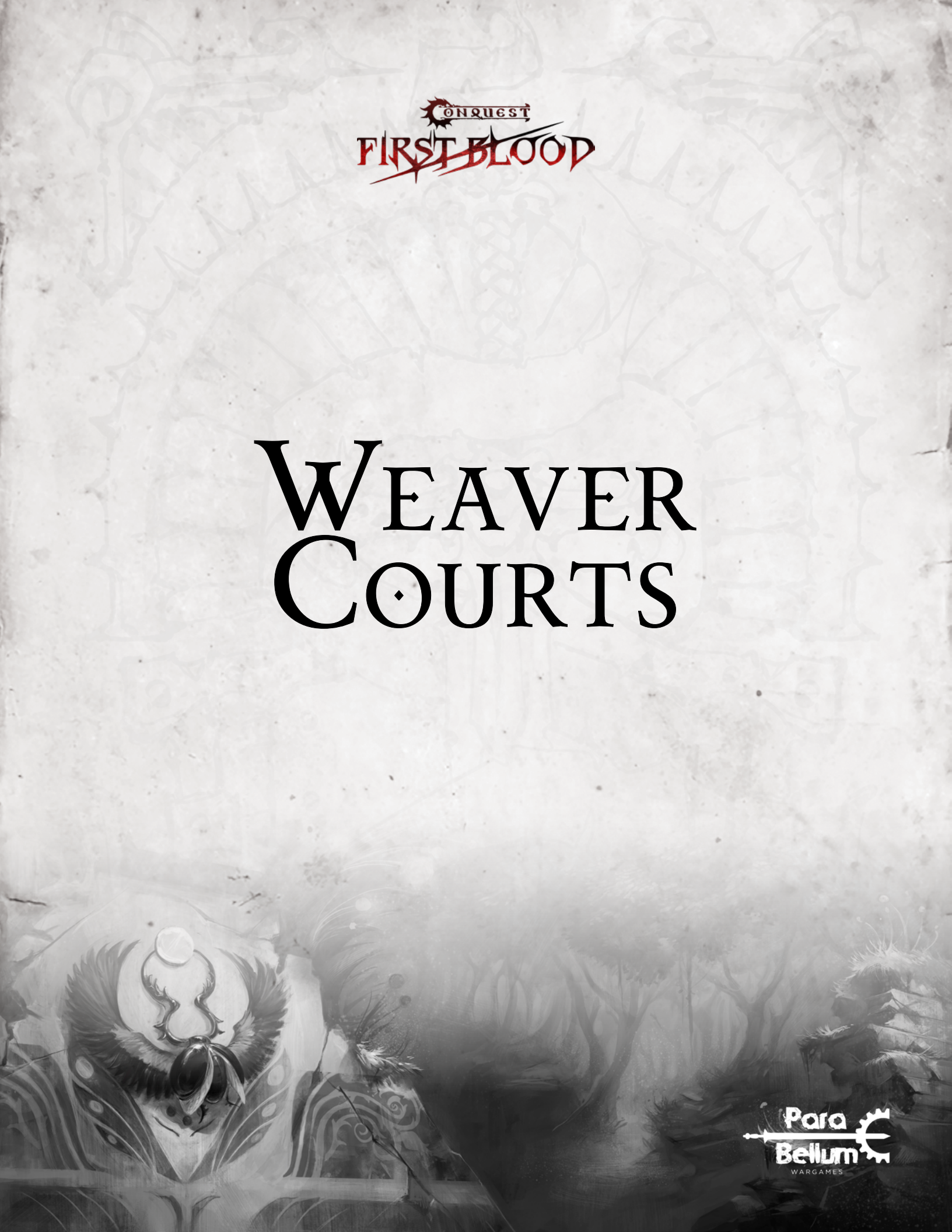
Conquest
First Blood

Weaver Courts



Para Bellum
WARGAMES





Beware! Beware! Beyond go ne'er the green and brown gate!

For once inside, you cannot hide, the Forest Things await...

– Braeonian Rhyme

The Weavers embraced this world as a new home, a treasure and a charge in equal measure. Today, after centuries of isolation, a tapestry of life and color is woven in their lands of Faerann, as the leaders of their season Courts eye beyond their borders with renewed interest...

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—these two great Exile nations could not be more different.

Where the Spires turned their back on their innate gift of Life Binding and twisted it into Biomancy, the Weavers revere it, using it to shape almost every aspect of their culture. Where the Spires look upon Eä as a sacrificial staging point for their successful return to their Homeworld, the Weavers see Eä as a divine gift, and take their duty to nurture and protect it with the utmost seriousness.

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 Fall, the Long Winter, and the Breaking. 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.

What is an Army Book?

An Army Book serves as your Faction specific Rules companion for Conquest: First Blood. This Book along with the Conquest: First Blood Rulebook will provide you everything you need to Muster and Play your Warband.

This Army Book is divided into the following sections:

- Army Rules: Special Rules that affect your entire Warband. These Army Rules define your Faction's playstyle and identify what Battlefield Roles are found within the Army.

- Warband Composition: The Slots that each type of Warrior in your Warband fills, the Rules for how many of each Slot can be selected and the maximum number of Warriors per Regiment allowed are determined by the Total Points of your Battle. The Rules for how to Muster your Warband can be found in the Conquest: First Blood Rulebook.

- Warrior Profiles: Includes the Points Cost, Characteristics, Special Rules, and Options for each type of Warrior in your Warband.

- Upgrades: Artefacts, trinkets, mutations, and anything in between! Upgrades are used to customize the Characters in your Warband.



