



THE WEAVER COURTS

ARMY LIST



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

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

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

ARMY LISTS

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

POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances.

Your Army's points value is equal to the total points values of every Regiment and [**CHARACTER**] in your Army, plus those of any upgrades you've purchased for them. The higher the points value, the more lethal the Army you've selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

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

THE WARLORD

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

WARBANDS

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

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

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

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

OPTIONAL UPGRADES

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

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

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

SPECIAL RULES AND SUPREMACY ABILITIES

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

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

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

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

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

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

THE WEAVERS

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

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

SIL TAFAIN AND THE CYCLE OF SEASONS

Weaver Courts Regiments ignore the effect of Hindering Zonal Terrain.

When a Friendly Weaver Courts Regiment performs a Clash or Volley Action against an Enemy Regiment, the Friendly Regiment **gains a Seed Marker**. The Regiment can have a maximum of 3 Seed Markers at any given time, should it gain a 4th Marker it is immediately discarded. Upon a Friendly Regiment being destroyed, you may immediately redistribute any Seed Markers on it, to other Regiments within 12".

The Army follows a **Cycle of Seasons** - a thematic representation of the multifaceted nature of the Weaver Courts and their seamless transition from one to the other.

At the end of the first Round's Supremacy Phase select a Season from which the Cycle will begin. Starting with Round 2, at the end of each Round's Supremacy Phase, move on to the next Season following the sequence seen below:

Spring -> Summer -> Autumn -> Winter -> The Cycle Starts Anew

Eg. If you have chosen Winter to begin the cycle with, then at the end of Round's 2 Supremacy Phase it will change to Spring and so on.

Note: If your Opponent also commands a Weaver Courts Army both players track their own separate Cycle of Seasons.

RAMPANT GROWTH

Depending on what Season the Cycle is currently on, All Friendly Regiments belonging to a matching Court gain season specific bonuses called **Seasonal Effects** until the end of the Round:

Spring - Verdant Awakening

All Friendly [**COURT OF SPRING**] Regiments add +2 to their March Characteristic.

Summer - Sunfire Reprisal

All Friendly [**COURT OF SUMMER**] Regiments gain the Shock Special Rule.

Autumn - Harvest's Resolve

All Friendly [**COURT OF AUTUMN**] Regiments gain the Culling Special Rule.

Winter - Frostbound Defiance

All Friendly [**COURT OF WINTER**] Regiments gain the Dread Special Rule.

Culling: Enemy Regiments that are Below Starting Strength Re-Roll successful Morale tests against Impact Attacks and Clash Actions performed by Regiments with this Special Rule. If the Enemy Regiment does not have a Resolve Characteristic it suffers 3 additional Hits instead.

Note: Regiment Special Rules still apply to these hits.

In addition, all Friendly Regiments have access to the Bloom [Draw Event] which can be used in addition to any others.

Bloom [Draw Event]: If the Regiment has Seed Markers on it, you may spend them to gain one of the following effects as seen below. In addition, Regiments may have access to other more unique Bloom Effects either because of their own innate abilities or bestowed upon them by other means.

1 SEED MARKER

Until the end of the Round, the Regiment's Command Stand adds +2 to its Attacks Characteristic and if it already has the Barrage (X) Special Rule gains a +2 to it as well.

2 SEED MARKERS

Warlord's Bloom Effect - Listed in your Warlord's Supremacy Ability.

3 SEED MARKERS

Gain the Battlefield Role matching the current Season until the end of the Round.

SUPREMACY ABILITIES

MHOR SIDHE

Reaper's Bloom

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

[Always Active]:

- **Warlord's Bloom Effect:** The Regiment gains the Cleave (+1) Special Rule until the end of the Round.

[Activated part of the Ability]

- The current Season counts as if it was Autumn for all purposes. This does not change the current Season in the Cycle of Seasons.
- Until the end of the Round, the **Warlord's Bloom Effect** changes as follows: The Regiment gains the Cleave (+2) Special Rule until the end of the Round.

RHUN SIDHE

Subtle Sow

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

[Always Active]

- **Warlord's Bloom Effect:** This non-Monster Regiment Heals 3 Wounds.

[Activated part of the Ability]

- The current Season counts as if it was Spring for all purposes. This does not change the current Season in the Cycle of Seasons.
- Until the end of the Round, **Warlord's Bloom Effect** changes as follows: This non-Monster Regiment Heals 5 Wounds.

