

CONQUEST

THE LAST ARGUMENT OF KINGS



CITY STATES

Army List



ARMY LISTS

THE RULES THAT FOLLOW WILL SHOW YOU HOW THE MODELS AND WARBANDS INTERACT WITH EACH OTHER AND THE ENVIRONMENT. THESE CHAPTERS WILL TEACH YOU HOW TO ACTIVATE YOUR WARBANDS, HOW TO MOVE THEM AS WELL AS HOW TO ENGAGE IN COMBAT WITH THEM.

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 Stand in your Army, plus those of any upgrades you've purchased for those Stands. 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 Stands and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one Character Stand to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each Character Stand 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 Stand 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 Stand it is chosen for, count as a Mainstay or a Restricted choice. Each Character Stand'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 Stands and Regiments have additional options that can be purchased for them, such as Abilities, Command Models, or 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 Stand or Regiment for which the upgrade was purchased.





ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

AUXILIARY STANDS

The forces of the City States don't limit themselves to the same restrictions that other factions array their forces in. The militaries of the Cities train their armies to work in unison, where phalanxes of Hoplites are sometimes led to battle by the bulk of a Minotaur draped in the same armor.

Certain Regiments in this Army are able to take specialized additional Stands, known as Auxiliary Stands, as an upgrade at their indicated points cost. Auxiliary Stands use their own listed Characteristics profiles, including any Special Rules that are listed in their Army List Profile (as well as any other abilities given by their Class or Type). An Auxiliary Stand does not add its own Command Card to the Command Stack and Activates and performs the same Actions alongside its attached Regiment during their Activation. When a Regiment with an Auxiliary Stand performs a Clash, Volley or Charge Action, roll the Attacks from the Auxiliary Stand separately and use the Characteristic profile from the Auxiliary Stand, including all of its Special Rules. Even though these Attacks are rolled separately, they are still inflicted simultaneously with the attached Regiment's Attacks.

When rolling a Defense Roll for a Regiment with an Auxiliary Stand, it makes use of the Defense, Evasion and Resolve Characteristics of the attached Regiment's profile instead. An Auxiliary Stand still uses its own Wounds Characteristic (as well as any Special Rules that affect the Auxiliary Stand). Furthermore, an Auxiliary Stand counts as the same Class as the Regiment they are attached to for the purposes of Reinforcements and Seizing Objective Zones and they are considered to be part of the Regiment.

An Auxiliary Stand must always be placed in the front Rank of the Regiment it is attached to. An Auxiliary Stand is not treated as a Command Stand and cannot be targeted by Enemy Attacks. It can, however, be allocated Wounds as its Regiment suffers damage, as a normal Stand in a Regiment would. Furthermore, an Auxiliary Stand's Size is ignored for the purposes of Line of Sight. Finally, an Auxiliary Stand **cannot** be Restored back once it has been destroyed.

***Example:** A Regiment of Hoplites are joined by a Minotaur Hoplite. The Minotaur Haspist is added to the front Rank of the Hoplites Regiment. The Minotaur Haspist retains all of its own Special Rules and abilities and uses its own profile when the Regiment performs its Actions.*

Minotaur Haspist Auxiliary Brute Stand

M	V	C	A	W	R	D	E
6	1	3	4	5	-	-	-

Draw Events: None

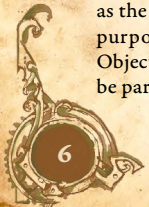
Special Rules: Brutal Impact (1), Cleave (1), Impact (2), Shield

