



# CONQUEST LEGENDS



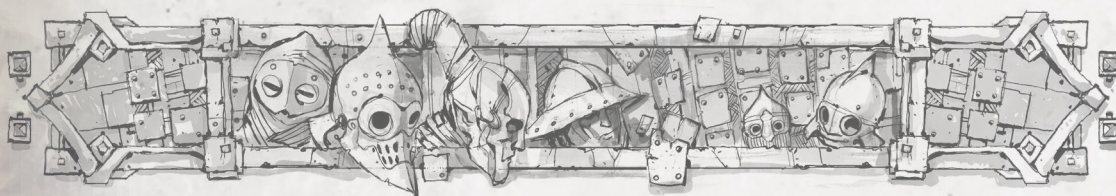
# CONQUEST LEGENDS

## INTRODUCTION

The Legends system can be used to play Conquest games (The Last Argument of Kings and First Blood) and to tell the story of your own Heroes and Elite Regiments, who are bred in the field of Battle and molded by the fires of War.

Players may choose to play a Conquest game using this Narrative Campaign system, without dedicating themselves to an organized and strict campaign structure. This allows the players to play as often as they like with the opponents of their choice, or even to hold small campaigns starting with just two players! Additionally, players may join or abstain from a Legends Campaign whenever they like.

The Legends system is a great way to play a Conquest league, and is well suited to players who like to design their own thematic campaigns.



## COMMON DEFINITIONS

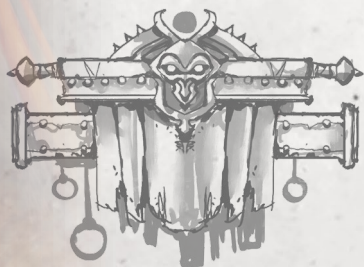
**Payroll** – A player’s list of available Characters & Regiments. It is used to select the Regiments and Characters that will join any given Battle.

**Treasury** – A list of Upgrades and Perks players may select for their Army when they have accumulated enough Experience and Points. Unlocked achievements are also considered to be included in the Treasury Perks.

**Notoriety** – A measure of a Regiment’s or a Character’s strength in terms of Upgrades and Perks. As each Regiment or Character gains experience, they will increase their Notoriety level and gain access to more Treasury.

**Renown** – A Regiment’s or a Character’s information Sheet. The players note herein all Treasury already selected for their Regiments as well as their individual Notoriety.

**Entry** – This keyword will be used to refer to both Characters and Regiments where applicable.



## PAYROLL

Whether bound by honor, command structure or something as mundane as a fee, each player will use Regiments and Heroes they have on their Payroll for their Battles. At the start of the Legends Campaign each player must note down on their Payroll as many Characters, Regiments, and options (such as Items, Masteries, Command Models, etc) as they see fit, up to a total of 1,000 Points, using The Last Argument of Kings Army Lists. As your Army’s exploits progress, you will gain the favor of your Faction’s rulers, and they will grant you access to more heroes or powerful bands of soldiers. The maximum capacity your Payroll may reach as the campaign progresses is 3,000 Points.

PAYROLL SHEET						
Player:						
Faction:						
Army Title:						
Available Army Points:			Available Epic Army Points:			
CHARACTERS						
Name of the Character	Notoriety	Army Points	Army List Entry	Important Notes		
REGIMENTS						
Title of the Regiment	Notoriety	Army Points	Army List Entry	Command Models	Number of Stands	Important Notes
Total			Page Number:			

## THE LAST ARGUMENT OF KINGS ARMY LISTS

When playing a The Last Argument of Kings battle, select Regiments from your Payroll up to the agreed Points limit. Each Regiment may be selected once (i.e. you may not split a 6-Stand Regiment into two 3-Stand Regiments), and you may include in it up to as many Stands as you have noted in your Payroll.

### FIRST BLOOD ARMY LIST

When playing a First Blood battle, simply select Models from the Regiments and Characters in your Payroll up to the agreed Points limit. You will need to take note of the following changes:

- Your Character may include eligible Lieutenants only if there are such Lieutenants in the Payroll, and if all normal conditions are satisfied.
- Your Regiments may not gain their free Leaders or Standard Bearers unless such Models have been purchased in the Payroll for that Regiment.
- You may include up to as many Regiments as there are on the Payroll; you may not split the Models into different Regiments (i.e. having a 3-Stand Men-at-Arms Regiment in the Payroll does not allow you to field 3 Regiments of 4 Models in First Blood, it only allows you to field 1 Regiment of 4-12 Men-at-Arms Models as normal).
- You may not include Entries found in TL AoK but not in First Blood.

### COMBINATION OF SYSTEMS

It is advised that you start your Legends Campaign by playing under the First Blood rules. This will give your Characters and Regiments enough narrative time to create their own fable, representing their early beginnings and their first steps onto their path to glory!

Whether you play a First Blood or a The Last Argument of Kings battle, your Regiments will progress for both systems as the participating members will confer their recent experiences on their comrades-in-arms. Simply write down any Experience and Treasury gained onto the Payroll.

### PAYROLL ADVANCEMENT

After each battle, the players will add 100 Points to their Payroll's Available Points slot. At any time between battles, the players can purchase additional Regiments or Characters and add them to their Payroll by reducing their Available Points by the new addition's cost. A Payroll's combined Army Points and Available Points can reach a total of 3,000 Points, after which the players do not gain extra Points. Instead, should you wish to modify your Payroll's Entries you must follow the rules for Dismissal instead.

### SEASONED CAMPAIGNERS

Veteran players may wish to play larger battles. Where such is the case and both players agree, the players will use their entire 1,000 Points payroll and then add as many Points as they have agreed upon as Reinforcements. Reinforcements do not gain XP or contribute to Achievements. However, we recommend following the normal rules, especially for Leagues.

### DISMISSAL

Either due to reaching retirement age, crippling losses or other reasons, Regiments and Characters may be removed from your Payroll at any time. Their gained Renown, Notoriety and Perks are lost and are not refunded. However, you will now add to your Available Points slot a number of Points equal to the Regiments and Characters being dismissed. This is the only way a player may modify their Payroll after reaching a total of 3,000 Points capacity.





# RENOWN

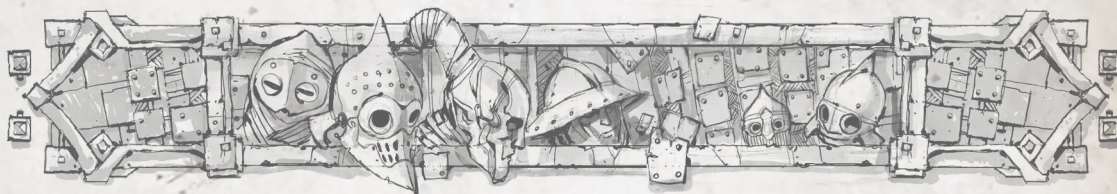
Each Entry will have their own Renown Sheet, where you will be noting their exploits and achievements as sung by the bards or noted by the historians of your Faction.

