

II CONQUEST FIRST BLOOD



CITY STATES Army List

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 Faction's 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.

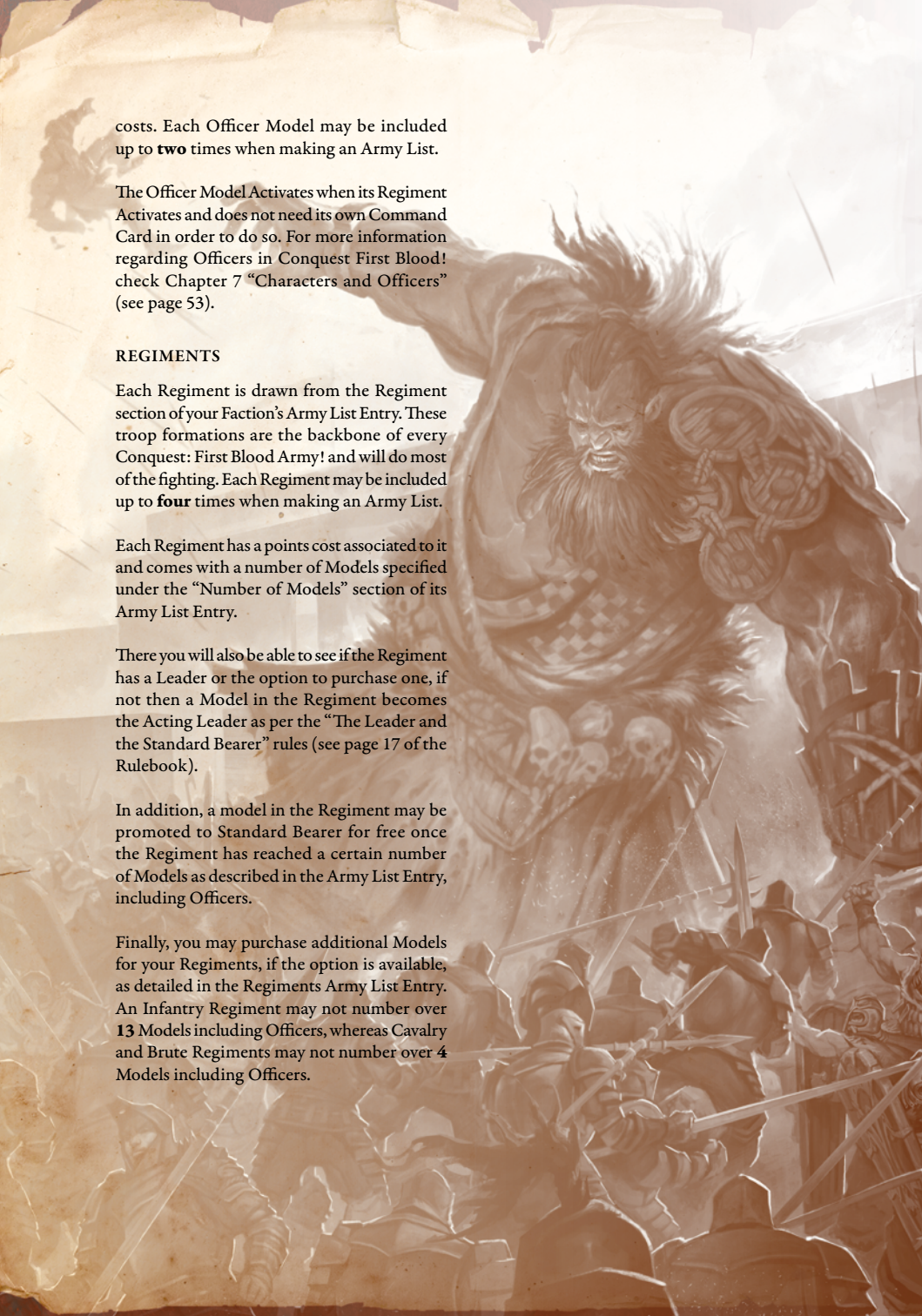
Most Infantry Character Regiments may purchase additional Retinue Models to add to the Character Regiment. These Retinue Models add to the prowess of a Character Regiment and confer unique abilities. You will find more information about Retinue Models under the "Retinues" section of each Army List.

