

CONQUEST
FIRST BLOOD

RULES UPDATE & CHANGELOG

OCTOBER 2026



UPDATE OVERVIEW



Greetings fellow Warlords!

Packed with new clarifications, a few Regiment reworks, and points changes to entice many new options to build your Warbands with this update.

The Nords, Dweghom, and Hundred Kingdoms are receiving buffs to their Army Rules to give them a little boost; While the City States and Weaver Courts have their Army Rules clarified.

Coming soon after this update, each and every army will be receiving a new Warband of Legend along with a new Legendary Character!



RULEBOOK

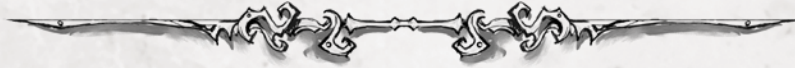


Various clarifications to Special Rules. Reposition allows Warriors to leave Broken Enemy Engagement Ranges freely. Press Forward has been adjusted to allow greater mobility. Counter Attack reworked, Fly nerfed to only Place when Marching/Repositioning. Replacement functionality on Torrential Fire to both not be too punishing to Evasion based Warriors and to have an effect on all Warriors.

- The Press Forward Command Ability has been changed to allow Warriors affected by this Command Ability to move at full speed even when Moving outside of the issuing Character's Command Range.
- Issuing a Duel causes the Character to become Inspired! in addition.
- Declining a Duel (*such cowardice!*) prevents that Warrior from becoming Rallied! during that Command Phase, in addition to the other effects for declining a Duel.
- Warriors may now freely disengage from Broken! Enemies during Reposition Actions. *This is a subtle, yet significant change, allowing for more tactical decision making.*
- Incantations wording clarified.
- Special Rules wording updated to clarify that multiple of the same Special Rule +X combine and stack.
- **Bastion** wording update.
- **Blessed** changed to Re-Roll one dice per Action.
- Added a reminder text to **Burnout** that Draw Events are optional.
- **Counter-Attack** reworked to trigger on Block results of '1' instead of suffering no Wounds.
- **Dauntless**- a Broken! Warrior that gains the Dauntless Special Rule Rallies.
- **Fly** nerfed to only Place when Marching and Repositioning;
Fly: When performing a March or Reposition Action; this Warrior may be Placed instead of Moving. A Warrior that is Placed does not count as Charging!
- **Impact X/Flank** - Timing clarified to allow the player to determine the order.
- **Overrun**- Wording clarified.
- **Rapid Volley**- Added an effect when used during Unique Actions; During Unique Actions, for each result of '1'; Roll an additional Die and discard the highest result.



RULEBOOK

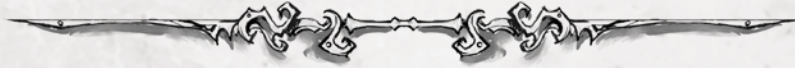


- **Relentless Blows**- Added an effect when used during Unique Actions; During Unique Actions, for each result of '1'; Roll an additional Die and discard the highest result.
- **Smite**- Now optional to use.
- **Torrential Fire** changed to not be so punishing to Evasion reliant Warriors and so it has an effect when targeting Defense reliant Warriors.

Torrential Fire: During this Warrior's Volley Actions, Enemies must Re-Roll Block results of '1'.

- **Trample**- added an effect when used during Unique Actions; A Unique Action with this Special Rule instead inflicts an additional Hit against the smaller Enemy. *Note that no current abilities use this, but this rework allows us to impliment them in the future.*
- **Unyielding** buffed to allow more freedom of Movement instead of having to move directly towards the Broken! Enemy.
- **Vanguard**- Wording clarified.
- Added new Vantage Point Line of Sight Rules to cut down on unintuitive interactions. *Note that this new section will only come up when playing on large vantage points.*

DYNAMIC SCENARIOS



Two small tweaks to Dynamic Scenarios to create more enticing Tactics choices.

TERRITORIES-

- [1] **Battleline**

Tactic- Surprise Attack: During the Deployment Phase, the Enemy Player must Deploy all of their Command Cards face-up.

