

## General Rules Changes

### 1. (Special Rule Adjustment) Aura of Death - PDF

- At the start of an Enemy Regiment's "Draw Command Card" Step, that Regiment suffers X Hits where X is equal to the sum of Aura of Death (X) value of each Stand in contact with that Regiment. These Hits do not Trigger Morale Tests.
- If the Regiment is destroyed by this Special Rule before the "Resolve Draw Event" step, then the Active Player discards the Command Card and may Draw their next Command Card and perform Actions with it.
- The maximum Value of Aura of Death (X) for a non-monster Regiment is always 4, that means each Stand will add a maximum of 4 Hits, there is no such limitation for Monster Regiments.

**Designer Notes (Pawel):** We brought back AoD per Stand to enable it as a viable in game strategy. We want big regiment blocks with this rule to be appealing while not causing NPE. To ensure that we made stacking to insane values not possible - at least not in a very easy way. This was possible due to massive Old Dominion changes.

### 2. (Rulebook Adjustment) Flank / Rear Penalties - PDF

- If the Active Regiment is Attacking the Enemy in the Flank, your opponent must Re-Roll any successful Morale Test.
- If the Active Regiment is Attacking the Enemy in the Rear, your opponent automatically fails all Morale Tests.

**Designer Notes (Pawel):** Previously charging in the Flank was more appealing than charging in the Rear which is not how we believe it should be. We hope that this time you will remember to protect your Rear!

### 3. (Special Rule Adjustment) Iron Discipline - PDF

- The Regiment never loses the Support (X) Special Rule
- The Regiment never Re-Rolls successful Morale Tests
- The Regiment never Automatically fails Morale Tests caused by Wounds originating from the Regiment's Rear.

**Designer Notes (Pawel):** Consequence of Flank/Rear Adjustment.

### 4. (Special Rule Adjustment) Condensed Propellant - PDF

Rename to **Longshot**

This Regiment's Effective Range is equal to the Regiment's Barrage Range.

To Adjust: Lineage Prideborne Supremacy, Slingers Chant, War Chariots, Trebuchet

**Designer Notes (Pawel):** Merge identical effects under one Special Rule.

### 5. (Rulebook Adjustment) Combat Reform - PDF

Immediately put your Regiment in Legal Formation without decreasing the amount of Stands in contact with Engaged Enemy Regiments. You cannot increase the number of Stands in your front rank by more than 2 during this action. Single Stand Regiments should align as much of their Stand as possible against Engaged Regiments.

**Designer Notes (Pawel):** Sometimes it was not possible to perform a Combat Reform. We want the rule to be easy to understand and continue to remove "Gotcha" moments from your Conquest Experience.

### 6. (Special Rule Adjustment) Loose Formation - PDF

- A Stand performing a Volley Action against a Regiment with this Special Rule halves the X value in its Barrage (X) Special Rule (Rounding up).
- When a Regiment with this Special Rule is a target of Spell it halves the value of Hits (Rounding up).
- The Regiment with this Special Rule cannot inflict Impact Attacks.

Note: This Special Rule does not stack with Cover Zonal Terrain and work exactly the same.

**Designer Notes (Pawel):** *Have you noticed that granting Loose Formation prevents you from dealing Impact Attack? Well, some Yoroni players did not. Also now works the same as Cover (former Obscuring).*

#### 7. (Rulebook Adjustment) Spellcasting (Combat or Out of Combat Action) - PDF

A [Character] or Regiment cannot cast the same spell as part of a Spellcasting Action more than once during a single Activation

**Designer Notes (Pawel):** *In addition, we adjusted the syntax of all spells in the game. We will work on further improving rules.*

#### 8. (Rulebook Adjustment) Wound Allocation - PDF

"[...] A Stand from alternating ends of a Regiment's rearmost rank, starting with the furthest Stand from Command Stand, leaving the centermost Stand of a rank to suffer Wounds last. [...]"

**Designer Notes (Pawel):** *Clarifies the "where should i place my wound marker first" issue. It's not our last word on that.*

#### 9. (Rulebook Adjustment) Charge - PDF

The purpose of this Wheel is to ensure that the subsequent Charge Move and final pivot (which will be explained later) Engages as many of the Charging Regiment's front-Rank Stands with as many of the Target Regiment's Stands as possible. Moreover, each of the Charging Regiment's front-Rank Stands should Engage as many of the Target Regiment's Stands as possible. **In addition, Charging Single Stand Regiments should align as much of its Stand as possible against Charge Target.** The free Wheel does not count toward the Charge Distance moved.

**Designer Notes (Pawel):** *Crusade against "Gotcha" continues.*

#### 10. (New Rule) Below Starting Strength - PDF

If a Regiment has suffered any Wounds or lost Stands that have neither been Healed nor Restored (respectively) it counts as being Below Starting Strength and will be referred to as such by other rules.

**Designer Notes (Pawel):** *We want to introduce effects that work when your regiment is wounded to show how battle affects them.*

#### 11. (New Rule) [Always Active] - PDF

Rules and abilities with this keyword are always considered to be active regardless of whether a [Character] or Regiment is currently on the Battlefield, in Reinforcements or having been destroyed.

**Designer Notes (Pawel):** *Army List rule into Core Rulebook.*

#### 12. (New Special Rule) Fury - PDF

Upon successfully completing a Charge, the Regiment immediately adds +1 to its Attack Characteristic until the end of the Round.

**Designer Notes (Pawel):** *We believe it will add some identity to regiments that we love.*

### 13. (New Special Rule) Brittle - PDF

Whenever a Regiment with this Special Rule makes Defense Rolls as a result of either a Clash or Charge Action it treats two successful results as fails if that Action is originating from this Regiment's Flank, and twice as many if it originates from the Regiment's Rear.

**Designer Notes (Pawel):** *In order to make facing the Old Dominion feel "fair" we want to make sure that the army does not ignore most of the game's rules.*

### 14. (New Special Rule) Rage

While this Regiment is Below Starting Strength it adds +1 to its Clash and Attack Characteristics.

**Designer Notes (Pawel):** *You can find it on Bearsarks.*

### 15. (New Special Rule) Trial of Will

When you perform Clash action against an Enemy Regiment, you may choose to perform a Characteristic Test against the Enemy Regiment's modified Resolve Characteristic instead of the Defense or Evasion characteristic.

- If this Regiment has the Terrifying (X) Special Rule, it also reduces the Enemy Regiment's Resolve Characteristic during Clash or Charge Actions.
- If the Target Regiment does not have a Resolve Characteristic, it suffers -1 to its Defense Characteristic until the end of that Action.

**Designer Notes (Pawel):** *Theokrator Supremacy.*

### 16. (Rulebook Adjustment) Zonal Terrains - PDF

It is up to Players or Organizer to determine Zonal Terrains on the Battlefield. Every Zonal Terrain has an associated Size (a minimum of 0 and up to a maximum of 4) and can have multiple keywords with the following rules:

#### Examples:

**Forest:** Size 3, Traversable, Hindering, Cover

**Hill:** Size 2, Obstructing, Elevated

#### Elevated

Regiments can move through Elevated Terrain. Stands on top of Zonal Terrain with the Elevated keyword treat their Size as the total of their Size and the Terrain piece's Size.

#### Traversable

Regiments can move through Traversable Terrain. This piece of Zonal Terrain does not add its Size to the total Size of a Regiment.

#### Impassable

Regiments cannot move through Impassable Terrain.

#### Obstructing

Zonal Terrain with this keyword does not allow Line of Sight from Regiments of an equal or smaller size to be drawn through it. Stands that are on a piece of Obstructing Zonal Terrain can freely draw Line of Sight to Enemy Regiments and vice versa regardless of Size.

#### Cover (Renamed from Obscuring)

Stands drawing Line of Sight through this piece of Zonal Terrain as part of a Volley Action and/or Targeting a Regiment with all of its Stands within Cover Zonal Terrain, halve the X value in their Barrage (X) Special

Rule (Rounding up). A Regiment only benefits from the Cover Special Rule if its Size is equal to or less than the Size of the Zonal Piece of Terrain.

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

### **Hindering**

When at least half of a Regiment's Stands (Rounding up) Charge through a piece of Zonal Terrain with this keyword, the Regiment does not inflict any Impact Attacks during that Charge Action. In addition, Medium and Heavy Regiments do not benefit from the Inspired Special Rule during a Round in which at least half of their Stands (Rounding up) Charged through this piece of Zonal Terrain.

### **Dangerous**

When a Regiment moves onto, or through a piece of Zonal Terrain with this keyword, Roll a die for each Stand that moves through this terrain. For each Roll of "6", the Regiment suffers 1 Wound. Cavalry and Chariot Stands will suffer 2 Wounds for each Roll of "6" instead. You do not need to Test Morale against Wounds caused by Dangerous.

### **Perilous**

When a Regiment moves onto, or through a piece of Zonal Terrain with this keyword, Roll a die for each Stand that moves through this terrain. For each Roll of "4, 5, 6", the Regiment suffers 1 Wound. Cavalry and Chariot Stands will suffer 2 Wounds for each Roll of "4, 5, 6" instead. You do not need to Test Morale against Wounds caused by Perilous.

### **Water**

If a Regiment has at least half its total Stands (Rounding up) within this piece of Zonal Terrain, it suffers a -1 penalty to its Clash Characteristic, to a minimum of 1.

**Designer Notes (Pawel):** *Simplification with more Clarity. Renamed Obscuring to Cover as it was easy to confuse it with Obstructing.*

## **17. (Removed) Broken Ground Zonal Terrain - PDF**

**Designer Notes (Pawel):** *Unnecessary Keyword causing confusion with Dangerous for no reason.*

## **18. (Special Rule Adjustment) Sureshot - PDF**

This Regiment does not suffer the negative effects of targeting an Enemy Regiment within Cover Terrain and/or drawing Line of Sight through Cover Terrain.

**Designer Notes (Pawel):** *Name Adjustment.*

## **19. (Special Rule Adjustment) Indomitable - PDF**

When this Regiment fails Morale Tests, treat X failed results as successes where X is the value of this Special Rule. [Character]s do not benefit from this Special Rule during Duels unless they have this Special Rule. This Special Rule applies on Rear Attacks.

**Designer Notes (Pawel):** *Adjustment to clarify interaction with Rear attacks.*

**20. (Special Rule Adjustment) Arcing Fire**

Until the end of this Regiment's Activation, if the Regiment has the Aimed Shot Special Rule and is not currently occupying a piece of Garrison terrain, instead of performing a Volley Action as normal it may perform the following:

The Regiment suffers -1 to its Volley Characteristic until the end of the Regiment's Activation. Then the Regiment may select an Enemy Regiment in its front arc, within Barrage Range of at least one of its Stands and within Line of Sight of a Friendly Regiment and perform the Volley Action against it as if its Volley was a Clear Shot. Only Stands in the Regiment with this Special Rule may participate in this Volley Action. If all Stands in the Target Regiment are within a piece of Cover Terrain then the Barrage (X) Special Rule is halved as normal, if the Target Regiment does not have all its Stands within a piece of Cover Terrain then there are no penalties to the Barrage (X) Special Rule.

***Designer Notes (Pawel):*** Adjustment due to renaming Obscuring to Cover

# The Hundred Kingdoms

**Designer Notes (Pawel):** We used this Faction as our main benchmark during testing. We tried to reflect our love for horses and underused regiments without too many changes to an already well performing Army. I cannot say that it was an Order.

## Army Rules, Supremacies and Characters

### 1. RAPID DEPLOYMENT - PDF

If the Army's Warlord has the [Imperial] Subfaction Battlefield Role then the Army gains access to this Subfaction Special Rule.

[Always Active]

During your Reinforcement Phase, choose up to two Friendly [Imperial] Infantry Regiments or one Friendly non [Imperial] Infantry Regiment per Round currently not on the Battlefield and after Rolling for Reinforcements, to gain the Vanguard (5) Special Rule.

**Designer Notes (Pawel):** Felt bad that you could only use it for Imperial regiments? We are here to help. Not without a drawback that is.

### 2. COMBAT MANEUVERS - PDF

If the Army's Warlord has the [Imperial] Subfaction Battlefield Role then the Army gains access to this Supremacy Ability.

[Activated]

Friendly [Veteran] Infantry Regiments gain the Fluid Formation and Opportunist Special Rules until the end of the Round.

**Designer Notes (Pawel):** While we understand that it feels good to charge enemy regiment on the other side of the battlefield, your opponent definitely does not share that opinion

### 1. Mounted Noble Lord - PDF

Cost Reduced to **105** points from 120

**Designer Notes (Pawel):** We felt that this Horse is overpriced.

## Regiments, Officers and Upgrades

### 2. Armor of Dominion - PDF

Cost Increased to **50** points from 30

**Designer Notes (Pawel):** One of the best Artifacts in the game should be accordingly reflected in its Cost.

### 3. Tip of the Lance - PDF

Cost Reduced to **25** points from 35

**Designer Notes (Pawel):** We like cavalry.

### 4. Imperial Ranger Corps - PDF

Cost of [Veteran] Reduced to **10** points from 15

Advanced Scout Training: Should this Regiment have the [Veteran] Battlefield Role, it always counts as being within a piece of Cover Zonal Terrain against Enemy Volley Actions.

**Designer Notes (Pawel):** Little adjustment of Veteran across the Faction. Obscuring was replaced with Cover.

**5. Hunter Cadre - PDF**

Cost of **Null Mage** Reduced to **10** points from 20

**6. Longbowmen - PDF**

Range reduced to **20"** from 22"

Cost reduced to **130** points from 140

**Designer Notes (Pawel):** General range reduction and some help.

**7. Militia Bowmen - PDF**

Cost Increased to **90** points from 80

Range reduced to **14"** from 16"

Volley Characteristics Increased to **2** from 1

**Designer Notes (Pawel):** We want to see it on the table and we believe that this rebalance will fulfill that goal.

**8. Household Guard - PDF**

Cost reduced to **140** points from 150

**Designer Notes (Pawel):** Small Adjustment.

**9. Order of the Crimson Tower - PDF**

Gain **Fury** Special Rule

**Designer Notes (Pawel):** Now its cost is totally justified.

**10. Trebuchet - PDF**

New Regiment - see more in the army list!

**Designer Notes (Pawel):** The Challenge for Game Designers and your Opponents alike.

**11. Men-At-Arms - PDF**

Cost per Stand Increased to **35** points from 30

**Designer Notes (Pawel):** Was a little too efficient.

## Spells

*Designer Notes (Pawel): Syntax update of all Spells.*

### 12. Stone Spikes - PDF

#### Range 12" Attunement 3 (Scaling)

Target Friendly Infantry Regiment, until the end of the Round:

- The Regiment gains the Pike Formation Special Rule.

*Designer Notes (Pawel): Adjusted to align to 12" standard.*

### 13. Call Fog - PDF

#### Range 12" Attunement 3 (Scaling)

Target Friendly Infantry Regiment, until the end of the Round:

- The Regiment counts as being within a piece of Cover Zonal Terrain against Enemy Volley Actions.

*Designer Notes (Pawel): Adjusted to align to 12" standard.*

### 14. Earth to Mud - PDF

#### Range 14" Attunement 3 (Scaling)

Target Enemy Regiment, until the end of the Round:

- The Regiment can perform a Charge Action only as its first Action.
- The Regiment can only perform a maximum of 2 Actions until the end of the Round.

### 15. Kindle Courage - PDF

#### Range 12" Attunement 3 (Scaling)

Target Friendly Regiment, until the end of the Round:

- The Regiment adds +1 to its Resolve Characteristic.

### 16. Fire Dart - PDF

#### Range 16" Attunement 4

Target Enemy Regiment:

- The Regiment suffers one Hit per success. These Hits have the Armor Piercing (1) Special Rule.

### 17. Seeking Winds - PDF

#### Range 12" Attunement 3 (Scaling)

Target Friendly Regiment, until the end of the Round:

- The Regiment gains the Aimed Shot Special Rule.

### 18. Guide - PDF

#### Range 12" Attunement 3

Target Friendly Regiment, until the end of the Round:

- The Regiment Re-Rolls failed Hit Rolls of "6" during a Volley Action.

### 19. Ninuah's Tears - PDF

#### Range 12" Attunement 4

- Target Infantry Regiment Heals one Wound per success.

### 20. Elemental Vortex - PDF

#### Range 12" Attunement 4

Target Friendly Regiment, until the end of the Round:

- When an Enemy Spellcaster Targets this Regiment for the purposes of performing a Spellcasting Action, the Spellcaster counts as having Rolled two fewer Successes.

**21. Elemental Missile - PDF**

**Range 12" Attunement -**

The Spell counts as being automatically cast.

