



TLAOK SEPTEMBER UPDATE



Another TLAOK Update — and as always, it's full of exciting changes!

This September, we're seeing the release of the brand-new Weaver Courts, along with an exciting rework of the Dweghom! But that's not all we have in store for TLAOK—many armies will be receiving adjustments aimed at addressing long-standing pain points and boosting underperforming Regiments.

As with the previous update, you'll find a detailed list of all changes here, along with a few comments explaining the reasoning behind each decision and a glimpse into our future plans.

The document is organized into sections by Faction, with a separate section dedicated to any Core Rules adjustments. Where applicable, each section is further divided into **Changes**, **Wording Adjustments**, and **Typo Corrections** to help you navigate the updates more easily.

Changes refer to actual modifications to the rules that result in a gameplay difference.

Wording Adjustments are rephrasings of existing rules to better reflect their intended use, without altering how they function in play.

Typo Corrections address errors in wording, values, or other elements that were included by mistake and were never intended to be part of the rules.

This new format allows us to do two things: first, it enables us to review all changes made in previous updates; second, it eliminates the need to highlight changes within the documents themselves, where they might be difficult to spot.

So let's dive in!

CORE RULES

CHANGES

FLUID FORMATION

This Regiment may perform a free additional Reform Action during its Activation given that at the beginning and end of that action it has a maximum of 3 stands in its front row. This free Reform Action must be performed before the Regiment takes its first Action, or at the end of its Activation after all other Actions have been resolved.

A Regiment with this Special Rule can draw Line of Sight from all Arcs, not just its Front, and may perform Volley Actions against Regiments in its flank or rear as well. Where this is the case, count the closest Rank or File of the Regiment as the first Rank.

***Design Notes:** Currently, Fluid Formation serves as a powerful tool for extending Charge Distance. By limiting the number of Stands a Regiment can have in its front rank, we're aligning the rule more closely with its original intent - as a tool for mobility, not exploitation. Requiring the Regiment to both begin and end its Reform with three Stands in the front rank ensures that large Regiments (affectionately known as "bricks") can't fold and unfold with impunity.*

FIRE AND ADVANCE

If this Regiment performs a Volley Action as its second Action during this Activation, it may take a free additional March Action immediately after the Volley Action is resolved. The Regiment cannot move sideways or backwards during that March.

***Design Notes:** Unleashing barrage after barrage is powerful - but the ability to move backwards after every shot allows Regiments to project ranged damage with little risk. This change preserves the nature of - "Fire and Advance" - while not allowing what essentially became "Fire and Retreat."*

SUPREMACY PHASE PRIORITY ROLL

Now it is time to see who is going to seize the initiative and strike the first blow!

You and your opponent Roll Off. The Player whose Command Stack has the fewest Command Cards may subtract one from the score shown on the die after it has been rolled to a minimum of 0 and a maximum of 7.

The Player with the lowest score (after any modifiers have been applied) chooses whether to be the First Player this Round. If the die Roll is tied (after any modifiers have been applied), you and your Opponent keep Re-Rolling until there is a clear winner.

***Design Notes:** Reverting to this mechanic is one of many steps to come to balance the MSU playstyle.*

LETHAL DEMISE (X)

When an Enemy Regiment currently in contact with this Regiment causes a Stand with this Special Rule to be destroyed, the Enemy Regiment suffers X Hits where X is equal to the Special Rule's X value.

These Hits do not benefit from any other Special Rules and are resolved against the Enemy Regiment's front arc. Wounds resulting from these Hits do not trigger Morale Tests and do not trigger Lethal Demise.

***Design Notes:** As with every (X) rule, the goal is to decouple Lethal Demise from a Stand's Wound Characteristic. We love the thematic flavor of Stryx and Origami causing Hits on death, but the previous iteration of the rule made effective balancing difficult. This change not only addresses that issue, but also opens up design space for Regiments that may lack a strong Clash but can now inflict more Lethal Demise Hits than they could previously.*

All Lethal Demise entries in the game have been updated to reflect this change.

OBSCURING

A Stand drawing Line of Sight through this piece of Zonal Terrain as part of a Volley Action and/or Targets a Regiment with all of its Stands in a piece of Obscuring Zonal Terrain, halves the X value in its Barrage (X) Special Rule (rounding up) to a minimum of 1. A Regiment only benefits from Obscuration if its Size is equal to or less than the Size and/or Elevation of the Zonal Piece of Terrain.

Should a Regiment have all of its Stands within this piece of Zonal Terrain, then its Stands suffer no penalty to their Barrage (X) Special Rule as a result of drawing Line of Sight through the same piece of Zonal Terrain the entire Regiment is in. If a Stand within this piece of Zonal Terrain is drawing Line of Sight through another piece of Obscuring Zonal Terrain it suffers the penalty to its Barrage (X) Special Rule as normal.

