



Errata and Frequently Asked Questions

Conquest: The Last Argument of Kings is a living Wargame, with rules changing to the better according to the design team's directions and in tune with our community's voice. As such, rules are clarified, and wordings change to better convey their meaning. These will be found under the FAQs section.

Of course, as a company with responsibility to all the peoples of Eä, we employ beings of all Factions, including Ugr. We also use them as scapegoats for any errors you may find in the rules, and herein we provide corrections according to the Arcane Council of Factions. These will be found under the Errata section.

Also note that, while at times we post answers to questions online, this document is always in effect first and above any answers for any Tournaments or Matched play sessions. This document will be reviewed and changed accordingly at certain intervals; however, not all questions will be entered as they are not encountered often enough to warrant the "Frequently" part of the document.

Core Rule Errata

Core Rules June 2021

Line of Sight, page 132

Change the first sentence of the second bulletin to: "The Acting Regiment must be able to draw an unobscured line between the center of the front facing of a Stand in its front rank, and the center of ANY facing of a Stand in the enemy Regiment."

Multiple Draw Events, page 140

Delete the following Phrase: "The exception is if the Command Card has one or more variations on the Decay Draw Event. The Decay Draw Event must be resolved after the Draw Event you have chosen."

Impact Attacks, page 154

Change the third paragraph to read: “Take note of the number of the Charging Regiment’s Stands in contact with the Charge Target. To calculate the total number of Impact Hits to be inflicted, multiply the Stand’s Models by their Attacks Characteristic, then add any bonus dice. Finally, halve that total by rounding fractions up.”

Under Unengaged Stands, change the reference “contributes 1 Impact Attack” to “contributes 1 Impact Hit”. Similarly change the subtitle.

Choosing a Target and Line of Sight, page 156

Change from “To take a Volley Action, you must first choose a legal target enemy Regiment. The target must be in range of the Barrage special rule you wish the Regiment to use. The target must also lie within the Regiment’s front arc and be within Line of Sight.”

To “In order to check if a Volley Action can be declared, first measure whether any Stand of the target is within Line of Sight and Barrage Range of at least one Stand of the Volleying Regiment. If you are unable to do that, then the Target Regiment is considered to be outside Los and you may not perform a Volley Action against that Target.”

Check for Obscuration, page 156

Change the paragraphs to read:

“For each Stand in the front rank of the Volleying Regiment, trace a straight line between the center of the Stand’s front facing to the center of any facing of a Stand in the Target Regiment, as described in the section for Line of Sight. If no Regiments or Obscuring Terrain break this line, that Stand’s Volley is a Clear Shot. If one or more Regiments and/or Obscuring Terrain break that line, the Stand’s Volley is an Obscured Shot. Note that a Regiment can be targeted if it is in base contact with an enemy, although this will often mean the Volley of one or more Stands might be Obscured.”

Check for Long Range, page 157

Add to the end: “Stands that find the Target outside their Barrage Range contribute no dice.”

Diagram 3.16, page 157

Change all lines to extend from the center of the front facing of a Stand in Regiment D to the center of the front facing of a Stand in Regiment A. Add a line that extends from the center of the front facing of the rightmost Stand in Regiment D, passes over Regiment C and reaches the center of the front Facing of any Stand in Regiment A (keep "X").

Change the text to read: "Regiment D Targets Regiment A with its Volley. However, because of the presence of Regiments B and C, only three of the Stands have clear Shots, whilst one Stand is Obscured and halves its Shots."

Determine the Number of Shots, page 157

Change the paragraphs to read:

Each Stand on the first rank fires a number of Shots equal to the X in the Barrage X Special Rule, multiplied by the number of Models on the Stand. In this way, a Stand's Shots diminish as it suffers casualties. An undamaged Infantry Stand with Barrage 1 would fire 4 shots.

To calculate the total number of Shots, first calculate the total dice contributed by all the Stands making an Obscured Shot and halve that number (by rounding fractions up). Then, calculate the total dice contributed by all the Stands making Clear Shots, and add those to the previous total. Finally, add 1 die for each Supporting Stand.

