CONQUEST
II
First Blood

SPIRES
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.

No two battles are the same. Deployment zones, objectives – even Army composition itself– can vary wildly. To represent this, we use a selection of Scenarios, each of which alters the form and scope of the battle. This rulebook includes four Scenarios, but you should feel free to invent your own!

ARMY LISTS

The force you bring to the Battlefield is chosen using an Army List. To help ensure you are playing a fair and balanced game, these Army Lists are chosen to equal points values.

Points Values

Every Model in a game of Conquest First Blood! has a points value, representing its overall worth and prowess on the Battlefield. Models 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 Model in your Army, plus those of any upgrades you have purchased for those Models. The higher the points values, the larger in terms of numbers and power the Army you have 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 about 800 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing stopping you from choosing a larger or smaller size for your confrontation, as long as you and your opponent agree. Indeed, smaller games of 300 or 400 points are an excellent way to learn the rules.

Building An Army

An Army consists of three types of entities: Character Regiments, Officers and Regular Regiments. Each one of those options is drawn from the Army List of each Factions' respective Army List. You must include one Character Regiment and any number of either Officers or Regular Regiments in your Army, subject to the following rules:

CHARACTER REGIMENTS

Every Army must include only one Character Regiment consisting of a Character Model(s) as described in the Character's section of your Faction's Army List Entry.
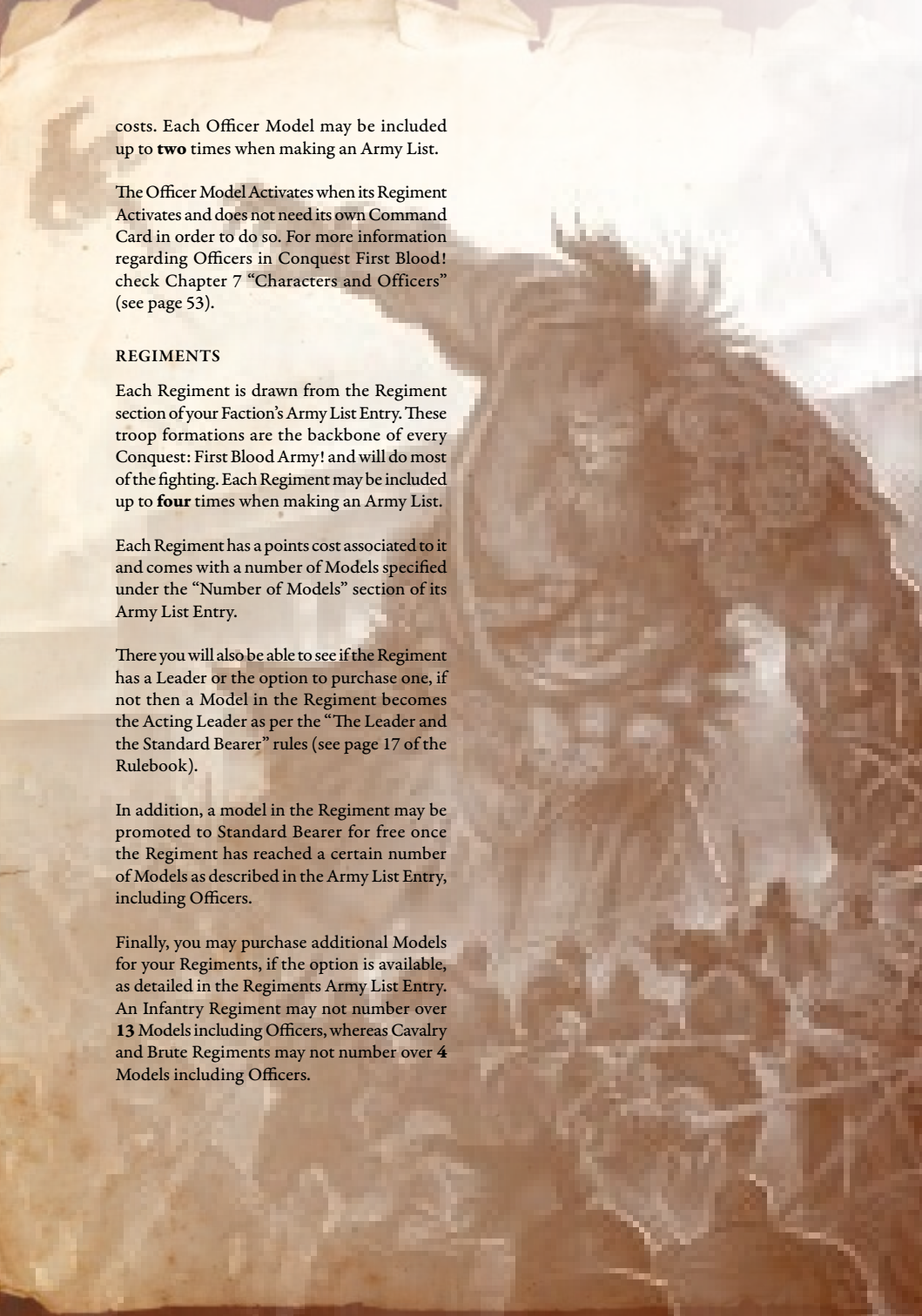
Most Infantry Character Regiments may purchase additional Retinue Models to add to the Character Regiment. These Retinue Models add to the prowess of a Character Regiment and confer unique abilities. You will find more information about Retinue Models under the "Retinues" section of each Army List.