SUPREMACY ABILITIES

TAOSIDHE

Reigning Season

*"Yellow leaves? Warm soothing eves? Budding blooms? Rime's reign?
Look! Your Court's Glory, it eyes your quarry, and soon comes thy foe's bane."*

[Always Active]

- Once per Round: At the end of a Reinforcement Phase select one Friendly non-Monster Regiment, it gains the Vanguard (3) Special Rule until the end of the Round.
- **Warlord's Bloom Effect:** The Friendly Regiment performing Clash or Volley Action against Regiments **that have not Activated this Round** gain Deadly Blades and Deadly Shots Special Rules until the end of that Action.

[Activated part of the Ability]

- The current Season counts as if it was Warlord's Court Season for all purposes. This does not change the current Season in the Cycle of Seasons.
- Until the end of the Round, **Warlord's Bloom Effect** changes as follows: The Friendly Regiment performing Clash or Volley Action gains Deadly Blades and Deadly Shots Special Rules until the end of that Action.

SEANCHAS SIDHE

Crop Rotation

*"Beware! Beware! And trust thee ne'er, that your field's safe and resting.
For while unseen, quick and preen, our seeds have found new nesting..."*

[Always Active]

- At the end of each Round's Victory Phase, you may choose to remove all Seed Markers from Friendly Regiments and redistribute them between them as you wish.
- The [**CHARACTER**] gains access to both Summer and Winter Courts spells.
- The [**CHARACTER**] can perform a free additional Spellcasting Action during their Activation, but can only cast one Spell from each of the High Courts.
- **Warlord's Bloom Effect:** Until the end of the Round, The Regiment gains the Untouchable Special Rule and Re-Rolls failed Hit Rolls of "6" when performing a Clash Action or inflicting Impact Attacks.

[Activated part of the Ability]

- The current Season counts as if it was Warlord's Court Season for all purposes. This does not change the current Season in the Cycle of Seasons.



MHOR SIDHE

100 POINTS

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

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	6	4	4	2	2	Reaper's Bloom

Special Rules: CLEAVE (1), QUICKSILVER STRIKE, TERRYFING (1)

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

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

The [CHARACTER] gains access to the **Seedbearer (Combat and Out-of-Combat Action)**: Target a Friendly Regiment within 12", it gains a Seed Marker.

Herald of Eversusk: The Regiment this [CHARACTER] is attached to gains Terryfing (1) Special Rule.

MHOR SIDHE

CHARACTER UPGRADES

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

Masteries: May purchase a single Mastery at the indicated point cost.

WARBAND

Mainstay: Kern Skirmishers,
Will-O-Wisps,
Wyrd Cavalry,
Scathach Hunters

Restricted: Coill Draic,
Crann Guardians,
Gallowglass Warriors,
Fianna Cavalry,
Skoth Draic,
Sciathan Riders



RHUN SIDHE

100 POINTS

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

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	3	2	5	4	4	2	2	Subtle Sow

Special Rules: BARRAGE (5) (16", RAPID VOLLEY)

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

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

The [CHARACTER] gains access to the **Seedbearer (Combat and Out-of-Combat Action)**: Target a Friendly Regiment within 12", it gains a Seed Marker.

Guided Pollenization: When the Regiment this [CHARACTER] is currently attached to gains a Seed Marker as a result of Clash or Volley Action, select another Friendly Regiment within 12" of the Regiment to gain one as well.

RHUN SIDHE

CHARACTER UPGRADES

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

Masteries: May purchase a single Mastery at the indicated point cost.

WARBAND

Mainstay: Kern Skirmishers,
Will-O-Wisps,
Ciannir Riders,
Morrowen

Restricted: Coill Draic,
Crann Guardians,
Skoth Draic,
Gallowglass Wardens,
Sciathan Riders,
Wyrd Cavalry



TAOSIDHE

100 POINTS

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

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	4	4	4	2	2	Reigning Season

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

Special Rules: -

Battlefield Role: [CHARACTER]

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

The [CHARACTER] gains access to the **Seedbearer (Combat and Out-of-Combat Action)**: Target a Friendly Regiment within 12", it gains a Seed Marker.

