

II CONQUEST FIRST BLOOD II



SPIRES
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

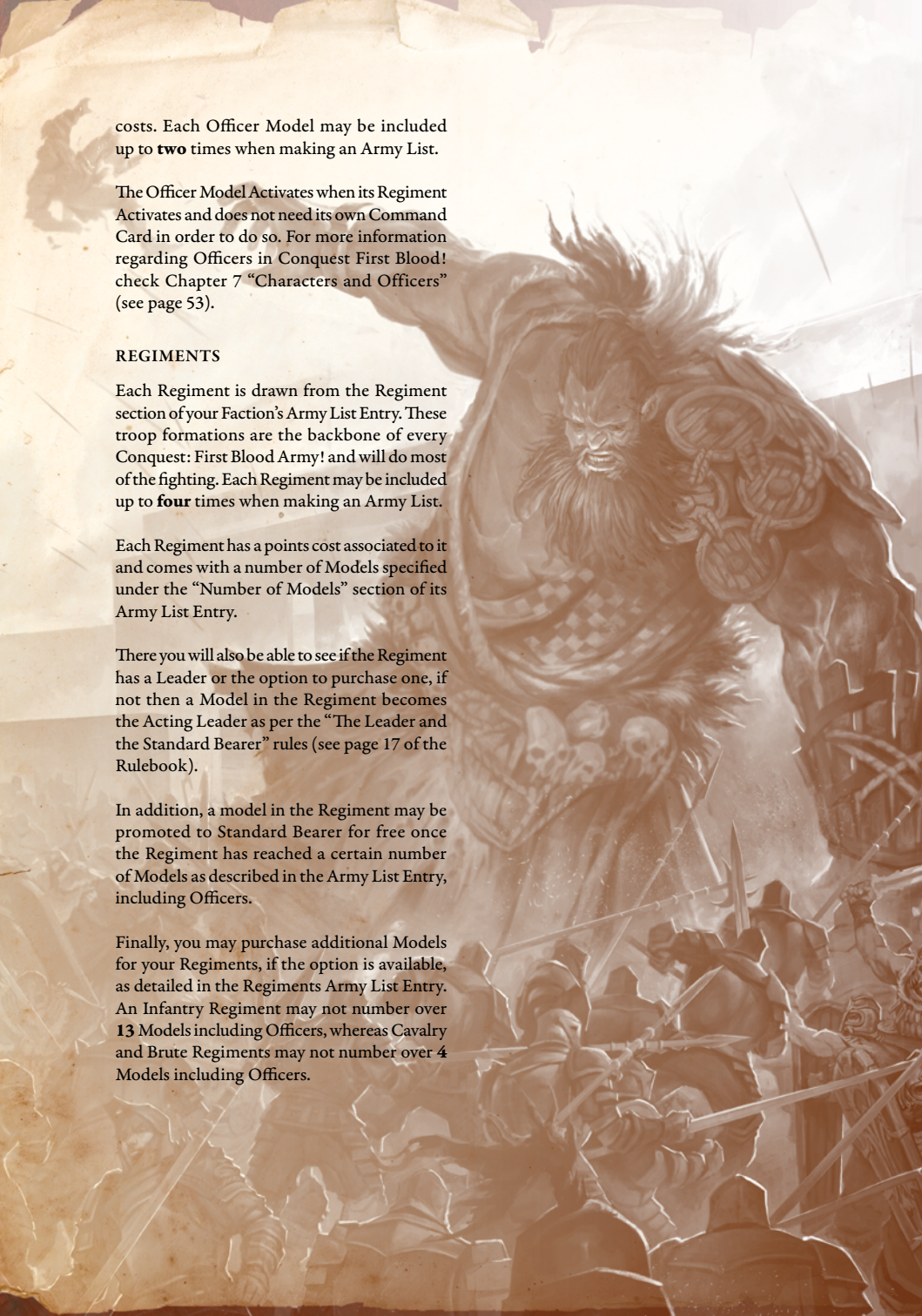
Each Regiment is drawn from the Regiment section of your Faction’s Army List Entry. These troop formations are the backbone of every Conquest: First Blood Army! and will do most of the fighting. Each Regiment may be included up to **four** times when making an Army List.

