



CITY STATES

Army List

ARMY LISTS

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

POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands 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 Stand in your Army, plus those of any upgrades you've purchased for those Stands. The higher the points value, the more lethal the Army you've 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 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of two types of entities: Character Stands and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one Character Stand to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each Character Stand in your Army (including the Warlord) must be accompanied by a Warband of Regiments. You'll normally have a choice of Regiments to choose from, but you must always include a Regiment of the same type – i.e. Infantry, Cavalry or Brute – as your Character Stand to ensure that they have a Regiment to join at the start of the battle.

Each Regiment is drawn from the Regiments section of the Army List. It will also, depending on the Character Stand it is chosen for, count as a Mainstay or a Restricted choice. Each Character Stand's Warband has a Regiment allowance of 4 Regiments. A Warband can include as many Mainstay choices as your Warband allowance allows. Restricted choices are more limited, as the name suggests. Each Warband can only include two Restricted choices from all the options presented. This can be two of the same Regiment, or two different Regiments from the list. As a further restriction, you must include one Mainstay choice for each Restricted choice in your Army. Therefore, a Warband that includes two Restricted choices will always have at least two Mainstay choices too. Note that a Regiment might be a Mainstay choice for one Character type, and a Restricted choice for another – check the Character's Army List entry to be sure.

OPTIONAL UPGRADES

Many Character Stands and Regiments have additional options that can be purchased for them, such as Abilities, Command Models, or even extra Stands (in the case of Regiments). If you purchase any of these upgrades, simply add the points cost to that of the Character Stand or Regiment for which the upgrade was purchased.

BATTLEFIELD ROLES

Regiments and [**CHARACTER**] Stands in your Army have special descriptors called Battlefield Roles. These are supertypes that are used to identify a game entity as part of a broader category going beyond Type or Class.

These supertypes appear in the Battlefield Roles section of each game entity's Army List Entry and can be found within brackets. E.g. [**TITAN**] for Nords and City States.

Often abilities or Special Rules may refer to these Battlefield Roles for targetting purposes. If for example all [**EXALTED**] regiments are affected by a Supremacy Ability then all Regiments with that supertype will be affected regardless of Type or Class. A [**CHARACTER**]'s Battlefield Role **is not** applied to the Regiment they are currently attached to.

Finally, it is possible to refine targeting restrictions further. For example a Nord ability could target only Infantry [**EXALTED**] Regiments leaving the giants (who are Monsters) out.

SPECIAL RULES AND SUPREMACY ABILITIES

Certain rules like those acquired through the purchasing of Masteries, Character Upgrades and Supremacy Abilities may provide unique abilities that extend beyond merely providing Characteristic upgrades to [**CHARACTER**] or Regiments and instead benefit an entire Warband or even the entire Army.

This raises the question of whether these abilities are "always active", "activated" or only applicable when the Character Stand or Regiment is on the Battlefield.

For this reason rules like this are followed by identifiers that allow the Player to easily recognize when these rules are applied. The identifiers are the following:

Always Active: This Ability is always considered to be active regardless of whether the [**CHARACTER**] or Regiment is currently on the Battlefield, in Reinforcements or having been destroyed.

Activated: This Ability can only be used once per Battle and requires the [**CHARACTER**] or Regiment to currently be on the Battlefield. Once Activated the effects last until the end of the Round regardless if the [**CHARACTER**] or Regiment has been removed from the Battlefield in the meantime.

Battlefield: This Ability is considered to be active while the [**CHARACTER**] or Regiment is currently on the Battlefield.

ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

AUXILIARY STANDS

The forces of the City States don't limit themselves to the same restrictions that other factions array their forces in. The militaries of the Cities train their armies to work in unison, where phalanxes of Hoplites are sometimes led to battle by the bulk of a Minotaur draped in the same armor.

Certain Regiments in this Army are able to take specialized additional Stands, known as Auxiliary Stands at their indicated points cost. Auxiliary Stands are part of the Regiment they belong to.

Auxiliary Stands use the following rules:

1) Auxiliary Stands have their own Characteristics Profile. However, they inherit the **March, Defense, Resolve, Evasion, Class and Type Characteristics** of their Regiment. An Auxiliary Stand still uses its own Wounds Characteristic and may be allocated Wounds just as a normal Stand in a Regiment would.

2) When a Regiment with an Auxiliary Stand performs a Clash, Volley or Charge Action, roll the Attacks from the Auxiliary Stand separately and use the Characteristic profile from the Auxiliary Stand, including all of its Special Rules. Even though these Attacks are rolled separately, they are still inflicted simultaneously with the attached Regiment's Attacks.

3) An Auxiliary Stand must always be placed in the front Rank of the Regiment it is attached to and cannot be Restored back once it has been destroyed.

