



THE WEAVER COURTS

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're playing a fair and balanced game, these Army lists are chosen to equal points values.

POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands 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 Regiment and **[CHARACTER]** in your Army, plus those of any upgrades you've purchased for them. The higher the points value, the more lethal the Army you've 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 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of two types of entities: **[CHARACTER]**s and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one **[CHARACTER]** to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each **[CHARACTER]** in your Army (including the Warlord) must be accompanied by a Warband of Regiments. You'll normally have a choice of Regiments to choose from, but you must always include a Regiment of the same Type – i.e Infantry, Cavalry or Brute – as your **[CHARACTER]** to ensure that they have a Regiment to join at the start of the battle.

Each Regiment is drawn from the Regiments section of the Army List. It will also, depending on the **[CHARACTER]** it is chosen for, count as a Mainstay or a Restricted choice. Each **[CHARACTER]**'s Warband has a Regiment allowance of 4 Regiments.

A Warband can include as many Mainstay choices as your Warband allowance allows. Restricted choices are more limited, as the name suggests. Each Warband can only include two Restricted choices from all the options presented. This can be two of the same Regiment, or two different Regiments from the list. As a further restriction, you must include one Mainstay choice for each Restricted choice in your Army.

Therefore, a Warband that includes two Restricted choices will always have at least two Mainstay choices too. Note that a Regiment might be a Mainstay choice for one **[CHARACTER]** Type, and a Restricted choice for another – check the **[CHARACTER]**'s Army List entry to be sure.

OPTIONAL UPGRADES

Many **[CHARACTER]**s and Regiments have additional options that can be purchased for them, such as Abilities, Officers and even extra Stands (in the case of Regiments). If you purchase any of these upgrades, simply add the points cost to that of the **[CHARACTER]** or Regiment for which the upgrade was purchased.

If you are able to purchase additional Stands, the cost will be clearly indicated in the top right corner of the Army List Entry, along with the Entry's points value.

Additionally, many Regiments include Command Models as part of their Army List Entry. These can be found under the "Command Models" section of the Entry.

SPECIAL RULES AND SUPREMACY ABILITIES

Certain rules like those acquired through the purchasing of Masteries, Character Upgrades and Supremacy Abilities may provide unique abilities that extend beyond merely providing Characteristic upgrades to [CHARACTER] or Regiments and instead benefit an entire Warband or even the entire Army.

This raises the question of whether these abilities are "always active", "activated" or only applicable when the Character Stand or Regiment is on the Battlefield.

For this reason rules like this are followed by identifiers that allow the Player to easily recognize when these rules are applied. The identifiers are the following:

Always Active: This Ability is always considered to be active regardless of whether the [CHARACTER] or Regiment is currently on the Battlefield, in Reinforcements or having been destroyed.

Activated: This Ability can only be used once per Battle and requires the [CHARACTER] or Regiment to currently be on the Battlefield. Once Activated the effects last until the end of the Round regardless if the [CHARACTER] or Regiment has been removed from the Battlefield in the meantime.

Battlefield: This Ability is considered to be active while the [CHARACTER] or Regiment is currently on the Battlefield.

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.

The Seasonal Court Battlefield Roles are the following: **[COURT OF SPRING]**, **[COURT OF SUMMER]**, **[COURT OF AUTUMN]** and **[COURT OF WINTER]**. In addition, the words **Spring**, **Summer**, **Autumn** and **Winter** are used as descriptors for Spells and abilities connecting them mechanically and thematically to their respective Seasonal Courts.

In addition all Weaver Courts Regiments gain the Forestwalk Special Rule:

Forestwalk: Stands with this Special Rule ignore the effect of Hindering Zonal Terrain.

SIL TAFAIN AND 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.

The Cycle of Seasons begins and proceeds from the same Season as your Warlord's Battlefield Role. If multiple Weaver Courts Players face one another, then each Player follows their own Cycle of Seasons.

Friendly Regiments of the same Seasonal Court as the Warlord add +1 to their March Characteristic during a Round that is of the same Season as them.

Before the Start of each Round's Supremacy Phase, starting from Round 2 and on, the Cycle of Seasons progresses one Season at a time as follows:

Spring -> Summer -> Autumn -> Winter -> Back to the beginning of the Cycle

Depending on the Season a Round is currently at, certain Rules, Abilities or Regiments - particularly those whose Seasonal Court Battlefield Roles match the Round's Season - will benefit in unique and powerful ways!

Throughout the Weavers Army List you will find a number of ways with which to interact and manipulate the Cycle of Seasons to fit your unique Army List and tactics!

Example: Your Warlord 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!

RAMPANT GROWTH

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 Courts Regiments benefit from the Rampant Growth Special Rule. When a Regiment with this Special Rule performs a Clash or Volley Action against an Enemy Regiment, as long as a single Attack has Hit from the Regiment or an attached [**CHARACTER**] - regardless of dealing a Wound or not - it applies a Seed Marker to the Enemy Regiment. A Regiment can have up to two "Seed" Markers on it; any additional are discarded. You can use a separate color dice to keep track of the Seed Markers on a Regiment - make sure to have enough for your Opponent!