***Design Notes:** Obscuration previously made no reference to the Size of the piece of Zonal Terrain or how it interacts with the Size of a Regiment. As a result, situations could arise where a Tontorr was considered Obscured while standing in something as small as a wheat field. This was neither realistic nor healthy for terrain balance. With this change, Regiments now only benefit from Obscuration if they are the same Size or smaller than the piece of Zonal Terrain obscuring them.*

WORDING ADJUSTMENTS

SPECIAL RULES EXPLANATION TEXT

When a Special Rule or ability confers multiple instances of the same Special Rule (X), these Special Rules do not stack, unless the Special Rule has a (+X) value. If a Stand gains a Special Rule with a (+X) value, the Regiment is considered to have had a value of 0 prior to gaining the (+X). Once the Special Rule (+X) has been applied and added it loses its “+” quality.

If a Special Rule inflicts Hits, Players make Defense Rolls, Remove Casualties and Test Morale as described in pages 46 and 60.

Example 1: *A Regiment has the Cleave (1) Special Rule. Another Special Rule gives that Regiment another instance of the Cleave (1) Special Rule. As both of these Special Rules are (X), they do not stack and the Regiment will still have the Cleave (1) Special Rule.*

If the second instance of Cleave (X) was Cleave (+1) instead, then the Cleave (1) and the Cleave (+1) Special Rule would stack, and the Stand would now have Cleave (2).

Example 2: *A Regiment without Cleave (X) gains the Cleave (+1) Special Rule. The Regiment counts as if it had a value of Cleave (0) which now becomes Cleave (1). The Regiment now counts as having the Cleave (1) Special Rule and does not retain its “+” quality. Should another instance of Cleave (1) be applied the Regiment would not still maintain its Cleave (1).*

DRAW EVENTS EXPLANATION TEXT

When a Draw Event or ability confers multiple instances of the same Draw Event (X), these Draw Events do not stack, unless the Draw Event has a (+X) value. If a Stand activates a Draw Event with a (+X) value, the Regiment is considered to have had a value of 0 prior to gaining the (+X). Once the Draw Event (+X) has been applied and added it loses its “+” quality. Multiple instances of Draw Event (X) and (+X) are resolved in the same way as Special Rules (X) and (+X).

You can opt not to resolve a Draw Event for any Command Card when it is drawn. If a Draw Event inflicts Hits, Players make Defense Rolls, Remove Casualties and Test Morale as described in pages 46 and 60.

Design Notes: *(X) and (+X) abilities still function exactly the same as before. These updates are purely additional clarifications and more accurate examples, aimed at helping new players understand the rules more easily and addressing potential frequently asked questions.*

FLY SPECIAL RULE

A Regiment containing only Stands with this Special Rule may March and Charge over all other Regiments as long as it does not end its Activation overlapping any Regiment or Impassable Terrain.

A Regiment Marching or Charging over Zonal Terrain is not affected by the piece of Zonal Terrain unless it started or ended these Actions within it.

Should the Regiment perform a sequence of March or March and Charge Actions it is not affected by the piece of Zonal Terrain unless it started or ended the sequence of these Actions within it.

Design Notes: A small clarification on how Fly interacts with Zonal Terrain.

SUPREMACY ABILITIES

When constructing your Army List, choose one of your **[CHARACTER]**s to be your Warlord, this **[CHARACTER]**'s Supremacy Ability will be available during the battle. Supremacy Abilities are powerful Warlord specific Special Rules that may well turn the tide of the battle and can spell the difference between victory and defeat!

There are three types of Supremacy Abilities.

[Always Active] Supremacy Abilities are always considered to be active regardless of whether the **[CHARACTER]** is currently on the Battlefield, in Reinforcements or having been destroyed.

[Battlefield] Supremacy Abilities are considered to be active while the **[CHARACTER]** is currently on the Battlefield.

Finally, **[Activated]** Supremacy Abilities can only be used once per Battle and requires the **[CHARACTER]** to currently be on the Battlefield. Once Activated the effects last until the end of the Round regardless if the **[CHARACTER]** has been removed from the Battlefield in the meantime.

[Activated] Supremacy Abilities are Activated in the Supremacy Phase as follows:

Once the First Player has been determined, the First Player declares if they are going to Activate their Supremacy Ability. Regardless of whether the First Player chooses to Activate a Supremacy Ability, the second Player then declares if they are going to use a Supremacy Ability.

Design Notes: Brings the Supremacy Abilities section of the Core Rules in line with the Army Lists.

Man-at-arm
(order)



HUNDRED KINGDOMS

CHANGES

NOBLE LORD

70pts (-10pts)

MOUNTED NOBLE LORD

120pts (-10pts)

CRUSADING NOBLE LORD

90pts (-10pts)

ERRANT OF THE ORDER OF THE SHIELD

90pts (-10pts)

IMPERIAL OFFICER

90pts (-10pts)

Gains Personal Guard Special Rule:

The Regiment this [**CHARACTER**] is currently attached to gains the Bodyguard Special Rule.