For example, an Infantry Regiment with the Barrage 1 Special Rule might have: 2 Stands making Obscured Shots, 1 Stand making Clear Shots, and 1 Supporting Stand. They would add 4 dice for the 2 Stands making Obscured Shots, 4 dice for the Stand making Clear Shots, and 1 dice for the Supporting Stand, for a total of 9.

Inspire Action, page 168

Change the text to read: "When taking an Inspire Action, each Stand in the Regiment with a total Clash 4 or higher (including other modifiers), gains the ability to re-roll rolls of natural 6 during their next Clash Action this Turn. Each Stand with a total Clash of 3 or less, gains +1 Clash for their next Clash Action this Turn instead.

The Morale Test, page 176

Change the text from: "To test Morale, roll the die a number of times equal to the number of Wounds suffered from an Action, Rule or Draw Event."

To: "To test Morale, at the end of the Action that caused it, roll a number of dice equal to the number of Wounds suffered as a result of an Action, Rule or Draw Event."

Leader, page 184

Change from “In addition, the presence of a Leader allows the Regiment to re-roll a single failed Hit roll during Volley or Clash Actions.”

To “In addition, the presence of the Leader allows the Regiment to add 1 Die to their total during Clash or Volley Actions. Infantry Regiments always include a Leader for free.”

Other Command Models, page 184

Add:

“Infantry Command Models are all placed on the same Stand. Regardless of their options, no Regiment may ever have more than 4 Command Models.”

Retinues, page 188

Change the text to read: “Infantry Characters have access to Retinue Models as described in their respective Army List entry. These Retinue Models can be purchased in addition to any other Character Upgrades or Abilities the Character has access to.”

Retinues and the Character Stand, page 188

Delete 2 references of the word “upgrade”.

Retinue and Abilities and Tiers, page 188

Delete 3 references of the word “upgrade”.

Change the reference “(see page 193)” to “(see each Faction’s Army List Section)”

Characters and Items, page 192

Change the title to Characters and Character Upgrades.

Change the text of the second sentence of the first paragraph, to read “Each Faction has access to a list of Character Upgrades as described in their Army List.”

Paragraphs 2 & 3: Change all references to the word “item” to “Upgrade” and “items” to “Upgrades”.

Characters and Retinues, page 193

- Remove the whole section from the core rules, and place it in front of every Army List.
- Change the title of the last column in the table from “Magic” to “Arcane”.
- Changes in Combat
 - Change points in Combat to 10/15/25
 - Change Tier 2 in Combat to read: “The Character gains +1 Attack
 - Change Tier 3 in Combat to read: “The Character gains Cleave +1 and +1 Clash”.
- Changes in Arcane
 - Change points in Arcane to 10/15/30
 - Change Tier 1 in Arcane to read: “The Character gains +1 Wizard/Priest Level. If the Character is not a Wizard/Priest, he counts as Wizard (1) for disruption purposes.”
 - Change Tier 2 in Arcane to read: “The Character gains the Blessed Special Rule. In addition, when...”
- Remove the Generic Faction Perk List (The Army Lists now dictate what you gain within Tier 2 Tactical).

Masteries, page 194

- Delete the last sentence “Although there are common Mastery lists provided below, each Army List may include additional Masteries specific to that Faction.
- Add at the end, before the period (.) the following text: “(see each Faction’s Army List Section)”

Tactical Masteries, page 194

- Remove the whole section from the core rules, and place it in front of every Army List, under the Header “Masteries”.
- Change Long Lineage to read: “The Character may select an additional Character Upgrade.” Change its cost to 30.

Combat Masteries, page 194

- Remove the whole section from the core rules, and place it in front of every Army List, under the Header “Masteries”.
- Expose Weakness, change the reference to the word “Items” to “Upgrades”.

