



FAQ Document – Designer’s Notes

Update 2.0 April 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.

April Updates Designer's Notes

Restructured Reinforcement Rules to Add Clarity and Address Frequently Asked Questions

[Designer's Notes]: The Reinforcement part of the rules has been restructured to present all Reinforcement related concepts in a much cleaner and neater way. Redundant terms and points of reference have been removed and the order in which certain game terms have been introduced changed for Quality of Life purposes.

Now going through the Reinforcement Line and Reinforcement Zone rules you will be able to find an accurate "history" of how to draw, keep track of and adjust your Reinforcement line clarifying and addressing the Community's questions and feedback.

[TLDR]: Reinforcement Rules are much cleaner to read now!

Reinforcement Rules no Longer Require Classes to Enter the Battlefield Behind Certain Classes (aka the "Weight Lock")

[Designer's Notes]: The restructuring of the Reinforcement Line Rules streamlined the entirety of the Reinforcement Line rules down to keeping track of **two** things, where the Line was set at the beginning of the Round and how it adjusted throughout that Round.

The previous iteration of the rules however required you to keep track of upwards to **five** Lines. Where the Line started, how it moved, and where a Regiment of each Class is. This not only overcomplicated the Reinforcement Line rules but made bringing Regiments from the side of the game often impractical.

A Heavy Regiment arriving on Round 3, would only Enter the Battlefield "behind a Medium Regiment" that would realistically only have the opportunity to Activate once. Therefore the movement that would be lost on entering the Battlefield with a Wheel would make little to no difference than entering from your Reinforcement Zone and March twice.

Therefore, for the sake of clear Reinforcement Rules, the "Weight Lock" is removed and every Regiment can enter the Battlefield behind any other Regiment.

[TLDR]: If you felt that the Reinforcement Line sometimes was not worth it you are right. The "Weight Lock" is removed and keeping track of the Reinforcement Line is made easier.

Does this Mean that a Heavy Regiment can Enter the Battlefield Behind a Light Regiment on Round 3?

[Designer's Notes]: Thankfully no but they can on Round 4! Round 3 is a crucial point in every battle and we could not allow this streamlining of the rules affect the presence of Heavies. Ice Jotnars, Ashen Dawn, Thunder Riders and so many other Heavy Regiments would simply reign supreme if they could enter the Battlefield so further up the board by Round 3.

For this reason Heavy Regiments may only enter the Battlefield from your Reinforcement Zone on Round 3. This effectively allows them to March up the board the same as they already are. However, they can enter the Battlefield behind a Light from Round 4 and onwards. Effectively the flow of Rounds is only affected coming Round 4.

[TLDR]: Round 3 stays the same! Round 4 is about to get interesting!

Reinforcement Roll & If I Pass a Heavy's Reinforcement Roll then am I Forced to Have it Enter From My Reinforcement Zone?

[Designer's Notes]: One final important change to the Reinforcements Rules is that now the automatic pass each Round also allows you to delay that Regiment if you wish. So each Round you may have a Regiment, of any Class, automatically pass its Reinforcement Roll or delay that Regiment for one Round.

Regiments still have to enter the Battlefield if their Class would require them to do so. This way you can hold back a Heavy Regiment to ensure it will enter the Battlefield behind a Light on Round 4 and overall provide more tactical flexibility through each Reinforcement Phase.

Although this change does take away some of the utility of Flank, there is still a lot of tactical value in controlling the Reinforcement Rolls of more than one Regiment. Just like with update 2.0, costing Flank will adjust to its new value.

[TLDR]: Now each Round you may have a Regiment, of any Class, automatically pass its Reinforcement Roll or delay that Regiment for one Round.

Restructured Charge Rules to Add Clarity and Address Frequently Asked Questions

[Designer's Notes]: As with the Reinforcement part of the Rules, Charging was restructured and its wording streamlined. No changes were made to how a Charge is resolved, simply clarified and addressed all questions the Community asked in our rules@para.bellum.com email!

[TLDR]: We streamlined Charging! If you sent a question to us through our rules email we heard you and included it in the rules. Thank you for reaching out!

Updated Marching Rules to Include Frequently Asked Questions:

[Designer's Notes]: Wheeling now is clarified and made clear that it is always done forwards.