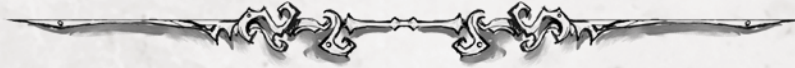
ENCOUNTERS-

- [5] **Reconnaissance:**

At the End of the Battle, if there are no Enemies within Friendly Territory, gain 1 VP. If any Friendly [**CHARACTERS**] are within Enemy Territory, gain 2 VP.

Tactic- Scouted: During the Deployment Phase, you choose the first Command Card Placed by your Enemy; which is then Placed face-up onto the Battlefield.

HUNDRED KINGDOMS



Bufs to Honored Heraldry and various other small helpful bumps to an assortment of Characters and Regiments. Added the [LEVY] battlefield Role for Militia regiments. Mounted Priory Commander Rework to further differentiate between selected Orders.

- FACTION AND MIGHT OF THE ORDERS ARMY RULE-

Honored Heraldry: Whenever a Friendly Standard Bearer is Slain, you may replace another Warrior within 3" from the same Regiment with the Standard Bearer. A Leader cannot be replaced by this Special Rule.

- **Army Rule- Hundred Kingdoms:** The Warriors of the Hundred Kingdoms are drawn from many different backgrounds. To represent this, Warriors will have a particular Battlefield Roles of either [FEUDAL], [IMPERIAL], [ORDERS], [THEIST], or [LEVY].
- **Army Rule- The Orders:** The Warriors of the Orders are drawn from different backgrounds. To represent this, Warriors will have a particular Battlefield Role of either [ORDERS],[FEUDAL], or [LEVY].
- **Militia & Militia Bowmen-** Add the [LEVY] Battlefield Role.
- **Priory Commander-** Rename to Mounted Priory Commander
 - Reduce Evasion to 1, Reduce Defense to 3.

Options-

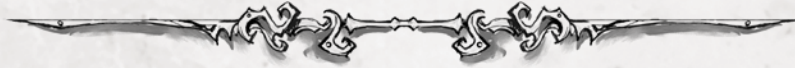
Order of the Crimson Tower: This [CHARACTER] gains +1 Defense, the **Brutal**, **Fearless**, and the **Casus Belli** Special Rules. This Warlord gains Order of the Crimson Tower as their Retinue.

Order of the Sealed Temple: This [CHARACTER] gains +1 March, the **Flawless Strikes**, **Overrun**, and the **Peerless Precision** Special Rules. This Warlord gains Order of Sealed Temple as their Retinue.

- **Imperial Officer Command Ability- On my Mark:** Friendly [IMPERIAL] Warriors within Command Range gain the **Deft** Special Rule.
- **Imperial Ranger Corps- Expert Scouts:** This Warrior gains the **Rapid Volley** Special Rule while within Zonal Terrain or while on top of a Vantage Point.
- **Order of the Sealed Temple:** Increase Evasion to 1.



HUNDRED KINGDOMS



- Null Mage- **Nowhere to Hide:** Reduce Essence cost to 1 and gain the **Equilibrium** Special Rule;
Equilibrium: (Draw Event) If there are any Enemy [**SPELLCASTERS**] within Command Range of this Warrior, gain X Essence, where X is equal to the highest Enemy **Spellcaster X** Special Rule.
- Null Mage/Hunter Cadre- **Hunters Quarry:** During your first Command Phase, select a Command Card belonging to your opponent. All Warriors with this Special Rule may Re-Roll a single result when performing Clash and Volley Actions Targeting Warriors of the chosen Command Card. *Your Warband may only have a single Active Quarry!*
- Neophyte- **Intercession:**
Type: Unique Action Essence: 1
Target Friendly Warrior within Command Range Heals 1. You may spend additional Essence to Heal 1 from another Friendly Warrior within Command Range for each Essence spent.
- Seasoned Veteran- **Grizzled:** When this Warrior rolls any Block results of '1' during an Enemy Clash Action, that Enemy may be Broken! and Driven Back after the Action is resolved. This occurs after any Wounds are Inflicted and Resolve tests are performed!
- Servite- Remove [**ORDERS**] Battlefield Role.
Well Regulated: Friendly [**LEVY**] Warriors within Command Range gain +1 Clash and +1 Volley.
- King Fredrik- **Episcopicide:** A Warband including King Fredrik cannot include any [**THEIST CHARACTERS**] or [**THEIST MONSTERS**].
- King Fredrik- Rename the Command Ability "**Seize the Day**" to "**Conquest**".