***Design Notes:** Hundred Kingdoms Characters received point decreases to better reflect their value in terms of rules and Characteristics when compared to Characters from other Factions. Additionally, the Imperial Officer gained the Personal Guard special rule, allowing them to join Regiments on the front lines without losing the ability to Seize when challenged in a Duel. For example, placing an Imperial Officer in a unit of Steel Legion is now a much more tactically sound option.*

ADVANCE INFANTRY TRAINING

Should this Regiment have the [**VETERAN**] Battlefield Role, it gains the Support (+1) Special Rule.

***Design Notes:** The Rule no longer needs the clause for Regiments not having the Support (X) Special Rule as Men At Arms - the only ones without innate Support - will now have it.*

ADVANCED VANGUARD TRAINING

Should this Regiment have the [**VETERAN**] Battlefield Role, when this Regiment becomes the Target of an Enemy Regiment's Volley Action it gains the Tenacious (1) Special Rule until the end of that Action.

***Design Notes:** As will become apparent throughout this document, Tenacious (2) against Shooting - with only a few specific exceptions - will become very rare moving forward. This is an important step toward ensuring that low-volume, high-quality combatants are not systemically disadvantaged across the game.*

MEN AT ARMS

Gains Support (2) Special Rule

***Design Notes:** This is to further support the “Infantry Block” and provide Support to a Regiment that should have it.*

ARCHANGEL

240pts (-20pts)

Flames of Vengeance - the Charge Distance of the ability is increased to 16” (from 14”)

***Design Notes:** The Archangel has been underperforming and for this reason we are extending the range of its signature ability while moderately bringing down its cost.*

CRIMSON TOWER

Gains the Fearless Special Rule

SEALED TEMPLE

Gains the Fearless Special Rule

***Design Notes:** Thematically and balance-wise, we believe the Orders should gain Fearless moderately, enhancing their survivability against Monsters and other sources of Terrifying.*

ASHEN DAWN

Add additional Stands at 90pts per Stand

240pts (-20pts)

***Design Notes:** If you’ve been part of our community for a while, you may remember events where there were more Ashen Dawn Regiments on the tables than there were players. Their powerful abilities and statlines have previously dominated the meta, and due to the exponential increase in power with each additional Stand, we had decided to restrict them to their MSU size. However, both the Hundred Kingdoms and the game as a whole have evolved since then. We now believe that allowing additional Stands - albeit at a high cost - can return without disrupting game balance.*

SICARII

Gains the Bodyguard and Oblivious Special Rules

***Design Notes:** The Sicarii are integral to both the playstyle and thematic identity of the Theist subfaction. As they’ve been underperforming, we aimed to bring them closer to their lore representation - steadfast bodyguards who won’t back down from a fight!*

RELENTLESS DRILLS

Only non-Light Infantry Regiments will count as +X Stands for the purposes of Seizing.

***Design Notes:** Removing Light Scoring as part of the overall update.*



SPIRES

CHANGES

MUTATION- DEGENERATIVE AURA: Lethal Demise (+2)

STRYX: Lethal Demise (4)

DESOLATION DRONES: Lethal Demise (3)

DESOLATION BEAST: Lethal Demise (8)

You'll notice that the only changes here are adjustments to Lethal Demise values, following the update to the **Lethal Demise (X)** Special Rule. This doesn't mean we believe Spires don't need broader adjustments - quite the opposite. **We're actively working on their full rework!**

Spires have a special place in our heart - one of our first and most unique factions - and so we want them to receive their well deserved update, and we can't wait to share more with you when the time comes!



NORDS

CHANGES

ADD TO ULFHEDNAR: Lethal Demise (4)

CAPTAIN: The Regiment adds +1 to its Resolve Characteristic

The Nords will not be receiving any adjustments in this update other than the one seen above. However, we are currently exploring changes to their Tribal Tactics abilities to make them more engaging and rewarding to use.

Although Nords will be losing the light scoring capability from the Captain we will not be removing light scoring from their Blood of the Einherjar Special Rule as we do not want to take it away without giving something back first.

We also believe that unlike other sources of light scoring, the Blood of the Einherjar offers plenty of opportunities for counter-play and fits well with the "raiding party" feel of the Nords.



THE W'ADRUM

The Wadrhun have received numerous updates since their initial rework. While we believe these changes have been necessary for the game overall, we also understand and acknowledge that frequent adjustments can be fatiguing and disorienting for players. We hear your feedback, and that's why we feel it's incredibly important to take the necessary time to **accurately and thoroughly address each pain point** before introducing further incremental changes. For example, this is why the Chosen of Death will not be adjusted in this update, even though they currently have Tenacious (2) against Volleys.

When it comes to the Chosen of Death, we recognize that the real challenge lies in the Scion of Death's Cult of Death Special Rule. This underlying mechanic is one of the key reasons the Chosen of Death have fluctuated between being too powerful and too underwhelming. Our goal is to address this issue at its core, providing a solution that keeps the Scion of Death strong and flavorful, while finally allowing the Chosen of Death to settle into the design sweet spot they deserve.

