



## FAQ Document – Designer’s Notes Update 2.0 March 2023

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.

All changes listed in these documents will also be updated in the online PDF. You will be able to find the changes highlighted within the PDF document itself.

# Update 2.0 – Designer’s Notes

**Q: Now that the Wounds Characteristic is based on the Stand rather than the Model, how will I remove Models correctly when taking Wounds?**

**A:** You no longer need to remove Infantry Models! Much like Brutes or Cavalry you simply remove the Stand when it loses all its Wounds.

**Q: Why did Characteristics change to be on a per-Stand basis?**

**A:** Up until update 1.5.1 we were faced with a troubling issue in regards to Infantry Regiments. Having Characteristics on a Model basis meant that the defensive or offensive output of an Infantry Stand could only be adjusted in increments of 4. That made certain Stands weak and out of theme at 4 Wounds but almost game breaking at 8 Wounds for example.

By adjusting Characteristics on a per Stand basis allowed us to assign much more reasonable Characteristics to Infantry Stands. Now for example Dragonslayers can be 6 Wounds, or a Stand of W’adrhun having 5 Attacks rather than their previous 5. This effectively makes additional rules like **Fury (X)** obsolete streamlining the game further.

**Q: Wait, does that mean that if I Heal a single Wound I get to Restore an entire Stand?**

**A:** That would have been very powerful indeed. However, Restoring Stands has been amended. Now you need to be able to Heal at least half of a Stand’s Wounds (rounded up) before you can Restore that Stand.

**Q: I noticed that my Regiment has the Barrage (3) Special Rule! Does that mean that my Regiment fires 36 Shots? Isn’t that way too powerful?**

**A:** We don’t blame you! This does sounds like something only the most powerful of ranged Regiments would be able to have and yet it seems like everyone has it.

Thankfully, this is not how the Barrage (X) Special Rule works anymore! Exactly like the change in the Characteristics Barrage (X) is now applied on a per Stand basis rather than a per-Model basis.

Better yet we changed the way the amount of Volley Attacks is calculated. Before a Player would have to a) refer to Barrage (X), b) measure Range, c) determine who is within half Range, d) half the amount of shots... and overall take way too much time of doing redundant calculations rather than Rolling dice and see your beautiful painted miniatures defeat their enemies!

Now simply refer to the Barrage (X) Special Rule, add +1 shot if within Effective Range (half range) and then fire away! No more obscuration and halving at long distances, instead you get rewarded for smart maneuvering!

**Q: How do I calculate Impact Attacks now and what is the Impact (X) Special Rule?**

**A:** One of Update's 2.0 major Objectives was to further streamline the game and open up design space for future factions and Regiments to grow and evolve. Rules like the previous iteration of Impact Attacks were quickly becoming a hindrance to this.

Previously when a Player was calculating a rules, worse yet if it was a new and inexperienced Player, they would have to a) refer to the Type of the Regiment, b) refer to the number of Attacks, c) divide said Attacks and Round up, d) add Support (X) then e) .... and you can quickly see how many steps were required for a process that should otherwise be fairly straight forward.

Now you no longer have to do any of these things. Simply when calculating Impact Attacks refer to the Impact (X) Special Rule and that is how many you will be resolving. No longer is there a need for rules like Unstoppable Charge or indirectly affecting Impact Attacks through Support or the Attacks Characteristic making the process simpler and streamlined.

The most important thing however, and you might be noticing a trend here, is that Impacts are decoupled from the Attacks Characteristic. This means that a Regiment can have high Attacks and low Impact or vice versa. Now we can make Impact stronger without adding Attacks and as a consequence having to cost both.

**Q: I didn't like how Broken seemed inconsequential in update 1.5.1. Enemy Regiments would Break and seemed like it barely affected them at all!**

**A:** The Broken Status saw a significant rework. After all, Breaking a Regiment should be impactful and we always wanted to reflect the chaos that a Battlefield can quickly become. Now Broken, in addition to what it did in 1.5.1, does not allow a Regiment to Charge, be Healed and Seize Objective Zones.

This also means that Duels have become a lot more potent as they can potentially cause a Regiment to Break and subsequently be Shattered! Watch out for these Mimetics Assassins!

# Updates

**The “Regiments” section of the rules (page 13) is updated to include an answer to a commonly asked question:**

*“Furthermore, should a Special Rule or ability affect a Regiment, it affects all Stands within that Regiment, including any attached Character Stands, as per the effect of the Special Rule or ability.”*

Instead it becomes:

*“Furthermore, should a Regiment gain a Special Rule or ability during the course of the Battle, it affects all Stands currently within that Regiment, including any attached Character Stands, as per the effect of the Special Rule or ability.”*

**Furthermore the following is added to the “Regiments” section of the rules (page 13) to address all aspects of the same commonly asked question. Add the following sentence at the end:**

*“Special Rules, abilities and/or changes to a Regiment’s Characteristic’s Profile during Army List Building do not affect Character Stands. E.g. Hundred Kingdoms’ “Veterans” Faction Rule.”*

**A clarification is added to the “Declaring a Charge” section of the rules (page 31) to better convey the intention of the Rule.**

*“When declaring a Charge, you may only choose one Enemy Regiment to be the Target of your Charge and it must be within your front arc”*

Instead it becomes:

*“When declaring a Charge, you may only choose one Enemy Regiment to be the Target of your Charge and it must be within your front arc and within Line of Sight.”*

**A clarification is added to the “Check for Effective Range” section of the rules (page 39) to better convey the intention of the Rule. Add the following sentence at the end of the paragraph:**

*“Additionally, Stands whose Target is outside their Barrage Range contribute no dice.”*