Minotaur Thyrean Auxiliary Brute Stand

M	V	C	A	W	R	D	E
6	1	3	5	5	-	-	-

Draw Events: None

Special Rules: Brutal Impact (1), Cleave (3), Impact (3), Linebreaker



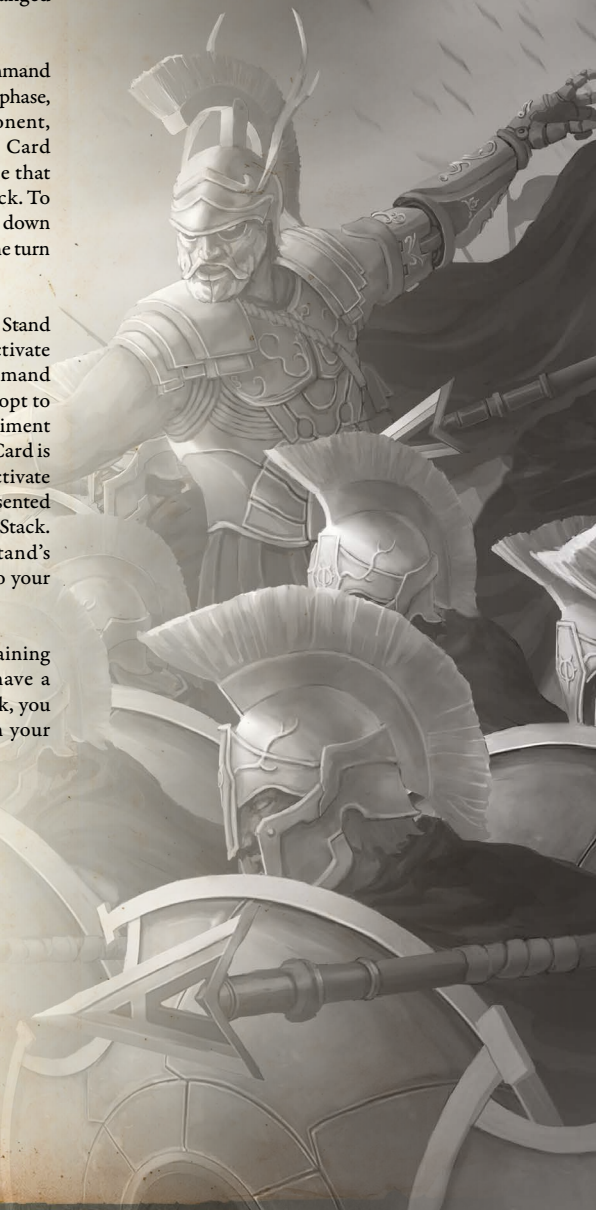
STRATEGIC STACK

The armies of the City States are able to perform incredible acts of tactical fluidity during the course of a battle. This is shown with their unique access to a secondary Command Stack, called the “Strategic Stack” that is arranged beside your Command Stack.

Once per Round, when drawing the Command Card during the “Draw Command Card” phase, but before you reveal it to your opponent, instead of Activating the Command Card you have drawn, you may instead place that Command Card into your Strategic Stack. To do this, place that Command Card face down beside your Command Stack and pass the turn to your opponent.

When a Friendly Regiment or Character Stand finishes its Activation, after the “Deactivate Regiment” step, while there is a Command Card in your Strategic Stack, you may opt to take a second Activation using the Regiment or Character Stand whose Command Card is in your Strategic Stack. Immediately Activate the Regiment or Character Stand represented by the Command Card in your Strategic Stack. Once that Regiment or Character Stand’s Activation is completed, play passes to your opponent.

If there are no Command Cards remaining in your Command Stack, and you have a Command Card in your Strategic Stack, you must draw the Command Card from your Strategic Stack.



SUPREMACY ABILITIES

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

EIDOLON AND MECHANIST

Carrier of the Godflesh: While this Character Stand is on the battlefield, when a Friendly Regiment Activates by drawing its Command Card from your Strategic Stack, that Regiment gains the Hardened (+1) Special Rule and reduces their March Characteristic by -1 until the end of the Round.

In addition, for the duration of the Battle, Friendly Clockwork Hoplite Regiments change their Class to Medium. This Supremacy Ability is always considered to be active.

POLEMARCH

Army of Lions: The Regiment this Character Stand is currently attached to, including Auxiliary and the Character Stand itself, adds +1 to its Clash Characteristic (to a maximum of 4). In addition, Friendly Regiments within 6" of this Character Stand gain the Tenacious Special Rule. This Supremacy Ability is always considered to be active.

ARISTARCH

Infantry Tactics: While this Character Stand is on the battlefield, when a Friendly Regiment Activates by drawing its Command Card from your Strategic Stack, that Regiment adds +1 to its March Characteristic until the end of the Round.