OFFICER MODELS

Officers are upgrades to Regiments conferring unique abilities and add to the combat prowess of that Regiment and other Regiments around them as described in the Officer's section of your Faction's Army List Entry. In addition, Officers have their own Characteristics Profile and can make use of [**Command**] Abilities.

An Officer Model may be added to any Regiment that has access to it. You can see if a Regiment can take an Officer in the Regiment's Army List Entry as well as the Officers' respective point

costs. Each Officer Model may be included up to **two** times when making an Army List.

The Officer Model Activates when its Regiment Activates and does not need its own Command Card in order to do so. For more information regarding Officers in Conquest First Blood! check Chapter 7 "Characters and Officers" (see page 53).

REGIMENTS

Each Regiment is drawn from the Regiment section of your Faction's Army List Entry. These troop formations are the backbone of every Conquest: First Blood Army! and will do most of the fighting. Each Regiment may be included up to **four** times when making an Army List.

Each Regiment has a points cost associated to it and comes with a number of Models specified under the "Number of Models" section of its Army List Entry.

There you will also be able to see if the Regiment has a Leader or the option to purchase one, if not then a Model in the Regiment becomes the Acting Leader as per the "The Leader and the Standard Bearer" rules (see page 17 of the Rulebook).

In addition, a model in the Regiment may be promoted to Standard Bearer for free once the Regiment has reached a certain number of Models as described in the Army List Entry, including Officers.

Finally, you may purchase additional Models for your Regiments, if the option is available, as detailed in the Regiments Army List Entry. An Infantry Regiment may not number over **13** Models including Officers, whereas Cavalry and Brute Regiments may not number over **4** Models including Officers.

ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

PURITY OF PURPOSE

Models in this Army may have the Dronekind, Clonekind or Superior Creation Special Rules.

Dronekind: Models with this Special Rule are affected by rules and abilities that affect Models with the Dronekind Special rule.

Clonekind: Models with this Special Rule are affected by rules and abilities that affect Models with the Clonekind Special rule.

Superior Creation: Models with this Special Rule are affected by rules and abilities that affect Models with the Superior Creation Special rule.

MASTERS OF BEHAVIOUR AND FORM

Biomancer and Pheromancer Character Regiments in this Army each have access to Faction Specific Actions called "Biomancy" and "Pheromancy". The "Biomancy" Action may only be performed by Biomancer Character Regiments whereas the "Pheromancy" Action may only be performed by Pheromancer Character Regiments. The "Biomancy" and "Pheromancy" Actions may be used more than once during an Activation.

Biomancy (In-Combat And Out-of-Combat Action) When a Regiment performs a "Biomancy" Action, that Regiment chooses one Biomancy Ability available in its Army List Entry and resolves its effect.