TAOSIDHE

Planting an Ambush [Draw Event]: Target Friendly Infantry Regiment within 12" of this [CHARACTER], it gains the Prowl and Pounce Special Rules until the end of the Round.

Prowl: While under the effects of this Special Rule the following applies:

- If an Enemy Regiment is 8" or further away it can't draw Line of Sight to this Regiment.
- The Regiment does not count towards the purposes of Seizing.
- The Regiment suffers a -2 penalty to its March Characteristic.
- While any Enemy Regiment is within 8" and can at any point draw Line of Sight to this Regiment, the Regiment loses the Prowl Special Rule until the end of the Round.
- When The Regiment or [CHARACTER] attached to this Regiment performs Volley or Spellcasting Action, it loses the Prowl Special Rule until the end of the Round.

Pounce: If the Regiment has the Prowl Special Rule, at any point during its Activation it may choose to lose it until the end of the Round. If it does so, then the Regiment gains the Terrifying (1) and Linebreaker Special Rules until the end of the Round.

CHARACTER UPGRADES

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

Masteries: May purchase a single Mastery at the indicated point cost.

WARBAND

Mainstay: Kern Skirmishers,
Fianna Cavalry,
Scathach Hunters,
Morrowen

Restricted:

Scaile Dancers,
Gemred Knights,
Crann Guardians,
Ciannir Riders,
Sciathan Riders



SEANCHAS SIDHE

100 POINTS

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

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	2	2	4	4	3	2	2	Crop Rotation

The [CHARACTER] must select one of the following Seasonal Court Battlefield Roles, and knows all Spells from that Court: [COURT OF SUMMER] OR [COURT OF WINTER]

Special Rules: WIZARD (5)

Battlefield Role: [CHARACTER]

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

Arcane Harvest: When performing a Spellcasting Action, the Seanchas Sidhe may remove up to 3 Seed Markers from one Friendly Regiment within 12" of . For each Seed Marker removed in this way, the Seanchas Sidhe gains the Wizard (+1) Special Rule.

SEANCHAS SIDHE

CHARACTER UPGRADES

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

Masteries: May purchase a single Mastery at the indicated point cost.

WARBAND

Mainstay: Kern Skirmishers,
Will-O-Wisps,
Sciathan Riders,
Ciannir Riders,
Wyrd Cavalry,

Restricted:

*Crann Guardians,
Gallowglass Warriors,
Gallowglass Wardens,
Scaile Dancers,
Gemred Knights,
Fianna Cavalry*

CHARACTERS AND CHARACTER UPGRADES

Magical Items and Heraldry are an important part of a Faction's culture and history. Each Faction has access to a list of Character Upgrades as described in their Army List. Unless noted otherwise, each entry may only be selected once in your Army List, and it does not have to be visually represented on the [CHARACTER] model or Stand. Each Character Upgrade confers abilities or attributes to the [CHARACTER], and their bonuses are lost as soon as the [CHARACTER] is removed from the game for any reason.

GIFTS OF LIFEBINDING

Each Gift may only be included in your Army once.

Glacial Presence

30points

When Enemy Regiments engaged with the [COURT OF WINTER] Regiment this [CHARACTER] is currently attached to Activate, they gain Decay Special Rule until the end of the Round.

Rapid Blossoming

25 points

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

The [COURT OF SPRING] Regiment this [CHARACTER] is currently attached to can Heal even if Broken.

Bond of Falcons

15points

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

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

Sun Crown

15points

The [COURT OF SUMMER] Regiment this [CHARACTER] is currently attached to gains the **Flawless Strikes** Special Rule.

Wild Spirit

15points

When the Regiment this [CHARACTER] is currently attached to uses the **Bloom** [DRAW EVENT], it can spend Seed Markers from other Friendly Regiments within 12" in addition to its own.

Abundant Harvest

10points

The [COURT OF AUTUMN] Regiment this [CHARACTER] is currently attached to adds a Seed Marker to All Friendly Regiments within 12" after destroying Enemy Regiment.

Forest's Embrace

5 points

While the Regiment this [CHARACTER] is Attached to, is within a piece of Cover Zonal Terrain of equal or greater Size, it gains the **Untouchable** Special Rule.

Seed of Spring

5 points

During Spring, the [COURT OF SPRING] Regiment this [CHARACTER] is currently attached to gains a Seed Marker at the start of its Draw Event Step.

