



THE WEAVER COURTS

FIRST BLOOD ARMY LIST



Far to the west of the Hundred Kingdoms, beyond the Cairngall Range to the north and the Bitter Sea to the south, lies a primeval land, where the calls of exotic birds and the ceaseless rustle of leaves mark the edge of man's domain. Deep within these lands, known to its inhabitants as the Faerann, the Weaver Courts, ancient cousins of the Spires, hold sway. Split into four seasonal Courts—Spring, Summer, Autumn, and Winter—the Weavers revere their innate gift of Life Binding, using it to shape almost every aspect of their culture and viewing Eä as a divine gift, taking their duty to nurture and protect it with the utmost seriousness.

Capable of binding the life force of two beings together, the Weavers quickly began to bond with the land they sought to heal. Thus, today a physical description of a member of the Weaver Courts is almost impossible. One might pass a beautiful Autumn Court maiden with eyes like those of a doe, hair a riot of thorns and roses, and cloven hooves for feet, as she converses with the lean Spring Court male whose long neck and feathered upper body ends in a parrot's head but whose legs are covered in a fine fur and taper into raptor-like talons. Nearby, an ancient of Autumn who has repeatedly bound with the same grove of trees, becoming a towering humanoid figure encased in moss, bark, and forest detritus, who speaks in a voice like a hundred breaking branches. Alien as such examples may seem, they are outshone by those of the High Courts—mystical and spiritual leaders of the Weaver Courts who have somehow managed to use their Life Binding gift to bond with the elemental forces of Eä itself.

As with the seasons, the power of each Court waxes and wanes. The Court of Spring has dominated for centuries, having led the restoration of the Faerann after the Breaking, the Fall and the Long Winter. But centuries of ennui have dulled the luster of their achievements, and the other Courts are growing restless. Intrigues and plots are flying thick and heavy throughout the Courts, and maneuvering has already begun to see which Court shall rise and what agenda they shall pursue. In such times, the Voice—the once-undisputed spiritual leader who led them away from the Spires—has acted as a unifying force, or at least as a catalyst for restraint. But her words, they say, have become faint whispers, and one issue stands above all others: the Nyctimancy—the closing of Faerann's borders, discussed at the Dance of Stars among the heads of the Courts. But as the next Dance of Stars approaches, whispers grow that the Voice has been lost to her extensive bindings, perhaps forever. And the Courts prepare to push their agendas for the future of the Weavers and the world at large...

ARMY LISTS

The force you bring to the Battlefield is chosen using an Army List. To help ensure you are playing a fair and balanced game, these Army Lists are chosen to equal points values.

POINTS VALUES

Every Model in a game of Conquest First Blood! has a points value, representing its overall worth and prowess on the Battlefield. Models with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances.

Your Army's points value is equal to the total points values of every Model in your Army, plus those of any upgrades you have purchased for those Models. The higher the points values, the larger in terms of numbers and power the Army you have selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of about 1000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing stopping you from choosing a larger or smaller size for your confrontation, as long as you and your opponent agree. Indeed, smaller games of 300 or 400 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of three types of entities: Character Regiments, Officers and Regular Regiments. Each one of those options is drawn from the Army List of each Faction's respective Army List. You must include one Character Regiment and any number of either Officers or Regular Regiments in your Army, subject to the following rules:

CHARACTER REGIMENTS

Every Army must include only one Character Regiment consisting of a Character Model(s) as described in the Character's section of your Faction's Army List Entry.

Most Infantry Character Regiments may purchase additional Retinue Models to add to the Character Regiment. These Retinue Models add to the prowess of a Character Regiment and confer unique abilities. You will find more information about Retinue Models under the "Retinues" section of each Army List.

OFFICER MODELS

Officers are upgrades to Regiments conferring unique abilities and add to the combat prowess of that Regiment and other Regiments around them as described in the Officer's section of your Faction's Army List Entry. In addition, Officers have their own Characteristics Profile and can make use of [**Command**] Abilities.

An Officer Model may be added to any Regiment that has access to it. You can see if a Regiment can take an Officer in the Regiment's Army List Entry as well as the Officers' respective point costs. Each Officer Model may be included up to **two** times when making an Army List.

The Officer Model Activates when its Regiment Activates and does not need its own Command Card in order to do so. For more information regarding Officers in Conquest First Blood! check Chapter 7 "Characters and Officers" (see page 53).

REGIMENTS

Each Regiment is drawn from the Regiment section of your Faction's Army List Entry. These troop formations are the backbone of every Conquest: First Blood Army! and will do most of the fighting. Each Regiment may be included up to **four** times when making an Army List.

Each Regiment has a points cost associated to it and comes with a number of Models specified under the "Number of Models" section of its Army List Entry.

There you will also be able to see if the Regiment has a Leader or the option to purchase one, if not then a Model in the Regiment becomes the Acting Leader as per the "The Leader and the Standard Bearer" rules (see page 17 of the Rulebook).

In addition, a model in the Regiment may be promoted to Standard Bearer for free once the Regiment has reached a certain number of Models as described in the Army List Entry, including Officers.

Finally, you may purchase additional Models for your Regiments, if the option is available, as detailed in the Regiments Army List Entry. An Infantry Regiment may not number over **13** Models including Officers, whereas Cavalry and Brute Regiments may not number over **4** Models including Officers.