Veteran Warrior, page 194

Change the text to “(Requires Tier 3 in Combat Retinue) The Character counts as also having selected the Tier 1 Tactical Retinue for all game purposes but does not need to represent it with a Model”.

Arcane Masteries, page 195

- Remove the whole section from the core rules, and place it in front of every Army List, under the Header “Masteries”.
- Change Cautious Casting to indicate “Arcane” Retinue (it now indicates Magic).

Wizened Caster, page 195

Change the text to read: “(Requires Rank 3 in Arcane Retinue) The Character counts as also having selected the Tier 1 Tactical Retinue for all game purposes but does not need to represent it with a Model.”

Learned in the Occult, page 195

- Change the text to read: “Choose a Spell from a different School in this Character’s entry. The Character knows the Spell in addition to any other Spells they have purchased.”
- Change the Cost to 35pts

Draw Events, page 212

1. Delete the Decay X Draw Event.
2. Add all Draw Events from the W’adrhun Army List and/or the Legends Campaign, if any. Make sure to change any reference to “Decay Draw Event” into “Decay Special Rule”.

Burnout, page 212

Change in Burnout, second bulletin, from “Decay 3 Draw Event” to “Decay 3 Special Rule”.

Bastion, page 212

Change the text to read: “Bastion X: Until end of Turn, the Stand (and Stands in its Regiment) have +X Defense.”

Fury, page 212

Change the text to read: “Fury X: When determining the number of Attacks that a Regiment performs, add +X Attacks to each Engaged Stand until end of Turn.”

Regeneration, page 213

Change the text to read: “Regeneration X: If a Regiment has the Regeneration Draw Event, at the start of the Regiment’s activation, Heal X wounds to the Regiment. Characters in the Regiment are ignored for the purposes of Healing due to this Regeneration.

If a Character Stand has the Regeneration Draw Event at the start of the Character’s activation, Heal X Wounds to the Character. Stands belonging to the Character’s Regiment are ignored for the purposes of Healing due to this Regeneration.”

Special Rules, page 214

1. Add the following Special Rule: “Decay X: At the end of the Regiment’s activation, if any Stands (including Character Stands) have the Decay X Special Rule, roll a number of dice equal to X for each Stand in the Regiment with this Special Rule. For each roll of 5 or 6, the Regiment suffers a Wound. Casualties suffered from Decay do not cause Morale Tests. If a Stand has several types of the Decay Special Rule, add all the dice together (example: Decay 2 and Decay 3 would equal Decay 5).”
2. In addition, add all Special Rules from the W’ardhun Army List, and the Legends Campaign. Make sure to change any reference to “Decay Draw Event” into “Decay Special Rule”.
3. Change the Shock Special Rule (W’adrhun Army List) to read: “In a Turn where a Stand with this Special Rule performs a Charge Action, they gain the Inspire bonus twice, resolved one at a time.”
4. Change the Lethal Demise Special Rule to read: Stands with this Special Rule cannot Heal Wounds. Whenever Stands with this Special Rule suffer Wounds as a result of an Enemy Regiment in contact performing a Clash Action, but not as a result of Morale Tests, that enemy Regiment receives an equal amount of Hits on its Front Arc.

Deadly Blades, page 214 & Deadly Shot, page 215

Change the paragraphs to read:

When an enemy Character or Regiment makes an Injury Roll caused by a Model with this Special Rule, add two Wounds to the pool instead of 1 for each natural 6 rolled during that Injury Roll.

Linebreaker, page 215

Change the text to read: “Linebreaker X: When a Stand with this Special Rule is in contact with an enemy Regiment, that Regiment ignores up to X total Defense gained from the Shield Special Rule and Bastion X Draw Event. It has no effect against Regiments without these Rules.”

Support, page 216

Change the text to “Support X: If this Stand makes Support Strikes against an enemy Regiment in its Regiment’s front arc, it contributes X additional Support Strikes per Supporting Stand. While a Regiment is engaged in their Flank by enemy Regiments, they lose the Support X Special Rule.