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:

FRONT LINE TACTICS

City States' Officers and Character Regiments do not resolve their Command Abilities in the same way their other Faction counterparts do. Instead, Command Abilities are now resolved as a free-additional Action every time a Character Regiment or a Regiment containing an Officer Activates instead of the usual way.

Character Regiments and Regiments including Officers gain the following Action:

Command Ability (Combat and Out-of-Combat Action): When the Character Regiment or a Regiment containing an Officer Activates, it may perform this Action to use a [Command] ability and affect its own Regiment or a Friendly Regiment within Command Range as described in the [Command] ability description.

Furthermore, all Regiment Leaders and Acting Leaders in the Army are considered to have a Command Range of 7 unless stated otherwise.

STRATEGIC STACK

The armies of the City States are able to perform incredible acts of tactical fluidity during the course of a battle, whether that is a clash of mighty phalanxes or small tactical skirmishes. 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 the Command Card during the "Draw Command Card" phase, but before you reveal it to your opponent, instead of Activating the Command Card

you have drawn, you may instead place that Command Card into your Strategic Stack. To do this, place that Command Card face down beside your Command Stack and pass the turn to your opponent.

When a Friendly Regiment finishes its Activation, after the "Deactivate Regiment" step, while there is a Command Card in your Strategic Stack, you may opt to take a second Activation using the Regiment whose Command Card is in your Strategic Stack. Immediately Activate the Regiment represented by the Command Card in your Strategic Stack. Once that Regiment's Activation is completed, play passes to your opponent.

If 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.





POLEMARCH

No Cost

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Medium	5	1	3	5	5	4	3	0	7

SPECIAL RULES Cleave (1), Flurry, Shield

Press the Advantage!: When a Friendly Regiment Activates by drawing its Command Card from your Strategic Stack, that Regiment gains the Flurry Special Rule until the end of the Round.

Tip of the Spear: Enemy Infantry Models Engaged by this Character Model do not count towards Seizing Objectives.

Spring to Action!: Thorakites and Agema Models in this Army gain the Unstoppable Special Rule and add +1 to their March Characteristic. In addition, when a Thorakites or Agema Regiment has a Minotaur Thyrean Model within its Leader's or Acting Leader's Command Range, Models in the Regiment Re-Roll failed Morale Rolls of "6".

CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase up to **one** Bestowed Relic at the indicated points cost.

- The Character Regiment has access to the following Retinue:

Veteran Agema

COMMAND ABILITIES

Each Round the Polemarch may use one Command Ability:

- **Dori and Xyphos [Command]:** This Character Model removes -1 from its Cleave (X) Special Rule and has its Engagement range increased to 2.5". The effect remains active until the Character Model uses this [Command] Ability again.
- **Lead from the Front [Command]:** Target Objective Zone this Character Model is in Range of. Friendly Regiments performing a Charge against an Enemy Regiment within Range of this Objective Zone gains the Unstoppable Special Rule. If the Friendly Regiment already has the Unstoppable Special Rule then they add an additional 4" to their Charge Distance instead.



ARISTARCH

No Cost

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Medium	5	1	2	5	5	4	2	0	7

SPECIAL RULES Shield

"You Know the Drill!": When a Friendly Infantry Regiment Activates by drawing its Command Card from your Strategic Stack, each Model in that Regiment counts as two for the purposes of Seizing Objective Zones until the end of the Round.

Riposte!: Hoplites and Phalangites Models in this Army gain the Counter Attack Special Rule and add +1 to their March Characteristic. In addition, when a Hoplites or Phalangites Regiment has a Minotaur Haspist Model within its Leader's or Acting Leader's Command Range, Models in the Regiment Re-Roll failed Morale Rolls of "6".

CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase up to **two** Bestowed Relic at the indicated points cost.
- The Character Regiment has access to the following Retinue:
Veteran Agema

COMMAND ABILITIES

Each Round the Aristarch may use one Command Ability:

- **Iron Resolve [Command]:** Target friendly Regiment gains the Bravery Special Rule until the end of the Round.
- **Tactical Retreat! [Command]:** When Target friendly Regiment performs a Disengage Action this Round, it does not receive any Attacks of Opportunity and does not become Broken.
- **Polearm Tactics [Command]:** Target Friendly Regiment with the Support Special Rule do not suffer the negative effects of Engaging Enemy Models within 1" until the end of the Regiment's next Activation.