Once the Cycle of Seasons has progressed, if an Enemy Regiment has two Seed Markers on it, the Seed Markers Bloom and apply an effect unique to the current Season These are referred to as Bloom Effects. A Special Rule or ability that causes seeds to Bloom immediately removes all Seed Markers on the target Regiment and applies a Bloom Effect. Bloom Effects last until the end of the Round. Remove all Seed Markers from the Enemy Regiment and apply an effect as seen below:

Spring's Growth: When the Regiment determines its Charge Distance roll 2D6 and pick the lowest. Special Rules that would allow Re-Rolling Charge Distances cause both D6s to be Re-Rolled.

Summer's Heat: When a Friendly Regiment performs a Charge Action against this Enemy Regiment, it rolls 2D6 and picks the highest when determining its Charge Distance.

Autumn's Harvest: When a Friendly Regiment performs a Charge Action against this Enemy Regiment, it gains the Shock Special Rule until the end of the Round.

Winter Frost: Friendly Regiments currently in contact with this Regiment gain the Dread Special Rule.

RULES IN A NUTSHELL

Just starting out and got questions? Here's a quick rundown of how the Weaver Courts rules work! These explanations are brief and will help you quickly start playing your first games or answer some questions you may have! Make sure to join our Discord channel and you may always reach out to us at rules@para-bellum.com with any questions you may have.

WHAT DOES MY ARMY DO?

When commanding the Weaver Courts, there are two important concepts to keep in mind: **Seeds and Seasons**.

SEASONS allow you to express your army's full potential - but worry not! All Regiments are designed to provide a complete and satisfying experience, regardless of the current Season. Seasons simply add an extra layer of flavor, bringing out each Regiment's unique nature.

It's a beautiful theme you can choose to engage with, without the fear of missing out if you prefer not to.

That said, the most practical advantage of Seasons is this:

If the current Season matches the Seasonal Court of your Regiment, that Regiment gains +1 to its March, making those fliers March 8 and significantly extending threat ranges!

SEEDS are a bit more nuanced, but here's a great way to think about them:

The Weaver Courts army is conceptually divided into two roles: those who apply Seeds, and those who benefit from them. Regiments like Kern Skirmishers, Sciathan Riders, and Rhun Sidhe are best for getting Seeds onto Enemy Regiments whereas Sciathan Riders, Seanchas Sidhe and plenty others are best for interacting with them.

At the start of the every Round, if an Enemy Regiment has 2 Seeds on it, remove the Seeds and apply this Season's Seasonal Bloom effect. You can quite literally think of this as planting Seeds for the next Season.

In terms of bookkeeping, you only engage with Seeds at the beginning of each Round (when they are removed and replaced with a Seasonal effect) or when they are consumed or interact with an ability. In either case, you'll resolve the effect, apply or remove the Seeds, and won't need to track them again until they become relevant in a future interaction.

WHAT TO KEEP IN MIND?

1) The Weaver Courts operate best as a combined arms force. Leaning too heavily into Regiments from a single Seasonal Court runs the risk of only benefiting from their full thematic effects when that specific Season comes around. Diversity in list-building goes a long way in the Weaver Courts! Mixing Regiments from different Courts not only increases your flexibility but also ensures you're making the most of the Seasonal cycle - no matter which Season is in play.

2) Positioning is crucial in TLAOK and definately with the Weaver Courts. This is a highly synergistic Faction that provides plenty of opportunities for skill expression **and** action-packed thematic moments! Take your time and delve deep into the Faction's abilities!

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' (gevrú 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'

SUPREMACY ABILITIES

MHOR SIDHE

Reaper's Bloom

*"Beware the Reaper's Bloom; a mark is for extinction.
For in the season of red leaves, watered are seeds in crimson."*

[Always Active]: The **[CHARACTER]** and Regiment they are currently attached to may treat a Bloom Effect on an Enemy Regiment as if it was Autumn's Harvest instead.

[Activated]: Until the end of the Round, all **[COURT OF AUTUMN]** Regiments and **[CHARACTER]'s** count the Round's Season to be Autumn.

RHUN SIDHE

Subtle Sow

*"Rejoice and marvel, Childe of Spring, await for thy foes' weeping!
For bloom is here and soothes their fear, but soon, again, comes reaping!"*

[Always Active]: Once per Round, after Seed Markers have Bloomed select one Enemy Regiment - select one Enemy Regiment currently being affected by a Bloom Effect. It immediately gains one Seed Marker.

[Activated]: Until the end of the Round, all **[COURT OF SPRING]** Regiments and **[CHARACTER]'s** count the Round's Season to be Spring.

SUPREMACY ABILITIES

TAOSIDHE

Reigning Season

"Yellow leaves? Warm soothing eves? Budding blooms? Rime's reign?

Look! Your Court's Glory, it eyes your quarry, and soon comes thy foe's bane."

[Always Active]: When a Regiment enters the Battlefield and it belongs to the same Court as the Season the Round is currently in, it gains the Vanguard (3) Special Rule.