Army Rules

The Faerann: Warriors of the Weaver Courts will possess any of the following Battlefield Roles: **[Spring], [Summer], [Autumn], [Winter],** or **[Fae].**

Wealdkin: Warriors of the Weaver Courts ignore the penalties of Hindering Terrain and Broken Ground.

Cycle of Seasons: At the start of the Battle, select a Season from the Battlefield Roles of a Warlord in your Warband to be in Ascendancy. If a Warlord has the **[Fae]** Battlefield Role, you instead choose which Season begins the Battle in Ascendancy. At the start of each subsequent Round, the Season progresses forwards in the following cycle in repetition following the current Season. The Season in Ascendancy dictates the benefits from the Sil Tafain your Warriors receive.

→ **Spring** → **Summer** → **Autumn** → **Winter** →

The Sil Tafain: The current Season of the Cycle of Seasons determines which Warriors will be affected by the Sil Tafain and what benefit they will receive. A Warrior only benefits from the Sil Tafain if they have the Battlefield Role of the Ascendant Season.

Spring: +1 March
Summer: +1 Evasion
Autumn: +1 Attack
Winter: +1 Resolve

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.*

The Weaver Courts Warband

Each Warlord, Hero, Regiment, and Monster in your Warband possess their own corresponding Profile. These include their Characteristics, Points Cost, Battlefield Roles, and Options for Upgrades, Command Models, and Additional Warriors.

All Profiles are categorized into Slots, which represent the Warrior's role, rarity, and how readily available they are to include in your Warband. Each Warlord, Hero, Regiment or Monster may only be included in your Warband once regardless of their Slot.

Many Warlords have a Retinue listed in their profile; drawn from their most trusted and loyal Warriors. When included in your Warband, the Retinue Regiment becomes a Mainstay instead of a Restricted.

The Points total of your Warband determines the maximum number of selections for each Slot. and how many Warriors may be included within each Regiment.

The Rules for Mustering your Warband can be found in the Main Rulebook.

Warlords & (Retinues):
Seanchas Sidhe (Crann Guardians)
Mhor Sidhe (Scathach Hunters)
Rhun Sidhe (Sciathan Riders)
Taosidhe (Wyrd Knights)
Oberon (Scaile Dancers)

Mainstay Regiments:
Kern Skirmishers
Ciannir Riders
Will-O-Wisps
Morrowen
Fianna Cavalry

Monsters:
Coill Draic
Scoth Draic

Heroes:
Mhor Sidhe
Rhun Sidhe
Kiannun Stalker

Restricted Regiments:
Scathach Hunters
Crann Guardians
Gemred Knights
Scaile Dancers
Sciathan Riders
Gallowglass Warriors
Gallowglass Wardens
Wyrd Knights





Seanches Sidhe

[Infantry], [Spellcaster], [Character]

Warlord **115 Points**

Retinue: Crann Guardians **Size: 2**

M	V	C	A	W	R	D	E	CR
6	2	2	2	4	3	1	2	6

Special Rules: Spellcaster 3, Natural Order, Verdant Domain

Loremasters and sages among their kind, the Seanchas Sidhe have accomplished what the Spires can only dream of: channeling the Elemental might of Ea directly as spellcasters.

This was amongst the first and greatest of the gifts that the True Dragons heaped upon the Weavers as they sought refuge beneath their wings.

Little is known of the rites and rituals these otherwise gregarious characters must undergo to attain this gift, but such is their influence and power that there is never a shortage of young hopefuls eager to set off to the Courts of Winter and Summer where such secrets might be mastered.

Options:

When Mustering your Warband, the Seanchas Sidhe must select a Seasonal Court to gain the Battlefield Role and gain access to their corresponding Spells: **[Summer]** or **[Winter]**

Unique Special Rules:

Natural Order: Friendly Warriors within Command Range gain the **Bodyguard** Special Rule.

Verdant Domain: (Draw Event) This **[Spellcaster]** Gains 1 Essence for each Friendly Seed or Bloom Marker within Command Range.

Seamches Sidhe

Spells:

Summer

Hexxing Drouth **Essence:** 2

Type: Command Ability

Enemy Warriors within Command Range treat the Battlefield as Hindering Terrain.

Torrid Curse **Essence:** 3

Type: Unique Action

Target Enemy within Command Range must Test Resolve for every Wound they have remaining. For each Failure, they suffer a Wound. Monsters only count Wounds remaining in their current Profile!

Gifts of the Glade **Essence:** 1

Type: Incantation

When a Friendly **Seed Marker** is Placed on the Battlefield, it immediately **Blooms**.

Winter

Frostbite **Essence:** 3

Type: Command Ability

Friendly Warriors within Command Range gain the **Cleave +1** and **Armor Piercing +1** Special Rules.

Dormant Realm **Essence:** 2

Type: Unique Action

Replace any Friendly **Bloom Markers** on the Battlefield with **Seed Markers**.

Gelid Gaoth **Essence:** 1

Type: Incantation

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



Taosidhe

[Fae], [Infantry], [Character]

Warlord 120 Points

Retinue: Wyrd Knights **Size:** 2

M	V	C	A	W	R	D	E	CR
6	2	3	3	4	4	2	2	7

Special Rules: Fearless, Deadly Blades, Sept Sire, Ard Tiarna

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.

Unique Special Rules:

Sept Sire: Friendly Warriors within Command Range may Move through other Friendly Warriors during their Activation, but must not end an Action on top of another Warrior.

Ard Tiarna: (Unique Action) The Cycle of Seasons immediately progresses forward.

