



Changelog, Errata and FAQ Document Version 1.5.1

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 to better convey their meaning and purpose. These will be found under the FAQs section. You will notice that some of the FAQ questions are removed from this document as time passes. That is either because rules have changed to invalidate the question and/or response to it, or we have added clarifications to rules in the actual rulebook as per your suggestions.

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 Changelog and 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.

However, if going through each and every change is a bit too tedious for you, please make sure to also check our "Quick Start Guide 1.5.1" document or as we affectionately call it the "TLDR Version"!

Core Rule Changelog and Errata

Core Rules December 2021

“Turn”, System wide

All references to the term “Turn” have been substituted for the term “Round”. This term more accurately reflects the flow of the game, as Players don’t take entire turns to play, they instead alternate Activations.

“Character”, System wide

All references to Character Army List Entries are now being referred to as “Character Stand(s)”. This helps separate the Character Special Rule from the Character Stand as a game term and more accurately refers to the mechanics of Character Stands.

“Rolling Low”, System wide

Now every Roll in the game requires rolling low in order for it to be a success. Rolling-off to see who goes first, as well as Reinforcement Rolls now requires you to roll under a certain value not over. The mathematics behind the rolls has remained the same however this change helps maintain consistency.

“Strikes”, System wide

All references to “Strikes” as another way to communicate the term “Attacks” have been removed and substituted with the term “Attacks”. By having only one game term we ensure clarity of rules.

“Injury Roll” System wide

All references to “Injury Roll(s)” have been removed and substituted with the term “Defense Roll(s)”. This term more accurately communicates intention and ensures clarity of rules.

“Unit” System wide

All references of “Unit” as an expression of a formation of Stands have been removed and substituted with the appropriate game term “Regiment”.

“Impact Hits” System wide

All references to “Impact Hits” as an expression of the Attacks caused as a result of Impact is now substituted for “Impact Attacks”. This term more accurately reflects on the nature of the rule that is Attacks and not automatic Hits.

“Inspired Strike”, System wide

All references to “Inspired Strike” as another way to express the Inspiration bonus have been removed. The term has been substituted for “Inspired” and the text has been modified accordingly.

“Natural Roll”, System wide

All references to “Natural roll” as another way to communicate the concept of an unmodified roll have been removed. Instead the term is substituted for “Unmodified

Roll”; this is to ensure clarity and to avoid using a game term that is otherwise not defined.

“Casting Difficulty” System wide

All references to “Casting Difficulty” as a way of communicating the value under which one needs to roll to successfully cast a Spell has been removed, Instead the term is substituted for “Attunement”.

This is an aesthetic change that allows for better communication of what the term is portraying, the more Attuned a Spellcaster is (meaning a higher Attunement value), the easier it is to cast a Spell. This way rules like “Enemy Interference” are now easier to conceptualize how they would affect the casting of a Spell.

“Viable” System wide

Removed the term viable and substituted it for the term “legal”.

“Types of Models”, page 11

Change the word Models for Stands, as it is Stands that have a Type and not individual Models. This helps maintain consistency in wording across the ruleset.

“Forming a Regiment”, page 12 (Clarification)

Change the last sentence of the first paragraph to: *“unless the starting size of the Regiment is one Stand or it has been reduced to one due to casualties.”*

“Removing Casualties”, page 13

Remove the term “Close Combat” and substitute it with “melee”. This is to remove a game term that is otherwise not defined.

“Legal Formations - Legal Conditions”, page 13

Remove Condition (d).

“Deactivate Unit” page 22 (Clarification)

Change the title to “Deactivate Regiment”

Add sentence at the end of the paragraph: *“A Regiment that has been Activated cannot be Activated again in the same Round.”*

“Draw Command Card” page 22 (Clarification)

Change the *“as a replacement”* with the following text: *“as a replacement, this does not count as having Drawn a Command Card.”*

“Multiple Draw Events” page 22 (Clarification)

Change the *last sentence to read: “Should there be an instance in which a Special Rule or ability allows you to use multiple Draw Events then the Active Player chooses the order in which they will activate, fully resolving one before moving to the next.”*

“Take First Action” page 22

Change the last word: *“battlefield”* with the following text: *“battlefield and cannot Charge the Round it comes onto the Battlefield.”*

“Reinforcement Line” page 30 (Clarification)

Add text after the end of paragraph: *“A Reinforcement Line may not move further forwards from where it was set at the beginning of the Round, it may only be pushed backwards. The Reinforcement line will be determined anew next Round.”*

“The Charge Move” page 32

Remove text: *“During this move however, if they moved directly forwards”*.
Substitute the deleted text with the following: *“During this move, your Regiment is only permitted 'free' Wheel of up to 90°, so that Stands in the Charging Regiment engage as many Stands as possible on the Target's charge facing if they moved directly forwards.”*

This is a small tweak in the Charge Move rules, with Regiments now having to maximize contact for each individual Stand in the Regiment.