In addition, when any Friendly Infantry Regiment performs a Withdrawal Action, they do not have to reform facing away from the Regiment they are Withdrawing from. Instead, the Regiments may perform a backwards March moving up to their full March distance rather than half. When an Infantry Regiment performs a Withdrawal Action they do not roll a die, they automatically perform a Clean Withdrawal. This Supremacy Ability is always considered to be active.



CHARACTERS

You may include any number of Character Stands, but at least one Character Stand must be included as your Warlord.

EIDOLON

120 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
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Eidolon	Brute Character Stand	Medium	7	1	3	4	6	3	3	2
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Special Rules: Combat Directives, Hardened (1), Impact (2)

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Combat Directives: At the end of each Round's Supremacy Phase but before players Activate their first Regiment, this Character Stand selects a Combat Directive that will last until the end of the Round. The Character Stand may select a new Combat Directive at the end of each Supremacy Phase.

- **Greetings to a Fellow General:** This Character Stand adds +5 to its Attacks Characteristic but suffers a -1 penalty to its Evasion Characteristic.
- **Secure the Breach:** The Regiment this Character Stand is currently attached to gains the Parry Special Rule.
- **Precision Armament:** This Character Stand gains the Cleave (+3) Special Rule.

Options:

This Character Stand may be attached to an Infantry Regiment even though it is a Brute Character Stand. Furthermore, the Eidolon's Size is ignored for the purposes of Line of Sight.

Modifications: May purchase up to **three** Modifications at the indicated points cost.

Warband:

Mainstay: Thorakites
Hoplites
Clockwork Hoplites

Restricted: Inquisitors
Minotaur Haspists
Promethean
Hephaestian

Masteries: None

MECHANIST**80 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Mechanist	Infantry Character Stand	Medium	5	2	2	4	4	3	2	1

Special Rules: Barrage 4 (12", Armor Piercing (1), Torrential Fire), Priest (5)

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Options:

Modifications: May purchase a single Modification or Bestowed Relic at the indicated points cost.

Spells: The Mechanist knows all of the following Spells at no additional point cost

Aggression Directive

Clockwork Parade

Iron Stride

Warband:

Mainstay:

Thorakites

Hoplites

Clockwork Hoplites

Restricted:

Inquisitors

Minotaur Haspists

Promethean

Hephaestian

Retinue:

City State specific

Available

Masteries:

None

POLEMARCH

90 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Polemarch	Infantry Character Stand	Medium	5	1	3	5	4	4	3	0

Special Rules: Flurry, Shield

Draw Event: Battlefield Orders

Number of Stands: 1

Models per Stand: 1

Battlefield Orders: At the beginning of this Character Stand's Activation select one of the following Special Rules. Until the end of the Round, the Regiment this Character Stand is currently attached to gains that Special Rule.

Order 1) Enemy Regiments performing a Volley Action against this Regiment, Re-Roll successful Hit Rolls of "1" until the end of the Round.

Order 2) The Regiment the Character Stand is currently attached to gain the Unyielding Special Rule.

Options:

Bestowed Relics: May purchase up to **two** Bestowed Relics at the indicated points costs.

Warband:

Mainstay: Thorakites
Hoplites
Phalangites
Agema
Minotaur Haspists

Restricted: Sacred Band
Hephaestian
Minotaur Thyrean
Selinoi Rangers
Selinoi Hunters

Retinue:

City State specific Available

Masteries:

Combat

ARISTARCH**90 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Aristarch	Infantry Character Stand	Medium	5	1	3	5	4	4	2	0

Special Rules: Shield**Draw Event:** Battlefield Orders**Number of Stands:** 1**Models per Stand:** 1

Battlefield Orders: At the beginning of this Character Stand's Activation select one of the following Special Rules. Until the end of the Round, the Regiment this Character Stand is currently attached to gains that Special Rule.

- The Regiment the Character Stand is currently attached to gain the Bravery Special Rule.
- The Regiment the Character Stand is currently attached to gain the Untouchable Special Rule.

