



## TESTING 2026 (FEBRUARY PHASE)

- The following document and assets are strictly for use in Pre-Season 2026 testing. They are not meant to replace any current Season 6 assets, card, or be incorporated into any existing events.
- The included assets are for testing purposes only and should ONLY be fielded against other Pre-Season 2026 assets.
- Pre-Season testing is subject to rapid, iterative changes and not representative of final changes unless otherwise announced. Feedback will be collected via announced methods and new versions and updates will be released as time goes on. There is no current timeframe for how long Pre-Season will extend or the scope of what it will include.
- Pre-Season testing is not meant for those new to the game or without high/expert level knowledge of the game, the existing armies, and core mechanics.
- **Changes from January to February have been denoted in BLUE.**



## MISCELLANEOUS CORE CHANGES

- **Line of Sight (LoS)** is drawn from the front attack/center of a unit's front arc, exactly as if measuring ranged attacks.
- **Disorderly Charge** has been removed entirely. Units suffer no penalties for rolling a "1" on a charge unless otherwise noted by abilities/effects.
- **Redraw Tactics:** At the start of the game, after drawing their initial hand of tactics cards, each player may opt to shuffle their hand of tactics cards back into their deck. Then, draw a new hand of tactics cards.
- **Commander-specific versions of Characters have been removed.** When creating a list, 1 Character Attachment that can be fielded as a Commander (*marked by the Commander text on their card*) must be selected. **REMOVED: This Attachment has their cost reduced to 0 (meaning Commanders are paid for with army points, like every other attachment).** Their cards are included in the tactics deck as usual.
- **Order/Tactic Card Triggers:** The rule preventing dual-use of Orders and Tactics Cards with the same trigger has been removed. This means that, per trigger event, 1 Order AND/OR 1 Tactic Card may be utilized, instead of only 1.



## MORALE AND PANIC CHANGES

*The morale system has been overhauled entirely.*

- Each battlefield unit now lists a value under its morale stat mirroring what you would see on its defense stat (eg, a unit might have a morale stat of 3+, 4+, etc.)
  - Both morale and panic tests will now be marked with an (x) value preceding them. **Example:** *morale test(1), panic test(2)*  
**NOTE:** *Panic tests are still a form of morale test. This is unchanged.*
  - When a unit is called on to perform a morale test (x), it will roll a number of dice equal to (x). Each roll equaling or exceeding their morale stat is a success. Each roll failing to equal or exceed their morale stat is a failure. Additionally, each die that rolls a 6 is an automatic success, regardless of modifiers. A roll of 1 is always a failure, regardless of modifiers.
  - Morale tests will always explain what happens based on successes and failures.
  - When performing a panic test, each failure results in 1 wound to the unit.
- Full morale test resolution sequence:*
- **Determine Morale Dice:** Each morale test lists a number of dice it rolls, denoted by its (x) value. Abilities and effects may modify this total.
  - **Roll Morale Dice:** The target rolls a number of dice equal to the test's (x) value.
  - **Apply Morale Die Rerolls and Effects:** Any effects that reroll morale dice or trigger *after rolling morale dice* are resolved.
  - **Generate Results:** Final morale results are generated. Each die that equals or exceeds the target's morale value is a success; all others are failures. A roll of 6 is always a success, and a roll of 1 is always a failure, regardless of modifiers.
  - **Resolve Effects:** Each morale test specifies the effects of success and failure.
  - **Suffer Wounds (Panic Tests Only):** If the morale test is a panic test, the target suffers wounds based on its total failures.
  - **Test Completed:** The morale test is now complete. Any effects that trigger *after a unit performs a morale test* or *after completing a morale test* may be resolved.

• **ADDED: Failed Charge:** Units failing a charge suffer a panic test (3).

• **CLARIFICATION: Flank and Rear Bonuses:** Units being attacked from the flank suffer -1 to defense dice results. Units being attacked from the rear suffer -2 to defense dice results.



## ARMY CONSTRUCTION

- **MODIFIED:** The standard **Point Level** that should be utilized for all Pre-Season Games is **45 Army Points (Free attachment points are NOT utilized in this testing period).**



## TERRAIN CHANGES

- **Palisades** have been removed from the general terrain pool. They will be reimplemented in specific game modes. *Eg, they cannot be selected by players during battlefield setup.*
- **MODIFIED:** During Battlefield setup, the number of terrain pieces has been increased from 4 to 5.
- The distance that terrain may be placed from any other piece has been reduced from 6" to 3".
- **REMOVED:** The Rare trait has been added to various terrain, meaning only 1 instance of each may be selected during set-up.



