



Quick Start Guide to 1.5.1

(a.k.a. The TLDR Version!)

This document serves as a quick introduction to the changes that made Conquest TLAOK version 1.5.1 first introduced in the latest Conquest Companion guide booklet of 2021. Should you wish to go through the entire changelog you can always check our “Changelog, Errata and FAQ Document Version 1.5.1”. If going through every single change and amendment is not your style, you came to the right place as is this the TLDR version! Here we will discuss the most important changes, giving you additional insight into the minds of the developers and the overall state of the game!

System wide updates

Throughout the game’s development, game terms have been introduced that proved to be either redundant or simply did not convey the spirit of the rules adequately. There were cases in which we have ended up with terms that were not adequately defined if at all, or cases in which we used two game terms to describe the same thing. The terms that have changed and/or removed are the following:

- “Turn” has been changed to “Round”
- “Viable” has been changed to “legal”
- Any mentioning of “Characters” now refer to them as “Character Stands”
- You are now always required to Roll Low
- “Strikes” have been removed and replaced with “Attacks”
- “Injury Rolls” have been removed and replaced with “Defense Rolls”
- Any mentioning of “Unit” has changed to “Regiment”
- “Impact Hits” are now “Impact Attacks”
- “Inspired Strike” has been removed and now Attacks are referred to as simply being “Inspired”
- “Natural Roll” has been removed and now referred to as simply “unmodified roll”.
- “Casting Difficulty” has been removed and replaced with the term “Attunement”

All changes mentioned here serve to better communicate the concepts the respective game terms aim to portray. Character Stands allowed us to streamline the wording of certain rules and resolve issues regarding their place in a Regiment or simple issues such as where does one measure the range of a Spell from.

“Strikes” was redundant as we also used the term “Attacks” in the text, same as Injury and Defense Rolls. “Impact Hits” was particularly confusing for players as “Hits” implied that these Attacks were resolved automatically without making To Hit rolls. By renaming the term to “Impact Attacks” we communicate the concept of having to go through the entire process of making to Hit Rolls, Defense Rolls and Resolve effectively.

“Casting Difficulty” was 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.

Clarifications and tweaks

With every update, we take your feedback into consideration when designing each new version of the game. Your comments, questions and suggestions allows us to further polish the rules, streamline the wording and set a strong foundation for Organized and Tournament Play to be built upon.

Some of the most important clarifications are the following:

- “Deactivate Regiment” now clearly states how a Regiment may never Activate more than once each Round.
- “Multiple Draw Events” clearly states how Draw Events are resolved and their timing.
- “Impact Attacks” clarified which Special Rules apply to them and how they are calculated.
- The rules regarding Character Stands being attached to Regiments have been clarified to address the exact ways in which Character Stands interact with their Regiment throughout the game.
- Many Special Rules have had their wording polished in order to accurately reflect how and when they are being used, as well as clear up any questionable interactions with other rules.

These changes stem from the feedback we received from all of you, our amazing Conquest Community! With every update we make sure to take questions that were previously added in the FAQ and make them a part of the Core Rules system. Your questions and comments help shape the game!

We have clarified how a Regiment that has already been Activated in a Round may not be Activated again. This was mainly to clear up rules questions stemming from the use of “Turn the Tide” and the case of Activating a Regiment without drawing its

respective Command Card. Furthermore, we clarified how Multiple Draw Events are resolved when a Regiment Activates, resolving each one in sequence before moving on to the next. This is an important change from before where only one Draw Event could activate.

“Impact Attacks” were tweaked to clarify how they are being calculated, how they interact with Special Rules and to specify how they are being resolved. Now a Stand first calculates its Attacks (# of models on a Stand * Attacks Characteristic) and then halves that, rounding up. Once you have calculated the base amount of Impact Attacks, you then add any additional Impact Attacks resulting from Abilities or Special Rules. This allows us to accurately assess and balance Special Rules as they add a set amount of additional Attacks without having to worry whether an additional Impact Attack is inconsequential due to halving and rounding.

Character Stands received a massive amount of attention in this update. We have clarified exactly how they interact with their Regiments in terms of Class, Resolve and Scaling, when a Character counts “as having been Activated” for purposes of “Die Fighting!” and “Seek New Escort” and how a Duel affects the Regiment.

Finally, rules like “Shock”, “Deadly Blades”, “Deadly Shots”, “Parry” and “Arcing Fire” amongst others have had their wording updated to better communicate their purpose and function. “Bloodlust” now allows for a Regiment to Charge the Round they entered the battlefield.

Further additions to the Rules

The following changes were made to ensure that interactions that previously did not work as intended or simply had to be redesigned are addressed and dealt with. A number of those changes stem from our internal playtesting and in preparation of Special Rules to come from Factions to come. Some of the most important additions to the rules are the following:

- “The Charge Move” has now changed to require maximizing contact on a per Stand basis.
- “Removing Casualties” has now changed for Wounds to be allocated to the Models rather than removing Models based on how many Wounds are in the Pool.
- “Enemy Interference” now affects Attunement rather than the amount of dice rolled, effectively making it more disruptive to spell casting.
- “Scaling” had its thresholds tweaked, effectively making it harder to cast a spell on a Regiment with over 6 Stands.
- “Aura of Death” has been revamped and is now an X ability. The rule now triggers during the Action Phase and Hits inflicted calculated differently.

These amendments refer to changes that meaningfully affect gameplay and balance. Getting these rules just right allows us to develop larger and more impactful updates for the game as we are ultimately heading towards a second version of the game.

We started by changing the way in which a Regiment comes into contact with an enemy as a result of a Charge Action. Previously one would have to ensure that as many Stands are engaged as possible. Now the rule forces players to ensure that each Stand is engaged with as many enemy Stands as possible, should the Charge Distance allows. This will lead to the majority of Charges ending up with Regiments being flush to one another.

“Removing Casualties” underwent a very small but crucial update, the wording changed in such a way that now Wounds are allocated to Models rather than removing casualties based on the Wounds in the Wound pool. This change streamlines the process of removing casualties and irons out rules interactions between removing casualties and Special Rules such as “Deadly Shots”.

“Enemy Interference” and “Scaling” have been changed to further adjust the impact of Magic in the game. Now “Enemy Interference” affects the Attunement value of a spell rather than the amount of dice rolled, making Spells harder to cast. Furthermore, “Scaling” thresholds have changed to make it harder for Regiments with 6 Stands or more to be affected by Spells. This is partly to protect Characters within Regiments further, however at the price of making buffs harder to cast on that Regiment.

Finally, “Aura of Death” have now become an X Ability, this allows us to further tweak the power level of certain Regiments with this Special Rule and opens up design space for amazing things to come!