



Errata and FAQ Document

Version 1.5.1 Organized Play Update

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 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 Rules Errata

July 2022

All Army Lists, Expose Weakness Mastery/Dark Blessing, change to:

"At the beginning of a Duel Action where this Character Stand is involved, choose one of your opponent's Special Rules. That Special Rule has no effect during this Duel."

Zonal Terrain, Broken Ground, Dangerous Terrain, Very Dangerous Terrain (pg 240), add line:

"Wounds caused by this Terrain Special Rule do not cause Morale Tests."

Arcing Fire (pg 250), Change the following part to:

"If a Regiment composed entirely of Stands with this Special Rule (excluding Character Stands) performs a Take Aim Action, it may ignore Line of Sight when performing a Volley Action to any enemy Regiment in its front arc and within Line of Sight of any friendly Regiment..."

Bloodlust (pg 250), add line:

"A Regiment must always March its maximum March Distance when forced to move as a result of this Special Rule."

Flawless Drills (pg 252), change the first sentence to:

"Once per game, this Regiment may perform a free Reform or Combat Reform Action during its Activation."

Phalanx (pg 253), change to:

"This Stand has +1 Defense against Hits originating from the Regiment's front arc caused by Volley, Clash and Charge Actions."

March 2022

Change the description of Fig. 3.17 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 Obstructed and unable to fire."

Change the second Paragraph of "Check for Obscuration" (Chapter 3) to read

"If the line is not interrupted by Regiments or Obscuring Terrain, that Stand's Volley is a clear Shot. If a line is interrupted by Regiments or Terrain of a larger or equal Size to the Acting Regiment or the Target Regiment then the shot is Obstructed. Regiments and Terrain of a smaller Size than the acting regiment are ignored, as are Regiments and Terrain of a smaller size than the Target."

Should the shot be Obstructed check to see if an uninterrupted line can be drawn between the Stand's front facing to any point of a Stand in the Target Regiment, if

such a line can be drawn the shot is Obscured, otherwise the shot is still Obstructed then the Stand doesn't contribute any shots to the Volley.

A Regiment can be targeted if it is in base contact with an Enemy Regiment following all rules for Choosing a Target and Obscuration as normal."

Choosing a Target and Line of Sight (PDF pg 33) add text:

"A Regiment performing a Volley Action cannot divide shots amongst multiple Targets. All shots from Stands belonging to the same Regiment must target the same Enemy Regiment."

Add the following text to the Draw Events introductory text (Chapter 11)

"The use of a Draw Event is optional and Players may opt to not use their Regiments' or Character Stands' Draw Event(s)".

Change the text of Reinforcement Line (pg. 25) to:

*"The Reinforcement Line is determined at the beginning of each Round. It is determined **by marking a point on the Battlefield edges between your Reinforcement Zone and the rearmost edge of at least one enabling friendly Regiment.** Heavy Regiments must arrive behind a Heavy or Medium Regiment; Medium Regiments behind a Heavy, Medium or Light Regiment, and Light Regiments must arrive behind any other Light, Medium or Heavy Regiments. 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 to the next eligible Regiment. The Reinforcement Line will be determined anew at the start of the next Round.**"*

Declaring a Charge (pg. 26) Add text at the end of the second paragraph:

"An Enemy Regiment is not a legal Charge Target if it is outside the maximum possible Charge Distance, taking into account all Special Rules and Abilities that would allow you to Charge further away e.g. Tourney Champion."

Aura of Death (page 250) change text to:

"When an enemy Regiment is in contact with a Stand with this Special Rule, that Regiment takes X Hits for each Stand with this Special Rule it is in contact with. These Hits are resolved after the enemy Regiment activates its Draw Event but before it takes its first Action."

Counter Attack (page 250) change text to:

"During each enemy Clash or Duel Action taken against a Stand with this Special Rule, any unmodified Defense Rolls of 1 made by a Stand with this Special Rule cause 1 Hit to the active Enemy Regiment or Character Stand. These Hits do not benefit from any Special Rules that work in a Clash or Duel Action."

Flank (page 250) add sentence:

"This Special Rule does not allow a Regiment to arrive from Reinforcements in a Round it would not normally be able to."

Hardened (X) (page 252) change text to:

“When a Regiment with this Special Rule is required to make a Defense Roll, reduce any Cleave, Brutal Impact or Armour Piercing value that the enemy might have by X.”

Lethal Demise (page 252) change text to:

“Stands with this Special Rule cannot Heal Wounds. Whenever Stands with this Special Rule suffer Wounds from an enemy Regiment It is engaged with, but not as a result of Morale Tests, that enemy Regiment receives an equal amount of Hits on its Front arc. These Hits do not benefit from any Special Rules that work in a Clash or Duel Action.”

Overcharge (page 253) change the first sentence to:

“This Regiment may take a special ‘Overcharge’ Action in each of its Activations.”

Snapfire (page 254) add sentence:

“When a Regiment uses this Special Rule, it may not choose to use a March Action as its second Action”

Frequently Asked Questions

August 2022

Q: Does a W’adrhun Monster Regiment with the Icon of Conquest upgrade add a Chant Marker to the Sequence when its Command Card is drawn?

A: No, it does not. The Icon of Conquest allows a Monster Regiment to Chant the Battlecry, but not to add Chant Markers in the Sequence.

Q: If a Regiment is under the effects of being Inspired and another Ability, Action or Special Rule also provides the Inspiration bonuses to that same Regiment, can the effects of Inspiration stack?