Terrifying, page 216

Change the first paragraph to read: “Terrifying X: Enemy Regiments in contact with one or more Stands with this Special Rule suffer a -X penalty to their Resolve Characteristic (this applies to all Stands in the enemy Regiment).”

All Army Lists

Leader Command Model

Change Leader cost to “Free” on all Entries

Core Rules December 2020

Legal Conditions, page 131

Delete case “e”.

Charge Move, page 150

Amend the first paragraph on page 150 as follows:

“...given for a March Action (see page 146) and treat it as if it had a March Characteristic equal to the Charge Distance but may only move directly forwards.

During this move...”

2nd Paragraph – Change the text from “in order to bring as many enemy Stands as... Regiment.”, to read: “so that as many Stands as possible in the Charging Regiment would reach the Target’s Charged facing if they moved directly forwards.”

2nd Paragraph – Delete the following: “Otherwise, the Charging Regiment can only move directly forwards.”

3rd Paragraph – Change the text to read: “cannot complete its Charge against the target Regiment because its path is blocked by another enemy Regiment, Garrison Terrain or Impassable Terrain”.

4th Paragraph – Change the text to read: “may come to within 1” of other enemy Regiments, Garrison Terrain and Impassable Terrain during a Charge Move.”

Aligning a Charge, page 150

Change the text to read: “until both the Charging Regiment’s front and Charge Target”.

Withdraw Example, page 168

Change the text to read: “Regiment A makes a Withdraw Action, Reforming and Marching directly away from the enemy Regiment.”

Rotate the detached Regiment A, 180 degrees.

Broken Regiments, page 176

Add the following paragraph:

Broken Regiments:

- Receive a -2 penalty to the Charge Distance.
- Do not receive benefits to their Resolve due to Regiment Size.

Additionally, Characters in Broken Regiments:

- May not refuse Duels.
- May as a Draw Event forego their Action(s) to remove a Broken Marker from the Regiment they are in. Follow the rules of Rally or Combat Rally Actions (as appropriate) as if the Regiment had performed them.

Characters and Items, page 192

Add to the end of the last paragraph: “If a Character can have more than one Upgrade, they must purchase Upgrades from different categories.”

Spellcasting, Resolve Spell, page 199

Add to the end of the paragraph:

“Unless otherwise noted, Spells normally last until the start of the Caster’s next activation.”

Occupying Garrison Terrain, page 205

Add to the end of the 2nd paragraph: “for all game purposes, due to the close confines of Garrison Terrain, the Occupying Regiment will always be considered to have a front rank of 3 Stands.”

Core Rules June 2020

Volley, Rolling to Hit, page 158

-Streamlining-

Change the text to read: “Should the Volley Characteristic of the Acting Regiment’s Stand be 6 and above, that Stand gains the Rapid Volley Special Rule.”

Clash, Rolling to Hit, page 164

-Streamlining-

Change the text to read: “Should the Clash Characteristic of the Acting Regiment’s Stand be 6 and above, that Stand gains the Relentless Blows Special Rule.”

Standard Bearer, page 184

-Streamlining-

Change the text to read: “A Regiment with a Standard Bearer gains the Unstoppable Special Rule, and.”

Characters and Wounds, page 189

-Streamlining-

Change the words “Melee Actions” to “Clash Actions”.

Eccentric, page 194

-Streamlining-

Replace the word “Core” with “Mainstay”.

Armor Piercing X, page 214

-Streamlining-

Change the text to read: “Enemy Regiments suffer a penalty to their Defense against Hits with this Special Rule, made during a Volley or Spellcasting Action, equal to the Rule’s attribute. E.g. A unit with Armor Piercing 2 would penalize its target’s Defense by 2 points when defending against these Hits.”

Cleave X, page 214

-Streamlining-

Change the text to read: “Enemy Regiments suffer a penalty to their Defense against Hits with this Special Rule, made during a Clash or Duel Action, equal to the rule’s attribute. E.g. A unit with Cleave 2 would penalize its target’s Defense by 2 points when defending against these Hits.”