**The “Iron Discipline” Special Rule (page 99) is updated to better convey the intention of the Rule.**

The rule now becomes:

*“When this Regiment is Engaged or suffers Wounds from the Sides or Rear, it does not lose the Support (X) Special Rule and does not Re-Roll successful Morale Tests.”*

# Known Typos

**The word “maximum” in the “Phalanx” Special Rule (page 99) is altering the intention of the rule:**

*“...its **maximum** Charge Distance is always its March value +3” and it cannot Occupy Garrison Terrain...”*

Instead it should be:

*“...its Charge Distance is always its March value +3” and it cannot Occupy Garrison Terrain...”*

**There is a syntax issue in “Automatic Pass and Fail” (page 10):**

*“and with the exception of Defense Rolls, a result of “6” is always a failure, and a result of “1” is always a success.”*

Instead it should be:

*“a result of “6” is always a failure, and with the exception of Defense Rolls, a result of “1” is always a success.”*

**There is a syntax issue in “The Charge Move” (page 32) that altered the intention of the rule:**

*“...so that the Charging Regiment will maximize the number of Stands in contact with the Target...”*

Instead it should be:

*“...so that the Charging Regiment will maximize the number of Stands in contact and Engages as many Enemy Stands as possible”*

**There is duplication in the following part of the Decay Special Rule (page 97):**

*“every Stand in the Regiment rolls X number of dice for each Stand in the Regiment,...”*

Instead it should be:

*“every Stand in the Regiment rolls X number of dice...”*

**During the updating of the Support Special Rule (page 100) a part has been accidentally omitted. Add the following sentence to the Support Special Rule:**

*“While a Regiment is engaged by enemy Regiments in its Flank or Rear, they lose the Support X Special Rule.”*

# Frequently Asked Questions

**Q: Does using “Turn the Tide” to Activate a Regiment in contact with an Enemy Regiment with Aura of Death bypass Aura of Death? Does the next Command Card drawn of the corresponding Regiment skip its Draw Event step and therefore bypass Aura of Death as well?**

**A:** When using Turn the Tide you are Activating a Regiment during the Character Stand's Activation. In this case given that no Command Cards are drawn and we never get to the Draw Command Step, Aura of Death **does not activate**.

The Aura of Death sequence would have you draw a Command Card, announce the Regiment you wish to Activate and if that Regiment is in contact with an Enemy Regiment with Aura of Death it would trigger. Turn the Tide instructs you to draw a Command Card and if that Command Card would activate that Regiment to discard it. "Timing" wise Aura of death would trigger after drawing the Command Card and selecting the Regiment, but before the card is discarded.

Therefore, when the next Command Card of the corresponding Regiment is drawn, Aura of Death **will activate**.

**Q: If a Warlord Character Stand is removed from the Battle after activating its Supremacy Ability, does the Supremacy Ability continue to be in effect?**

**A:** No. For a Supremacy Ability to take effect it needs to be activated during the Supremacy Phase of the Round which requires the Character Stand to be on the Battlefield.

If the Supremacy Ability provides an “until end of Round effect” then the Character Stand is required to be on the Battlefield until the end of the Round. Should the Character be removed from play then the Supremacy Ability effect ceases the moment the Character Stand is removed from play.

**Q: When performing a Withdraw Action does the Regiment count as having performed a Reform Action, March Action and Withdraw Action all in the same Action?**

**A:** When a Regiment performs a Withdraw Action is only considered to have performed a single Action, that is Withdraw. The individual steps taken to physically move the Regiment and resolve the Withdraw Action follow the Reform and March rules without also turning a Withdraw Action into a Reform and a March as well.

For all intents and purposes the Regiment counts as having performed a single Withdraw Action.

**Q: When an Enemy Regiment pushes the Reinforcement Line back past the first eligible Friendly Regiment, and is subsequently destroyed, what happens to the Reinforcement Line?**

**A:** The Reinforcement Line will return to where it was set at the start of the Round, or the next interfering Enemy Regiment.

**Q: Is a Character Stand required to be placed in the centre of the front rank of a Regiment it is attached to?**

**A:** No. A Character Stand is required to only be in the front rank, not necessarily in the centre of that rank. This may lead to moments when Removing Casualties, where the Character Stand may be left out of contact with its attached Regiment. In these instances, slide the Character Stand into contact with the nearest friendly Stand of the Regiment it is attached to.

**Q: If a Spires Biomancer uses a Biomancy to Activate the next Command Card, and that Command Card is destroyed as a result of Aura of Death, prior to being able to Activate fully, what is the correct order of Activation of the Cards?**

**A:** The Biomancer would complete its Activation and then play would pass back to your opponent. You would not be able to Activate the following Command Card, even though normally Aura of Death would allow you to.

**Q: Do unengaged Stands with the Lethal Demise Special Rule inflict Hits when they suffer Wounds whilst their Regiment is Engaged?**

**A:** Yes. So long as the Regiment with Lethal Demise is Engaged with an Enemy Regiment, all Wounds they suffer from failed Defense Rolls from an Engaged Enemy Regiment will cause a Hit from the Lethal Demise Special Rule, and will be inflicted on the Enemy Regiment that caused the Wound(s).

**Q: Is an Old Dominion Character Stand affected by a Regiment's Memory of Old ability?**

**A:** Yes. Since the Regiment gains a Special Rule and the Character Stand currently attached to it is part of that Regiment they will benefit from the Memory of Old ability for as long as the ability is active and/or for as long as they are attached to the Regiment.

**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?**

**A:** 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 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: 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: 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: 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: 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 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: 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: 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: 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: 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 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: 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.