THE WEAVERS

Born in the fiery aftermath of the Dragon Wars, the Exiles who would in time become the Weavers bear no resemblance to the wretched refugees who took shelter beneath the dragon's wing. Sheltered, nurtured and guided by the Dragons, the Weavers abandoned their old ways and embraced Ea and the rampant life force it held. Bonding to it through their gift of Lifebinding they have been changed by it, and are changing it in turn.

Battlefield Roles: Weaver Characters and Regiments are either part of a seasonal court, [**SPRING**], [**SUMMER**], [**AUTUMN**], or [**WINTER**]; otherwise they have the [**FAE**] Battlefield Role. Regiments with the [**Fae**] Battlefield Role additionally gain the Battlefield Role of the current season in Ascendancy.

Avatars of the Hunt: When mustering a Weaver Courts army, you may only include a single Wild Hunter as an Officer, regardless of their Battlefield Role.

For example, if you select to field the mighty Wild Hunter of Spring, you may not also bring a Wild Hunter of Winter.

THE CYCLE OF SEASONS

In response to the horrors of the Fomori Wars, the Maeve, Queen of Spring, suggested the Sil Tafain or the Seed Hunt as an alternative to bloodshed. An abstract form of resolving conflict, the battle weary Weaver population eagerly adopted the practice during the millenia of isolation that followed. Originally conceived as a ritualized form of warfare, somewhere between true battle and a theatre performance, the participants agreed to meet in a designated time and place and sought to mark their opponents with ritually prepared Sil, or seeds. Causing one of these seeds to bloom upon an opponent marked him as neutralized, allowing conflict to be resolved without resorting to bloodshed.

Time and an evolving society broke down some of these ritual constraints. Sil Tafain began to be practiced as raids and ambushes, where stealth and ambush became almost as important as combat itself. As the Courts took heed of this new trend, they sought to earn standing and honor through this novel new form, introducing the ritual sequence of seasons to allow each Court a chance to shine in combat. Today, the Sil Tafain is so entrenched in the Weaver psyche that it has become the very basis of their combat methodology: culture, ritual and bloodshed merged into a harmonious whole which only the Weavers can appreciate in full.

Cycle of Seasons: The first round of the battle, the season of your [**CHARACTER**] is in Ascendancy. Each subsequent round, the season progresses forwards in the following cycle in repetition following the [**CHARACTER**]'s season. The season in Ascendancy dictates the effect Blooms afflict on enemy regiments.

- Spring - Summer - Autumn - Winter -

Spring- Verdant Domain: After a Regiment performs a Clash or Volley Action against this Regiment, heal 2 wounds per Bloom on this Regiment. This effect can restore models beyond Casualty Tokens but cannot restore Regiments beyond their starting size.

Summer- Torrid Invigoration: Whenever a Regiment performs a Charge Action against this Regiment, they gain +1 March per Bloom.

Autumn- Harvest Gloom: This Regiment suffers -1 Resolve per Bloom. (to a minimum of 1)

Winter- Gelid Hex: This Regiment suffers -1 March per Bloom. (to a minimum of 1)

*Example: Your Character belongs to the court of [**AUTUMN**] and therefore it is Autumn during the first Round of the game. Once Round 2 comes in it will be Winter and then back to Spring and so on!*

SIL TAFAIN

The heart of the Sil Tafain are the Sil, or seeds, themselves. Affixed to arrowheads, lances and blades, each attack deposits a small number of these seeds upon the enemy. Each of these seeds is the result of millenia of bonding and selective breeding, incredibly responsive to the Weaver's gift of Lifebinding, but the lightest of touches of this gift is enough to send one into bloom. In Sil Tafain, these blooms are little more than colorful spore explosions, marking the victim as defeated and harming little more than his ego. In true combat though, these seeds are replaced with far more dangerous breeds.

All Weaver Regiments and Characters have abilities that either Reap, Sow, or interact with Seed Markers or Bloom Markers. Sow abilities apply Seed markers in their own regiment specific ways. Reap abilities grant unique benefits based on the number of Bloom markers upon the indicated enemy Regiments. Every Weaver Courts character and regiment will have an ability that interacts in these ways. The effects of these Bloom markers are determined by what season is in Ascendancy.

Reap and Sow:

Sow: This regiment applies Seeds to enemy Regiments when the specified action occurs. An enemy Regiment may only have up to 3 Seeds on it at any given time.

Reap: This Regiment becomes empowered by Blooms from enemy Regiments when the specified action occurs. An enemy Regiment may only have up to 3 Blooms on it at any given time.

Bloom: During the Supremacy phase, all seeds on enemy Regiments Bloom. Every enemy Regiment replaces all Seeds with Bloom markers. The effect of the Bloom is determined by what season is currently in Ascendancy in the Cycle of Seasons. All Bloom markers are removed at the end of the round, and a Regiment can never have more than 3 Bloom markers upon it at any time.



OK - HOW DO I PRONNOUNCE THE NAMES?

Here's a handy pronnounciation guide for all your Regiments! Rumors say that if you pronnounce them right you Roll more 1's!