Specific options chosen for an Entry will be noted herein, and any benefits or penalties obtained during the Legends Campaign will also be noted here. Most often, you will be noting down any Experience an Entry has gained during a battle.

When an Entry gains Experience Points (XP) you will mark that number of boxes clearly on their Renown Sheet in their Notoriety track. Once a Regiment or Character has accumulated enough XP to increase their Notoriety level, they gain one Treasury Perk as allowed for their Type, Category and Competence level.

REGIMENT RENOWN SHEET														
Title of the Regiment:														
Notoriety level														
Treasury Perks														
1														
2														
3														
4														
5														
6														
7														
8														
NOTORIETY TRACK														
Feral														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Recruit														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Regular														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elite														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

CHARACTER RENOWN SHEET														
Name of the Character:														
Notoriety level														
Treasury Perks														
1														
2														
3														
4														
5														
NOTORIETY TRACK														
Feral														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Recruit														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Regular														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elite														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15



## NOTORIETY

Each Regiment and Character starts at Notoriety 0. Each time the Entry has gained enough XP on their Notoriety track to increase their Notoriety and gain a Treasury Perk, they also increase their Notoriety level by 1. During each Battle, the player with the least Notoriety level will be able to gain one or more Advantages.

## ADVANTAGE AND REINFORCEMENTS

For each Notoriety level difference, the player with the lowest Notoriety level will gain bonus Points to be used to add

Reinforcements to their Army list. For each Point of difference, they will gain 50 extra Points to add Reinforcements to their Army list, as new Regiments and/or Characters. They may not add Stands to their existing Regiments nor may they add other options to existing Regiments or Characters. These Points may only be used to add new entries to the Army list; these entries are not added to the Payroll as they represent Reinforcements arriving from allies, to assist the forces in this particular battle. Should a player be unable, or unwilling, to introduce Reinforcements, they will add no new entries to their Army list but will be eligible to claim the additional XP offered by the Overwhelming Odds XP condition.

## END OF BATTLE

When a battle ends, the players will calculate any XP they have gained while at the same time gaining Notoriety for their Regiments.

### GAINING XP

When a battle ends each Regiment and/or Character will gain 1 XP for each of the following Conditions they have fulfilled:

- **Survivors** – The Regiment or Character remains on the Battlefield
- **Outsiders** – The Regiment caused one enemy Regiment (or more!) of a heavier Category than it is to lose the last Wounds of its allocation and be removed from the Battlefield
- **Heavy Hitters** – The Regiment caused two enemy Regiments (or more!) of a lighter Category than it to lose its last Wounds and be removed from the Battlefield
- **Hero Killers** – As a result of their Action, the Regiment or Character caused an enemy Character to be removed from the Battlefield as a Casualty
- **Epic!** – The Character caused the enemy Warlord to be removed as a casualty during a Duel

In addition, the player will gain 1 additional XP Point to distribute to different Regiments and/or Characters in the Battle (regardless of whether they survived or not) for each condition that applies:

- **Conqueror** – The player won the Battle (gain 3 XP instead of 1)
- **Honorable Opponent** – each player who did not concede before the end of round 7 (if a player loses all their forces before the end of round 7, both players score this)
- **Mass Battle** – The battle was played using TLoK Payrolls
- **Onslaught** – No enemy Models/Stands remain on the Battlefield
- **Overwhelming Odds** – the player played against a player with a higher Notoriety level and did not select an Advantage (gain as many XP as half the number of the Notoriety level difference instead of 1, rounded up)
- **Living Legends** – The player fielded a Legendary Entry (gain 1 XP for each applicable Entry).



## CLAIMING ACHIEVEMENTS

An Entry may perform certain Achievements which are unique to it. When such an Achievement is performed, it must be noted on the Entry's Renown Sheet. From now on, the Regiment may select the Perk provided by the Achievement when they are able to gain a Perk, regardless of their Class, Type or Competence (see page 124).

Characters have more than one potential Achievements to perform. However, after performing their first Achievement the Character ignores all the other Achievements they would be able to make. The Character will only ever gain the benefit provided by the first Achievement they have performed.



## ACHIEVEMENTS LIST

<b>HUNDRED KINGDOMS - REGIMENTS</b>		
<b>Regiments Applicable</b>	<b>Achievement Conditions</b>	<b>Perk</b>
Imperial Ranger Corps, Longbowmen, Militia Bowmen	The Regiment causes 3 or more Regiments to be Broken during their Volley Actions in the same Battle.	<b>To Darken the Skies</b> – The Regiment adds +4” to their Barrage Range.
Mercenary Crossbowmen, Hunter Cadre	The Regiment causes 10 or more Wounds to Regiments with a Total Defense of 4 or more (before Armor Piercing) in the same Battle.	<b>Vampire Slayers</b> – The Regiment adds +1 to their Armor Piercing value.
Militia, Household Guard, Gilded Legion	The Regiment destroys 2 or more Cavalry or Brute Regiments in the same Battle.	<b>Polearms</b> – When the Regiment uses their Support Special Rule against Cavalry or Brute Regiments, they add the full number of attacks of Stands in the second rank, as if they were in contact with that enemy Regiment.
Mounted Squires, Court Squires, Men-at-Arms, Household Knights	The Warband’s Character causes an enemy Character to be removed as a casualty during a Duel Action, while in this Regiment.	<b>Honor Guard</b> – The Regiment gains the Parry Special Rule.
Order of Saint Lazarus, Sicarii, Order of the Sword, Steel Legion	The Regiment causes 15 or more Wounds (not including those inflicted by Morale Tests) in the same Battle.	<b>A Name to Be Feared</b> – The Regiment gains the Terrifying 1 Special Rule.
Order of the Sealed Temple, Order of the Ashen Dawn, Order of the Crimson Tower	The Regiment or its attached Character causes 1 or more enemy Characters to be removed as Casualties for any reason while that enemy Character is within 12” of a Table Edge.	<b>The Direct Approach</b> – The Regiment re-rolls their Reinforcement Roll (roll separately).





## HUNDRED KINGDOMS - CHARACTERS

Character	Achievement Conditions	Perk
Imperial Officer, Noble Lord (Infantry), Priory Commander (Infantry)	The Character Claims an Objective Marker for 3 or more consecutive Turns.	<b>Master Tactician</b> – The Character may purchase Tactical Retinue Models for free (any already purchased are refunded).
	The Character causes their opponent to be removed as a Casualty or their opponent chooses to decline two consecutive Duel Actions in the same Battle.	<b>Martial Prowess</b> – The Character may purchase Combat Retinue Models for free (any already purchased are refunded).
Noble Lord (Cavalry), Priory Commander (Cavalry)	The Character causes 30 or more Wounds during Clash Actions they participate in (not including Morale Tests – note the progress on their Renown Sheet until complete).	<b>God-like</b> – The Character gains the Smite Special Rule.
	The Character causes 5 or more Infantry Characters to be removed as Casualties during Duel Actions they perform.	<b>Master Jousting</b> – The Character gains the Flurry Special Rule during Duels with Infantry Characters.
Theist Priest, Chapter Mage	The Character does not fail any Spells for two consecutive Battles (note the progress on their Renown Sheet until complete).	<b>Council of Four</b> – The Character may purchase Arcane Retinue Models for free (any already purchased are refunded).
	The Character successfully casts 10 non-damaging Spells (Spells that do not inflict Hits, Wounds, or Casualties – note the progress on their Renown Sheet until complete).	<b>Mind Tricks</b> – The Character always adds one Success to any non-damaging Spells they cast.