Seed of Autumn

5 points

During Spring, the [COURT OF AUTUMN] Regiment this [CHARACTER] is currently attached to gains a Seed Marker at the start of its Draw Event Step.

Seed of Winter

5 points

During Spring, the [COURT OF WINTER] Regiment this [CHARACTER] is currently attached to gains a Seed Marker at the start of its Draw Event Step.

Seed of Summer

5 points

During Spring, the [COURT OF SUMMER] Regiment this [CHARACTER] is currently attached to gains a Seed Marker at the start of its Draw Event Step.

MASTERIES

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

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

Draic Rider

40 points

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

(Rhuin Sidhe or Mhor Sidhe Only)

- The [**CHARACTER**] gains the Rider Special Rule and must choose to ride a Coill Draic or Scoth Drake in their Warband.
- The Regiment the [**CHARACTER**] is currently attached to gains the Flank Special Rule.

Ambush

30 points

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

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

Winter's Bite

20 points

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

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

Veil of Undergrowth

30points

The Infantry or Cavalry Regiment this [**CHARACTER**] is currently attached to gains the Loose Formation Special Rule.

Chitinous Metamorphosis

15 points

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

The [**CHARACTER**] changes their Type to Brute, gains the Impact (3) Special Rule and adds +1 to its Clash and Attacks Characteristics.

The Voice's Calling

15 points

Once, the Voice led the Weavers to the embrace and protection of the Dragons, far from the clutches of the Sovereign's machinations. To this day, her whispers are enough to make even the most stoic of warriors to spring to action.

The Regiment this [**CHARACTER**] is currently attached to gains the Vanguard (4) Special Rule.

Cloud Seeding

10 points

- The [**CHARACTER**] gains the Fly Special Rule
- The [**CHARACTER**] may only be attached to a Friendly non-monster Regiment with the Fly Special Rule.
- The [**CHARACTER**] changes its Type to match the Regiment it is currently attached to.

COURT OF WINTER

Dark of Winter

Range: Self Attunement: 3

Your next Command Card is Treated as Activating during Winter until the end of the Round.

Armor of Rime

Range: 16" Attunement: 2 (Scaling)

Target Enemy Regiment, until the end of the Round:

- The Regiment always counts as moving through Hindering Terrain.
- Other Enemy Regiments cannot March or Charge through that Regiment.

Mouldering Bloom

Range: 16" Attunement: 3

Target Enemy Regiment suffers one Hit with Armor Piercing (1) Special Rule per success.

Heart of Winter

Range: 16" Attunement: 3 (Scaling)

Target Enemy Regiment, until the end of the Round:

- The Regiment suffers a -1 penalty to its Resolve Characteristic.
- One Friendly [**COURT OF WINTER**] Regiment within 12" of it gains the Hardened (1) Special Rule.





KERN SKIRMISHERS

120 POINTS / 40 PER STAND

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

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	2	2	4	4	2	1	1	Leader

Draw Events: BLOOM

Special Rules: BARRAGE (4) (16")

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

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

When this Regiment spends a Seed Marker as a result of a Bloom Draw Event it may Re-Roll failed Hit Rolls of "6" when performing a Volley Action against the Enemy Regiment until the end of the Round.

This Regiment may take one of the following Officers:

Kiannun Stalker

15 points



CRANN GUARDIANS

180 POINTS / 60 PER STAND

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

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	1	2	5	6	3	3	0	Leader

Draw Events: BLOOM

Special Rules: VANGUARD (3), IMPACT (3), SHIELD, UNSTOPPABLE, INSPIRED

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

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

While all Stands in this Regiment are within Cover Zonal Terrain, the Regiment gains Tenacious (2) against Volley Actions.

Rooted Might (Combat or Out-of-Combat Action): Immediately apply a Seed Marker to All other Friendly Regiments within 8".



SCIATHAN RIDERS

150 POINTS / 50 PER STAND

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

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	8	2	2	5	4	3	2	2	Leader

Draw Events: BLOOM

Special Rules: FLY, FLUID FORMATION, BOMBING RUN, PATHFINDERS

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

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

Bombing Run:

Once per Round: Target one Regiment this Regiment's Command Stand moved over while performing a March Action:

- The Enemy Regiment Immediately suffers X Hits, where X is three times the number of Stands in this Regiment. These Hits count as originating from the Enemy Regiment's Flank and do not trigger Morale Tests.
- The Friendly non-Monster Regiment immediately Heals 4 Wounds.