## ATTACK SEQUENCE CHANGES

The rules for resolving attacks are now as follows:

**IMPORTANT NOTE:** This primary change to this sequence is the removal of panic checks from the attack sequence.

- **Determine Attack Dice:** The attacking unit determines the number of attack dice it rolls, based on its remaining ranks.
- **Roll Attack Dice:** The attacker rolls its attack dice.
- **Apply Attack Die Rerolls and Effects:** Any effects that reroll attack dice or trigger after rolling attack dice are resolved.
- **Generate Attack Results:** Final attack results are generated. Each die that equals or exceeds the attack's To Hit value is a hit; all others are misses. A roll of 1 is always a miss, and a roll of 6 is always a hit, regardless of modifiers.
- **Defender Rolls Defense Dice:** The defender rolls 1 defense die for each hit.
- **Apply Defense Die Rerolls and Effects:** Any effects that reroll defense dice or trigger after rolling defense dice are resolved.
- **Generate Defense Die Results:** Each defense die that equals or exceeds the defender's Defense value blocks 1 hit. A roll of 6 always blocks 1 hit, and a roll of 1 always fails, regardless of modifiers.
- **Defender Suffers Wounds:** For each unblocked hit, the defender suffers 1 wound. Unless otherwise specified, each wound removes 1 model from the unit.
- **Attack Completed:** The attack is now complete. Any effects that trigger after a unit is attacked or after completing an attack may be resolved.
- **Surge Forth:** If eligible, the attacker may now Surge Forth.



## ATTACK TRAIT CHANGES

**REMOVED:** Attack Traits (Critical Blow, Sundering, and Vicious) are Innate. Innate traits cannot be cancelled by abilities or effects unless an effect explicitly states that it can cancel Innate traits.

**NOTE:** Precision has been removed.

When an ability or effect (such as an Order or Tactics Card) grants an Attack Trait, it will specify the duration of that trait. In rare cases, an ability may grant an Attack Trait without a duration (for example: This unit's melee attacks gain Sundering). Attack Traits granted without a duration are permanent and cannot be cancelled.

Attack Traits have the following definitions:

**ADDED: Crippling:** After this attack has been completed, target the defender. It becomes Weakened.

**Critical Blow:** For each attack die result of 6, the defender does not roll a defense die for that hit and instead suffers 1 wound.

**Sundering:** Defense dice rolled against this attack suffer -1 to their results.

**MODIFIED: Vicious:** After this attack has been completed, target the defender. It becomes Panicked.



## PASSING CHANGES

**MODIFIED:** Passing has been reworked to the following:

- At the start of each round, both players will count their total number of activations. In the event a player has fewer total activations than their opponent, they gain the ability to pass once this round instead of activating a unit.



## RETREAT CHANGES

- **REMOVED:** When a unit declares a Retreat action, the first step in resolving that action is the unit suffers a panic test (3), with (+1) for each of its destroyed ranks. Assuming the unit is not destroyed by this test, it completes the retreat action as usual.



## COUNCIL UNIT AND BOARD CHANGES

- **Council Units** function exactly as they did in their prior form (NCUs) for all gameplay purposes with the following additions:
- Some Council Units have abilities that only trigger when they claim a specific zone. These abilities are marked by the matching Council Zone symbol next to the ability.
- These abilities are typically labeled “Claim”, triggering when the zone is claimed; “Control”, creating a persistent effect while that Council Unit remains on the zone; or “Influence”, which functions exactly as it did in Season 6.
- This test uses the **Escalation** version of the Council Board:

### *Council Board (Escalation Version)*

Each zone on the Council Board now has:

1. A Base Effect (always resolves when the zone is claimed)
2. An Escalation 2 effect
3. **MODIFIED: An Escalation 4 effect**

There is no Escalation 1. Escalation effects begin at 2.

*When a player claims a Council Board zone, resolve effects as follows:*

- The base effect of the zone always resolves.
- Check how many total council units (*from both players combined, including the unit that just claimed a zone*) are currently on the council board.

*If there are:*

- 2 or more Council Units on the board, the zone’s Escalation 2 effect also resolves.
- **4 or more Council Units on the board, the zone’s Escalation 4 effect also resolves.**
- Escalation is checked only at the moment the zone is claimed.
- Ownership of Council Units does not matter—only the total number currently on the board.



## GENERAL CHANGES (JAN. TO FEB.)

### Game Modes

- Changes to scoring in A Game of Thrones.
- Removal of random scoring objective in A Clash of Kings.
- A Dance With Dragons added.

### Council Board

- Changes to various zones.
- Escalation 3 changes to Escalation 4.

### Units and Attachments (Battlefield + Council)

- Numerous new battlefield units and attachments added.
- Most existing council and battlefield units have received changes due to other core changes or balance passes, as have most attachments.

### Tactics Cards

- Numerous generic and commander tactics cards have been modified. This has been done to expand the usage and options available for each army while keeping the generic tactics card effects relatively simple. Commander cards retained their design of allowing more complex and/or impactful effects.

### Collecting Feedback

- Targeted Feedback forms will be available as the testing phase progresses.