“Impact Attacks” page 36

Add sentence at the end of the third paragraph: *“Any additional Impact Attacks, either from Special Rules, Draw Events etc. are added after you have halved and rounded up a Stand's Attacks.”*

This is a tweak on how Impact Attacks are calculated. We first calculate the base amount of Impact Attacks (Stand's Attacks / 2) rounding up, and then we add any additional Impact Attacks resulting from Special Rules. This allows us to better balance the rule and accurately calculates the total amount of Impact Attacks.

“Impact Attacks” page 36 (Clarification)

Remove text: *“These Attacks are... .. (see page 48)”*.
Substitute the deleted text with the following: *“Impact Attacks are resolved similar to Clash Attacks in terms of Rolling to Hit, Defense Rolls, Morale tests etc. (see page 46). However, they do not benefit from Special Rules that specifically affecting Attacks during a Clash Action.”*

“Unengaged Stands and Impact Attacks” page 36 (Clarification)

Add text at the end of the paragraph: *“Rules that add to the number of Support Attacks, also affect the number of Impact Attacks an Unengaged Stand contributes.”*

“Check for Obscuration” page 38 (Clarification)

Add sentence before the last sentence of the rule: *“If a line is interrupted by Regiments or Terrain of a larger or equal Size then the shot is obstructed.”*

“More than one Target” page 46

Remove text: *“you may not split a Stand's Attacks between two Enemy Regiments.”*

Substitute the deleted text with the following: *“direct all of the Stand's Attacks to the target of your choice without splitting its Attacks.”*

“Removing Casualties” page 54

Remove text: *“simply remove one Model for each Wound in the Wound pool”*

Substitute the deleted text with the following: *“simply allocate Wounds to each model”.*

“Shattered Regiments” page 58 (Clarification)

Add sentence at the end of the paragraph: *“A regiment may be Shattered as a result of a single Action.”*

“Character Stands and Regiments” page 71 (Clarification)

Add the following sentence in the paragraph: *“A Character Stand may join a Regiment of a different Class without affecting that Regiment's Class.”*

“Characters and Wounds” page 71 (Clarification)

Substitute the first sentence with the following text: *“Character Stands consist of a model that is the physical representation of that Character and if rules allow by a Retinue.”*

“Characters and Actions” page 72 (Clarification)

Add text after the end of the first paragraph: *“A Character Stand's Class does not affect the Class of the Regiment they join. The Character Stand is assumed to be part of the Regiment and adds towards the size of the Regiment for purposes of Scaling, Resolved etc. as well as benefits from rules and/or abilities that affect the entire Regiment. Furthermore, all abilities and auras projected from a Character Stand are measured from the Character Stand itself.”*

“Die Fighting!” page 72 (Clarification)

Substitute the first sentence with the following text: *“If the Regiment, your Character Stand is joined to, is destroyed, and the Character Stand has not yet performed any Actions that Round, either by Activating with the Regiment or on their own, the Character Stand immediately makes an out-of-sequence Clash Action against one enemy Regiment in base contact.”*

“Duel” page 74

Remove the last sentence of the rule. It was a redundant part of the rule.

“Resolving the Action” page 74 (Clarification)

Substitute the last sentence of the first paragraph to read: *“Furthermore, the Regiment the Character Stand was originally part of, cannot have acted this Round in order for the Character Stand to Seek New Escort nor can it currently be engaged with an Enemy Regiment.”*

“Enemy Interference” page 81

Enemy Interference now reduces the Attunement value by -1 making it harder to cast a Spell rather than reducing the amount of dice rolled. This change serves to make casting a Spell a little harder when the Spellcaster is so close to the front lines.

“Scaling” page 81

Scaling thresholds have now changed to provide a +2 when a Regiment counts 6-8 Stands and +3 when 9+. This is a tweak to the overall power levels of Magic and a soft scale down of its impact in the game.

“Hindering Terrain” page 86 (Clarification)

Remove the second paragraph of the rule as it is redundant.