Options:**Bestowed Relic:** May purchase **one** Bestowed Relic at the indicated points cost.**Warband:***Mainstay:*

Thorakites
Hoplites
Phalangites

Restricted:

Selinoi Rangers
Selinoi Hunters
Companion Cavalry
Minotaur Thyrean
Agema
War Chariots
Promethean

Retinue:*City State specific**Available***Masteries:***Tactical*

IPPARCHOS**100 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Ipparchos	Cavalry Character Stand	Mediun	8	0	3	6	5	3	3	1

Special Rules: Cleave (1), Shield**Number of Stands:** 1**Models per Stand:** 1**Finest Cavalry:** This Character Stand's Warband may not contain more than three Regiments of Companion Cavalry.**This Character Stand cannot be the Army's Warlord****Options:****Bestowed Relic:** May purchase **one** Bestowed Relic at the indicated points cost.**Warband:***Mainstay:**Thorakites
Hoplites
Companion Cavalry**Restricted:**Sacred Band***Masteries:***Tactical, Combat*

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 Stand. Each Character Upgrade confers abilities or attributes to the Character Stand, and their bonuses are lost as soon as the Character Stand is removed from the game for any reason.

Unless otherwise specified, the following restrictions apply for City State Character Stands:

- Only Character Stands possessing at least 1 Tier in the Architects of the Cities Retinue may select a Banner Character Upgrade.
- Only the Eidolon and Mechanist may purchase Character Upgrades from the Modifications category.
- If a Character Stand can have more than one Character Upgrade, they must purchase upgrades from different categories.

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BESTOWED RELICS

BANNERS

Standard of Last Oration 55 points

Offered to those burdened with the most vital (and often most dangerous) objectives in battle, the Last Oration ensures that, even if all fall and their bodies cannot be recovered, they are appropriately honored. While symbols, materials and other details differ from City to City, they are all inscribed with one phrase: "Oh Stranger, go tell the City's people that here we lie, true to their mandates."

The Regiment this Character Stand is currently attached to always counts as being under the effects of the Inspired Special Rule, even if another Special Rule (like the Phalanx or Automaton Special Rules) would normally prohibit the Regiment from doing so.

Aristia 20 pts

Personally trained by the City's best, the Aristia ribbon on a regiment's banner means only one thing: they have not only managed to complete, but they have actually impressed a City's Aristarch during drill challenges.

This Regiment gains the Flawless Drills Special Rule.

Primodynamic Globe 20 pts

'...unlike the clumsy attempts of our near-primitive cousins, which are as unsophisticated as they are fragile, this artifact actually enhances the imbalance of incoming spells. As we know from the Second Primodynamic Law, the further away from balance one strays and into Entropia, the closer to absolute disorder – and therefore inexistence – one ventures. Affix this unto the City's standard's and, as the enemy practitioners fail to control their own magic, watch how it explodes in spectacular – if harmless – fireworks around them.'

All Friendly Regiment's within 8" of this Character Stand count as having the Wizard (1) Special Rule for the purpose of Enemy Interference.

ARMORS

Chrysaor's Helmet 35 points

It is said that Chrysaor was born to Gorgo, one of Plato's first experiments to forge deities, and that his golden helmet was a true depiction of his snake-haired mother. Such was the craftsmanship and detail of the helmet, in fact, that her alleged power to turn people to stone echoed through its

visage, spreading fear to any who gazed upon the jade eyes of its gilded snakes.

Enemy Stands in contact with this Character Stand lose the Inspired Special Rule.

Living Breastplate **20 points**

Terribly misnamed due to the random discoloration they present with movement, these breastplates were the unexpected result of attempts to create self-repairing armors. While the experiment never achieved its original goal, it was nevertheless considered a scientific success, if an expensive one. It discovered that the phlogiston, when infused into an alloy of gold and copper, will gather at a point of impact, locally and momentarily strengthening the metal.

The Character Stand Re-Rolls failed Defense Rolls when participating in a Duel Action.

WEAPONS

Blades of Eakides **20 points**

Few can claim fame equal to the legendary Eakides, nor near as many epics written about their exploits. Depicted often as unkillable in battle, whose life was stolen by a treachery and arrows, the historical Eakides was master of all weapons, with a unique fighting style. While none have managed to replicate his mastery since, carrying any one of his weapons in battle seem to make one echo his prowess.