MECHANIST

NO COST

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Medium	5	2	2	4	5	3	2	1	7

SPECIAL RULES Barrage 4 (12", Armor Piercing (1), Torrential Fire), Priest (5)

Carrier of the Godflesh: While this Character Model is on the battlefield, when a Friendly Regiment Activates by drawing its Command Card from your Strategic Stack, that Regiment gains the Hardened (+1) Special Rule and reduces their March Characteristic by -1 until the end of the Round.

In addition Clockwork Hoplite Regiments in this Army always count as if they have Activated from the Strategic Stack.

Flesh Meets Steel: While a non-Infantry Regiment in this Army is in range of an Objective Zone they gain the Terrifying (+1) Special Rule.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- The Character Regiment has access to the following Retinue:

Veteran Agema

- May purchase up to **one** Bestowed Relic at the indicated points cost.
- The Mechanist knows all of the following Incantations at no additional point cost.

Shock and Steel

Synchronized Formation

Structural Rearrangement

COMMAND ABILITIES

Each Round the Mechanist may use one Command Ability:

- **Mobility [Command]:** Target Friendly Regiment 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 until the end of the Round.
- **Resist [Command]:** Target Friendly Regiment gains the Tenacious Special Rule until the end of the Round.
- **Liquid Fire [Command]:** Target Enemy Regiment within 10", instead of this Model's Command Range, it suffers a -1 to its Resolve Characteristic and Re-Rolls successful Resolve tests until the end of the Round.

EIDOLON

50 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Brute Character Regiment	Medium	7	1	3	5	8	3	3	2	7

SPECIAL RULES Flurry, Hardened (1), Impact (3)

Combat Directive: 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.

- **Greetings to a Fellow General:** This Character Model adds +4 to its Attacks Characteristic but suffers a -1 penalty to its Clash Characteristic
- **Secure the Breach:** This Character Model gains the Parry Special Rule
- **Precision Armament:** This Character Model gains the Cleave (+3) Special Rule

Guardians of the Godflesh: Friendly Inquisitor Regiments in this Army count as one additional Model for the purpose of Seizing Objectives while within this Character Regiment's Command Range.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase up to one Bestowed Relic at the indicated points cost.

COMMAND ABILITIES

Each Round the Eidolon may use one Command Ability:

- **Engagement Protocols [Command]:** Target Enemy Regiment becomes "Marked" until the end of the Round. Friendly Inquisitor Regiments in this Army gain +2" to their Charge Distance when performing a Charge Action against that Regiment.
- **Annihilation Protocols [Command]:** Target Enemy Regiment becomes "Marked" until the end of the Round. Friendly Inquisitor Regiments in this Army gain the Cleave (+1) Special Rule when performing Clash Actions against that Regiment until the end of the Round.

IPPARCHOS

50 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Cavalry Character Regiment	Medium	7	1	3	6	7	3	3	1	7

SPECIAL RULES Cleave (1), Dread, Impact (4), Unstoppable

Cavalry Mounted Spear: Models with this Special Rule have an Engagement Range of 2.5"

Mounted Mastery: Friendly Companion Cavalry and Chariot Regiments in this Army gain the Fluid Formation Special Rule and may perform a free Withdraw Action at the end of its Activation without becoming Broken and without triggering any Attacks of Opportunity

Hammer and Anvil: Friendly Companion Cavalry and Chariot Regiments in this Army adds +1 to its Attack Characteristics and gains the Unstoppable Special Rule when selecting an Enemy Regiment that is currently Engaged with another Friendly Hoplites or Phalangites Regiment as the Target of a Clash Action until the end of the Round.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase up to **one** Bestowed Relic at the indicated points cost.
- The Character Regiment has access to the following Retinue:

Companion Cavalry

COMMAND ABILITIES

Each Round the Polemarch may use one Command Ability:

- **Desperate Pace [Command]:** Target Friendly Cavalry or Chariot Regiment adds +3 to their March Characteristic and may not perform a Charge Action until the end of the Round.
- **Now! [Command]:** When this Character Regiment ends its Activation where they performed a Clash or a Charge Action, Draw your next Command Card. If the Command Card is a Friendly Companion Cavalry Regiment within the Command Range of this Character Model, that Regiment immediately Activates.