Command Abilities:

Faerann Lord: Friendly **[Fae]** Warriors within Command Range are affected by **Overgrowth.** *This grants Fae Warriors the Season Battlefield Role of the current Ascendant Season from the* ***Fae-Folk*** *Army Rule.*

Kith Keeper: Friendly Warriors within Command Range gain the **Indomitable** Special Rule.

Realm Wrath: Enemy Warriors within Command Range are affected by **Overgrowth.**



Mhor Sidhe

[Autumn], [Infantry], [Character]

Warlord or Hero **105 Points**

Retinue: Scathach Hunters **Size: 2**

M	V	C	A	W	R	D	E	CR
7	2	3	4	4	3	2	2	6

Special Rules: Cleave 1, Flank, Parry, Harvest, Reaping Blow

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.

Unique Special Rules:

Harvest: When this **[Character]** Slays an Enemy, place a **Bloom Marker** instead of a **Seed Marker**.

Reaping Blow: During Clash Actions, this **[Character]** gains the **Flawless Strikes** Special Rule when targeting a Wounded Enemy.

Command Abilities:

Ambush: Friendly Warriors within Command Range gain the **Opportunist** Special Rule.

Flourish: Friendly Warriors within Command Range gain the **Counter-Attack** Special Rule.



Rhun Sidhe

[Spring], [Infantry], [Character]

Warlord or Hero **110 Points**

Retinue: Sciathan Riders **Size: 2**

M	V	C	A	W	R	D	E	CR
7	3	2	3	4	3	2	2	6

Special Rules: Dodge, Living Arrows, Bloomshot, Barrage 3 (12"), Sureshot

The kith-bands of the Weavers operate on a completely different structure to the formalized and often labyrinthine structure of the Seasonal Courts themselves. Leadership is earned by acclaim, an egalitarian process which has served them well for centuries.

Taking their name from the communal abodes of their people, the Sidhe – chieftains- are tasked with the security of their tribe. The Rhun Sidhe are the eyes and ears of their people, chosen from the best woodsmen and marksmen of their tribe and tasked with finding trouble before it finds the band.

When they strike, they do so suddenly and fiercely, using their superior knowledge of the land to aid their people in combat.

Unique Special Rules:

Living Arrows: During Volley Actions, this [Character] gains the **Precise Shot** Special Rule when targeting a Wounded Enemy.

Bloomshot: (Unique Volley Action) Select a Friendly Seed or Bloom Marker within 12" and Line of Sight; All Enemies within 3" of that Marker suffer 1 Hit, if the selected Marker is a Bloom Marker they suffer 2 Hits instead. After resolving all Hits, remove the Marker.

Command Abilities:

Glade Warden: Friendly Warriors within Command Range gain the **Rapid Volley** Special Rule.

Hunter's Guile: Friendly Warriors within Command Range gain the **Elusive** Special Rule.

Kiannun Stalker

[Fae], [Infantry], [Character]

Hero **75 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
6	2	2	2	3	3	2	2	5

Special Rules: Dodge, Vanguard, Sept Scouts, Barrage 2 (12")

Yet to be revealed...



Unique Special Rules:

Sept Scouts: Friendly **[Fae]** Warriors within Command Range gain the **Deft** Special Rule.

Command Abilities:

Woodland Sentries: Whenever an Enemy ends a March Action Engaged with a Friendly **[Fae]** Warrior within Command Range, that Enemy Suffers 1 Hit.



Kern Skirmishers

[Fae], [Infantry]

Mainstay Regiment 90/20 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
6	2	1	2	1	2	1	1	4

Special Rules: Dodge, Vanguard, Barrage 1 (12")

Kern skirmishers form the backbone of most Weaver forces. Drawn from the extended kith-bands of the Weaver Courts these skilled warriors, equally deadly with the bow and blade, can take advantage of any opening in the opponent's line, equally comfortable staying back and pelting the enemy with seed tipped arrows or rushing in to exploit the gaps created by the willy Weaver forces.

Options: Leader .....15 Points
Additional Warrior.....20 Points



Will-O-Wisps

[Fae], [Brute]

Mainstay Regiment 45/40 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
6	0	1	3	4	1	1	1	3

Special Rules: Lethal Demise 3, Swarm, Fly, Feral, Fungal Veil, Weeping Spores

Options: Additional Warrior.....40 Points

The greatest, and perhaps most dangerous, goal of the Weaver Courts is their dream to make Ea a paradise, a dream realm where all strands of life work in perfect harmony together.

The awakening of the Whisper has heralded a new age in this regard, but long before this sentience emerged, the Will o'Wisps danced through the glades and bogs of the Faerann. Not sentient, but clearly with purpose, these beings are understood to protect the forest.

When danger arrives, they swarm to it, their coiling tentacles and noxious vapors hindering the foe while leaving the weavers entirely untroubled, much like they knew what the foreign body is, and who their allies are.

Unique Special Rules:

Fungal Veil: Friendly Warriors ignore this Warrior when determining Line of Sight. Friendly Volley Actions that draw Line of Sight through this Warrior gain the **Deadly Shot** Special Rule.

Weeping Spores: When this Warrior is Slain, Place a **Seed Marker** centered where it was Slain.



Morrowen

[Spring], [Infantry]

Mainstay Regiment 105/30 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	1	1	2	3	1	5

Special Rules: Phalanx, Support, Cleave 1, Oblivious, Force of Nature, Hive Mind

Options: Leader .....20 Points
Additional Warrior.....30 Points

All of the Courts look to the Morrowen and their Hive Queens with distrust, even Spring, their titular liege lords. Surrendering their will and individuality to the Hive is not a decision taken lightly, but the solace offered in the alien embrace of the Hive has drawn those who are drowned by grief or ennui as well as those enamored with the premise of the perfectly egalitarian society.