This Character Stand gains +1 Clash Characteristic and the Flawless Strikes Special Rule.

Atalanta's Spear **20 points**

'Aim well with a thrust and you will see slashes for what they are: distractions for amateurs.'

In the 'Minoad', Atalanta's words were mocked and challenged, as was her place among the champions who answered Mimos' call to undertake his fabled Tasks. When she fell the ironhide Talian Boar with one thrust, however, few dared challenge her claims ever again.

This Character Stand gains +1 Attack Characteristic and the Cleave (1) Special Rule.

Featherblade

10 points

Few know that the legends of winged horses almost became true; in a way. Attempts to manufacture such a beast have led to the discovery of extremely durable and light alloys, capable of creating metallic feathers that are hollow. While the horses never flew, the feathers were readily repurposed and have become some of the most sought after – and expensive – weapons money can buy.

This Character Stand gains the Quicksilver Strikes Special Rule.

INSCRIPTIONS

Inscription of Lighter Alloys **30 points**

The Character Stand gains the following Draw Event:

Mobility: Until the end of the Round, the Infantry Regiment this Character Stand is currently attached to removes -1 from its Defense Characteristic (to a minimum of 1), loses the Phalanx and Shield Special Rules and adds +3 to its March Characteristic until the end of the Round.

Inscription of Impact Resistance **20 points**

The Character Stand gains the following Draw Event:

Resist: Until the end of the Round, the Regiment this Character Stand is currently attached to gains the Tenacious Special Rule.

Inscription of Balance **10 points**

When an Enemy Spellcaster chooses this Regiment as the Target of a Spellcasting Action, the Regiment counts as 3 Stands larger for the purposes of Scaling.

MODIFICATIONS

Alternate Soma (Eidolon only) 20 points

The Eidolon exchanges its Characteristics Profile for the following:

M	V	C	A	W	R	D	E
7	1	3	2	8	4	4	3

Draw Events: None

Special Rules: Combat Directives, Hardened (2), Aura of Death (2)

Models per Stand: 1

Furthermore, an Eidolon with the Alternate Soma modification counts as three Stands for the purposes of Seizing Objectives.

Anticythian Alloy Gears 20 points

The Clockwork Hoplite Regiment this Character Stand is currently attached to adds +1 to its March Characteristic and gains the Double Time Draw Event.

Alternate Programming (Eidolon only) 15 points

The Eidolon's Combat Directives Special Rule changes as follows:

Combat Directives: At the end of each Round's Supremacy Phase but before players Activate their first Regiment, this Character Stand selects a Combat Directive that will last until the end of the Round. The Character Stand may select a new Combat Directive at the end of each Supremacy Phase.

- **Heavy Exoskeleton:** Brute Regiment this Character Stand is currently attached to gain the Brutal Impact (+1) Special Rule.
- **Relentless:** Brute Regiment this Character Stand is currently attached to gains the Oblivious Special Rule.
- **Precision Armament:** This Character Stand gains the Cleave (+3) Special Rule.

Resonance Receptors 10 points

When a Friendly Promethean successfully casts a Spell, the Regiment this Character Stand is currently attached to receives the benefits of that Spell regardless of range.

Hephaestian Alloys 10 points

Enemy Stands in contact with this Character Stand reduce their Aura of Death (X) Special Rule by -2 for as long as they remain in contact.

CHARACTERS AND RETINUES

Retinue options are only available to Infantry Character Stands. Certain Tiers of Retinue upgrades can only be reached by certain Character Stands. Unless otherwise specified, you need to have obtained all previous Retinue Tiers from a category in order to obtain the Tier you wish.

Example: *To obtain Tier 2, you must first have purchased Tier 1 etc.*

Tier	Architects of the Cities
1	The Regiment this Character Stand is currently attached to gains the Unstoppable Special Rule. (10pts)
2	The Character Stand adds +1 to its Wounds and Attack Characteristics. (15pts)
3	Should the Regiment this Character Stand is currently attached to, Activate from the Strategic Stack, this Regiment gains the Impact (+2) Special Rule until the end of the Round. (15pts)

MASTERIES

Character Stands 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 Stands have mastered abilities that make them exceptional.