Example: *A Regiment of Hoplites are joined by a Minotaur Hoplite. The Minotaur Haspist is added to the front Rank of the Hoplites Regiment. The Minotaur Haspist retains all of its own Special Rules and abilities and uses its own profile when the Regiment performs its Actions.*

Minotaur Haspist Auxiliary

M	V	C	A	W	R	D	E
*	1	3	4	6	*	*	*

Draw Events: None

Special Rules: Brutal Impact (1), Cleave (1), Impact (2), Shield

Minotaur Thyrean Auxiliary

M	V	C	A	W	R	D	E
*	1	3	5	7	*	*	*

Draw Events: None

Special Rules: Brutal Impact (1), Cleave (3), Impact (3), Linebreaker

Sacred Band Veterans Auxiliary

M	V	C	A	W	R	D	E
*	1	3	5	5	*	*	*

Draw Events: None

Special Rules: Cleave (2)

Sacred Warriors: Friendly Sacred Band Regiments within 12" may select this Regiment as the Target of their Spells despite them having a Range of "Self".

STRATEGIC STACK

The armies of the City States are able to perform incredible acts of tactical fluidity during the course of a battle. This is shown with their unique access to a secondary Command Stack, called the "Strategic Stack" that is arranged beside your Command Stack.

Once per Round, when drawing a Regiment's - but not a [**CHARACTER**]'s - Command Card during the "Draw Command Card" phase, but before revealing it to your opponent, instead of Activating the Command Card you have drawn, you may instead place that Command Card into your Strategic Stack face down and pass the turn to your Opponent.

During any of your "Draw Command Card" phase, as long as there is a Command Card in your Strategic Stack, you may Draw and Activate a Command Card from the Strategic Stack instead of your Command Stack. Should you Activate a Card from your Command Stack, then when the Regiment completes its Activation, after the "Deactivate Regiment" step, if there is a Command Card in your Strategic Stack, you may opt to immediately draw and Activate it.

A Regiment activated from the Strategic Stack immediately gains the Inspired Special Rule and Always counts as under its effects until the end of the Round.

If at the beginning of the "Draw Command Card" step there are no Command Cards remaining in your Command Stack, and you have a Command Card in your Strategic Stack, you must draw the Command Card from your Strategic Stack.

DIRECT ORDERS

When a Regiment is Activated as part of an Entourage Activation - it counts as having been Activated from the Strategic Stack.

SUPREMACY ABILITIES

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

MECHANIST

Carrier of the Godflesh [Battlefield]: When placing a Command Card in your Strategic Stack, reveal it to your Opponent first and then select a Regiment currently on the Battlefield the Command Card could Activate. Until the end of the Round that Regiment gains the Hardened (+1) (to a maximum of 2) Special Rule.

POLEMARCH

Army of Lions [Always Active]: The Regiment this Character Stand is currently attached to, including any Auxiliary Stand and the Character Stand itself, adds +1 to its Clash Characteristic (to a maximum of 4) and gains the Tenacious (1) Special Rule. In addition, Friendly Infantry Regiments currently within 10" of the Warlord may Re-Roll failed unmodified Morale Rolls of "6".

[Battlefield]: Once per game before Players Roll for Priority reveal the top Card of your Command Stack. If that Command Card is a Polemarch the Player may choose to automatically win this Rounds Priority Roll.

ARISTARCH

Infantry Tactics [Always Active]: Once per game, at the beginning of a Round's Reinforcement Phase the Player may decide to Re-Roll all failed Reinforcement Rolls made during that Reinforcement Phase.

[Activated Part of the Ability]: Until the end of the Round, the Battlefield Order the Aristarch has selected affects all Friendly non-Monster Regiments on the Battlefield.

IPPARCHOS

Hammer and Anvil [Always Active]: When a Friendly Cavalry or Chariot Regiments in this Army Engages an Enemy Regiment in its Flank or Rear, the Friendly Cavalry or Chariot Regiment gains the Impact (+2) and Terrifying (1) Special Rule. In addition, Enemy Regiments Engaged by Friendly Cavalry or Chariot Regiments in their Flank or Rear do not count toward Seizing Objective Zones.

PROMETHEAN ORACLE

Bringing Back the Children of Fire [Always Active]: Friendly [TITAN] Regiments gain the Priest (+3) Special Rule. In addition, when a Friendly [TITAN] Regiment Activates from the Strategic Stack, that Regiment counts as 6 Stands for the purposes of Seizing Objective Zones until the end of the Round.



CHARACTERS

You may include any number of Character Stands, but at least one Character Stand must be included as your Warlord.

EIDOLON

110 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Eidolon	Brute Character Stand	-	-	1	3	4	6	4	3	2

Special Rules: Combat Directives, Hardened (1), Impact (2)

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Combat Directives: At the end of each Round's Supremacy Phase but before players Activate their first Regiment, this Character Stand selects a Combat Directive that will last until the end of the Round. The Character Stand may select a new Combat Directive at the end of each Supremacy Phase.

1) **Greetings to a Fellow General:** This Character Stand adds +5 to its Attacks Characteristic but suffers a -1 penalty to its Evasion Characteristic.

2) **Secure the Breach:** The Regiment this Character Stand is currently attached to gains the Parry Special Rule.

3) **Precision Armament:** This Character Stand gains the Cleave (+3) Special Rule.

Dark Hand of the Scholae: At the beginning of this Character Stand's Activation before resolving any Draw Events, select one Enemy Regiment currently on the Battlefield regardless of Line of Sight. That Enemy Regiment counts as "Hunted" for the duration of the game. This Character Stand cannot select a new Enemy Regiment to count as "Hunted" until the previous one has been destroyed. Friendly Inquisitors Regiments currently in contact with a "Hunted" Enemy Regiment gain the Terrifying (2) Special Rule.