UPGRADES-

- Rename "Slayer of Beasts" upgrade to "Virtuous Vanquisher"
- Rename "Coat of Arms" upgrade to "Armiger"
- FACTION ROSTER ONLY. New Upgrade for All-

Faithful Companion: 15 points

This [**CHARACTER**] gains the **Swarm** Special Rule. Enemies that end a March Action Engaged with this [**CHARACTER**] immediately suffer 1 Hit. *If you wish to model this upgrade, you may either include the companion on the same base as the Character or place the companion on their own base nearby the Character as a marker. If on their own base, the companion is ignored for all purposes and is represented for decorative purposes.*



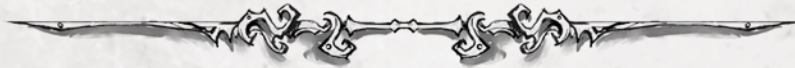
HUNDRED KINGDOMS



POINT ADJUSTMENTS:

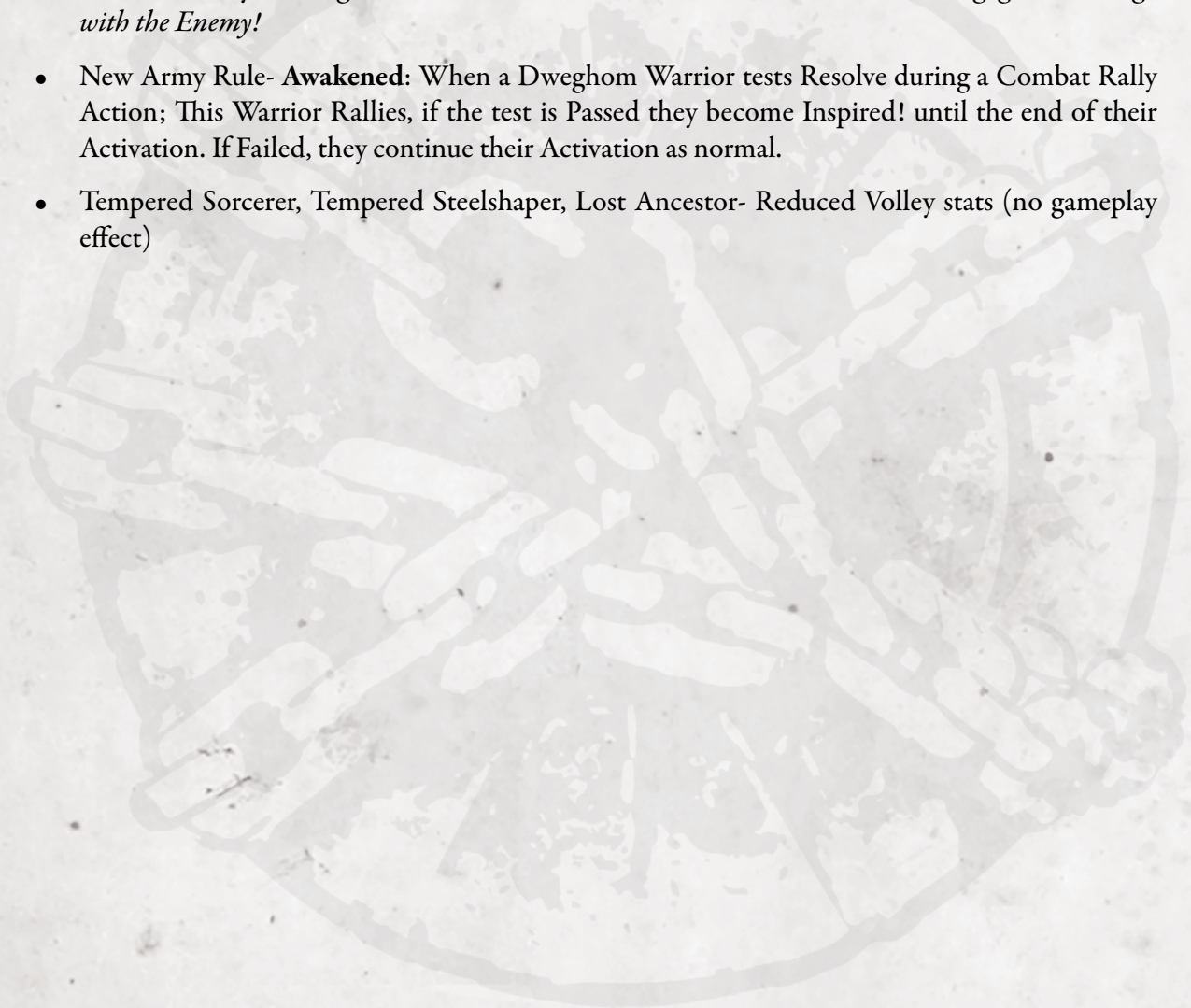
- Drillmaster-reduced to 60
- Null Mage- reduced to 70
- Longbowmen- Additional reduced to 25
- Mounted Squires- Increased to 50, Standard Bearer reduced to 10, Leader 15
- Militia/Militia Bowmen- Standard Bearer reduced to 5
- Mercenary Crossbowmen- Additional reduced to 30
- Imperial Ranger Corps- Additional reduced to 35
- Hunter Cadre- reduced to 135, additional 40
- Steel Legion- reduced to 140, Standard bearer reduced to 15, Leader 20
- Gilded Legion- reduced to 125, additional 35, Standard bearer 15, Leader 20
- Crusaders- reduced Standard bearer to 10, Leader to 15
- Household Knights- reduced Standard bearer to 15, Leader 20
- Order of the Sealed Temple- reduced Standard bearer to 20, Leader 25
- Order of the Crimson Tower- reduced Standard bearer to 20, Leader 25
- Order of the Ashen Dawn- reduced to 140, additional 165, Standard bearer to 25, Leader 30
- Trebuchet- reduced to 210

