

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 Stack. If their rules include such wording, ignore the rule.)

LINEAGE HIGHBORNE

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

PERHOMANCER

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

MASTERY OF FLESH

Instead of employing magic wielders, the Spires have evolved the art of flesh-crafting to new extremes. Biomancers and Pheromancers select a Retinue from this table instead of the Magic category:

Tier 1	Tier 2	Tier 3
The Character may as an Action Choose a friendly Character within 12" and roll 1 die. On an 1-2 heal 2 wounds from that Character, otherwise heal 1 wound instead. (5pts)	The Character gains Resist Decay (+1). (20pts)	May take an Additional Pheromancy/Biomancy. The Character may activate an additional Draw Event per turn. (30pts)

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

Retinue:

Tactical *Restricted*

Combat *Restricted*

Magic *Available*

Masteries: *Tactical, Arcane*

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:* *Brute Drones*
Vanguard Clone Infiltrators
Desolation Drones
Marksman Clones
*Pteraphon***Retinue:***Tactical* Available*Combat* Restricted*Magic* Not Available**Masteries:** *Tactical, Combat*

LINEAGE HIGHBORNE**120 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Lineage Highborne	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*

Retinue:*Tactical* Not Available*Combat* Not Available*Magic* Not Available**Masteries:** *Tactical, Combat*

PERHOMANCER**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

Retinue:

Tactical Restricted
Combat Not Available
Magic Available

Masteries: *Tactical, Arcane*

MIMETIC ASSASSIN**80 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Mimetic Assassin	Infantry	Light	8	2	4	6	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.**Retinue:**

Tactical *Restricted*
Combat *Restricted*
Magic *Not Available*

Masteries: *Combat*

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
Draw Event:		None	Options:								
Number of Stands:		3	<i>Additional Stand</i>			<i>25 points per Stand</i>					
Models per Stand:		4	<i>Catabolic Node</i>			<i>25 points</i>					
			<i>Pheromonic Node</i>			<i>25 points</i>					
			<i>(Standard Bearer + Leader)</i>								

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
Draw Event:		None	Options:								
Number of Stands:		3	<i>Additional Stand</i>			<i>50 points per Stand</i>					
Models per Stand:		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)
Draw Event:		None	Options:								
Number of Stands:		3	<i>Additional Stand</i>			<i>65 points per Stand</i>					
Models per Stand:		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**Options:****Number of Stands:** 3*Additional Stand**55 points per Stand***Models per Stand:** 1*Standard Bearer**20 points**Leader**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**Options:****Number of Stands:** 3*Additional Stand**60 points per Stand***Models per Stand:** 1*Standard Bearer**10 points**Leader**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, 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.

Pheromantic Override 60 points

(Lineage Highborn only)

Once per game, the Character Stand gains the following Draw Event in addition to any other: Choose a friendly Regiment within 6". That Regiment may immediately perform a free Clash, Volley or March Action.

Biotic Wellspring 50 points

(Pheromancer or Biomancer only)

The Character has the Biotic *Renewal* Draw Event.

Heightened Reflexes 35 points

(High Clone Executor or Mimetic Assassin only)

The Character has +2 Evasion.

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* (4) Draw Event (Decay 3 if it is a Brute Regiment, Decay 2 if it is a Monster Regiment).

Architect's Touch 20 points

(Biomancer or Pheromancer only)

The Character Stand and any Regiment it has joined reduce all Decay Draw Events inflicted upon them by -1 (e.g. Decay 3 becomes Decay 2).

Cloned Redundancy 20 points

(May not be taken by Lineage Highborn, or by a Character with the Avatar Projection Mutation)

Once per game, when this Character is slain, roll a D6. On a score of 4+, you may remove another friendly Character Stand from the Battlefield, and return this Character Stand to the Battlefield in its place with as many wounds as the character being removed had. If this Character is your Warlord, they are

not considered to be Slain for Scenario and Objective purposes.

Enhanced Reactions 20 points

The Character Stand may Re-roll 1 die every time they are required to make an Injury roll.

Redundant Biomantic Structure 20 points

The Character Stand gains +2 Wounds.

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, Resolve or Defence by +1 (to a maximum of 5).

Adaptive Senses 15 points

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

Biomantic Plague Node 15 points

(Biomancer or Pheromancer only)

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. On a roll of 1, all enemy Regiments and Character Stands within 6" suffer this effect.

Biotic Hive 15 points

(May not be taken by Lineage Highborn)

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

Burrowing Parasites 15 points

The Character Stand gains the *Barrage* (2) (30", *Armor Piercing* 1) Special Rule. If the Character Stand already has the *Barrage* Special Rule then its *Barrage* value is increased by 2. Furthermore, its *Armor Piercing* value increases +1.

Command Pheromones **15 points**
(Lineage Highborn or High Clone Executor only)

The Character has +1 Resolve.

Venom **15 points**
(Mimetic Assassin or Lineage Highborn only)

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

Adrenal Surge **10 points**
(May not be taken by Lineage Highborn)

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 or Biomancer only. May not be taken with the Cloned Redundancy Mutation.)

A Character with this Mutation changes his Troop Type to Brute and may no longer purchase a Retinue. The character can thus legally join Brute Units and can gain access to new rules such as Impact Hits, etc.

Sensory Augmentation **10 points**

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

Degenerative Aura **10 points**

Enemy Regiments in contact with the Character's Regiment have the *Decay* (3) Draw Event (Decay 2 if it is a Brute Regiment, Decay 1 if it is a Monster Regiment).

Ablative Flesh **5 points**

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



MASTERIES

In addition to selecting Masteries from the common list in page 194, you may also choose from the following:

TACTICAL

Attracting Pheromones **45 points**
(High Clone Executor Only)

The Character and any Regiment they have joined gains the Spearhead Special Rule.

COMBAT

Elder **25 points**
(Lineage Highborn Only)

The Character may purchase two additional Mutations.

Eagle Eye **10 points**

The Character may re-roll natural rolls of 6 when taking part in a Volley Action.

ARCANE

Fleshcarver **25 points**
(Biomancer Only)

When a friendly Regiment receives any healing effects caused by this character, they heal 1 extra wound.

Plaguelord **15 points**

Whenever an enemy Model is removed as a casualty by Decay effects caused by this Character or the Regiment they have joined, another wound is dealt to the enemy regiment (no saves allowed).

PHEROMANCIES

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 Pheromancer'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.