Desperate times might also see individuals joining the ranks of the Morrowen to protect their loved ones for once their delicate elfin traits are encased in coarse chitinous armor, a 'gift' of their life bound partners, their complete dedication to the cause, coupled with an absolute disregard for the self, make Morrowen terrifying warriors on the battlefield even with minimal training.

Their collective consciousness makes a formation of Morrowen react in unison to threats on the battlefield, granting them a cohesion and discipline other units cannot hope to match.

Unique Special Rules:

Force of Nature: While Spring is in Ascendancy, this Warrior gains the **Dauntless** Special Rule.

Hive Mind: This Warrior is always considered within Command Range of your Warlords.



Ciannir Riders

[Fae], [Cavalry]

Mainstay Regiment 60/65 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
8	2	2	3	3	2	1	2	4

Special Rules: Elusive, Fly, Gale Rush, Barrage 2 (12"), Armor Piercing 1

Options: Leader ..... 15 Points
Additional Warrior ..... 70 Points

Lunopeth Moths were tamed and bound millennia ago by the Weaver Courts. Long lines of these night flyers have been life-bound to the weavers for so long, they are now an inseparable part of their society.

The tangled terrain and verticality of the Weaver Domains lends itself to flying mounts. Their delicate bodies do not lend themselves well to the rigors of combat, but the Weavers have compensated for this, arming their riders with ranged weapons.

The Sciathan Riders go to combat armed with cunningly wrought arbalests they can fire while on the wing, harrying the foe without exposing themselves to danger.

Unique Special Rules:

Gale Rush: If this Warrior Slays any Enemies during a Volley Action, this Warrior may immediately perform a free March Action.



Fianna Cavalry

[Fae], [Cavalry]

Mainstay Regiment 70/75 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
8	1	2	3	4	2	2	1	4

Special Rules: Impact 1, Flank, Vanguard, Opportunist, Féth Fíada, Natural Predator

Options: Leader .....20 Points
Additional Warrior.....75 Points

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.

Unique Special Rules:

Féth Fíada: While Obscured by Terrain, this Warrior cannot be Targeted by Volley Actions. *Even if the Enemy ignores Obscuring Terrain!*

Natural Predator: While within Zonal Terrain, this Warrior is affected by **Overgrowth**.



Wyrd Knights

[Cavalry]

Restricted Regiment 95/110 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
8	1	3	3	4	3	2	1	5

Special Rules: Impact 1, Brutal, Unyielding, Flaith Laoch, Gallantry, Barrage 1 (8"), Precise Shot

Options: Leader .....20 Points
Additional Warrior..... 110 Points

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.

Options:

When Mustering your Warband, select one of the following Courts for your Wyrd Knights to be drawn from. Warriors within this Regiment gain the selected Battlefield Role: **[Spring]**, **[Summer]**, **[Autumn]** or **[Winter]**

Unique Special Rules:

Flaith Laoch: Warriors in this Regiment gain the following Special Rule corresponding with their Court Battlefield Role:

[Spring]- Regeneration
[Summer]- Overrun
[Autumn]- Terrifying
[Winter]- Dread

Gallantry: This Warrior may perform a free Volley Action during their Activation. *A Warrior may not perform the same Action multiple times in a single Activation.*



Scathach Hunters

[Autumn], [Infantry]

Restricted Regiment 135/35 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
7	1	2	2	1	3	1	2	5

Special Rules: Deadly Blades, Flurry, Flank, Swarming Strikes, Crypsis

Options: Leader .....20 Points
Additional Warrior.....35 Points

The natural exuberance is Spring has been tempered by the conflict of Summer, and Autumn comes to deliver the culling that the depth of Winter might arrive undisturbed.

Epitomizing the values of Autumn, the Scathach Hunters herald the end of the cycle. Cunning and patient hunters, they can exploit any distraction, any cover to close with their foe.

Once within range, they strike with a ferocity that their natural grace belies, taking down their surprised foe with ruthless efficiency before vanishing again, hiding in the chaos of battle as they seek their next target.

Unique Special Rules:

Swarming Strikes: While Autumn is in Ascendancy, this Warrior gains the **Relentless Blows** Special Rule.

Crypsis: While affected by **Overgrowth**, this Warrior may Re-roll any Block results.



Crann Guardians

[Fae], [Brute]

Restricted Regiment 90/100 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
5	0	2	4	6	2	3	0	3

Special Rules: Shield, Pavise, Relentless Blows, Take Root, Verdant Boughs

Options: Additional Warrior..... 100 Points

Mortals have long argued that it is hard to understand where the Forest ends and the Weavers begins. Crann Guardians are perhaps the clearest embodiment of this.