Options:

This Character Stand may be attached to an Infantry Regiment even though it is a Brute Character Stand. Furthermore, the Eidolon's Size is ignored for the purposes of Line of Sight.

This Character cannot be the Warlord.

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

Warband:

This Character Stand's Warband may not contain more than **three** Regiments of Inquisitors.

Mainstay:

Thorakites
Hoplites
Clockwork Hoplites
Inquisitors

Restricted:

Minotaur Haspists
Promethean
Hephaestian

MECHANIST**80 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Mechanist	Infantry	-	-	2	2	4	4	3	2	1
	Character									
	Stand									

Special Rules: Priest (5)**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1

Close the Gap!: The Regiment this Character Stand is currently attached to gains the Unstoppable Special Rule.

Options:

Modifications: May purchase a single Modification or Bestowed Relic at the indicated points cost.

Spells: The Mechanist knows all of the following Spells at no additional point cost

Aggression Directive

Clockwork Parade

Iron Stride

Torque

Warband:*Mainstay:**Thorakites**Hoplites**Clockwork Hoplites**Restricted:**Inquisitors**Minotaur Haspists**Promethean**Hephaestian**Talos***Masteries:***None*

POLEMARCH

90 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Polemarch	Infantry Character Stand	-	-	1	3	6	4	4	3	0

Special Rules: Flurry, Shield

Draw Event:

Number of Stands: 1

Models per Stand: 1

Close the Gap!: The Regiment this Character Stand is currently attached to gains the Unstoppable Special Rule.

Battlefield Tactics: At the beginning of this Character Stand's Activation select one of the following Battlefield Tactics. Until the end of the Round, target Friendly Infantry Regiment currently within 12" of this Character Stand gains these effects. A Regiment may only be affected by a single Battlefield Tactic or Battlefield Order. Should a Regiment receive a Battlefield Tactic or Battlefield Order while already under the effects of another, the current one ceases and is replaced.

1) Fight in the Shade: Enemy Regiments performing a Volley Action against this Regiment, Re-Roll successful Hit Rolls of "1" until the end of the Round.

2) Come and Get It: The Regiment the Character Stand is currently attached to gain the Unyielding Special Rule until the end of the Round.

Options:

Bestowed Relics: May purchase up to **two** Bestowed Relics at the indicated points costs.

Warband:

Mainstay:

Thorakites
Hoplites
Phalangites
Agema
Minotaur Haspists

Restricted:

Sacred Band
Hephaestian
Minotaur Thyrean
Selinoi
Satyroi
Talos

Masteries:

Combat

ARISTARCH**90 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Aristarch	Infantry Character Stand	-	-	1	3	6	4	4	2	0

Special Rules: Shield**Draw Event:****Number of Stands:** 1**Models per Stand:** 1

Close the Gap!: The Regiment this Character Stand is currently attached to gains the Unstoppable Special Rule.

Battlefield Orders: At the beginning of this Character Stand's Activation select one of the following Battlefield Orders. Until the end of the Round, target Friendly Infantry Regiment currently within 12" of this Character Stand gains these effects A Regiment may only be affected by a single Battlefield Order or Battlefield Tactic. Should a Regiment receive a Battlefield Order or Battlefield Tactic while already under the effects of another, the current one ceases and is replaced.

1) Arms of Steel: The Regiment the Character Stand is currently attached to gain the Untouchable Special Rule.

2) Hearts of Iron: The Regiment the Character Stand is currently attached to gain the Bravery Special Rule.

Options:

Bestowed Relic: May purchase one Bestowed Relic at the indicated points cost.

Warband:*Mainstay:**Thorakites
Hoplites
Phalangites
Selinoi**Restricted:**Satyroi
Companion Cavalry
Minotaur Thyrean
Agema
War Chariots
Promethean
Talos***Masteries:***Tactical*

IPPARCHOS**100 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Ipparchos	Cavalry Character Stand	-	-	0	3	6	5	3	4	1

Special Rules: Brutal Impact (1), Cleave (1), Impact (4), Dread

Number of Stands: 1

Models per Stand: 1

Options:

Bestowed Relic: May purchase **one** Bestowed Relic at the indicated points cost.

Close the Gap!: The Regiment this Character Stand is currently attached to gains the Unstoppable Special Rule.

Warband:

Mainstay:

Thorakites

Hoplites

Companion Cavalry

Restricted:

Sacred Band

War Chariots

Masteries:

Tactical, Combat

PROMETHEAN ORACLE

260 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Monster	Heavy	7	2	3	12	20	4	3	2	Bringing Back the Children of Fire

SPECIAL RULES Cleave (2), Fearless, Hardened (1), Impact (6), Tenacious (1), Terrifying (1)

Seizing a New Future: All Friendly [TITAN] Regiments in the Army gain the Fearless Special Rule while within range of an Objective Zone. In addition, Friendly [TITAN] Regiments ignore the effects of Special Rules or Abilities that would have them count as less Stands for the purposes of Seizing Objective Zones or none at all while currently in contact with an Enemy Regiment.

