



Oderint Dum Metuant- “An Ode to the Silver Fishgnome	2000 / 2000
The Spires - The Directorate	

Warband 1

👑 Biomancer								1	170
M	V	C	A	W	R	D	E	Type	Infantry
6	2	2	2	4	3	1	2	Class	-
Draw Events			Biotic Renewal						
Special Rules			Mend Flesh						
Supremacy Abilities			Proximity Sensors						
Biomancies			Unstable Enhancement, Harvest Essence, Catalytic Rupture, Grant Virulence, Essence Transfer, Subdermal Keratin Induction, Adrenal Surge						
Options									
Mutations			Degenerative Aura						
Masteries			Master of Flesh						

Force-Grown Drones						Mainstay		6	180
M	V	C	A	W	R	D	E	Type	Infantry
5	1	1	3	4	1	1	0	Class	Light
Special Rules			Shield, Unstoppable, Purposefully Mindless, Support (2)						
Command Models			Standard Bearer						

Warband 2

High Clone Executor								1	160
M	V	C	A	W	R	D	E	Type	Infantry
6	3	3	5	4	4	2	1	Class	-
Special Rules			Flawless Strikes, Cleave (1), Barrage (6) [22", Arcing Fire, Deadly Shot]						
Options									

Mutations	Biotic Hive, Marksman Variant, Ablative Flesh
Tactics	Overtax Nervous System, Disperse
Masteries	Additional Neural Receptors

Vanguard Clones						Mainstay		3	150
M	V	C	A	W	R	D	E	Type	Infantry
6	0	2	6	4	3	2	2	Class	Medium
Special Rules			Shield, Vanguard						
Command Models			Leader						

Marksman Clones						Restricted		3	150
M	V	C	A	W	R	D	E	Type	Infantry
5	2	1	4	4	2	1	0	Class	Medium
Special Rules			Barrage (5) [22", Arcing Fire]						
Command Models			Leader						

Warband 3

Lineage Prideborne								1	120
M	V	C	A	W	R	D	E	Type	Cavalry
7	3	3	6	6	4	3	2	Class	-
Special Rules			Barrage (4) [14", Armor Piercing (2), Deadly Shot], Impact (3), Ruthless Sovereigns, Hunter-Killer Teams						

Leonine Avatara						Mainstay		3	180
M	V	C	A	W	R	D	E	Type	Cavalry
7	3	2	4	4	4	3	2	Class	Medium
Special Rules			Barrage (3) [14", Armor Piercing (2), Deadly Shot], Fluid Formation, Impact (2)						
Command Models			Leader						

Leonine Avatara						Mainstay		3	180
M	V	C	A	W	R	D	E	Type	Cavalry
7	3	2	4	4	4	3	2	Class	Medium
Special Rules			Barrage (3) [14", Armor Piercing (2), Deadly Shot], Fluid Formation, Impact (2)						
Command Models			Leader						

Centaur Avatara						Mainstay		3	200
M	V	C	A	W	R	D	E	Type	Cavalry
8	0	3	5	5	4	3	1	Class	Heavy
Special Rules			Brutal Impact (2), Impact (3), Shield, Flurry, Unstoppable						
Command Models			Leader						
Options									
Command Models			Standard Bearer						

Warband 4

Pheromancer								1	100
M	V	C	A	W	R	D	E	Type	Brute
7	2	3	4	4	3	1	2	Class	-
Pheromancies			Siphon Strength, Accelerated Hibernation, Pheromantic Drive, Induced Vigor, Pheromantic Compulsion						
Special Rules			Cleave (1), Impact (2)						
Options									
Mutations			Avatar Projection						

Stryx						Mainstay		3	120
M	V	C	A	W	R	D	E	Type	Infantry
10	1	2	4	4	1	1	2	Class	Light
Special Rules			Irregular, Fly, Lethal Demise						

Stryx						Mainstay		3	120
M	V	C	A	W	R	D	E	Type	Infantry
10	1	2	4	4	1	1	2	Class	Light
Special Rules			Irregular, Fly, Lethal Demise						

Brute Drones						Restricted		3	170
M	V	C	A	W	R	D	E	Type	Brute
6	0	2	5	5	4	3	0	Class	Medium
Special Rules			Oblivious, Impact (3), Unstoppable, Flurry						

Rules

Ablative Flesh

This Character Stand ignores the first Wound allocated to it in each Duel Action.