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



CIANNIR RIDERS

150 POINTS / 50 PER STAND

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

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	8	2	2	4	4	3	2	2	Leader

Draw Events: BLOOM, FIRE AND ADVANCE

Special Rules: ACUTE SENSES, AIMED SHOT, BARRAGE (3) (12"), FLY, OPPORTUNISTS

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

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

Sowing Shot: When The Regiment is performing a Volley Action against an Enemy Regiment's Flank or Rear Arcs, it gains the Armor Piercing (1) Special Rule until the end of the Action.



WILL-O-WISPS

100 POINTS / 40 PER STAND

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

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Light	6	1	1	4	5	2	2	1	Leader

Draw Events: BLOOM

Special Rules: LOOSE FORMATION, LETHAL DEMISE (2)

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

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

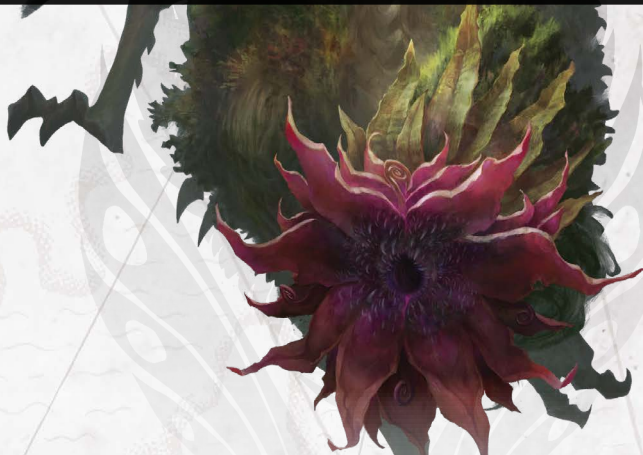
Swarm Cloud:

- Friendly Regiments can draw Line of Sight through this Regiment.
- [CHARACTERS] cannot join this Regiment.

Harbingers of Seasons: When a Friendly Regiment performs a Volley Action, should it draw Line of Sight through this Regiment, you may choose to have the Volleying Regiment spend a Seed Marker gain the Longshot Special Rule until the end of the Action.

DRACI AND THE WEAVER COURTS

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



SCOTH DRAIC

220 POINTS

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

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	7	2	3	12	18	4	3	1

Draw Events: BLOOM

Special Rules: CLEAVE (1), FLY, IMPACT (6), TERRIFYING (2), ECHOES OF WHISPERS, AVATAR OF NATURE, FIEND HUNTER, UNSTOPPABLE

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

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

Echoes of Whispers: Once per Round: If a Friendly Regiment within 8" spends 3 or more Seed Markers as a result of activating a Bloom Effect, this Regiment immediately Heals 3 Wounds.

Avatar of Nature: Whenever this Regiment becomes the Target of an Enemy Regiment's Clash or Volley Action it gains a Seed Marker.

DRACI AND THE WEAVER COURTS

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COILL DRAIC

220 POINTS

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

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	7	2	3	12	18	4	3	1

Special Rules: BARRAGE (10) (10", ARMOR PIERCING (1)), AIMED SHOT, CLEAVE (1), FLY, IMPACT (6), UNSTOPPABLE

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

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

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

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

Devouring Moulder: When this Regiment destroys an Enemy Stand during its Activation it Immediately Heals 1 Wound per stand.



MORROWEN

160 POINTS / 45 PER STAND

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

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	2	4	4	3	3	1	Leader

Draw Events: BLOOM, REGENERATION 4

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

Battlefield Role: The Regiment can only ever have the [COURT OF SPRING] Battlefield Role.

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

Spring's Vigor: During a Spring Season

- The Regiment gains the Support (4) Special Rule.
- The Regiment can heal even if Broken.

Pariahs

- Seed Markers are not generated as a result of this Regiment's Actions.
- [CHARACTERS] cannot join this Regiment.



SCATHACH HUNTERS

170 POINTS / 60 PER STAND

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

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	2	3	5	4	3	2	2	Leader

Draw Events: BLOOM

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

Battlefield Role: The Regiment can only ever have the [COURT OF AUTUMN] Battlefield Role.