Target Enemy Regiment:

- The Regiment suffers 3 Hits.

**22. Divine Sanction - PDF**

**Range 12" Attunement 3 (Scaling)**

Target Friendly Regiment, until the end of the Round:

- The Regiment's Command Stand and any attached [Character] gains the Cleave (+1) Special Rule.

**23. Fervour - PDF**

**Range 12" Attunement 3**

Target Friendly Regiment, until the end of the Round:

- The Regiment's Command Stand and any attached [Character] gains the Flurry Special Rule.

**24. Heavenly Blessing - PDF**

**Range self Attunement 3 (Scaling)**

Until the end of the Round:

- The Regiment with currently attached [Character] gains the Blessed Special Rule.

**25. Holy Fire - PDF**

**Range 12" Attunement 3**

Target Enemy Regiment:

- The Regiment suffers two Hits per success.

**26. Saint's Favour - PDF**

**Range 12" Attunement 3**

Target Friendly Regiment, until the end of the Round:

- The Regiment add +1 to its Evasion Characteristic (to a maximum of 3).

## The Spires

**Designer Notes (Pawel):** While it is a faction that we reworked recently we still want to add a few minor tweaks to make your biomass even happier and more appealing.

### Army Rules, Supremacies and Characters

#### 1. Field Studies- PDF

Designate a visible area next to the Battlefield, this is your Observation pool. Every time any Regiment on the Battlefield is destroyed, add a Token to your Observation pool. You may only have a maximum of 4 Observation Tokens, any extra Tokens are immediately discarded.

**Designer Notes (Pawel):** It was a little too hard to use 3 Tokens.

#### 2. Lambs to the Slaughter - PDF

[Always Active]

The Regiment this [Character] is currently attached to gains the Fearless and Fury Special Rules.

[Activated]

All Friendly [Husk] Regiments treat every Hit-Roll result of "6" as "1" for the purposes of performing Clash, Volley and Impact Attacks until the end of the Round.

**Designer Notes (Pawel):** This supremacy should be more appealing for Avatara enjoyers.

#### 3. The Sovereign Lineage - Magnanimity - PDF

[Always Active]

While performing a Clash or Volley Action Targeting an Enemy Regiment that is Below Starting Strength, all Friendly [Husk] Regiments gain the Inspired and Aimed Shot Special Rules until the end of that Action.

**Designer Notes (Pawel):** We implemented the Below Starting Strength rule to better reflect intention.

#### 4. Remorseless Hunter - PDF

[Always Active]

All Friendly [Husk] Regiments gain the Designate Target Special Rule.

[Activated]

All Friendly Regiments gain the Sureshot and **Longshot** Special Rules until the end of the Round.

**Designer Notes (Pawel):** Rule standardization.

#### 5. Designate Target - PDF

When this Regiment inflicts a Wound upon an Enemy Regiment during a Clash, Charge or Volley Action, that Enemy Regiment becomes Marked until the end of the Round. When Friendly Regiments perform a Charge Action against a Marked Enemy Regiment, they add +2" to their Charge Distance and Re-Roll failed Hit Rolls during Charge and Clash actions until the end of the Round.

**Designer Notes (Pawel):** Small buff.

#### 6. Mimetic Assassin - PDF

Gain **Refined Beyond Nature** Special Rule

Gain **Inspired** Special Rule

Resolve characteristic changed to - from 1

**Assassination Directive**

This [Character] does not attach to a Regiment at the start of the Battle, instead it joins the battlefield in the following way:

When a Friendly Infantry Regiment that does not currently have a [Character] attached to it declares a Clash Action, you may immediately replace a non-Command Stand in the first Rank with this [Character] Stand and place its Command Card beside it. The replaced Stand is removed as a casualty, but it does not count towards making the Regiment Broken or Shattered.

Upon replacing the Stand, the Mimetic Assassin acts in the following order:

1. The [Character] inflicts X Hits to a single Enemy Regiment in Contact with the [Character]'s Stand, where X is the Wounds Characteristic of the Stand the [Character] replaced. These Hits benefit from the Cleave (2) Special Rule and do not trigger Morale Tests.
2. The [Character] may immediately perform an out of sequence Duel Action.
3. The [Character] counts as having Activated and the Regiment they are currently attached to may continue performing its Clash Action.

Should the [Character] not have entered the Battlefield until the end of the game, it is considered to have been destroyed before the last Victory Phase of the game.

Note: This ability can be used only once per game, it cannot be used to move between Regiments.

**Designer Notes (Pawel):** *Clarification of Assassination Directive and Small Adjustment.*

**7. Lineage Highborne - PDF**

Cost Reduced to **130** points from 140

**Designer Notes (Pawel):** *We heard that the cost was too high to be appealing for most players.*

**8. Lineage Prideborne - PDF**

Cost Reduced to **120** points from 130

**Designer Notes (Pawel):** *We heard that the cost was too high to be appealing for most players.*

## Regiments, Officers and Upgrades

**9. Catabolic Node - PDF**

Cost Reduced to **20** points from 30 on all Regiments.

**Designer Notes (Pawel):** *Price / Risk reward balance.*

**10. Degenerative Aura (Biomancer and Pheromancer only.) - PDF**

When the Regiment this [Character] is currently attached to suffer wounds from Decay Special Rule: Each Enemy Regiment currently engaged with it suffers X Wounds where X is equal to the number of Stands in that Enemy Regiment.

**Designer Notes (Pawel):** *This was way too hard to get a value from it - should be easy now.*

**11. Reprocessing Agents - PDF**

minor wording fix (Remove "And")

**Designer Notes (Pawel):** *Wording Fix.*

**12. Onslaught Drones - PDF**

Cost Reduced to **130** points from 135  
Gain **Unstoppable** Special Rule

**Designer Notes (Pawel):** *Small help for our underachiever friend.*

**13. Leonine Avatara - PDF**

Cost Reduced to **170** points from 180

**Designer Notes (Pawel):** *Small Adjustment.*

**14. Hypersynaptic Bonding - PDF**

When an Enemy Regiment becomes the Target of this Regiment's Volley Action it does not benefit from the Cover and Loose Formation Special Rules until the end of that Action.

**Designer Notes (Pawel):** *Obscuring replaced by Cover.*

## Practitioner Actions

**Designer Notes (Pawel):** *Syntax update of all Practitioner Actions. Please note that these actions are not spellcasting actions and therefore do not need line of sight.*

**15. Essence Transfer - PDF**

Target Friendly Regiment within 12" and Roll 2D6:

- The Regiment immediately suffers Wounds equal to the lower Roll result. These Wounds do not trigger Morale Tests.
- Target another Friendly non-Monster Regiment within 12", it immediately Heals 4 Wounds.

**16. Unstable Enhancement - PDF**

Target Friendly non-Monster Regiment within 12", until the end of the Round:

- The Regiment gains one of the following effects based on the result of the 1D6 Roll.
  - 1 - 2: The Regiment adds +1 to its March Characteristic.
  - 3 - 4: The Regiment adds +1 to its Clash Characteristic (To a maximum of 4).
  - 5 - 6: The Regiment adds +1 to its Volley Characteristic (To a maximum of 4).

Alternatively, before Rolling the 1D6, you may instead have the Regiment Roll 2D6 and suffer Wounds equal to the lower Roll result and choose which effect to benefit from instead of Rolling. These Wounds do not trigger Morale Tests.

**17. Catalytic Rupture - PDF**

Target Friendly Regiment within 12" and Roll 2D6:

- All Enemy Regiments currently in Contact with the Target Regiment immediately suffer X Hits with the Armor Piercing (1) Special Rule where X is the highest Roll result of the 2D6. Hits from these Wounds do not trigger Morale Tests.

**18. Grant Virulence - PDF**

Target Enemy Regiment within 12":

- The Regiment suffers 1D6 Hits with the Armor Piercing X Special Rule, where X is equal to 6 minus the result of the Roll. These Wounds do not trigger Morale Tests.

*Example: Should a Player Roll 4 then  $6-4=2$  and therefore Armor Piercing (2).*

**19. Induce Vigor - PDF**

Target Friendly Regiment within 12", until the end of the Round:

- The Regiment gains the Untouchable Special Rule.

**20. Pheromantic Drive - PDF**

**[Aura]** Until the end of the Round:

- Friendly **[Drone]** and **[Clone]** Regiments within 12" Re-Roll failed Resolve Rolls of '6'.
- The Regiment this **[Character]** is currently attached to gains the Tenacious (1) Special Rule.

**21. Pheromantic Compulsion - PDF**

Target Enemy Monster Regiment within 12", until the end of the Round:

- The Regiment counts as 0 Stands for the purposes of Seizing or Contesting Objective Zones.

**22. Siphon Strength - PDF**

Target Enemy Regiment within 12", until the end of the Round:

- The Regiment can never be under the effects of the Inspired or Aimed Shot Special Rules.

## Yoroni

**Designer Notes (Pawel):** Layers of problematic abilities on the same regiments and general faction mechanics created a faction core which was hard to replace with anything else. For this patch we tried to balance the strength of overperformers to a reasonable level while introducing new mechanics and giving underperformers a lifeline.

### Army Rules, Supremacies and Characters

#### 1. Mistress of the Ghostly Reikai - PDF

[Always Active]

Once per Round, when Activating a **non-Monster** Regiment or **[Character]** with a **[Mu]** Ideal Card, if that Regiment or **[Character]** would benefit from the Ideal Card's effects, you may replace its effects with the following: "The Regiment gains the Loose Formation Special Rule until the end of the Round."

[Activated]

During this Round all Friendly Regiments Activated by a **[Mu]** Ideal Card benefit from its effects regardless of their Battlefield Role.

**Designer Notes (Mateusz):** Change due to overperforming.

#### 2. Kitsune Onmyoji - PDF

Gain **Armor Piercing (1)** Special Rule

Gain **Rapid Volley** Special Rule

Lose **Deadly Shot** Special Rule

**Designer Notes (Mateusz):** Adjustment to make it more suitable for the tengu ayakashi

#### 3. Jorogumo Mahotsu - PDF

Cost Reduced to **240** points from 280

Evasion Characteristic Reduced to **1** from 2

Lose **Fearless** Special Rule

**This [Character] must add at least 1 Regiment to their Warband.**

**Remove Blossom in the Wind Spell**

**Replace with Dancing Shadows (New Spell)**

**Designer Notes (Mateusz):** Changes that shift the unit's role towards more of a support.

#### 4. Jorogumo Geisha - PDF

Evasion Characteristic Reduced to 1 from 2

Lose Fearless Special Rule

**This [Character] must add at least 1 Regiment to their Warband.**

Gain **[Draw Event] Whispered Illusion** - Choose one of the following::

##### • **Phantom Onslaught (Charge):**

Until the end of this Round, when an Enemy Regiment declares a Charge Action against this Regiment, it must perform a Resolve Characteristic Test:

- If the test is passed, it has its Charge Distance reduced by -1" until the end of the Charge Action.

- If the test is failed, it cannot benefit from the Shock Special Rule and suffers -2 to Impact Attacks until the end of the Round.

• **Veil of Doubt (Clash):**

Until the end of this Round, when an Enemy Regiment declares a Clash Action against this Regiment, it must perform a Resolve Characteristic Test:

- If the test is passed, it has its Attacks Characteristic reduced by -1 until the end of the Round.
- If the test is failed, it additionally cannot benefit from Inspired Special Rule until the end of the Round.

*Designer Notes (Mateusz): New design with interesting mechanics*

## Regiments, Officers and Upgrades

### 5. MODULAR REGIMENTS - PDF

2) Add a number of Stands of your choice as seen in the Modular Stands section below. You may select these Stands in any combination as long as:

- The Regiment consists of a minimum of 2 Stands
- At least half of the Regiment's Stands share the Command Stand's Army List Entry.
- The number of the same Regiment's Stands that do not share the Command Stand's Army List Entry is lower than the number of Regiment's Stands that share the Command Stand Army List Entry.

*Designer Notes (Mateusz): A change requested by many players, making it easier to use modular regiments with an even number of Stands.*

### 6. Kami Ayakashi - PDF

Cost Reduced to 75 points from 80

*Designer Notes (Mateusz): Small Adjustment making it more playable.*

### 7. Tengu Bushi - PDF

Vanguard value from Command Special Rules reduced to **3** from 4

*Designer Notes (Mateusz): Small Adjustment*

### 8. Tengu Ayakashi - PDF

Vanguard value from Command Special Rules reduced to **3** from 4

Gain **Spirit Breeze**: Should the Regiment be composed of at least one Tengu Ayakashi Stand then the Regiment adds +1 to its March Characteristic.

*Designer Notes (Mateusz): Change that gives an interesting option to use tengu ayakashi in a modular regiments.*

### 9. Origami Warriors

Class Changes to **Medium**

*Designer Notes (Mateusz): Unification of modular regiments.*

### 10. Shikigami

Cost Increased to **120** points from 110

March Characteristics increased to **7** from 6

Lose Fearless Special Rule

Gain Lose Formation, Irregular, Disruptive Special Rules

Gain **Cheerful [Aura]**: Friendly non Monster Regiments currently within 8" add +1 to their Resolve Characteristic.

Stands in this Regiment count as being Size 1.

**Designer Notes (Mateusz):** *New design opening up many new possibilities.round*

**11. Daimyo**

Add Shikigami as Restricted

**Designer Notes (Mateusz):** *Adjustment for a new unit*

**12. Oyabun**

Add Shikigami as Mainstay

**Designer Notes (Mateusz):** *Adjustment for a new unit*

**13. Dai Yokai**

Cost Reduced to **220** points from 230

Evasion Reduced to **1** from 2

**Designer Notes (Mateusz):** *Change due to overperforming, now after playing the MU card it is easier to deal with him.*

## Spells

*Designer Notes (Pawel): Syntax update of all Spells.*

### 14. Iron Soul of Discipline

Range: Self Attunement: 3

Until the end of the Round:

- The Regiment gains the Untouchable Special Rule.
- If upon performing this Spellcasting Action the Target Regiment is Below Starting Strength, it gains the Tenacious (1) Special Rule.

### 15. Blossom in the Wind

Range: 14" Attunement: 3

Target Enemy Regiment, until the end of the Round:

- The Regiment loses the Unstoppable Special Rule.
- The Regiment Rolls 2D6 and picks the lowest value for the purposes of determining Charge Distance.
- If upon performing this Spellcasting Action, the Target Regiment is within a piece of Zonal Terrain, it suffers -1 to its March Characteristic.

### 16. Hesitation, Bane of Deeds

Range: 14" Attunement: 3 (Scaling)

Target Enemy Regiment, until the end of the Round:

- The Regiment cannot benefit from the Inspired Special Rule.
- If upon performing this Spellcasting Action, the Target Regiment has no Friendly Regiment within 8", it suffers -1 to its Clash Characteristic (to a maximum of -2).

### 17. Misery of Failure Envisioned

Range: 14" Attunement: 3

Target Enemy Regiment, until the end of the Round:

The Regiment suffers -1 to its Resolve Characteristic.

- If upon performing this Spellcasting Action, the Target Regiment was not Activated this Round, it suffers an additional -1 to its Resolve Characteristic (to a maximum of -2).
- If The Regiment does not have a Resolve Characteristic value then it suffers -1 to its Defense Characteristic instead.

### 18. Repose in Healing Spring

Range: 12" Attunement: 4

Target Friendly Modular Regiment:

- The Regiment Heals 3 wounds.

### 19. Honor, a Void of Self

Range: 12" Attunement: 4

Target Enemy Regiment, until the end of the Round:

- The Regiment cannot be Activated as part of an Entourage Activation.

### 20. Witness of the Void

Range: 12" Attunement: 4

Target Friendly Regiment, until the end of the Round:

- The Regiment adds +1 to its Defense Characteristic (to a maximum of 4).

### **21. Dancing Shadows**

Range: 12" Attunement: 4

Target Friendly Regiment, until the end of the Round:

- The Regiment gains the Counter-Attack and Parry Special Rules.

### **22. Flow - PDF**

Friendly Regiments may draw Line of Sight and Check for Obstruction through the Regiment this [Character] is currently attached to as if it was not there.

### **23. Purification Rites**

This [Character] may perform an Entourage Activation ignoring the normal restriction.

Cost Reduced to **20** points from 25

*Designer Notes (Mateusz): Adjustment that makes the item playable*

## The City States

**Designer Notes (Pawel):** We are aware of Internal Balance problems in the City States. We have prepared small adjustments to sweeten the wait for what's coming.

