals for 2 Wounds.

Elemental (Special Rule)

If the Player in control of a Regiment with this Special Rule activated a Ritual Command Card in their previous "Draw Command Step", this Regiment gains the following until the end of the Round: "This Regiment may perform a free Action during its Activation."

This free Action follows all normal rules for performing Actions. In addition a Character Stand without the Elemental Special Rule cannot attach itself to a Regiment with this Special Rule.

Note: This Action is free not "free additional" and therefore although a Regiment may March three times, it may not Clash twice as a result of this Special Rule.

Fear and Discipline (Special Rule)

While this Character Stand is on the battlefield, Friendly Infantry Regiments without the "Elemental" Special Rule that are Seizing an Objective Zone treat their Command Stand as two additional Stands for the purposes of Seizing that Objective Zone.

RULES IN A NUTSHELL!

Just starting out and got questions? Here's a quick rundown of how the Sorcerer Kings rules work! These explanations are brief and will help you quickly start playing your first games or answer some questions you may have! Make sure to join our Discord channel and you may always reach out to us at rules@para-bellum.com with any questions you may have.

WHAT ARE RITUALS?

Rituals are powerful **Spells** that require a certain amount of preparation before they are unleashed! In addition, they come **with their own Command Cards** and once prepared can be **placed in your Command Stack**. When drawn you simply activate their effect!

All of your Spellcasters have access to a free Elemental Rites Action. Free means that it doesn't cost an action and you can play your Character Stand as usual in addition to performing it. When performing this Action, select a Ritual available to your Character - you can check that in the Character's Army List Entry - and place it next to your Command Stack with 1 Ritual Marker on it.

From that point on, every time an Elemental Rites Action is performed by a friendly Spellcaster you have a choice to make. Either add a new Ritual next to your Command Stack or place a Ritual Marker on a Ritual.

Once a Ritual has Ritual Markers on it equal to the number it requires to manifest, take the Ritual's Card, place it aside and then add it to your Command Stack during your next Round. Once the Ritual is drawn and manifested then it's lost and it must go through the Ritual process again!

WHAT TO KEEP IN MIND

When playing Sorcerer Kings always make sure to:

- You may have more than 1 Ritual Being Prepared although it may take some time to manifest.
- Don't forget about Arcane Conduit! All Characters - even Sardar - add Ritual Markers to Rituals for being in range of Objective Zones. This is a powerful tool and can make the difference between preparing a Ritual or not!
- When building your Command Stack try to put "Elemental" Regiments after Rituals. If they belong to the same Element - even better!
- When building your Army List make sure to include Elementals in your Warband that match the Elemental Court of your Character!