## SPIRES - REGIMENTS

Regiments Applicable	Achievement Conditions	Perk
Force-Grown Drones, Bound Clones, Onslaught Drones	The Regiment causes 25 or more Wounds with its Catabolic Node (note the progress on their Renown Sheet until complete).	<b>Controlled Detonation</b> – The Regiment's Catabolic Node ability adds +2 Hits to the enemy Regiment.
Stryx, Desolation Drones, Desolation Beast	The Regiment causes 25 or more Wounds with their Lethal Demise Special Rule (note the progress on their Renown Sheet until complete).	<b>Corrosive Toxins</b> – Injury Rolls of a natural 6 taken by this Regiment also give the Smite Special Rule to the same number of Hits by their Lethal Demise Special Rule.
Vanguard Clone Infiltrators, Prowlers, Leonine Avatara, Pteraphons	The Regiment destroys 2 or more enemy Regiments while within that enemy Regiment's Flank or Rear Arc in the same Battle.	<b>Skirmish Overdrive</b> – The Regiment gains the Fury Draw Event while it is in contact with an enemy Regiment while within that enemy Regiment's Flank or Rear Arc.
Marksman Clones, Vanguard Clones	The Regiment claims an Objective on an opponent's half of the battlefield for two consecutive Turns.	<b>Advance Formation</b> – The Regiment gains the Vanguard Special Rule and may re-roll their Reinforcement Rolls (roll separately)
Avatara, Brute Drones, Incarnate Sentinels	The Regiment destroys 2 or more Infantry Regiments on the Turn when they issued a Charge Action, in the same Battle.	<b>Over-aggression Pheromones</b> – The Regiment gains Unstoppable Charge Special Rule.
Centaur Avatara, Abomination, Siegebreaker Behemoth	The Regiment causes 20 or more Wounds with their Impact Hits (not including Morale Tests).	<b>Earth-shaking Charge</b> – The Regiment re-rolls their failed Impact Hits.



## SPIRES - CHARACTERS

Character	Achievement Conditions	Perk
Biomancer, Pheromancer	The Character causes 30 or more Wounds to friendly Regiments by giving them the Decay X Special Rule.	<b>To Fail is to Learn</b> – The Character gains the Resist Decay 1 Special Rule or adds +1 to the value of the Resist Decay Special Rule that they already have.
	The Character participates in Clash Actions where their Regiment destroyed an enemy Regiment 4 times (note the progress on their Renown Sheet until complete).	<b>Combat Control Node</b> – Any friendly Infantry Regiment targeted by this Character's Pheromancy or Biomancy, also gains +1 Clash and +1 Evasion.
High-Clone Executor	The Character Claims an Objective Marker for 3 or more consecutive Turns.	<b>Master Tactician</b> – The Character may purchase Tactical Retinue Models for free (any already purchased are refunded).
	The Character causes their opponent to be removed as a Casualty during a Duel Action they issued or their opponent chooses to decline, in two consecutive Duel Actions in the same Battle.	<b>Martial Prowess</b> – The Character may purchase Combat Retinue Models for free (any already purchased are refunded).
Lineage Highborn	As a Warlord, the Character Survives 6 Battles without having purchased any Mutations (note the progress on their Renown Sheet until complete).	<b>Practical Experience</b> – The Character may immediately purchase any number of Mutations and is always considered to have their Supremacy Ability even when they are not the Warlord.
	The Character passes all the Morale Tests they are required to make during a single Battle (at least 1 roll of at least 1 die).	<b>In the Presence of Grace</b> – Brute, Cavalry and Monster Regiments within 6" may use this Character's Resolve.
Mimetic Assassin	The Character causes an enemy Character to be removed as a Casualty during a Duel 5 Times (note the progress on their Renown Sheet until complete).	<b>Master Mimic</b> – During Duels, the Character gains +1 Attack, +1 Cleave and +1 Clash. In addition, the Character must immediately purchase an additional Mutation (make the changes to their Renown Sheet and your Payroll).
	The Character Chooses the Seek New Escort Action after causing an enemy Character to be removed as a Casualty during a Duel Action, 3 Times (note the progress on their Renown Sheet until complete).	<b>Assassin's Leap</b> – When resolving the Seek New Escort Action, the Character may join a Regiment in contact with an enemy Regiment and issue a Duel as a free bonus Action in the same Turn.

## DWEGHOM - REGIMENTS

Regiments Applicable	Achievement Conditions	Perk
Flame Berserkers, Inferno Automata	The Regiment causes 10 or more Wounds with their Aura of Death Special Rule (note the progress on their Renown Sheet until complete).	<b>Death's Mantle</b> – The Regiment adds 2 to the total number of Hits caused by their Aura of Death Special Rule.
Hold Ballistae, Fireforged, Hellbringer Drake	The Regiment hits with 75% or more of their shots in a single Volley Action.	<b>Sharpshooters</b> – The Regiment gains the Rapid Volley Special Rule.
Initiates, Wardens	The Regiment loses the Broken Status due to the attached Character's Spellcasting Action.	<b>The Unbreakables</b> – The Regiment may never be Broken for any reason.
Hold Warriors, Hold Thanes, Stone Sentinels	The Regiment rolls Injury Rolls but receives no Wounds, twice in the same Battle.	<b>No Cracks in the Stone</b> – The Regiment gains the Parry Special Rule.
Stoneforged, Steelforged	The Regiment causes 10 or more Wounds in a single Clash Action (including those inflicted by Morale Tests).	<b>The Dragon's Visage</b> – The Regiment gains the Terrifying 1 Special Rule.
Dragonslayers, Ironclad Drake	The Regiment destroys 2 or more Cavalry, Brute or Monster Regiments in the same Battle.	The Regiment gains the Fiend Hunter and Deadly Blades Special Rules.