## Army Rules, Supremacies and Characters

### 1. Hammer and Anvil - PDF

[Always Active]

Once per Round: Choose a single Infantry or Cavalry Regiment, it can perform a free out of Combat Reform Action as its last Action during its Activation, but cannot change the number of Ranks and Files during that Action.

[Battlefield]

When an Infantry or Cavalry Regiment is Activated from the Strategic Stack it gains the Shock Special Rule.

**Designer Notes (Mateusz):** New design - giving the army new possible directions to build infantry and cavalry lists and new playstyles

### 2. Army of Lions

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

[Battlefield]: Once per game before Players Roll for Priority, reveal the top Card of your Command Stack. If that Command Card is a Polemarch the Player may choose to automatically win this Round's Priority Roll. If two Polemarch Warlords use this ability at the same time, the effects cancel each other out.

**Designer Notes (Mateusz):** Add clause about two Polemarch Warlords.

### 3. Eidolon - PDF

Cost Reduced to **100** points from 110

**Designer Notes (Mateusz):** Small Adjustment making it more playable.

### 4. Mechanist - PDF

Priest (X) value increased to **6** from 5

**Designer Notes (Mateusz):** Following reports from many players, a change that will lead to greater stability in spell casting

## Regiments, Officers and Upgrades

### 5. Chrysaor's Helmet - PDF

Cost Reduced to **30** points from 35

The [Character] gains the Dread Special Rule. In addition, Enemy [Character]s participating in a Duel against this [Character] lose the Quicksilver Strike and Flurry Special Rules until the end of the Round.

**Designer Notes (Mateusz):** Streamline and small adjustment

**6. Living Breastplate - PDF**

Cost Reduced to **5** points from 20

**Designer Notes (Mateusz):** *Big points drop making it more playable.*

**7. Blades of Eakides - PDF**

Cost Reduced to **30** from 40

**Designer Notes (Mateusz):** *Small point adjustment compared to other items of this type in the game*

**8. Atalanta's Spear - PDF**

Cost Reduced to **25** from 30

**Designer Notes (Mateusz):** *Small point adjustment compared to other items of this type in the game*

**9. Hoplites - PDF**

Cost Reduced to **120** from 130

Cost per Stand Reduced to **35** from 40

**Designer Notes (Mateusz):** *Small Adjustment making it more playable.*

**10. Phalangites - PDF**

Cost Reduced to **140** from 150

**Designer Notes (Mateusz):** *Small Adjustment making it more playable.*

**11. Agema - PDF**

Cost Reduced to **160** from 170

Cost per Stand Reduced to **45** from 50

**Designer Notes (Mateusz):** *Small Adjustment making it more playable.*

**12. Satyroi - PDF**

Cost Reduced to **150** from 160

Lose Impact (2), Fluid Formation, Irregular Special Rules

Gain Loose Formation, Flank Special Rules

Attack Characteristics increased to **5** from 4.

**Designer Notes (Mateusz):** *A big change that makes the unit playable*

**13. Sacred Band - PDF**

Cost Reduced to **180** from 190

**Designer Notes (Mateusz):** *Small Adjustment making it more playable.*

**14. Clockwork Hoplites - PDF**

Cost Increased to **190** from 180

**Designer Notes (Mateusz):** *Small adjustment due to overperforming of the unit*

**15. Minotaur Haspists - PDF**

Wound Characteristics increased to **7** from 6.

**Designer Notes (Mateusz):** *Unit buff and unification with related unit (Thyreans)*

**16. War Chariots (Flogobollon//Skorpis) - PDF**

Cost increased to **135** from 130

War Chariots are now limited to max 5 Regiments per army in Organized Play

**Designer Notes (Mateusz):** *Small Adjustment and minor limitations due to overperforming*

## **Spells**

**Designer Notes (Pawel):** *Syntax update of all Spells.*

### **17. Aggression Directive - PDF**

#### **12" Attunement 4**

Target Friendly Regiment with the Automaton Special Rule, until the end of the Round:

- The Regiment adds +1 to its Clash Characteristic (to a maximum of 4).

### **18. Clockwork Parade - PDF**

#### **Range 12" Attunement 3**

Target Friendly Regiment, until the end of the Round:

- The Regiment treats its total Charge Distance as its March value +5". This effect supersedes the limit set by the Phalanx Special Rule.

### **19. Iron Stride - PDF**

#### **Range 8" Attunement 2**

Target Friendly Regiment, until the end of the Round:

- The Regiment ignores the effects of Hindering Terrain.

### **20. Torque - PDF**

#### **Range 12" Attunement 4**

Target Friendly non-Monster Regiment, until the end of the Round:

- The Regiment gains the Untouchable Special Rule.

### **21. Othismos - PDF**

#### **Range Self Attunement 3**

Until the end of the Round:

- The Regiment gains the Indomitable (3) Special Rule.
- The Regiment's Command Stand counts as two additional Stands for the purposes of Seizing Objective Zones.

### **22. Molon Labe - PDF**

#### **Range Self Attunement 3**

The Regiment Heals one Wound per success.

### **23. Temper Resolve - PDF**

#### **Range Self Attunement 4**

Until the end of the Round:

- The Regiment and all non-Monster Regiments within 8" of it may Re-Roll Defense and Morale Test Rolls of "6".

### **24. Quench Blades - PDF**

#### **Range Self Attunement 4**

Until the end of the Round:

- All Friendly Regiment's within 8" of this Regiment may Re-Roll Hit Rolls of "6" and add +1 to their Clash Characteristic (to a maximum of 4).

**25. Trident Strike - PDF**

**Range 6" Attunement 4**

Target Enemy Regiment:

- The Regiment suffers one Hit per success.

**26. Crucible's Fire Range Self Attunement 4 - PDF**

Until the end of the Round:

- The Regiment gains the Aura of Death (7) Special Rule.

## The W'adrhūn

**Designer Notes (Pawel):** We have focused on enabling some underperformers and bringing down clearly overperforming regiments. Your Brutes and Infantry should not be overshadowed by Dinosaurs... At least in terms of balance.

### Army Rules, Supremacies and Characters

#### 1. Concentrated Assault

[Always Active]

The Range of the Chieftain's "Crushing Force" changes to cover the entire Battlefield. Furthermore, the Chieftain's "Tempo" Vanguard value is changed to (4) and now affects all Friendly [The Tribes] Regiments in the Army.

**Designer Notes (Pawel):** Your infantry finally can grab that objective Round 2.

#### 2. The Matriarch Walks

[Always Active]

When a Friendly Regiment Chants the Battle Cry, it immediately loses its Broken status.

[Activated]

Once this Player's first Activation and any subsequent Entourage Activation has been completed, immediately return to the "Draw Command Card" step. You may then draw your next Command Card and immediately Activate it.

**Designer Notes (Pawel):** Our Queen should now be more appealing.

#### 3. Predator/Mounted Predator/Winged Predator

New Supremacy:

##### The Big Game Hunt

[Always Active]

Mark one Enemy Regiment to be your "Prey", at the end of the game's first Supremacy Phase, you can choose any Enemy Regiment, even one not currently on the Battlefield. Friendly Regiments always count as under the effects of the Inspired / Take Aim Special Rules when performing Clash or Volley Actions against that Enemy Regiment. When that Regiment is Destroyed you may immediately select another Prey.

**Designer Notes (Pawel):** It's Hunting Time!

#### 4. Vision of Conquest

[Always Active]

When a Friendly Regiment Chants the Battlecry from the Cult of Conquest that Regiment immediately gains the effects of the Dissonance Spell until the end of the Round as if it was the Target of that Spell. In addition, all Regiments that would add a Chant Marker to the Chant Sequence may add a Conquest Chant Marker instead.

[Activated]

Until the end of the Round, each time you would draw a Command Card from your Command Stack, instead search your Command Stack and play a Command Card of your choice.

**Designer Notes (Pawel):** Small Syntax Change

#### 5. Visions of War

[Always Active]

When a Friendly Regiment Chants the Battlecry from the Cult of War it also gains the Tenacious (1) Special Rule until the end of the Round.

**[Activated]**

Friendly Regiments gain the Hardened (1) Special Rule until the end of the Round.

**Designer Notes (Pawel):** *We believe it reflects the Chosen/Scion of War Identity.*

**6. Mounted Predator**

Gain Flurry Special Rule

Range Reduced to **12"** from 18"

The Regiment this [Character] is currently attached to gains the Deadly Shot Special Rule.

Volley Characteristic decreased to **2** from 3

Evasion Characteristic increased to 2 from 1

**Designer Notes (Pawel):** *Now fits more with Raptor Riders.*

**7. Predator**

Cost Reduced to **90** points from 100

Range Reduced to **16"** from 18"

**Designer Notes (Pawel):** *It's still not cheap, but for a reason. Range reduced due to general range cut.*

**8. Scion of Conquest**

Cult of Conquest: This [Character] always follows the Cult of Conquest and can never follow another cult.

**If the Character is the Warlord one Drum Beast can be purchased as a Mainstay Option.**

**Designer Notes (Pawel):** *Drums will once again fill the Battlefield! Or is it the first time?*

**9. Scion of Death**

Cost Reduced to **100** points from 120

Gain Priest(1) Special Rule

Evasion Characteristic increased to **3** from 2

Defense Characteristic decreased to **0** from 2

Cult of Death: This [Character] Always follows the Cult of Death and can never follow another cult.

**Designer Notes (Pawel):** *Big Adjustment of Death Cult. We have done some necessary changes to make it appealing and not overturned. Scion, Chosen and Cult Artifacts were reworked.*

**10. Scion of War**

Cost Reduced to **130** points from 140

Gain Priest(1) Special Rule

Cult of War: This [Character] Always follows the Cult of War and can never follow another cult.

Evasion Characteristic increased to **2** from 1

Defense Characteristic increased to **4** from 3

**Designer Notes (Pawel):** *Adjustment to better reflect the idea behind this character. Removed the problematic part of Cult of War rule which worked on warband and often caused confusion.*

**11. Winglord Predator**

Mounted Hunters Special Rule adjustment - When this Regiment Chants the Battlecry, it may perform a free Volley Action during its Activation.

**Designer Notes (Pawel):** *Third powerful action on the regiment without drawback or additional requirements felt unfair.*

## Regiments, Officers and Upgrades

### 12. Beads of Death

Cost Reduced to **10** points from 25

Character gains access to **Bloody Sacrifice [Draw Event]**:

- The Regiment this character is attached to immediately suffers 2 wounds. These wounds do not trigger Morale Tests.
- The Regiment this [Character] is attached to adds +1 to its March Characteristic until the end of its first Action.

***Designer Notes (Pawel):** Big Adjustment to the Death Cult. We have done some necessary changes to make it appealing and not overturned. Scion, Chosen and Cult Artifacts were reworked.*

### 13. Death's Reach

Cost Reduced to **10** points from 20

***Designer Notes (Pawel):** Cost Adjusted to the Benefit*

### 14. Blood (Warlord following the Cult of Death only)

The Regiment this [Character] is currently attached to Heals 1 Wound for each Stand it Destroys during Clash Actions (to a maximum of 5.) The Healing is applied once Morale Tests have been resolved.

***Designer Notes (Pawel):** Big Adjustment of Death Cult. We have done some necessary changes to make it appealing and not overturned. Scion, Chosen and related Artifacts were reworked.*

### 15. Cure (Character following the Cult of Death only)

Cost Reduced to **10** points from 20

Both the Regiment and the [Character] that is currently attached to it ignore Hits or Wounds resulting from the effects of the Lethal Demise, Aura of Death and Decay Special Rules.

***Designer Notes (Pawel):** Big Adjustment of Death Cult. We have done some necessary changes to make it appealing and not overturned. Scion, Chosen and related Artifacts were reworked.*

### 16. Chosen of Conquest

Split effects from single rule for clarity: **[THIS BECOMES A FLOATING TEXT]**

This Regiment must always follow the Cult of Conquest and can only Chant from the Cult they follow.

**Cultist of Conquest [Chant]:** When this Regiment Chants the Battlecry, add +3" to its March Characteristic for the first Action it performs this Activation.

***Designer Notes (Pawel):** Text Adjustment for Clarity*

### 17. Chosen of Death

Cost Increased to **210** points from 180

Evasion Characteristic increased to 3 from 1

Lose ~~Visage of Death~~ Special Rule

Split effects from single rule for clarity: **[THIS BECOMES A FLOATING TEXT]**

This Regiment must always follow the Cult of Death and can only Chant from the Cult they follow.

**Cultists of Death [Chant]:** When this Regiment Chants the Battlecry, the Regiment gains the Flawless Strikes Special Rule until the end of the Round.

**Designer Notes (Pawel):** *Big Adjustment of Death Cult. We have done some necessary changes to make it appealing and not overturned. Scion, Chosen and related Artifacts were reworked.*

**18. Slingers**

Cost Reduced to **150** points from 165  
Cost per Stand Reduced to **45** points from 50  
Range Reduced to **16"** from 18"  
Singing Bullets [Chant]: The Regiment gains the **Longshot** Special Rule.

**Designer Notes (Pawel):** *Adjustment to general range cut across the game.*

**19. Veterans**

Cost Reduced to **160** points from 170

**Designer Notes (Pawel):** *Small Cost Adjustment*

**20. Chosen of War**

Cost Reduced to **200** points from 220  
Gain Fearless Special Rule

Split effects from single rule for clarity and change Chant: **[THIS BECOMES A FLOATING TEXT]**

This Regiment must always follow the Cult of War and can only Chant from the Cult they follow.

**Cultists of War [Chant]:** When this Regiment Chants the Battlecry, it gains the Terrifying (2) Special Rule until the end of the Round.

**Designer Notes (Pawel):** *Previously overshadowed by The Speakers regiments due to too high cost for too low benefit. If the Regiment is heavy and slow it should at least be resilient or hit hard.*

**21. Warbred**

Gain Fury Special Rule

**Designer Notes (Pawel):** *Crippled by loss of Relentless blows from Scion of War had to get some help.*

**22. Drum Beast**

Cost Reduced to **270** points from 290

**Designer Notes (Pawel):** *Drums will once again fill the Battlefield! Or is it the first time?*

**23. Tontorr**

Cost Reduced to **300** points from 310

**Designer Notes (Pawel):** *Small Cost Adjustment.*

**24. Quatl**

Mounted Hunters Special Rule adjustment - When this Regiment Chants the Battlecry, it may perform a free Volley Action during its Activation.  
Gain Predatory Shriek Chant

**Designer Notes (Pawel):** *Third powerful action on the regiment without drawback or additional requirements felt unfair.*

**25. Aberration**

Cost Reduced to **10** points from 20 for every Regiment.

**Designer Notes (Pawel):** Price adjusted to benefit.

## **Spells**

**Designer Notes (Pawel):** Syntax update of all Spells.

### **26. Crescendo**

Range Self, Attunement 4

Add a Conquest Chant Marker to the Sequence. Secretly look at the top three Command Cards of your Command Stack, then put them back in any order.

### **27. Dissonance**

Range 12", Attunement 4

Target Friendly Regiment, until the end of the Round:

- When The Regiment Chants the Battlecry, currently Engaged Enemy Regiments do not benefit from the Inspired Special Rule until the of the Round.

### **28. Cacophony**

Range 12", Attunement 4

Target Enemy Regiment:

- The Regiment suffers one Hits per success.

### **29. Discordance**

Range 12", Attunement 4 (Scaling)

Target Enemy Regiment, until the end of the Round:

- The Regiment cannot Seize Objective Zones.

### **30. Resonance**

Range 12", Attunement 3 (Scaling)

Target Enemy Regiment within range of an Objective Zone, until the end of the Round:

- The Regiment gains the Decay Special Rule.

# Dweghom

**Designer Notes (Pawel):** Some rules were too oppressive, created a negative player experience or just generated too much value for their price. In parallel some units were underperforming. We were very cautious with adjusting them to not create more problems than before.

## Army Rules, Supremacies and Characters

### 1. THE ARDENT CREED

Only an Ardent Kerawegh, Exemplar, or Lost Ancestor may be the Warlord of a Dweghom Army following the Ardent Creed.

Your Army gains the following benefits:

- When a Friendly [Ardent] or [Clan] Regiment successfully performs a Charge or causes an Enemy Regiment to be Destroyed, it immediately becomes "Awakened" until the end of the Round.
- Friendly [Ardent] and [Clan] Command Stands may always Die Fighting! As if they were [Characters] even if the Regiment has already Activated.
- Friendly Regiments gain the Pathfinders Special Rule.

**Designer Notes (Pawel):** Small Adjustment for Clarity

### 2. Herald of War

[Always Active]

- When the Regiment this [Character] is attached to becomes "Awakened," all Friendly [Ardent] Regiments within 8" of the Regiment immediately become "Awakened" as well.