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

While all Stands in this Regiment are within Cover Zonal Terrain, the Regiment gains Tenacious (2) against Volley Actions.

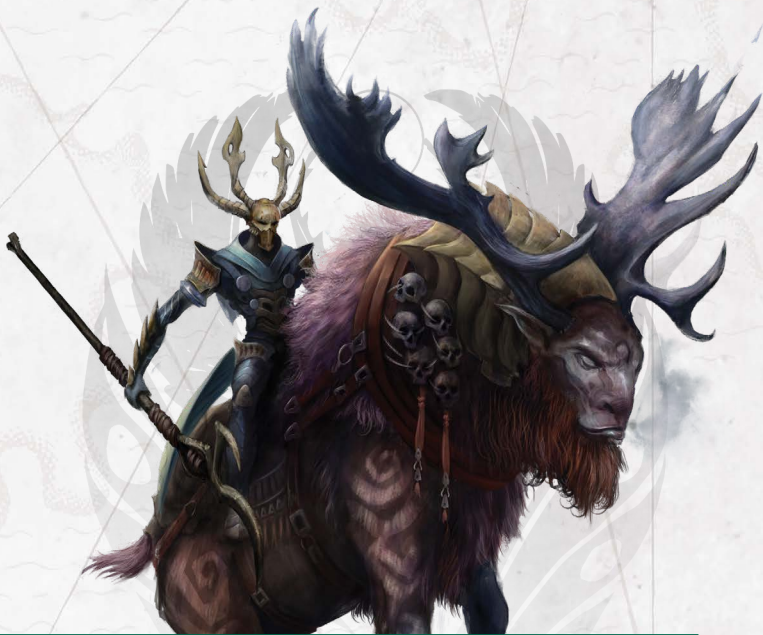
Might of Everrusk: During Autumn Season:

- The Regiment adds +3 to its March Characteristics while performing a Charge Action.
- The Regiment gains the Unstoppable Special Rule.

This Regiment may take one of the following Officers:

Kiannun Stalker

15 points



GEMRED KNIGHTS

220 POINTS / 70 PER STAND

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

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Heavy	7	1	3	5	6	4	3	1	Leader

Draw Events: BLOOM

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

Battlefield Role: The Regiment can only ever have the [COURT OF WINTER] Battlefield Role.

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

Hearts of Ice: During a Winter Round,

- The Regiment loses the Unstoppable Special Rule and gains the Juggernaut Special Rule instead.
- The Regiment gains the Hardened (1) Special Rule.



SCALE DANCERS

170 POINTS / 60 PER STAND

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

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	7	1	3	5	4	3	2	2	Leader

Draw Events: DOUBLE TIME, BLOOM

Special Rules: FLY, LOOSE FORMATION, PARRY,, COUNTER ATTACK, UNSTOPPABLE

Battlefield Role: The Regiment can only ever have the [COURT OF SUMMER] Battlefield Role.

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

Blazing Souls: During a Summer Round:

- The Regiment's Counter Attack Special Rule causes Hits on unmodified Attack Rolls of "5" or "6" instead of the usual "6".
- The Regiment adds +1 to its Evasion Characteristics.
- The Regiment adds +1 to its Attack Characteristic.