CHANGES

KISS OF THE DILOSAUR

25 points (+5pts)

Enemy Regiments and [**CHARACTER**]**S** must Re-Roll successful Defense and Morale Test Rolls when inflicted Hits by this [**CHARACTER**] as part of a Duel, Clash or Volley Action.

***Design Notes:** This is an important adjustment as previously one would Re-Roll Morale Test Rolls from Spellcasting.*

QUATL / WINGLORD PREDATOR

180pts (+10pts) / 220pts (+10pts)

***Design Notes:** Quatls and Winglords are incredibly versatile pieces and as we see more and more Army Lists with a combined total of 4+ it is important to adjust their points cost even by a little.*

CULT OF WAR CHANT

The Regiment gains the Cleave (+1) Special Rule until the end of the Round.

***Design Notes:** We need to ensure W'adrhun are not left behind in terms of tools against the ways in which the new Dweghom might be shaping the meta.*

MATRIARCH QUEEN - SUPREMACY ABILITY

[**Always Active**]: When a Regiment Chants the Battle Cry - anywhere on the Battlefield - of any Cult, it immediately loses its Broken Status.

[**Activated part of the Ability**]: In addition, once per battle, once this Player's first Activation and any subsequent Entourage Activation has been completed, immediately return to the "Draw Command Card" step. You may then Draw your next Command Card and immediately Activate it. This additional Activation cannot Entourage Activate another Regiment.

***Design Notes:** We wanted to give back a powerful ability and not just take away the Matriarch's Light Scoring potential.*

TYPOS

CHOSEN OF DEATH

Gain Unstoppable

Remove Standard Bearer - *this was a bug and it shows that the Regiment has access to a Standard Bearer when the models do not.*





SORCERER KINGS

The goal of these updates is to strengthen both the internal and external balance of the faction. Each adjustment has been carefully selected to ensure your favorite Regiments remain strong and effective, while also improving balance between the Elemental Courts themselves.

CHANGES

CONFLAGRATION

All “Inflamed” Enemy Regiment on the Battlefield suffers 3 Hits. These Hits do not cause Morale Tests.

Should a Friendly [COURT OF FIRE] [ELEMENTAL] Regiment Activate during the Player’s next “Draw Command Card” Step then until the end of the Round the Regiment gains the Inspired and Aimed Shots Special Rules and should the Regiment come in contact with an Enemy Regiment during its Activation, the Enemy Regiment immediately becomes “Inflamed” until the end of the Round.

FAR SIGHT

Immediately re-arrange all Command Cards in your Command Stack. You may then draw and Activate your next Command Card. Should that next Command Card belong to a [COURT OF AIR] Regiment, it may perform a free Charge or Take Aim Action as its first Action.

***Design Notes:** When we introduced the Sorcerer Kings rework, one of our goals was to restrict access to unregulated 3-Action Activations across the game. At the time, however, all Elementals could perform a third Action after a Ritual, and we didn’t want to take that away from players outright.*

Despite our efforts, it’s become clear that unregulated access to a third Action is simply too powerful to be granted freely. As a result, Conflagration and Far Sight now grant only specific Actions, and only under specific conditions. Ultimately this is best for internal and external balance.

EFREET FLAMECASTERS

Infernal Branding: While this Regiment is “Inflamed” or declares a Volley Action against an “Inflamed” Enemy Regiment, the Regiment gains the Rapid Volley Special Rule until the end of that Action.

Remove the Rapid Volley Special Rule

***Design Notes:** Flamecasters could be incredibly powerful - however not solely because of their own toolkit, but mostly due to the layers of stacking effects that combined to create an overwhelming powerhouse. For this reason, we didn’t feel the need to remove Rapid Volley entirely. Instead, we’ve reworked it to be part of Infernal Branding, rather than activating on “1s” and “2s.”*

The stacking effects mentioned above are being addressed and balanced separately, as you’ll see later in this document.

ELEMENTAL FEEDBACK

The first time this [**CHARACTER**] successfully casts a Spell during its Activation, for each 2 successes, the Regiment this [**CHARACTER**] is currently attached to immediately Heals for 2 Wounds.

***Design Notes:** Elemental Feedback is functioning as intended overall; however, this change ensures that its Healing effect no longer triggers every time the Character casts a Spell.*

MAHARAJAH SUPREMACY - ELEMENTAL CONFLUENCE

[**Always Active**]: Friendly [**Elemental**] Regiments with the Elemental Conduit Draw Event add one Ritual Marker to any Ritual currently Being Prepared instead of one of the same Court. In addition, when any Ritual is successfully completed you may immediately select any one Ritual you currently have access to, that is of a different Court than the previously Prepared Ritual, to start Being Prepared.

Finally, this [**CHARACTER**] may select one additional Court gaining all its Spells, Rituals and Mainstay Options as per the Sorcerous Patronage Army Special Rule.