Mhor Sidhe

Pronounced: 'Wore She' (like a soft V or W sound)

Rhun Sidhe

Pronounced: 'Rune She'

Taosidhe

Pronounced: 'Tae-O-She'

Seanchas Sidhe

Pronounced: 'Shaw-na-haas She'

Kern Skirmishers

Pronounced: 'Kern' like popcorn kernel

Crann Guardians

Pronounced: 'Crawn'

Sciathan Riders

Pronounced: 'Shkee-haan'

Ciannir Riders

Pronounced: 'Key-anne-near'

Scoth Draic

Pronounced: 'Sky Dry-Guh' (this name is like a combination of a Irish word with a Welsh word)

Coill Draic

Pronounced: 'Koi-leh Dry-Guh' (again, both Irish and Welsh)

'Scathach' Hunters

Pronounced "Ska-haa" Hunters

Gemred Knights

Pronounced: 'Ge-vra' (gevru would be correct as well, it's just the dialect)

Scalie Dancers

Pronounced: 'Skell'

Caill Brogda

Pronounced: 'Call Broga'

Fianna Cavalry

Pronounced: 'Fee-in-ah'

Gallowglass Warriors

Pronounced: 'Gaah-low' and 'Gaah-low-glaah'

Blath Maidens

Pronounced: 'Bla/Blo/Bluh'



MHOR SIDHE

NO POINTS

A single sept will have a number of Fianna warbands protecting it and its lands. Each one of these warbands is commanded by a Mhor, elected by the acclaim of his troops to lead them. Fearless, fierce and swift, these warriors exemplify the martial ideals of the Weaver Courts, leading their young warrior charges to combat, seeking glory and recognition from the Queens and Consorts.

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry	Medium	7	2	3	6	5	4	2	3	6

Special Rules: QUICKSILVER STRIKES, DEADLY BLADES, FLUID FORMATION

Battlefield Role: [CHARACTER], [AUTUMN]

Character: This [CHARACTER] Regiment is comprised of 1 Model.

Warden of the Wooded Realm: This [CHARACTER] gains +1 Attack per Casualty token on the target enemy Regiment during Clash and Challenge! Actions.

Hive Node: Scathach Hunters Regiments in this Army always count as if they are wholly within this Character Model's Command Range.

MHOR SIDHE

COMMAND ABILITIES

Each Round this [CHARACTER] may use one Command Ability.

Capricious: [Self] This [CHARACTER] may perform a free Disengage Action. The Regiment does not receive any Attacks of Opportunity and does not become Broken.

Darting Strike: [Self] This [CHARACTER] ignores enemy Engagement Range when performing Charge Actions and gains the Parry Special Rule this round.

Force of Nature: [Command] Friendly Regiment gains the Unstoppable Special Rule this round.

CHARACTER UPGRADES

Gifts: May purchase a single Gift of Lifebinding at the indicated point cost.

RETINUE

Scathach Hunters: 40 points each



RHUN SIDHE

NO POINTS

Unlike the Mhor Sidhe, the Rhun Sidhe are not elected by their troops, but rather by the leader of each sept. Charged with protecting the septs lands from all sentient intruders, a Rhun Sidhe first and foremost uses the flora and fauna of the land as traps and deterrents. Should this fail, these cunning warriors will use the forces seconded to them with ruthless aggression and relentless focus to fulfil their charge.

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry	Light	6	3	2	4	5	4	1	2	6

Draw Event: FIRE AND ADVANCE

Special Rules: BARRAGE 6 (14"), AIMED SHOT, RAPID VOLLEY, FLUID FORMATION

Battlefield Role: [CHARACTER], [SPRING]

Character: This [CHARACTER] Regiment is comprised of 1 Model.

Hunter's Guile: While this [CHARACTER] is unengaged, this [CHARACTER] may target engaged Enemy Regiments with Volley Actions.

Bloomshot Volley: For each casualty this [CHARACTER] causes during Barrage actions, the targeted enemy Regiment converts a Seed into a Bloom.

RHUN SIDHE

COMMAND ABILITIES

Each Round this [CHARACTER] may use one Command Ability.

Truestrike Arrows: [Self] This [CHARACTER] gains the Sureshot Special Rule and ignores enemy Evasion during Volley Actions.

Tainted Broadheads: [Self] Enemy Monster Regiments that fail Defense rolls during Volley Actions by this character lose 2 wounds for each failed Defense roll.

Shieldbane Bodkins: [Self] This [CHARACTER] gains the Precise Shot and Armor Piercing (1) Special Rules.

CHARACTER UPGRADES

Gifts: May purchase a single Gift of Lifebinding at the indicated point cost.

RETINUE

Kern Weald Watchers: 30 points each



TAOSIDHE

NO POINTS

Fearless leaders, stalwart guardians and nurturing protectors, the Taosidhe are the heart and soul of Weaver septs. Tasked with the safety and prosperity of their people, these fearless warriors have protected the Faerann for centuries. Answering only to their Mormaers, the Taosidhe nonetheless possess enough standing to petition the Queens and their Consorts, the final arbitrators within the Faerann.

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry	Medium	6	3	3	5	5	4	3	2	8

Special Rules: **CLEAVE (1), FEARLESS (1), FLUID FORMATION**

Battlefield Role: **[CHARACTER], [FAE]**

Character: This **[CHARACTER]** Regiment is comprised of 1 Model.

Woodland Quarry: Friendly **[FAE]** Regiments in range of an objective always count as being within this **[CHARACTER]**'s Command Range.

Seasonal Suppression: Enemy Regiments engaged with this **[CHARACTER]** cannot benefit from the Inspired Special Rule while they have Bloom markers.

Courtly Decree: You may select what season is in Ascendancy during the first Round.

TAOSIDHE

COMMAND ABILITIES

Each Round this [CHARACTER] may use up to two Command Abilities.

Hidden Paths: [Self] If unengaged and not Broken, this Regiment is immediately removed from the battlefield and enters Reinforcements. This Regiment gains the Flank special rule. This Regiment retains all wound markers when arriving from Reinforcements. This command ability can only be used once per battle.