PROMETHEAN ORACLE

450 POINTS

Promethean Oracle	Class	M	V	C	A	W	R	D	E	CR
Monster Character Regiment	Heavy	6	1	3	10	9	4	3	1	8
Wounded Profile		5	1	3	5	9	5	2	1	7
SPECIAL RULES	Tempered Aggression, Cleave (3), Hardened (1), Impact (5), Terrifying (2)									
WOUNDED	Tempered Aggression, Cleave (3), Flurry, Impact (5), Terrifying (2)									

Tempered Aggression: Once per game, at the start of the Supremacy Phase you may use this ability. Instead of drawing from the Command Stack - you may instead choose a Regiment to activate in place of drawing a card from the Command Stack.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- May select a single Weapon Option at at no additional cost

Dori (Spear): Clash Action from this Regiment ignores the Hardened and Shield Special Ability. Furthermore, this Regiment has an Engagement Range of 3"

Skorge (Axe): Enemy Regiments count their total Defense Characteristic as 0 against Hits caused by a Model with this Special Rule during a Clash Action. This Special Rule also affects the Hits from Character Models during a Challenge! Furthermore, Enemy Regiment may not re-roll failed Defense and Morale Tests. In addition if Skorge is chosen this Regiment gains the following Action:

Sunder (In-Combat-Action): Choose an Enemy model with 4 wounds or less and within Engagement Range of this Model. If the Regiment that Model is part of is Broken, remove that Model as a Casualty.

COMMAND ABILITIES

Each Round the Jotnar Seidr may use one Command Ability:

- **Whirlwind Parry (Dori Only) [Command]:** Volley Action against this Regiment always counts as being Obscured. This ability lasts until the end of the Round.
- **Inner Flame (Dori Only) [Command]:** This Regiment gains the Aura of Death (6) Special Rule until the end of the Round.
- **Blinding Swing (Skorge Only) [Command]:** At the end of this Regiment's Clash action, choose an Enemy Regiment Engaged with this Regiment. They gain -1 to their Clash characteristic until the end of the Round.
- **Beacon of Hope [Command]:** All Friendly Regiments within 8" of this Regiment gains the Tenacious Special Rule until the end of the Round

INCANTATIONS

HEPHAESTIAN

Name	Range	Attunement	Effect
Piercing Heat	6"	2	Inflict two Hits per success on Target Enemy Regiment. These Hits have the Armor Piercing (1) Special Rule.
Smoldering in Ashes	Self	2	This Regiment gains the Aura of Death (8) Special Rule until the end of the Round.

PROMETHEAN

Name	Range	Attunement	Effect
Damping Force	Self	3	All Friendly Regiments within 8" of this Regiment may Re-Roll Defense and Morale Test Rolls of "6" until the end of the Round.
Magnetic Balance	Self	3	All Friendly Regiment's within 10" 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.

MECHANIST

Name	Range	Attunement	Effect
Shock and Steel	8"	4	Target Friendly non-Infantry Regiment gains the Brutal Impact (2) Special Rule until the end of the Round.
Synchronized Formation	8"	3	Target Friendly Regiment treats its total Charge Distance as its March value +4" until the end of the Round.
Structural Rearrangement	8"	4	Target Friendly Regiment ignores the effects of Hindering Terrain until the end of the Round.

SACRED BAND

Name	Range	Attunement	Effect
Vigor	Self	3	Until the end of the Round, this Regiment may Re-Roll failed Morale tests of '6'.
Prostagma	Self	3	This Regiment restores a single Wound and an additional Wound for every two successes.



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.*

LOCHAGOS

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Officer	Medium	5	2	2	5	4	3	2	0	7

Special Rules: Shield

Carry Orders: Should a Character Regiment in this Army perform a [**Command**] Ability this Round, this Officer can perform the same [**Command**] Ability as if it was its own until the end of the Round.

DORILATES

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Officer	Medium	5	1	2	4	4	3	2	0	7

Special Rules: Shield

Spear and Hoplon: Dorilates and Hoplite Models in this Regiment have an Engagement range of 2.5".