GALLOWGLASS WARRIORS

220 POINTS / 70 PER STAND

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

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

Draw Events: BLOOM

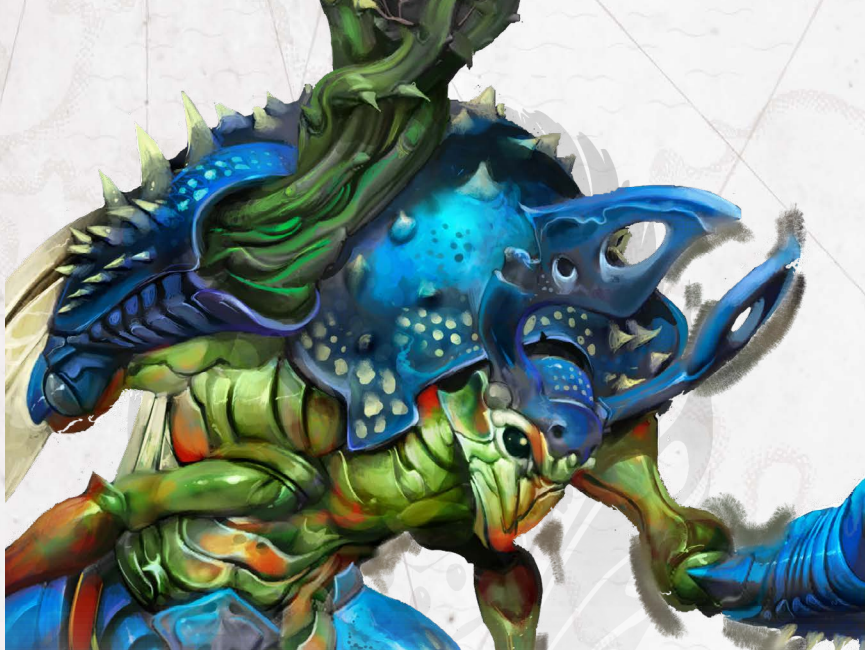
Special Rules: BRUTE FORCE, FLY, IMPACT 3, UNSTOPPABLE

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

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

Mercy of the Reaper: The Regiment has access to the following Bloom Effect:
X Seed Markers from friendly Regiments within 12”: The Regiment gains Cleave (X) (To a maximum of 3) Special Rule until the end of the Round.

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



GALLOWGLASS WARDENS

210 POINTS / 70 PER STAND

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

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	2	2	4	6	3	4	0	Leader

Draw Events: BLOOM, PICK THE QUARRY

Special Rules: FLY, IMPACT (3)

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

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

Ensnaing Barrage: The Regiment has access to the following Bloom Effect:

2 Seed Markers: The Regiment gains the Aimed Shot until the end of the Round.

Pick the Quarry [Draw Event]: Choose one:

- The Regiment gains Barrage (3), Range (14") Armor Piercing 2
- The Regiment gains Barrage (5), Range (16")



WYRD KNIGHTS

180 POINTS / 50 PER STAND

The curious nature of nobility and royalty in the Weaver Courts is closely tied to the eternal nature of each Court's ruler and their Consorts. Wyrd Knights are the roving representatives and armed enforcers of the Courts themselves. Eschewing the games and ambushes of their younger, unaligned kindred, the Wyrd Knights prefer instead to gallop straight into combat, depending the blessings of their Court and the gifts of the woodland to wreak havoc among their designated foe.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	8	2	3	5	4	4	2	2	Leader

Draw Events: BLOOM

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

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

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

Wild Hunters:

Upon spending Seed Markers to perform a Bloom [Draw Event] the Regiment gains one of the following effects until the end of the Round:

- The Regiment gains the Deadly Blades Special Rule.
- The Regiment gains the Cleave (+1) Special Rule.
- The Regiment gains the Flurry Special Rule.



FIANNA CAVALRY

160 POINTS / 50 PER STAND

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

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	8	2	2	5	4	4	2	2	Leader

Draw Events: POUNCE, BLOOM

Special Rules: OPPORTUNIST, UNSTOPPABLE, IMPACT (3), PROWL, VANGUARD (4)

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

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

Prowl [Draw Event]: While under the effects of this Special Rule the following applies:

- If an Enemy Regiment is 8" or further away it can't draw Line of Sight to this Regiment.
- The Regiment does not count towards the purposes of Seizing.
- The Regiment suffers -2 penalty to its March characteristic.
- While any Enemy Regiment is within 8" and can at any point draw Line of Sight to this Regiment, the Regiment loses Prowl Special Rule until the end of the Round.
- When The Regiment or [CHARACTER] attached to this Regiment performs Volley or Spellcasting Action, it loses Prowl Special Rule until the end of the Round.

Pounce: If the Regiment has the Prowl Special Rule, at any point during its Activation it may choose to lose it until the end of the Round. If it does so, then the Regiment gains the Terrifying (1) and Linebreaker Special Rules until the end of the Round.



THE WILD HUNT

PREVIEW

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



BLATH MAIDENS

PREVIEW

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

COMMAND MODELS

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

Kiannun Stalker

15 points

Each time the Regiment with this Officer Activate Target one Enemy Regiment within 12", it suffers 1 Wound. This does not trigger resolve tests.