Glade Seneschal: [Self] This [CHARACTER] gains the Inspiring Presence Special Rule.

Force of Nature: [Command] Friendly Regiment gains the Unstoppable Special Rule this round.

Ambush: [Command] Target friendly Regiment can immediately perform a free out of sequence Volley Action. That Regiment does not count as having Activated as a result of this out of sequence Volley Action.

Take Root: [Command] Target Friendly Regiment gains the Fearless (+1) and Indomitable Special Rules.

CHARACTER UPGRADES

Gifts: May purchase a single Gift of Lifebinding at the indicated point cost.

RETINUE

Kern Weald Watchers: 30 points each



SEACHAS SIDHE

NO POINTS

Much to the chagrin of their cousins in the Spires, the Seachas Sidhe of the Weaver Courts have managed to access the primordial power that rages through Ea through the patronage of their dragon sponsors. Only the strong elemental affinity of the High Courts of Summer and Winter have allowed them to initiate Seachas Sidhe in enough numbers that they could be risked in war, rather than serve their traditional roles as advisors and educators.

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry	Light	6	1	3	5	5	4	1	2	7

The [CHARACTER] must select one of the following Seasonal Court Battlefield Roles: [SUMMER], [WINTER]. This [CHARACTER] knows Uaithne's Will, Rampant Growth, and Creeping Mycelium in addition to all Incantations from their respective Court.

Special Rules: WIZARD (6), FLUID FORMATION

Battlefield Role: [CHARACTER]

Character: This Character Regiment is comprised of 1 Model.

Seasonal Attunement: If this [CHARACTER] is activated while the Season of this Character's battlefield role is in Ascendancy, then this [CHARACTER] may perform a free additional Spellcasting Action during their activation. This [CHARACTER] may not cast the same spell multiple times during a round.

Natural Order: This [CHARACTER] Model does not become Provoked as a result of being the target of a Challenge! Action and does not suffer any negative effects for doing so.

SEANCHAS SIDHE

COMMAND ABILITIES

Each Round this [CHARACTER] may use one Command Ability.

Germinate: [Command] Target enemy Regiment gains a Seed.

Force of Nature: [Command] Friendly Regiment gains the Unstoppable Special Rule this round.

CHARACTER UPGRADES

Gifts: May purchase a single Gift of Lifebinding at the indicated point cost.

RETINUE

Blath Maidens: 40 points each

GIFTS OF LIFEBINDING

[**CHARACTER**]**s** are heroes of renown or highly gifted individuals, who excel above and beyond the masses. Be it through luck, education, training and effort or other powers at work, [**CHARACTER**]**s** have mastered abilities that make them exceptional.

Gifts of Lifebinding are optional upgrade abilities for your [**CHARACTER**]**s** and confer bonus abilities to your [**CHARACTER**]. As a rule of thumb a [**CHARACTER**] may select **one** Gift of Lifebinding, however there are cases in which a [**CHARACTER**] may be able to purchase more than one. This will be clearly stated in the [**CHARACTER**]'s Army List Entry. Each Gift of Lifebinding can only be purchased once, unless stated otherwise.

WEAPONS

Fragarach the Whisperer **30 points**

This Character gains the Armor Piercing (X) and Cleave (X) Special Rules, where X is the number of Blooms on the targeted enemy Regiment.

Lorg Mór **25 points**

Wounds inflicted to Regiments by this Character Model do not generate Casualty Tokens. For each casualty inflicted, this Character's Regiment immediately heals 2 Wounds.

ARMOR

Cloak of Glamour **15 points**

Enemy Regiments targeting this character's Regiment with Volley Actions suffer -1 to their Volley characteristic.

Hircyne's Hide **10 points**

This Character's Regiment Heals 1 whenever a Seed Blooms within 8".

TALISMAN

Adaptive Bindings **20 points**

This Character gains the following benefit corresponding to the current season in Ascendancy:

Spring +2 March
Summer +2 Attack
Autumn +1 Clash
Winter +1 Resolve

Aspect of Cernunnos **15 points**

This Character gains the Feral and Unyielding Special Rules.

ARCANE

Wings of the Monarch **15 points**

[Wizard Only] When declaring Spellcasting Actions, this Character gains Wizard +1 for each Seed or Bloom on the target enemy Regiment.

Banshee's Wail **10 points**

[Wizard Only] Enemy Regiments suffering casualties from Spellcasting Actions inflicted by this Character suffer -1 Resolve Characteristic until the end of the round.



INCANTATIONS

Uaithne's Will **Range: Self** **Attunement: 4**

The season in Ascendancy immediately shifts forward. All Bloom effects are replaced with the new corresponding Ascendant season

Rampant Growth **Range: 15"** **Attunement: 3**

All seeds on target enemy Regiment immediately Bloom. The targeted Regiment then suffers 2 hits for each Bloom marker on that Regiment.

Creeping Mycelium **Range: 12"** **Attunement: 2**

Target enemy Regiment immediately removes all Casualty Tokens. For each token removed that Regiment gains a Seed.

COURT OF SUMMER

Gifts of the Glade **Range: 12"** **Attunement: 4**

Remove all Blooms from the target enemy Regiment. For each Bloom removed, target friendly Regiment within 12" of the caster immediately Heals 3.

Hexxing Drouth **Range: 18"** **Attunement: 3**

Target enemy Regiment cannot benefit from the Inspired or Take Aim! Special Rules this round.

