

## THE SPIRES

### SUPREMACY ABILITIES

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

#### BIOMANCER

**Provoke Instability:** For the remainder of the Turn:

- All friendly Infantry Stands have +1 Attack and gain the Decay 3 Draw Event.
- All friendly Cavalry and Brute Stands have +2 Attacks and gain the Decay 4 Draw Event.
- All friendly Monster Stands have +4 Attacks and gain Decay 6 Draw Event.

#### HIGH CLONE EXECUTOR

**Coordinated Assault:** This Turn, you resolve the top three cards of your Command Stack as one 'go'. Draw three cards, resolving the Actions for each in Turn before your opponent draws their next Command Card. (These Activation Cards cannot draw other Activation Cards from your Command Stacks. If their rules include such wording, ignore the rule.)

#### LINEAGE HIGHBORNE

**Legacies of the Ark:** If the Lineage Highborn is your Warlord, it may select any number of Mutations, instead of the one normally allowed. It pays full points for these extra choices.

#### PHEROMANCER

**Suppress Survival Instinct:** All your Regiments gain +2 Resolve for the remainder of this Turn.

## CHARACTERS

You may include any number of Characters, but must include at least one Character to be your Warlord.

### BIOMANCER

60 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Biomancer	Infantry	Light	6	2	2	2	4	4	1	2	Character

**Draw Event:** Biotic Renewal

**Number of Stands:** 1

**Models per Stand:** 1



#### Options:

**Mutation:** May have a single Mutation at the indicated points cost.

**Biomancies:** May take one Biomancy.

*Harvest Essence* 40 points

*Grant Virulence* 35 points

*Unstable Enhancement* 30 points

*Catalytic Rupture* 25 points

*Essence Transfer* 15 points

#### Warband:

*Mainstay:* Force-Grown Drone  
Bound Clone

*Restricted:* Incarnate Sentinels  
Desolation Drones  
Desolation Beast  
Abomination



**HIGH CLONE EXECUTOR****75 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
High Clone Executor	Infantry	Medium	6	3	3	5	4	4	2	1	Character, Cleave 1

**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**Options:****Mutation:** May have a single Mutation at the indicated points cost.**Tactics:** May have one of the following Draw Events as a Tactic.*Bastion* 30 points*Double Time* 15 points*Fire and Advance* 15 points*Fury* 10 points**Warband:***Mainstay:* Force-Grown Drones*Bound Clones**Vanguard Clones**Restricted:* Vanguard Clone Infiltrators*Desolation Drones**Marksman Clones**Pteraphon*

**LINEAGE HIGHTBORNE****120 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Lineage Highborn	Brute	Medium	7	2	3	4	6	5	4	2	Character, Cleave 1, Resist Decay 1

**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**Options:****Mutation:** May have a single Mutation at the indicated points cost.**Warband:***Mainstay:* Avatara*Restricted:* Centaur Avatara  
Leonine Avatara  
Siege breaker Behemoth  
Pteraphon  
Incarnate Sentinels



**PHEROMANCER****60 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Pheromancer	Infantry	Light	6	2	2	2	4	3	1	2	Character

**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**Options:****Mutation:** May have a single Mutation at the indicated points cost.**Pheromancies:** Must take at least one Pheromancy as a Draw Event:*Pheromantic Drive* 50 points*Siphon Strength* 45 points*Pheromantic Compulsion* 35 points*Induced Vigor* 25 points*Accelerated Hibernation* 15 points**Warband:**

*Mainstay:* Force-Grown Drones  
Prowlers  
Onslaught Drones

*Restricted:* Abomination  
Stryx  
Brute Drones

**MIMETIC ASSASSIN****80 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Mimetic Assassin	Infantry	Light	8	2	4	4	4	3	0	3	Character. Flank, Flurry, Quicksilver Strike

**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**Options:****Mutation:** May have two Mutations at the indicated points cost.**Warband:**

*Mainstay:*

- Force-Grown Drones*
- Bound Clones*
- Vanguard Clones*

**A Mimetic Assassin cannot be your Warlord.**



## REGIMENTS

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

### FORCE-GROWN DRONES

80 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Force-Grown Drones	Infantry	Light	5	1	1	1	1	1	1	0	Shield, Support
<b>Draw Event:</b>		None	<b>Options:</b>								
<b>Number of Stands:</b>		3	<i>Additional Stand</i>		<i>25 points per Stand</i>						
<b>Models per Stand:</b>		4	<i>Pheromonic Node</i>		<i>25 points</i>						
			<i>(Standard Bearer + Leader)</i>								