DWEGHOM

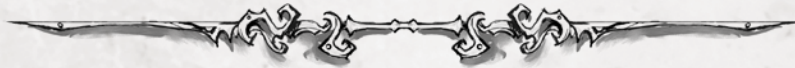


Army Rule buffs to coincide with the Reposition action changes, as warriors are now free to leave Broken! Warrior's Engagement Ranges.

- **Army Rule- Children of War:** Whenever a Dweghom Warrior would be Driven Back, they are only Moved until there is 1" between both Warriors. During Friendly and Enemy Clash Actions, Broken! Dweghom Warriors count for determining if a Warrior is Outnumbered; both offensively and defensively. *A Dweghom Warrior that is Driven Back still remains within Engagement Range with the Enemy!*
- **New Army Rule- Awakened:** When a Dweghom Warrior tests Resolve during a Combat Rally Action; This Warrior Rallies, if the test is Passed they become Inspired! until the end of their Activation. If Failed, they continue their Activation as normal.
- **Tempered Sorcerer, Tempered Steelshaper, Lost Ancestor-** Reduced Volley stats (no gameplay effect)



DWEGHOM



POINT ADJUSTMENTS:

- Hold Raegh- increased to 130
- Tempered Steelshaper- reduced to 125
- Tempered Sorcerer- reduced to 105
- Herald of Stone- reduced to 80
- Herald of Magma- reduced to 70
- Herald of Fire- reduced to 75
- Hold Ballistae- reduced to 130, additional 30
- Initiates- reduced additional dyad to 50
- Wardens- increased to 125
- Flame Berserkers- reduced to 110, additional 25, Standard bearer 10, Leader 15
- Hold Thanes- reduced to 130, additional 35, Standard bearer 15, Leader 20
- Magma-Forged- reduced to 120, additional 30, Standard bearer 15, Leader 20
- Dragonslayers- reduced to 190, additional 60, Standard bearer 20, Leader 25
- Fireforged- reduced to 140, additional 40, Standard bearer 10, Leader 15
- Inferno Automata- reduced to 70, additional 75
- Steelforged- reduced to 130, additional 145
- Lost- reduced to 100, additional 110
- Found- reduced to 115, additional 130

MONSTER RIDERS

- Bergont Raegh- reduced to 50
- Hellbringer Sorcerer- reduced to 35
- Ferric Throne- reduced to 45

SPIRES



Mimesis rework on the Mimetic Assassin, Vanguard Clone Defensive Stats shuffle, Avatara rework, Lineage Highborne buffed.