COURT OF WINTER

Threshing Vines **Range: 15"** **Attunement: 3**

Target enemy Regiment suffers 1 hit per success and an additional hit per Seed Marker on the targeted Regiment. All other enemy Regiments within 6" of the initial target immediately gain a Seed.

Crystalline Chrysalis **Range: 10"** **Attunement: 2**

Target friendly Regiment rerolls Defense rolls of '6' this round. While the target Regiment has Casualty Tokens, additionally gain +1 Defense this round.



KERN SKIRMISHERS

120 POINTS / 20 PER MODEL

Conditioned and hardened by the recurring Sil Tafain raids, Kern Skirmishers are the heart and soul of any Fianna warband. Youthful, brave and equally adept with both bow and blade, these young warriors' youthful energy and reckless courage serve them well in combat.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	2	2	1	2	2	1	1	Leader

Special Rules: BARRAGE 1 (14"), FLUID FORMATION

Battlefield Role: [FAE]

Regiment: This Regiment is comprised of 4 Models (to a maximum of 12) including a Leader

Sow: After this Regiment performs a Clash or Volley Action against an enemy, the targeted enemy Regiment immediately gains a Seed.

This Regiment may take one of the following Officers:

Kiannun Stalker: 35 points

Wild Hunter [Any]: 150 points



CRANN GUARDIANS

140 POINTS / 100 PER MODEL

The revelation of the Cogarnach, the Whisper, is perhaps the greatest mystery the Courts have ever encountered. Crann Guardians are the most visible manifestation of this phenomenon, as wood, loam, bough and leaf come alive to protect the land. Part elemental and part spirit, these hulking guardians are able to access the vitality of the land itself to empower themselves in combat, turning into relentless foes of any who would threaten the Faerann.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Heavy	5	1	2	4	5	3	3	0	May include a Leader for free at a Regiment size of 2.

Special Rules: SHIELD, IMPACT (2), RELENTLESS BLOWS

Battlefield Role: [FAE]

Regiment: This Regiment is comprised of 1 Model (to a maximum of 3).

Sow: Whenever this Regiment is successfully charged, the charging enemy Regiment gains a Seed.

Reap: During enemy Clash Actions, this Regiment gains the Hardened (X) Special Rule, where X is the current number of Blooms on the attacking enemy Regiment.

This Regiment may take one of the following Officers:

Wild Hunter [Any]: 150 points



SCIATHAN RIDERS

100 POINTS / 80 PER MODEL

Sciathan Riders have long been heralds of both weal and woe in their traditional role as messengers, and this has not changed as growing numbers of them join the ranks of the Weaver Courts' army. Older Lunopeth Moth mounts can be trained to carry greater weights, allowing these riders to shower their friends with aid and their foes with death.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	8	3	2	4	4	2	2	2	May include a Leader for free at a Regiment size of 2.

Special Rules: BARRAGE 4 (6"), DEADLY SHOT, FLY, IMPACT (1)

Battlefield Role: [FAE]

Regiment: This Regiment is comprised of 1 Model (to a maximum of 3).

Sow: Once per activation, select an enemy Regiment that this Regiment moved over while performing a March Action. The selected enemy Regiment gains a Seed for each model in this Regiment.

Swooping Descent: This Regiment adds +4" to the second March Action they execute in each round.

This Regiment may take one of the following Officers:

Wild Hunter [Any]: 150 points



CIANNIR RIDERS

90 POINTS / 70 PER MODEL

Ciannir Riders are a relatively new sight in the Sil Tafain. As the stranglehold of Spring's isolationism ends, old traditions are being abandoned and new ideas are explored. Daring youths are taking to the skies with young Lunopeth Moths, ignoring the warnings of their elders and traditions of the Sciathan to combine the exhilaration of flight and combat. Fast, precise and deadly, these youngsters have proven their mettle time and again with their daring raids, even if the price is a climbing number of training deaths.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Light	8	2	2	4	4	2	1	2	May include a Leader for free at a Regiment size of 2

Special Rules: BARRAGE 3 (10"), ARMOR PIERCING (1), SURESHOT, FLY, IMPACT (1)

Battlefield Role: [FAE]

Regiment: This Regiment is comprised of 1 Model (to a maximum of 3).

Sow: Whenever this Regiment performs a successful Charge Action, the enemy Regiment charged gains a Seed.

Swooping Descent: This Regiment adds +4" to the second March Action they perform in each round.

This Regiment may take one of the following Officers:

Wild Hunter [Any]: 150 points



WILL-O-WISPS

60 POINTS / 50 PER MODEL

Guided by the Cogarnach these floating menaces slowly congregate wherever the enemy forces are most concentrated, swarming the battlefield and fouling the enemies vision and coordination. Countless battles have been turned by the arrival of these creatures, the effectiveness and timeliness of their attacks were one of the first signs of the awakening Whisper.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Light	6	1	1	4	3	1	0	2	May include a Leader for free at a Regiment size of 2

Special Rules: LETHAL DEMISE, FLY, OBLIVIOUS, FERAL

Battlefield Role: [FAE]

Regiment: This Regiment is comprised of 1 Model (to a maximum of 3).

Sow: Whenever a model from this Regiment is slain, before it is removed, all enemy Regiments within 6" of the slain model immediately gain a Seed.