[Activated]

- Friendly [Ardent] Regiments immediately Heal 4 Wounds and gain the Lethal Demise (+4) Special Rule until the end of the Round.

**Designer Notes (Pawel):** Small Adjustment for Clarity

### 3. Paragon of War

[Always Active]

- While the Regiment this [Character] is attached to is currently engaged, all Friendly Regiments on the Battlefield become Awakened.
- The [Character] gains the Forward Force Special Rule.

**Designer Notes (Pawel):** Small Adjustment for Clarity

### 4. Living Legend

[Always Active]

- The Army does not select a Creed; instead, both the Ardent and Tempered Creeds are considered to be Active.

**Designer Notes (Pawel):** Small Adjustment for Clarity

### 5. THE TEMPERED CREED

Only a Tempered Sorcerer, Tempered Steelshaper, or Lost Ancestor may be the Warlord of a Dweghom Army following the Tempered Creed.

Your Army gains the following benefits:

- When a Friendly [Tempered] [Character] successfully casts a Spell from an Elemental School they may immediately add an Elemental Power Marker to the Elemental Power Pool.
- When a [Tempered] [Character] performs a Spellcasting Action, upon declaring the Action, they may immediately spend up to 6 Elemental Power Markers to add +1 to their Wizard (X) Special Rule for every 2 Markers removed in this way until the end of that Action.

**Designer Notes (Pawel):** Important Adjustment for Clarity.

## **Thesis/Antithesis/Synthesis**

[Always Active]

- When a Friendly non-Monster [Forged] Regiment becomes "Awakened," it immediately Heals 2 Wounds.
- Once per Game, when a non-Monster [Forged] Regiment becomes "Awakened" you may decide to spend 3 Markers from your Elemental Power pool to immediately Heal 5 Wounds instead of the regular 2.

[Activated]

- During this Round when a Friendly [Forged] Regiment Activates, immediately add an Elemental Power Marker to your Elemental Power pool.

*Designer Notes (Pawel): Very Important Adjustment to overperforming supremacy.*

### **6. Forgemaster**

[Always Active]

- This [Character] may perform a free additional Spellcasting Action each Round. The [Character] cannot attempt to cast the same Spell more than once per Round.
- When performing a Spellcasting Action, Friendly [Tempered] [Character]s may measure Line of Sight up to half of the Spell's Range from any Friendly "Awakened" [Forged] Regiment's Command Stand as if they were the Spellcaster. Each [Forged] Regiment can only be selected once per Round for the purposes of this Supremacy Ability.

*Designer Notes (Pawel): Fire and Magma Oppressives had to be addressed.*

### **7. THE CLAN CREED**

Only a Hold Raegh or Exemplar may be the Warlord of a Dweghom Army following the Clan Creed.

Your Army gains the following benefits:

- While Friendly [Clan] Regiments are "Awakened," they gain the Oblivious and Iron Discipline Special Rules.

*Designer Notes (Pawel): Small Adjustment for Clarity*

### **8. To the End**

- When this [Character] initiates a Duel by performing a Duel Action - keep performing out-of-sequence Duel Actions until either or both [Character]s are destroyed.
- Should the Enemy [Character] decline a Duel, then the Regiment this [Character] is attached to immediately becomes "Awakened" until the end of the Round.

*Designer Notes (Pawel): Small Adjustment for Clarity*

### **9. Preternatural Focus**

Target Friendly Regiment within 10", until the end of the Round:

- The Regiment becomes Awakened.

*Designer Notes (Pawel): Small Adjustment for Clarity*

## **Regiments, Officers and Upgrades**

### **10. Runeforged Plate**

Cost Increased to **25** points from 20

The [Character] gains access to the Runeforged Plate [Draw Event]: The [Character] may spend up to 2 Markers from your Elemental Power pool to gain one of following effects until the end of the Round based on the amount of Markers spent:

- 1 Marker: Add +2 to [Character] Attack Characteristic
- 2 Marker: Add +4 to [Character] Attack Characteristic

**Designer Notes (Pawel):** *Small Adjustment*

**11. World Breakers**

Cost Increased to **60** points from 50

**Designer Notes (Pawel):** *Too cheap for its value - adjusted accordingly.*

**12. Fireforged**

Attack Characteristic decreased to **3** from 4

**Designer Notes (Pawel):** *Fireforged were too efficient during Clash Action.*

**13. Flame Berserkers**

Cost Reduced to **155** from 160

Cost per Stand Reduced to **60** from 70

Aura of Death value adjusted to **2** due to Special Rule changes.

**Designer Notes (Pawel):** *Flame Berserkers were struggling in comparison to Inferno Automata, also adjusted AoD due to general rule change.*

**14. Hold Warriors (Floating TEXT)**

While the Regiment is Awakened, it gains the following effects:

Until the end of the Round:

- The Regiment gains the Impact (2) Special Rule.

**Designer Notes (Pawel):** *Small treat for Warriors enjoyers. You deserve it.*

**15. Initiates**

Cost Reduced to **140** from 150

Cost per Stand Reduced to **45** from 50

While the Regiment is Awakened, it gains the following effects:

Until the end of the Round:

- The Regiment gains the Support (+1) Special Rule.

**Designer Notes (Pawel):** *Small treat for Ardent enjoyers. You deserve it.*

**16. Magmaforged**

Aura of Death value adjusted to **3** due to Special Rule changes.

Empowerment:

The Regiment may spend an Elemental Power Marker to gain one of the effects seen below. The Regiment may spend 3 Elemental Power Markers to gain both effects instead:

- The Regiment adds +2" to its Charge Distance until the end of the Round.
- The Regiment adds +1 to its Defense Characteristics until the end of the Round.

Herald of Magma cost reduced to **15** from 20

**Designer Notes (Pawel):** *Small Adjustment to make it more appealing.*

**17. Wardens**

Cost Reduced to **180** from 190

**Designer Notes (Pawel):** *Small Cost Adjustment.*

**18. Inferno Automata**

Cost Increased to **180** from 170

Aura of Death value adjusted to **2** due to Special Rule changes.

Empowerment:

The Regiment may spend an Elemental Power Marker to gain one of the effects:

The Regiment adds +1 to its March Characteristic until the end of the Round.

The Regiment gains the Impact (+2) Special Rule until the end of the Round.

**Designer Notes (Pawel):** *This regiment was clearly overperforming regardless of the adjustments made to Forged. We think Points and AoD adjustments put it in the right place.*

#### 19. Found

Cost Reduced to **160** from 180

Cost per Stand Reduced to **60** from 70

**Designer Notes (Pawel):** *Fair Points Adjustment.*

#### 20. Steelforged

Attack Characteristic reduced to **4** from 5

**Designer Notes (Pawel):** *This regiment was clearly overperforming and is still great after this change.*

### Spells

**Designer Notes (Pawel):** *Syntax update of all Spells. Addressed the most problematic Spells. Removed some strength from fire and oppressiveness from Magma. We hope that Earth is now worth considering for you! Removed Markers from the game (including Sorcerer Kings) due to negative player experience.*

#### 21. Coruscation

Range: 16" Attunement: 4

Target Enemy Regiment:

- The Regiment suffers 1 Hit per success.

#### 22. Fireball

**Range: 12" Attunement: 3**

Target Enemy Regiment:

- The Regiment suffers one Hit per success. These Hits have the Armor Piercing (2) Special Rule.

#### 23. Flame Wall

**Range: 12" Attunement: 3**

Target Enemy Regiment:

- The Regiment suffers one Hit per success.
- If at least four successes are scored, that Regiment counts as being within a piece of Hindering Terrain until the end of the Round.

#### 24. Magmatic Seep

Range: 12" Attunement: 3

Target piece of Zonal Terrain:

- The Zonal Terrain counts as Erupting until the end of the Round.
- The Zonal Terrain loses the Cover keyword until the end of the game.

#### 25. Pyroclast

Range: 12" Attunement: 3

Target Enemy Regiment:

- The Regiment suffers one Hit per success. These Hits have the Armor Piercing (1) Special Rule. This Spell may target an Enemy Regiment within 6" of an Erupting piece of Zonal or Garrison Terrain regardless of the Spell's Range or the Spellcaster's Line of Sight. These Hits count as being inflicted on the Flank of the Regiment.

## 26. Eruption

Range: 12" Attunement: 3

Target piece of Zonal or Garrison Terrain:

- The Zonal Terrain counts as Erupting until the end of the Round.
- All Stands currently within the Target piece of Zonal Terrain suffer 1 Hit with the Armor Piercing (1) Special Rule. These Hits are treated as being inflicted on the Flank of the Regiment.
- All Stands currently occupying the Target piece of Garrison Terrain suffer 2 Hits with the Armor Piercing (1) Special Rule and gain no benefits from occupying a piece of Garrison Terrain.

## 27. Roots of Stone

Range: 12" Attunement: 4 (*Scaling*)

Target any Regiment, until the end of the Round:

- Friendly Regiment gains Counter-Attack and Parry Special Rules.
- Enemy Regiment suffers -2 to its March Characteristic (to a maximum of -2).

## 28. Broken Ground

Range: 12" Attunement: 3

Target Enemy Regiment, until the end of the Round:

- The Regiment loses the Juggernaut Special Rule and cannot Re-Roll its Charge Distance.
- If the Regiment fails a Charge it suffers wounds equal to the result of the die determining that Charge distance. These Wounds do not trigger Morale Tests.

## 29. Rock Shaping

Range: 12" Attunement: 4

Target Enemy Regiment:

- The Regiment suffers 1 Hit per success.
- After resolving these Hits, add an Elemental Power Marker to your Elemental Power Pool.

## 30. Hone Blades

Range: 12" Attunement: 3 (*Scaling*)

Target Friendly Regiment, until the end of the Round:

- The non [Tempered] Regiment Re-Rolls failed Hit Rolls of 6's during a Clash Action.
- The [Tempered] Regiment gains the Deadly Blades Special Rule instead.

## 31. Unmake Armor

Range: 12" Attunement: X (*Scaling*)

The Spell's Attunement value is equal to the Target Regiment's Defense Characteristic.

Target Enemy Regiment, until the end of the Round:

- The Regiment suffers a -1 to its Defense Characteristic and loses the Hardened (X) Special Rule.

## 32. Temper Plate

Range: 12" Attunement: 3

Target Friendly Regiment, until the end of the Round:

- The Regiment gains the Indomitable (1) and Tenacious (1) Special Rules.

## 33. Fear

Target Enemy Regiment, until the end of the Round:

- The Regiment Rolls 2D6 and picks the lowest when determining its Charge Distance and Re-Rolls Successful Morale Rolls of "1"

Note: Special Rules that would allow Re-Rolling Charge Distances cause both D6s to be Re-Rolled.

**34. Rancor**

Range: 8" Attunement: 3

Target Friendly [Ardent] Regiment, until the end of the Round:

- The Regiment gains the Juggernaut Special Rule

**35. Dismay**

Range: 12" Attunement: 3 (*Scaling*)

Target Enemy Regiment:

- The Regiment Re-Rolls successful Morale Tests of "1" and [Characters] attached to that Regiment may not deny a Duel Action.

**36. Resolve**

Range: 12" Attunement: 3

Target Friendly [Ardent] Regiment, until the end of the Round:

- The Regiment gains the Indomitable (X) Special Rule, where X is 1 point of Indomitable for every 2 successes scored (to a maximum of Indomitable (3)) .

**37. Songs of the Descent**

Range: 10" Attunement: -

The Spell counts as being automatically cast.

Target Enemy Regiment:

- The Regiment suffers 1 + X Hits where X is the number of Awakened Regiments within 12" of this [Character] (to a maximum of 6 Regiments).

**38. Litanies of Battle**

Range: 12" Attunement: 3

Target Friendly Regiment, until the end of the Round:

- The Regiment gains the Dread Special Rule

## The Sorcerer Kings

*Designer Notes (Pawel): Some rules were too oppressive, created negative player experience or both. We removed the "Markers" from the game for multiple reasons while also addressing the "BIRDS issue".*

### Army Rules, Supremacies and Characters

#### 1. Elemental Dominion

##### [Always Active]

Depending on the Court this Warlord has selected, you gain one of the following effects:

- Court of Fire - Friendly [Court of Fire] [Elemental] Regiments gain the "Fan the Flames" Draw Event.
- Court of Air - Friendly [Court of Air] [Elementals] Regiments gain the Opportunists Special Rule.
- Court of Water - Friendly [Court of Water] [Elementals] Regiments Charging an Enemy Regiment in its Flank or Rear, gains Terrifying (1) and Impact (+2)
- Court of Earth - Friendly [Court of Earth] [Elementals] gain the Regeneration (2) Draw Event.

*Designer Notes (Mateusz): Change due to water changes.*

#### 2. Mahabharati Sardar

Cost Reduced to **105** points from 120

*Designer Notes (Mateusz): Small Adjustment making it more playable.*

#### 3. Sorcerer

Range increased to **16"** from 14"

*Designer Notes (Mateusz): Adjustment to make it more suitable for the Dhanur Disciples*

### Regiments, Officers and Upgrades

#### 4. Favored of Hormus (15)

**(Maharajah and Sorcerer from the Court of Earth only)** The Character Stand gains the Rider Special Rule and must choose to ride a Mahut in their Warband. The Mahut Regiment loses its Barrage (X) Special Rule and gains the Terrifying (1) Special Rule. In addition, Friendly Regiments within 3" of this Regiment count as being within range of an Earth piece of Zonal Terrain.

*Designer Notes (Mateusz): Change due to earth changes.*

#### 5. Dhanur Disciples

Range Reduced to **16"** from 18"

Cost Reduced to **130** from 140

*Designer Notes (Mateusz): General range reduction and some help.*

## 6. Mahabharati Initiates

Cost Reduced to **150** from 160  
Cost per Stand reduced to **40** from 50  
Gain Tenacious (1) Special Rule

Gifted Mortals:

- When a Friendly [Character] selects this Regiment as the Target of a Spell, the Spell is automatically successfully resolved as if it had scored the amount of successes required.
- This Regiment counts as belonging to the same Court as this Army's Warlord gaining the relevant Battlefield Role. Should the Army's Warlord belong to more than one Court, then this Regiment belongs to all the same Courts as well.
- This Regiment gains one of the following Special Rules based on the Warlord's Courts:

Court of Fire - This Regiment gains the Juggernaut Special Rule.

Court of Air - This Regiment gains the Opportunists Special Rule.

Court of Water - While this Regiment is within 3" of a Water piece of Zonal Terrain it counts as having all of its Stands within a piece of Cover Zonal Terrain.

Court of Earth - This Regiment gains the Regeneration (2) Draw Event.

**Designer Notes (Mateusz):** *New design with interesting mechanics*

## 7. Rajakur

Additional Stand cost Reduced to **35** from 40

**Designer Notes (Mateusz):** *Small Adjustment.*

## 8. Windborne Djinn

Cost Reduced to **170** from 180  
Cost per Stand reduced to **65** from 70

**Designer Notes (Mateusz):** *Small Adjustment.*

## 9. Marid Sahar

Gain the Water Elemental Special Rule

Water Elemental: This Regiment does not suffer the negative effects of being within a piece of Water Zonal Terrain, instead it Re-Rolls failed Hit Rolls of "6"

**Designer Notes (Mateusz):** *Change due to water changes.*

## 10. Mahut

**Actions:** Gilded Statue - (Combat and Out-of-Combat Action): One piece of Zonal Terrain that this Regiment is currently within gains the Earth keyword until the end of the game.

Earth Elemental: While this Regiment is within 3" of a piece of Earth Zonal Terrain this Regiment gains the Untouchable Special Rule.

**Designer Notes (Mateusz):** *Change due to earth changes.*

### 11. Rakshasa Bakasura

Cost Reduced to **240** from 250

**Arrogance:** This Regiment adds +3" to its Charge Distance when performing a Charge Action against an Enemy Monster [Character] Regiment or Enemy Regiment with a [Character] currently attached to it. Furthermore, this Regiment can perform a free Duel Action during its Activation as if it was a Character Stand. Should the Enemy [Character] refuse the Duel, this Regiment gains the Flurry Special Rule until the end of the Round.

*Designer Notes (Mateusz): Small Adjustment.*

### 12. Rakshasa Ravanar

Cost Reduced to **210** from 220

*Designer Notes (Mateusz): Small Adjustment.*

### 13. Trinavarta Chandavat

Wounds Reduced to **16** from 17  
Lose Loose Formation Special Rule

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

Air Elemental: A Reinforcement Line set by this Regiment cannot be pushed back by Enemy Regiments. When this Regiment performs a March Action for the first time during its Activation, this Regiment adds +1 to its Evasion Characteristic (to a maximum of 3) until the end of the Round.