- ARMY RULES- **Numberless Hordes**- renamed to **Inevitable Hordes** to better reflect the restorative nature of this rule.
- Mimetic Assassin- **Mimesis**: While within 3" of a Friendly [**INFANTRY**] Warrior, this [**CHARACTER**] cannot be Targeted by Volley Actions.
- Vanguard Clones- Evasion increased to 2, Defense Reduced to 1
- Lineage Highborne- gain the **Support** Special Rule.
- Avatara- Reduce Attacks to 3, remove the **Quicksilver Strikes** Special Rule.
- Avatara- Gain the **Idiosyncratic Combatant** Special Rule;

Idiosyncratic Combatant: (Draw Event)

Choose one of the Following effects for this Warrior to gain this Activation:

Synthetic Malevolence- Gain the **Bloodlust** Special Rule.

Mercurial Form- Gain the **Quicksilver Strikes** Special Rule.

Subordination- Gain the **Support** Special Rule.

- Upgrades- **Dark Menagerie**: 30 points

Warlord or Hero only. Warriors within the Command Range of any Friendly [**MONSTER**] count as being within the Command Range of this [**CHARACTER**]. This [**CHARACTER**] can only Target Enemies within their own Command Range with the Duel Command Ability.



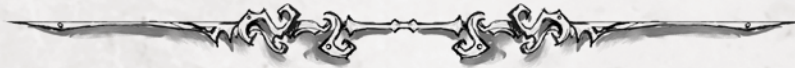
SPIRES



POINT ADJUSTMENTS:

- Lineage Prideborne- reduced to 155
- Mimetic Assassin- reduced to 75
- Ward Preceptor- reduced to 70
- Brute Drones- reduced Leader to 20
- Avatara- reduced Standard Bearer to 20, Leader 25
- Leonine Avatara- reduced Leader to 25
- Centaur Avatara- reduced Standard bearer to 20, Leader 25
- Pteraphon Surveyor- reduced to 215
- Desolation Beast- reduced to 265
- Consumption Beast- increased to 245

NORDS



New Army Rule to hammer home the overwhelming ferocity of the Nords.

- Gain additional new Army Rule- **Reckless Charge**: Whenever a Nords Warrior without the **Feral** Special Rule performs any subsequent March Actions, they gain the **Impact +1** Special Rule during that Activation.

UPGRADES

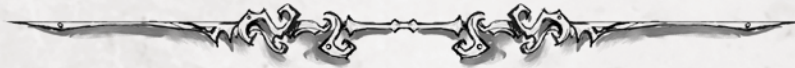
- Lessons of the Jotun War: 20 points

[EXALTED] only. Friendly Warriors within Command Range gain the **Fiend Hunter** Special Rule.

POINT ADJUSTMENTS:

- Konungyr- reduced to 135
- Jotnar Seidr- reduced to 300
- Skald- reduced to 50
- Huskarls- reduced to 120, additional 30
- Bearsarks- reduced Standard bearer to 10, Leader 15
- Ulfhednar- reduced to 110, Standard bearer reduced to 10, Leader 15
- Steel Chosen- reduced to 140, additional 40, Standard bearer 15, Leader 20
- Bow Chosen- reduced to 150, additional 45, Leader 20
- Valkyries- increased to 125, Standard bearer reduced to 10, Leader 15
- Trolls- reduced to 160, additional 50, Standard bearer 15, Leader 20
- Ugr- Reduced Leader to 25
- Werewargs- reduced to 90, additional 100
- Goltr Beastpack- reduced to 85, additional 95
- Ice Jotnar- reduced to 280

WADRUM



Various adjustments, both buffs and nerfs, to bring certain options in line with each other. Veterans and the Aberration reworked. Apex Predator Injured Command Range increased to bring it in line with other Monsters.

- Mounted Predator: Gains the Flank Special Rule, reduced Wounds to 5, added as Hero Option.
- Scion of War- March reduced to 5.
- Chieftain-**Tribal Leadership**: Friendly [**TRIBES**] Warriors in Command Range may spend Chant Markers to Re-Roll Failed Resolve Tests. Re-Roll 1 result for each Chant Marker spent in this way. *A result may not be Re-Rolled more than once!*
- Aberration- removed **Insensate to Pain** and **Lethal Demise 2**, Gains **Regeneration** and **Savagery**;

Savagery: After this Warrior suffers any Wounds from an Enemy within Engagement Range, you may spend 1 Chant Marker to inflict 2 Hits to that Enemy. *A Warrior that passes their Resolve test still counts as suffering Wounds!*

- Veterans- Lose the [**TRIBES**] Battlefield Role and the **Spoils of War** Special Rule. Gains the **Traditions** and **Trial by Combat** Special Rules.