Ancient Tactician: Friendly [TITAN] Regiments Charging through a piece of Hindering Terrain, can benefit from the Inspired Special Rule.

Lord of Titans: A Promethean Oracle is considered to be a Regiment by itself in addition to it also being a Character Stand and therefore uses all the relevant Regiment rules as if it was a Monster Regiment. A Promethean Oracle Activates as if it was a Regiment, performs two Actions per Activation and has access to all Out-of-Combat and Combat Actions a Regiment has.

In addition, the Promethean Oracle may also use a Duel Action. The Promethean Oracle may not join another Regiment and does not need to include a Monster Regiment in its Warband to enter the Battlefield. **The Promethean Oracle must include at least one other Regiment in its Warband.**

This Stand counts as 6 for the purposes of Seizing Objective Zones.

CHARACTER

- This Character Stand is comprised of 1 Monster Stand with 1 Model on it.

Battlefield Role: [CHARACTER], [TITAN]

CHARACTER UPGRADES

The Promethean Oracle must select one of the following weapon options at no additional cost:

- **Skorge (Axe):** This Regiment gains the Cleave (+1) Special Rule. In addition, if it inflicts at least one Wound on an Objective Marker, that Objective Marker is immediately destroyed.
- **Dori (Spear):** This Character Stand gains the Unyielding Special Rule.

A Promethean Oracle cannot purchase any Bestowed Relics or Masteries.

WARBAND

The Promethean Oracle can only have up to two Regiments in its Warband

Mainstay: Promethean *Restricted:* *Hephaestian*
 Talos

CHARACTERS AND CHARACTER UPGRADES

Magical Items and Heraldry are an important part of a Faction's culture and history. Each Faction has access to a list of Character Upgrades as described in their Army List. Unless noted otherwise, each entry may only be selected once in your Army List, and it does not have to be visually represented on the Character Stand. Each Character Upgrade confers abilities or attributes to the Character Stand, and their bonuses are lost as soon as the Character Stand is removed from the game for any reason

Unless otherwise specified, the following restrictions apply for City State Character Stands:

- Only Infantry Character Stands may purchase a Banner Character Upgrade.
- Only the Eidolon and Mechanist may purchase Character Upgrades from the Modifications category.
- If a Character Stand can have more than one Character Upgrade, they must purchase upgrades from different categories.

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BESTOWED RELICS

BANNERS

Standard of Last Oration

45 points

Offered to those burdened with the most vital (and often most dangerous) objectives in battle, the Last Oration ensures that, even if all fall and their bodies cannot be recovered, they are appropriately honored. While symbols, materials and other details differ from City to City, they are all inscribed with one phrase: "Oh Stranger, go tell the City's people that here we lie, true to their mandates."

If this Regiment is destroyed while in range of an Objective Zone, if that Objective Zone can be Seized, the controlling Player counts as Seizing it during the Victory Phase of that Round.

[**Activated Part of the Ability**]: This ability may be Activated at the end of the Round's Supremacy Phase. Until the end of the Round, while the Regiment this [**CHARACTER**] is currently attached to is within range of an Objective Zone it Re-Rolls failed Defence Rolls.

Aristia

20 points

When a regiment contains a victor of the Aristia Contest it retains the right to set this ribbon upon their colors, inspiring the men who fight beneath it to greater heights, a tradition dating to the first winner of the Areistia, Matthios the Tall. The Character Stand gains the following Draw Event:

Aristia: Target Friendly non-Monster Regiment within 8" treats its total Charge Distance as its March value +5" until the end of the Round. This effect supersedes the limit set by the Phalanx Special Rule.

Primodynamic Globe

10 points

'...unlike the clumsy attempts of our near-primitive cousins, which are as unsophisticated as they are fragile, this artifact actually enhances the imbalance of incoming spells. As we know from the Second Primodynamic Law, the further away from balance one strays and into Entropia, the closer to absolute disorder – and therefore inexistence – one ventures. Affix this unto the City's standard's and, as the enemy practitioners fail to control their own magic, watch how it explodes in spectacular – if harmless – fireworks around them.'

All Friendly Regiment's within 8" of this

Character Stand count as having the Wizard (1) Special Rule for the purpose of Enemy Interference.

ARMORS

Chrysaor's Helmet

35 points

It is said that Chrysaor was born to Gorgo, one of Plato's first experiments to forge deities, and that his golden helmet was a true depiction of his snake-haired mother. Such was the craftsmanship and detail of the helmet, in fact, that her alleged power to turn people to stone echoed through its visage, spreading fear to any who gazed upon the jade eyes of its gilded snakes.

Enemy Stands in contact with this Character Stand lose the Inspired Special Rule. In addition, Enemy Character Stands participating in a Duel against this Character Stand lose the Quicksilver Strike and Flurry Special Rules until the end of the Round.

Living Breastplate

20 points

Terribly misnamed due to the random discoloration they present with movement, these breastplates were the unexpected result of attempts to create self-repairing armors. While the experiment never achieved its original goal, it was nevertheless considered a scientific success, if an expensive one. It discovered that the phlogiston, when infused into an alloy of gold and copper, will gather at a point of impact, locally and momentarily strengthening the metal.