***Design Notes:** We absolutely love the Maharajah's ability to connect the different Elemental Courts, but it's important to ensure this powerful mechanic isn't used to repeatedly prepare the same Ritual. This change is crucial for maintaining both internal and external balance within the game.*

SPELL ADJUSTMENTS

Spells that Target friendly Regiments will now only affect Regiments of the same Court, with the exception of Reincarnate (Court of Earth). A notable adjustment is Homing Winds, which can no longer be used on the Efrete Flamecasters - a prime example of the "stacking effects" we mentioned earlier. You will also notice that Tenacious (2) has also been reduced on Searing Sandstorm.

To not overburden the update log with a long list of all spells affected we are presenting Searing Sandstorm that underwent a notable change as well as Molten Blades that serve as an example for how spells will only affect Regiments of the same Elemental Court.

We aim to keep designing incredibly engaging Elementals with powerful, evocative abilities unique to each Element. However, allowing all Spells to be applied to any Elemental regardless of Court makes it extremely difficult to balance new designs effectively.

SEARING SANDSTORM (SPELL)

Until the end of the Round, when this [Court of Fire] Regiment becomes the Target of an Enemy Regiment's Volley Action it gains the Tenacious (1) Special Rule until the end of that Action and becomes "Inflamed" until the end of the Round.

Example of a Spell now only Affecting its own Court

MOLTEN BLADES

Target Friendly [**COURT OF FIRE**] Regiment gains the Cleave (1) and Deadly Blades Special Rules until the end of the Round and becomes "Inflamed" until the end of the Round.

Changes similar to Molten Blades will also be seen in: Wreathed in Fire, Lifting Winds, Homing Winds, Air Step, Wind Kissed Blades, Lammelar Flow, Swirling Embrace and Flowing Stride.

SPITEFUL WINDS

Target Enemy Regiment on the Battlefield suffers 2+X Hits where X is equal to the Target Regiment's Defense Characteristic. These Hits do not cause Morale Tests. In addition, all **other** Enemy Regiments within 8" of the Target Enemy Regiment suffer 2 Hits. These Hits do not cause Morale Tests.

***Design Notes:** We want Spiteful Winds to be impactful without feeling oppressive during the early stages of battle. For this reason, we've adjusted its damage output to be more effective against armored Enemy Regiments that naturally enter the Battlefield later during the game.*

BOUND TO THE ELEMENTS

The [**CHARACTER**] adds +2 to its Wounds and Attacks Characteristics and gains the Impact (3) Special Rule. This [**CHARACTER**] must be attached to a Regiment of the same Court and changes its Type to match the Regiment it is attached to.

***Design Notes:** We wanted to make sure your Water Characters could ride these amazing Water Elementals!*

RAJAKUR

Gain the Bodyguard Special Rule

***Design Notes:** A similar philosophy applies to the Imperial Officer change. We want players to have the option to bring their Characters to the front lines without risking the loss of a scoring Regiment by declining a Duel.*

STEELHEART DJINN

170 pts (-10pts)

***Design Notes:** This is a small balance adjustment. Steelheart will be in a strong position overall, as the Dweghom rework features many high-Defense units without Hardened or Evasion. This makes Steelheart a valuable tool in the future meta. Similarly Windborne Djinn will receive an indirect buff with Tenacious values from shooting dropping across the board.*

RAJ

Loses Forward Force

100 pts (-20pts)

***Design Notes:** We are removing Forward Force from Raj - not only to address the surge of Ghols it can cause, but also because the rule doesn't accurately reflect the Character's nature. It is better suited to the Mahabharati Sardar instead.*

MAHABHARATI SARDAR

Gains Forward Force

Gains the Mahut as a Restricted option

Edit the following rule section: This [**CHARACTER**] **cannot be the Warlord and** gains the same Battlefield Role as the Court of your Warlord. This [**CHARACTER**]'s Warband does not benefit from the Sorcerous Patronage Army Special Rule.

***Design Notes:** We felt Forward Force was better suited for the Sardar and allowed him to belong to a Court to better reflect his lore and status.*

TYPOS

SOOTHING TIDES

Target Water Marker on the Battlefield. Until the end of the Round the area within 6" of it counts as a piece of Zonal Terrain with the Water Terrain Special Rule instead of the usual 3". **Friendly** [**COURT OF WATER**] Regiments currently within a piece of Water Terrain immediately Heal 4 Wounds. You may then immediately move a Water Marker up to 6".

***Design Notes:** The word "Friendly" was missing from the effect in relation to whom may benefit from the Healing effect.*





YORONI

Just like with the Sorcerer Kings, the Yoroni updates are focused on strengthening both the internal and external balance of the faction. Our goal is to address overperforming Regiments **without compromising their identity or unique playstyle in the process.**

CHANGES

DOMARU-DAMASHI

Visage: Friendly Regiments can draw Line of Sight through this Regiment. When this Regiment becomes the Target of an Enemy Regiment's Volley Action it gains the Tenacious (1) Special Rule until the end of that Action.