Any Force-Grown Drone Regiment may also have ONE of the options presented below:

*Catabolic Node* 25 points

### STRYX

150 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Stryx	Infantry	Light	10	1	1	1	1	2	1	2	Fly, Feral Lethal Demise
<b>Draw Event:</b>		None	<b>Options:</b>								
<b>Number of Stands:</b>		3	<i>Additional Stand</i>		<i>50 points per Stand</i>						
<b>Models per Stand:</b>		4									

### VANGUARD CLONE INFILTRATORS

195 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Vanguard Clone Infiltrators	Infantry	Light	6	2	2	2	1	3	1	2	Fluid Formation, Vanguard Barrage 2 (18", Snap Fire, Deadly Shot)
<b>Draw Event:</b>		None	<b>Options:</b>								
<b>Number of Stands:</b>		3	<i>Additional Stand</i>		<i>65 points per Stand</i>						
<b>Models per Stand:</b>		4	<i>Leader</i>		<i>10 points</i>						

**PROWLERS****165 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Prowlers	Cavalry	Light	12	2	2	6	3	2	0	2	Fluid Formation, Feral

**Draw Event:** None**Options:****Number of Stands:** 3*Additional Stand**55 points per Stand***Models per Stand:** 1**BOUND CLONES****105 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Bound Clones	Infantry	Medium	5	1	2	1	1	2	2	1	Support, Shield

**Draw Event:** None**Options:****Number of Stands:** 3*Additional Stand**35 points per Stand***Models per Stand:** 4*Standard Bearer**15 points**Leader**10 points***Any Bound Clone Regiment may also have ONE of the options presented below:***Ward Preceptor* 45 points*Catabolic Node* 25 points*Assault Preceptor* 15 points**DESOLATION DRONES****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Desolation Drones	Infantry	Medium	5	2	1	1	1	2	1	0	Lethal Demise, Barrage 1 (20", Deadly Shot, Torrential Fire, Armor Piercing 1)

**Draw Event:** None**Options:****Number of Stands:** 3*Additional Stand**55 points per Stand***Models per Stand:** 4*Standard Bearer**10 points**Leader**10 points*



**MARKSMAN CLONES****165 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Marksmen Clones	Infantry	Medium	5	2	1	1	1	2	1	0	Barrage 2 (28", Arcing Fire)

**Draw Event:** None**Options:****Number of Stands:** 3*Additional Stand**55 points per Stand***Models per Stand:** 4*Standard Bearer**5 points**Leader**5 points***ONSLAUGHT DRONES****105 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Onslaught Drones	Infantry	Medium	5	1	2	1	1	2	2	0	Flurry

**Draw Event:** None**Options:****Number of Stands:** 3*Additional Stand**35 points per Stand***Models per Stand:** 4*Pheromonic Node**30 points**(Counts as Standard Bearer + Leader)***Any Onslaught Drone Regiment may also have ONE of the options presented below:***Catabolic Node**20 points***VANGUARD CLONES****165 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Vanguard Clones	Infantry	Medium	6	2	2	2	1	3	2	2	Shield

**Draw Event:** None**Options:****Number of Stands:** 3*Additional Stand**55 points per Stand***Models per Stand:** 4*Standard Bearer**10 points**Leader**15 points***Any Vanguard Clone Regiment may also have ONE of the options presented below:***Ward Preceptor**45 points**Assault Preceptor**25 points*

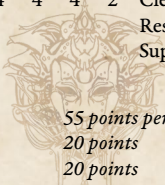
**AVATARA****165 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Avatara	Brute	Medium	7	2	2	4	4	4	4	2	Cleave 1, Resist Decay 1, Support

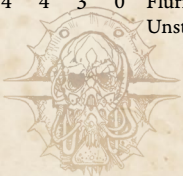
**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 1**Options:**

*Additional Stand*  
*Standard Bearer*  
*Leader*

*55 points per Stand*  
*20 points*  
*20 points*

**BRUTE DRONES****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Brute Drones	Brute	Medium	6	1	2	5	4	4	3	0	Flurry, Unstoppable

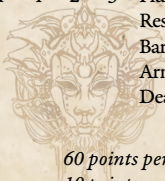
**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 1**Options:***Additional Stand**60 points per Stand***LEONINE AVATARA****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Leonine Avatara	Brute	Medium	10	3	2	4	4	4	2	3	Fluid Formation, Resist Decay 1 Barrage 1 (20", Armor Piercing 2, Deadly Shots)

