



Rhys King City States M6XVW	2000 / 2000
The City States	

### Warband 1

<b>👑 Polemarch</b>								<b>1</b>	<b>140</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
6	1	3	7	4	4	3	0	<b>Class</b>	-
<b>Special Rules</b>			Battlefield Tactics, Flurry, Shield, Close the Gap!, Cleave (1)						
<b>Supremacy Abilities</b>			Army of Lions						
<b>Draw Events</b>			Aristia						
<b>Options</b>									
<b>Bestowed Relics</b>			Aristia, Atalanta's Spear						

<b>Agema</b>						<b>Mainstay</b>		<b>5</b>	<b>295</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
6	1	3	5	4	3	2	0	<b>Class</b>	Medium
<b>Special Rules</b>			Fluid Formation, Shield, Cleave (1)						
<b>Command Models</b>			Leader						
<b>Options</b>									
<b>Officers</b>			Andromachos						

<b>Talos</b>						<b>Restricted</b>		<b>1</b>	<b>260</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Monster
7	1	3	13	20	4	3	1	<b>Class</b>	Heavy
<b>Special Rules</b>			Blood of the Forge God, Cleave (1), Descendant of the Brazen Race, Flank, Fearless, Hardened (2), Impact (6), Shield, Terrifying (1)						
<b>Options</b>									
<b>Upgrades</b>			Mask of Eris						

### Warband 2

<b>Aristarch</b>								<b>1</b>	<b>165</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry

6	1	4	5	4	4	2	0	<b>Class</b>	-
<b>Special Rules</b>			Battlefield Orders, Shield, Close the Gap!						
<b>Draw Events</b>			Resist						
<b>Options</b>									
<b>Bestowed Relics</b>			Blades of Eakides, Inscription of Impact Resistance						
<b>Masteries</b>			Long Lineage						

<b>Hoplites</b>							<b>Mainstay</b>	<b>8</b>	<b>365</b>
<b>Hoplites (Regiment)</b>									
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	1	2	4	4	2	2	0	<b>Class</b>	Medium
<b>Special Rules</b>			Shield, Phalanx, Support (2), Relentless Blows						
<b>Command Models</b>			Leader						
<b>Minotaur Haspist (Auxiliary)</b>									
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
6	1	3	4	6	-	-	-	<b>Class</b>	Medium
<b>Special Rules</b>			Shield, Cleave (1), Brutal Impact (1), Impact (2), Relentless Blows						
<b>Options</b>									
<b>Officers</b>			Dorilates						
<b>Auxiliary Stands</b>			Minotaur Haspist Auxiliary						

<b>War Chariots (Flogobollon//Skorprios)</b>						<b>Restricted</b>	<b>2</b>	<b>260</b>	
<b>Flogobollon (Flogobollon)</b>									
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Chariot
7	2	2	6	10	3	3	0	<b>Class</b>	Medium
<b>Special Rules</b>			Barrage (7) [10", Armor Piercing (1), Torrential Fire], Hardened (1), Impact (3), Flank, Deadshots, Weapon Platform, Condensed Propellant						
<b>Draw Events</b>			Fire and Advance						
<b>Skorprios (Skorprios)</b>									
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Chariot
7	2	2	6	10	3	3	0	<b>Class</b>	Medium
<b>Special Rules</b>			Barrage (8) [16", Armor Piercing (1), Rapid Volley], Hardened (1), Impact (3), Flank, Deadshots, Weapon Platform, Exploit Flanks						
<b>Draw Events</b>			Fire and Advance						
<b>Options</b>									
<b>Chariot Variants</b>			Skorprios(2)						
War Chariots count as a single entry for Warband building purposes. A single War Chariot entry may contain up to a maximum of 3 chariots in any combination. Each chariot purchased acts as a separate Regiment and uses its own Command Card.									
Character Stands cannot be attached to this Regiment.									

### Warband 3

<b>Mechanist</b>								<b>1</b>	<b>135</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	2	2	4	4	3	2	1	<b>Class</b>	-
<b>Special Rules</b>			Priest (5), Close the Gap!						
<b>Spells</b>			Aggression Directive, Clockwork Parade, Iron Stride, Torque						
<b>Options</b>									
<b>Bestowed Relics</b>			Standard of Last Oration						

<b>Thorakites</b>						<b>Mainstay</b>	<b>3</b>	<b>120</b>	
<b>Thorakites (Regiment)</b>									
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
6	1	2	4	4	2	2	0	<b>Class</b>	Light
<b>Special Rules</b>			Shield, Fluid Formation						
<b>Command Models</b>			Leader						

<b>Inquisitors</b>						<b>Restricted</b>	<b>4</b>	<b>260</b>	
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Brute
7	0	2	6	5	5	2	2	<b>Class</b>	Medium
<b>Special Rules</b>			Flurry, Unstoppable, Impact (3), Cleave (1)						