In addition, when a Friendly Regiment under the effects of Planting an Ambush applies any Seed Markers to an Enemy Regiment, the Seed Markers immediately Bloom as if it was the same Season as the Court the Warlord belongs to.

SEANCHAS SIDHE

Crop Rotation

"Beware! Beware! And trust thee ne'er, that your field's safe and resting.

For while unseen, quick and preen, our seeds have found new nesting..."

[Battlefield]: At the end of this Round's Victory Phase you may remove all Seed Markers from Enemy Regiments within 16" of this [**CHARACTER**] and redistribute them to any Enemy Regiment within 16" of this [**CHARACTER**].

[Activated]: You may choose to skip ahead to the Season of your choice when progressing through the Cycle of Seasons this Round. All current Bloom Effects are replaced with those from the chosen Season.

MHOR SIDHE

100 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	Supremacy
Infantry	-	-	1	3	6	5	4	2	2	Reaper's Bloom

Special Rules: CLEAVE (1), QUICKSILVER STRIKE

Battlefield Role: [CHARACTER], [COURT OF AUTUMN]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Herald of Everrusk: During an Autumn Round this [CHARACTER] gains the Flawless Strikes Special Rule.

In addition, when the Regiment this [CHARACTER] is currently attached to is in contact with an Enemy Regiment under the effects of Autumn's Harvest it adds +1 to its Attacks Characteristic until the end of the Round.

MHOR SIDHE

CHARACTER UPGRADES

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

WARBAND

Mainstay: *Kern Skirmishers,*
 Will-O-Wisps,
 Sciathan Riders,
 Ciannir Riders,
 Blath Maidens,
 Fianna Cavalry

Restricted:

Coill Draic,
Crann Guardians,
Scathach Hunters,
Gallowglass Warriors,
The Wild Hunt

RHUN SIDHE

100 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	Supremacy
Infantry	-	-	3	2	5	5	4	2	2	Subtle Sow

Special Rules: AIMED SHOT, BARRAGE (5) (14", RAPID VOLLEY)

Battlefield Role: [CHARACTER], [COURT OF SPRING]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Guided Pollenization: During a Spring Round when the Regiment this [CHARACTER] is currently attached to has applied a Seed Marker to an Enemy Regiment you may immediately remove all Seed Markers from that Enemy Regiment and apply a Seed Marker to all **other** Enemy Regiments within 8" of it.

In addition, when the non-Monster Regiment this [CHARACTER] is currently attached to perform a Volley Action against an Enemy Regiment that is under the effects of Spring's Growth it gains the Aimed Shot Special Rule.

RHUN SIDHE

CHARACTER UPGRADES

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

WARBAND

<i>Mainstay:</i>	<i>Kern Skirmishers,</i>	<i>Restricted:</i>	<i>Coill Draic,</i>
	<i>Will-O-Wisps,</i>		<i>Crann Guardians,</i>
	<i>Sciathan Riders,</i>		<i>Skoth Draic,</i>
	<i>Ciannir Riders,</i>		<i>Myrmidons,</i>
	<i>Blath Maidens, ,</i>		<i>Gallowglass Warriors</i>
	<i>Fianna Cavalry</i>		

TAOSIDHE

100 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	Supremacy
Infantry	-	-	1	3	4	4	4	2	2	Reigning Season

The [CHARACTER] must select one of the following Seasonal Court Battlefield Roles:
[COURT OF SPRING], [COURT OF SUMMER], [COURT OF AUTUMN], [COURT OF WINTER]

Special Rules: -

Battlefield Role: [CHARACTER]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Twice-Sown: When the Regiment this [CHARACTER] is currently attached to applies a Seed Marker to an Enemy Regiment you may apply an additional one.

TAOSIDHE

Planting an Ambush: At the end of the Round's Supremacy Phase, select up to two Target non-Monster Friendly Regiments within 12" of this [**CHARACTER**] to each receive one of the following benefits until the end of the Round. This [**CHARACTER**] may choose a different benefit for each of the two Target Regiments.

1) **Crypsis:** When the Target Regiment becomes the Target of an Enemy Regiment's Volley Action while within a piece of Obscuring Zonal Terrain, it gains the Tenacious (1) Special Rule until the end of that Action.

2) **Track Prey:** Target Friendly Kern Skirmisher Regiment gains the Arcing Fire Special Rule until the end of the Round.

3) **Forced Blossom:** When a Target Friendly Regiment applies a Seed Marker on an Enemy Regiment that already has a Seed Marker on it, the Seed Markers on it immediately Bloom.

CHARACTER UPGRADES

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

WARBAND

<i>Mainstay:</i>	<i>Kern Skirmishers, Will-O-Wisps, Sciathan Riders, Ciannir Riders, Blath Maidens, Fianna Cavalry</i>	<i>Restricted:</i>	<i>Coill Draic, Crann Guardians, Gallowglass Warriors, The Wild Hunt</i>
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Furthermore, depending on the [**CHARACTER**]'s Seasonal Court you may also include the following Regiments as **Restricted** options.