Brutal Impact X, page 214

-Streamlining-

Change the text to read: “Enemy Regiments suffer a penalty to their Defense against Impact Hits caused with this Special Rule, equal to the Rule’s attribute. E.g. A unit with Impact Hits 2 would penalize its target’s Defense by 2 points when defending against these Hits.”

Precise Shot, page 216

-Streamlining-

Change the text to read “all to Hit Rolls of “1” count the target Regiment’s total Defense as 0.”

Smite, page 216

-Streamlining-

Change the text to read: “Enemy Regiments count their total Defense as 0 against Hits caused by a Stand with this Special Rule during a Clash or Duel Action.”

Resist Decay X, page 216

-Streamlining-

Change the text to read: “Stands with this Special Rule contribute up to X fewer dice to the dice rolled for the Decay Special Rule. If the Resist Decay value equals or exceeds the Decay value of the Special Rule, this Stand contributes no dice.”

Defense & Injury Roll, document

Treat the terms Defense and Injury Roll as one and the same. Whether the text indicates you must take a Defense Roll or Injury Roll, you roll and compare the results with both the modified Defense and Evasion Characteristics of the Stand.

March Through, page 148

Change the text to read only: “may March through friendly Regiments without penalty.”

Spellcasting, Choose Targets, page 199

Replace the following sentence:

“Unlike a Volley Action, a Spellcasting Action does not require Line of Sight. Providing the Regiment is within Range, you may choose it as a target.”

With this:

“Spells that cause Hits require Line of Sight, while all other Spells do not. In either case, choose a Target within Range of the Spell. Additionally, when your Spellcaster is in base contact with an Enemy Regiment, that Regiment is the only Regiment they may target with Spells that cause Hits.”

Fluid Formation, page 215

Add to Fluid Formation the following sentence:

“A Regiment with the Fluid Formation Special Rule can choose Targets and claim LoS from any Arc during a Volley Action. Where such is the case, count the closest line of Stands as the first rank, and all others contribute a single shot as normal.”

Flank, page 215

Change the text to read: “A Regiment containing at least one Stand with this Special Rule does not contribute a die to the Reinforcement Roll if it would normally do so. Instead, the player will choose whether it will arrive from Reinforcements, or whether it will delay for a later Turn. When the Turn comes for the Regiment’s Class to automatically pass Reinforcement Rolls, it cannot use this ability to further delay its entrance.”

Shields X, page 217

Change the text to: “This Stand has +1 Defense against all Hits originating from the Regiment’s front arc.”

Seizing Territory, page 221

Change the text to read: “Note that only Medium and Heavy Stands in Regiments can seize territory – Light Stands in Regiments can only Contest.”

Frequently Asked Questions

Q: Do bonuses gained by a Regiment apply to any accompanying Characters? For example, if a Regiment contains a Servite (+1 March), does a Character joining the Regiment also gain the +1 March?

A: Unless a rule or ability specifically dictates otherwise, yes, all bonuses gained by a Regiment apply to the Character Stand as it is part of the Regiment. However, if that Character Stand later chooses to Seek New Escort, the Character Stand would lose all Special Rules gained by being a part of the previous Regiment, and will gain any benefits their new Regiment has gained.

Q: What happens when a Regiment performs an Inspire Action, but for some reason one or more Stands have a different Clash Characteristic?

A: When such a situation arises (most commonly due to Characters joining Regiments) you will apply the Inspire bonus on a Stand-by-Stand basis.

Q: Could you please clarify how Impact Hits work with rules such as Support X and Fury X?

A: Impact Hits are calculated on a per Stand basis. As such, an Infantry Stand with the Thrown Weapons Special Rule, having 4 Models, an Attacks Characteristic of 2 and the Fury 1 Draw Event, would calculate $4(\text{Models}) * 2(\text{Attacks}) = 8$, then would add 1 due to Fury for a Total of 9. Finally, they would divide them to 4,5 and round up to 5 Attacks total for that Stand. A Stand that is not in contact, with the Support 1 Special Rule, would instead add 2 Attacks.