Each Round the Dorilates may use the following Command Ability:

Doratismos! [Command]: Target friendly Hoplite or Phalangites Regiment gains the Flurry Special Rule until the End of their next Activation.

SACRED BAND

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Officer	Medium	5	1	3	3	4	4	3	0	6

Special Rules: Cleave (2), Hardened (1), Fearless

Veteran Officer: The Command Card of the Regiment this Officer belongs to always counts as being drawn from the Strategic Stack.

ANDROMACHOS

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Officer	Medium	6	2	3	5	4	3	2	1	6

Special Rules: Cleave (1)

Flesh and Machine: Enemy Infantry Models within this Officer's Engagement Range do not count towards Seizing Objectives. In addition, this Officer Model gains the Flurry Special Rule when performing attacks against Enemy Infantry Models.

BESTOWED RELICS

BANNERS

Icon of the Messenger **25 points**

Once per Round, during the Action Phase but before the "Draw Command Card" step, you may opt to Activate a Regiment from the Strategic Stack instead of drawing a Command Card from your Command Stack. Once the Regiment has finished its Activation, play passes on to your Opponent.

Labaron of the Ancestors **25 points**

This Regiment's Character Model gains the following [Command] Ability

Reclaim [Command]: This [Command] Ability can only be used at the beginning of the Character Regiment's Activation. Performing this [Command] Ability also costs one Action. Target non-Friendly Objective Marker within Engagement Range of the Character Model is immediately destroyed. The Character Model then loses this [Command] Ability for the remainder of the Battle.

ARMORS

Front Line Armor Grafts **45 points**

All Models in the Character Regiment gain the Linebreaker Special Rule.

Rapid Assault Modifications **35 pts**

All Models in the Character Regiment gain the Fluid Formation Special Rule and gain the Impact (1) Special Rule.

WEAPONS

Balanced Blades **30 points**

All Models in the Character Regiment gain the Parry Special Rule.

Inscription of the Blacksmith **20 points**

The Character Model gains the Cleave (+1) Special Rule and the Flurry Special Rule.

Serrated Blades **20 points**

All Models in the Character Regiment gain the Deadly Blades 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 Retinues. Those allowed will be clearly stated in the relevant entry in the Army List. The March Characteristic and Class of Retinue Models are the same as the Character Model they are the Retinue of.

VETERAN AGEMA

35 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	1	3	2	2	3	2	1	Cleave (1), Shield, Fluid Formation, Phalanx Tactics

COMPANION CAVALRY

55 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Cavalry	*	1	2	5	4	3	2	1	Dread, Unstoppable, Impact (3)

REGIMENTS

THORAKITES

100 POINTS / +20 PER MODEL

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	2	1	2	2	2	0	Leader

SPECIAL RULES Shield, Fluid Formation

Vanguard: During the first Round of the Battle, this Regiment may perform an out-of-sequence March Action of up to 5" during its Activation. This Regiment can not enter into the Engagement Range of an Enemy Model as a result of this Special Rule.

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +20 points per Model to a maximum of 12.

Any Thorakites Regiment may include ONE of the Officers presented below:

<i>Andromachos</i>	50 points
<i>Sacred Band</i>	30 points
<i>Lochagos</i>	30 points

HOPLITES

110 POINTS / +25 PER MODEL

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	2	1	2	2	2	0	Leader

SPECIAL RULES Shield,

Spear and Hoplon: Dorilates and Hoplite Models in this Regiment have an Engagement range of 2.5".

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +25 points per Model to a maximum of 12.

Any Hoplites Regiment may include ONE of the Officers presented below:

<i>Andromachos</i>	50 points
<i>Sacred Band</i>	30 points
<i>Lochagos</i>	30 points
<i>Dorilates</i>	30 points

PHALANGITES**120 POINTS / +30 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	2	1	2	2	2	0	Leader

SPECIAL RULES Support

Phalanx Tactics: When Models in this Regiment direct their Attacks, as a result of a Clash Action, against an Enemy Regiment Engaged by another Friendly Regiment with this Special Rule, then Models in this Regiment Re-Roll fail Hit Rolls. Additionally, Enemy Models Charging this Regiment does not gain the benefit of the Inspire Special Rule.

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +30 points per Model to a maximum of 12.