If [**COURT OF SUMMER**]: *Scaile Dancers*

If [**COURT OF WINTER**]: *Gemred Knights*

If [**COURT OF SPRING**]: *Skoth Draic, Myrmidons*

If [**COURT OF AUTUMN**]: *Scathach Hunters*

SEANCHAS SIDHE

100 POINTS

Much to the chagrin of their cousins in the Spires, the Seanchas 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 Seanchas 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	Supremacy
Infantry	-	-	2	2	4	5	3	2	2	Crop Rotation

The [CHARACTER] must select one of the following Seasonal Court Battlefield Roles, and knows all Spells from that Court.

[COURT OF SUMMER], [COURT OF WINTER]

Special Rules: WIZARD (5)

Battlefield Role: [CHARACTER]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Arcane Harvest: When performing a Spellcasting Action, the Seanchas Sidhe may remove up to 3 Seed Markers from Enemy Regiments within 12". For each Seed Marker removed in this way, the Seanchas Sidhe counts as having Rolled one additional success.

Should Seachas Sidhe remove Seeds from multiple Enemy Regiments in this way it must remove all Seeds from one Enemy Regiment before moving to the next.

SEANCHAS SIDHE

CHARACTER UPGRADES

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

WARBAND

<i>Mainstay:</i>	<i>Kern Skirmishers,</i>	<i>Restricted:</i>	<i>Coill Draic,</i>
	<i>Will-O-Wisps,</i>		<i>Crann Guardians,</i>
	<i>Sciathan Riders,</i>		<i>Gallowglass Warriors,</i>
	<i>Ciannir Riders,</i>		<i>The Wild Hunt</i>
	<i>Blath Maidens,</i>		
	<i>Fianna Cavalry</i>		

Furthermore, depending on the [CHARACTER]'s Seasonal Court you may also include the following Regiments as **Restricted** options.

If [COURT OF SUMMER]: *Scaile Dancers*

If [COURT OF WINTER]: *Gemred Knights*

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.

Ambush

30 points

Millenia of evolution and warfare is not discarded by the Weavers; it is adopted and perfected. A prowling predators instincts is sometimes all one needs to reach victory.

This [**CHARACTER**] gains the Forward Force Special Rule.

Draic Rider

30 points

To Bond with a Draic, enough to be allowed to ride one to battle, requires an unshakable will—and those that retain their sanity and are not absorbed by the Draic by the end of battle posses it.

(**Rhun Sidhe or Mhor Sidhe Only**) This Mastery may be purchased multiple times. The [**CHARACTER**] gains the Rider Special Rule and must choose to ride a Coill Draic in their Warband. The Coill Draic belongs to the same Seasonal Court as the [**CHARACTER**]. In addition the Coill Draic gains the Barrage (+2) Special Rule and its Barrage range is increased to 10”.

Gemred Lord

30 points

The very nature of a Gemred Knights makes command an unlikely proposition, but fear the ones who have managed to earn recognition despite their isolated posts...

[**COURT OF WINTER**] [**CHARACTER**] **Only**: The [**CHARACTER**] changes their Type to Cavalry, adds +2 to its Wounds Characteristic and gains the Impact (4), Brutal Impact (2), Hardened (1) and Trample (2) Special Rules.

Reinvigoration

30 points

It seems perhaps counterintuitive, but it was during the first ceremonial tourneys of Sil Tafain that the most deadly and brutal methods were developed. As the practice became an intrinsic part of warfare for the Weavers, however, outlasting your enemy became more important than scoring points...

[**Always Active**]: Once per Round, after Seed Markers have Bloomed, select one Enemy Regiment with a Bloom Effect on it. All Friendly Regiments within 12” of that Regiment, immediately Heal 2 Wounds.

The Voice's Silence

30 points

Once, the Voice led the Weavers to the embrace and protection of the Dragons, far from the clutches of the Sovereign's machinations. To this day, her moments of silence are enough to halt even the most ancient of Weaver traditions.

[**Activated**]: Before the Start of a Round's Supremacy Phase, you may choose to not progress the Cycle of Seasons and go through the same Season again this Round.

Bond of Falcons

20 points

The Art of Falconry gains a whole new meaning if either you enjoy the sharp eyes of a falcon, or you share the perspective of an entire regiment's bonded hawks, merlins and falcons; or, very often, both.

The Regiment this [**CHARACTER**] is currently attached to ignores Obscuring Zonal Terrain when performing a Volley Action.

Rapid Blossoming

20 points

Connecting to the Seed is considered an honor. Those warriors that manage to both be skilled combatants and effective seeders are priceless, allowing for devastating pressure on the field.

[**Always Active**]: When the Regiment this [**CHARACTER**] is currently attached to applies Seeds to an Enemy Regiment the Seed Markers may immediately Bloom.

THE HIGH COURTS

When a Court of Summer Spell is successfully cast during a Summer Round, in addition to the Spell's Effect, apply one Seed Marker to the Target Enemy Regiment. Or, if the Target Enemy Regiment already has any Seed Markers applied to it, immediately Bloom those Seed Markers.