Q: If my Regiment has a Draw Event (e.g. Fury 1), and gains another Draw Event via any means, do these Draw Events both resolve?

A: Per the “Multiple Draw Events” part of the “Performing Actions” rules when a Command Card would Activate more than one Draw Event, you, the Acting Player, chooses which one to resolve whilst the others take no effect.

Q: Many abilities allow you to gain a benefit when rolling for reinforcements for specific regiments or types. How are these resolved exactly?

A: When a Regiment is called to roll its Reinforcement Roll and a rule asks that this Roll is resolved under different conditions than the rest of this Regiment’s Class, make its Reinforcement Roll separately.

Q: Is the Noble Lord (Cavalry) a different entry from the Noble Lord (Infantry)?

A: No they are considered to be the same entry for all game purposes even though there is a separate Army List entry.

Q: How is the Imperial Officer's Supremacy Ability intended to work?

A: The Imperial Officer's ability essentially allows you to rearrange your command Stack when used. Essentially, you will rearrange it once after you have seen which player will be the First Player for the Turn.

Q: Can we opt to not wheel flush to the opponent?

A: Absolutely not. Conquest might be a bloody business, but it is an honorable business. You must wheel flush, not counting the "distance to wheel flush" as part of your Charge Distance.

Q: If my Regiment fails a Charge, how much does it move?

A: Your Regiment's March Characteristic is ignored, and it only moves as much as the die result was. If you rolled "3" you only move "3" inches.

Q: Using Fluid Formation's Free Reform could cause a Regiment to gain a bit in inches. Is that intentional?

A: Yes.

Q: How does Fluid Formation Work when using the Volley Action?

A: The Volley Action requires the target to be within both LoS and the Front Arc of the Firing Regiment.

For example, when having a 3-Stand Regiment and fire at the Front or Rear Arc, you will count all 3 Stands as first rank, while when firing at your Left or Right Flank Arc, you will count 1 Stand as your first rank and the other two will contribute a single shot each.

Q: Regiments with Arching Fire and more than 1 rank still get only a single shot from the extra ranks. Is that intentional?

A: Yes. While it would amount to fluff to allow for all Stands to fire as obscured, we find the extra shots giving the regiment an unfair advantage, thus for balance purposes only 1 shot is counted from the extra ranks.

Q: Can I take less than 3 Retinue Models for my Characters?

Yes, you can take 0-3 Models as your Retinue.

Q: How do Character Draw Events and Special Rules work when the Character is not on the Battlefield?

A: The Character's Draw Events and Special Rules are ignored unless they either:

Affect specific out-of-battlefield situations (such as providing +1 to Reserves Roll or allow re-rolls etc) or Bring the Regiment on the Battlefield (such as providing "Flank" etc).

Q: When half of the Regiment's Stands are only partially over a Water Terrain, does the Regiment still suffer the penalty?

A: Yes. A great general knows to guide their troops quickly out of such features, or lead their enemies into them...

Q: While Shooting does not cause Morale, Spellcasting does. Is that intentional?

A: Yes. Raising your shields against a hail of arrows is one thing, seeing swathes of your comrades being blasted to bits is quite another.

Q: The rulebook dictates that I must place a Regiment coming from Reserves on the table edge and move it as if it were starting at the edge. Can I place it diagonally or must it always be flush?

A: It must always start Flush to the table edge, however you may wheel immediately, as long as at the end of that Regiment's Activation it is wholly and legally on the battlefield.

Q: During a Charge Action, can I start a Charge Move from the front facing of a Regiment, but wheel my Regiment so that it is now on the target Regiment's Flank?

A: No.

Q: During the free wheel given at the end of a Charge Action, can I also "move laterally" in order to bring more stands into Contact?

A: No. You may only Wheel from the point you touch.