*Designer Notes (Mateusz): Change due to overperforming, now it's easier to deal with him.*

### 14. Trinavarta Sabhagrih

Cost Reduced to **220** from 230  
Lose **Loose Formation** Special Rule  
Gain **Impact (5)** Special Rule  
Evasion Reduced to **2** from 3

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

*Designer Notes (Mateusz): Change due to overperforming, now it's easier to deal with him, plus a little bonus and small adjustments.*

## Spells and Rituals

*Designer Notes (Pawel): Syntax update of all Spells and Rituals. A lot of Adjustments.*

### 15. Burn to Cinders

Range: 12" Attunement: 4

Target Enemy Regiment:

- The Regiment suffers one Hit per success.

- The Regiment becomes "Inflamed" until the end of the Round.

#### 16. **Cauterize**

**Range: 12" Attunement: 3**

Target Enemy Regiment, until the end of the Round:

- The Regiment cannot be Healed and becomes "Inflamed"

#### 17. **Ignite**

**Range: 12" Attunement: 3**

Target Enemy "Inflamed" Regiment:

- The Regiment suffers 5 Hits and immediately loses its "Inflamed" Status. These Hits do not cause Morale Tests.
- Other Regiments within 6" of the Target Regiment immediately become "Inflamed" until the end of the Round.

#### 18. **Searing Sandstorm**

**Range: Self Attunement: 3**

Until the end of the Round, when this [Court of Fire] Regiment becomes the Target of an Enemy Regiment's Volley Action:

- The Regiment gains the Tenacious (1) Special Rule until the end of that Action.
- The Regiment becomes "Inflamed" until the end of the Round.

#### 19. **Molten Blades**

**Range: 12" Attunement: 3**

Target Friendly [Court of Fire] Regiment, until the end of the Round:

- The Regiment gains the Cleave (1) and Deadly Blades Special Rules
- The Regiment becomes "Inflamed".

#### 20. **Wreathed in Fire**

**Range: 12" Attunement: 3**

Target [Court of Fire] Friendly Regiment, until the end of the Round:

- The Regiment gains the Untouchable Special Rule.
- The Regiment becomes "Inflamed".

#### 21. **Intrusive Thoughts**

Threshold: 7

Until the end of the Round:

- All Friendly [Court of Fire] Regiments gain the Relentless Blows Special Rule.
- If the Regiment already had the Relentless Blows Special Rule its effects activate on all Hit Rolls of "1" and "2" instead of just "1".

#### 22. **Conflagration**

**Threshold: 7**

1. Target All "Inflamed" Enemy Regiments on the Battlefield:
  - a. These Regiments suffer 3 Hits. These Hits do not cause Morale Tests.
2. Should a Friendly [Court of Fire] [Elemental] Regiment Activate during the Player's next "Draw Command Card" Step then until the end of the Round:
  - a. The Regiment gains the Inspired and Aimed Shots Special Rules
  - b. If the Regiment becomes engaged during its Activation, the Engaged Enemy Regiment immediately becomes "Inflamed" until the end of the Round.

### 23. Fiery Dominion

**Threshold: 7**

Until the end of the Round:

- All Friendly [Court of Fire] Regiments gain the Fire Elemental Special Rule.
- If the Regiment already has the Fire Elemental Special Rule, it immediately Heals 4 Wounds and becomes "Inflamed" until the end of the Round.

### 24. Lifting Winds

**Range: 12" Attunement: 4**

Target Friendly [Court of Air] Regiments within 12":

- The Regiments gains the Unstoppable Special Rule.

**Designer Notes (Mateusz):** *Change due to air changes.*

### 25. Lightning Bolt

**Range: 12" Attunement: 3**

Target Enemy Regiment:

- The Regiment suffers one Hit per success.
- If the Regiment is engaged with a [Court of Air] Regiment, it suffers an additional amount of Hits equal to its current Defense Characteristic, including all Special Rules.

### 26. Homing Winds

**Range: 12" Attunement: 3**

Target Friendly [Court of Air] Regiment, until the end of the Round:

- The Regiment Re-Rolls failed Hit Rolls of "6" when performing a Volley Action.

**Designer Notes (Mateusz):** *Change due to overperforming, spell should now be in a good place and gives room for future new combos.*

### 27. Air Step

**Range: 12" Attunement: 3**

Target Friendly Unengaged [Court of Air] Regiment:

- The Regiment immediately performs an Out of Sequence March Action of 2" in any direction without suffering penalties for moving backwards or sideways. The Regiment is not allowed to Wheel during this move.

### 28. Cyclone

**Range: 12" Attunement: 3**

Target Enemy Regiment:

- The Regiment suffers one Hit per success.
- If during the Victory Phase of this Round the Regiment is engaged with a [Court of Air] Regiment, it counts as 0 Stands for the purpose of Seizing Objective Zones.

### 29. Wind Kissed Blades

**Range: 12" Attunement: 3**

Target Friendly [Court of Air] Regiment, until the end of the Round:

- The Regiment gains the Counter-Attack and Parry Special Rules.

### 30. Far Sight

#### Threshold: 7

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

### 31. Sayf

#### Threshold: 7

1. Target Friendly [Elemental] [Court of Air] Regiment, until the end of the Round:
  - The Regiment gains the Fly Special Rule.
2. Target Friendly [Court of Air] Regiments, until the end of Round:
  - The Target Regiments gain the Air Elemental Special Rule.

### 32. Spiteful Winds

#### Threshold: 7

Target Enemy Regiment that is currently engaged with a Friendly [Elemental][Court of Air] Regiment:

- The Regiment suffers 5 + X Hits where X is equal to the Target Regiment's Defense Characteristic. These Hits do not trigger Morale Tests.

*Designer Notes (Mateusz): Change due to NPE due to unlimited range. Change helps with planning and more strategic play.*

### 33. Blood to Water

#### Range: 12" Attunement: 3

Target Enemy Regiment:

- The Regiment suffers one Hit per success.
- If the Target Regiment is engaged with a [Court of Water] Regiment it suffers an additional amount of Hits equal to its current Resolve Characteristic, including all Special Rules. If the Enemy Regiment does not have Resolve Characteristic it suffers 2 Additional Hits instead.

*Designer Notes (Mateusz): Small Adjustment.*

### 34. Lammelar Flow

#### Range: 12" Attunement: 3 (scaling)

Target Friendly [Court of Water] Regiment, until the end of the Round:

- The Regiment gains the Aimed Shot Special Rule.

*Designer Notes (Mateusz): Small Adjustment.*

### 35. Swirling Embrace

#### Range: 12" Attunement: 3

Target Friendly [Court of Water] Regiment, until the end of the Round:

- The Regiment gains the Untouchable Special Rule.

### 36. Induced Hypoxia

#### Range: 12" Attunement: 3

Target Enemy Regiment, until the end of the Round:

- The Regiment must use the lowest unmodified Resolve Characteristic in the Regiment.

### 37. Flowing Stride

Range: 12" Attunement: 3

Target Friendly [Court of Water] Regiment, until the end of the Round:

- The Regiment ignores the effects of Hinderling Terrain.

### 38. Water to Blood

Range: 12" Attunement: 3

Target Friendly [Mortal] Regiment:

- The Regiment Heals 5 Wounds.

### 39. Call forth the Deep

**Threshold: 5**

Target one piece of Zonal Terrain on the battlefield, until the end of the Round:

- The Zonal Terrain gains the Water keyword.

Once this Ritual has been successfully completed you may immediately Start Preparing one other [Court of Water] Ritual you currently have access to.

### 40. Violent Geyser

**Threshold: 7**

Choose one:

1. Target Enemy Regiment within a piece of Water Zonal Terrain:
  - The Regiment suffers 6 Hits with the Armor Piercing (1) Special Rule. These Hits do not cause Morale Tests.
2. Target Enemy Regiment within 3" of a piece of Water Zonal Terrain:
  - The Regiment suffers 4 Hits. These Hits do not cause Morale Tests.

Once this Ritual has been successfully completed you may immediately Start Preparing one other Court of Water Ritual you currently have access to.

### 41. Soothing Tides

**Threshold: 6**

Choose one:

1. Target Friendly [Court of Water] Regiment within a piece of Water Zonal Terrain:
  - The Regiment Heals 4 wounds.
2. Target Friendly [Court of Water] Regiment within 3" of a piece of Water Zonal Terrain:
  - The Regiment Heals 2 wounds.

Once this Ritual has been successfully completed, you may immediately Start Preparing other Court of Water Ritual you currently have access to.

### 42. Sunder

**Range: 12" Attunement: 3**

This Spell requires 3 successes to be successfully cast.

Target Objective Zone, until the end of the Round:

- The Objective Zone gains the Hinderling keyword as if it was Zonal Terrain in addition to being an Objective Zone.

**43. Stabilize**

**Range: Self Attunement: 3**

**[Aura]** Until the end of the Round:

- Friendly [Elemental] Regiments within 8" of this [Character] do not suffer the effects of the Aura of Death (X) and Decay Special Rules.

*Designer Notes (Mateusz): Small Adjustment.*

**44. Overwhelm**

**Range: 12" Attunement: 3 (Scaling)**

Target [Court of Earth] [Elemental] Regiment, until the end of the Round:

- The Regiment gains the Trample (+2) Special Rule.

**45. Reinforce**

**Range: 12" Attunement: 3 (Scaling)**

Target Friendly [Court of Earth] Regiment, until the end of the Round:

- The Regiment cannot perform a Charge or Reform Action and does not suffer Hits from the Impact (X) and Trample (X) Special Rule.

**46. Hurl**

**Range: 12" Attunement: 3**

Target Enemy Regiment:

- The Regiment suffers 4 Hits with the Armor Piercing (1) Special Rule.

**47. Reincarnate**

**Range: 12" Attunement: 4**

Target Friendly Regiment:

- The Regiment Heals 3 Wounds.

**48. Gifts of the Earth**

**Threshold: 7**

Target piece of Zonal Terrain, until the end of the Round:

- The Zonal Terrain loses all keywords except Impassable, Elevated and Traversable
- The Zonal Terrain gains the Earth keyword.
- Friendly [Court of Earth] Regiments within 3" of this Zonal Terrain gain the Inspired Special Rule.

Note: Terrain Size is not affected by this Ritual.

*Designer Notes (Mateusz): Change due to earth changes.*

**49. Earthquake**

**Threshold: 7**

Target piece of Zonal Terrain, until the end of the Round:

- The Zonal Terrain gains the Earth keyword.
- Enemy Regiments currently within the piece Zonal Terrain cannot perform a Rally or Combat Rally Action. In addition, they can't Heal and suffer 1 Wound for each Stand within the piece of Zonal Terrain. These wounds do not trigger Morale Tests.

**50. Kiss of the Earth**

**Threshold: 6**

Target Enemy Regiment:

- The Regiment suffers a penalty of -2 to its March Characteristic during its first March or Charge Action this Round.

**Designer Notes (Mateusz):** *Change due to earth changes.*

# The Old Dominion

**Designer Notes (Pawel):** *Too much power in one supremacy leads to always playing versus one list and its variations during OP events. The Old Dominion was the army with the most outdated ruleset, which was also counterinteractive with other game rules to an absurd degree. We decided to give the Army a major refresh which we hope you will enjoy.*

## Army Rules, Supremacies and Characters

### 1. ANIMATE VESSEL

All Regiments and Character Stands in the Army with the Animate Vessel Special Rule:

- The Regiment or Character gains the Terrifying (1) Special Rule.
- The Regiment cannot perform the Inspire Action.
- Regiments with the Animate Vessel Special Rule do not have a Resolve Characteristic and are always considered to have passed any Morale or Resolve Characteristic Test.
- A Character Stand with the Animate Vessel Special Rule does not confer their Resolve Characteristic to the Regiment they are attached to.
- The Regiment gains the Brittle Special Rule. Whenever a Regiment with this Special Rule makes a Defense Roll from a Clash or Charge Action, it treats **two** successful results as fails if that Action is originating from this Regiment Flank, and twice as many if it originates from Regiments Rear.

**Designer Notes (Pawel):** *We are implementing the Brittle Special Rule to ensure that OD players also care about the position of their regiments.*

### 2. MEMORIES OF OLD

Most Regiments in the Army have access to a Faction Specific Action called the "Memories of Old" Action. Multiple instances of the same Memories of Old Ability do not stack.

**Memories of Old (Combat and Out-of-Combat Action):** The Regiment Activates its Memories of Old Ability as described in its Army List Entry. The Regiment immediately gains the benefits of all Special Rules listed in the ability until the end of the Round.

**Designer Notes (Pawel):** *Balance nightmare eliminated. We tried hard to keep MOO stacking in the ruleset, but it was proven counter intuitive and caused too many restrictions.*

### 3. BLASPHEMOUS SOMA

Each Round before the Supremacy Phase begins, add 1 Power Token to an Empowerment Pool of your choice.

Both Dark Power Pool and Fallen Pantheon Pool Tier Effects last as long as you remain on that Tier. Should for any reason your Tier change to a lower one, you immediately lose the effects of the previous Tier.

**Designer Notes (Pawel):** *Adjusted to implement new token management mechanics.*

### 4. Dark Power Pool:

Tier III:

In addition to the Tier II benefits, Friendly Regiments in the Army gain the Inspired Special Rule.

~~**Remove:** This allows a Regiment to gain the benefits of their Memories of Old Abilities twice, with them stacking only where applicable.~~

Tier IV:

In addition to the Tier III benefits, Enemy Regiment engaged with a Friendly Regiment with the Animate Vessel Special Rule Re-Roll all Successful Morale Tests.

**Designer Notes (Pawel):** Balance nightmare eliminated. We tried hard to keep MOO stacking in the ruleset, but it was proven counter intuitive and caused too many restrictions.

#### 5. **Fallen Pantheon Pool:**

Can only be used when the Fallen Divinity is the Warlord.

##### **Tier II:**

- The Fallen Divinity now uses its Tier II Characteristic Profile instead. When Tier II is reached, update the Fallen Divinity's profile to Tier II, keeping any Wound Markers previously inflicted, and then Heal it for 4 Wounds.
- The Fallen Divinity's Font of Dark Power Special Rule changes as follows **[Aura] Font of Dark Power:**
  - Any Power Tokens generated from the removal of a Stand belonging to a Friendly Regiment within 12" of the Fallen Divinity, must be allocated to the Fallen Pantheon Empowerment Pool.
  - Other Friendly [The Fallen Pantheon] Regiments with the Animate Vessel Special Rule within 12" of the Fallen Divinity add +1 to their Attacks Characteristic.
  - Friendly [The Fallen Pantheon] Regiments within 12" of the Fallen Divinity may use their Memories of Old Action as a Draw Event or an Action instead of only as an Action. The Regiment gains the benefit of the Memories of Old Action during the "Resolve a Draw Event" step of the Regiment's Activation and is free to then perform two Actions as normal.

##### **Tier III:**

- The Fallen Divinity now uses its Tier III Characteristic Profile instead. When Tier III is reached, update the Fallen Divinity's profile to Tier III, keeping any Wound Markers previously inflicted, and then Heal it for 6 Wounds.
- The Fallen Divinity's Font of Dark Power Special Rule changes as follows **[Aura] Font of Dark Power:**
  - Any Power Tokens generated from the removal of a Stand belonging to a Friendly Regiment within 12" of the Fallen Divinity, must be allocated to the Fallen Pantheon Empowerment Pool.
  - Other Friendly [The Fallen Pantheon] Regiments with the Animate Vessel Special Rule within 12" of the Fallen Divinity add +2 to their Attacks Characteristic.
  - Other Friendly Regiments with the Animate Vessel Special Rule within 12" of the Fallen Divinity gain the Inspired Special Rule.
  - Friendly [The Fallen Pantheon] Regiments within 12" of the Fallen Divinity may use their Memories of Old Action as a Draw Event or an Action instead of only as an Action. The Regiment gains the benefit of the Memories of Old Action during the "Resolve a Draw Event" step of the Regiment's Activation and is free to then perform two Actions as normal.

**Designer Notes (Pawel):** Small Adjustments to the Fallen Pantheon which now may only be used by the Fallen Divinity.

#### 6. **Fallen Divinity**

Gain [The Fallen Pantheon] Battlefield role

A Fallen Divinity may purchase a single The Old Ways upgrade at the indicated point cost.

This Regiment is not affected by the Brittle Special Rule.

When this Regiment is a Target of a Volley Action, it gains the Tenacious (1) Special Rule until the end of that action.