Similarly, when a Court of Winter Spell is successfully cast during a Winter Round, in addition to the Spell's Effect, apply one Seed Marker to the Target Enemy Regiment. Or, if the Target Enemy Regiment already has any Seed Markers applied to it, immediately Bloom those Seed Markers.

COURT OF SUMMER

Disseminate	Range: 12"	Attunement: 4
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If the Enemy Regiment is under the effects of Spring's Growth or Summer's Heat it immediately becomes under the effects of both.

Dehydrate	Range: 12"	Attunement: 3 (Scaling)
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Target Enemy Regiment suffers a -1 to its March Characteristic.

Heat Haze	Range: 12"	Attunement: 3
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Target Enemy Regiment with two Seed Markers on it. Until the end of the Round the Enemy Regiment cannot draw Line of Sight further than 8" away from it.

Obfuscate,	Range: 12"	Attunement: 4
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Target Enemy Regiment with two Seed Markers currently applied to it, they immediately Bloom. Then immediately apply a Seed Marker to all Enemy Regiments within 8" of that Regiment.

Propagate	Range: 12"	Attunement: 3
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Target Friendly Regiment, Enemy Regiments currently in contact with it suffer the Seasonal Bloom effects of the same Season as the Target Friendly Regiment's Battlefield Role.

COURT OF WINTER

Armor of Rime **Range: 12"** **Attunement: 3 (Scaling)**

Target Enemy Regiment with 2 Seed Markers on it. Until the end of the Round the Regiment always counts as moving through Hindering Terrain and other Enemy Regiments cannot March or Charge through it.

Dark of Winter **Range: 12"** **Attunement: 3 (Scaling)**

Target Enemy Regiment with two Seed Markers on it. Until the end of the Round the Enemy Regiment cannot Re-Roll failed Hit Rolls or benefit from the Inspired Special Rule.

Halcyon Days **Range: 8"** **Attunement: 3**

Target Obscuring piece of Zonal Terrain. Until the end of the Round when an Enemy Regiment begins its Activation or moves through this piece of Zonal Terrain - any Seed Markers on it immediately Bloom.

Mouldering Bloom **Range: 12"** **Attunement: 4**

If the Enemy Regiment is under the effects of Winter Frost or Autumn's Harvest it immediately becomes under the effects of both.

Seed of Winter **Range: 12"** **Attunement: 3 (Scaling)**

All Stands in the Target Enemy Regiment suffer a -1 to their Resolve Characteristic for each Seed currently on the Regiment (to a maximum of -2 and a minimum Resolve value of 1).

KERN SKIRMISHERS

110 POINTS / 40 PER STAND

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	4	4	2	2	1	Leader

- Special Rules:** **BARRAGE (4) (16")**
- Battlefield Role:** This Regiment counts as belonging to the same Seasonal Court as the **Army's Warlord**, gaining the relevant Battlefield Role.
- Regiment:** This Regiment is comprised of 3 Stands with 4 Models on each Stand.

This Regiment may take one of the following Officers:
Kiannun Stalker *15 points*

CRANN GUARDIANS

190 POINTS / 60 PER STAND

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	Medium	6	1	2	5	6	3	3	0	Leader

Special Rules: VANGUARD (3), IMPACT (3), SHIELD, RELENTLESS BLOWS, UNSTOPPABLE

Battlefield Role: This Regiment counts as belonging to the same Seasonal Court as the **current Season** in the Cycle of Seasons.

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Rooted Might (Combat or Out-of-Combat Action): You may choose one of the following effects. If the current Season is the same as the Warlord's Seasonal Court you may choose both.

- 1) Immediately apply a Seed token to all Enemy Regiments within 10".
- 2) This Regiment's Relentless Blows Special Rule activates on all Hit Rolls of "1" and "2" instead of just "1"

SCIATHAN RIDERS

150 POINTS / 70 PER STAND

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	7	2	2	5	5	3	2	2	Leader

Special Rules: FLY, FLUID FORMATION

Battlefield Role: This Regiment counts as belonging to the same Seasonal Court as the Army's Warlord, gaining the relevant Battlefield Role.

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Revitalize [Draw Event]: Until the end of the Round the Regiment's Bombing Run Special Rule changes as follows:

Bombing Run: Once per Round, select one Friendly Regiment this Regiment's Command Stand moved over while performing a March Action. That Friendly Regiment immediately Heals 3 Wounds. In addition it Heals 2 additional Wounds if the current Season is the same as the Regiment's Seasonal Court.

Bombing Run: Once per Round, select one Enemy Regiment this Regiment's Command Stand moved over while performing a March Action. Immediately inflict X Hits, where X is the number of Stands in this Regiment (to a maximum of 8 Hits), and 2 additional Hits for each Seed Marker on the Enemy Regiment.

These Hits count as originating from the Enemy Regiment's Flank and do not trigger Morale Tests. Then immediately remove any Seed Markers from the Enemy Regiment.