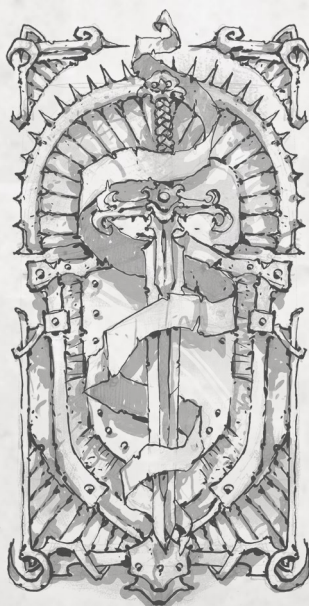


## DWEGHOM - CHARACTERS

Character	Achievement Conditions	Perk
Ardent Keraweg	Cast a Spell with 5 or more Successes.	<b>Primordial Blessing</b> – Both Spells require an additional Success. In addition, <i><b>Dismay gains:</b></i> The Regiment must take a number of Resolve Tests equal to the number of Successes <i><b>Resolve gains:</b></i> The Regiment also Heals a number of Wounds equal to the number of Successes.
	During the Turn on which this Character's Supremacy Ability was active, successfully complete a Charge Action with a Regiment that could not have succeeded without the Supremacy Ability's bonus.	<b>Flow Like Lava</b> – This Character's Supremacy Ability adds 3 to Charge Distance instead of 2.
Tempered Sorcerer	The Character inflicts 50 or more Wounds during Spellcasting Actions (note the progress on their Renown Sheet until complete).	<b>Rune of the Flame</b> – The Character adds 1 to the number of Hits they inflict during Spellcasting Actions.
	The Character casts 2 non-damaging Spells in a single turn, with 4 or more Successes.	<b>Rune of the Mountain</b> – The Character increases the Casting Difficulty value of all their non-damaging Spells by 1 Point (i.e. Difficulty 3 becomes Difficulty 4).
Tempered Steelshaper	The Character successfully casts 20 Spells on friendly Regiments in Contact with an enemy Regiment.	<b>Balm of Metal</b> – After this Character performs a Spellcasting Action targeting a friendly Regiment in contact with an enemy Regiment, that friendly Regiment Heals 4 Wounds.
	The Character successfully casts 20 or more Spells on enemy Regiments in Contact with a friendly Regiment.	<b>Doom Metal</b> – After this Character performs a Spellcasting Action targeting an enemy Regiment in contact with a friendly Regiment, that enemy Regiment gains the Decay 1 Special Rule until the end of their next Activation.
Hold Raegh	The Character completes 5 Claims.	<b>To Promise is to Foretell</b> – The Character may issue 2 Claims instead of 1.
	The Character survives 3 consecutive Duels.	<b>Slippery Slope</b> – Set this Character's Evasion Characteristic to 2.

## NORDS - REGIMENTS

Regiments Applicable	Achievement Conditions	Perk
Raiders, Huscarls, Blade-Chosen, Steel-Chosen	The Regiment successfully completes their 3rd Charge Action in the same Battle.	<b>Yeti's Throw</b> – The Regiment gains the Brutal Impact 1 Special Rule.
White-Waste Tribesmen, Valkyries	The Regiment is the target of a Charge Action made by an enemy Cavalry, Brute or Monster Regiment and is not Broken at the end of the Charging Regiment's Activation.	<b>Shield Wall</b> – The Regiment gains the Counter-Attack Special Rule.
Bow Chosen, Stalkers	The Regiment destroys 2 or more Cavalry, Brute or Monster Regiments when making a Volley Action, in the same Battle.	<b>The Viper's Kiss</b> – The Regiment gains the Rapid Volley Special Rule (these additional hits do not benefit from other Special Rules this Regiment has).
Werewolves, Trolls, Ugr	The Regiment gains the Decay X Special Rule or is the target of an enemy Spellcasting Action and is still on the Battlefield at the end of their next Activation.	<b>Creatures of Magic</b> – The Regiment gains the Resist Decay 1 Special Rule and counts as a Wizard 1 for the purposes of Enemy Interference.
Ulfhednar, Bearsarks	The Regiment does not fail any rolls for their Bloodlust Special Rule during a single Battle.	<b>Controlled Anger</b> – The Regiment loses the Bloodlust Special Rule.
Fenr Beastpack, Goltr Beastpack, Nefhur Beastpack	The Regiment destroys 2 or more Regiments in the same Battle in the Turn they issued a Charge Action targeting those Regiments.	<b>Roaring Sea</b> – The Regiment gains the Linebreaker Special Rule.
Sea Jotnar, Mountain Jotnar, Ice Jotnar	The Regiment is the target of one or more Volley, Clash or Charge Actions while within 3" of an Objective on your opponent's half of the Battlefield and is still on the Battlefield at the end of Turn.	<b>Your Needles Can't Harm Me</b> – The Regiment sets their Evasion Characteristic to 2.



## NORDS - CHARACTERS

Character	Achievement Conditions	Perk
White Waste Shaman, Shaman, Volva	An enemy Character fails to cast a Spell while this Character is in range and causes Enemy Interference 3 times.	<b>Scry</b> – The Character increases their Enemy Interference range by 3". In addition, the enemy Spellcaster casts their Spell with 2 less dice instead of 1 when under this Character's Enemy Interference rules.
	The Character is within 3" of an Objective Marker in the middle of the Battlefield and their Regiment destroys an enemy Regiment.	<b>Visions of the Future</b> – At the beginning of each Battle, after Objective Markers have been placed, you may move 1 Objective Marker in any direction.
Jarl, Blooded, Konungyr	The Character causes 60 or more Wounds during non-Duel Actions in which they participate (not including Morale Tests – note the progress on their Renown Sheet until complete).	<b>Manslayer</b> – Whenever the Character causes one or more Hits during non-Duel Actions in which they participate, they add 1 Hit to their total.
Konungyr	The Character claims an Objective on your opponent's half of the Battlefield for two or more consecutive Turns.	<b>Raid Leader</b> - Infantry Regiments in this Character's Warband gain +1 March and +1 Resolve. The Character gains +1 March.
Jarl	The Character claims an Objective on your half of the Battlefield for 4 or more consecutive Turns.	<b>Plant the Standards</b> – While within 3" of an Objective Marker on your half of the Battlefield, the Character and any Infantry Regiment they are in gain and +2 Defense.
Blooded	The Character survives 3 consecutive Battles.	<b>The Beast Within</b> – The Character's Class becomes Light and gains the Regeneration Draw Event but instead of the Regiment, only the Character removes their Wound Markers and no new Stands are placed.

## W'ADRHÛN - REGIMENTS

Regiments Applicable	Achievement Conditions	Perk
Chosen of Famine, Chosen of Death, Chosen of Conquest, Chosen of War	The Regiment Chants the Battlecry and activates the 3rd level as a Fanatic three times in the same Battle.	<b>The Power of Belief</b> – Whenever the Regiment Chants the Battlecry and activates the 3rd level as a Fanatic, they Heal 3 Wounds.
Hunters, Slingers, Raptor Riders	The Regiment causes 3 or more enemy Regiments to be Broken or Shattered as a result of one of their Volley Actions in the same Battle.	<b>Mighty Strings</b> – The Regiment increases their Barrage Range by 4”.
Thunder Riders, Tontorr	The Regiment triggers their Trample Special Rule three times in the same Battle.	<b>Guided Stampede</b> – When this Regiment triggers its Trample Special Rule, you choose whether the enemy Regiment will retreat or receive the Hits.
Braves, Blooded, Veterans, Warbred	The Regiment causes 40 or more Wounds in the same Turn as they Chanted the Battlecry (not including Morale Tests – note the progress on their Renown Sheet until complete).	<b>Confusing Battlecry</b> – The Regiment gains the Linebreaker Special Rule.
Bound, Hunting Pack	The Regiment increases their Skill level.	<b>Unleashed</b> – The Regiment loses the Unbound Special Rule. If the Regiment has already lost the Unbound Special Rule, they gain +1 Resolve and the Fury Draw Event.
Quatl, Apex Predator	The Regiment destroys 3 enemy Regiments of a different Class in the same Battle.	<b>Natural Born Killer</b> – At the start of each Activation, the Regiment gains the following until the end of the Turn (choose 1): +1 Attack +1 Clash +1 Cleave +1 March
Drum Beast	The Regiment is within 12” of a friendly Regiment that Chanted the Battlecry and destroyed an enemy Regiment in the same Turn, twice in the same Battle.	<b>The Rhythm of Conquest</b> – When the Drum Beast is Activated, change all Chant Markers in the Sequence to Conquest. The Drum Beast is never obliged to Chant the Battlecry.