Any Phalangites Regiment may include ONE of the Officers presented below:

Andromachos 50 points

Dorilates 30 points

AGEMA**150 POINTS / +35 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	3	2	2	3	2	0	Leader

SPECIAL RULES Cleave (1), Shield, Fluid Formation

Phalanx Tactics: When Models in this Regiment direct their Attacks, as a result of a Clash Action, against an Enemy Regiment Engaged by another Friendly Regiment with this Special Rule, then Models in this Regiment Re-Roll fail Hit Rolls. Additionally, Enemy Models Charging this Regiment does not gain the benefit of the Inspire Special Rule.

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +35 points per Model to a maximum of 12.

Any Agema Regiment may include ONE of the Officers presented below:

Andromachos 50 points

Sacred Band 30 points

Lochagos 30 points

SATYROI**150 POINTS / +35 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	2	2	2	3	1	2	Leader

SPECIAL RULES Cleave (1), Fluid Formation, Opportunists, Shield, Flank**REGIMENT**

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +35 points per Model to a maximum of 12.

SELINOI**130 POINTS / +30 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	5	2	2	2	2	3	2	1	Leader

SPECIAL RULES Barrage (2) (12")**Supporting Fire:** Models with this Special Rule may draw Line of Sight through Friendly Infantry Models with no penalty.**REGIMENT**

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +30 points per Model to a maximum of 12.

COMPANION CAVALRY**110 POINTS / +65 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	8	1	2	5	4	3	2	1	-

SPECIAL RULES Dread, Unstoppable, Impact (3)**REGIMENT**

- This Regiment is comprised of 1 Model.
- You may add additional Models for +65 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.

SKORPIOS**180 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	8	2	2	6	10	3	3	0	-

SPECIAL RULES Barrage (8) (16", Armor Piercing (1), Rapid Volley), Chariot, Fiend Hunter, Hardened (1), Impact (3)

Chariot (Special Rule): Chariot Models are easily identifiable by their long rectangular base, made up of two square bases side to side. This Regiment counts as one Medium Cavalry Model for all in-game purposes

REGIMENT

- This Regiment is comprised of 1 Model.

FLOGOBOLON**180 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	8	2	2	6	10	3	3	0	-

SPECIAL RULES Barrage (7) (10", Armor Piercing (1), Torrential Fire), Chariot, Hardened (1), Impact (3)

Chariot (Special Rule): Chariot Models are easily identifiable by their long rectangular base, made up of two square bases side to side. This Regiment counts as one Medium Cavalry Model for all in-game purposes

REGIMENT

- This Regiment is comprised of 1 Model.

MINOTAUR HASPISTS**110 POINTS / +100 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brutes	Medium	6	1	3	4	7	3	2	1	-

SPECIAL RULES Cleave (1), Shield, Fearless, Impact (2), Terrifying (1)**REGIMENT**

- This Regiment is comprised of 1 Model.
- You may add additional Models for +100 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.

MINOTAUR THYREAN**130 POINTS / +100 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brutes	Medium	6	1	2	5	6	3	2	1	-

SPECIAL RULES Brutal Impact (1), Cleave (3), Linebreaker, Terrifying (1), Impact (3)**REGIMENT**

- This Regiment is comprised of 1 Model.
- You may add additional Models for +100 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.

INQUISITORS**140 POINTS / +120 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brutes	Medium	7	1	2	6	6	5	2	2	-

SPECIAL RULES Cleave (1), Flurry, Unstoppable, Impact (3)**REGIMENT**

- This Regiment is comprised of 1 Model.
- You may add additional Models for +120 points per Model to a maximum of 3.

SACRED BAND**170 POINTS / +40 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Heavy	5	1	3	1	2	4	3	0	Leader

SPECIAL RULES Cleave (2), Hardened 1, Priest (5), Fearless**Divine Champions:** When this Regiment Activates by drawing its Command Card from your Strategic Stack, this Regiment may perform a free Spellcasting Action.**This Regiment may perform a Spellcasting Action during its Activation. The Acting Leader of the Regiment is considered to be casting the Incantations for all purposes.****REGIMENT**

- This Regiment is comprised of 4 Model (Including Leader).
- You may add additional Models for +40 points per Model to a maximum of 12.