Q: Do stats increases gained by “Adaptive Evolution” from the Spires Mutation List last for the whole game?

A: Yes.

Q: What happens when I cast “Roots of Stone” to a Regiment that has already been activated this turn?

A: The effects last until the end of the Regiment’s next Activation.

Q: Do the effects of the Nords’ Sacrificial Lamb last until the end of the Game?

A: Yes.

Q: Do Impact Attacks benefit from special rules such as Flurry or Cleave that activate during a Clash Action?

A: No – Impact Attacks are part of a Charge Action.

Q: How does Resist Decay work when a Character has that Special Rule, and the Regiment does not?

A: You roll for all other Stands as normal and calculate your total wound pool. Then, for each Stand with the Resist Decay X Special Rule, if the Decay X is greater than the Resist Decay X special rule, you roll as many dice equal to the difference and add to the total wound pool as normal; if not, you do not roll any dice.

Q: Does Tier 3 Mastery of the Flesh allow you to resolve the same Draw Event twice?

A: No.

Q: Can I get Tier 2 or more from 2 or more categories?

A: No. Each Retinue upgrade is represented by a Model, so your total Tiers must always be 0-3.

Q: What happens if a Regiment is joined by a Character, and then all the non-Character Stands are removed as Casualties?

A: The Character Stand is removed with them.

Q: Can a non-Warlord Character use a Supremacy Ability they may have acquired somehow?

A: No.

Q: Can I use the automatic success of a Regiment with the Flank Special Rule to bring to the table a Regiment other than that?

A: No.

Q: Can Medium and Heavy Characters be used to claim Objectives, despite being part of a Light Regiment?

A: Yes.

Q: When I use an ability that tells me to Draw my next Command Card and give that Regiment a Bonus, what happens when that card is a Character card?

A: That ability will have no further effect and the Character card is returned on Top of your Command Stack.

Q: Longbowmen have Cleave. Is that intentional?

A: Yes.

Q: When it comes to the Reinforcement line, does a Medium Stand in a Regiment of Lights (jarl with raiders, for example) create its own separate line for bringing on Heavies?

A: The Class of the Regiment determines the line. A Character is not a Regiment, it is just a Stand with a Class.

Q: Catabolic Node: Do the Hits inflicted by Catabolic node count as being part of the Clash Action and are they affected by a shield?

A: It Hits as per its entry from the front therefore it does not bypass the shield. Yes, it counts as part of a Clash Action.

Q: Is Reinforcements Zone redrawn after every Activation? Does this mean that I could travel the whole table length in round one?

A: The Reinforcement line is determined at the beginning of the turn. However, it can only be pushed back as a result of an enemy crossing it. It cannot be pushed forward.

You will need to wait until your next turn before you push further.

Q: How does Cascading Degeneration work if the Character Stand is destroyed?

A: If the Character Stand is destroyed, then it is no longer in base contact and therefore does not inflict Decay to enemies in contact.

Q: Regarding Volley Actions does the front row of a unit obstruct the back row of the unit?

A: The front row fire normally and the other rows support with one shot per stand.

Q: Are Regiments inside Garrison Terrain unaffected by spells such as Eruption and Fire Wall that affects Stands?

A: The Stands are the entity. Miniatures are there to track attacks, wounds, etc. Therefore, it is Stands that occupy Garrison Terrain. Spells will affect your Stands when inside the Terrain.

Q: Does a character replace a model in an infantry Regiment or does he stand on his own Stand?

A: An Infantry Character stands on its own Stand as of the 1.02 version of the rules. Therefore, a Regiment of 3 Stands of infantry would be a total of 4 Stands when you count the Character.

Q: In the case where multiple Decay would stack at different moments in a turn, how does Decay interact with the Resist Decay rule?

A: You add the total Decay and subtract the Resist Decay.

Q: Do Priests count for the purpose of Enemy Interference?

A: Both are Casters, therefore both count for Enemy Interference.