***Design Notes:** Further removing Tenacious (2) against Volley.*

ORIGAMI WARRIORS

Command Special Rule: When this Regiment becomes the Target of an Enemy Regiment's Volley Action it gains the Tenacious (1) Special Rule until the end of that Action.

Lethal Demise (4)

***Design Notes:** Again, further removing Tenacious (2) against Volley. The Origami Warriors were the source of inspiration for the Lethal Demise (X) change. While we're happy with where they stand in terms of Wounds, and we don't take issue with healing from the Jorogumo Mahotsu in principle, the combination of large Regiments and excessive Lethal Demise Hits made them oppressive.*

This change allows us to reduce the number of Lethal Demise Hits and indirectly limit the effectiveness of Healing, since each Wound healed is no longer another potential Lethal Demise hit.

HESITATION, BANE OF DEEDS - Becomes (Scaling)

Target Enemy Regiment Re-Rolls successful Hit Rolls of "1" until the end of the Round.

***Design Notes:** Another instance in which Tenacious (2) from Volley is removed.*

JOROGUMO GEISHA

260 points (-20pts)

Gains the Devout Special Rule.

JOROGUMO MAHOTSU

280 points (-20pts)

Gains the Devout Special Rule.

Change text: A Jorogumo Mahotsu knows all of the following Spells at no additional point cost and may perform a free additional Spellcasting Action during its Activation. The **[CHARACTER]** cannot cast the same Spell twice during the same Activation.

Witness of the Void (Spell) - becomes (Scaling)

Repose in Healing Spring (Spell) - becomes (Scaling)

***Design Notes:** Jorogumos have been the lynchpin of many Yoroni army lists - and for good reason. Our goal here is not to change that, but to ensure they don't contribute to the most oppressive builds the Yoroni can field.*

By giving them Devout, we improve the Mahotsu's chances of successfully casting spells on themselves - something that even minimal enemy interference could previously prevent. Allowing the Mahotsu to cast two spells remains perfectly fine, provided it's not the same spell twice. This ability has been key in supporting the infamous Yoroni "bricks."

Finally, the Healing and +Defense spells have been changed to Scaling, which balances (but does not prohibit) their use on large blocks - preserving tactical flexibility while reducing the potential for abuse.

POWERFUL PRESENCE

This **[CHARACTER]** Stand counts as 3 Stands for the purposes of Seizing Objective Zones when attached to a non-Light Regiment.

***Design Notes:** We remain committed to removing Light Scoring from the game. As a result, Powerful Presence will no longer synergize with Light Regiments.*

TRIAL OF HAKARI-ISHI

20 points (-5pts)

The Regiment this **[CHARACTER]** is currently attached to gains the Tenacious (1) Special Rule.

***Design Notes:** Further reducing Tenacious values where applicable.*

SHIKIGAMI

110pts / 30 points (-10 / -10 pts)

***Design Notes:** Cheap screening Regiments - very useful and now costed more appropriately.*

DAI YOKAI

Sweeping Step (Out-of-Combat Action and Combat Action): Sweeping Step can only be performed as the Regiment's first Action. The Dai Yokai immediately performs 2 out-of-sequence March Actions ignoring all intervening Regiments and [Character]s even ones in contact with an Enemy Regiment(s). The Regiment must be placed in a legal position at the end of the two March Actions.

Select one Enemy Regiment the Dai Yokai Marched through and perform a free out-of-sequence Clash Action against it. These Hits are treated as being inflicted to the front of the Regiment and as if the Dai Yokai is in contact. Once the Action is performed the Regiment's Activation immediately ends.

***Design Notes:** Instead of moving in a straight line, Sweeping Step now allows for greater maneuverability. This much-needed improvement makes the ability more reliable for the Dai Yokai, whose previous version was often situational.*



CITY STATES

There are many exciting adjustments for City States in this document! It's important to note that these changes are just the beginning. In fact, they represent a crucial first step toward a much more comprehensive update.

We plan to introduce Battlefield Roles, further enhance Auxiliary Stands, and enable thematic, powerful interactions with each sub-faction.

We're very happy to share these first steps with you!

CHANGES

STRATEGIC STACK

Once per Round, when drawing a Regiment's - but not a [Character]'s - Command Card during the "Draw Command Card" phase, but before revealing it to your opponent, instead of Activating the Command Card you have drawn, you may instead place that Command Card into your Strategic Stack face down and pass the turn to your Opponent.

During any of your "Draw Command Card" phase, as long as there is a Command Card in your Strategic Stack, you may Draw and Activate a Command Card from the Strategic Stack instead of your Command Stack. Should you Activate a Card from your Command Stack, then when the Regiment completes its Activation, after the "Deactivate Regiment" step, if there is a Command Card in your Strategic Stack, you may opt to immediately draw and Activate it.

A Regiment activated from the Strategic Stack immediately gains the Inspired Special Rule and Always counts as under its effects until the end of the Round.