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:

PURITY OF PURPOSE

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

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

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

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

When a Character Regiment in this Army ends its Activation, a Friendly Regiment with the Dronekind, Clonekind or Superior Creation Special Rule that was the Target of an Action from this Character Regiment and is within the Command Range of this Character Model, may immediately Activate. During the Draw Command Card step, if the drawn Command Card represents a Regiment Activated using this Special Rule, then immediately discard it and draw the next Command Card.

MASTERS OF BEHAVIOUR AND FORM

Biomancer and Pheromancer Character Regiments in this Army each have access to Faction Specific Actions called “Biomancy” and “Pheromancy”. The “Biomancy” Action may only be performed by Biomancer Character Regiments whereas the “Pheromancy” Action may only be performed by Pheromancer Character Regiments. The “Biomancy” and “Pheromancy” Actions may be used more than once during an Activation. Each Friendly Regiment may only be the target of the same Biomancy or Pheromancy once per Round.

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

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

THE PERFECT TOOL

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



BIOMANCER

No Cost

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

SPECIAL RULES

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

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

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

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

CHARACTER

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

Protector Force Grown Drones

- The Character Regiment has access to the following Biomancies:

Virulence

Establish Perimeter

Entropic Transfer

Amplified Biogenics



COMMAND ABILITIES

Each Round the Biomancer may use one Command Ability:

- **Mend Flesh [Command]:** Target Friendly Clonekind Regiment Heals 4 Wounds.
- **Rapid Revitalization [Command]:** Target Friendly Infantry Dronekind Regiment Heals 6 Wounds.
- **Heightened Senses [Command]:** Target Friendly Dronekind or Clonekind Regiment. When it is this Regiment's time to Activate the Regiment may choose to forgo it's Activation, place the Command Card at the bottom of your Command Stack and pass play to your Opponent. Target Friendly Regiment may Activate later in the Round as normal, It does not count as having Activated.

CHARACTER UPGRADES

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

PEROMANCER

NO COST

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

SPECIAL RULES

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

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

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

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

Expendable Distractions: This Character may bring up to eight Force Grown Drone as a Retinue. Force Grown Drone Models in this Character Regiment may use the Pheromancer's Resolve Characteristic when performing a Morale test.

CHARACTER

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

Protector Force Grown Drones

- The Character Regiment has access to the following Pheromancies:

Pack Instincts

Recuperate

Aggressive Compulsion

Territorial Instincts

COMMAND ABILITIES

Each Round the Pheromancer may use one Command Ability:

- Pheromone Burst [Command]:** Target Friendly Infantry Regiment gains +2 March Characteristic and the Decay (3) Special Rule until the end of their next Activation, and may immediately perform a free out of sequence March Action. That Regiment does not count as having Activated as a result of this out of sequence March.
- Catalytic Strength [Command]:** Target Friendly Dronekind Regiment. All Models in the Target Regiment add +1 to its their Attack Characteristic and the Regiment suffers the Decay (6) Special Rule until the end of its next Activation.

CHARACTER UPGRADES

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



HIGH CLONE EXECUTOR

NO COST

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

SPECIAL RULES Cleave (1), Parry, CounterAttack, Clonekind

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

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

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

One Mind: Vanguard Clone models in this Character's Regiment may use the High Clone Executor's Characteristics when taking a Clash Action and when taking any Defense Rolls.

CHARACTER

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

Vanguard Clone

Protector Bound Clone



COMMAND ABILITIES

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

- **On my Orders [Command]:** Target Friendly Infantry Regiment may immediately perform a free out of sequence March Action. That Regiment does not count as having Activated as a result of this out of sequence March.
- **Suppress [Command]:** Target Friendly Regiment with the Clonekind Special Rule, all Models in that Regiment gain the Flurry Special Rule until the end of their next Activation.
- **Advanced Combat Tactics [Command]:** Target Friendly Infantry Regiment with the Clonekind Special Rule may immediately perform an out of sequence Combat Reform Action. That Regiment does not count as having Activated as a result of this out of sequence Combat Reform.
- **Reclamation Directive [Command]:** : Target Friendly Infantry Regiment with the Clonekind Special Rule within range of an Objective Zone gains the Terrifying (1) Special Rule until the end of the Regiment's next Activation.