Pheromancy (In-Combat And Out-of-Combat Action) When a Regiment performs a "Pheromancy" Action, that Regiment chooses one Pheromancy Ability available in its Army List Entry and resolves its effect.

THE PERFECT TOOL

This Army may include one Mimetic Assassin as an additional Character Regiment at its indicated points cost. The Mimetic Assassin cannot be the only Character Regiment in an Army and friendly Regiments cannot use its Resolve Characteristic to test Morale. Furthermore the Mimetic Assassin cannot be targeted by other Characters' [**Command**] Abilities and does not have access to a Retinue.
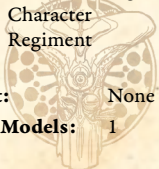
Characters

Biomancer											No Cost
Name	**Type**	**Class**	**M**	**V**	**C**	**A**	**W**	**R**	**D**	**E**	**CR**	**Special Rules**
Biomancer	Infantry Character Regiment	Light	5	2	2	2	5	4	1	2	7	None

Draw Event: None
Number of Models: 1

Twisted Genius: This Character Regiment may perform **three** Actions each Round rather than the usual **two.**

Sensory Receptors: Regiments with Standard Bearer Models always count as being within this Character Regiment's Commanding Presence.

Synaptic Communications: Infantry Regiments with the Clonekind Special Rule may promote a Standard Bearer at 6 Models instead.

Ulterior Motives: This Character Model does not become Provoked as a result of being the target of a Challenge! Action and does not suffer any negative effects for doing so.

Each Round the Biomancer may use one Command Ability:

Mend Flesh [Command]: Target Friendly Clonekind Regiment Heals 4 Wounds.

Rapid Revitalization [Command]: Target Friendly Infantry Dronekind Regiment Heals 6 Wounds.

Heightened Senses [Command]: Target Friendly Dronekind or Clonekind Regiment. When it is this Regiment's time to Activate the Regiment may choose to forgo it's Activation, place the Command Card at the bottom of your Command Stack and pass play to your Opponent. Target Friendly Regiment may Activate later in the Round as normal, It does not count as having Activated.

Biomancy Abilities:
- *Virulence*
- *Entropic Transfer*
- *Establish Perimeter*
- *Amplified Biogenics*

Mutations: May purchase a single Mutation at the indicated points cost.

Retinue:

Tactical	*Restricted*
Combat	*Not Available*
Mastery of Flesh	*Available*

PHEROMANCER   NO COST

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Pheromancer	Infantry Character Regiment	Light	5	2	2	2	5	4	1	2	7	None

Draw Event: None
Number of Models: 1

Twisted Genius: This Character Regiment may perform **three** Actions each Round rather than the usual **two.**

Still Enough There: Regiments with the Dronekind Special Rule, will always produce Casualty Tokens regardless of rules that would normally prohibit them from doing so.

Pheromantic Communications: Infantry Regiments with the Dronekind Special Rule may promote a Standard Bearer at 6 Models instead.

Ulterior Motives: This Character Model does not become Provoked as a result of being the target of a Challenge! Action and does not suffer any negative effects for doing so.

Each Round the Pheromancer may use one Command Ability:

Pheromone Burst [Command]: Target Friendly Infantry Regiment gains +2 March Characteristic and the Decay (3) Special Rule until the end of their next Activation, and may immediately perform a free out of sequence March Action. That Regiment does not count as having Activated as a result of this out of sequence March.

Catalytic Strength [Command]: Target Friendly Dronekind Regiment. All Models in the Target Regiment gain +1 Attack and the Regiment suffers the Decay (6) Special Rule until the end of its next Activation.

Pheromancy Abilities:
● *Pack Instincts*
● *Aggressive Compulsion*
● *Recuperate*
● *Territorial Instincts*

Mutations: May purchase one Mutation at the indicated points cost.