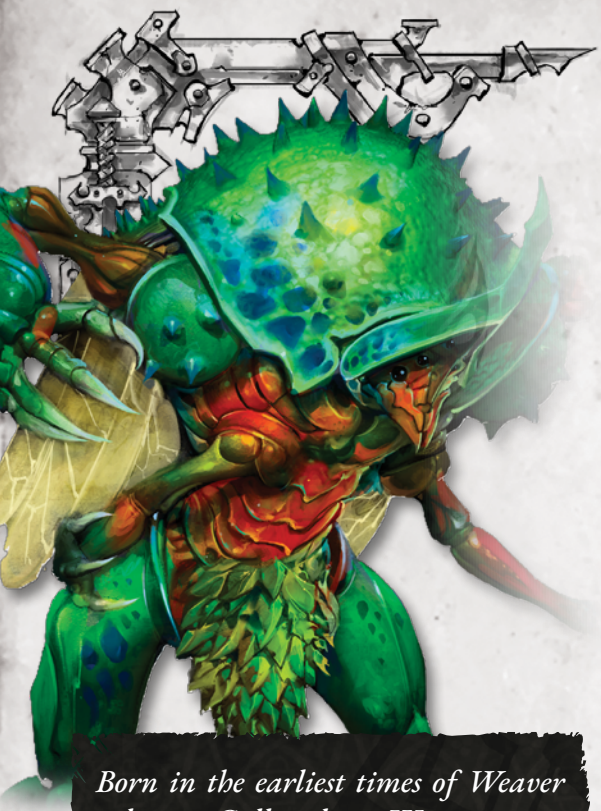
These are not Lifebound Weavers, but rather actual trees awakened by the Whisper, a communal sentience of the Forest forged by those Weavers who voluntarily end their life due to pain, exhaustion or sheer age by interning themselves within its living boughs.

Lacking organs and tapping directly into the power of the Faerann, these cumbersome warriors are nigh unstoppable.

Unique Special Rules:

Take Root: Until this Warrior Activates During a Round, this Warrior gains the **Bastion** Special Rule.

Verdant Boughs: Warriors (Friendly and Enemy) within 1" of this Warrior are affected by **Overgrowth**.



Gallowglass Warriors

[Fae], [Brute]

Restricted Regiment 115/130 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
5	1	3	4	5	3	4	0	4

Special Rules: Juggernaut, Fearless, Fiend Hunter, Cleave 3, Grove Guard

Options: Additional Warrior..... 130 Points

Born in the earliest times of Weaver culture, Gallowglass Warriors are a rarity among Weaver forces as lifeforms elevated and awakened through Lifebinding. Their purpose, since time immemorial, has been singular: delivering relentless violence against the enemy.

Gallowglass Warriors exist only to deliver bloodshed and mayhem in the battlefield, a role they have bonded and bred for millenia.

Unique Special Rules:

Grove Guard: While affected by **Overgrowth**, this Warrior gains the **Smite** Special Rule.



Gallowglass Wardens

[Fae], [Brute]

Restricted Regiment 110/125 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
5	2	2	3	5	3	4	0	4

Special Rules: Juggernaut, Iron Discipline, Cleave 1, Barrage 2 (8"), Armor Piercing 2, Ciaróg Catapult

Options: Additional Warrior..... 125 Points

Born in the bloody civil war that rent the Weaver forces following the Schism, Gallowglass Wardens are deployed in sensitive locations to dissuade trespassers. Conditioned for ranged combat, their response is triggered by the number of interlopers trangressing on the domain of the Faerann.

Hurling masses of earth and stone, the Gallowglass Wardens wreak havoc upon the battlefield. The impacts of their payloads sprout with verdant growth, watered by the blood of all those crushed by these chitinous defenders.

Unique Special Rules:

Ciaróg Catapult : (Unique Volley Action) Place a Seed Marker wholly within 8" of this Warrior. All Warriors (Friendly and Enemy) within 3" of this Marker suffer 1 Hit. If any Enemies are Slain from these Hits, the Seed Marker is immediately replaced with a Bloom Marker.



Gemred Knights

[Winter], [Cavalry]

Restricted Regiment 125/150 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
7	1	3	4	5	3	3	0	5

Special Rules: Impact 2, Brutal, Cleave 2, Unstoppable, Fearsome, Hoarfrost, Frigid Arrogance

Options: Leader .....25 Points
Additional Warrior..... 150 Points

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.

Unique Special Rules:

Hoarfrost: While Winter is in Ascendancy, this Warrior gains the **Hardened** Special Rule.

Frigid Arrogance: (Draw Event) This Warrior may immediately perform the Duel Command Ability as if they were a [Character].



Scaile Dancers

[Summer], [Brute]

Restricted Regiment 110/120 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
9	1	3	5	3	3	2	3	5

Special Rules: Parry, Quicksilver Strikes, Fly, Flawless Strikes, Heat of the Moment, Thorned Lash

Options: Leader .....25 Points
Additional Warrior..... 120 Points

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

Unique Special Rules:

Heat of the Moment: While Summer is in Ascendancy, this Warrior gains the **Burnout** Special Rule.

Thorned Lash: Enemies Engaged with this Warrior gain no benefit from the **Shield** Special Rule.



Sciathan Riders

[Fae], [Cavalry]

Restricted Regiment 70/80 Points

Recruitment: 1 Warrior **Size:** 3

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

Special Rules: Elusive, Fly, Blighted Pods, Barrage 3 (6"), Deadly Shot

Options: Leader ..... 15 Points
Additional Warrior ..... 80 Points

Lunopeth Moths were tamed and bound millennia ago by the Weaver Courts. Long lines of these night flyers have been life-bound to the weavers for so long, they are now an inseparable part of their society.

The tangled terrain and verticality of the Weaver Domains lends itself to flying mounts. Their delicate bodies do not lend themselves well to the rigors of combat, but the Weavers have compensated for this, arming their riders with ranged weapons.

The Sciathan Riders go to combat armed with cunningly wrought arbalests they can fire while on the wing, harrying the foe without exposing themselves to danger.