Accelerated Hibernation

Draw your next Command Card. If the Regiment is within 12" of the Character Stand, immediately place that card at the bottom of the Command Stack. This takes place at the end of the "Draw Command Card" step and before the "Resolve Draw Event" step is resolved. That Regiment Heals 4 Wounds. The Character Stand then proceeds with the rest of its Activation.

Additional Neural Receptors

The Character Stand may purchase up to two additional Mutations.

Adrenal Surge

Target Friendly Regiment within 12" loses its Broken status, as if it had used a Rally Action. The Target Regiment does not count as having been Activated as a result of this Biomancy.

Arcing Fire

Until the end of this Regiment's Activation, if the Regiment has the Aimed Shot Special Rule and is not currently occupying a piece of Garrison terrain, instead of performing a Volley Action as normal it may perform the following:

The Regiment suffers -1 to its Volley Characteristic until the end of the Regiment's Activation. Then the Regiment may select an Enemy Regiment in its front arc, within Barrage Range of at least one of its Stands and within Line of Sight of a Friendly Regiment and perform the Volley Action against it as if its Volley was a Clear Shot. Only Stands in the Regiment with this Special Rule may participate in this Volley Action. If all Stands in the Target Regiment are within a piece of Obscuring Terrain then the Barrage (X) Special Rule is halved as normal, if the Target Regiment does not have all its Stands within a piece of Obscuring Terrain then there are no penalties to the Barrage (X) Special Rule.

Armor Piercing X

When a Stand with this Special Rule performs a Volley or Spellcasting Action, any Hits caused by those attacks reduce the Target Regiment's Defense by X. E.g. A Stand with Armor Piercing (2) would reduce the Target's Defense by 2 during Defense Rolls from its Volley Action.

Avatar Projection

A Character Stand with this Mutation changes its Type to Brute, adds +1 to its Clash and March Characteristics, +2 to its Attack Characteristic and gains the Cleave (1) and Impact (2) Special Rules.

Barrage X

A Stand with this Special Rule contributes X Shots when its Regiment performs a Volley Action. The Range, as well as any Special Rules, are given in a second set of parentheses after the Barrage (X) Special Rule. E.g. Barrage (4) (24", Armor Piercing (1)) indicates that the Stand has a Barrage Special Rule with 4 Shots, a 24"

Range and the Armor Piercing (1) Special Rule. If a Stand has multiple Barrage (X) profiles, you must choose one of them to use.

Biotic Hive

This Character Stand gains the Barrage (+2) and Deadly Shot Special Rule. This Character Upgrade can only be applied to Character Stands that already have the Barrage Special Rule.

Biotic Renewal

Roll a D6. This Regiment Heals a number of Wounds equal to the result. If the Regiment affected is not Infantry, reduce the Healing value to D3.

Brutal Impact X

When a Stand with this Special Rule inflicts Impact Attacks, those Impact Attacks reduce the Target Enemy Regiment's Defense by X for the purposes of making Defense Rolls against those Impact Attacks.

Catalytic Rupture

Target Friendly Regiment within 12" of the Character Stand, that Regiment suffers D6 +1 Hits. All Enemy Regiments in contact with that Regiment also suffer the same number of Hits. Hits are treated as being inflicted from the Flank of the Regiment and cause Morale Tests as normal.

Cleave X

When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X for the purposes of making Defense Rolls against those Attacks.

Deadly Shot

When a Stand with this Special Rule performs a Volley Action, any failed Defense Roll of "6" rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

Degenerative Aura

The Regiment this Character Stand is currently attached to gains the Lethal Demise Special Rule and Enemy Regiments in contact with the Regiment cannot Heal.

Disperse

The Regiment this Character is currently attached to gains the Loose Formation Special Rule.