Retinue:

Tactical	*Restricted*
Combat	*Not Available*
Mastery of Flesh	*Available*

HIGH CLONE EXECUTOR   NO COST

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
High Clone Executor	Infantry Character Regiment	Medium	6	3	3	5	5	4	3	2	6	Cleave (1), Parry, Counter-Attack, Clonekind

Draw Event: None
Number of Models: 1

Flawless Form: This Character Model has an Engagement Range of 2.5". In addition, Enemy Models Attacking this Character Model cannot Re-Roll Hit Rolls.

Coordinated Assault: Before the game begins choose up to 2 Regiments with the Clonekind Special Rule in your Army and give them the Flank Special Rule for the duration of the game.

Attracting Pheromones (Combat or Out-of-Combat Action): When this Character Regiment is Wholly within range of an Objective it may spend an Action to "Mark" that Objective. Friendly Infantry Regiments with the Clonekind Special Rule count as two Models for the purposes of Seizing "Marked" Objectives. If this Character Model is removed as a Casualty the Objectives remain "Marked".

Each Round the High Clone Executor may use up to two different Command Abilities:

On my Orders [Command]: Target Friendly Infantry Regiment may immediately perform a free out of sequence March Action. That Regiment does not count as having Activated as a result of this out of sequence March.

Suppress [Command]: Target Friendly Regiment with the Clonekind Special Rule, all Models in that Regiment gain the Flurry Special Rule until the end of their next Activation.

Advanced Combat Tactics [Command]: Target Friendly Infantry Regiment with the Clonekind Special Rule may immediately perform a free out of sequence Combat Reform Action. That Regiment does not count as having Activated as a result of this out of sequence March.

Reclamation Directive [Command]: Target Friendly Infantry Regiment with the Clonekind Special Rule within range of an Objective gains the Terrifying (1) Special Rule until the end of the Regiment's next Activation.

Mutation: May purchase one Mutation at the indicated points cost.

Retinue:

Tactical	*Available*
Combat	*Available*
Mastery of Flesh	*Not Available*

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Lineage Highborne	Brute Character Regiment	Heavy	7	2	3	6	8	4	4	2	8	Cleave (1), Superior Creation, Impact (3)

Draw Event: None
Number of Models: 1

Long Reach: A Model with this Special Rule may always Attack Through other Models regardless of any Special Rules that would normally prohibit them from doing so. In addition, Models with this Special Rule have an Engagement range of 2.5".

Sovereign's Directive: During the Victory Phase of each Round score 1 additional VP if at least one Model with the Superior Creation Special Rule is within range of an Objective that you are Seizing and scored VPs for. In addition, Models with the Superior Creation Special Rules gain the Fearless (2) Special Rule.

Ulterior Motives: This Character Model does not become Provoked as a result of being the target of a Challenge! Action and does not suffer any negative effects for doing so.

Each Round the Lineage Highborne may use one Command Ability:

Pheromantic Override [Command]: Target Friendly Regiment can immediately perform a free out of sequence March Action. That Regiment does not count as having Activated as a result of this out of sequence March.

Self-Repairing Tissue [Command]: Target Friendly Regiment Heals 3 Wounds.

Superiority [Command]: Target Friendly Regiment with the Impact (X) Special Rule gains the Impact (+2) Special Rule until the end of its next Activation.

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

LINEAGE PRIDEBORNE

NO COST

Name	Type	Class	M	V	C	A	W	R	D	E	CR
Lineage Prideborne	Cavalry Character Regiment	Medium	7	3	3	6	8	4	4	2	8

Special Rules: Superior Creations, Barrage (3) (12", Armor Piercing (2), Deadly Shot) Impact (3), Sovereign's Directive, Ulterior Motives

Draw Event: None

Number of Models: 1

Unparalleled Hunters: Leonine Avatara and Centaur Avatara Regiments in this Army Regiments always count as if they are wholly within this Character Model's Command Range. Furthermore, Leonine Avatara and Centaur Avatara Regiment's in this Army gain the Flank Special Rule.

Marksmen Creation: Casualty Tokens generated as a result of Casualties inflicted from this Character Regiment are allocated to this Character Regiment instead. Casualty Tokens allocated this way are not removed from this Character Regiment during the "Remove Casualty Token" step. For each Casualty Token on it, the Character Model gains the Barrage (+1) Special Rule.