CIANNIR RIDERS

150 POINTS / 50 PER STAND

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	Medium	7	2	2	4	5	3	2	2	Leader

Special Rules: AIMED SHOT, BARRAGE (3) (12"), FLX, FLUID FORMATION, OPPORTUNISTS, PATHFINDER

Battlefield Role: This Regiment counts as belonging to the same Seasonal Court as the Army's Warlord, gaining the relevant Battlefield Role.

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Sowing Shot: When this Regiment applies a Seed Marker on an Enemy Regiment by performing a Volley Action in its Side or Rear Arc, immediately apply a Seed Marker to another Enemy Regiment within 8" of the Target as well.

Pathfinders: A Reinforcement Line set by this Regiment cannot be pushed back by Enemy Regiments.

WILL-O-WISPS

100 POINTS / 40 PER STAND

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	5	2	2	2	Leader

Special Rules: LOOSE FORMATION, LETHAL DEMISE (2), IRREGULAR

Battlefield Role: This Regiment counts as belonging to the same Seasonal Court as the **Army's Warlord**, gaining the relevant Battlefield Role.

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Swarm Cloud: Friendly Regiments can draw Line of Sight through this Regiment.

Harbingers of Seasons: When a Friendly Regiment performs a Volley Action against an Enemy Regiment, should the Volleying Regiment draw Line of Sight through this Regiment, existing Seed Markers on the Target Regiment immediately Bloom as if the Round was the same Season as this Regiment's Seasonal Court.

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

230 POINTS

Scoth Draic 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	7	2	3	12	18	4	3	2

Special Rules: CLEAVE (1), FLY, IMPACT (5), TERRIFYING (1), FLAWLESS STRIKES, OPPORTUNIST

Battlefield Role: [COURT OF SPRING]

Regiment: This Regiment is comprised of 1 Stand with 1 Model on it.

Defying Flight: This Regiment and other Friendly Regiments currently within 8" gain the Untouchable Special Rule against Enemy Volley Actions until the end of that Action.

Echoes of Whispers: Once per Round, when an Enemy Regiment within 8" has its Seed Markers Bloom, the Scotth Draic immediately Heals 3 Wounds. If it's a Spring Round it Heals 5 Wounds instead.

Avatar of Nature: When an Enemy Regiment inflicts Wounds on this Regiment as a result of a Clash or Charge Action and any Morale Tests and additional Wounds have been resolved, any Seeds on the Enemy Regiment immediately Bloom. The Seeds Bloom even if the Regiment is destroyed.

Terraform: When this Regiment is destroyed, do not remove its Stand from the Battlefield. Until the end of the game the Stand becomes an Obscuring, Hindering and Traversable piece of Zonal Terrain. Any Enemy Regiment moving through immediately has a Seed applied to it.

DRACI AND THE WEAVER COURTS

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COILL DRAIC

230 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	7	2	3	12	18	4	3	2

Special Rules: BARRAGE (9) (8", ARMOR PIERCING (1)), AIMED SHOT, CLEAVE (1), FLY, IMPACT (6)

Battlefield Role: This Regiment counts as belonging to the same Seasonal Court as the current Season in the Cycle of Seasons.

Regiment: This Regiment is comprised of 1 Stand with 1 Model on it.

Breath: When this Regiment performs a Volley Action - excluding any attached [CHARACTER] - it performs it multiple times, once for each Enemy Regiment within its Front Arc and within its Barrage Range, targeting each Enemy Regiment in its Front Arc and Barrage Range once. The Regiment still counts as having performed a single Volley Action.

This Regiment may perform a Volley Action while in contact with an Enemy Regiment, but can only perform it against the Enemy Regiment(s) it is in contact with.

Devouring Moulder: Once per Round, when this Regiment destroys an Enemy Regiment it immediately Heals 2 Wounds for every Seed Marker that was on that Enemy Regiment.

MYRMIDONS

180 POINTS / 60 PER STAND

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	2	4	4	4	3	1	Leader

Special Rules: CLEAVE (1), UNTOUCHABLE, IRON DISCIPLINE, SUPPORT (2)

Battlefield Role: [COURT OF SPRING]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Coordinated Ranks: Enemy Regiments cannot Re-Roll failed Hit Rolls nor can their Attacks generate additional Hits while in contact with this Regiment's Front Arc.

Spring's Vigor: During a Spring Round the Regiment gains the Relentless Blows Special Rule.

Pariahs: Attacks from this Regiment do not apply Seed Markers.

SCATHACH HUNTERS

170 POINTS / 60 PER STAND

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	6	2	3	5	4	3	2	2	Leader

Special Rules: DEADLY BLADES, PATHFINDERS, OPPORTUNISTS, LOOSE FORMATION

Battlefield Role: [COURT OF AUTUMN]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Mimesis: Enemy Regiments cannot draw Line of Sight to this Regiment through a piece of Obscuring Zonal Terrain. In addition, Enemy Regiments under the effects of a Seasonal Bloom outside 8" of this Regiment cannot draw Line of Sight to them.

Might of Everrusk: When the Regiment performs a Charge Action against an Enemy Regiment under the effects of Autumn's Harvest, this Regiment adds +2" to its Charge Distance.

Pathfinders: A Reinforcement Line set by this Regiment cannot be pushed back by Enemy Regiments.