Traditions: When mustering your Warband, select one of the following Battlefield Roles for this Regiment to gain: [**Tribes**], [**Cults**], or [**Speakers**].

Trial by Combat: When this Warrior Rallies while Broken! Gain 1 Chant Marker.

- Apex Predator- Injured Command Range increased to 6.
- Warbred- **Carnage**: When using the Rhythm of Battle Army Rule, Roll an Additional Attack instead of Re-Rolling an Attack for each Chant Marker spent. You may not Spend more Markers than the number of initial Attacks Rolled against the Target.

UPGRADES-

- **The Hidden Fang**: 5 points

While Unengaged, an Enemy that ends a March Action Engaged with this [**CHARACTER**] immediately suffers 1 Hit.

- **Seasoned Hunter**: 15 points

Friendly [**SPEAKERS**] Warriors within Command Range gain the **Deft** Special Rule.



WADRUM



- **Scars of Endekkar:** 15 points

Once per game. Instead of Rolling, this [**CHARACTER**] automatically passes a Resolve test; regardless of modifiers.

- **Visionary:** 15 points

Cults only. This [**CHARACTER**] gains the following Special Rule:

Omen: (Draw Event) Gain 1 Chant Marker.

- “Zul’lhani’s Spear” renamed to “Zul’zani’s Spear”

Zul’zani’s Spear: 15 points

This [**CHARACTER**] gains the **Killshot** Unique Action:

Killshot: (Unique Volley Action) Target Enemy within 8” suffers 2 Hits with the **Armor Piercing 2** Special Rule. After performing this Action, an Enemy Hit by this Volley Action becomes Broken!

- **Scavenged Bulwark:** Increased points to 15.

POINT ADJUSTMENTS:

- Mounted Predator- reduced to 105
- Braves- reduced to 90
- Slingers- increased to 120
- Chosen of Conquest- increased to 160, Standard bearer reduced to 15, Leader 20
- Raptor Riders- Leader reduced to 20
- Thunder Riders- Leader reduced to 25
- Chosen of War- Leader reduced to 30

MONSTER RIDERS

- Apex Master- reduced to 50
- Tontorr Chieftain- reduced to 45
- Drum Beast Scion- reduced to 55
- Winglord- reduced to 30



OLD DOMINION



Reworking the Kheres, reducing defensive stats on Kanephors/Karyatids. Buff to Strategos Command Ability. Hierodeacon rework. Clarified Special Rules of the Fallen Divinity. New Character Upgrade! Changed Dark Power Generation to the start of the Command Phase.

- Army Rule- **Dark Power:** At the start of your Command Phase, gain Dark Power Markers for each Slain Warrior in your Warband according to their Battlefield Role indicated below. All Dark Power is lost at the end of each Round. Mark your total Dark Power to the side of the Battlefield.
- Kheres- Gain **Aura of Death 1** and **Rapid Volley**. Remove the **Sureshot** Special Rule, which becomes their Memory of Old.
- Kanephors- Reduce Defense to 2
- Karyatids- Reduce Defense to 2
- Varangian Guard- Increase March to 5
- Athanatoi- Increase March to 5
- Hierodeacon- **Pontificate:** Whenever an Enemy Warrior within Command Range is Slain, this [SPELLCASTER] gains 1 Essence.

Blasphemous Litany

Type: Incantation Essence: 1

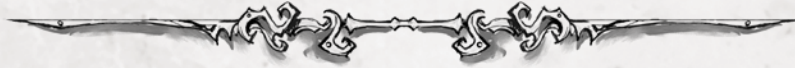
After an Enemy within Command Range Passes a Resolve test, they must immediately Re-Roll the result.