**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 1**Options:**

*Additional Stand*  
*Standard Bearer*  
*Leader*

*60 points per Stand*  
*10 points*  
*10 points*





## PTERAPHONS

70 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Pteraphons	Brute	Medium	10	2	2	4	4	3	2	2	Cleave 1, Fluid Formation, Fly, Terrifying, Barrage 4 (28")

**Draw Event:** None

**Options:**

**Number of Stands:** 1 *Additional Stand* 70 points per Stand

**Models per Stand:** 1

**Any Pteraphon Regiment may also have ONE of the options presented below:**

*Assault Preceptor* 20 points

*Ward Preceptor* 20 points

## CENTAUR AVATARA

165 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Centaur Avatara	Cavalry	Heavy	8	2	3	5	5	4	4	1	Brutal Impact 2, Resist Decay 1

**Draw Event:** None

**Options:**

**Number of Stands:** 3 *Additional Stand* 55 points per Stand

**Models per Stand:** 1 *Standard Bearer* 20 points

*Leader* 10 points

## INCARNATE SENTINELS

195 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Incarnate Sentinels	Brute	Heavy	7	1	2	4	6	3	4	0	Cleave 2

**Draw Event:** None

**Options:**

**Number of Stands:** 3 *Additional Stand* 65 points per Stand

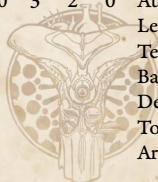
**Models per Stand:** 1 *Leader* 10 points

**ABOMINATION****145 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Abomination	Monster	Heavy	10	1	2	10	10	4	3	0	Cleave 1, Flurry, Terrifying,

**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**DESOLATION BEAST****130 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Desolation Beast	Monster	Heavy	7	2	1	4	10	3	2	0	Aura of Death, Lethal Demise, Terrifying, Barrage 12 (12", Deadly Shot, Torrential Fire, Armor Piercing 1)

**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**SIEGEBREAKER BEHEMOTH****175 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Siegebreaker Behemoth	Monster	Heavy	6	1	3	8	12	6	4	0	Smite, Brutal Impact 3, Cleave 3, Terrifying, Fearless

**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1



## COMMAND MODELS

*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.*

### **Assault Preceptor**

While the Assault Preceptor is alive, the Regiment has the Fury Draw Event.

### **Catabolic Node**

The first time the Regiment uses a Clash Action, roll 2D6. The Bio Bomb inflicts that number of hits on one enemy Regiment in contact with its Regiment. It also inflicts a number of hits on its own Regiment equal to the *highest* score

of the individual D6s rolled. Hits are always treated as if they have been inflicted from the front. Then remove the Catabolic Node model as a casualty and replace it with a spare Rank and File model.

### **Ward Preceptor**

While the Ward Preceptor is alive, the Regiment has the Bastion Draw Event.

## MUTATIONS

Each Character in your Army may have a single Mutation. Each Mutation may only be included in your Army once. Effects of Mutations are lost as soon as the Character is slain or leaves the Regiment.

### **Biotic Wellspring** 50 points

The Character has the Biotic *Renewal* Draw Event.

### **Heightened Reflexes** 35 points

The Character has +2 Evasion.

### **Cloned Redundancy** 30 points

Once per game, when this Character is slain, roll a D6. On a score of 4+, you may remove another friendly Character Stand with the Clonekind special rule from the Battlefield, and return this Character Stand to the Battlefield in its place with 1 Wound remaining. The Warlord is not considered to be Slain for Scenario and Objective purposes. Lineage Highborn may not select this ability.

### **Cascading Degeneration** 25 points

Whenever the Character's Regiment processes a *Decay* Draw Event of any kind, all enemy Regiments in base contact also possess the *Decay* (3) Draw Event.

### **Adaptive Evolution** 15 points

Whenever this Character's Command Card is drawn from the Command Stack, roll a D6. On a score of 4+ or more, you may increase its Clash, Volley, Discipline or Defence by +1 (to a maximum of 5).

### **Adaptive Senses** 15 points

Evasion Rolls cannot be taken against Hits caused by this Character.

### **Biotic Hive** 15 points

The Character has the *Barrage 4 (20", Deadly Shot)* special rule.

### **Command Pheromones** 15 points

The Character has +1 Resolve.

### **Venom** 15 points

The Character has the *Deadly Blades and Deadly Shots* special rule.