CHARACTER UPGRADES

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

LINEAGE HIGHTBORNE

50 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Brute Character Regiment	Heavy	7	2	3	6	8	4	4	2	8

SPECIAL RULES Cleave (1), Superior Creation, Impact (3)

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

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

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

CHARACTER

- This Character Regiment is comprised of 1 Model.

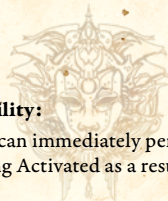
COMMAND ABILITIES

Each Round the Lineage Highborne may use one Command Ability:

- **Pheromantic Override [Command]:** Target Friendly Regiment can immediately perform a free out of sequence March Action. That Regiment does not count as having Activated as a result of this out of sequence March.
- **Self-Repairing Tissue [Command]:** Target Friendly Regiment Heals 3 Wounds.
- **Superiority [Command]:** Target Friendly Regiment with the Impact (X) Special Rule gains the Impact (+2) Special Rule until the end of its next Activation.

CHARACTER UPGRADES

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



LINEAGE PRIDEBORNE

50 POINTS

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

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

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

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

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

CHARACTER

- This Character Regiment is comprised of 1 Model.

COMMAND ABILITIES

Each Round the Lineage Prideborne may use one Command Ability:

- Pheromantic Override [Command]:** Target Friendly Regiment can immediately perform a free out of sequence March Action. That Regiment does not count as having Activated as a result of this out of sequence March.
- Self-Repairing Tissue [Command]:** Target Friendly Regiment Heals 3 Wounds.
- Superiority [Command]:** Target Friendly Regiment with the Impact (X) Special Rule gains the Impact (+2) Special Rule until the end of its next Activation.

CHARACTER UPGRADES

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



MIMETIC ASSASSIN

90 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Light	7	2	4	6	5	3	0	2	5

SPECIAL RULES Flurry, Quicksilver Strike, Fluid Formation, Clonekind

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

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

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

CHARACTER

- This Character Regiment is comprised of 1 Model.

COMMAND ABILITIES

Each Round the Lineage Prideborne may use one Command Ability:

- False Hopes [Command]:** Target Enemy non-Leader Infantry Model within 5" and within Line of Sight of the Mimetic Assassin, immediately Moves up to its March Characteristic directly towards this Character Model in an attempt to Engage it. This out-of-sequence Move may result in a Model ending its movement outside its Regiment Leader's Command Range. The Mimetic Assassin does not need to have the Target Regiment's Leader within Command Range in order to make use of this [Command] Ability
- Retracting Claws [Command]:** This Character Model's Clash Attacks inflict two Wounds per failed Enemy Defense Roll until the end of its next Activation.
- Leap [Command]:** This Character Model repositions itself anywhere within 3" of its current location. Enemy Models and Engagement Ranges are ignored for the purposes of this move. The Mimetic Assassin may use this [Command] Ability to move directly upwards or downwards one floor. This Model's base cannot be overlapping with any other Model's base at the end of the movement.

CHARACTER UPGRADES

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



BIOMANCIES AND PHEROMANCIES

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

BIOMANCY ABILITIES

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

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

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

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

PHEROMANCY ABILITIES

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

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

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

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

OFFICERS

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

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

ASSAULT PRECEPTOR

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

SPECIAL RULES Flurry, Clonekind

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

WARD PRECEPTOR

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Officer	Medium	6	2	2	2	6	3	0	3	5

SPECIAL RULES Clonekind

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

CATABOLIC NODE

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

SPECIAL RULES Dronekind, Lethal Demise

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

MUTATIONS

Adaptive Evolution

35 points

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

Biotic Hive

25 points

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

Extended Pheromantic Signals

25 points

Regiments with an Officer Model count as if they are Wholly within this Character's Command Range.