GEMRED KNIGHTS

240 POINTS / 80 PER STAND

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	6	1	3	5	7	4	3	1	Leader

Special Rules: CLEAVE (1), UNSTOPPABLE, IMPACT (4), BRUTAL IMPACT (2)

Battlefield Role: [COURT OF WINTER]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Hearts of Ice: During a Winter Round, this Regiment loses the Unstoppable Special Rule and gains the Juggernaut Special Rule instead.

SCAILE DANCERS

170 POINTS / 50 PER STAND

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	6	1	3	5	4	3	2	2	Leader

Special Rules: FLY, LOOSE FORMATION, PARRY, RELENTLESS BLOWS

Battlefield Role: [COURT OF SUMMER]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Blazing Souls: During a Summer Round the Regiment gains the Counter-Attack Special Rule until the end of the Round. In addition, the Regiment's Counter Attack Special Rule causes Hits on unmodified Defense Roll of "1" or "2" instead of the usual "1".

GALLOWGLASS WARRIORS

220 POINTS / 80 PER STAND

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 millenia.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Heavy	6	1	4	4	6	3	4	0	Leader

- Special Rules:** TRAMPLE (3), FLY, IMPACT (3)
- Battlefield Role:** This Regiment counts as belonging to the same Seasonal Court as the Army’s Warlord, gaining the relevant Battlefield Role.
- Regiment:** This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Mercy of the Reaper [Draw Event]: Remove up to 3 Seeds from Enemy Regiments within 12”. The Regiment gains the Cleave (X) Special Rule until the end of the Round where X is the number of Seeds removed in this way.

Brute Force: When performing a Clash Action, compare the Regiment’s current Clash Characteristic with the Target Enemy Regiment’s. For each point of Clash greater the Regiment adds +1 to its Attacks Characteristic until the end of the Action.

THE WILD HUNT

320 POINTS - ONE PER ARMY

Spoken of only in hushed whispers, the Wild Hunt is known to all who have opposed the will of the Weaver Courts. While each Court is known to have its Knight, who carries their Lieges honor and represents them in duels. The Wild Hunt is something else entirely. Each of the Courts sends forth their Knight, and each is empowered by the combined primordial blessing of all the Queens, Kings and Consorts before they mount their ritual beasts and ride forth. The result is less a military force, and more of a natural disaster driven by malevolent will...

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	7	3	3	15	22	4	4	2

Special Rules: BARRAGE (7) (12", AIMED SHOT), CLEAVE (2), FLY, TERRIFYING (1), IMPACT (8), BRUTAL IMPACT (2)

Battlefield Role: This Regiment counts as belonging to the same Seasonal Court as the current Season in the Cycle of Seasons.

Regiment: This Regiment is comprised of 1 Stand with 4 Models on it.

The Regiment may perform a single free Volley Action during its Activation.

Power of the Voice: When Seed Markers Bloom within 8" of this Regiment they always Bloom as all four Seasonal Bloom Effects.

The Four Harbingers: When this Regiment is part of your force you cannot purchase Wild Hunters as Officers. Instead, when this Regiment is destroyed immediately choose a Friendly non-Monster Regiment anywhere on the Battlefield that does not have a [CHARACTER] attached to it. The Wild Hunter of the same Seasonal Court as the current Season in the Cycle of Seasons immediately attaches to it. The Target Regiment immediately performs an out-of-sequence Reform Action to add the Wild Hunter to its formation as if it was a [CHARACTER] without increasing the Target Regiment's files, and may only increase Ranks by the minimum amount needed to fit the Wild Hunter in its front Rank. Once the Regiment is destroyed, the Wild Hunter is destroyed with it.

BLATH MAIDENS

130 POINTS / 40 PER STAND

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	4	4	3	3	0	Leader

Special Rules: VANGUARD (3)

Battlefield Role: This Regiment counts as belonging to the same Seasonal Court as the current Season in the Cycle of Seasons.

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Cyclic Adaptation: Depending on what Season the current Round is the Blath Maidens gain the following Special Rules:

- **During a Spring Round:** Immediately Heal 6 Wounds.
- **During a Summer Round:** The Regiment adds +1 to its Attacks Characteristic.
- **During an Autumn Round:** The Regiment gains the Flurry Special Rule.
- **During a Winter Round:** The Regiment adds +1 to its Defense Characteristic.

FIANNA CAVALRY

160 POINTS / 50 PER STAND

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	7	2	2	5	5	3	2	2	Leader

Special Rules: OPPORTUNISTS, IMPACT (2)

Battlefield Role: This Regiment counts as belonging to the same Seasonal Court as the Army's Warlord, gaining the relevant Battlefield Role.

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Prowl [Draw Event]: Until the end of the Round, the Regiment's March Characteristic becomes 5 and Enemy Regiments outside 8" of it cannot Draw Line of Sight to it. If an Enemy Regiment is 8" away or closer and can at any point draw Line of Sight to this Regiment, it is "Revealed" and the Prowl Draw Event effects immediately cease to apply. While under the effects of "Prowl," the Regiment does not count towards the purposes of Seizing.