Graceful Hunters: If this Regiment performs a Volley Action as its second Action during its Activation, all Models in this Regiment may perform a free out-of-sequence March of up to 3". Models in this Regiment cannot enter into the Engagement Range of an Enemy Model as a result of this Special Rule.

Each Round the Lineage Highborne may use one Command Ability:

Pheromantic Override [Command]: Target Friendly Regiment can immediately perform a free out of sequence March Action. That Regiment does not count as having Activated as a result of this out of sequence March.

Self-Repairing Tissue [Command]: Target Friendly Regiment Heals 3 Wounds.

Superiority [Command]: Target Friendly Regiment with the Impact (X) Special Rule gains the Impact (+2) Special Rule until the end of its next Activation.

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

MIMETIC ASSASSIN   90 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Mimetic Assassin	Infantry Character Regiment	Light	7	2	4	6	5	3	0	3	5	Flurry, Quicksilver Strike, Fluid Formation, Clonekind

Draw Event: None
Number of Models 1

On a Mission: This Model does not count towards Seizing Objectives.

Unnatural Reflexes: Enemy Models Re-Roll successful Hit-Rolls against this Character Model during a Volley Action.

Chameleonic Epidermis: Enemy Models can only draw Line of Sight to this Character Model if it's within 12" of the Enemy Regiment's Leader.

Each Round the Mimetic Assassin may use one Command Ability:

False Hopes [Command]: Target Enemy non-Leader Infantry Model within 5" and within Line of Sight of the Mimetic Assassin, immediately Moves up to its March Characteristic directly towards this Character Model in an attempt to Engage it. This out-of-sequence Move may result in a Model ending its movement outside its Regiment Leader's Command Range. The Mimetic Assassin does not need to have the Target Regiment's Leader within Command Range in order to make use of this [Command] Ability.

Retracting Claws [Command]: This Character Model's Clash Attacks inflict two Wounds per failed Enemy Defense Roll until the end of its next Activation.

Leap [Command]: This Character Model repositions itself anywhere within 3" of its current location. Enemy Models and Engagement Ranges are ignored for the purposes of this move. The Mimetic Assassin may use this [Command] Ability to move directly upwards or downwards one floor. This Model's base cannot be overlapping with any other Model's base at the end of the movement.

Mutation: May purchase up to **two** Mutations at the indicated points cost.

BIOMANCIES AND PHEROMANCIES

When performing a Biomancy or Pheromancy Ability the Character Model requires Line of Sight to the Target Regiment it is affecting with that Ability.

BIOMANCY ABILITIES

Virulence: Target Friendly Dronekind or Clonekind Regiment within 10" of the Character Model. Target Regiment gains the Deadly Blades or Deadly Shot and suffers the Decay (6) Special Rule until the end of its next Activation.

Entropic Transfer: Target Friendly Regiment with the Decay (X) Special Rule and within 10" of the Character Model. Select one Enemy Regiment that is Engaging the Target Regiment, that Enemy Regiment suffers the Decay (X) Special Rule where the (X) value is equal to the Decay value of the Regiment it's Engaging until the end of its next Activation. The Character Model does not need to have Line of Sight to the Enemy Regiment.

Establish Perimeter: Target Friendly Clonekind Regiment in range of an Objective within 10" of the Character Model. Models in that Regiment count as **two** for the purposes of Seizing Objectives until the end of the Regiment's next Activation.

Amplified Biogenics: Target Friendly Regiment within Command Range of this Character Model. All Models in that Regiment increase one of the following Characteristics by +2 until the end of the Round: March, Clash, Volley, Resolve. In addition, the Target Regiment gains the Decay (6) Special Rule until the end of its next Activation.

PHEROMANCY ABILITIES

Pack Insticts: Target Friendly Infantry Dronekind Regiment within 10" of the Character Model. Target Regiment gains the Fluid Formation Special Rule until the end of its next Activation.