DRACI AND THE WEAVER COURTS

The Weaver Courts remember the Days of Fire and Ash, when the heavens shook and mountains tumbled and the Dweghom rose for a completely different reason: that's the day the True Dragons vanished. In their stead, appeared the Draics... curious dracoforms born of the very life force of the Ferann, given form by... something. They have been broadly broken into two categories.

SCOTH DRAIC

400 POINTS

Scoth Draci are creatures of pure life and renewal, their mere presence awakening the land and vegetation near them. Possessing no more intellect than a puppy, they share their curiosity and playfulness, often living with an extended kith band, their gifts used to enhance the yield of crops and shape the trees themselves into abodes.

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	9	1	3	14	8	3	3	2
Wounded		6	1	2	12	8	3	2	1

Special Rules:	FLY, DREAD, TERRIFYING (1), CLEAVE (2), IMPACT (6), FLUID FORMATION
Wounded:	DREAD, TERRIFYING (1), FLUID FORMATION, CLEAVE (1), IMPACT (6), LETHAL DEMISE
Battlefield Role:	[SPRING]
Regiment:	This Regiment is comprised of 1 Model.

Verdant Renewal: Whenever a Seed marker converts into a Bloom marker while within 12", this Regiment Heals 1. While Spring is in Ascendancy, Heal 2 instead.

Sow: When this Regiment suffers unsaved wounds as the result of an enemy Clash Action, the enemy Regiment immediately gains a Seed.

DRACI AND THE WEAVER COURTS

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COILL DRAIC

400 POINTS

Coill Draics on the other hand are aloof and solitary creatures who have inherited a part of the Dragon's of old cold intellect and vast knowledge. Though fragmented and confusing, the breadth of their knowledge of the Faerann and history are without peer. Proud and unyielding, Coill Draics can be recruited in the defense of the Faerann, especially if their Domain is threatened, unlike the more innocent Scoth Draic, who have to be cajoled and tricked into battle.

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	9	3	3	12	8	4	3	2
Wounded		6	2	2	10	8	3	2	1

Special Rules: FLY, TERRIFYING (1), CLEAVE (2), IMPACT (6), BARRAGE 6 (8"), FLUID FORMATION

Wounded: TERRIFYING (1), IMPACT (6), PARRY, CLEAVE (1), BARRAGE 6 (8"), FLUID FORMATION

Battlefield Role: [FAE]

Regiment: This Regiment is comprised of 1 Model.

Viridian Breath: This Regiment gains the Barrage (+1) Special Rule for each model in the targeted enemy Regiment. After resolving a Volley Action with this regiment, all Seed markers Bloom on the targeted enemy regiment.

Reap: Whenever this regiment performs a Clash Action against an enemy Regiment, this Regiment gains the Terrifying (+1) Special Rule per Bloom on the target.



MYRMIDONS

180 POINTS / 40 PER MODEL

All of the Weaver Courts look upon the Myrmidons with deep sated suspicion and a growing sense of dread, even their parent Court of Spring. By subsuming their need to that of the collective intelligence, much like the ants they have Life-bound themselves to, a group of these individuals becomes a terrifying force on the battlefield as the strength of their bond partners enhances their frame and the collective will of the group overwhelms individual concerns such as fear or safety ensuring only a ruthless military machine capable of grinding all foes beneath its relentless aggression.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	3	2	2	3	3	0	Leader

Special Rules: SUPPORT, CLEAVE (1), TENACIOUS

Battlefield Role: [SPRING]

Regiment: This Regiment is comprised of 4 Models (to a maximum of 12) including a Leader

Reap: When this Regiment fails defense rolls from an enemy Clash action. This Regiment may discard 1 failed dice for each Bloom on the Clashing enemy Regiment.

Superior Phalanx: While this Regiment is not Broken, this Regiment does not suffer the negative effects of Engaging Enemy Models within 1".

This Regiment may take one of the following Officers:

Wild Hunter [SPRING]: 150 points



SCATHACH HUNTERS

190 POINTS / 40 PER MODEL

Among an entire civilization that prizes the hunt and the thrill of the chase, the Scathach Hunters of the Autumn Court stand head and shoulders above the rest. Clad in all the finery of the forest, these lithe soldiers are a sight to behold on the battlefield. The violence and vigor of their assault stand in stark contrast with their careful and studied movements as they stalk their prey, ensuring maximum confusion and damage when these patient hunters do strike.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	7	1	2	2	2	3	1	3	Leader

Special Rules: DEADLY BLADES, FLUID FORMATION

Battlefield Role: [AUTUMN]

Regiment: This Regiment is comprised of 4 Models (to a maximum of 12) including a Leader

Swarming Strikes: This Regiment gains the Flurry Special Rule while Autumn is in Ascendency.

Reap: When this Regiment performs a Clash Action, this Regiment gains +1 Clash for each Bloom on the target enemy Regiment.

This Regiment may take one of the following Officers:

Wild Hunter [AUTUMN]: 150 points



GEMRED KNIGHTS

140 POINTS / 120 PER MODEL

Many look upon the Court of Winter and see only arrogance, cruelty and brutality. Others argue that Winters is as it must be: cold, ruthless and harsh. Gemred Knights guard the desolate northern frontiers of the Faerann in such small numbers that they must become the very personification of all of these traits: cruel, brutal, cold, ruthless and harsh. The arrogance is there simply due to their terrifying effectiveness.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Heavy	7	1	3	5	6	3	3	0	May include a Leader for free at a Regiment size of 2

Special Rules: **IMPACT (3), UNSTOPPABLE, LINEBREAKER, FLUID FORMATION**

Battlefield Role: **[WINTER]**

Regiment: This Regiment is comprised of 1 Model (to a maximum of 3).