## W'ADRHÛN - CHARACTERS

Character	Achievement Conditions	Perk
Matriarch Queen, Predator	The Character has Rider Special Rule and survives 3 consecutive Battles.	<b>Bestial Empathy</b> – The Monster and the Character set their Evasion to 2.
Matriarch Queen,	The Character has Healed 40 or more Wounds with their To the Last Breath Special Rule (note the progress on their Renown Sheet until complete).	<b>Unswerving Loyalty</b> – The Character's To the Last Breath Special Rule heals 4 Wounds instead of 3.
Predator	The Character has caused 25 or more Wounds during Volley Actions they participate in (note the progress on their Renown Sheet until complete).	<b>Unbelievable Marksmanship</b> – the Character gains the Strong Arm Special Rule.
Scion of Conquest	The Character successfully casts 40 Spells (note the progress on their Renown Sheet until complete).	<b>Resonating Chant</b> – Whenever the Character casts a Spell with 4 or more Successes, add a Conquest Cult Marker to the Sequence. When the Character fails to cast a Spell, discard all Cult Markers from the Sequence.
	The Character is part of a Fanatic Regiment that has Chanted the Battlecry, successfully resolved a Charge Action against an enemy Regiment and subsequently destroyed that enemy Regiment in the same Turn.	<b>Hyper-fanaticism</b> – Fanatic Regiments this Character has joined may Chant the Battlecry by discarding only 2 Tokens and gain the benefits of the 3rd Tier of their Cult instead.
Chieftain	During a single Battle, the Character has claimed three different Objective Markers.	<b>Keeper of the Land</b> – The Character and any Regiment they have joined cannot be Broken while they are within 3" of an objective. In addition, add 2 to the Charge Distance of the Character and any Regiment they have joined when resolving a Charge Action against an enemy Regiment within 3" of an Objective Marker.
	During a single Battle, the Character participated in 6 or more Clash Actions issued by friendly Regiments and Survived the Battle.	<b>The Art of War</b> – Once per Battle, any Regiment joined by this Character may perform a Clash Action twice, counting as Inspired for their first Action.



## EXPERIENCE AND THE NOTORIETY TRACK

Entries gain experience and note it down on their Notoriety Track. For each Point of Experience allocated to that entry, one box of the track is marked.

### INCREASING NOTORIETY

When an Entry marks one of the boxes annotated with a gray background, they increase their current Notoriety level by 1 and must select one of the Perks listed for their Notoriety Level.

### REGIMENT COMPETENCE

Depending on their relevant skillset, for the purposes of Notoriety, the Regiments are also categorized into different Competence groups. Each Competence Group has a different Notoriety Track and thus the players must take care to mark the correct Track on their Renown Sheet.

The Competence Groups are:

1. Feral
2. Recruit
3. Regular
4. Elite
5. Legendary

In ascending order, the next Competence Group is more experienced than the previous one. During the campaign, a Regiment may gain enough experience to advance from one Competence Group to the next. When changing Competence Groups, any excess XP gained are lost; you may not mark any boxes of the new Competence Group Notoriety Track until the Regiment participates in a new Battle.

Each Entry's starting Competence can be found on the updated Army Lists online, at <https://www.para-bellum.com/rules-and-faq/>

### FERAL COMPETENCE GROUP

The Feral Competence Group does not gain Perks to represent bestial, low-level intelligence or other factors that would cause these Entries not to improve fast enough. Instead, this Competence Group must first complete its Feral Notoriety Track and rise to the ranks of Recruit before they can gain Perks as a Recruit Entry.

### LEGENDARY COMPETENCE GROUP

The Legendary Competence Group does not have a Notoriety Track and Legendary Regiments no longer gain Experience. They have reached the apex of their abilities and gained such

Renown that their presence on the field of battle brings dread to their enemies and sets an example for their allies. Instead, the players fielding Legendary entries are eligible to gain more XP for their other Regiments/Characters.

### FIRST BLOOD COMMITMENT

When first purchased, a Regiment of Regular or Elite Competence level may be noted as Committed to First Blood. That Regiment is one Competence level lower than their starting Competence level, so as to represent the early founding of this band of warriors. While they will be able to fill in the Notoriety Track starting earlier (and gain more Treasury Perks this way as time progresses), that Regiment may only participate in battles of First Blood until they gain enough experience to increase their level back to their starting one (they must fully fill the Notoriety Track of the previous Competence level).

### ADDING STANDS TO EXISTING REGIMENTS

When a player wishes to add Stands or Command Models (including Retinues) to existing Entries, they may do so by paying the Stands' or Command Model's (CM) cost from their Available Points and sacrificing 1 XP per new Stand or CM chosen for that Regiment. Simply erase your marking from the relevant boxes. You may not erase markings from boxes with a gray background. If you wish to add a Stand or CM and you cannot erase any markings from non-gray background boxes, you are not allowed to add that Stand or CM. Of course, gaining further XP allows the player to mark those boxes again (and use them to pay for more Stands and CM, again!).

## TREASURY

Adding to your legend by participating in battles or performing impossible feats will grant you access to more options from the Treasury. While all peoples of Eä will have their own Perks when accessing their Treasury, some Perks are similar enough to be placed in a common list.

When an Entry gains enough XP to progress to their next Notoriety level, they also select one Perk from those available below (or from their unlocked Achievements!). A given Entry may only select each Perk once.

### SKILL TREES



When your Regiment is allowed to select a Perk, it will choose among any applicable Skill Trees. There are separate Skill Trees for each Type (Infantry, Brute, Cavalry, Monster) and each Class (Light, Medium, Heavy). Each Faction will have its own Skill Trees as well, which will be slightly better in a domain or two.

For example, a Men-at-Arms Regiment (Infantry, Medium, Regular) may choose Perks from the Infantry Skill Tree, and the Medium Skill Tree.

Characters may only select Perks from the Character Perk Trees (Generic and Faction).