Q: Regarding mixed-class Regiments scoring (e.g., a Light Regiment with a Medium Character)

A: When contesting, you contest against enemy scoring Stands. Your 3 Light Stands contest the enemies 3 Medium scoring Stands. The enemies' 3 Medium Stands, contest your 1 scoring Stand. In this case no one scores. Let's see another example.

Player A has a Medium Regiment that is 4 Stands. Player B has a Light Regiment that has suffered casualties and is 2 Stands. However, a Medium Character Stand has joined (so it has a total of 3 Stands in the Regiment). Player B contests against 3 of Player A's Medium Stands (2 because of the two Light Stands and 1 because of the Medium Character Stand). Player A contests against the Medium Character Stand. In this case Player A is left with one uncontested scoring Stand and therefore scores.

Q: How exactly does costing work for Tier 2 Tactical Retinue when it is "Restricted" for your Character?

A: If it is Restricted, you pay twice the Tier 2 Tactical cost and then pay only once for the cost of the chosen Perk. Also, remember that you need to purchase (by paying double as Restricted) the Tier 1 Tactical too.

Q: Do Mutations count as items? Can the Expose Weakness mastery negate a Mutation?

A: Yes.

Q: If I have two Men-at-Arms Regiments and one of them is destroyed before any of them is activated, when first drawing a Command Card for Men-at-Arms can I choose to discard it and claim it belonged to the destroyed Regiment?

A: No. You must activate a Men-at-Arms Regiment unless none is available.

Q: Does Expose Weakness on page 194 affect Spires Mutations as well?

A: Yes. Although a "Mutation" is something completely different in fluff, we classify them as "Character Equipment" or "Items" in short. With every Army list having their own list of "Items" and new Armies being prepared, it will be impractical to keep mentioning each specific category.

Q: Does a Regiment targeted by Turn the Tide get to Resolve a Draw Event? If so, when?

A: No. As a Command Card is not drawn so are the Draw Events not Activated.

Q: Can Regiments in Garrison Terrain take Out of Combat Actions if an enemy has charged the Garrison Terrain? Are any Stands considered to be engaged with the enemy Regiment?

A: No, the Regiments cannot take Out of Combat Actions. The enemy Regiment is considered to have breached the Garrison and a Melee is taking place.

Yes, both Regiments are considered to be engaged. If the occupying Regiment performs a Clash Action, it is always considered to have a front rank of 3 Stands (Errata).

Q: How do effects that target an Individual Stand interact with Regiments that have been removed from their Stands by occupying Garrison Terrain? For example, how does Eruption work?

A: The Regiment always has Stands and works exactly as before – removing Models is just for visual and practical purposes and has no game effect.

Eruption would affect all Stands in the Garrison and the first two ranks of any Regiments that Charged the Garrison.

Q: How does Degenerative Aura work if the Character is removed as a Casualty during the affected Regiment's Activation?

A: The Decay Special Rule is resolved at the end of the Regiment's Activation. Thus, since the source of the Decay Special Rule is removed, the Regiment will not roll for Decay.

Q: Since Draw Events are Resolved at the Resolve Draw Event Step, how does Stone Spikes work?

A: The Regiment will Resolve the Draw Event as if it had it since the beginning of its Activation.

Q: How does the Tier 2 Tactical Perk work exactly?

A: Your Character will gain access to the Perk belonging to your Faction. If, for example, your Noble Lord on Foot gains Tier 2 Tactical Retinue, they would be allowed to choose 1 Battlefield Drill from the Imperial Officer's list.

Q: How does Eruption interact with the Shield Special Rule?

A: To keep the game fast and simple, we consider the origin of the Hits to be the Caster for the Shield Special Rule.

Q: May I use the re-roll provided by the Regiment's Leader with my Character?

A: No, this re-roll is provided to any rolls of the Regiment's original Stands.

Q: How do multiple Barrage Rules interact with one another?

A: They do not. When performing a Volley Action, the player will choose only one of the Barrage X Special Rules to be used, applying any modifiers gained by abilities.