



# PRE-SEASON 2026 FEEDBACK

TESTING PERIOD: FEBRUARY 2026

PLEASE EMAIL THIS FORM TO: [SONGTESTING@CMON.COM](mailto:SONGTESTING@CMON.COM)

## TARGETED FEEDBACK

*Please provide feedback on the following changes and mechanics:*

### New Combat Resolution

*How did the removal of panic from the attack sequence affect your games?*

### New Morale/Panic System

### New Council Units

### Passing Mechanics

### Cavalry Changes

### New Attack Trait Keywords (Crippling, Vicious, Etc)



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**Please answer the following questions:**

*How many games did you play total?*

*What Game Modes did you play?*

*What impact did the change of Escalation from 3 to 4 have on your games?*

*What are your overall thoughts on the new Terrain keywords and impact?*

*How did the overall speed of the game feel? (Note, we are not inquiring about actual game time, merely feel)*

*How many Council Units did your list include? Did you find any advantage or disadvantage in the number you fielded?*

*Were attachments an attractive option to include in your list? Did you pay any points beyond your free allotment for them?*

*How did you feel about the impact of your Tactics Cards?*

*How did you feel about the overall survivability of units, as well as general "game lethality"?*



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## GENERAL UNIT FEEDBACK

*Please use this page to list armies play as well as any feedback on specific units:*