A Regiment cannot Activate this Draw Event while within 8" of an Enemy Regiment.

Pounce: If this Regiment is "Revealed" during its Activation or performs a Charge Action against an Enemy Regiment who cannot draw Line of Sight to it - the Regiment gains the Terrifying (X) Special Rule where X is the number of Seed Markers currently on the Enemy Regiment.

AVATARS OF THE HUNT

You may only purchase each Wild Hunter once as an Officer in your Army to a maximum of 3 Wild Hunters. A Wild Hunter must be attached to any Friendly non-Monster Regiment as if it was a [**CHARACTER**] however they do not have their own Command Card and as a result do not Activate on their own. Unlike other Officers, a Wild Hunter adds their own Stand to the Regiment and have their own Characteristics Profiles. However, being Officers they do not have their own Class, March or Wounds Characteristics. A Wild Hunter cannot be attached to a Regiment that also has a [**CHARACTER**] attached to it.

If the Army contains the Wild Hunt Regiment then **you may not** purchase a Wild Hunter as an Officer, instead the Wild Hunter of your choice will join your force for free as described in the Wild Hunt Army List Entry.

WILD HUNTER OF SPRING

60 POINTS

M	V	C	A	W	R	D	E
-	3	4	6	-	4	3	2

Special Rules: AIMED SHOT, BARRAGE (7) (12”), FLY, IMPACT (3)

Battlefield Role: [COURT OF SPRING]

The Regiment this Wild Hunter is currently attached to may perform a single free Volley Action during its Activation has this Wild Hunter’s Seasonal Battlefield Role in addition to any other it may have.

Life Anew: Once Draw Events have been resolved but before the Regiment this Wild Hunter is currently attached to performs its first Action, immediately Heal it for 4 Wounds. Then, Target up to four different Enemy Regiments within 12” and apply 1 Seed Marker to each one.

Prince of Spring: When Seed Markers Bloom within 8” they always Bloom as if it’s Spring regardless of which Season the Cycle of Seasons is currently at.

WILD HUNTER OF SUMMER

60 POINTS

M	V	C	A	W	R	D	E
-	3	4	7	-	4	3	2

Special Rules: FLY, IMPACT (6), FLURRY

Battlefield Role: [COURT OF SUMMER]

The Regiment this Wild Hunter is currently attached to has this Wild Hunter’s Seasonal Battlefield Role in addition to any other it may have.

Wild Youth: The Regiment this Wild Hunter is currently attached to cannot be Broken. If the Regiment would become Broken, immediately apply a Seed Marker to all Enemy Regiments within 12”.

Prince of Summer: When Seed Markers Bloom within 8” they always Bloom as if it’s Summer regardless of which Season the Cycle of Seasons is currently at.

WILD HUNTER OF AUTUMN

60 POINTS

M	V	C	A	W	R	D	E
-	3	4	8	-	4	3	2

Special Rules: FLAWLESS STRIKES, FLY, IMPACT (3)

Battlefield Role: [COURT OF AUTUMN]

The Regiment this Wild Hunter is currently attached to has this Wild Hunter's Seasonal Battlefield Role in addition to any other it may have and gains the following Draw Event.

Wither Away [Draw Event]: Immediately remove up to 2 Seed Markers from Target Enemy Regiment within 12". If 1 Seed Marker is removed, the Enemy Regiment Re-Rolls successful Morale Tests of "1" until the end of the Round. If 2 Seed Markers are removed, the Enemy Regiment Re-Rolls successful Morale Tests of "1" and "2" until the end of the Round.

Prince of Autumn: When Seed Markers Bloom within 8" they always Bloom as if it's Autumn regardless of which Season the Cycle of Seasons is currently at.

WILD HUNTER OF WINTER

60 POINTS

M	V	C	A	W	R	D	E
-	3	4	5	-	4	3	2

Special Rules: BRUTAL IMPACT (2), CLEAVE (2), FLY, IMPACT (4)

Battlefield Role: [COURT OF WINTER]

The Regiment this Wild Hunter is currently attached to has this Wild Hunter's Seasonal Battlefield Role in addition to any other it may have.

Inevitable End: When the Regiment this Wild Hunter is currently attached to destroys an Enemy Regiment with a Bloom Effect on it, all other Enemy Regiments within 8" of the Wild Hunter suffer 2 Wounds for each Seed Marker currently on them. These Wounds do not trigger Morale Tests.

Prince of Winter: When Seed Markers Bloom within 8" they always Bloom as if it's Winter regardless of which Season the Cycle of Seasons is currently at.

COMMAND MODELS

Certain Regiments have the option of taking Command Models. Each Regiment may only take each Command Model once. If the Command Model is removed as a casualty, all benefits are lost. A Command model is purchased on top of the model it replaces. In the case of Cavalry or Brute Stand you need to pay for the Stand and the Command Model.

Kiannun Stalker

15 points

When this Regiment applies a Seed Marker on an Enemy Regiment, all other Friendly Regiments Re-Roll failed Hit Rolls of “6” during Volley Actions against that Enemy Regiment.