## REGIMENT SKILL TREE SEQUENCE

When selecting Skills, the Regiment must select the leftmost Perk (the Recruit Perk), regardless of the Regiment's Competence. If the Regiment already has that Perk or has reached or exceeded the noted Maximum (noted in numerical Perks) or has the Special Ability or Draw Event provided by a given Perk, they are considered to already have that Perk and, if they have reached the corresponding Competence, they may select the Perk to its immediate right (the Perk in the same row, on the Regular Competence column), and so on for the Elite Perks.

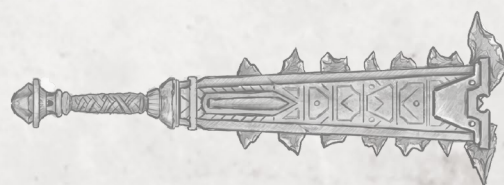
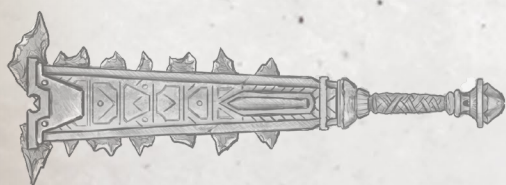
Cavalry			
	Recruit	Regular	Elite
1	Gain Flank S.R.	Gain Spearhead S.R.	Gain Fluid Formation S.R.
2	Gain Throwing Weapons S.R. or +1 March (Max 10)	Gain Brutal Impact 1 S.R.	Gain Unstoppable Charge S.R.
3	Gain Brutal Impact 1 S.R.	Gain Overrun S.R.	Gain Trample 1
	<b>1<sup>st</sup></b> 	<b>2<sup>nd</sup></b> 	<b>3<sup>rd</sup></b>
4	Gain Linebreaker 1 S. R. or +1 March (Max 10)	Gain Glorious Charge S.R.	Gain Wedge S.R.

For example, an Order of the Crimson Tower Regiment (Cavalry, Heavy, Elite) gains its first Notoriety level and thus may select a Perk. The player decides to select the 3rd Skill Tree of the Cavalry Perks. Since Order of the Crimson Tower already have Brutal Impact, they gain access to the Overrun Special Rule provided by the next column, under Regular. Despite being Elite, they do not gain access to the Trample Special Rule of the Elite column, since at least one of its previous column Perks has not been selected yet (in our case, Overrun of the Recruit column).

When a Regiment further increases its Notoriety and is allowed more Perks, they may select any other applicable Perk from any Skill Tree; they do not have to follow a particular Skill Tree to completion.

For example, a Men-at-Arms Regiment (Infantry, Medium, Regular) has already gained the Indomitable Special Rule from the Infantry Skill Tree and has now gained access to a new Perk. As they are Regular, they could choose to gain the Resolute Special Rule or could choose to add the Counter-Attack Special Rule or even choose to gain the Fury +1 Special Rule from the Medium Perk group or Bastion from the 100 Kingdoms Perk Group.

Characters select Perks from the Character Perk Trees, in the same way (left to right).



## REGIMENT PERKS

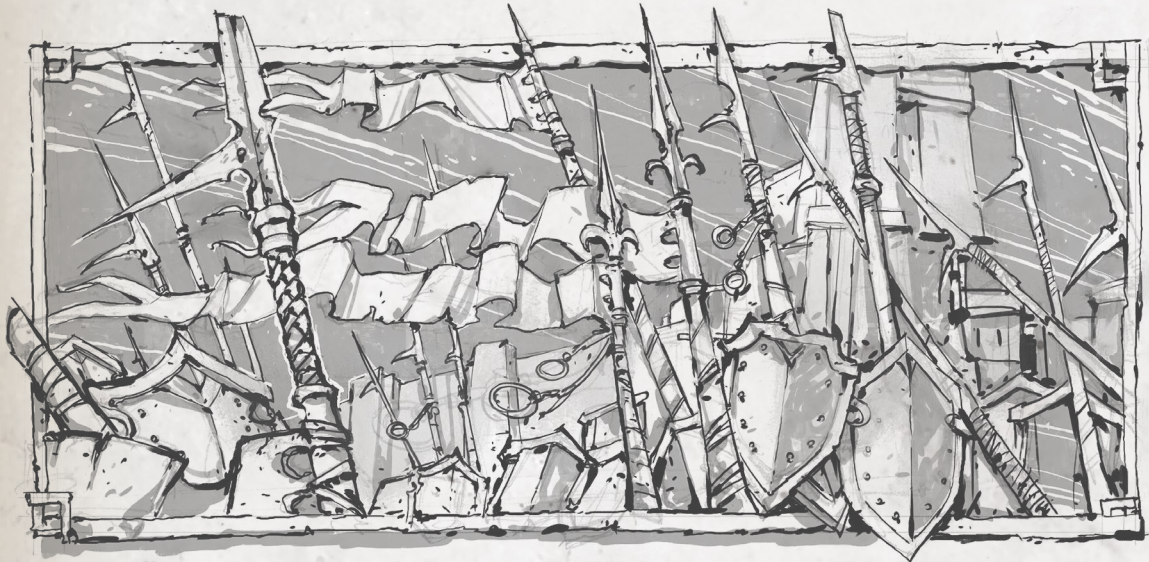
### CLASS PERKS

<b>Light</b>			
	<b>Recruit</b>	<b>Regular</b>	<b>Elite</b>
1	+1 March (max 6) or Gain Vanguard S.R.	Gain Fluid Formation or Flank S.R.	Gain Forward Deployment or Spearhead S.R.
2	+1 Clash or +1 Volley (max 2)	+1 to Clash or +1 Volley (Max 4)	+1 to Clash or +1 Volley (Max 6), or Barrage +1 or +1 Attack.
3	Gain Loose Formation or Opportunists S.R.	Gain Obscured S.R.	Gain Forward Operations S.R.
4	Gain Deadshots S.R.	Gain Snapfire S.R.	Gain Precise Shot S.R.
5	Gain Shield S.R. or Barrage Range (+2")	Gain Flurry or Arcing Fire S.R., or Barrage Range (+2")	Gain Armor Piercing +1 (Max 2), or Barrage Range (+4")



<b>Medium</b>			
	<b>Recruit</b>	<b>Regular</b>	<b>Elite</b>
1	+1 Resolve (Max 3)	+1 Resolve (Max 4)	+2 Resolve (Max 6)
2	+1 Clash or +1 Volley (Max 3)	+1 Clash or +1 Volley (Max 4)	+2 Clash or +2 Volley (Max 6) or gain Cleave +1 S.R. (Max 2)
3	Gain Fury +1 S.R. (Max 1)	Gain Fury +1 S.R. (Max 2)	+1 Attack (Max 2)
4	+1 Defense (Max 3) or gain Bastion +1 D.E. (Max 2)	Gain Support +1 S.R.	+1 Wound (Max 2)
5	+1 March (Max 6)	Gain Vanguard S.R.	May perform a Free Reform/Withdraw Action per Activation
6	Gain Shield S.R. or Barrage Range +2"	-	-

<b>Heavy</b>			
	<b>Recruit</b>	<b>Regular</b>	<b>Elite</b>
1	Gain Bastion +1 D.E. (Max 2) or +1 Defense (Max 4)	+1 Evasion or Hardened +1 (Max 1) S.R.	+1 Defense (Max 5) or +1 Wound
2	+1 Clash (Max 4)	Gain Cleave +1 S.R. (Max 2)	Gain Cleave +1 S.R. (Max 3)
3	+1 Resolve (Max 4)	Gain Support +1 S.R.	+2 Resolve (Max 6)
4	Add 1 to this Regiment's Reinforcement Rolls (roll separately)	Gain Vanguard S.R.	Gain Flank S.R.