##### **Tier I:**

Gain **Unstoppable** Special Rule

Gain **Brutal Impact (1)**

March Characteristic increased to **6** from 5  
Wounds Characteristic increased to **16** from 12  
Lose **Hardened (1)** Special Rule  
Defense Characteristic increased to **3** from 2  
Evasion Characteristic decreased to **2** from 3

**Tier II:**

Gain **Brutal Impact (2)**  
Wounds Characteristic increased to **16** from 14  
Lose **Hardened (2)** Special Rule  
Defense Characteristic increased to **4** from 3

**Tier III:**

Gain **Brutal Impact (3)**  
Lose **Hardened (2)** Special Rule  
Lose **Tenacious (1)** Special Rule  
Evasion Characteristic increased to **3** from 1

***Designer Notes (Pawel):** Small Adjustments to the Fallen Divinity to help her out against counter lists.*

**7. Surrounded by Fear and Dead Men**

[Always Active]

- The Fallen Divinity must always be the Warlord.
- The Fallen Divinity is not affected by the effects of the Dark Power Pool.
- The Fallen Divinity is considered to be a Regiment by itself in addition to it also being a Character Stand and therefore uses all the relevant Regiment rules as if it was a Monster Regiment.
- The Fallen Divinity Activates as if it was a Regiment, performs two Actions per Activation and has access to all Out-of-Combat and Combat Actions a Regiment has.
- The Fallen Divinity may also use a Duel Action and may not refuse a Duel from an Enemy Character Stand.
- Should the Fallen Divinity be destroyed, all Power Tokens currently in the Fallen Pantheon Pool are immediately transferred to the Dark Power Pool.
- The Fallen Divinity may not join another Regiment and does not need to include a Monster Regiment in its Warband to enter the Battlefield.
- The Fallen Divinity does not need to include any other Regiments in its Warband.

[Activated]

- Target Friendly [The Fallen Pantheon] Regiment other than the Fallen Divinity. Destroy up to 3 of its Stands following rules of Wound allocation. If the Regiment would be destroyed as an effect of this ability, its Command Stand performs Die Fighting!. Empowerment Tokens generated by this ability are doubled and allocated to the Fallen Pantheon Pool.

***Designer Notes (Pawel):** Small Adjustments to the Fallen Divinity Supremacy - Activated should allow you to survive most unlucky dice rolls.*

**8. Archimadrite**

Gain **[The Creed]** Battlefield Role.  
Lose **Regeneration (1)** Special Rule  
May purchase a single Treasure at the indicated points cost.  
Dark Blessings: The Dark Art

***Designer Notes (Pawel):** Small Rules Adjustment.*

**9. Scholar of the Profane**

rename to: **Blasphemous Mesa**

**[Always Active]**

- The Warlord gains the Blasphemous Mesa [Draw Event]: The Warlord may spend 1 Dark Power Token to perform a free additional Spellcasting Action during its Activation. You cannot perform the same spellcasting more than once during a single Activation.
- Friendly Regiments gain the Aura of Death (+1) Special Rule.
- When you Activate Friendly [The Creed] or [The Legion] Regiments, before resolving any Draw Events, you may spend 1 Dark Power Token to gain one of the following effects until the end of the Round:
  - The Regiment gains the Aura of Death (+1) Special Rule
  - The Regiment loses the Brittle Special Rule
  - The Regiment gains the Terrifying (+1) Special Rule.

**Designer Notes (Pawel):** First of the new supremacies. Designed as the main Aura of Death lists enabler. It can use some of Dark Power to influence the battlefield.

**10. Hierodeacon**

Gain **[The Fallen Pantheon]** Battlefield role

Lose **Regeneration (1)** Special Rule

Can now become a Warlord.

May purchase a single Treasure at the indicated points cost.

Dark Blessings: The Dark Art

**Add supremacy ability:** Divinity Grace

**Divinity Grace**

**[Always Active]**

- The Warlord may perform a free additional Spellcasting Action during its Activation. You cannot perform the same Spellcasting more than once during a single Activation.
- All Friendly Regiments lose the Brittle Special Rule.
- When the Warlord performs the Dark Shepard Draw Event, it generates double the amount of tokens.
- Friendly Cultists and Hashashin Regiments gain [The Fallen Pantheon] Battlefield role.

**[Activated]**

- [The Fallen Pantheon] Regiments gain the Blessed Special Rule until the end of the Round.

**Designer Notes (Pawel):** If you ever wanted to play Fallen Pantheon Themed army, but it seemed pointless without The Fallen Divinity we are here to help you! Hierodeacon will gladly lead some fanatics to the battle!

**11. Strategos**

Gain [The Legion] Battlefield role

Lose **Regeneration (1)** Special Rule

May purchase up to two Treasures from different categories at the indicated points cost.

Dark Blessings: The Old Ways, Forgotten Armatura

Add supremacy ability: Master of the Legions

**Master of the Legions**

**[Always Active]**

- The Army may reach the Dark Power Empowerment Tier IV as described in the "Empowerment" section of the rules.
- You may use the [Activated] part of the Supremacy Ability at the end of each Supremacy Phase.

**[Activated]**

- Target up to two Friendly [The Legion] Regiments on the Battlefield. These Regiments gain one of the following benefits until the end of the Round:
  - The Regiment counts as if it was under the Dark Power Pool Tier +1
  - The Regiment Activates its Memories of Old ability
  - The Regiment Rolls 2D6 and picks the highest when determining its Charge Distance when performing a Charge Action.
  - The Regiment loses the Brittle Special Rule.

*Note: This [Character] Stand may choose a different benefit for each Regiment.*

**Designer Notes (Pawel):** *Strategos should be a centerpiece of The Legion. We always imagined that he was leading the Army and tried to reflect it with new supremacy.*

## 12. Mounted Strategos

Gain **[The Legion]** Battlefield role

Lose **Regeneration (1)** Special Rule

Wounds Characteristic Reduced to **5** from 6

Lose Mounted General

May purchase up to two Treasures from different categories at the indicated points cost.

Dark Blessings: The Old Ways, Forgotten Armatura

## 13. Glimmers of a Golden Age

**[Always Active]**

- The Army may reach the Dark Power Empowerment Tier IV as described in the "Empowerment" section of the rules.
- Once per Round: When performing a Clash or Charge action with a [The Legion] Regiment, before the Roll to Hit step you may declare the use of this ability and convert 1+X failed Hits into successes until the end of that Action, where X is your Dark Power Pool Tier.

**[Activated]**

- Until the end of the Round, when the Regiment is using the Once per Round ability of Glimmers of a Golden Age, it counts as under the Dark Power Empowerment Tier IV.

**Designer Notes (Pawel):** *Mounted Strategos should also be a centerpiece of The Legion, but we always imagined him leading a Charge attack and finding flaws in the opponent defenses.*

## 14. Theokrator

Gain **[The Creed]** Battlefield role

Gain **Terrifying (1)** Special Rule

Lose **Trample** Special Rule

The Theokrator cannot purchase any Upgrades.

Gain **Kheres** as Restricted Option

**Exploitation of Divine Vanity [Draw Event]:**

When resolving this Draw Event, immediately suffer 3 Wounds, generate a Dark Power Token and gain one of the following effects until the end of the Round.

- The Regiment gains the Aura of Death (+10) Special Rule.
- The Regiment generates 1 Power Token for every two Enemy Stands it destroys during its Activation.
- Target Enemy Regiment within 12", it Re-Rolls successful Morale Tests until the end of the Round.

**Replace supremacy ability: Reign of Terror**

**Reign of Terror**

**[Always Active]**

- [The Creed] and [The Legion] Regiments with the Animate Vessel Special Rule gain the Terrifying (+1) Special Rule as an additional Benefit of the Dark Power Pool Tier III.
- Once per Round, before performing a Clash action, you may spend one Power Token to grant a Friendly [The Creed] or [The Legion] Regiment the **Trial of Will** Special Rule until the end of that Action.

**Trial of Will** - When you perform Clash action against an Enemy Regiment, you may choose to perform a Characteristic Test against the Enemy Regiment's modified Resolve Characteristic instead of the Defense or Evasion characteristic.

- If this Regiment has the Terrifying (X) Special Rule, it also reduces the Enemy Regiment's Resolve Characteristic during Clash or Charge Actions.

- If the Target Regiment does not have a Resolve Characteristic, it suffers -1 to its Defense Characteristic until the end of that Action.

*Note: This Attack does not benefit from the Smite or Cleave (X) Special Rules, but still benefits from the Terrifying (X) Special Rule.*

**[Activated]**

- Until the end of the Round, Friendly [The Creed] and [The Legion] Regiments gain the Trial of Will Special Rule.

**Designer Notes (Pawel):** *Adjusted to not be an auto pick for every single list. Instead provided him with new supremacy which can shine with clever deployment of your troops.*

**15. Xhiliarch**

Gain **[The Legion]** Battlefield role  
Lose **Regeneration (1)** Special Rule  
The Regiment this Character Stand is currently attached to gains the **Double Time [Draw Event]**.  
May purchase up to two Treasures from different categories at the indicated points cost.  
Dark Blessings: The Old Ways, Forgotten Armatura

**16. Obdurate Bone and Stone**

**[Always Active]**

- The Army may reach the Dark Power Empowerment Tier IV as described in the "Empowerment" section of the rules.
- Friendly [The Legion] Medium Regiments gain the Vanguard (2) Special Rule.
- Friendly [The Legion] Heavy Regiments gain the Vanguard (4) Special Rule.
- Once per Round, choose one:
  - When a [The Legion] Regiment declares a Charge Action, add +X to its Charge distance, where X is your Dark Power Pool Tier.
  - When the Regiment your Warlord is currently attached to declares a Clash Action or your Warlord declares a Duel Action, add +X to this [Character]'s Attack Characteristic, where X is your Dark Power Pool Tier.

**Designer Notes (Pawel):** *Arguably the Strongest Warlord in the game could not keep his Supremacy without nerfing half of an army. Therefore we choose to rework his supremacy in a way which keeps his strengths, but in a more balanced manner.*

**Regiments, Officers and Upgrades**

**Designer Notes (Pawel):** *Adding Battlefield roles to every regiment in the game. Reworked Items and Masteries. Provided Small tweaks and few Major ones to Regiments.*

**17. Semion of the Legion**

Removed from the game

**18. Caelestine Banner (The Fallen Banners)**

[The Legion] Character only.

**19. Legio I 'Primigenia' (The Fallen Banners)**

[The Legion] Character only.

**20. Cuirass of Hazlia's Shadow (The Sarcophagus)**

- Once per game: If this character would die as a result of Duel Action it stays in play with 1 Wound remaining.
- This Character cannot deny Duels.

- If an Enemy [Character] Stand denies a duel from this [Character] Stand, that [Character] and the Regiment it is currently attached to suffers -1 to their Attack Characteristics (to a maximum of -1) until the End of The Game.

**Designer Notes (Pawel):** *Character Driven Can's opener.*

**21. Aventine Armor (The Sarcophagus)**

[The Legion] Character only.

The [Character] and the Regiment this [Character] is currently Attached to gain [The Fallen Pantheon] Battlefield Role.

Cost Adjusted to 10 points

**22. Imperial Oplon (The Sarcophagus)**

[The Legion] [Character] only.

**23. Armor of the Living Saint (The Sarcophagus)**

- This [Character] gains the Priest (1) Special Rule.
- This [Character] and the Regiment this [Character] is currently Attached to gain [The Creed] Battlefield Role.

**Designer Notes (Pawel):** *More appealing version of existing armor.*

**24. Anastigma, Brand of the Faithless (The Lost Arsenal)**

Enemy Regiments and [Characters] Roll double the amount of Morale Test dice when resolving Defense Rolls from this [Character].

**25. Skofnung (The Lost Arsenal)**

- The [Character] gains the Cleave (+1) Special Rule.
- The Regiment this [Character] is currently attached to gains the Linebreaker Special Rule.

**26. Calamitas, Blade of the Caelesor (The Lost Arsenal)**

This [Character] adds +1 to its Attack Characteristic and gains the Cleave (+1) Special Rule.

**27. Eleutherea, Giver of Mercy (The Lost Arsenal)**

- The [Character] adds +1 to its Clash Characteristic.
- While the [Character] participates in a Duel Action, it gains the Parry, Counter-Attack and Cleave (+1) Special Rules.

**28. Soul Reaper - NEW (The Lost Arsenal)**

(Archimandrite and Hierodeacon only)

10 points

When you declare a Clash action, this [Character] may spend X Dark Power Tokens to add +X to its Attack Characteristic until the end of the Round.

**Designer Notes (Pawel):** *Last Resort Weapon. Please use it carefully.*

**29. Harvest of the Fallen - NEW (The Lost Arsenal)**

30 points

This [Character] adds +X to its Attack Characteristic where X is equal to the current Tier of the Dark Power Pool.

**Designer Notes (Pawel):** *Reap the benefit of reaching high Tiers.*

### 30. Unholy Sacrament (The Grim Crypt)

Cost Adjusted to 30 points

This [Character] gains the Unholy Sacrament [Draw Event]:

- Spend 1 Dark Power Token
- This [Character] gains the Priest (+3) Special Rule for its first spellcasting Action this Round.

**Designer Notes (Pawel):** Required some adjustments within the new ruleset.

### 31. The Reaping Crook (The Grim Crypt)

(Hierodeacon only)

20 points

The Range of the Dark Shepherd Draw Event changes to unlimited.

### 32. Grave Step - NEW (The Grim Crypt)

10 points

The Regiment this [Character] is currently attached to adds +X to March Characteristic where X is equal to:

- 1 if the Fallen Pantheon or Dark Power Pool Tier is equal to 1 or 2.
- 2 if the Fallen Pantheon or Dark Power Pool Tier is equal to 3 or 4.

**Designer Notes (Pawel):** Idea behind it is to reliably send your Character Bunker to the fight or to perform "Strategic retreat" when its necessary.

### 33. Kentarch (The Old Ways)

20 Points

[Always Active] When the Dark Power or Fallen Pantheon Pool reaches Tier III, this [Character] and all Friendly Regiments Always count as being under the effect of the Inspired Special Rule.

### 34. Aura of Malice (The Old Ways)

40 Points

- The Regiment this [Character] is currently attached to gains the Dread Special Rule.
- If this Dark Blessing is purchased by a Fallen Divinity it changes as follows [Aura]: The Fallen Divinity and Friendly [The Fallen Pantheon] Regiments within 12', that are composed of 4 or more Stands gain the Dread Special Rule.

### 35. Eternal Discipline (The Old Ways)

- The Regiment this Character is currently attached to gains the Untouchable Special Rule.
- If this Dark Blessing is purchased by a Fallen Divinity it gains the Untouchable Special Rule instead.

**Designer Notes (Pawel):** Adjusted to the new Fallen Pantheon

### 36. What we did in Life will Echo in Eternity (The Forgotten Codex)

25 points

- When an Enemy [Character] refuses to participate in a Duel with this [Character], the Regiment the Enemy [Character] is currently attached to Re-Rolls Successful Morale Tests until the End of the Round in addition to suffering the regular penalties for refusing a Duel.
- The Regiment this [Character] is currently attached to gains the Flurry Special Rule when performing a Clash action against a Broken Regiment.

**37. Gladiator (The Forgotten Codex)**

25 points

This [Character] gains the Flurry, Deadly Blades and Parry Special Rules.

**38. Implacable (The Forgotten Codex)**

20 points

This [Character] gains access to the following Action: Break Their Lines (Combat Action and Out of Combat): All Stands in the Regiment this [Character] is attached to gain the Linebreaker Special Rule.

*Designer Notes (Pawel): Can now be used out of combat.*

**39. Strength and Honor - NEW (The Forgotten Codex)**

10 points

- This [Character] Always Dies Fighting!
- While the Regiment this [Character] is currently attached to is Inspired it also loses the Brittle Special Rule.

*Designer Notes (Pawel): We want to provide Generals with more options to spend left over points.*

**40. Unholy Mastery (The Dark Art)**

40 points

When this [Character] performs a Spellcasting Action, and the Spell is successfully cast with 4 or more successes, then the [Character] may perform a free additional Spellcasting Action once that Spell is resolved. The [Character] can not attempt to cast the same Spell more than once this Round. This effect can only be Activated once per Activation, regardless of how many Spellcasting Actions this [Character] may perform each Activation.

**41. Schemophore (The Dark Art)**

Archimadrite Only

20 points

This [Character] gains the Dark Shepherd [Draw Event].

**42. Viaticum (The Dark Art)**

(Hierodeacon only.)

5 points

The Regiment this [Character] is attached to gains [The Fallen Pantheon] Battlefield role and the Bodyguard Special Rule.