Incantations: A Sacred Band Regiment has access to the following Incantations. When Casting an Incantation with this Regiment the Incantation counts as if it is being cast by the Regiment's Leader Model.*Vigor**Prostagma***CLOCKWORK HOPLITES****150 POINTS / +35 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Heavy	6	1	3	1	2	-	3	0	Leader

SPECIAL RULES Cleave (1), Support, Automaton, Shield**Automaton:** Models with this Special Rule cannot perform the Inspire Action and will not gain the Inspired Special Rule as a result of successfully Charging. Models 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 as a result of casualties as their formation collapses and soldiers are cut down.**Children of the Forge:** When a Friendly Mechanist Character targets this Regiment with a [Command] Ability or Incantation, this Regiment gains the Inspired Special Rule until the end of the Round.**REGIMENT**

- This Regiment is comprised of 4 Model (Including Leader).
- You may add additional Models for +35 points per Model to a maximum of 12.

HEPHAESTIAN GIANT**420 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Heavy	7	1	3	10	9	4	3	1	-
Wounded Profile		5	1	3	6	8	4	3	1	-

SPECIAL RULES Cleave (3), Hardened (1), Priest (2), Terrifying, Impact (5), Herald of the Forge God

WOUNDED Cleave (3), Hardened (1), Priest (2), Fearless, Terrifying (2), Impact (3), Herald of the Forge God

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 additional Spellcasting Action. Furthermore, Incantations cast by this Regiment require a minimum of 3 successes rather than the usual 2.

This Regiment may not attempt to cast the same Incantation more than once during its Activation. Finally, this Regiment adds +X dice to any Spellcasting Action it performs during its activation, where X is the number of successful Hits caused to an Enemy Regiment during its Activation.

REGIMENT

- This Regiment is comprised of 1 Model.

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

Piercing Heat

Smoldering in Ashes

PROMETHEAN GIANT**420 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Heavy	7	1	2	10	9	4	3	1	-
Wounded Profile		5	1	2	6	9	4	2	1	-

SPECIAL RULES Cleave (2), Hardened (1), Priest (2), Terrifying (1), Impact (5), Herald of the Forge God

WOUNDED Cleave (2), Priest (2), Fearless, Terrifying (1), Impact (3), Aura of Death (6), Herald of the Forge God

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 additional Spellcasting Action. Furthermore, Incantations cast by this Regiment require a minimum of 3 successes rather than the usual 2.

This Regiment may not attempt to cast the same Incantation more than once during its Activation. Finally, this Regiment adds +X dice to any Spellcasting Action it performs during its activation, where X is the number of successful Hits caused to an Enemy Regiment during its Activation.

REGIMENT

- This Regiment is comprised of 1 Model.

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

Dampening Force

Magnetic Balance

TALOS**440 POINTS**

Type	Class	M	V	C	A	W	R	D	E	CR	Command Models
Monster	Heavy	7	1	3	10	8	4	3	1	7	-
Wounded Profile		5	1	3	6	8	5	2	1	7	-

SPECIAL RULES

Brutal Impact (1), Cleave (2), Flank, Hardened (2), Impact (5), Shield, Terrifying (1), Resonance Amplifier, With me!

WOUNDED

Brutal Impact (1), Cleave (2), Flank, Hardened (2), Impact (3), Shield, Terrifying (1), Resonance Amplifier, With me!

Resonance Amplifier: At the beginning of its Activation, before taking its first Action, this Model may immediately cast one Incantation that was successfully cast by a Friendly Spellcaster previously this Round. The Incantation is automatically cast with the minimum number of successes required. Line of Sight and Range of the Incantation will be measured from this Model

With Me!: If this Regiment is wholly within range of an Objective Zone, other Friendly Regiments within the same Objective Zone may use this Model's Resolve Characteristic when performing a Morale Test.

REGIMENT

- This Regiment is comprised of 1 Model.

Each Round the Talos may use one Command Ability:

Follow [Command]: Target Friendly Regiment adds +1 to their March Characteristic until the end of the Round.

Hold your Ground! [Command]: Each Model in Target friendly Regiment's Models counts as two for the purposes of Seizing Objectives

Second Wind [Command]: This Regiment immediately Heals 3 Wounds.