

# Conquest Quick Reference Sheet

<p><b>Turn Sequence</b></p> <ol style="list-style-type: none"> <li>1) Reinforcements Phase</li> <li>2) Command Phase</li> <li>3) Supremacy Phase</li> <li>4) Action Phase</li> <li>5) Victory Phase</li> </ol>	<p>If successful, move away from enemy unit without suffering wounds.</p>	<p><b>Spellcasting</b> Wizard X or Priest X = Spellcasting level</p>
<p><b>Unit Profile Summary</b> Type: Infantry, Cavalry, Brute, Monster Class: Light, Medium, Heavy <b>M</b> - March - Movement in inches <b>V</b> - Volley - Value to roll <math>\leq</math> on D6 for ranged <b>C</b> - Clash - Value to roll <math>\leq</math> on D6 for melee <b>A</b> - Attack - Number of attacks made in melee <b>W</b> - Wounds - Number of wounds a model has. <b>R</b> - Resolve - Value to roll <math>\leq</math> on D6 for morale <b>D</b> - Defense - Value to roll <math>\leq</math> on D6 for Defense <b>E</b> - Evasion - Value to roll <math>\leq</math> on D6 for Defense</p>	<p><b>Volley</b></p> <ol style="list-style-type: none"> <li>1) Choose Target.             <ol style="list-style-type: none"> <li>a) In front arc, in Barrage range and within Line of Sight.</li> </ol> </li> <li>2) Check range and penalties.             <ol style="list-style-type: none"> <li>a) Long Range: Obscured</li> <li>b) Obscuring Terrain.</li> </ol> </li> <li>3) Roll for Success.             <ol style="list-style-type: none"> <li>a) Dice <math>\leq</math> unit's Volley value generate a Hit.</li> </ol> </li> <li>4) Resolve Damage             <ol style="list-style-type: none"> <li>a) Dice <math>\leq</math> unit's Defense or Evasion. Each Failure inflict a wound.</li> </ol> </li> </ol> <p>Obscured: Halves number of shots. Does not stack.</p>	<p><i>Range:</i> Max range in inches. If range = caster, then may only target caster. <i>Casting Difficulty:</i> Difficulty of casting spell <i>Scaling:</i> Require additional success on larger number of troops. <i>Effect:</i> Effect from successful spell.</p> <ol style="list-style-type: none"> <li>1) Choose Spell and Target</li> <li>2) Roll for Success             <ol style="list-style-type: none"> <li>a) Roll dice = X</li> <li>b) Check for interference. Subtract -1 for every enemy caster in 8"</li> <li>c) Dice <math>\leq</math> unit's Resolve value generate a success.</li> </ol> </li> <li>3) Resolve spell.</li> </ol> <p>Scaling - additional success required for: 1-3 Stands: 0 4-6 Stands: +1 7-9 Stands: +2 10+ Stands: +3</p>
<p><b>Out-of-Combat Actions (Performed when not in base to base contact)</b></p> <p><i>March:</i> May move a number of inches equal to March value. Pivoting counts as inches moved. May be performed twice in a single activation. <i>Charge:</i> Move D6+March to reach base contact for melee. <i>Take Aim:</i> +1 to Volley for next Volley action this turn. <i>Rally:</i> Remove Broken counter from unit. <i>Reform:</i> Change unit formation. <i>Volley:</i> Make ranged attack.</p>	<p><b>Resolve</b> Use highest Resolve value in unit.</p> <p>+1: 4-6 Stands +2: 7-9 Stands +3: 10+stands</p>	<p><b>Core Command Models</b></p> <p><b>Leader</b> Units with a Leader halves number of Wounds suffered (rounded up) when making a Fighting Reform, or Fighting Withdrawal. May re-roll 1 failed To Hit during a Volley or Clash action each turn.</p> <p><b>Standard Bearer</b> Units with a Standard Bearer may re-roll failed Charges, and adds one to its March distance (not March value) on the second March action it performs in a single activation.</p>
<p><b>Combat Actions (Performed when in base to base contact)</b></p> <p><i>Clash:</i> Make melee attack. <i>Rally:</i> Remove Broken counter from unit. <i>Reform:</i> Make Morale check. On successful, reform unit without taking wounds. <i>Inspire:</i> Add +1 to Clash for next Clash action this turn. <i>Withdraw:</i> Light or Medium units only. Morale check.</p>	<p><b>Clash</b></p> <ol style="list-style-type: none"> <li>1) Choose Target             <ol style="list-style-type: none"> <li>a) In base contact</li> </ol> </li> <li>2) Determine attacks             <ol style="list-style-type: none"> <li>a) Multiple Attack value x number of models in each Engaged Stand. Add 1 attack for each Unengaged Stand.</li> </ol> </li> <li>3) Roll for Success.             <ol style="list-style-type: none"> <li>a) Dice <math>\leq</math> unit's Clash value generate a Hit.</li> </ol> </li> <li>4) Resolve Damage             <ol style="list-style-type: none"> <li>a) Dice <math>\leq</math> unit's Defense or Evasion. Each Failure inflict a wound.</li> </ol> </li> <li>5) Morale Test             <ol style="list-style-type: none"> <li>a) Roll dice equal to wounds suffered.</li> <li>b) Dice <math>\leq</math> unit's Resolve value generate a success. Each failure deals additional wound.</li> </ol> </li> </ol>	<p><b>Shattered Units</b></p> <p>If a Broken unit loses half or more of its remaining Stands in a single Turn, it is immediately Shattered. All stands are removed from the battlefield as casualties. The unit is destroyed.</p>