Streamlined and Updated Certain Rules and Draw Events:

- Added a section in **page 15** to include a reference on what happens when a cap is put on a Characteristic.
- Clarified Wound Allocation for cases in which a Regiment with a **Wounded Command Stand** was inflicted Wounds or been destroyed, usually as a result of **Pursuit of Aghm**.
- Clarified the interaction between **Broken** and **Terrifying** by updating **Broken**.
- **Standard Bearers** now affect **Characters**.
- **Turn the Tide** is removed and no longer part of the game. Warlords now only get their Supremacy for being a Warlord. Certain Characters that relied on Turn the Tide will have other abilities included in their Supremacy.
- **Enemy Interference** is now 10".
- **Phalanx** FAQ is now included in the document and updated to clarify that no Stands become Inspired.
- **Arcing Fire** now requires another Friendly Regiment to have LoS in order to work.
- **Blessed** no longer works with Volleys and timing clarified.
- **Aura of Death** no longer causes **Resolve**.
- Updated **Bloodlust** in regards to its interaction with **Bloodlust** and how it interacts with **Broken**.
- Updated **Indomitable's** interaction with **Combat Rally**, **Combat Reform**, **Withdraw** and **Bloodlust**.
- **Fly** now updated to clearly state that a flying Regiment can also **Charge** over other Regiments and Terrain.
- Added a clarification to the **Inspired** Special Rule to remind Players that Inspired does not affect **Impact Attacks**.
- **Glorious Charge** is now Terrifying (1) instead of Terrifying (+1).
- Wording of the **Sureshot** Special Rule clarified.
- **Vanguard's** wording was updated to make clear that it can be used to bring a Regiment onto the battlefield.
- **Shock** now provides a flat +1 Clash until the end of the Round.
- **Torrential Fire** now only causes an additional Hit for every two Hits.

[Designer's Notes]: A significant amount of wording streamlining based on your feedback and questions. The biggest change here is that **Aura of Death** no longer causes Morale Tests. Instead, **Aura of Death** numbers have gotten slightly up and the offensive output lost because of it will be made up elsewhere.

[TLDR]: **Aura of Death** does not cause Morale Tests. Don't worry if you see higher values than before! Offensive output lost will be given back to the Regiments that lost it in a different way.

Updated Volley so Line of Sight is Checked on a Stand-by-Stand Basis

[Designer's Notes]: Now each Stand must be able to have their Target within range and Line of Sight in order to Volley. No longer will a single Stand draw Line of Sight to the Target and the rest of the Stands ignoring Obscuring.

[TLDR]: All Stands need to draw Line of Sight. If one Stand draws Line of Sight the Regiment does not ignore things like Obscuring.

Added a Section to the Volley Rules to Address Shooting into Different Arcs of the Target Regiment

[Designer's Notes]: Further streamlining Volley Rules, a "Stands In Multiple Arcs" section was added clarifying what happens if Stands belonging to the same Regiment can draw Line of Sight to different facings of a Target Regiment.

[TLDR]: If two out of five of your Stands see Men-At-Arms from the side they don't get to use their Shields and we now say exactly why that is.

Streamlined and Updated Certain Terrain Rules:

- **Obscuring** was updated to clarify certain interactions with **Line of Sight** and Volley.
- **Hindering Terrain** now affects a Regiment if it has **at least half of its Stands** in it.
- Clarified **Water** and its interaction with Clash.

[Designer's Notes]: Obscuring and Line of Sight now interact in a much more logical way and do not allow Ranged Regiments to easily ignore it. Hindering Terrain now requires more Stands to be on it to take effect giving Cavalry Regiments a much easier time Charging their Targets.

[TLDR]: You can now hide and probably start running too.

Updated Legal Formations and Clarified Incomplete Ranks

[Designer's Notes]: To further streamline parts of Movement, clear timing has been provided to when the Incomplete Ranks rules apply and Legal Formations now require a Regiment to keep their Rearmost Rank centred.

Updated Certain Rules Regarding Character Stands

- Adjusted Seek New Escort to streamline the rules of a Character Stand being removed from a Regiment.
- Spellcasting clarified that can only be used by Character Stands unless stated otherwise.
- Made a clarification on what happens to an Activated Supremacy Ability should the Character Stand be destroyed.

Frequently Asked Questions

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: 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 the Biomancy 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: 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 with Bloodlust 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 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, bestowed upon the Regiment during the game.

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

A: Priests are Casters and therefore both count for Enemy Interference.

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.