## TYPE PERKS

<b>Infantry</b>			
	<b>Recruit</b>	<b>Regular</b>	<b>Elite</b>
1	Gain Indomitable S.R.	Gain Resolute S.R.	Gain Unyielding S.R.
2	Gain Bravery S.R.	Gain Iron Discipline S.R.	Gain Dauntless S.R.
3	+1 Evasion (Max 2)	Gain Tenacious or Parry S.R.	+1 Evasion (Max 3)
4	Gain Rapid Volley or CounterAttack S.R.	Gain Sureshot or Relentless Blows S.R.	Gain Strong Arm or Flurry S.R.

<b>Cavalry</b>			
	<b>Recruit</b>	<b>Regular</b>	<b>Elite</b>
1	Gain Flank S.R.	Gain Spearhead S.R.	Gain Fluid Formation S.R.
2	Gain Throwing Weapons S.R. or +1 March (Max 10)	Gain Brutal Impact 1 S.R.	Gain Unstoppable Charge S.R.
3	Gain Brutal Impact 1 S.R.	Gain Overrun S.R.	Gain Trample 1
4	Gain Linebreaker 1 S. R. or +1 March (Max 10)	Gain Glorious Charge S.R.	Gain Wedge S.R.



<b>Brutes</b>			
	<b>Recruit</b>	<b>Regular</b>	<b>Elite</b>
1	Gain Unstoppable S.R.	Gain Brutal Impact +1 S.R. Max 2	Gain Unstoppable Charge S.R.
2	Gain Cleave +1 S.R. (Max 3)	+1 Clash (Max 4)	Gain Relentless Blows
3	+1 Wound or +1 Defense (Max 4)	Gain Tenacious S.R.	+2 Wounds (Max 6)
4	Gain Fearsome S.R.	Gain Terrifying 1 (Max 1)	Gain Dauntless S.R.



<b>Monsters</b>			
	<b>Recruit</b>	<b>Regular</b>	<b>Elite</b>
1	+1 Resolve	Gain Indomitable S.R.	Gain Oblivious S.R.
2	Gain Cleave +1 S.R. (Max 3)	Gain Relentless Blows S.R.	Gain Smite S.R.
3	+1 Evasion (Max 2) or +1 Defense (Max 4)	+4 Wounds (Max 16) or Hardened +1	+1 Evasion (Max 3) or +1 Defense (Max 5)
4	Gain Unstoppable S.R. or +2 March (Max 10)	Gain Flank S.R. or March +2 (Max 12)	Gain Forward Operations or Vanguard S.R.

## FACTION PERKS



### The Hundred Kingdoms:

1. Drill	Gain Bastion +1 D.E. or Gain Fury +1 D.E.	Gain Phalanx S.R.	Gain Fluid Formation S.R.
2. Devout	Gain Devout S.R.	Gain Fanatical Devotion S.R.	Gain Blessed (Non-Order Regiments only)

### The Spires

1. Superior Creations:	Gain Resist Decay +1 S.R.	+1 Evasion Max (3)	Gain Regeneration D.E.
2. Infiltration	Gain Obscured S.R.	Gain Vanguard or Flank S.R.	Gain Forward Operations S.R.

### Dweghom

1. Fiery Rage	Gain Burnout D.E.	Gain Fury +1 D.E.	Gain Aura of Death S.R.
2. Earthen Might	Gain Hardened +1 S.R.	+1 Defense	+1 Wound

### The Nords

1. Berserking	Gain Fury +1 D.E. (Max 3)	Gain Burnout D.E.	Gain Flurry S.R.
2. Raiding	Gain Vanguard S.R.	Gain Flank S.R.	Gain Forward Operations S.R.

### W'adrhûn

1. Grit	Gain Tenacious S.R.	Gain Oblivious S.R.	Gain Dauntless S.R.
2. War Chants	While Chanting the Battlecry, when discarding 2 Cult Markers the Regiment counts as having discarded 3 instead.	After being assigned to a Warband, the Regiment counts as following the Cult of Conquest.	When Chanting the Battlecry, the Regiment also gains Terrifying 1 until the start of their next Activation. Gain a Mastery (1)

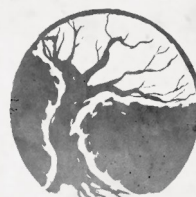
## CHARACTER PERKS

### GENERIC PERKS

<b>Characters</b>		
<b>Recruit</b>	<b>Regular</b>	<b>Veteran</b>
+1 Resolve (Max 4)	Any Regiment joined by this Character may never be Broken.	+1 Resolve (Max 5) or friendly Regiments within 12 may use the Character's unmodified Resolve instead of their own.
The Character may represent two Retinue Tiers of the same Category with one Model (they may select 4 Tiers in total)	The Character may represent three Retinue Tiers of the same Category with one Model (they may select 5 Tiers in total)	The Character may select up to 6 Tiers of Retinue and represent them in any way they like (e.g. 1 Model for 3 Tiers for Tactics, 2 for 2 Tiers for Combat, 1 for 1 Tier of Arcane, etc)
Gain Parry S.R.	Gain Relentless Blows S.R.	Gain Quicksilver Strikes S.R.
Any Regiment the Character has joined may resolve any number of Draw Events.	Any Regiment the Character has joined gains Bastion +1 or Fury +1 D.E	Any Regiment the Character has joined gains Phalanx or Support +1 S.R.
+1 to a Characteristic (max 4) or gain +1 to any numerical Special Rule (Max 2) (e.g. Cleave +1)	+1 to a Characteristic (max 5) or gain +1 to any numerical Special Rule (Max 3) (e.g. Cleave +1)	+1 to a Characteristic (max 6) or gain +1 to any numerical Special Rule (Max 4) (e.g. Cleave +1)
+1 Evasion (Max 2)	+1 Defense (Max 5) or +1 Wound (Max 6)	+1 Evasion (Max 3)
Once in each Turn, if the Character is on the Battlefield, the Player may add +1 to a single Reinforcement roll after it is rolled.	The Character and the Regiment he has joined in his Warband gain Flank S.R.	The Character's Warband may hold up to 6 Regiments.
Gain Turn the Tide D.E.	Regiments activating through this Character's Turn the Tide D.E., also gain any Draw Events the Character might have (other than Turn the Tide and Decay X D.E.).	Regiments in this Character's Warband may always Claim Objectives regardless of normal rules or restrictions.
Double the Effect of this Character's Enemy Interference or gain Priest +1 or Wizard +1 (whichever is applicable).	May select a Spell from another School or gain Priest +1 or Wizard +1 (whichever is applicable).	Gain Priest +1 or Wizard +1 (whichever is applicable), or gain: Once per Battle Character may cast two Spells per Activation. May Cast same Spell twice.
+1 Wound and +1 Resolve (Max 4)	Gain a Mastery (1)	Gain an Item (Max 2)