# 100K Quick Reference Sheet

## Supremacy Abilities

### Imperial Officer

Redeploy: Reveal 1 Restricted, or up to 2 Mainstay units, in your Warlord's warband and in the Command Stack. Add them to the top of your Command stack.

### Noble Lord

For Honor: Warlord and its current unit gain 'Fury' Draw Event, and can re-roll failed Impact Hits. Always active.

### Priory Commander

First Blessing: Every unit in Warlord's warband gain *Blessed* for this turn.

### Theist Priest

Incite Fervor: All your units immediately lose Broken status, gain *Devout* and cannot be Broken for remainder of this turn.

## Draw Events

Bastion: Stand and all Stands in its unit have +1 Defense.

Double Time: Draw the next Command Card. If that card is for the active character's unit, that unit activates immediately. If it marches twice, it may make an additional March action. After unit has activated, character then takes their turn.

Fire and Advance: Draw next Command Card. If that card is the active character's unit, that unit activates immediately. If it Volleys as its second action, it may make a March action. Once the unit has activated, the character then takes their turn. If card is not character's unit, move it to the bottom of

Command Stack. Character then takes their action.

Fury: Unit adds +1 attack for each Engaged Stand.

Redress Ranks: Draw next Command Card. If card is for active character's unit, that unit acts immediately. If the unit uses a Volley action as its second action, it may perform a Reform action afterwards. Once the unit has activated, the character then takes their action.

Seize the Day: Draw next Command Card. That unit activates immediately. Once that unit has completed its actions, the Character then takes their action.

Turn the Tide: Choose a unit that has not activated this turn within 12" of Warlord. Chosen unit takes its Actions. Once unit finishes its action, Character takes their action. Next time Command Card belonging to unit's Regiment type is drawn, place it in discard pile without activating. It is now your opponent's turn.

## Command Models

Armstrong: +1 Clash value if alive and in same unit as Noble.

Count Palatine: Palatine's unit always counts as Inspired.

Drillmaster: While alive, unit has Fury.

Errant Order of the Shield: While alive, unit always counts as Inspired. Characters in unit gain +1 Attack while dueling.

Neophyte: While alive, unit has *Devout*.

Null Mage: Enemy wizards within 8" suffer a Wound for each failed Spellcasting die. These wounds cannot be mitigated or saved against but do not trigger morale.

Servite: While alive, unit has +1 March and +1 Resolve.

Seasoned Veteran: While alive, unit has Bastion.

Tourney Champion: While alive, unit adds +2 to Charge distance.

## Heirlooms

Standard of Steel: Attacks directed against unit never count as Inspired.

Armor of Dominion: Enemy Stands in contact with the Character lose *Cleave* and *Smite*.

Eye of Akelus: Character has the Supremacy ability - Until end of turn, all friendly units within 6" have +1 Volley.

Finite-State Apparatus: Once per game, Character Stand counts as a Spellcaster for "Enemy Interference." Enemies within 8" cast with -3 dice instead of -1.

Elysian Fragment: Character has Supremacy ability: Until end of turn, this Stand has *Smite*.

Regalia of the Empire: Household Guard Stands in Character's unit have +1 Clash.

Olephant's Roar: Character has Seize the Day Draw Event.

Shroud of Lazarus: Character and all Stands in its unit have +1 Resolve (to max of 5) and *Fearsome*.