The Character Stand Re-Rolls failed Defense Rolls when participating in a Duel Action.

WEAPONS

Blades of Eakides

40 points

Few can claim fame equal to the legendary Eakides, nor near as many epics written about their exploits. Depicted often as unkillable in battle, whose life was stolen by a treachery and arrows, the historical Eakides was master of all weapons, with a unique fighting style. While none have managed to replicate his mastery since, carrying any one of his weapons in battle seem to make one echo his prowess.

This Character Stand adds +1 to its Clash

Characteristic and suffers -1 to its Attacks Characteristic. In addition, this Character Stand gains the Cleave (4) Special Rule.

Atalanta's Spear

30 points

Aim well with a thrust and you will see slashes for what they are: distractions for amateurs.

In the 'Minoad', Atalanta's words were mocked and challenged, as was her place among the champions who answered Mino's call to undertake his fabled Tasks. When she fell the ironhide Talian Boar with one thrust, however, few dared challenge her claims ever again.

This Character Stand gains +1 Attack Characteristic and the Cleave (1) Special Rule.

Featherblade

10 points

Few know that the legends of winged horses almost became true; in a way. Attempts to manufacture such a beast have led to the discovery of extremely durable and light alloys, capable of creating metallic feathers that are hollow. While the horses never flew, the feathers were readily repurposed and have become some of the most sought after – and expensive – weapons money can buy.

This Character Stand gains the Quicksilver Strikes Special Rule.

INSCRIPTIONS

Inscription of Lighter Alloys

35 points

The Character Stand gains the following Draw Event:

Mobility: Until the end of the Round, the Infantry Regiment this Character Stand is currently attached to removes -1 from its Defense Characteristic (to a minimum of 1), loses the Phalanx and Shield Special Rules and adds +3 to its March Characteristic..

A Regiment that had the Phalanx Special Rule and lost it as a result of this Draw Event may still not enter a piece of Garrison Terrain.

Inscription of Impact Resistance

20 points

The Character Stand gains the following Draw Event:

Resist: Until the end of the Round, the Regiment this Character Stand is currently

attached to gains the Tenacious (1) Special Rule.

Inscription of Balance **10 points**

When an Enemy Spellcaster chooses this Regiment as the Target of a Spellcasting Action, the Regiment counts as 3 Stands larger for the purposes of Scaling.

MODIFICATIONS

Alternate Soma **20 points**
(Eidolon only)

The Eidolon exchanges its Characteristics Profile for the following:

M	V	C	A	W	R	D	E
*	1	3	2	8	4	4	3

Draw Events: None

Special Rules: Combat Directives,
Hardened (2)

Models per Stand: 1

Furthermore, an Eidolon with the Alternate Soma modification counts as three Stands for the purposes of Seizing Objectives while attached to a non-Light Regiment.

Anticythian Alloy Gears **20 points**

The Clockwork Hoplite Regiment this Character Stand is currently attached to adds +1 to its March Characteristic and gains the Double Time Draw Event.

Alternate Programming **15 points**
(Eidolon only)

The Eidolon's Combat Directives Special Rule changes as follows:

Combat Directives: At the end of each Round's Supremacy Phase but before players Activate their first Regiment, this Character Stand selects a Combat Directive that will last until the end of the Round. The Character Stand may select a new Combat Directive at the end of each Supremacy Phase.

- **Heavy Exoskeleton:** Brute Regiment this Character Stand is currently attached to gain the Brutal Impact (+1) Special Rule.
- **Relentless:** Brute Regiment this Character Stand is currently attached to gains the Oblivious Special Rule.
- **Precision Armament:** This Character Stand gains the Cleave (+3) Special Rule.

Resonance Receptors **10 points**

When a Friendly Promethean successfully casts a Spell, the Regiment this Character Stand is currently attached to receives the benefits of that Spell regardless of range.

Hephaestian Alloys **10 points**

Enemy Regiments in contact with the Regiment this Character Stand is currently attached reduce their Aura of Death (X) Special Rule by -4.

MASTERIES

Character Stands are heroes of renown or highly gifted individuals, who excel above and beyond the masses. Be it through luck, education, training and effort or other powers at work, Character Stands have mastered abilities that make them exceptional.

Masteries are optional upgrade abilities for your Characters, which are noted on your Army List and confer bonus abilities to your Character Stand. As a rule of thumb a Character Stand may select one Mastery according to the Available categories listed on their Army List profile, however there are cases in which a Character Stand may be able to purchase more than one. This will be clearly stated in the Character Stand's Army List Entry.

Each Mastery can only be purchased once, unless stated otherwise. There are two categories for Masteries: Tactical and Combat.

TACTICAL

Expert Scouts **20 points**
[Always Active] Friendly Infantry Regiments without the Phalanx Special Rule Activating from the Strategic Stack, gain the Vanguard (3) Special Rule until the end of the Round.

Initiative **20 points**
When the Regiment this Character Stand is currently attached to Activates from the Strategic Stack, before Draw Events are resolved, it may immediately perform a free Charge Action.

Long Lineage **15 points**
This Character Stand may purchase one additional Character Upgrade, from this Army List, at its indicated point cost.