Essence Transfer

Draw your next Command Card. If the Regiment is within 12" of the Character Stand, exchange the Command Card at the bottom of the Command Stack with this Regiment's Command Card. That Regiment then acts. The Character Stand then proceeds with the rest of its Activation.

Flawless Strikes

When a Stand with this Special Rule performs a Clash or Duel Action, all Hit Rolls of "1" count the Target's Defense as 0 for that Attack. Additional Hits generated by other Special Rules do not benefit from this Special Rule.

Fluid Formation

This Regiment may perform a free additional Reform Action during its Activation. This free Reform Action must be performed before the Regiment takes its first Action, or at the end of its Activation after all other Actions have been resolved.

A Regiment with this Special Rule can draw Line of Sight from all Arcs, not just its Front, and may perform Volley Actions against Regiments in its flank or rear as well. Where this is the case, count the closest Rank or File of the Regiment as the first Rank.

Flurry

A Stand with this Special Rule Re-Rolls all failed Hit Rolls when performing a Clash or Duel Action.

Fly

A Regiment containing only Stands with this Special Rule can March and Charge over other Regiments, regardless of whether they are Engaged, as well as Impassable and Garrison Terrain, provided the Regiment does not end its Activation overlapping any Regiments or Impassable Terrain.

Grant Virulence

Target Friendly Regiment within 12" of the Character Stand, the Regiment gains the Deadly Blades or Deadly Shot Special Rule until the end of the Round. The Character Stand then proceeds with the rest of its Activation.

Harvest Essence

Target Friendly Regiment within 12" of the Character Stand that has not Activated this Round, the Regiment selects to suffer either a -1 to its Attack or -1 to its Defense Characteristic until the end of the Round. Then, the Regiment this Character Stand is currently attached to, adds +1 to that same selected Characteristic until the end of the Round.

Hunter-Killer Teams

While the Character Stand is on the Battlefield, when a Friendly Leonine Avatara Regiment performs a Volley Action against an Enemy Regiment, that Enemy Regiment becomes "Prey" until the end of the Round. When a Friendly Cavalry Regiment performs a successful Charge against a "Prey" Enemy Regiment, it gains the Impact (+2) Special Rule until the end of the Round.

Impact X

Stands with this Special Rule perform Impact Attacks equal to X where X is the value of the Impact (X) Special Rule.

Induced Vigor

Draw your next Command Card. If the Regiment is within 12" of the Character Stand, immediately place that card at the bottom of the Command Stack. This takes place at the end of the "Draw Command Card" step and before the "Resolve Draw Event" step is resolved. The Regiment gains the Tenacious Special Rule and Re-Rolls Morale tests of "6" until the end of the Round. The Character Stand then proceeds with the rest of its Activation.

Irregular

This Regiment does not affect Friendly and Enemy Reinforcement Lines. A Stand without this Special Rule may not join this Regiment.

Leader

A Command Stand containing a Leader adds +1 Attack to the Command Stand's Characteristic Profile. If the Command Stand has the Barrage (X) Special Rule, then it also increases the Command Stand's Barrage (X) value by +1.

Lethal Demise

For every failed Defense Roll this Regiment makes, the Enemy Regiment in contact that caused the Hits suffers one Hit for each Wound suffered by this Regiment. These Hits do not benefit from any other Special Rules and are resolved against the Enemy Regiment's front arc.

Marksman Variant

This Character Stand gains the Barrage (4) (22", Arcing Fire) Special Rule.

Master of Flesh

This Mastery may be purchased by more than one Character Stands. The Character Stand may perform two Character Actions per Activation. In addition, The Character Stand may resolve two Pheromancies or two Biomancies each Round.

Mend Flesh

Combat and Out-of-Combat Action: Target Friendly Regiment within 8" of this Character Stand Heals for two Wounds. A Regiment cannot Heal as a result of Mend Flesh more than once per Round.

Oblivious

Regiments with this Special Rule receive only 1 Wound for every 2 failed Morale Tests, rounding up. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Overtax Nervous System

The Regiment this Character is currently attached to gains the Double Time Draw Event.