The Skiathan Riders on the other hand hurl noxious pods of awakened seeds on the foe, equipped to protect themselves from the inevitable fumble as they cast their deadly cargo with the aid of the curved gloves deep into the ranks of the enemy.

Unique Special Rules:

Blighted Pods: Before performing a Reposition Action, all Enemies within Engagement Range suffer 2 Hits.





Coill Draic

[Fae], [Monster]

Monster **275 Points**

Size: 5

M	V	C	A	W	R	D	E	CR
8	3	4	6	7	4	3	2	7

Special Rules: Cleave 3, Fly, Dread, Viridian Breath, Keeper of the Wooded Realm, Barrage 6 (8"), Torrential Fire

Coill Draics 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.

Unique Special Rules:

Viridian Breath: (Unique Volley Action) Target Enemy within 8" and all other Enemy Warriors within 3" of the Target suffer 2 Hits with the **Torrential Fire** Special Rule. All Friendly Warriors within 3" of the Target Heal 1.

Keeper of the Wooded Realm: (Draw Event) Any Friendly **Seed Markers** within Command Range may immediately Bloom.

Coill Draic

Injured

[Fae], [Monster] Size: 5

M	V	C	A	W	R	D	E	CR
7	3	3	5	5	3	2	1	7

Special Rules: Cleave 2, Dread, Viridian Breath, Keeper of the Wooded Realm, Barrage 5 (8"), Torrential Fire

Unique Special Rules:

Viridian Breath: (Unique Volley Action) Target Enemy within 8" and all other Enemy Warriors within 3" of the Target suffer 2 Hits with the **Torrential Fire** Special Rule. All Friendly Warriors within 3" of the Target Heal 1.

Keeper of the Wooded Realm: (Draw Event) Any Friendly **Seed Markers** within Command Range may immediately Bloom.





Scoth Draic

[Spring], [Monster]

Monster 265 Points

Size: 5

M	V	C	A	W	R	D	E	CR
8	0	3	6	7	3	2	2	5

Special Rules: Cleave 3, Fly, Feral, Terrifying, Verdant Vessel, Rampant Growth

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: thats 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.

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

Unique Special Rules:

Verdant Vessel: Whenever this **[Monster]** suffers Wounds, you may immediately Place a single **Seed Marker** anywhere wholly within this **[Monster]**'s Command Range.
You may only Place 1 Seed Marker per Action.

Rampant Growth: Each time a Friendly **Seed** within Command Range Blooms, this **[Monster]** immediately Heals 1.

Scoth Draic

Injured

[Spring], [Monster] Size: 5

M	V	C	A	W	R	D	E	CR
7	0	3	8	5	2	2	1	5

Special Rules: Cleave 2, Regeneration, Feral, Lethal Demise 2, Terrifying, Verdant Vessel, Rampant Growth

Unique Special Rules:

Verdant Vessel: Whenever this **[Monster]** suffers Wounds, you may immediately Place a single **Seed Marker** anywhere wholly within this **[Monster]**'s Command Range.
You may only Place 1 Seed Marker per Action.

Rampant Growth: Each time a Friendly **Seed** within Command Range Blooms, this **[Monster]** immediately Heals 1.



Adaptations

Upgrades: All

Each **[Character]** in your Warband may purchase a single Upgrade from the lists below. A **[Character]** can only purchase Upgrades from the Lists of their corresponding Battlefield Roles. A Warlord may instead purchase 2 Upgrades. A **[Monster Character]** cannot purchase any Upgrades.

Lorg Mór: 25 points

After this **[Character]** performs a Clash Action, if any Enemy Warriors were Slain; you may immediately Raise a single Warrior that was Slain this Round belonging to any Friendly Regiment. The Raised Warrior must be Placed wholly within the Command Range of another Warrior of their Regiment with a single Wound Remaining. The Raised Warrior may be Activated as normal this Round.

Aspect of Cernunnos: 15 points

This **[Character]** gains the **Feral, Bloodlust**, and **Tenacious** Special Rules.

Arboreal Arborer: 25 points

This **[Character]** is a Standard Bearer. Friendly Warriors within Command Range count as being within Obscuring Terrain.

Sept Seneschal: 30 points

Warlord only. This **[Character]** gains +1 Wound, +1 Defense, +1 Attack, and gains the **Verdant Boughs** Special Rule. This **[Character]** changes their Size to '3', replaces their **[Infantry]** Battlefield Role with **[Brute]**, and must be modeled on a 50mm base.

Verdant Boughs: Warriors (Friendly and Enemy) within 1" of this Warrior count as being within Range of a **Bloom Marker.**



Adaptations

Upgrades: All

Court Scion: 20 points
This **[Character]** always benefits from the Sil Tafain, regardless of the Ascendant Season.

Horticultural Hortator: 5 points
When this **[Character]** is Slain, place a **Seed Marker** centered where it was Slain.

Uaithne's Will: 30 points
Warlord only. Once per game instead of progressing the Season, you may immediately choose which Season is in Ascendancy. The Cycle of Seasons continues from the chosen Season onwards for the remainder of the Battle.

Glade Sentinels: 20 points
Leader only. Friendly Warriors from this Regiment within Command Range gain the **Bravery** Special Rule.

Weald Walker: 10 points
This **[Character]** gains the following Action:

Evanesce: (Unique March Action) Place this Warrior wholly within 3" of a Bloom within Command Range.

Adaptations

Upgrades: Spring

Hircyne's Hide: 20 points
This **[Character]** gains the **Regeneration** Special Rule.

Viridian Quiver: 15 points
This [Character] gains the **Seedshot** Special Rule:

Seedshot: (Draw Event) Place a **Seed Marker** within Command Range.