## FACTION PERKS



### The Hundred Kingdoms:

1. Shooting	Gain Barrage +1 or Strong Arm S.R.	Gain Murderous Volley or Rapid Volley S.R.	Gain Deadly Shot S.R.
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### The Spires

1. Biomantic Prowess (Pheromancer or Biomancer only)	Increase the Range of any Biomancy or Pheromancy D.E. they resolve by 6".	When targeting a Regiment with a Pheromancy or Biomancy D.E., the Regiment also gains Fury +1 D.E. or +1 Resolve. Each Regiment may only be affected once this way.	The Character must select an additional Pheromancy/Biomancy. The Character may resolve 2 Pheromancy/Biomancy D.E. per Turn and may select the same Regiment as the target.
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### Dweghom

1. Spellcasting (Character with the Priest X or Wizard X Special Rule only)	Gain Priest +1 or Wizard +1 (as applicable).	Non-Self Spells cast by this Character have their Range increased by +6".	Spells cast by this Character that cause Hits to the target, score 2 additional Hits.
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### The Nords

1. Doom	Gain Tenacious S.R.	Gain Blessed S.R.	Gain Regeneration D.E.
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### W'adrhûn

1. Beast Mastery (Matriarch/Queen or Predator only)	The Monster Regiment the Character Rides Heals 2 Wounds at the start of its Activation	The Monster Regiment and its Rider both gain +1 Evasion	The Monster Regiment and its Rider both gain +1 Attack
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## NEW SPECIAL RULES AND DRAW EVENTS

**Resolute:** While the Regiment has 2 or more Command Models and 3 or more Stands, it can claim Objectives regardless of restrictions or rules.

**Unyielding:** While this Regiment contests an Objective, the opponent may not claim that Objective regardless of Model numbers.

**Iron Discipline:** This Regiment suffers no penalties for having enemy Regiments in contact in its Flank or Rear Arcs (i.e. keeps the use of the Shield Special Rule and does not re-roll successful Morale Tests).

**Bravery:** This Regiment ignores the Fearsome and Terrifying Special Rules. In addition, at the start of its activation remove any Broken status this Regiment may have suffered.

**Dauntless:** This Regiment may not be Broken and always counts its Clash Actions as Inspired.

**Opportunists:** This Regiment may re-roll Hits if its Clash or Volley Actions are from within the target's Flank or Rear Arcs.

**Loose Formation:** The Regiment gains the 'Obscured' Special Rule but never gains dice from its supporting Stands. In addition, Spells inflict only half the number of Hits (rounded up) that they normally would.

**Obscured:** Ranged attacks against this Regiment always count the Target as Obscured, regardless of Special Rules.

**Indomitable:** Each time an Entry with this Special Rule performs a Morale Test, discard one failed dice with no effect.

**Tenacious:** Each time an Entry with this Special Rule performs an Injury Roll, discard one failed dice without effect.

**Deadshots:** Volley Actions performed by this Regiment always count as having Taken Aim.

**Hardened X:** When an Entry with this Special Rule is the target of an Action performed by an enemy, reduce any Cleave or Armor Piercing Values that enemy might have by X for this Action.

**Forward Operations:** This Regiment may come onto the Battlefield from any Point between the Reinforcement Zone and Reinforcement Line ignoring the presence of enemy units. Note that it may still not March through enemy units.

**Overrun:** When this Regiment declares a Charge Action against a Broken Regiment or causes the target of their Charge Action to be Broken when resolving their Impact Hits, this Regiment rolls an additional time for Impact Hits. If the enemy Regiment is Shattered or destroyed by this Regiment's Impact Hits, this Regiment is allowed to choose the Charge Action as its second Action despite restrictions.

**Wedge:** When this Regiment performs a Charge Action, Supporting Stands contribute Impact Hits as if they were in contact with the target.

**Glorious Charge:** This Regiment may add the Inspire bonus to Impact Hit rolls. In addition, when it successfully completes a Charge Action, this Regiment counts as having the Terrifying 1 Special Rule for that Action.

**Untouchable:** Enemy Regiments in contact with this Regiment do not gain any Supporting Strikes.

**Dread:** Enemy Regiments in contact with this Regiment may not perform Inspire Actions.

**Oblivious:** Regiments with this Special Rule receive only 1 Wound for every 2 failed Morale Tests (round fractions up).

**Paragons:** The Leader Model of this Regiment may perform a free Duel Action immediately after this Regiment performs a Clash Action, as if they were a Character.

**Bodyguards:** Characters embedded in this Regiment do not cause the Regiment to Break by refusing a duel.

**Flawless Drill:** Once per game this Regiment may perform a reform or combat reform action in addition to its two actions per turn. In effect performing 3 actions, one of which must be a reform or combat reform.

**First In, Last Out:** This Regiment rolls for reinforcements as if it were one Class lighter (medium instead of heavy, light instead of medium)

**Fanatical Devotion:** Whenever this Regiment is the target of a friendly spell cast by a model with the Priest (X) rule, it is Healed for 3 wounds.

*\*Any Special Rules not included in this page can be found in the Core Rules and the Army Lists.*

## PAYROLL SHEET

Player:

Faction:

Army Title:

Available Army Points:

Available Epic Army Points:

### CHARACTERS

Name of the Character	Notoriety	Army Points	Army List Entry	Important Notes

### REGIMENTS

Title of the Regiment	Notoriety	Army Points	Army List Entry	Command Models	Number of Stands	Important Notes

Total

Page Number:



# REGIMENT RENOWN SHEET

Title of the Regiment:

Notoriety level

Treasury Perks

1	
2	
3	
4	
5	
6	
7	
8	

## NOTORIETY TRACK

Feral

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15					
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Recruit

1	2	3	4	5	6		1	2	3	4	5	6	7						
---	---	---	---	---	---	--	---	---	---	---	---	---	---	--	--	--	--	--	--

Regular

1	2	3	4	5		1	2	3	4	5	6	7	8						
1	2	3	4	5	6	7	8	9	10	11	12	13	14						

Elite

1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8	9		
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		





# CHARACTER RENOWN SHEET

Name of the Character:

Notoriety level

Treasury Perks

1	
2	
3	
4	
5	

## NOTORIETY TRACK

Feral

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15					
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Recruit

1	2	3	4	5	6		1	2	3	4	5	6	7						
---	---	---	---	---	---	--	---	---	---	---	---	---	---	--	--	--	--	--	--

Regular

1	2	3	4	5		1	2	3	4	5	6	7	8						
1	2	3	4	5	6	7	8	9	10	11	12	13	14						

Elite

1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8	9		
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		