Aggressive Compulsion: Target Friendly Infantry Dronekind Regiment within 10" of the Character Model. Target Regiment may perform one additional free Clash Action and gains the Decay (6) Special Rule until the end of its next Activation.

Recuperate: Target Friendly Infantry Dronekind Regiment within 10" of the Character Model. Target Regiment Heals 4 Wounds. In addition, all Models in the Target Regiment gain +1 Resolve until the end of the Round.

Territorial Instincts: Target Friendly Dronekind Regiment in range of an Objective within 10" of the Character Model. Models in that Regiment count as two for the purposes of Seizing Objectives until the end of the Regiment's next Activation.

Officers

The Profiles listed below are for the Officer Models available in this Army List. Each Regiment entry will list which Officer(s) is available to the Regiment and the point cost required to add it to the Army List.

*A Regiment can never take more than one Officer, regardless of whether a Regiment has multiple listed as Officer Upgrades and no Officer can be selected more than **twice** per Army.*

Assault Preceptor

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Assault Preceptor	Infantry Officer	Medium	6	2	2	5	4	3	2	2	5	Flurry, Clonekind

Assault Directive: Models in this Regiment Re-Roll failed Hit-Rolls of "6" when performing a Clash Action.

Ward Preceptor

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Ward Preceptor	Infantry Officer	Medium	6	2	2	2	6	3	0	3	5	Clonekind

Defensive Directive: Enemy Models Engaged or Engaging this Officer Model must direct their Attacks towards the Ward Preceptor when performing a Clash Action.

Catabolic Node

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Catabolic Node	Infantry Officer	Medium	5	1	1	2	4	3	2	0	5	Dronekind, Lethal Demise

Self-Destruct (Combat or Out-of-Combat Action): This Regiment may spend an Action for the Officer Model to self-destruct. All Regiments within 5" of the Officer Model, receive 7 Hits with the Cleave (1) Special Rule. Remove the Officer Model from the Regiment as a Casualty. This Officer Model cannot be Restored as a result of Healing.

MUTATIONS

Adaptive Evolution   35 points
Each time this Character Model suffers Wounds, roll a die. On a 3 or less, you may increase this Character's Clash, Volley, Resolve or Defense by +1 (to a maximum of 5). These bonuses last until the end of the Battle. In addition, this Character Model gains the Lethal Demise Special Rule.

Biotic Hive   25 points
The Character Model gains the Barrage 4 (15", Deadly Shot) Special Rule.

Extended Pheromantic Signals   25 points
Regiments with an Officer Model count as if they are Wholly within this Character's Command Range.

Redundant Internal Structure   20 points
The Character Model gains +2 Wounds.

Insulated Synaptic Pathways   20 points
Models in this Character Regiment gain Counter Attack Special Rule.

Adaptive Senses   15 points
When this Character performs a Clash or Challenge! Action, the Target Regiment cannot use its Evasion Characteristic when performing its Defense Rolls.

Burrowing Parasites   15 points
The Character Model gains the Barrage 2 (15", Armour Piercing (1)) Special Rule. If the Character already has the Barrage X Special Rule, it gains Barrage +2 and gains the Armour Piercing (1) Special Rules instead.

Hyper-Responsive Optic Nerves   15 points
This Character Model gains the Flawless Strikes Special Rule.

Ablative Flesh   10 points
The Character Model gains the Oblivious Special Rule.

RETINUES

These options can be taken by any Infantry Character Regiment, unless stated otherwise as per the Retinues rules (see Conquest First Blood v2.0 Rulebook page 52).

Not every Character Regiment has access to all categories of Retinues. Those allowed will be clearly stated in the relevant entry in the Army List, with the indication of either "Available" or "Restricted." Character Regiments in this Army can select Retinue Models from the "Mastery of Flesh" Retinue category rather than the usual "Arcane". The Character Stand selects Retinue Models freely from any category it has Available, while they may only have up to 2 Retinue Models from Restricted categories. When purchasing a Retinue Model you may pick one of the available archetypes for each Retinue. It is possible that all Retinue Models in your Character Regiment belong to different archetypes. You can customize your Retinue as you see fit! Each Retinue Model uses its own Characteristic profile as seen below.