### **Adrenal Surge** 10 points

When this Character takes an Action, you may have it gain +2 Clash and +4 Attacks. If you do, remove the Character Stand as a casualty once the Action is complete.

### **Avatar Projection** 10 points

Pheromancer and Biomancer only. A Character with this Mutation changes his Troop Type to Brute. The character can thus legally join Brute Units and can gain access to new rules such as Impact Hits, etc.

### **Biomantic Plague Node** 10 points

Whenever a Wound is allocated to the Character, roll a D6. On a score of 3 or less, an enemy Regiment or Character Stand of your choice within 6" also has a Wound allocated to it. If there are no enemy Regiments or Character Stands within 6", this rule has no effect.

### **Sensory Augmentation** 10 points

When this Character's Command Card is drawn, you may draw and act with the next Command Card instead. If you do, place the Character's Command Card on top of the Command Stack once the Action is resolved. This Ability can only be activated once every Round.

### **Ablative Flesh** 5 points

The Character ignores the first Wound allocated to it in a Duel each turn.

### **Degenerative Aura** 10 points

Enemy Regiments in contact with the Character's Regiment have the *Decay 1* Draw Event.



## PEROMANCIES

*Manipulating aggression and instinct to alter the flow of battle.*

Pheromancies are treated exactly like Draw Events, with the following exceptions:

- Pheromancies are optional – you only need to use one if you decide to do so.
- Pheromancies must be entirely resolved before proceeding with any other Draw Events that might apply.

### **Accelerated Hibernation**

Draw your next Command Card. You may place it on the bottom of the Command Stack. If you do, that Regiment Heals D6 Wounds. The Character then takes its Action.

### **Induced Vigor**

Choose one: The Pheromancer's Regiment has the Fluid Formation special rule until the end of the Turn.

OR

The Regiment has +2 March until the end of the Turn. The Character then takes its Action.

### **Pheromantic Compulsion**

Look at your next three Command Cards. Choose one, and place it on the bottom of your Command Stack. Place the others on top of the Command Stack in any order. Draw your next Command Card. That Regiment acts immediately, but has the *Decay (4)* Draw Event until the end of the Turn.

The Character then takes its Action.

### **Pheromantic Drive**

Draw your next Command Card. That Regiment acts immediately and may take two Actions of the same type this Turn, but also has the Decay 3 (Decay 4 if it is a Brute Regiment, Decay 6 if it is a Monster Regiment) Draw Event until the end of the Turn.

The Character then takes its Action.

### **Siphon Strength**

Draw your next Command Card. You may place that card at the bottom of the Command Stack. If you do, all Stands in the Pheromancer's Regiment gain +1 Clash until the end of the Turn. Then, draw your next Command Card. You may place that card at the bottom of the Command Stack. If you do, all Stands in the Biomancer's Regiment gain +1 Evasion until end of the Turn.

If at any point you elect not to place a Command Card at the bottom of the Command Stack, but instead place it back on top of the Command Stack, then the Draw Event has no further effect.

## BIOMANCIES

*Manipulating matter and flesh to augment the Spires' clones.*

Biomancies are treated exactly like Draw Events, with the following exceptions:

- Biomancies are optional – you only need to use one if you decide to do so.
- Biomancies must be entirely resolved before proceeding with any other Draw Events that might apply.

### **Catalytic Rupture**

Draw your next Command Card. If you wish, you may have that Regiment suffer D6 Wounds. If you do, all enemy Regiments in contact with that Regiment also suffer D6 Wounds. That Regiment then acts.  
The Character then takes its Action.

### **Essence Transfer**

Target one friendly Regiment within 18". That Regiment suffers 2D6 Wounds. Draw your next Command Card. If that Regiment is of the same type, it regains 2D6 Wounds. Then, activate the Regiment whose Command Card you just drew.  
The Character then takes its Action.

### **Grant Virulence**

Draw your next Command Card. That Regiment has the Deadly Blades or Deadly Shot special rules until the end of the Turn. That Regiment then acts.  
The Character then takes its Action.

### **Harvest Essence**

Draw your next Command Card. That Regiment acts. For each Wound it inflicts with a Clash, or with Impact Hits, roll a D6. On a score of 4 or more, the Regiment regains a Wound. The Character then takes its Action.

### **Unstable Enhancement**

Draw your next Command Card. Until the end of the Turn, all Stands in that Regiment have +4 March, +2 Clash and +1 Volley. The Regiment then acts but has the Decay 3 (Decay 4 if it is a Brute Regiment, Decay 6 if it is a Monster Regiment) Draw Event.