Redundant Internal Structure

20 points

The Character Model gains +2 Wounds.

Insulated Synaptic Pathways

20 points

Models in this Character Regiment gain Counter Attack Special Rule.

Adaptive Senses

15 points

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

Burrowing Parasites

15 points

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

Hyper-Responsive Optic Nerves

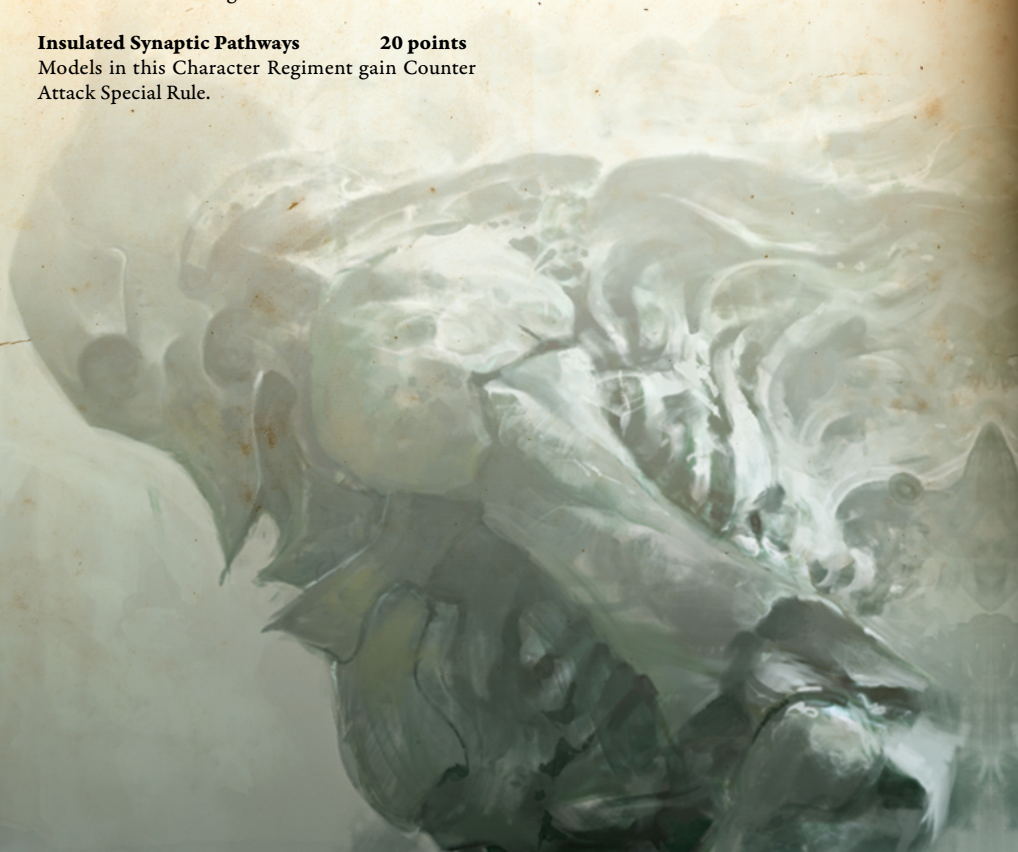
15 points

This Character Model gains the Flawless Strikes Special Rule.

Ablative Flesh

10 points

The Character Model gains the Oblivious Special Rule.



RETINUES

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

Not every Character Regiment has access to all 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.

PROTECTOR FORCE GROWN DRONES

15 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	1	1	1	2	1	2	0	Shield, Support, Dronekind, Mass Produced

VANGUARD CLONES

35 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	1	2	2	2	3	2	2	Shield, Clonekind

PROTECTOR BOUND CLONES

15 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	1	1	1	3	1	2	2	Shield, Support, Clonekind



REGIMENTS

FORCE-GROWN DRONES

60 POINTS / +10 PER MODEL

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

SPECIAL RULES Shield, Support, Dronekind

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

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +10 points per Model to a maximum of 12.
- If the Regiment numbers 12 Models, one of the Models is upgraded to a Standard Bearer for free.