- Theokrator/Unhallowed Sepulcher- **Unholy Sacrament:** At the start of your Command Phase, Gain 3 Dark Power for each Wound Marker on this [MONSTER].
- Fallen Divinity- **Render unto Hazlia:** Whenever the Fallen Divinity would be Slain, you must spend X Dark Power equal to its current Tier. If the Fallen Divinity suffers Wounds excess of its Wound Characteristic, it must additionally spend X Dark Power for each Wound suffered beyond the first. The Fallen Divinity is left with 1 Wound remaining.

If there is insufficient Dark Power, the Fallen Divinity is vanquished and their form dissipates from the Battlefield. Remove all Dark Power from your Dark Power Pool.



OLD DOMINION



NEW UPGRADE ALL-

- **Kerveros:** 25 points

Cavalry only. This [**CHARACTER**] gains +1 Wound and the **Fearsome** and **Fly** Special Rules.

POINT ADJUSTMENTS:

- Strategos- reduced to 120
- Mounted Strategos- reduced to 130
- Dark Cenotaph- reduced to 65
- Profane Reliquary- reduced to 75
- Optio- reduced to 60
- Legionnaires- reduced to 75
- Centaur Prodromoi- reduced Leader to 15
- Hashashin- reduced Leader to 10
- Kheres- reduced to 110
- Kanephors- reduced to 95, additional 110
- Bone Golems- 125, additional 135
- Centaur Kerykes- reduced Leader to 15
- Kataphractoi- reduced to 75, additional 80, Standard bearer 15, Leader 20

MONSTER RIDERS

- Theokrator- reduced to 40



CITY STATES



Reworded Army Rules for clarity and adjusted Unique Special Rules to fit. Hedging some of the Andromachos offensive power, reworking Agema to make the Command Stack more defining to their identity. Some helpful tweaks for the Promethean and Hephaestian.

- Following the Strategic Stack is now codified as “Following Orders” to match **Breaking Formation**. Wording has been updated throughout the City States army book to match.
- Andromachos- Loses the **Flawless Strikes** Special Rule, reduced Evasion to 1.
- Agema- Increase Evasion to 2, remove **Parry**.

Martial Prowess: While Following Orders, this Warrior gains the **Parry** Special Rule.

- Promethean- gain **Smite**. (Regular profile only) Increase Command Range to 5 (both profiles).

Spell- Reinforce: Reduce Essence cost to 2

Sunder: (Unique Action) All Warriors (Friendly and Enemy) within Command Range and within 1” of a Terrain feature suffer 2 Hits. All Barricades within Command Range are destroyed.

Hephaestian- Increase Command Range to 4 (both profiles) Increase Injured Profile Clash to 4.

- Flogobollon & Skorprios Chariot- gain the [Scholae] Battlefield Role.
- Promethean Oracle- Rename “Volcanic Labrys” to “Volcanic Axe”
- Terataur Prime- Rename “Populist Hero” to “Populist Champion”

CITY STATES POINTS

- Promethean Oracle- reduced to 300
- Agema- reduced to 135, additional 35
- Clockwork Hoplites- additional reduced to 30, Leader 15
- Inquisitors- Leader reduced to 25
- Companion Cavalry- Leader reduced to 20
- Hephaestian- reduced to 275



SORCERER KINGS



Reworked Defensive stats on Mahabharati to differentiate them within the Roster. Toning down the Confluence generation of the Marid Apsara.

- Mahabharati Initiates- reduce Defense to 1, increase Evasion to 2.
- Eternal Ikons/Eternal Destroyers- **Incarnate of Earth:** Each time this Warriors suffers Wounds caused by an Enemy, gain 1 Confluence. *Changed to Wounds inflicted by Enemies to prevent potential shenanigans.*
- Marid Sahar- Reduce Attacks to 3
- Marid Apsara- remove the Water Lord Special Rule.

SORCERER KINGS POINTS

- Maharajah- reduced to 135
- Rajakur- additional reduced to 20
- Windborne Djinn- increased to 90
- Steelheart Djinn- increased to 80

MONSTER RIDERS

- Favored of Hormus- reduced to 50



YORONI



Adjusted the Oyabun's Command Ability and Chi Upgrade to make him less reliant on an Upgrade to be effective. Dai Yokai quality of life fix. Tengu Ayakashi reworked to a volume-fire ranged option.