# 100K Unit and Special Rules Reference Sheet

Unit	Type / Rules
Imperial Ranger Corps	Infantry - Light / Fluid Formation, Vanguard, Barrage 1 (20")
Longbowmen	Infantry - Light / Cleave 1, Barrage 1 (30", Arcing Fire)
Mercenary Crossbowmen	Infantry - Light / Barrage 1 (20", Armor Piercing 1)
Militia	Infantry - Light / Shield, Support
Militia Bowmen	Infantry - Light / Barrage 1 (24")
Hunter Cadre	Infantry - Light / Fearless, Fiend Hunter, Cleave 1, Barrage 1 (20", Armor Piercing)
Mounted Squires	Cavalry - Light / Shield
Court Squires	Cavalry -Medium / Shield
Household Guard	Infantry - Medium / Cleave 1, Support
Men-at-Arms	Infantry - Medium / Shield
Order of St. Lazarus	Infantry - Medium / Cleave 1, Fearsome
Order of the Sword	Infantry - Medium / Cleave 1
Sicarii	Infantry - Medium / Devout, Fearless, Cleave 2
Household Knights	Cavalry - Medium / Brutal Impact 2, Shield
Order of Sealed	Cavalry - Medium / Brutal

Temple	Cavalry - Impact 2, Fluid Formation, Shield
Gilded Legion	Infantry - Heavy / Cleave 1, Support
Steel Legion	Infantry - Heavy / Cleave 2
Order of Ashen Dawn	Cavalry - Heavy / Blessed, Cleave 1, Fearless, Shield
Order of Crim. Tower	Cavalry - Heavy / Brutal Impact 2, Shield, Unstoppable Charge
<b>Special Rule</b>	<b>Effect</b>
Arcing Fire	Take Aim allows ignoring LoS instead of +1 to Volley.
Armor Piercing X	When defending against ranged Hits, reduce Defense value by X, to a minimum of 0.
Barrage X	Number of shots per model in a stand.
Blessed	Once per turn, re-roll all failed To Hit <b>or</b> failed Defence rolls.
Brutal Impact X	When defending against Impact Hits, reduce Defense value by X, to a minimum of 0.
Cleave X	When defending against melee hits, reduce Defense value by X, to a minimum of 0.
Devout	Priests targeting Devout units automatically convert 1

	failure to success.
Fearless	Ignore Terrifying and Fearsome rules.
Fearsome	Enemy units attempting to Rally in base contact with this unit must succeed on D6 roll against Resolve value. If failure, it remains Broken.
Fiend Hunter	Reroll To Hit rolls against Monsters.
Fluid Formation	Take extra Reform action at start or end of activation. Always has 360 LoS.
Flurry	Reroll all failed To Hit rolls during Clash action.
Parry	To Hit Rolls of '1' must be rolled.
Priest X	Can use Spellcasting actions. X = Magic Level.
Shield	+1 Defense against Volleys and Clashes made in front arc.
Support	Stands with this rule contribute 2 support strikes instead of 1.
Unstoppable Charge	Double number of Impact Hits on successful charge.
Vanguard	When arriving as Reinforcements and has taken a March action, unit may take an additional free March action if no enemy units within 8".

# 100K Spells Reference Sheet

Name	Range	Casting Difficult	Effect
Stone Spikes	Self	3 (Scaling)	Until End of Turn, if the caster's Regiment is declared as the target of an enemy Regiment's Charge Action, the charging Regiment gains the Decay 2 Draw Event until the end of its activation.
Call Fog	Self	3 (Scaling)	Until the caster's next activation, all Stands in the caster's Regiment count as Obscured when targeted by a ranged attack. If the Regiment already counts as Obscured against the declared Attack, they also gain +1 Defence against that Volley Action.
Earth to Mud	16"	3 (Scaling)	If the Target unit wishes to declare a Charge or March Action, it may only do so as its First Action. If it takes a Charge or March Action as its First Action, it may not take a Second Move Action that Turn.
Kindle Courage	Self	3 (Scaling)	All Stands in the caster's Regiment have +1 Resolve until End of the caster's next Activation.
Fire Dart	16"	3	Inflicts one Hit per success. Hits have the Cleave 2 special rule.
Seeking Winds	Self	3 (Scaling)	When the caster's Regiment takes a Volley Action this Turn, its shots are not Obscured by range, so long as within the maximum range of the weapon.
Guide	Self	3 (Scaling)	Until the caster's next activation, the caster's Regiment may re-roll all rolls of '6' when rolling to hit with a Volley Action.
Ninuah's Tears	Self	3	For each success, the caster's Regiment Heals two Wounds.
Divine Sanction	Self	3	Caster's Stand gains the Cleave 2 and Deadly Blades Special Rules until End of Turn, and may immediately perform a Duel Action.
Fervor	12"	3 (Scaling)	Remove any Broken status from the Target, exactly as if it had used a Rally Action.
Heavenly Blessing	Self	3 (Scaling)	All Stands in the caster's Regiment gain the Blessed special rule until End of Turn.
Holy Fire	12"	3	Inflicts two Hits per success.
Saint's Favor	Self	3 (Scaling)	All Stands in the caster's Regiment have +1 Defence or +1 Evasion until End of Turn.