Masteries are optional upgrade abilities for your Characters, which are noted on your Army List and confer bonus abilities to your Character Stand. As a rule of thumb a Character Stand may select one Mastery according to the Available categories listed on their Army List profile, however there are cases in which a Character Stand may be able to purchase more than one. This will be clearly stated in the Character Stand's Army List Entry.

Each Mastery can only be purchased once, unless stated otherwise. There are two categories for Masteries: Tactical and Combat.

TACTICAL

Expert Scouts **50 points**
Requires Architects of the Cities Tier 3.

For the duration of the Battle, Friendly Infantry Regiments without the Phalanx Special Rule, Marching onto the Battlefield from Reinforcements gain the Vanguard Special Rule until the end of the Round.

Initiative **40 points**
Requires Architects of the Cities Tier 2.

Once per Round, during the Action Phase but before the "Draw Command Card" step, you may opt to Activate a Regiment from the Strategic Stack instead of drawing a Command Card from your Command Stack. Once the Regiment has finished its Activation, play passes on to your Opponent.

Long Lineage **15 points**
This Character Stand may purchase one additional Character Upgrade, from this Army List, at its indicated point cost.

COMBAT

Combined Arms Drills **40 points**
Requires Architects of the Cities Tier 2.
Auxiliary Stands in this Army gain the Flawless Strikes Special Rule.

Disorienting Strikes **10 points**
Enemy Character Stands subtract -1 from their Clash Characteristic, when they participate in a Duel Action against this Character Stand.

Overkill **10 points**
For each Wound this Character Stand causes during a Duel Action, the Regiment that Enemy Character Stand is attached to must take a Morale Test as if it had been allocated a Wound.

SPELLS

Some Character Stands can purchase Spells from the following list:

MECHANIST

Name	Range	Attunement	Effect
Aggression Directive	10"	4 (Scaling)	Target Friendly Regiment with the Automaton Special Rule adds +1 to its Clash Characteristic (to a maximum of 4) until the end of the Round.
Clockwork Parade	12"	3 (Scaling)	Target Friendly Regiment treats its total Charge Distance as its March value +4" until the end of the Round. This effect supersedes the limit set by the Phalanx Special Rule.
Iron Stride	8"	2 (Scaling)	Target Friendly Regiment ignores the effects of Hindering Terrain until the end of the Round.

SACRED BAND

Name	Range	Attunement	Effect
Othismos	Self	3	This Regiment loses the Blessed Special Rule. Instead, it Re-Rolls failed Defense Rolls and Morale tests until the end of the Round and the Regiment's Command Stand counts as three Stands for the purposes of Seizing Objective Zones.
Molon Labe	Self	2	For each success, Target Regiment Heals one Wound.

PROMETHEAN

Name	Range	Attunement	Effect
Temper Resolve	Self	3	All Friendly Regiments within 8" of this Regiment may Re-Roll Defense and Morale Test Rolls of "6" until the end of the Round.
Quench Blades	Self	3	All Friendly Regiment's within 8" of this Regiment may Re-Roll Hit Rolls of "6" and add +1 to their Clash Characteristic (to a maximum of 4) until the end of the Round.

HEPHAESTIAN

Name	Range	Attunement	Effect
Trident Strike	6"	2	Inflict two Hits per success on Target Enemy Regiment.
Crucible's Fire	Self	2	This Regiment gains the Aura of Death (5) Special Rule until the end of the Round.

REGIMENTS

You may include Regiments as part of your Characters' Warband.

THORAKITES

140 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Thorakites	Infantry	Light	5	1	2	4	4	2	2	0
	Regiment									

Special Rules: Shield, Fluid Formation

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stand: 40 points per Stand

Options:

Command Models and Officers **This Regiment may take up to one Officer**

Xypharchos 25 points

Lochagos 15 points

Any Hypaspists Regiment may take one of the following as an Auxiliary Stand:

Minotaur Thyrean Auxiliary 65 points

SELINOI RANGERS

160 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Selinoi Rangers	Infantry	Medium	6	2	2	4	4	3	2	1
	Regiment									

Special Rules: Barrage (4) (16", Arcing Fire), Loose Formation

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stand: 50 points

HOPLITES**130 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Hoplites	Infantry	Medium	5	1	2	4	4	2	2	0
	Regiment									