If at the beginning of the "Draw Command Card" step there are no Command Cards remaining in your Command Stack, and you have a Command Card in your Strategic Stack, you must draw the Command Card from your Strategic Stack.

Design Notes: *Let's break it down - your Strategic Stack works exactly as before. Now, you also have the option to Activate directly from the Strategic Stack, rather than only being able to chain-Activate off the Command Stack providing even more tactical flexibility.*

Additionally, we clarified a confusing piece of text that might have led players to believe that Phalanx prevents gaining the benefits of Inspiration. In reality, it only disallows performing the Inspire Action, but a charging Regiment still becomes Inspired just like any other Regiment.

DIRECT ORDERS - NEW FACTION SPECIAL RULE

When a Regiment is Activated as part of an Entourage Activation - it counts as having been Activated from the Strategic Stack.

***Design Notes:** New Faction Special Rule! A key part of the City States' toolkit should be their unique ways to synergize with the Strategic Stack. However, previously, you couldn't do this more than once per round - making the Aristarch the default Warlord choice. This new rule creates design space for City States to better leverage their Strategic Stack and opens up more design space!*

ARISTARCH SUPREMACY

[Activated]: Until the end of the Round the Battlefield Order the Aristarch has selected affects all Friendly Regiments on the Battlefield.

[Battlefield Part of the Ability]: In addition, once per game the Aristarch may Re-Roll all failed Reinforcement Rolls made during a Reinforcement Phase. The Player must declare Re-Rolling Reinforcement Rolls at the beginning of the Reinforcement Phase.

***Design Notes:** With the Direct Orders Faction Special Rule, the Aristarch is no longer solely responsible for enabling enough Strategic Stack Activations for the faction. As a result, we are reimagining his Supremacy Ability.*

POLEMARCH SUPREMACY

[Always Active]: The Regiment this Character Stand is currently attached to, including any Auxiliary Stand and the Character Stand itself, adds +1 to its Clash Characteristic (to a maximum of 4) and gains the Tenacious (1) Special Rule. In addition, Friendly Infantry Regiments currently within 10" of the Warlord may Re-Roll failed unmodified Morale Rolls of "6".

[Battlefield Part of the Ability]: In addition, once per game before Players Roll for Priority reveal the top Card of your Command Stack. If that Command Card is a Polemarch the Player may choose to automatically win this Rounds Priority Roll.

***Design Notes:** We wanted to present an interesting Supremacy alternative to the Aristarch and added a Battlefield part to the ability that exemplifies the aggressive nature of the Polemarch!*

BATTLEFIELD TACTICS

At the beginning of this Character Stand's Activation select one of the following Battlefield Tactics. Until the end of the Round, target Friendly Infantry Regiment currently within 12" of this Character Stand gains these effects. A Regiment may only be affected by a single Battlefield Tactic or Battlefield Order. Should a Regiment receive a Battlefield Tactic or Battlefield Order while already under the effects of another, the current one ceases and is replaced.

BATTLEFIELD ORDERS

At the beginning of this Character Stand's Activation select one of the following Battlefield Orders. Until the end of the Round, target Friendly Infantry Regiment currently within 12" of this Character Stand gains these effects. A Regiment may only be affected by a single Battlefield Order or Battlefield Tactic. Should a Regiment receive a Battlefield Order or Battlefield Tactic while already under the effects of another, the current one ceases and is replaced.

***Design Notes:** The quality of life updates just keep coming! Now Battlefield Tactics and Orders can be issued to any Infantry Regiment within 12" not just the Regiment the Characters are currently attached to!*

MINOTAUR THYREANS AND THYREANS AUXILIARY

7 Wounds (+1)

MINOTAUR HASPISTS

170pts (-10pts)

***Design Notes:** Further adjusting the Thyrean's Wounds cost as they are underperforming while providing the Haspists with a small points discount..*

IPPARCHOS

Remove the Finest Cavalry Special Rule (Restriction on 3 Companion Cavalry).

Gains the Brutal Impact (1) Special Rule

Add **Close the Gap!**: The Regiment this Character Stand is currently attached to gains the Unstoppable Special Rule.

***Design Notes:** The Ipparchos no longer require the cap on Companion Cavalry. Furthermore Unstoppable is an important ability that is sorely needed on the Companion Cavalry.*

COMPANION CAVALRY

Brutal Impact (1)

***Design Notes:** Brutal Impact helps the Regiment find itself as a lightly armored shock cavalry piece.*

CLOCKWORK HOPLITES

180pts (-10pts) / 60pts (-10pts)

Become Medium

Lose Hardened (1) Special Rule

Gain **Tactical Fabricants** Special Rule

Tactical Fabricants: This Regiment cannot be affected by Battlefield Orders and Battlefield Tactics unless a Mechanist is currently attached to the Regiment.