Adaptations

Upgrades: Summer

Cloak of Glamour: 20 points

Enemies Targeting this **[Character]** with Clash or Volley Actions never benefit from being **Aimed!** or **Inspired!**

Scorching Visage: 10 points

This **[Character]** gains the **Aura of Death 1** Special Rule. While Summer is in Ascendency, gain the **Aura of Death 2 Special** Rule instead.

Adaptations

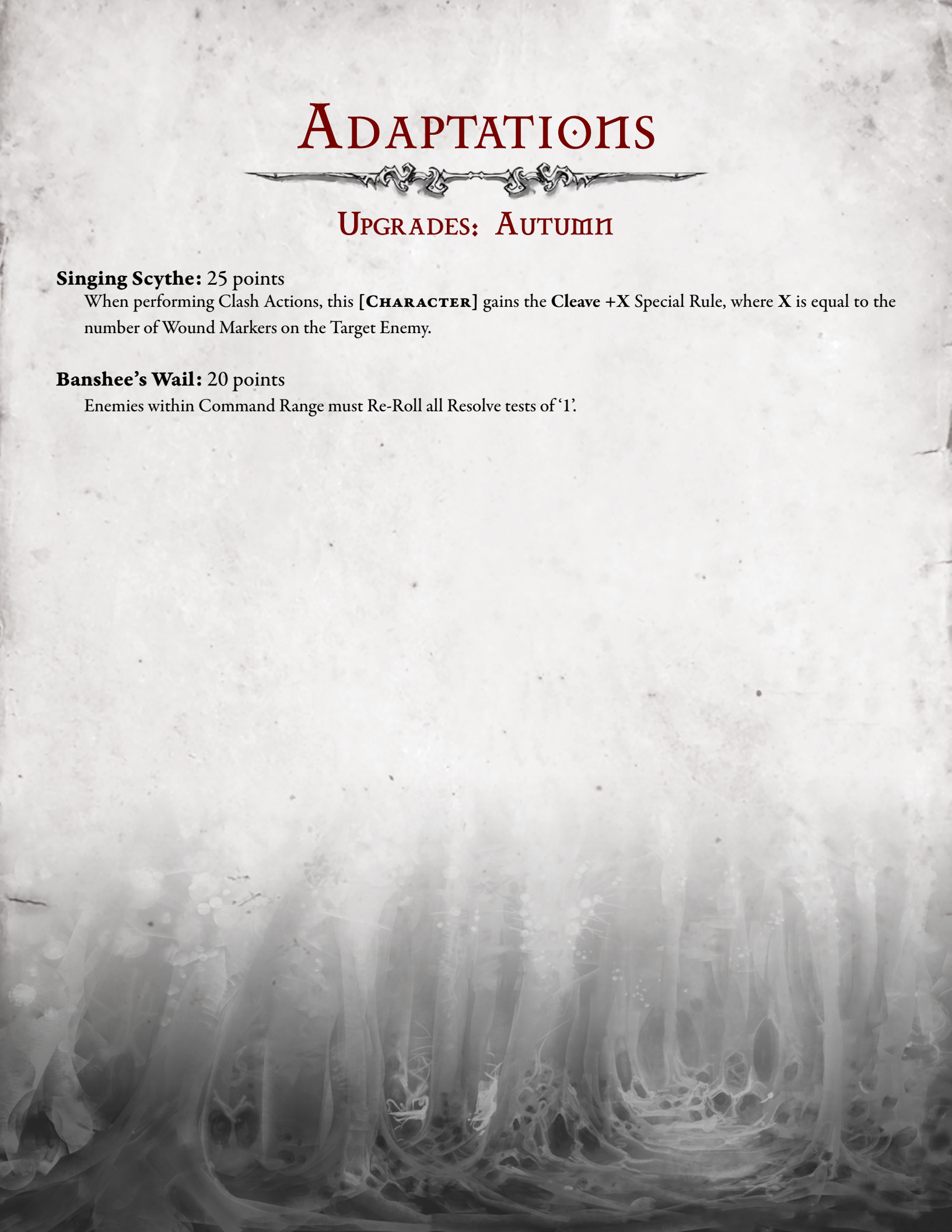
Upgrades: Autumn

Singing Scythe: 25 points

When performing Clash Actions, this **[Character]** gains the **Cleave +X** Special Rule, where **X** is equal to the number of Wound Markers on the Target Enemy.

Banshee's Wail: 20 points

Enemies within Command Range must Re-Roll all Resolve tests of '1'.