Special Rules: Phalanx, Shield, Support (2)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stand:** 40 points per Stand**Options:****Command Models and Officers****This Regiment may take up to one Officer***Dorilates* 15 points*Lochagos* 15 points**Any Hoplite Regiment may take one of the following as an Auxiliary Stand:***Minotaur Haspist Auxiliary* 55 points**PHALANGITES****145 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Phalangites	Infantry	Medium	5	1	2	3	4	3	2	0
	Regiment									

Special Rules: Phalanx, Pike Formation, Support (3)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stand:** 45 points per Stand**Pike Formation:** Enemy Regiments suffer -3 to their Impact (X) Special Rule (to a minimum of 0) when in contact with this Regiment's front arc.**Options:****Command Models and Officers****This Regiment may take up to one Officer***Dorilates* 15 points*Lochagos* 15 points

AGEMA**170 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Agema	Infantry Regiment	Medium	5	1	3	5	4	3	2	0

Special Rules: Shield, Cleave (1), Fluid Formation**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stand:** 50 points per Stand**Options:****Command Models and Officers****This Regiment may take up to one Officer***Xypharchos**25 points***SELINOI HUNTERS****200 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Selinoi Hunters	Infantry Regiment	Medium	6	1	2	5	4	2	1	2

Special Rules: Cleave (1), Fluid Formation, Impact (2), Opportunist, Vanguard, Irregular**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stand:** 60 points per Stand

This Regiment may arrive from any board edge, excluding your Opponent's Reinforcement Edge, ignoring all Enemy Regiments when arriving from Reinforcements. Character Stands cannot be attached to this Regiment.

Options:**Command Models and Officers****This Regiment may take up to one Officer***Satyr Assassin**25 points*

SACRED BAND**200 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Sacred Band	Infantry	Medium	6	1	2	5	4	2	1	2
	Regiment									

Special Rules: Blessed, Devout, Phalanx, Priest (4), Shield, Support (2)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stand:** 50 points per Stand

This Regiment may perform a Spellcasting Action as if it was a Character Stand. Treat the Command Stand as the Character Stand for the purpose of a Spellcasting Action.

Options:**Command Models and Officers****This Regiment may take up to one Officer***Seer**15 points***Spells:** The Sacred Band knows the following Spells at no additional point cost:*Othismos**Molon Labe***CLOCKWORK HOPLITES****190 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Clockwork	Infantry	Heavy	5	1	2	4	5	-	3	1
Hoplites	Regiment									

Special Rules: Cleave (1), Flurry, Hardened (1), Phalanx, Support (2)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stand:** 70 points per Stand

Automaton: Stands with this Special Rule never receive the benefit of the Inspired Special Rule. Stands with this Special Rule do not have a Resolve Characteristic and always count as automatically passing any Morale or Resolve Characteristic test. However, Regiments with this Special Rule may still be Broken and/or Shattered as a result of casualties as their formation collapses and soldiers are cut down.

If this Regiment is joined by a Character Stand without this Special Rule, the Character Stand's Resolve Characteristic is only used during a Duel Action.

COMPANION CAVALRY**160 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Companion Cavalry	Cavalry Regiment	Medium	8	1	2	6	4	3	2	1

Special Rules: Impact (2), Dread**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stand:** 50 points per Stand**WAR CHARIOTS****90 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
War Chariots	Cavalry Regiment	Medium	7	2	2	4	6	3	3	0

Special Rules: None**Draw Event:** Fire and Advance**Number of Stands:** 1**Models per Stand:** 1**Additional Stand:** 80 points (maximum 2 additional Stands)**Character Stands cannot be attached to this Regiment.****This Regiment must select one of the following options at no additional point cost. All Stands in this Regiment must have the same option:**

- **Scorpion:** This Regiment gains the Barrage (4) (16", Armor Piercing (1), Rapid Volley) Special Rule.
- **Phlogiston Launcher:** This Regiment gains the Barrage (6) (10", Armor Piercing (1), Deadly Shots, Torrential Fire) Special Rule.