COMBAT

Combined Arms Drills **40 points**
[Always Active] When an Enemy Regiment successfully performs a Charge Action against a Friendly Infantry Regiment, until the end of the Round, Friendly Brute and Cavalry Regiments successfully performing a Charge Action against that Enemy Regiment gain the Terrifying (+1) Special Rule (to a maximum of Terrifying (2)) until the end of their Activation.

Disorienting Strikes **10 points**
Enemy Character Stands subtract -1 from their Clash Characteristic, when they participate in a Duel Action against this Character Stand.

Overkill **10 points**
For each Wound this Character Stand causes during a Duel Action, the Regiment that Enemy Character Stand is attached to must take a Morale Test as if it had been allocated a Wound.

SPELLS

Some Character Stands can purchase Spells from the following list:

MECHANIST

Name	Range	Attunement	Effect
Aggression Directive	12"	4	Target Friendly Regiment with the Automaton Special Rule adds +1 to its Clash Characteristic (to a maximum of 4) until the end of the Round.
Clockwork Parade	12"	3	Target Friendly Regiment treats its total Charge Distance as its March value +5" until the end of the Round. This effect supersedes the limit set by the Phalanx Special Rule.
Iron Stride	8"	2	Target Friendly Regiment ignores the effects of Hindering Terrain until the end of the Round.
Torque	12"	4	Target Friendly non-Monster Regiment gains the Untouchable special rule until the end of the Round.

SACRED BAND

Name	Range	Attunement	Effect
Othismos	Self	3	This Regiment gains the Indomitable (3) Special Rule until the end of the Round. Furthermore, this Regiment's Command Stand counts as two additional Stands for the purposes of Seizing Objective Zones.
Molon Labe	Self	3	For each success, Target Regiment Heals one Wound.

PROMETHEAN

Name	Range	Attunement	Effect
Temper Resolve	Self	4	This Monster Regiment and all non-Monster Regiments within 8" of this Regiment may Re-Roll Defense and Morale Test Rolls of "6" until the end of the Round.
Quench Blades	Self	4	All Friendly Regiment's within 8" of this Regiment may Re-Roll Hit Rolls of "6" and add +1 to their Clash Characteristic (to a maximum of 4) until the end of the Round.

HEPHAESTIAN

Name	Range	Attunement	Effect
Trident Strike	6"	4	Inflict one Hits per success on Target Enemy Regiment.
Crucible's Fire	Self	4	This Regiment gains the Aura of Death (7) Special Rule until the end of the Round.

THORAKITES**120 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Thorakites	Infantry Regiment	Light	6	1	2	4	4	2	2	0

Special Rules: Shield, Vanguard (3)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stand:** 35 points per Stand

Take Cover: When this Regiment becomes the Target of an Enemy Regiment's Volley Action it gains the Tenacious (1) Special Rule until the end of that Action.

Change Flanks!: When the Regiment Activates from the Strategic Stack it gains the Fluid Formation Special Rule until the end of the Round.

Options:**Command Models and Officers****This Regiment may take up to one Officer***Andromachos* 25 points*Lochagos* 15 points**Any Thorakites Regiment may take one of the following as an Auxiliary Stand:***Minotaur Thyrean Auxiliary* 50 points**HOPLITES****130 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Hoplites	Infantry Regiment	Medium	5	1	2	4	4	2	2	0

Special Rules: Phalanx, Shield, Support (2)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stand:** 40 points per Stand

Hold!: While another Friendly Regiment is in contact with the same Enemy Regiment as this Regiment it gains the Opportunists Special Rule.

Options:**Command Models and Officers****This Regiment may take up to one Officer***Dorilates* 15 points*Lochagos* 15 points**Any Hoplite Regiment may take the following as an Auxiliary Stand:***Minotaur Haspist Auxiliary* 50 points

SELINOI

120 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Selinoi	Infantry	Light	6	2	2	4	4	3	2	1
	Regiment									

Special Rules: Barrage (4) (16", Arcing Fire), Loose Formation

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stand: 40 points

PHALANGITES

150 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Phalangites	Infantry	Medium	5	1	3	5	4	3	2	0
	Regiment									

Special Rules: Phalanx, Pike Formation, Support (3)

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stand: 40 points per Stand

Pike Formation: Enemy Regiments suffer -3 to their Impact (X) Special Rule (to a minimum of 0) when in contact with this Regiment's front arc. In addition, Enemy Regiments that have performed a successful Charge against this Regiment's front arc do not benefit from the Inspired and Shock Special Rules until the end of the Round.

Wall of Pikes: When the Regiment Activates from the Strategic Stack it gains the Aura of Death (6) Special Rule until the end of the Round. Aura of Death Hits from this Regiment can only be applied to Enemy Regiments in its front arc.