Adaptations

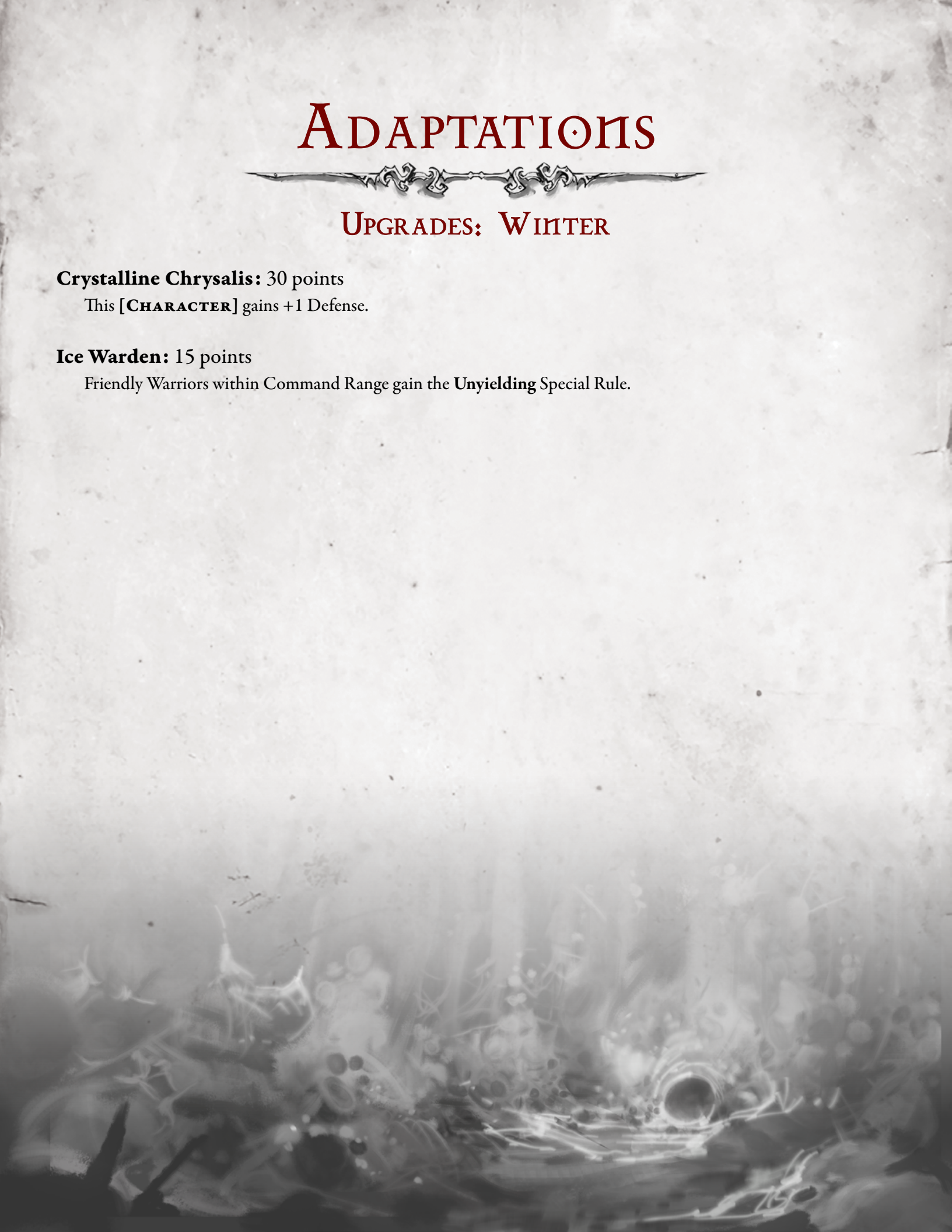
Upgrades: Winter

Crystalline Chrysalis: 30 points

This **[Character]** gains +1 Defense.

Ice Warden: 15 points

Friendly Warriors within Command Range gain the **Unyielding** Special Rule.



Legends of Eä

The following unique **[Characters]** will all possess the **[Legendary]** Battlefield Role, something they have truly earned! These **[Characters]** may be included in your Warband as a Warlord choice. However, they cannot purchase any Upgrades, as they already have acquired their own personal artefacts and armaments throughout their journeys.

[Legendary Characters] also possess their own Retinues when fielded as Warlords as indicated.

The **[Legendary Characters]** of the Weaver Courts and their Retinues are:

- Oberon (Scaile Dancers)





Oberon

Consort of Summer

[Legendary], [Brute], [Summer], [Character], [Spellcaster]

Warlord **180 Points**

Retinue: Scaile Dancers **Size:** 3

M	V	C	A	W	R	D	E	CR
6	3	3	4	5	4	3	2	7

Special Rules: Spellcaster 4, Aura of Death 2, Fly, Fearsome, Handmaidens of Titania, King of Summer, Sire of the Blazing Realm

Ruled by Oberon and Titania, the Summer Court is shaped by their love and devotion to one another—rivaled only by their constant conflict.

Oberon is a beguiling and cunning strategist, patient and relentless, a force that lures his enemies in before overwhelming them. Titania, in contrast, is impulsive and shows little patience for his tactics. She claims what she desires with fervor, always seeking to grow and expand... only to find Oberon's plans already in place, restraining her from acting too rashly.

Tied to the element of Fire, the royal couple are locked in a never-ending marital bout, a struggle that simmers beneath the surface of their Court and draws all their followers into its undertow. The Summer military, from their mantis warriors to their fiery knights and winged cohorts, rarely, if ever, partake in their infighting. Should the royal couple set their minds on a common goal, their Court's strength remains formidable.

Unique Special Rules:

Handmaidens of Titania: While within Command Range, Friendly Scalie Dancers count Summer as being in Ascendency instead of the current Season..

King of Summer: While Summer is in Ascendency, this [Spellcaster] automatically gains 6 Essence when Rolling for Attunement and counts the entire Battlefield as their Command Range for the purposes of Spells.

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.

Oberon

Spells:

Radiant Strategist **Essence:** 2

Type: Command Ability

You may place 1 Seed Marker within Command Range. Friendly Warriors within Command Range gain the **Fearless** Special Rule.

Coruscation **Essence:** 1

Type: Incantation

When a Friendly Warrior Activates, they Rally and gain the **Aura of Death +1** Special Rule.

Midsummer Dream **Essence:** 3

Type: Unique Action

Select a Friendly Bloom Marker within Command Range, all Enemies within Range of that Bloom Marker become Broken!