Q: The effects of Inspiration do not stack. If a Regiment has gained the benefits of being Inspired then applying that same Inspiration bonus again, no matter the source of the bonus, will not cause it to stack.

Q. Defining ‘free’ and ‘additional’ Actions:

A: Some Special Rules, Draw Events and other abilities will allow a Regiment to perform ‘free’ and/or ‘additional’ Actions. A ‘free’ Action allows a Regiment to perform the respective Action for free during its Activation without needing to use one of its two Actions. However, this does not allow you to perform that same Action again in the same Activation if you would not normally be able to. E.g. A free Clash Action would not allow you to then spend another Action and perform a second Clash.

An ‘additional’ Action allows a Regiment to perform the respective Action an additional number of times, as per the effect, using one of its Actions. E.g. A Regiment performing an ‘additional’ Clash Action could then spend another Action to Clash again.

Q: What happens when a Regiment Marches through a Friendly Regiment as a first Action and finds itself within distance of a legal Charge Target?

A: A move is determined whether it is legal or not at the end of a Regiment's Activation. Therefore, at the end of the first Action, where the Regiment finds itself overlapping a Friendly Regiment, but before the Regiment performs its second Action stop and test for Bloodlust.

If the Regiment passes the test then it may continue taking its Actions as normal making sure it does not end up in an illegal position. If the Regiment fails the test then it proceeds to Charge an eligible Target. In a situation where that Charge Roll fails and the Regiment does not clear the Friendly Regiment it is overlapping, then treat the situation as having failed to Charge Through, Breaking both Regiments and moving them back to their last legal position as to not overlap.

Q: What is a Characteristic Test?

A: *Whenever you compare a dice roll to a Characteristic, it is referred to as a Characteristic Test.*

Q: When performing a Charge Action, when does the Free Wheel take place?

A: You may perform the free 90° Wheel at the beginning of the Charge Move.

Q: When a Regiment performs an Action, do all Stands in the Regiment count as having performed that Action?

A: Whenever a Regiment performs an Action, every Stand in that Regiment is considered to be performing that Action. This does not include Character specific Actions.

E.g. If the Regiment performs a Charge Action then all Stands in the Regiment, including Character Stands count as having performed that Action. On the other hand, if a Character Stand has performed a Duel Action, the other Stands in the Regiment do not count as having performed a Duel Action.

Q: When performing Volley and Spellcasting attacks against a Regiment in its Rear or Flank, does that Regiment Re-Roll successful Morale tests?

A: When performing a Volley Action (when range attacks cause Morale Tests) or Casting Spells that cause direct Hits against a Regiment's Flank or Rear, that Regiment has to Re-Roll successful Morale Tests.

Q: Do Draw Events and Special Rules affecting a Regiment; affect all Stands in a Regiment?

A: Yes, all Stands including Character Stands are affected by Draw Events and Special Rules that affect the entire Regiment.

Q: When a Regiment with the Linebreaker (X) Special Rule causes an Enemy Regiment with the Shield and Bastion (X) rules to roll Defense Rolls does it affect both rules or one of the two?

A: The Linebreaker Special Rule would affect all rules. So it would negate the Shield Special Rule and reduce the Bastion (X) value by its Linebreaker (X) value.

Q: When do I assign my Character Stands to Regiments?

A: You announce which Character Stand will join which Regiment for your entire Army before the start of the first Reinforcement phase in the game.

Q: When a Regiment or Character Stand is Unable/Unwilling to Act and therefore skips its Activation does it count as having acted, or Activated?

A: No, should a Regiment and/or Character Stand skips its Activation then it counts as not having been Activated.

Q: Do Special Rules (X) and Draw Events (X) stack when applying multiples of the same rule?

A: Rules with an (X) modifier do not stack unless the rule explicitly mentions that its modifier is a (+X). For example if a Regiment is under the effects of Bastion (1) and then gains Bastion (+1) then the effect becomes Bastion (2). If however your Regiment gains the effects of Fury (1) and then try to apply another effect of Fury (1) these will not stack as there is no "+" in their modifier. This principle applies on all Special Rules (X) and Draw Events (X).

Q: What exactly is the sequence of operations when determining LoS (Line of Sight) and Obscuration during a volley?

A: When performing a Volley Action each Stand in the Regiment's front Rank needs a) LoS and b) to draw an unobstructed line between the center of the Stand's front facing and the center of any facing of a Stand in the Target Regiment.

We determine LoS of the entire Regiment as per the Line of Sight rules in Chapter 1 of the Rulebook, exactly as we would for a Regiment that wants to declare a Charge Action for example.

Then we check for Obscuration on a Stand by Stand basis. When checking for Obscuration we follow the "Check for Obscuration rules" in Chapter 3. When checking for Obscuration the lines we draw need to be within the front Arc of the **Regiment**, not of the Stand. Always remember that Stands do not have their own Arcs, their Front, Side and Rear is the Regiment's. **If a Stand is Obstructed then it does not contribute any shots when the regiment performs a volley action**

So it is possible for a Regiment to have LoS but individual Stands are Obstructed and therefore, unable to fire. Always keep in mind that both conditions need to be met. The Regiment needs to have LoS to the Target and the individual Stand needs to be able to Draw an unobstructed line even if that line is Obscured.

So it is possible for a Regiment to have LoS but be Obstructed and therefore, unable

to fire. Always keep in mind that both conditions need to be met. The Regiment needs to have LoS to the Target and the individual Stand needs to be able to Draw an unobstructed line even if that line is Obscured.

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.