***Design Notes:** Currently underperforming and having a tough time finding its place as a Heavy the Clockwork Hoplites will be getting onto the table earlier as Mediums. This allows for what is to become a fully thematic Scholae Warband!*

PROMETHEAN AND HEPHEASTIAN

200pts (-10pts) / 220pts (-10pts)

***Design Notes:** Incrementally adjusting the two Monsters bringing their points down further.*

SELINOI

120pts (-10pts)

***Design Notes:** Incrementally adjusting the Regiment bringing its points down.*

THORAKITES

Take Cover: When this Regiment becomes the Target of an Enemy Regiment's Volley Action it gains the Tenacious (1) Special Rule until the end of that Action.

***Design Notes:** Reducing all sources of Tenacious (2) against Volleys.*

COMBINED ARMS DRILLS - 40PTS

[Always Active]: When an Enemy Regiment successfully performs a Charge Action against a Friendly Infantry Regiment, until the end of the Round, Friendly Brute and Cavalry Regiments successfully performing a Charge Action against that Enemy Regiment gain the Terrifying (+1) Special Rule (to a maximum of Terrifying (2)) until the end of their Activation

***Design Notes:** We remain committed to addressing Light Scoring throughout the game, and Combined Arms Drills was one of the most commonly used sources of it. Instead, we're leaning further into the theme and nature of the rule by introducing a counter-attack mechanic that works with Infantry as its anvil. When combined with Hoplites, you can also apply Terrifying (+1) on top of Opportunists.*

STANDARD OF LAST ORATION - 45 POINTS

During a Round in which the Regiment this [**CHARACTER**] is currently attached to has Activated from the Strategic Stack, while it is within range of an Objective Zone it Re-Rolls failed Defence Rolls.

In addition, should the Regiment be destroyed while in range of an Objective Zone, if that Objective Zone can be Seized, the controlling Player counts as Seizing it during the Victory Phase of that Round.

***Design Notes:** The Standard will no longer allow Light Scoring but it will allow the Player to Seize and defend an Objective zone to the bitter end!*

EIDOLON

110pts (-10pts)

Alternate Soma change text: Furthermore, an Eidolon with the Alternate Soma modification counts as three Stands for the purposes of Seizing Objectives while attached to a non-Light Regiment.

***Design Notes:** Just like Combined Arms Drills, Alternate Soma was a prominent source of Light scoring. For this reason we gave it the Powerful Presence treatment so that it retains its ability to help with Seizing Objective Zones when attached to non-Light Regiments.*

TORQUE SPELL

Range 12" Attunement 4

Target Friendly non-Monster Regiment gains the Untouchable special rule until the end of the Round.

***Design Notes:** Another source of Light Scoring that needed to be addressed.*

TYPOS

INSCRIPTION OF IMPACT RESISTANCE - 20 POINTS

The Character Stand gains the following Draw Event:

Resist: Until the end of the Round, the Regiment this Character Stand is currently attached to gains the Tenacious (1) Special Rule.

***Design Notes:** The rule was missing its (X) value.*



OLD DOMINION

Old Dominion is receiving a host of quality-of-life updates! As with other factions, these changes represent just the first step toward strengthening both its internal and external balance.

CHANGES

STANDARD BEARERS

All Regiments with a Standard Bearer Option now gain it for Free.

Design Notes: Its an important part of Faction design across the board and Old Dominion now have it too!

ACOLYTES

When this Regiment's Command Stand is destroyed the Player gains 2 Power Tokens.

Design Notes: It's a small but important change that enables Acolytes to better interact with the faction's core mechanic without making a necessary sacrificial Regiment.

CENTAUR PRODRAMOI

5 Attacks (+1 Attack)

KATAPHRAKTOI

180 Points (-20 pts)

VARANGIANS

5 Attacks (+1 Attack)

HASHASHINS

140 Points (-10 pts)

SANCTIFIED LABARON

20 Points (-20 pts)

CELESTINE BANNER

20 Points (-20 pts)

UNHOLY SACRAMENT

Change to: The Character Stand may select Friendly Regiments in their Warband as a Target of their Spells that have a Range other than Self, even if that Regiment would normally be outside of the Spells Range.

KENTARCH

30 Points (-10 pts)

SCHEMOPHORE

20 Points (-15 pts)

ARMOR OF THE LIVING SAINT

10 Points (-10pts)

Change to: This Character Stand gains the Relentless Blows Special Rule.

PROFANE RELIQUARY

15pts on Praetorian Guard and Legionnaires

***Design Notes:** All of the above are small but important adjustments. Old Dominion was paying a steep price for access to certain abilities and Regiments and this is the first out of many incremental steps to get the faction where it needs to be internally and externally.*

LONG LINEAGE IS REMOVED

EXPOSE WEAKNESS IS REMOVED

OVERKILL IS REMOVED

***Design Notes:** The above are all Masteries that have been removed from other factions and will be removed from Old Dominion as well.*

WORDING ADJUSTMENTS

VEXILLA OF THE LOST

The Character Stand gains the Forward Force Special Rule.