Options:

Command Models and Officers

This Regiment may take up to one Officer

Dorilates 15 points

Lochagos 15 points

Any Phalangites Regiment may take the following as an Auxiliary Stand:

Sacred Band Veterans Auxiliary 50 points

AGEMA**170 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Agema	Infantry Regiment	Medium	6	1	3	5	4	3	2	0

Special Rules: Shield, Cleave (1), Fluid Formation**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stand:** 50 points per Stand**Options:****Command Models and Officers****This Regiment may take up to one Officer***Andromachos**25 points***Any Agema Regiment may take the following as an Auxiliary Stand:***Sacred Band Veterans Auxiliary**50 points***SATYROI****160 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Satyroi	Infantry Regiment	Medium	6	1	2	4	4	2	1	2

Special Rules: Cleave (1), Shield, Fluid Formation, Impact (2), Opportunist, Vanguard (6)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stand:** 50 points per Stand**Pathfinders:** A Reinforcement Line set by this Regiment cannot be pushed back by Enemy Regiments.

SACRED BAND**190 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Sacred Band	Infantry	Heavy	6	1	3	5	5	4	3	0
	Regiment									

Special Rules: Devout, Priest (5), Cleave (2), Fearless**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stand:** 50 points per Stand

This Regiment may perform a free Spellcasting Action during its Activation using the Command Stand as if it were a Character Stand.

Spells: The Sacred Band knows the following Spells at no additional point cost:

*Othismos**Molon Labe***CLOCKWORK HOPLITES****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Clockwork	Infantry	Medium	5	1	2	4	5	-	3	1
Hoplites	Regiment									

Special Rules: Cleave (1), Flurry, Shield, Support (2)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stand:** 60 points per Stand

Tactical Fabricants: This Regiment cannot be affected by Battlefield Orders and Battlefield Tactics unless a Mechanist is currently attached to the Regiment.

Automaton: Stands with this Special Rule never receive the benefit of the Inspired Special Rule. Stands with this Special Rule do not have a Resolve Characteristic and always count as automatically passing any Morale or Resolve Characteristic test. However, Regiments with this Special Rule may still be Broken and/or Shattered as a result of casualties as their formation collapses and soldiers are cut down.

If this Regiment is joined by a Character Stand without this Special Rule, the Character Stand's Resolve Characteristic is only used during a Duel Action.

COMPANION CAVALRY**140 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Companion Cavalry	Cavalry Regiment	Medium	8	1	3	6	4	3	2	1

Special Rules: Brutal Impact (1), Impact (3), Dread**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stand:** 40 points per Stand**INQUISITORS****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Inquisitors	Brute Regiment	Medium	7	1	2	6	5	4	3	2

Special Rules: Cleave (1), Flurry, Unstoppable, Impact (3)**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 1**Additional Stand:** 60 points per Stand**MINOTAUR HASPISTS****170 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Minotaur Haspists	Brute Regiment	Medium	6	1	3	4	6	3	2	1

Special Rules: Brutal Impact (1), Cleave (1), Fearsome, Impact (2), Shield, Vanguard (3), Unstoppable**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stand:** 60 points per Stand

HEPHAESTIAN**220 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Hephaestian	Monster	Heavy	7	0	3	11	16	4	3	1
	Regiment									

Special Rules: Cleave (3), Hardened (1), Priest (2), Terrifying (2), Impact (5)

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Herald of the Forge God: At the end of this Regiment's Activation, at the beginning of the "Deactivate Regiment step", this Regiment may perform a free Spellcasting Action as if they were a Character. Furthermore, Spells cast by this Regiment require a minimum of 4 successes rather than the usual 2. This Regiment may not attempt to cast the same Spell more than once during its Activation. Finally, this Regiment adds +X dice to any Spellcasting Action it performs during, where X is the number of successful Hits caused to an Enemy Regiment during its Activation.

Battlefield Role [TITAN]

Spells: The Hephaestian knows all of the following Spells at no additional point cost.

Trident Strike

Crucible's Fire

PROMETHEAN**200 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Promethean	Monster	Medium	7	1	3	11	16	4	3	1
	Regiment									

Special Rules: Cleave (2), Hardened (1), Priest (2), Terrifying (1), Impact (5)

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Herald of the Forge God: At the end of this Regiment's Activation, at the beginning of the "Deactivate Regiment step", this Regiment may perform a free Spellcasting Action as if they were a Character. Furthermore, Spells cast by this Regiment require a minimum of 4 successes rather than the usual 2. This Regiment may not attempt to cast the same Spell more than once during its Activation.

Finally, this Regiment adds +X dice to any Spellcasting Action it performs during, where X is the number of successful Hits caused to an Enemy Regiment during its Activation.

Battlefield Role [TITAN]

Spells: The Promethean knows all of the following Spells at no additional point cost.

Temper Resolve

Quench Blades

TALOS**260 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Talos	Monster	Heavy	7	1	3	12	20	4	3	1
	Regiment									

Special Rules: Cleave (1), Fearless, Hardened (2), Impact (5), Shield, Terrifying (1), Vanguard (3)

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Descendant of the Brazen Race: This Model does not suffer the effects of Aura of Death (X) and Decay (X) Special Rules. In addition, this Regiment counts as 6 Stands for the purposes of Seizing Objective Zones and does not suffer Hits from the Lethal Demise Special Rule.

Blood of the Forge God: Friendly Spellcasters with the Priest (X) Special Rules, currently within 10" of this Regiment gain the Priest (+1) Special Rule. This Special Rule may stack.

