



The Spires Errata and FAQ

Spires Rules June 2021

Pheromancer Supremacy Ability, page 250

Replace their supremacy ability with this:

“Suppress Survival Instinct: While this Character is on the Battlefield, all Regiments in the Character’s Warband within 12” of the Character may re-roll failed Morale Tests. This Supremacy Ability is always considered to be Active.”

Biomancer Supremacy Ability, page 250

Replace their supremacy ability with this:

“Provoke Instability: For the remainder of the Turn when declaring a Clash Action with a friendly Regiment:

- If Infantry, increase that Regiment’s Attacks Characteristic by 1 and gain the Decay 4 Special Rule.
- If Cavalry/Brute, increase that Regiment’s Attacks Characteristic by 2 and gain the Decay 3 Special Rule.
- If Monster, increase that Regiment’s Attacks Characteristic by 4 and gain the Decay 6 Special Rule.”

Lineage Highborn Supremacy Ability, page 250

Replace their supremacy ability with this:

“Legacies of the Ark: When creating your Army list, select one Lineage Highborn or Mimetic Assassin Stand in your Army. That Character may select up to three Mutations for free instead of purchasing one.”

Mastery of Flesh, page 250

- Change Tier 1 to:
 - The Character gains the Resist Decay 1 Special Rule. (5pts)
- Change Tier 2 to:
 - The Biomancer/Pheromancer may use their unique Character Action (Mend Flesh/Pheromone Gland Burst respectively) twice. (25pts)
- Change the cost of Tier 3 to (35pts)

Spires Army List, page 250

ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

The Master's Touch

When creating your Army List, you may dedicate it to one of the three Spire sub-factions. If you do, select a Warlord Entry permitted by that Sub-Faction and gain the respective Master's Touch Ability.

The Sovereign Lineage: (Lineage Highborn or High Clone Executor only)

Superior Creations: When selecting a Regiment for the Warlord's Warband you may increase that Regiment's cost by 10 points per Stand. If you do, increase that Regiment's Clash characteristic by +1 (to a maximum of 3) and their Evasion characteristic by +1 (to a maximum of 2).

The Directorate: (Biomancer or High Clone Executor only):

Personalized Epigenetic Triggers: While the Warlord is on the Battlefield, all Regiments in your Army gain the Burnout Draw event. However, only one Regiment may Resolve the Burnout Draw Event each Turn, even if it was already part of their Army List entry.

The Under Spire: (Pheromancer only)

The Unnumbered Menagerie: While the Warlord is on the Battlefield, all Regiments in the Warlord's Warband gain the Regeneration 3 Special Rule. Infantry Regiments in the Warlord's Warband gain the Regeneration 4 Special Rule instead.

Faction Perks

If a Character selects 2 or more Retinue Tiers in Tactics, they may select a Tactic from the High Clone Executor's entry and pay its cost. A High Clone Executor may select an additional Tactic, and each Turn the High Clone Executor may resolve up to two Tactics.

Biomancer, page 251:

Add above their Options entry:

Mend Flesh: As a Character Action, Biomancers may select a friendly Regiment within 6" and Heal 2 Wounds to that Regiment.

Change the cost of their Biomancies:

- Unstable enhancement: 45pts
- Harvest Essence: 25 points
- Catalytic Rupture: 20pts
- Grand Virulence: 15pts
- Essence Transfer: 10pts

Pheromancer, page 254:

Add above their Options entry:

Pheromone Gland Burst: As a Character Action, Pheromancers may lose 1 Wound to select a friendly Regiment within 6". If the Pheromancer survives, that Regiment gains either +1 March or +1 Resolve until the start of the Pheromancer's next Activation.

Change the cost of their Pheromancies:

- Induced Vigor: 25pts
- Accelerated Hibernation: 35pts
- Pheromantic Compulsion: 25pts
- Pheromantic Drive: 35pts

Mimetic Assassin, page 255:

- Decrease Evasion to 2
- Remove Retinue options (The Assassin will not be able to purchase Retinue)

Force Grown Drones, page 256:

- Regiment Cost: 90pts
- Additional Stand: 30pts
- Pheromonic Node: 15pts
- Catabolic Node: 20pts

Vanguard Clone Infiltrators, page 256:

- Regiment Cost: 180pts
- Additional Stand: 60pts

Prowlers, page 257:

- Regiment Cost: 150pts
- Additional Stand: 50pts
- March 10

Bound Clones, page 257:

- Regiment Cost: 120pts
- Additional Stand: 40pts
- Catabolic Node: 20pts
- Ward Preceptor: 30pts

Desolation Drones, page 257:

- Regiment Cost: 150pts
- Additional Stand: 50pts

Marksmen Clones, page 258:

- Regiment Cost: 180pts
- Additional Stand: 60pts

Onslaught Drones, page 258

Change their Draw Events from “None” to “Burnout Draw Event”.

- Pheromonic Node: 20pts

Vanguard Clones, page 258:

- Ward Preceptor: 30pts
- Assault Preceptor: 20pts

Brute Drones, page 259:

- Regiment Cost: 165pts
- Additional Stand: 55pts

Leonine Avatara, page 259:

- Regiment Cost: 165pts
- Additional Stand: 55pts
- Increase Barrage to 3

Pteraphons, page 260:

Remove the option to gain Command Models

- Stand Cost: 75pts

Centaur Avatara, page 260:

- Regiment Cost: 165pts
- Additional Stand: 55pts
- Standard Bearer: 10pts

Incarnate Sentinels, page 260:

- Regiment Cost: 180pts
- Additional Stand: 60pts

Abomination, page 261:

- Stand Cost: 135pts

Desolation Beast, page 261:

- Stand Cost: 130pts
- Increase Barrage Range to 20"
- Increase Aura of Death to 2

Mutations, page 263

Delete the 1st sentence.

Add the following text to the end of the introductory paragraph: "Mutations are considered to be Character Upgrades for all game purposes. Mutations do not have a type (e.g. Weapons, Banners etc.) and therefore are not subjected to any restrictions when taking them.

Mutations, pages 263-264:

- Biotic Wellspring: 30pts.
- Heightened Reflexes:
 - The Character gains +1 Evasion (to a maximum of 3).
 - 25pts
- Cascading Degeneration:
 - Whenever the Character's Regiment has a Decay Special Rule of any value, all enemy Regiments in base contact also receive the Decay (2) Special Rule.
 - 30pts
- Architects Touch: 30pts
- Adaptive Evolution: 20pts
- Biotic Hive: 30pts
- Venom: 25pts
- Degenerative Aura:
 - Enemy Regiments in contact with the Character's Regiment have the Decay (1) Special Rule.
 - 30pts
- Add new Mutation:
 - Chameleonic Epidermis (Mimetic Assassin Only): Once per Turn, the Character may perform the Seek New Escort Action for free. This Seek New Escort Action ignores the limitation of either of the two Regiments being in engaged with an enemy Regiment. (40pts)

Masteries, page 264:

- Attractive Pheromones: 25pts
- Plaguelord: 40pts

Biomancies page 265

Add a third bulletin:

“Targets of Biomancies must be within 12” of any edge of the caster’s Stand, unless specified otherwise.”

Pheromancies page 266

Add a third bulletin:

“Targets of Pheromancies must be within 12” of any edge of the caster’s Stand, unless specified otherwise.”

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Plaguelord, page 264

Change the text to read: “Whenever an enemy Regiment in contact with this Character’s Regiment receives a Decay X Special Rule, increase the Decay X value by 1.”