



This Slow-Grow League is designed to help you get started in Conquest : The Last Argument of Kings. Through a series of articles, videos and guides you will be able to take your starting force and grow it into a mighty Army! But what is better than mighty armies of plastic soldiers? Friends (in-game rivals) to fight against and write your own tales! Up to four players can each choose an army and get a real fight going in the world of Ea!

This document is designed to guide four players through the process of collecting a 2,000pts force over the span of three months, ultimately leading up to a mighty showdown between the four rivals!

You will pick one of the four factions starting with roughly 550pts (500-600). Although you are free to choose any Regiments and Characters you like, we have created an Army List for you guiding you step-by-step on how to collect it! At the end of the League you will have a full Army and wide enough collection to delve further into the tactical nuances of your Faction.

Every other week, you will be presented with a Milestone. These Milestones are a way for you to keep your armys' growth in check and make sure that you are up to speed! A good rule of thumb for you to aim at is to try and have one or two Regiments painted between each Milestone. Meeting each Milestone will earn you badges of Achievement to show off to your opposing generals! Make sure to participate in all events as great giveaways and surprises are in store!

You can check the finalized Army Lists at the end of this document, by clicking on the provided shareable Army Builder link under each faction. By using that link you can save the list as a pdf and even edit it to give it your own personalized touch!

You can share your painted miniatures on Instagram and Facebook with the #pathofconquest handle! Make sure to post photos of your Army as a lot of great prizes are in store!



Getting Started

These are the forces that we suggest you and your friends start playing with. Each side is roughly 550-700pts and balanced to play together. You can always choose your own starting force and customize your Army to your liking!

Milestone 1

As part of the first Milestone you need to get a good feel for your faction, its rules and start working towards building your first troops. You will find a lot of helpful material here (<https://www.para-bellum.com/path-of-conquest/>) and video tutorials on how to play the game here (<https://www.youtube.com/watch?v=sKdbBh8IIWo>). Also if you are looking for a quick and easy painting guide make sure to check here (<https://www.para-bellum.com/colors-of-conquest/>).



THE HUNDRED KINGDOMS

- Noble Lord
- Militia
- Militia
- Household Knight
- Drillmaster



THE SPIRES

- High Clone Executor
- Vanguard Clones
- Vanguard Clones
- Brute Drones



DWEGHOM

- Hold Raegh
- Hold Warriors
- Hold Ballistae
- Hold Thanes



NORDS

- Jarl
- Raiders
- Raiders
- Ugr



While working towards painting some miniatures, make sure to share your new miniatures, WIP photos and conversions at **#pathofconquest**



Milestone 1 factions layout.

Milestone 2

Every Milestone we will be expanding our forces by 300pts. For the next two weeks we will be working our focus up to a total of 900pts.

At this point you can add to your force and choose your Character's loadouts. As always you are free to approach your Army List as you like, however we suggest the following:



THE HUNDRED KINGDOMS

- Imperial Officer
- Mercenary Crossbowmen
- Household Guard

THE SPIRES

- Mimetic Assassin
- Force-Grown Drones
- Marksman Clones





DWEGHOM

- Ardent kerawegh
- Hold Warriors
- Flame Berserkers



NORDS

- Blooded
- Stalkers
- Mountain Jotnar



Milestone 2 factions layout.



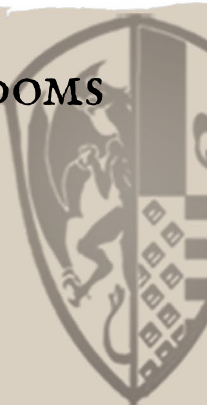
Milestone 3

Following the same theme, Milestone 3 will see your list expanding again by 300pts up to 1200pts. The recommended expansions are the following.



THE HUNDRED KINGDOMS

- Drillmaster
- Mercenary Crossbowmen
- Steel Legion



THE SPIRES

- Biomancer
- Force-Grown Drones
- Abomination



DWEGHOM

- Tempered Sorcerer
- Inferno Automata



NORDS

- Shaman
- Stalkers



At this point all four players already have a solid base on which to start playing the game! Make sure to post about your tales of victory at **#pathofconquest**



Milestone 3 factions layout.

Milestone 4

This time we once again go up by 300pts up to 1500pts.

The recommended expansions are the following. The purpose of this Milestone is to now start fleshing out the existing Regiments and slowly strengthening our Regiments' ranks.



THE HUNDRED KINGDOMS

- Militia
- Household Guard
- Steel Legion

THE SPIRES

- Vanguard Clones
- Force-Grown Drones





DWEGHOM

- Dragonslayers



NORDS

- Ugr
- Mountain Jotnar



As always make sure to post about your tales of victory at **#pathofconquest**



Milestone 4 factions layout.

Milestone 5

Following the same theme, we expand our forces once again by 300pts up to 1800pts. The recommended expansions are the following. The purpose of this week is to now start finalizing the look of the Army preparing for the great games to come!



THE HUNDRED KINGDOMS

- Theist Priest
- Militia Bowmen
- Militia Bowmen



THE SPIRES

- Lineage Highborne
- Avatara
- Avatara



DWEGHOM

- Hold Warriors
- Hold Warriors
- Hold Ballistae



NORDS

- Raiders
- Raiders



Milestone 6

At the end of the 6th Milestone you should now have everything you need to fill out a 2,000pt roster including Items, abilities and spells.

The recommended expansions are the following.



THE HUNDRED KINGDOMS

- Chapter Mage
- Men at Arms



THE SPIRES

- Force-Grown Drones



DWEGHOM

- Tempered Steeshaper



NORDS

- Huskarls
- Huskarls



Final Event

Once you have finished collecting and painting your army, a “showcase” competition will take place judged on unique color schemes and themes. We invite you to submit photos of your painted armies with the handle **#pathofconquest**. The winner will receive a Hardback Companion Rulebook signed by the entirety of the Para Bellum team, an army spotlight post/interview and a place in the Conquest lore for their mighty force!