Battlefield Role [TITAN]

Options:

May purchase one of the following upgrades at the indicated points cost:

Mask of Eris 10 points

All Friendly Monster Regiments declaring a Charge Action while within 8" of this Regiment gain the Unstoppable Special Rule until the end of the Round.

Helm of Nike 10 points

All Friendly Infantry Regiments declaring a Charge Action while within 8" of this Regiment gain the Impact (+1) Special Rule until the end of the Round.

"Απλά Πράξε Το..."

MINOTAUR THYREAN**190 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Minotaur	Brute	Heavy	6	1	3	5	7	3	2	1
Thyorean	Regiment									

Special Rules: Brutal Impact (1), Cleave (3), Impact (3), Linebreaker, Tenacious (1), Terrifying (1), Juggernaut

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 1

Additional Stand: 60 points per Stand

WAR CHARIOTS (FLOGOBOLLON//SKORPIOS)

War Chariots count as a single entry for Warband building purposes. A single War Chariot entry may contain **up to a maximum of 2 chariots** in any combination. Each chariot purchased acts as a separate Regiment and uses its own Command Card.

Flogobolon

130 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Flogobolon	Chariot	Medium	7	2	2	6	10	3	3	0
Regiment										

Special Rules: Barrage (7) (12", Armor Piercing (1), Torrential Fire), Weapon Platform, Deadshot, Impact (3), Hardened (1), Vanguard (4)

Condensed Propellant: This Regiment's Effective Range is equal to the Regiment's Barrage Range.

Draw Event: Fire and Advance

Number of Stands: 1

Models per Stand: 1

Skorpios

130 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Skorpios	Chariot	Medium	7	2	2	6	10	3	3	0
Regiment										

Special Rules: Barrage (8) (14", Armor Piercing (1), Rapid Volley), Weapon Platform, Deadshot, Impact (3), Hardened (1), Vanguard (4)

Exploit Flanks: Enemy Regiments that become the Target of this Regiment's Volley Action within its Effective Range, Re-Roll successful Defense Rolls of "1", should the shots originate from their Flank or Rear Arc.

Draw Event: Fire and Advance

Number of Stands: 1

Models per Stand: 1

COMMAND MODELS AND OFFICERS

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.

COMMAND MODELS

Andromachos

The Regiment's Command Stand adds +2 to its Attacks Characteristic. In addition, should this Regiment Activate from the "Strategic Stack", this Regiment, including any Auxiliary and currently attached Character Stands, gain the Flurry Special Rule until the end of the Round.

Lochagos

This Regiment may use the Resolve Characteristic of a Friendly Character Stand within 18" as if it was attached to this Regiment. Furthermore, if this Army's Warlord Character Stand activates its "Battlefield Orders" or "Battlefield Tactics", while within 18" of this Command Stand, then the Regiment this Officer is attached to also receives the same effect until the end of the Round.

Dorilates

When an Enemy Regiment successfully Charges this Regiment in its front arc, this Regiment gains the Inspired Special Rule until the end of the Round.

In addition, should this Regiment Activate from the "Strategic Stack", this Regiment, including any Auxiliary and currently attached Character Stands, gain the Relentless Blows Special Rule until the end of the Round.

RULES IN A NUTSHELL!

Just starting out and got questions? Here's a quick rundown of how the City States rules work! These explanations are brief and will help you quickly start playing your first games or answer some questions you may have! Make sure to join our Discord channel and you may always reach out to us at rules@para-bellum.com with any questions you may have.

WHAT DOES MY ARMY DO?

You get to control your Command Stack, setting up powerful double Activations through the use of the Strategic Stack! And also Classical Greeks fighting shoulder to shoulder with Hoplite Minotaurs in a Phalanx formation. And... hard to pronounce names!

The armies of the City States are able to perform incredible acts of tactical fluidity during the course of a battle. This is shown with their unique access to a secondary Command Stack, called the "Strategic Stack".

Once per Round, when you draw a Command Card you may choose not to play it and instead keep it in the Strategic Stack, an area next to your Command Stack. You may only have 1 Command Card in your Strategic Stack at any given time.

At any point during the Round, once you finish an Activation, you may immediately draw the Command Card in your Strategic Stack and go again! Better yet, the Regiment activating from the Strategic Stack does so Inspired!

WHAT TO KEEP IN MIND

When playing City States always make sure to:

- When building your Army List, keep an eye out for Regiments that can include Auxiliary Stands. This feature allows you to add powerful units like a Minotaur Haspist or Thyrean to fight alongside your Infantry Troops!
- A Character Stand or Regiment Activating from the Strategic Stack **may not result in any further drawing of Command Cards** from your Command Stack or Strategic Stack. Watch you sequence of Activations!
- Protect your flanks! War Chariots and Companion Cavalry are highly mobile and can effectively slow down enemy flanking Regiments.
- You can have 1-2 War Chariots as part of the same Restricted Slot. However, watch out as they each count as a separate Regiment. If you're playing a Scenario that awards VPs for destroyed Regiments they are worth a lot!
- Your Prometheans and Hepheastians excel when in combat. Make sure to have them support the flanks of your Regiments so they can attack and Spellcast with impunity!