Hoarfrost: While Winter is in Ascendancy, this Regiment gains the Heavy Impact Special Rule.

Reap: Whenever this Regiment contacts an enemy regiment during a Charge Action, this Regiment gains the Brutal Impact (+1) Special Rule for each Bloom on the charged enemy Regiment.

This Regiment may take one of the following Officers:

Wild Hunter [WINTER]: 150 points



SCAILE DANCERS

130 POINTS / 90 PER MODEL

Among the myriad forms of war and violence that can be found within the Court of Summer, Scaile Dancers stand out as the most beautiful... and deadly. Their iridescent wings, compound eyes, preternatural reflexes and whip-like swords meld into a deadly display of acrobatic prowess, making it look like they dance among their foes, rather than fight. The trail of red ruin they leave in their wake belies this illusion.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	7	1	3	4	4	3	3	2	May include a Leader for free at a Regiment size of 2

Special Rules: PARRY, COUNTER-ATTACK, FLY, FLAWLESS STRIKES, FLUID FORMATION

Battlefield Role: [SUMMER]

Regiment: This Regiment is comprised of 1 Model (to a maximum of 3).

Reap: When this Regiment performs a Clash Action, this Regiment gains +1 Attack for each Bloom on the target enemy Regiment.

Heat of the Moment: This Regiment gains the Dauntless Special Rule while Summer is in Ascendancy.

This Regiment may take one of the following Officers:

Wild Hunter [SUMMER]: 150 points



GALLOWGLASS WARRIORS

160 POINTS / 120 PER MODEL

Born in the earliest times of Weaver culture, Gallowglass Warriors are a rarity among Weaver forces as life-forms elevated and awakened through Lifebinding. Their purpose, since time immemorial, has been singular: delivering relentless violence against the enemy. Born in the bloody civil war that rent the Weaver forces following the Schism, Gallowglass Warriors exist only to deliver bloodshed and mayhem in the battlefield, a role they have bonded and bred for millennia.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Heavy	6	1	3	4	6	4	3	0	May include a Leader for free at a Regiment size of 2

- Special Rules:** CLEAVE (2), FLY, HARDENED (1), IMPACT (3), FIEND HUNTER, FEARSOME, FLUID FORMATION
- Battlefield Role:** [FAE]
- Regiment:** This Regiment is comprised of 1 Model (to a maximum of 3).

Reap: Whenever this Regiment performs a Clash Action against an enemy Regiment, this Regiment gains +1 Cleave per Bloom on the target.

This Regiment may take one of the following Officers:

Wild Hunter [ANY]: 150 points



BLATH MAIDENS

170 POINTS / 40 PER MODEL

Few creatures have a closer bond with the Faerann than the Blath Maidens, the devoted descendants of those first Weavers who upon witnessing the majesty of the forest that was to be their home, pledged to Lifebind only to those plants and trees that made it. A few of these maidens even claim to hear whispers of the Cogarnach, leading their sisters into combat against any who would contest the will of the Faerann. Intimately tied to the forest itself, they are able to mimic its rhythms and forms, changing from one to the other with a fluidity that leaves their foes dumbfounded.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	2	3	2	2	2	1	Leader

Special Rules: **FEARSOME, FLUID FORMATION**

Battlefield Role: **[FAE]**

Regiment: This Regiment is comprised of 4 Models (to a maximum of 12) including a Leader

Sow: **[Draw Event]** All enemy Regiments engaged with this Regiment gain a Seed.

Briarkin: This Regiment gains the following Special Rule corresponding to the current season in Ascendancy

- **Spring:** Relentless Blows
- **Summer:** Aura of Death (4)
- **Autumn:** Terrifying (1)
- **Winter:** Unyielding

This Regiment may take one of the following Officers:

Wild Hunter [ANY]: *150 points*



FIANNA CAVALRY

130 POINTS / 110 PER MODEL

The curious nature of nobility and royalty in the Weaver Courts is closely tied to the eternal nature of each Court's ruler and their Consorts. Fianna Cavalry is ultimately composed of descendants of those favored by these mighty rulers, their patronage powerful and influential enough to carry through the generations. Impelled and funded to excess by their heritage, they often ride the most exotic and hybridized creatures into combat, falling upon the enemies of the Faerann like a thunderbolt from a clear sky.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	9	1	3	6	5	3	2	2	May include a Leader for free at a Regiment size of 2

Special Rules: IMPACT (2), OPPORTUNISTS, FLANK, FLUID FORMATION

Battlefield Role: [FAE]

Regiment: This Regiment is comprised of 1 Model (to a maximum of 3).

Wraith Meld: Enemy Regiments re-roll successful hits against this Regiment during Volley Actions.

Reap: Whenever this Regiment contacts an enemy regiment during a Charge Action, this Regiment gains the Impact (+1) Special Rule for each Bloom on the charged enemy Regiment.

This Regiment may take one of the following Officers:

Wild Hunter [ANY]: 150 points

RETINUES

These options can be taken by any Infantry Character Regiment, unless stated otherwise as per the Retinues rules (see Conquest First Blood v2.0 Rulebook page 52).

Not every Character Regiment has access to all Retinues. Those allowed will be clearly stated in the relevant entry in the Army List. The March Characteristic and Class of Retinue Models are the same as the Character Model they are the Retinue of.