*Designer Notes (Pawel): Some people just want to play Legionnaires.*

**43. Devoted to Hazlia (The Dark Art)**

10 points

This [Character] may Re-Roll results of "6" when performing a Spellcasting Action.

**44. Athanatoi**

Lose Tenacious (1)

When this Regiment is a target of a Volley Action, it gains the Tenacious (1) Special Rule until the end of that Action.

Gain [The Legion] Battlefield Role.

*Designer Notes (Pawel): Small Adjustment to enable Brittle Special Rule.*

#### 45. Hashashin

Gain Tenacious (1)

Gain **[The Creed]** Battlefield Role.

**Designer Notes (Pawel):** Last little push we believe is necessary.

#### 46. Cultists

Gain **[The Creed]** Battlefield Role.

#### 47. Kheres

Gain **[The Creed]** Battlefield Role.

Barrage Range Increased to **14"** from 12"

Lose Irregular

~~Lose This Regiment cannot be joined by a Character Stand.~~

Memories of Old

This Regiment excluding any attached [Characters] may perform a free Spellcasting Action during its Activation using one Stand as if it were a [Character] and gains the Priest (X) Special Rule where X is equal to twice the current number of Stands in the Regiment to a maximum of Priest (12).

**Designer Notes (Pawel):** You can now attach Character to this Regiment! It's also a rare case of increasing range in this update. I hope we won't have to call ghost busters...

#### 48. Legionnaires

Gain **[The Legion]** Battlefield Role.

Cost Increased to **110** from 100

Memories of Old: This Regiment's Command Stand counts as +1 Stand for the purposes of Seizing Objective Zones until the end of the Round.

**Designer Notes (Pawel):** Too cheap, too resilient, too "scoreying"? Something like that.

#### 49. Moroi

Gain **[The Creed]** Battlefield Role.

Aura of Death Adjusted to **1**

Translocation cannot disengage anymore

~~Lose This Regiment cannot be joined by a Character Stand.~~

Gain **Irregular** Special Rule.

**Designer Notes (Pawel):** They still have irregular, but nice try. Translocation was a little too annoying.

#### 50. Praetorian Guard

Gain **[The Legion]** Battlefield Role.

#### 51. Varangian Guard

Gain **[The Legion]** Battlefield Role.

#### 52. Bone Golems

Gain **[The Creed]** Battlefield Role.

Adjusted Memories of Old: Aura of Death value to **+1**

Adjusted Aura of Death value to **2**

**Designer Notes (Pawel):** One of my favourite models. AoD Changes and Mainstay option should help it with other Heavy competitors.

**53. Buccephaloi**

Gain **[The Fallen Pantheon]** Battlefield Role.

Cost per Stand reduced to **70** from 75

Lose **Tenacious (1)**

Attack Characteristic Increased to **5** from 4

*Designer Notes (Pawel): Rebalanced based on removing Tenacious from the army.*

**54. Kanephors**

Gain **[The Fallen Pantheon]** Battlefield Role.

Class changed to **Medium** from Heavy

Cost reduced to **200** Points from 210

Adjusted Memories of old: **Blessed**

Lose **Blessed** Special Rule

Lose **Hardened (1)**

Gain **Unstoppable**

*Designer Notes (Pawel): Competition in Heavy Class was too Heavy. Seems more like a nerf, but do not get fooled! Kanephors still provide massive value in Fallen Pantheon oriented lists.*

**55. Karyatids**

Gain **[The Fallen Pantheon]** Battlefield Role.

Range reduced to **18"** from 20"

*Designer Notes (Pawel): Adjusted due to global cut of range.*

**56. Centaur Kerykes**

Gain **[The Fallen Pantheon]** and **[The Legion]** Battlefield Role.

Cost reduced to **170** Points from 180

Cost per Stand reduced to **55** from 60

*Designer Notes (Pawel): Small Cost Adjustment*

**57. Centaur Prodrmoi**

Gain **[The Fallen Pantheon]** and **[The Legion]** Battlefield Role.

**58. Kataphraktoi**

Gain **[The Legion]** Battlefield Role.

Evasion Characteristic reduced to **0** from 1

Cost increased to **190** Points from 180

Gain **Wedge!** Special Rule.

*Designer Notes (Pawel): Some Adjustments based on other Changes - present or future. Hetarios got nerfed.*

**59. Unhallowed Sepulcher**

Gain **[The Creed]** Battlefield Role.

Cost reduced to **240** Points from 260

Gain **Terrifying (1)**

Gain **Aura of Death (6)**

Defense Characteristic Increased to **3** from 2

**Exhortation of Eternal Faith [Draw Event]:**

When resolving this Draw Event, immediately suffer 3 Wounds, generate a Power Token and gain one of the following effects until the end of the Round.

- This Regiment gains [Aura]: Friendly Regiment's Command Stands within 12" add +3 to their Attack Characteristics and gain the Cleave (1) Special Rule.
- This Regiment counts as +6 Stands towards Seizing an Objective Zone.
- This Regiment gains [Aura]: Enemy Regiments within 12", suffer -1 to their Resolve Characteristics.

**Designer Notes (Pawel):** *Will this cute boy leave his popular brother's shadow?*

#### **60. Hetairos**

The Regiment including any attached [Character] Stands Re-Roll failed Hit Rolls of "6" when performing Impact Attacks.

**Designer Notes (Pawel):** *We do not know how much hindering terrain are you guys using, but on our tables this was just too much, especially with the current changes.*

#### **61. Profane Reliquary**

This Regiment gains the Aura of Death (1) Special Rule.

#### **62. Dark Cenotaph**

When the Regiment is activating Memories of Old as a Draw Event, add 1 Power Token to the Dark Power Empowerment Pool.

### **Spells**

#### **63. Dark Supplication**

**Range: Self Attunement: 2**

Add 1 Power Token to either the Dark Power or the Fallen Pantheon Empowerment Pool.

#### **64. Blackflame Coruscation**

**Range: 12" Attunement: 3 (Scaling)**

Target Enemy Regiment:

- The Regiment suffers 1 Hit per success +X Hits, where X is equal to the highest Empowerment Tier of the Dark Power or Fallen Pantheon Pool.

#### **65. Benediction of the Black Sun**

**Range: 12" Attunement: 3 (Scaling)**

Target Friendly Brute Regiment, until the end of the Round:

- The Regiment gains the Blessed Special Rule.

#### **66. Undying Devotion**

**Range: 12" Attunement: 3**

Target one Friendly Cultists or Hashashin Regiment, until the end of the Round:

- The Regiment gains the [The Fallen Pantheon] Battlefield Role
- Each time a Stand in the Target Regiment is destroyed, add 1 Power Token to an Empowerment Pool of your choice.

#### **67. Unholy Baptism**

**Range: 12" Attunement: 3**

Target Enemy Regiment:

- The Regiment suffers 1 Hit per success. These Hits have the Armor Piercing (1) Special Rule.

### 68. Blasphemous Power

**Range: 12" Attunement: 3 (Scaling)**

Target Friendly Regiment, until the end of the Round:

- The Regiment gains [The Creed] Battlefield Role
- That Regiment counts as if it were under the Dark Power Pool Tier +1.
- If the Regiment is already under the effects of the highest possible Dark Power Tier, it gains the Flurry and Decay Special Rules.

### 69. Hazlia's Touch

**Range: 12" Attunement: 3**

Target Friendly Regiment:

- If the Regiment has [The Creed] or [The Legion] Battlefield Roles, it Heals 1+X Wounds, where X is the current Tier of the Dark Power Pool.
- If the Regiment does not have [The Creed] or [The Legion] Battlefield Roles, it Heals X Wounds, where X is the current Tier of the Dark Power Pool.

*Designer Notes (Pawel): Some rebalance of power.*

### 70. Dark Immolation

**Range: 12" Attunement: 3**

Target Friendly Regiment until the end of the Round:

- The Regiment gains the [The Creed] Battlefield Role.
- The Regiment gains the Aura of Death (+1) Special Rule.

*Designer Notes (Pawel): Adjustment necessary due to AoD Changes.*

### 71. Insanity

**Range: 14" Attunement: 3**

Target Enemy Regiment:

- The Regiment suffers 2 Hits per success and resolves Defense Rolls using the lowest modified Resolve Characteristic instead of its Defense Characteristic. Wounds caused by this Spell do not cause Morale Tests.

*Designer Notes (Pawel): Sometimes it's better, sometimes it's worse.*

### 72. Drain Will

**Range: 12" Attunement: 3 (Scaling)**

Target Enemy Regiment, until the end of the Round:

- The Regiment suffers -1 to its Defense Characteristic (To a maximum of -2).

### 73. Translocation

**Range: Self Attunement: 3 (Scaling)**

- This Regiment immediately performs an out-of-sequence 8" March, ignoring all intervening Regiments, Character Stands and/or Terrain. This Regiment must be placed in a legal position at the end of this movement to not overlap with any other Regiment's Stands. This effect cannot be used if the Regiment is currently Engaged with an Enemy Regiment. Whilst performing this move, the Regiment may move sideways or backwards without halving its March Characteristic.

*Designer Notes (Pawel): No more jumping out of combat.*

**74. Immolation**

**Range: Self Attunement: 3 (Scaling)**

This Regiment gains the Aura of Death (+1) Special Rule.

*Designer Notes (Pawel): Adjustment due to AoD Changes.*

## Nords

**Designer Notes (Pawel):** Similarly to OD Xillarch/Theokrator/Moroi - Volva / Goltr / Fenr Lists archetypes were the only option to successfully play with this Army. This changes today as we come up with supremacies that will open a lot of possibilities.

## Army Rules, Supremacies and Characters

### 1. Army passives changed:

#### • ICE, FLESH & BLOOD

Friendly Regiments can benefit from the Inspired Special Rule while Charging through a piece of Hindering Terrain.

#### • PROPHECY UNFULFILLED

While an Enemy Regiment is currently Engaged, Friendly Regiments add +2" to their Charge Distance when Charging that Enemy Regiment.

Note: This does stack with the effects of the Take The Flanks! Tribal Tactic.

#### • TRIBAL TACTICS

[Always Active]

Friendly [Mortals] and [Exalted] Regiments and [Characters] are affected by Tribal Tactics.

Note: Multiple instances of the same Tribal Tactic do not stack.

[Activated]

Once per Game: At the end of the Supremacy Phase select a single Tribal Tactic, it grants its benefits until the end of the Round:

1. Direct Assault!

The Regiments gain the Relentless Blows Special Rule.

2. Draw Them in!

The Regiments gain the Tenacious (+1) Special Rule (to a maximum of 2).

3. Take The Flanks!

Before Rolling a die, Friendly Regiments Charging Enemy Regiments in the flank or the Rear can choose to count as rolling 4 for the purpose of determining Charge Distance.

Regiments Charging an Enemy Regiment's Flank or Rear gain the Fury Special Rule.

Upon declaring a Volley Action, Friendly Regiments immediately gain the Opportunist Special Rule.

**Designer Notes (Pawel):** Tribal Tactics got a big change. They are now core of Mortal/Exalted gameplay with Konungyr and Jarl Supremacies actively pushing them further. Prophecy unfulfilled lost its restrictions. Such a huge buff comes with a price of losing Blood of the Einherjar rule and +1 to resolve after charge, but we are sure with this new tool you will be keen to forgive us.

### 2. Ruler of Mannheim

[Always Active]

- You can use the [Activated] part of Tribal Tactics at the end of each Supremacy Phase, but you cannot Choose the same Tribal Tactic as in the previous Round.
- Friendly [Mortal] and [Exalted] Regiments cannot be Shattered

[Activated]

- All Friendly Regiments and [Characters] are affected by all Tribal Tactics until the end of the Round.  
Note: You count as Choosing every Tribal Tactic when using [Activated] part of this ability.

**Designer Notes (Pawel):** Tribal Tactics got a big change and therefore our beloved character could not pass upon this opportunity. This should reflect his status.

### 3. Driven by Carnage

[Always Active]

- Friendly [Half-Bloods] Regiments Heal 1 wound for each Enemy Stand destroyed by Clash Actions and Impact Attacks. This effect is applied after Morale Tests are resolved.
- After the Regiment this [Character] is attached to destroys an Enemy Regiment with a Clash or Charge Action, it can perform an out-of-sequence Reform or Combat Reform Action.

[Activated]

Until the end of the Round:

- After a Friendly [Half-Bloods] Regiment destroys one or more Enemy Regiments with a Clash Action or Impact Attacks, it can perform an out-of-sequence Reform or Combat Reform Action.
- Double the Healing from Driven by Carnage.

**Designer Notes (Pawel):** *We did it how we pictured it.*

### 4. Raid Tactics!

[Always Active]

- You can use the [Activated] part of Tribal Tactics three times during the game, but you must select a different Tribal Tactic each time.
- [Mortal] and [Exalted] Regiments add +1 to their Reinforcement Rolls
- Friendly [Mortal] and [Exalted] Regiments cannot be Shattered

[Activated]

- Friendly [Mortal] and [Exalted] Regiments gain the Fearless, Juggernaut and Inspired special rules until the end of the Round.

**Designer Notes (Pawel):** *Jarl is using a similar mechanic as Kony, but in a different way.*

### 5. Skývald

[Always Active]

- The [Character] and the Regiment this character is currently attached to ignore the Water, Hindering, Perilous and Dangerous keywords of Zonal Terrain.
- You can use the [Activated] part of this supremacy twice per game to gain one of its effects. You cannot use the same effect twice.

[Activated]

- Niflmire: All Regiment's Barrage Range is reduced by half until the end of the Round.
- Hregg: Target one Enemy Regiment on the battlefield. It suffers 5 wounds which cannot be reduced or avoided. These wounds do not trigger Morale Tests.
- Snæstormur: All Enemy Regiments reduce their March Characteristic by -1 and cannot Re-Roll dice when determining their Charge distance until the end of the Round.

**Designer Notes (Pawel):** *We felt that Shaman nature is not correctly reflected with his supremacy. We pictured him as a lord of weather. Hope you will have as much fun with him as we had.*

### 6. Wild Beasts

[Always Active]

- Friendly [Half-Bloods] Regiments may perform Impact Attacks when Charging through or being within a piece of Hindering Terrain.

[Activated]

- Friendly [Half-Bloods] Regiments gain the Shock special rule until the end of the Round.
- Friendly [Half-Bloods] Regiments gain the Fury special rule until the end of the Round.

**Designer Notes (Pawel):** Ignoring hindering should not be an upgrade as its power is army defining. We were considering leaving it without the Activated part of ability, but during testing it was proven to not work vs a lot of archetypes on its own, hence you now gain a cool tool to open any enemy with clever usage.

## 7. Divine Protection

[Always Active]

- Friendly Regiments add +1 to their Evasion Characteristic (to a maximum of 2).

[Activated]

- Until the end of the Round, the Warlord may Target Friendly Regiments with Spellcasting Actions regardless of the Spellcaster's Line of Sight, range or Engagement. Spells with a range of "Self" are unaffected.

**Designer Notes (Pawel):** Volva had by far the strongest supremacy out of every warlord, hence we are leaving it mostly unchanged.

## 8. Blooded

Cost Reduced to **100** points from 110

Volley Characteristic increased to **2** from 1

Lose **Forward Force** Special Rule

Gain **Slain Bigger** Special Rule

Add to restricted **Ulfhednar, Bearskars**

**Bestial Devolution:**

- This [Character] Stand may be attached to a Friendly [Half-Bloods] Regiment regardless of its Class.

**Designer Notes (Pawel):** In general we felt like listbuilding for Nords is too restrictive.

## 9. Jarl

Gain **Slain Bigger** Special Rule

**Designer Notes (Pawel):** Small Adjustments.

## 10. Seizing a New Future:

[Always Active]

All Friendly [Jotun] Regiments:

- Gain the Fearless Special Rule while within range of an Objective Zone.
- Ignore the effects of Special Rules or Abilities that would have them count as less Stands or none at all for the purposes of Seizing Objective Zones while currently in contact with an Enemy Regiment.

Crushing Avalanche:

- All Friendly [Jotun] Regiments declaring a Charge Action while within 12" of this Regiment gain the Brutal Impact (+1) and Impact (+2) Special Rules until the end of the Round.

Note: Multiple instances of the same Special Rule do not Stack.