Pheromantic Compulsion

Draw your next Command Card. If the Regiment is within 12" of the Character Stand, place that card at the bottom of the Command Stack. This takes place at the end of the "Draw Command Card" step and before the "Resolve Draw Event" step is resolved. The Regiment loses the Broken Status and gains the benefits of the Inspired Special Rule until the end of the Round. The Character Stand then proceeds with the rest of its Activation.

Pheromantic Drive

Draw your next Command Card. If that Command Card belongs to a Regiment within 12" of the Character Stand that has not Activated during this Round, Activate it. The Regiment Activates as if its Command Card was drawn from the Command Stack and may take two Actions of the same type this Round. Furthermore, it suffers the Decay (3) (Decay (4) if it is a Brute or Cavalry Regiment, Decay (6) if it is a Monster Regiment) Special Rule until the end of the Round. The Character Stand then proceeds with the rest of its Activation.

Proximity Sensors

Friendly Regiments in range of an Objective Zone count as if they are in range of Friendly Biomancers for the purposes of performing Biomancies. This Supremacy ability is always considered to be active.

Purposefully Mindless

While a Character Stand is attached to this Regiment, the Regiment always uses the highest Resolve Characteristic in the Regiment, including modifiers, even when Broken.

Ruthless Sovereigns

This Character Stand's Warband may not contain more than two Regiments of Leonine Avatara and no more than two Regiments of Centaur Avatara.

Shield

Stands in this Regiment, including Character Stands, count their Defense Characteristic as 1 point higher against all Hits originating from the Regiment's front Arc. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule. A Regiment cannot make use of this Special Rule when Occupying Garrison Terrain.

Siphon Strength

Draw your next Command Card. If the Regiment is within 12" of the Character Stand, immediately place that card at the bottom of the Command Stack. This takes place at the end of the "Draw Command Card" step and before the "Resolve Draw Event" step is resolved. The Regiment adds +1 to its Attacks Characteristic and gains the Dread Special Rule until the end of the Round. The Character Stand then proceeds with the rest of its Activation.

Standard Bearer

A Regiment with a Standard Bearer gains the Unstoppable Special Rule. In addition, the Standard Bearer adds +1" to the Regiment's and currently attached Character Stand's March Characteristic on the second March Action the Regiment performs during its Activation until the end of that March Action.

Subdermal Keratin Induction

Target Friendly Light Regiment within 12" changes its Class to Medium until the end of the Round. This Biomancy can only be performed once per Round regardless of the number of Biomancers in this Army.

Support X

This Regiment's Stands contribute X Supporting Attacks during a Clash Action instead of 1. While a Regiment is engaged by enemy Regiments in its Flank or Rear, they lose the Support X Special Rule.

The Directorate

Personalized Epigenetic Triggers: While this 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 Round. Regiments that already have the Burnout Draw Event as part of their Army List entry ignore this limitation.

In addition, all Biomancers in this Army have access to the following Biomancies:

Subdermal Keratin Induction

Target Friendly Light Regiment within 12" changes its Class to Medium until the end of the Round. This Biomancy can only be performed once per Round regardless of the number of Biomancers in this Army.

Adrenal Surge

Target Friendly Regiment within 12" loses its Broken status, as if it had used a Rally Action. The Target Regiment does not count as having been Activated as a result of this Biomancy

Unstable Enhancement

Draw your next Command Card. If the Regiment is within 12" of the Character Stand, it acts immediately and adds +2 to its March and +1 to its Clash and Volley Characteristics until the end of the Round. In addition, the Regiment suffers the Decay (3) (Decay (4) if it is a Brute or Cavalry Regiment), Decay (6) if it is a Monster Regiment) Special Rule until the end of the Round. The Character Stand then proceeds with the rest of its Activation.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Vanguard

When a Regiment with any number of Stands with this Special Rule enters the Battlefield from Reinforcements, it may perform a free additional March Action during this Activation. This free additional March can be performed to bring the Regiment onto the Battlefield. This Special Rule has no effect if there are any enemy Stands within 8" of where the Regiment arrives on the Battlefield.