“Double Time” page 94 (Clarification)

Substitute the “that Regiment Acts immediately” with: *“that Regiment Acts immediately even if the Regiment is not currently on the Battlefield.”*

“Turn the Tide” page 95 (Clarification)

Change text to: *“Choose a Regiment within 12” of the Character Stand that has not yet acted this Round. That Regiment takes its Actions. As the Regiment's Command Card has not been Drawn the Regiment does not Activate any of its Draw Events. Once the Regiment has completed its Actions, the Character Stand may take its Action. The next time a Command Card, representing a similar Regiment to the chosen Regiment, is drawn later in the Round, place it in the discard pile without the Regiment performing any Actions. It is now the Opponent's turn to Activate a Regiment.”*

“SPECIAL RULES” page 96 (Clarification)

Add the following text: *“When a Special Rule or Ability confer multiple instances of a Special Rule (X), these Special Rules do not stack unless the Special Rule specifically mentions it.”*

“Arcing Fire” page 96 (Clarification)

Change the last sentence to: *“The Arcing Fire Special Rule does not affect Characters and the Regiment's Volley may still count as Obscured if the Target is at Long Range.”*

“Aura of Death” page 96

Change the text to: *“Aura of Death X: After an Enemy Regiment performs its Draw Events but before it takes its first Action, that Regiment takes X Hits for each Stand that is in contact with this Regiment. The Enemy Regiment makes Defense Rolls against Aura of Death Hits and Wounds suffered trigger Morale tests.”*

We have tweaked Aura of Death to become an X ability as well as clearly define the timing in which the Hits occur. With this new wording we aim to make the rule into a tool with which Regiments slowly but steadily inflict damage onto Enemy Regiments and break what could otherwise be a stalemate.

“Bloodlust” page 96 (Clarification)

Change the text to: *“When a Regiment with this Special Rule is currently on the battlefield and takes an Action, and the Regiment is not in contact with an enemy Regiment, roll a D6. If the result is equal to or less than the highest Resolve Characteristic in the Regiment, you may perform an Action as normal. If the result is higher, you must perform a Charge Action against the closest Enemy Regiment in Line of Sight. If there is no eligible Target to Charge, you must perform a March Action directly towards the closest Enemy Regiment in Line of Sight. This Special Rule allows a Regiment to Charge a Target even in the Round in which it arrived on the battlefield from Reinforcements.”*

“Deadly Blades and Deadly Shot” page 97

Wording has been updated for the rules to apply in melee and ranged combat respectively.

“Dread” page 97

Change text to: *“Enemy Regiments whilst in contact with this Regiment may never count as Inspired.”*

The rule was tweaked to more accurately follow the intention of the rule. Now a Regiment may not be Inspired even when Charging an Enemy Regiment with the Dread Special Rule.

“Hardened” page 98

Amended the rule to also affect Brutal Impact X.

“Overrun” page 99 (Clarification)

Change text to: *“When this Regiment declares a Charge Action against a Broken Regiment or causes the target of their Charge Action to become Broken as a result of their Impact Attacks, this Regiment may perform their Impact Attacks again. If the enemy Regiment is Shattered or destroyed by this Regiment’s Impact Attacks, this Regiment is allowed to perform a Charge Action as its second Action even if the Regiment has already Charged this Round.”*

“Parry” page 99

Remove the last sentence of the rule. This part is redundant and does not add anything to the rule.

“Rapid Volley” page 99 (Clarification)

Change text to: *“Every unmodified Hit Roll of 1 during a Volley Action causes an additional Hit on the Target. This additional Hit is caused without rolling and therefore does not benefit from Special Rules triggering when a specific unmodified Roll result is rolled.”*

“Shock” page 100 (Clarification)

Change text to: *“In a Round where a Stand with this Special Rule issued a Charge Action, their Inspired bonus is increased to +2 Clash instead of +1. The bonus is*

applied sequentially and counts as if you would apply two +1 Clash Inspired effects one after the other."

"Support X" page 100 (Clarification)

Add the following text at the end of the sentence: *"The additional Support Attacks generated by this Special Rule also affect Impact Hits. e.g. After having calculated the amount of Impact Attacks an Unengaged Stand would Support with, then add Impact Attacks equal to the X value of the Support Special Rule."*

"Vanguard" page 101 (Clarification)

Change text to: *"When a Regiment with this Special Rule, arrives from Reinforcements it may take an additional "free" March Action, provided no Enemies were within 8" when the Regiment entered the Battlefield."*

"Wedge" page 101

Delete the rule. The rule will be included in its respective Army List.

Core Rules November 2021

Restore Stands

Change the following text: *"The Stand is returned to play in the rear rank....and all remaining Heal Points are lost."*

To read: *"The Stand is returned to play in such a way that the Regiment maintains a legal formation. If there is no room to place the Stand, the Stand is not placed and all remaining Heal Points are lost"*.

Frequently Asked Questions

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: How does Impact Attacks work with rules such as Support X and Fury X?

A: To calculate Impact Attacks first determine the Attacks of a Stand and half them rounding up. Then we add any additional Impact Attacks resulting from any Special Rules, these additional Attacks are added **after** having halved and rounded up the Attacks of a Stand.

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: 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 Arcing 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). There are also cases in which abilities specifically mention the timing in which certain Special Rules are Activated.

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: 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 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 to be Activated.

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. (Errata)

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: 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.