**Designer Notes (Pawel):** Small Adjustments.

## 11. Konungyr

Volley Characteristic increased to **3** from 2  
Gain **Slain Bigger** Special Rule

Your Army cannot contain more than one Konungyr

*Designer Notes (Pawel): Small Adjustments.*

## 12. Shaman

Add to mainstay **Ulfhednar**  
Add to restricted **Ice Jotnar**

*Designer Notes (Pawel): In general we felt like listbuilding for Nords is too restrictive.*

## 13. Vargyr Lord

Cost Reduced to **110** points from 120  
Wound Characteristic decreased to **5** from 6  
Lose **Forward Force** Special Rule  
Lose **Feral Hunters** Special Rule  
Gain **Slain Bigger** Special Rule  
Add to restricted **Trolls**  
Gain **Bestial Devolution** Special Rule

### **Bestial Devolution:**

- This [Character] Stand may be attached to a Friendly [Half-Bloods] Regiment regardless of its Class.

*Designer Notes (Pawel): Adjustments were necessary to put more power into Supremacies and Upgrades.*

## 14. Volva

Add to restricted **Ulfhednar**

*Designer Notes (Pawel): In general we felt like listbuilding for Nords is too restrictive.*

## Regiments, Officers and Upgrades

### 15. Raven Messengers (Tribal Treasures)

Cost Reduced to **10** points from 30  
During the Reinforcement Phase, if at least one of your Regiments is Engaged, select an additional Regiment to automatically pass its Reinforcement roll.

*Designer Notes (Pawel): Its cheap flank for your Heavy if you know How and When.*

### 16. Heralds of the Storm (Tribal Treasures)

Cost Reduced to **10** points from 30  
Range increased to **10"** from 8"

**17. Figurehead of the Naglfar (Tribal Treasures)**

Tenacious reduced to **(2)** from (3)

*Designer Notes (Pawel): Tenacious (2) is where we set our limit for this army.*

**18. Occultists Charm - (Shaman and Jarl Only) - NEW (Tribal Treasures)**

10 points

The [Character] gains access to the Bloody Sacrifice [Draw Event]:

- The Regiment this [Character] is currently attached to immediately suffers 2 Wounds. These Wounds do not trigger Morale Tests.
- The Regiment this [Character] is attached to adds +1 to its March Characteristic until the end of its first Action.

*Designer Notes (Pawel): Does not seem much, but does its work.*

**19. Ty Jokull, the Rimeheart (Armors)**

Cost increased to **40** points from 25

The Regiment this [Character] Stand is currently attached to gains the Hardened (1) Special Rule.

*Designer Notes (Pawel): Expensive, but worth it.*

**20. Massive Frame (Armors)**

Cost Reduced to **10** points from 15

*Designer Notes (Pawel): Small Cost Adjustment.*

**21. Mark of The Beast - NEW (Armors)**

5 points

The Regiment this [Character] is currently attached to, gains the [Half-Bloods] Battlefield Role in addition to any other ones it currently has.

*Designer Notes (Pawel): Not everyone was born "Gifted", some had to earn it.*

**22. Vinda, the Dancer (Weapons)**

Cost Reduced to **20** points from 30.

*Designer Notes (Pawel): Small Cost Adjustment.*

**23. Blóðíss, the Blood Thirster - NEW (Weapons)**

20 points

- When performing a Clash or Duel Action, before the Roll to Hit step, this [Character] may suffer up to 3 Wounds, and add that many to its Attack Characteristic until the end of that Action. You cannot choose to suffer a number of Wounds that would destroy the [Character].
- This [Character] cannot deny a duel.

*Designer Notes (Pawel): Should satisfy one's Bloodlust.*

**24. Elding, the Skypiercer - (Blooded, Jarl or Kongyur only) - NEW (Weapons)**

30 points

- The [Character] and the Regiment it is currently attached to gain the Sureshot Special Rule.
- The [Character] gains the Barrage (5), Range X Special Rule, where X is equal to the Range of the Barrage Special Rule of the Regiment this [Character] is attached to.

**Designer Notes (Pawel):** *Some birds told me that you like shooting them with your characters*

**25. Lessons of the Jotun War (Teachings of Mannheim)**

Cost Reduced to **10** points from 30.

Once per game: When you activate the Regiment this [Character] is currently attached to, it gains the effects of one tribal Tactic until the end of the Round.

**Designer Notes (Pawel):** *Small Adjustment.*

**26. Jotun Shepard - (Shaman Only) - NEW (Teachings of Mannheim)**

5 points

[Aura] Friendly [Jotun] Regiments currently within 12" gain the Indomitable (+2) Special Rule.

**Designer Notes (Pawel):** *Some Shamans develop a bond with their biggest friends.*

**27. Cautious Strike - (Konyngur or Jarl Warlord Only) - NEW (Teachings of Mannheim)**

**10 points**

When a Friendly [Exalted] Regiment fails a Charge it may move up to its March Characteristic instead of the Roll result.

**Designer Notes (Pawel):** *Tool to mitigate failing charge should you feel too lucky.*

**28. Call The Hunt - ([Half-Bloods] Warlord only) - NEW (Tales of Savagery)**

30 points

[Always Active] When selecting a Regiment to arrive from Reinforcements automatically this Round, choose one additional Friendly [Half-Bloods] Regiment.

**Designer Notes (Pawel):** *Flank, but better.*

**29. Pack Tactics (Vargyr Lord only) (Tales of Savagery)**

Cost Reduced to **10** points from 40.

[Always Active] When a friendly Cavalry or Brute [Half-Bloods] Regiment performs a Clash Action against an Enemy Monster Regiment, it gains the Support (X) Special Rule where X is equal to the Regiment's Attack Characteristic.

**Designer Notes (Pawel):** *Your local friend is playing Monster Mash? Do not worry! Put that upgrade and a brick of a unit into your list.*

**30. Vicious Assault - NEW (Tales of Savagery)**

15 points

The Regiment this [Character] is currently attached to gains the Fury Special Rule.

**Designer Notes (Pawel):** *Nords like charging.*

**31. Written in Bones (Northern Sagas)**

Cost Reduced to **5** points from 25

The Regiment this [Character] is currently attached to cannot be Shattered.

**Designer Notes (Pawel):** *Nords do not like being Shattered.*

### 32. Promise of Flesh - NEW (Northern Sagas)

10 points

The [Half-bloods] Regiment this [Character] is currently attached to gains the Vanguard (3) Special Rule.

**Designer Notes (Pawel):** Half-Bloods like to eat. Meat in particular.

### 33. Bearsarks

Cost Reduced to **160** points from 170.

Additional Stand cost reduced to **45** from 60

Resolve Characteristic increased to **5** from 4

~~Gain **Rage** Special Rule~~

Gain **Rampage** Special Rule

Savage cost reduced to **15** from 30

Shield Biter cost reduced to **5** from 15

#### **Rampage**

While this Regiment is Below Starting Strength it adds +1 to its Clash and Attack Characteristics.

**Designer Notes (Pawel):** Very Effective. Cannot march -> Charge -> Attack anymore.

### 34. Bow-Chosen

Cost Reduced to **180** points from 190.

Lose War-Brethren Special Rule.

**Designer Notes (Pawel):** Small Cost Adjustment.

### 35. Huskarls

Gain **Bastion (1)** Draw Event

Theng cost increased to **25** from 20

**Designer Notes (Pawel):** Adjustment.

### 36. Raiders

Captain cost reduced to **10** from 20

Shield Biter cost reduced to **5** from 15

**Designer Notes (Pawel):** Reworked officers.

### 37. Stalkers

Gain **Pathfinders** Special Rule

**Designer Notes (Pawel):** We feel like they are in a great spot. Pathfinders fit them.

### 38. Steel-Chosen

Lose War-Brethren Special Rule

Add Theng option for **20**

Shield Biter cost reduced to **5** from 15

**Designer Notes (Pawel):** Small Adjustment.

### 39. Trolls

Gain **Dread** Special Rule

*Designer Notes (Pawel): Blooded no longer grants it.*

### 40. Ulfhednar

Cost Reduced to **150** points from 170.

Additional Stand cost reduced to **45** from 60

Resolve Characteristic increased to **5** from 4

Attack Characteristic reduced to **6** from 7

Lethal Demise Special Rule reduced to **3** from 4

Gain "If this Regiment is joined by a Shaman, it gains the Bodyguard special rule" - FLOATING TEXT

Savage cost reduced to **15** from 30

Shield Biter cost reduced to **5** from 15

~~Protect the Prophet!: If this regiment is joined by Shaman it gains Bodyguard special rule.~~

*Designer Notes (Pawel): Adjusted to what the army can offer.*

### 41. Ugr

Gain **Unstoppable** Special Rule

Gain **Savage Retaliation** Special Rule

Lose **Shock** Special Rule

Savage Retaliation:

- When this Regiment is charged in its front arc and is not within a piece of Hindering Terrain with at least half of its Stands (Rounding up), it simultaneously immediately inflicts Impact Attacks against the Charging Regiment.

Note: If an Enemy Regiment does not have Impact Attacks you still perform yours.

*Designer Notes (Pawel): Too oblivious to understand the concept of being Charged!*

### 42. Werewargs

Gain **Flurry** Special Rule

*Designer Notes (Pawel): Oh, they hit like a truck.*

### 43. Fenr Beastpack

Defense Characteristic increased to **2** from 1

Attack Characteristic reduced to **5** from 6

*Designer Notes (Pawel): Deserved a little nerf. Probably got it back with other Nord Effects.*

### 44. Goltr Beastpack

Cost increased to **165** points from 160.

*Designer Notes (Pawel): Small adjustment.*

### 45. Ice Jotnar

Cost Reduced to **240** points from 250

Gain **Unstoppable** Special Rule

*Designer Notes (Pawel): Was overpriced and failed to charge too many times.*

#### **46. Mountain Jotnar**

Volley Characteristic increased to **2** from 1  
Gain **Hurl It!** Special Rule

Hurl It! - When this Regiment performs a Charge and fails to roll high enough to reach its Target, it immediately performs an out-of-sequence Volley Action with the Barrage (1) and Aimed Shot Special Rules against the Charge Target. The Target counts as being in range but the Mountain Jotnar does not count as being within effective range for the purposes of this Action. Instead of Rolling for Defense, the Enemy Regiment suffers X wounds per successful hit where X is equal to the Target Regiment's unmodified Size. These wounds do not trigger Morale Tests.

*Designer Notes (Pawel): Mountain Jotuns are known for tossing stuff. Might be anger issues.*

#### **47. Captain**

- The Regiment may use the Resolve Characteristic of a Friendly [Character] within 18" as if it was attached to this Regiment.
- The Regiment gains the Vanguard (4) Special Rule
- Before the first Reinforcement Phase you can choose to change this Regiment's Class to Medium.

*Designer Notes (Pawel): Raiders were in a rough spot despite great statistics. Captain help them find their place in a well managed Raid.*

#### **48. Savage**

The Regiment may perform an additional Clash Action during its Activation.

*Designer Notes (Pawel): Savages have their own ways of war.*

#### **49. Skald**

The Regiment adds +1 to its Resolve Characteristic and gains the Bravery Special Rule.

*Designer Notes (Pawel): Adjusted a little.*

#### **50. Shield Biter**

The Regiment's Command Stand may Die Fighting!

*Designer Notes (Pawel): Adjusted a little.*

#### **51. Thegn**

Before the first Reinforcement phase, choose a single Tribal Tactic; the Regiment is always under the effect of that Tribal Tactic.

*Designer Notes (Pawel): Thegn now knows Raid Tactics!*

## Spells

*Designer Notes (Pawel): Syntax update of all Spells.*

### 52. Blurred Vision

Range: 12" Attunement: 3 (Scaling)

Target Friendly Regiment, until the end of the Round:

- The Regiment counts as if it were in a piece of Cover Zonal Terrain.

### 53. Mist Weave

Range: 12" Attunement: 3

Target Friendly Regiment, until the end of the Round:

- The Regiment adds +1 to its Evasion Characteristic (to a maximum of 2)

### 54. Reshape Destiny

Range: Self Attunement: 3

Until the end of the Round:

- The [Character] gains [Aura]: Friendly Regiments declaring a Charge Action while within 12" gain the Unstoppable Special Rule.

### 55. Hoarfrost

Range: 12" Attunement: 4

Target Enemy Regiment:

- The Regiment suffers one Hit per success with the Armor Piercing (1) Special Rule.

### 56. Dominate

Range: 12" Attunement: 3

Target Enemy Regiment, until the end of the Round:

- The Regiment suffers -1 to its Resolve Characteristic.

### 57. Enrage

Range: Self Attunement: 3

Target Friendly Regiments currently within 12" of this [Character]:

- The Regiments immediately perform an out of sequence Rally or Combat Rally Action.

### 58. Aspect of Fenrir

Range: Self Attunement: 3 (Scaling)

Target Friendly Regiment, until the end of the Round:

- The Regiment gains the Unyielding Special Rule.

### 59. Fruit of the Golden Tree

Range: 12" Attunement: 3

Target Friendly Infantry Regiment:

- The Regiment Heals 1 Wound per success.

### 60. Glory of Valhalla

Range: 12" Attunement: 3

Target Friendly Regiment, until the end of the Round:

- The Regiment gains the Indomitable (2) Special Rule.

**61. Hela's Caress**

Range: 12" Attunement: 4

Target Enemy Regiment:

- The Regiment suffers one Hit per success.

**62. Warbringer's Light**

Range: 12" Attunement: 3 (Scaling)

Target Friendly Regiment, until the end of the Round:

- The Regiment gains the Blessed Special Rule.

**63. Ice Armor**

Range: Self Attunement: 3

Until the end of the Round:

- The Regiment adds +1 to its Defense Characteristic

**64. Rime Storm**

Range: 12" Attunement: 3

Target Enemy Regiment:

- The Regiment suffers two Hits per success.

**65. Encase**

Range: 12" Attunement: 3 (Scaling)

Target Enemy Regiment, until the end of the Round:

- The Regiment suffers -2 to its March Characteristic.

## Weaver Courts

**Designer Notes (Pawel):** We are aware of a number of factors that may lead to Weaver Courts not performing as intended in Organized Play. We are actively working on that and we will devote an update to Weaver Courts soon.

## Taosidhe

*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.*

Infantry Character Stand

100 points

M	V	C	A	W	R	D	E
*	1	3	4	4	4	2	2

**Type:** Infantry

**Battlefield Roles:** [Character]

**Special Rules:** -

**The [Character] must select one of the following Seasonal Court Battlefield Roles:** [Court of Spring], [Court of Summer], [Court of Autumn], [Court of Winter]

**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.

**Planting an Ambush:** At the end of the Round's Supremacy Phase, Target up to two non-Monster Friendly Regiments within 12" of this [Character] to gain 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.

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

**Restricted:** Coill Draic, Crann Guardians, Gallowglass Warriors, The Wild Hunt, Skoth Draic, Morrowen, Gemred Knights, Scaile Dancers, Scathach Hunters

Furthermore, depending on the [Character]'s Seasonal Court you may also include a single Entry of the following Regiments as a Mainstay option instead.

If [Court of Summer]: Scaile Dancers

If [Court of Winter]: Gemred Knights

If [Court of Spring]: Morrowen

If [Court of Autumn]: Scathach Hunters

## Gallowglass Wardens

Medium Brute Regiment

210 points / 70 points

M	V	C	A	W	R	D	E
6	2	2	4	6	3	4	0

**Type:** Brute

**Class:** Medium

**Command Models:** Leader

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

**Special Rules:** Fly, Impact 3, Pick the Quarry

**Draw Events:**

**Pick the Quarry:** When this Regiment activates, choose one:

- The Regiment gains the Barrage (3), Range (14") Armor Piercing (2) Special Rule
- The Regiment gains the Barrage (5), Range (16") Special Rule

**Designer Notes (Pawel):** *New Beetle-like Regiment.*

## Gallowglass Warrior

Heavy Brute Regiment

220 points / 70 points

M	V	C	A	W	R	D	E
6	1	4	4	6	3	4	0

**Type:** Brute

**Class:** Heavy

**Command Models:** Leader

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

**Special Rules:** Brute Force, Fly Impact 3, ~~Trample-3~~

**Draw Events:** Mercy of the Reaper

**Mercy of the Reaper:** Remove up to 3 Seed Markers from Enemy Regiments within 12". Gallowglass Warriors Stands in this Regiment gain the Cleave (X) Special Rule until the end of the Round where X is the number of Seed Markers removed in this way

**Brute Force** - When performing a Clash Action, compare the Regiment's unmodified Clash Characteristic with the Target Enemy Regiment's highest unmodified Clash Characteristic. For each point of Clash greater, this Regiment adds +1 to its Attacks Characteristic until the end of the Action.

**Designer Notes (Pawel):** Adjustment to enable future changes.

## Gemred Lord

Renamed to **Winter Lord**

**Designer Notes (Pawel):** Name change.