KERN WEALD WATCHERS

30 POINTS

M	V	C	A	W	R	D	E
-	3	2	1	2	2	1	1

Special Rules: BARRAGE 1 (14"), FLUID FORMATION

Battlefield Role: [FAE]

Sow: After this Regiment performs a Clash or Volley Action against an enemy, the targeted enemy Regiment immediately gains a Seed.

BLATH MAIDENS (RETINUE)

40 POINTS

M	V	C	A	W	R	D	E
-	1	2	3	2	2	2	1

Special Rules: FEARSOME, FLUID FORMATION

Battlefield Role: [FAE]

Sow: All enemy Regiments engaged with this Regiment gain a Seed.

Briarkin: This Regiment gains the following Special Rule corresponding to the current season in Ascendancy

- **Spring:** Relentless Blows
- **Summer:** Aura of Death (4)
- **Autumn:** Terrifying (1)
- **Winter:** Unyielding

SCATHACH HUNTERS (RETINUE)

40 POINTS

M	V	C	A	W	R	D	E
-	1	2	2	2	3	1	3

Special Rules: DEADLY BLADES, FLUID FORMATION

Battlefield Role: [FAE]

Reap: When this Regiment performs a Clash Action, this Regiment gains +1 Clash for each Bloom on the target enemy Regiment.

Swarming Strikes: This Regiment gains the Flurry Special Rule while Autumn is in Ascendency.

OFFICERS

The Profiles listed below are for the Officer Models available in this Army List. Each Regiment entry will list which Officer(s) is available to the Regiment and the point cost required to add it to the Army List.

*A Regiment can never take more than one Officer, regardless of whether a Regiment has multiple listed as Officer Upgrades and no Officer can be selected more than **twice** per Army.*

KIANNUN STALKER

40 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry	Medium	6	3	2	3	4	3	1	1	5

Special Rules: BARRAGE 3 (14"), DEADLY SHOTS, FLUID FORMATION

Battlefield Role: [FAE], [OFFICER]

Envenomed Quivers: This Regiment gains the Deadly Shots Special Rule.

COMMAND ABILITIES

Each Round this Officer may use one Command Ability.

Living Arrows: [Command] Target friendly Regiment gains the following Special Rule:

Reap: When this Regiment performs a Volley Action, gain +1 Volley per Bloom on the target Regiment.

AVATARS OF THE HUNT

When mustering a Weaver Courts army, you may include up to a single Wild Hunter as an Officer. The Wild Hunter must lead either a **[FAE]** Regiment or a Regiment of the same seasonal Battlefield Role as them. If leading a **[FAE]** Regiment, replace the **[FAE]** Battlefield Role with the same seasonal Battlefield Role as the Wild Hunter.

*If a Wild Hunter of Autumn is attached to a regiment of Kern Skirmishers, the Kern Skirmishers replace their **[FAE]** Battlefield Role with **[AUTUMN]**.*

WILD HUNTER OF SPRING

150 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Cavalry	Medium	10	3	3	5	5	3	2	3	5

Special Rules: BARRAGE 5 (10"), ARMOR PIERCING (1), FLY, FLUID FORMATION

Battlefield Role: [SPRING], [OFFICER]

Wild Abandon: This Regiment gains the Unstoppable Special Rule.

Veridian Vivisection: While Spring is in Ascendency, enemy Regiments suffer 2 wounds each time they gain a Bloom marker.

COMMAND ABILITIES

Each Round this Officer may use one Command Ability.

Prince of Spring: Target [SPRING] Regiment gains the Torrential Fire Special Rule.

WILD HUNTER OF SUMMER

150 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Cavalry	Medium	9	2	4	7	6	3	3	2	5

Special Rules: FIEND HUNTER, CLEAVE (2), FLUID FORMATION

Battlefield Role: [SUMMER], [OFFICER]

Wild Abandon: This Regiment gains the Unstoppable Special Rule.

Fomorian Rampage: While Summer is in Ascendency, whenever an enemy Regiment is destroyed, any Blooms upon them may be reallocated to any other enemy Regiment.

COMMAND ABILITIES

Each Round this Officer may use one Command Ability.

Prince of Summer: Target [SUMMER] Regiment gains the Relentless Blows Special Rule.

WILD HUNTER OF AUTUMN

150 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Cavalry	Medium	8	2	3	6	6	4	3	1	5

Special Rules: OPPORTUNISTS, FLUID FORMATION, BARRAGE 6 (12"), RAPID VOLLEY

Battlefield Role: [AUTUMN], [OFFICER]

Wild Abandon: This Regiment gains the Unstoppable Special Rule.

Bountiful Hunt: While Autumn is in Ascendency, all enemy Regiments gain a Bloom when they Activate.

COMMAND ABILITIES

Each Round this Officer may use one Command Ability.

Prince of Autumn: Target [AUTUMN] Regiment gains the Terrifying (1) Special Rule.

WILD HUNTER OF WINTER

150 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Cavalry	Heavy	7	1	4	6	7	4	4	0	5

Special Rules: OVERRUN, IMPACT (4), FLUID FORMATION

Battlefield Role: [WINTER], [OFFICER]

Wild Abandon: This Regiment gains the Unstoppable Special Rule.

Dormant Vessels: While Winter is in Ascendency, when a Bloom marker would be removed it is instead replaced with a Seed marker.

COMMAND ABILITIES

Each Round this Officer may use one Command Ability.

Prince of Winter: Target [WINTER] Regiment gains the Glorious Charge Special Rule.