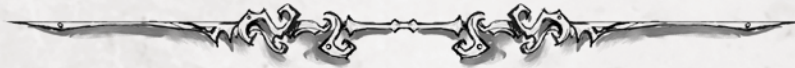
- Dai Yokai- **Tsunami Strike:** May be performed while Unengaged. All Enemies within Command Range suffer 1 Hit with the **Cleave 2** Special Rule.
- Tengu Ayakashi- Increase to Barrage 3
Zanshin: When performing Volley Actions, this Warrior may divide their Attacks freely amongst Enemies within Range following the usual Targeting restrictions. Roll Attacks and Blocks against each Enemy separately.
- Oyabun- **Eternal Mountain:** Friendly [**CHI**] Warriors within Command Range gain the **Dauntless** Special Rule.
- Upgrade- **Earthen Fortitude:** 10 points
This [**CHARACTER**] gains the **Oblivious** Special Rule.

YORONI POINTS

- Jorogumo Mahotsu- reduced to 300
- Jorogumo Geisha- reduced to 280
- Origami Warriors- Leader reduced to 15
- Oni Ayakashi- Leader reduced to 20
- Tengu Ayakashi- additional reduced to 75, Leader 15
- Kami Ayakashi- additional reduced to 105, Leader 20
- Shikigami- additional reduced to 55
- Tengu Bushi- increased to 90, additional reduced to 100
- Kappa Bushi- additional reduced to 95



WEAVER COURTS



Weavers are less reliant on Leader Upgrades to get seeds planted and clarified army rule interactions. Fae-Folk Army Rule removed and rolled into Overgrowths effects. Gelid Gaoth now can affect Friendly or Enemy Warriors, reworked Crypsis and clarified Feth Fiada.

- **Army Rule- Reap & Sow:** Once during each Friendly Command Card Activation when an Enemy is Slain, Place a Seed Marker centered directly under where the Enemy was. Seed Markers are represented with a Marker about 1" in diameter (such as an Infantry Base) and are ignored for Movement and Line of Sight.

During the Command Phase, all Seed Markers Bloom; replace all Seed Markers with Bloom Markers. While Warriors are within 3" of a Bloom Marker, they are affected by **Overgrowth**. All Bloom Markers are removed at the end of the Round.

Overgrowth: Affected Enemies must Re-Roll all Block results of '1'. Affected Friendly [**FAE**] Warriors gain the Battlefield Role of the current Ascendant Season of the Cycle of Seasons. *Example: During a Round that Autumn is in Ascendancy, all Fae Warriors within 3" of any Bloom Markers gain the Autumn Battlefield Role and will therefore benefit from the Sil Tafain.*

- Removed the confusing "Counts as a Seed Marker" or "Counts as being within range of a Seed Marker" text within Special Rules and replaced with the new **Overgrowth** terminology where applicable.
- Seanchas Sidhe (Winter)- **Gelid Gaoth**

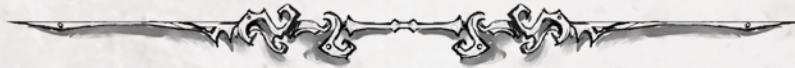
Type: Incantation **Essence:** 1

When a Warrior within Command Range would be Driven Back (Friendly or Enemy), they are not Moved.

- **Oberon- Sire of the Blazing Realm:** When an Enemy on the Battlefield ends their Activation, they suffer X Hits where X is the number of Friendly **Overgrowths** they are affected by. If this Slays the Enemy, gain 1 Essence.
- **Scathach Hunters- Crypsis:** While affected by **Overgrowth**, this Warrior may Re-roll any Block Rolls.
- **Fianna Cavalry- Féth Fiada:** While Obscured by Terrain, this Warrior cannot be Targeted by Volley Actions. *Even if the Enemy ignores Obscuring Terrain!*
- **Giannir Riders- Gale Rush:** If this Warrior Slays any Enemies during a Volley Action, this Warrior may immediately perform a free March Action.



WEAVER COURTS



WEAVER COURTS POINTS

- Kern Skirmishers- additional reduced to 20
- Ciannir Riders- additional reduced to 65, Leader 15
- Fianna Cavalry- Leader reduced to 15
- Wyrd Knights- Leader reduced to 20
- Gemred Knights- reduced to 125, Leader 25
- Sciathan Riders- Leader reduced to 15