INQUISITORS**220 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Inquisitors	Brute Regiment	Medium	7	0	2	6	5	5	2	2

Special Rules: Cleave (1), Flurry, Unstoppable, Impact (3)**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 1**Additional Stand:** 70 points per Stand

MINOTAUR HASPISTS**180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Minotaur Haspists	Brute Regiment	Medium	6	1	3	4	5	3	2	1

Special Rules: Brutal Impact (1), Cleave (1), Fearsome, Impact (2), Shield, Vanguard**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stand:** 60 points per Stand**MINOTAUR THYREAN****190 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Minotaur Thyrean	Brute Regiment	Heavy	6	1	3	5	5	3	2	1

Special Rules: Brutal Impact (1), Cleave (3), Impact (3), Linebreaker, Terrifying (1)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stand:** 60 points per Stand**PROMETHEAN****230 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Promethean	Monster Regiment	Medium	7	0	3	10	14	4	3	1

Special Rules: Cleave (2), Hardened (1), Priest (2), Terrifying (1), Impact (5)**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1

Herald of the Forge God: At the end of this Regiment's Activation, at the beginning of the "Deactivate Regiment step", this Regiment may perform a free additional Spellcasting Action. Furthermore, Spells cast by this Regiment require a minimum of 4 successes rather than the usual 2. This Regiment may not attempt to cast the same Spell more than once during its Activation.

Finally, this Regiment adds +X dice to any Spellcasting Action it performs during, where X is the number of successful Hits caused to an Enemy Regiment during its Activation.

Spells: The Promethean knows all of the following Spells at no additional point cost.

Temper Resolve
Quench Blades

HEPHAESTIAN**250 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Hephaestian Regiment	Monster Regiment	Medium	7	0	3	10	14	4	3	1

Special Rules: Cleave (3), Hardened (1), Priest (2), Terrifying (2), Impact (5)

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Herald of the Forge God: At the end of this Regiment's Activation, at the beginning of the "Deactivate Regiment step", this Regiment may perform a free additional Spellcasting Action. Furthermore, Spells cast by this Regiment require a minimum of 4 successes rather than the usual 2. This Regiment may not attempt to cast the same Spell more than once during its Activation.

Finally, this Regiment adds +X dice to any Spellcasting Action it performs during, where X is the number of successful Hits caused to an Enemy Regiment during its Activation.

Spells: The Hephaestian knows all of the following Spells at no additional point cost.

Trident Strike

Crucible's Fire

COMMAND MODELS AND OFFICERS

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.

COMMAND MODELS

Xypharchos

This Regiment's Command Stand adds +2 to its Attacks Characteristic. In addition, should this Regiment Activate from the "Strategic Stack", this Regiment gains the Flurry Special Rule until the end of the Round.

Lochagos

While this Officer is present, this Regiment may use the Resolve Characteristic of a Friendly Character Stand within 18" as if it was attached to the Regiment. Furthermore, if this Army's Warlord Character Stand activates its "Battlefield Orders" Draw Event, then the Regiment this Officer is attached to also receives the same effects until the end of the Round.

Dorilates

The Regiment, including any Auxiliary and Character Stands, gains the Flurry Special Rule.

Seer

While this Officer is present, this Regiment adds +1 to its Resolve Characteristic and gains the Indomitable and Priest (+1) Special Rules.

Satyr Assassin

While this Officer is present, the Regiment's Command Stand adds +2 to its Attacks Characteristic.

In addition, this Regiment may perform a free additional Duel Action, using its Command Stand, during its Activation. However, refusing the Duel does not cause the Enemy Regiment to become Broken. If an Enemy Regiment is already Broken, then they may not refuse the Duel.

If the Command Stand suffers any Wounds during the Duel Action, assign those Wounds to only the Command Stand, including any Wounds suffered from Morale (these Wounds do not spill over into the Regiment). This will sometimes lead to an exception about Allocating Wounds to a Regiment, where the Command Stand will be allocated Wounds even though there is another Wounded Stand present in the Regiment.

When allocating Wounds to the Regiment, from any non-Duel Actions, when there are multiple Wounded Stands, prioritize non-Command Stands as per the usual Wound Allocation Rules.



We are always evolving and expanding our Ruleset, follow this QR code and stay up to date.