The March Characteristic and Class of Retinue Models are the same as the Character Model they are the Retinue of.

COMBAT RETINUE   25 POINTS PER MODEL

Name	M	V	C	A	W	R	D	E	Special Rules
Bodyguard	*	1	2	3	5	3	3	2	Hardened (1), Shield, Clonekind

Name	M	V	C	A	W	R	D	E	Special Rules
Duelist	*	1	3	5	3	3	2	2	Counter Attack, Parry, Clonekind

Name	M	V	C	A	W	R	D	E	Special Rules
Warrior	*	1	3	4	3	3	2	2	Cleave (1), Clonekind

Tier 1 (1 Model): No Ability.
Tier 2 (2 Models): No Ability.
Tier 3 (3 Models): The Character Regiment gains the Flurry Special Rule.

TACTICAL RETINUE   25 POINTS PER MODEL

Name	M	V	C	A	W	R	D	E	Special Rules
Advisor	*	1	2	2	2	2	2	0	Bravery, Clonekind

Tier 1 (1 Model): The Character Model gains +1 Command Range.
Tier 2 (2 Models): No effect.
Tier 3 (3 Models): The Character Model may perform one Additional [**Command**] Ability each Activation.

Mastery of Flesh

25 points per Model

Name	M	V	C	A	W	R	D	E	Special Rules
Assistant	*	1	2	2	2	2	1	2	Clonekind, Tenacious

Tier 1 (1 Model): No effect.

Tier 2 (2 Models): When this Character Regiment uses abilities that Heal, Heal one additional Wound.

Tier 3 (3 Models): This Character Regiment may perform one free "Biomancy" or "Pheromancy" per Activation. This Character Regiment cannot perform the same ability twice.

Regiments

Force-Grown Drones   70 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Force-Grown Drones	Infantry	Light	5	1	1	1	2	1	1	0	Shield, Support, Dronekind
Draw Event:		None									
Number of Models:		4 (Including Leader)									

Mass Produced: Force Grown Drone Regiments ignore the "Remove Casualty Tokens" step of their Activation each Round.

Options:

Additional Models	*15 points per Model*
Standard Bearer	*Free at a Regiment size of 12*

Any Force Grown Drone Regiment may include ONE of the Officers presented below:

Catabolic Node   30 points

Vanguard Clones   140 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Vanguard Clones	Infantry	Medium	6	1	2	2	2	3	2	2	Shield, Clonekind
Draw Event:		None									
Number of Models:		4 (Including Leader), Clonekind									

Options:

Additional Models	*30 points per Model*
Standard Bearer	*Free at a Regiment size of 8*

Any Vanguard Clone Regiment may include ONE of the Officers presented below:

Assault Preceptor	*30 points*
Ward Preceptor	*30 points*

Vanguard Clone Infiltrators

140 Points

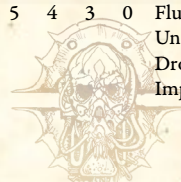| Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Vanguard Clone Infiltrators	Infantry	Medium	6	2	2	1	2	3	2	2	Barrage 2 (10", Deadly Shots), Clonekind

Draw Event: None
Number of Models: 4 (Including Leader)

Options:

Additional Models *30 point per Model*
Standard Bearer *Free at a Regiment size of 12*

Brute Drones

100 Points

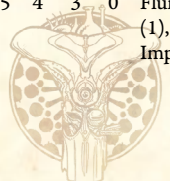| Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Brute Drones	Brute	Medium	6	1	2	5	5	4	3	0	Flurry, Unstoppable, Dronekind, Impact (3)

Draw Event: None
Number of Models: 3

Options:

Additional Models *80 points per Model*

Abomination

350 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Abomination	Monster	Heavy	8	1	2	10	15	4	3	0	Flurry, Cleave (1), Dronekind, Impact (5)

Draw Event: None
Number of Models: 1

STRYX   125 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Stryx	Infantry	Light	9	1	2	1	2	2	1	2	Fly, Lethal Demise, Dronekind

Draw Event: None
Number of Models: 4
Options:
Additional Models   25 points per Model
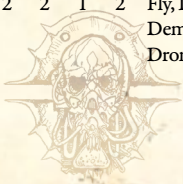
AVATARA   120 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Avatara	Brute	Medium	6	1	2	4	4	4	3	2	Cleave (1), Superior Creation, Impact (2)

Long Reach: A Model with this Special Rule may always Attack Through other Models regardless of any Special Rules that would normally prohibit them from doing so. In addition, Models with this Special Rule have an Engagement range of 2.5".

Draw Event: None
Number of Models: 1
Options:
Additional Models   90 points per Model
Leader   90 points
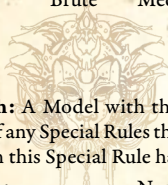
CENTAUR AVATARA   140 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Centaur Avatara	Cavalry	Heavy	8	1	2	5	5	4	3	1	Brutal Impact (2), Shield, Superior Creation, Impact (3)

Shock Assault: Casualties inflicted as a result of Impact Attacks by Models with this Special Rule do not generate Casualty Tokens.

Options:
Additional Models   100 points per Model
Leader   100 points
Standard Bearer   Free at a Regiment size of 3

Draw Event: None
Number of Models: 1

INCARNATE SENTINELS   140 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Incarnate Sentinels	Brute	Heavy	6	1	2	5	6	3	4	0	Cleave (2), Superior Creation, Impact (3)

Draw Event: None

Number of Models: 1

Overcoming the Limits of Flesh: Enemy Models cannot inflict Impact Attacks against a Model with this Special Rule. Furthermore, Casualties inflicted by Models with this Special Rule do not generate Casualty Tokens.

Options:

Additional Models   *110 points per Model*

ONSLAUGHT DRONES   125 POINTS

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

Draw Event: Burnout

Number of Models: 3

Options:

Additional Models   *25 points per Model*

Any Onslaught Drones Regiment may include ONE of the Officers presented below:

Catabolic Node   *30 points*

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	2	2	2	1	Shield, Support, Clonekind

Draw Event: None

Number of Models: 4 (Including Leader)

Options:

Additional Stand   *20 points per Model*
Standard Bearer   *Free at a Regiment size of 12*

Any Bound Clones Regiment may include ONE of the Officers presented below:

Catabolic Node   *30 points*
Assault Preceptor   *30 points*
Ward Preceptor   *30 points*

MARKSMAN CLONES   130 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Marksman Clones	Infantry	Light	5	2	1	1	2	2	1	0	Barrage 2 (15"), Clonekind

Draw Event: None

Number of Models: 4 (Including Leader)

Options:

Additional Models — 30 points per Model

Standard Bearer — Free at a Regiment size of 8

LEONINE AVATARA   160 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Leonine Avatara	Cavalry	Medium	6	3	2	4	5	4	3	2

Special Rules: Barrage (3) (12", Armor Piercing (2), Deadly Shot), Fluid Formation, Impact (2), Superior Creations

Draw Event: None

Number of Models: 1

Overcoming the Limits of Flesh: Enemy Models cannot inflict Impact Attacks against a Model with this Special Rule. Furthermore, Casualties inflicted by Models with this Special Rule do not generate Casualty Tokens.

Options:

Additional Models — 120 points per Model

SIEGEBREAKER BEHEMOTH   500 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Siegebreaker Behemoth	Monster	Heavyt	6	1	3	10	18	4	4	0	Brutal Impact (3), Smite, Terrifying (2), Impact (5)

Draw Event: None

Number of Models: 1

Long Reach: A Model with this Special Rule may always Attack Through other Models regardless of any Special Rules that would normally prohibit them from doing so. In addition, Models with this Special Rule have an Engagement range of 2.5".

Burrowing Monstrosity: At the end of this Regiment's Activation, if this Regiment is not Engaged and not Engaging any Enemy Models, this Regiment may perform a free out-of-sequence March of up to 3". This Regiment can enter into Engagement Range of an Enemy Model as a result of this Special Rule.

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

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