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

Catabolic Node 30 points

VANGUARD CLONES

130 POINTS / +25 PER MODEL

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

SPECIAL RULES Shield, Clonekind

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.
- If the Regiment numbers 8 Models, one of the Models is upgraded to a Standard Bearer for free.

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

Assault Preceptor 30 points

Ward Preceptor 30 points

VANGUARD CLONE INFILTRATORS**130 POINTS / +25 PER MODEL**

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

SPECIAL RULES Barrage 2 (10", Deadly Shots), Clonekind**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.
- If the Regiment numbers 12 Models, one of the Models is upgraded to a Standard Bearer for free.

**BRUTE DRONES****100 POINTS / +80 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	1	2	5	5	4	3	0	-

SPECIAL RULES Flurry, Unstoppable, Impact 3, Oblivious, Dronekind**REGIMENT**

- This Regiment is comprised of 1 Model
- You may add additional Models for +80points per Model to a maximum of 3.

**ABOMINATION****250 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Heavy	8	1	2	10	8	4	3	0	-
Wounded Profile		7	1	2	6	7	4	3	0	

SPECIAL RULES Flurry, Cleave (1), Dronekind, Impact (5)**WOUNDED** Flurry, Cleave (1), Dronekind, Impact (5)**REGIMENT**

- This Regiment is comprised of 1 Model.



STRYX**130 POINTS / +20 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	9	1	2	2	2	2	1	2	-

SPECIAL RULES Fly, Lethal Demise, Dronekind, Agile**Agile:** This Regiment always counts as being Obscured.**REGIMENT**

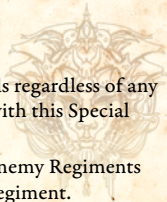
- This Regiment is comprised of 4 Models
- You may add additional Models for +20 points per Model to a maximum of 12.

**AVATARA****120 POINTS / +90 PER MODEL**

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

SPECIAL RULES Cleave 1, Superior Creation, Long Reach, Impact 2**Long Reach:** A Model with this Special Rule may always Attack Through other Models regardless of any Special Rules that would normally prohibit them from doing so. In addition, Models with this Special Rule have an Engagement range of 2.5".**Lithe Frame:** During the Round in which this Regiment performs a Charge Action, Enemy Regiments cannot gain the Inspired Special Rule or Re-roll Clash or Volley Actions against this Regiment.**REGIMENT**

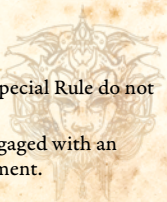
- This Regiment is comprised of 1 Model.
- You may add additional Models for +90 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.
- If the Regiment numbers 3 Models, one of the Models is upgraded to a Standard Bearer for free.

**CENTAUR AVATARA****150 POINTS / +100 PER MODEL**

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

SPECIAL RULES Brutal Impact (2), Shield, Superior Creation, Impact (3)**Shock Assault:** Casualties inflicted as a result of Impact Attacks by Models with this Special Rule do not generate Casualty Tokens.**Assault Frame:** This Regiment may perform a Charge Action even if it was already Engaged with an Enemy Regiment. The target of this Charge Action has to be the Engaged Enemy Regiment.**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.
- If the Regiment numbers 3 Models, one of the Models is upgraded to a Standard Bearer for free.



INCARNATE SENTINELS**140 POINTS / +110 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Bruite	Heavy	6	1	2	5	6	3	4	0	-

SPECIAL RULES Cleave (2), Superior Creation, Impact (3)**Overcoming the Limits of Flesh:** Enemy Models cannot inflict Impact Attacks against a Model with this Special Rule. Furthermore, Casualties inflicted by Models with this Special Rule do not generate Casualty Tokens.**REGIMENT**

- This Regiment is comprised of 1 Model.
- You may add additional Models for +110 points per Model to a maximum of 3.

ONSLAUGHT DRONES**115 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	-

DRAW EVENTS Burnout**SPECIAL RULES** Flurry, Dronekind**REGIMENT**

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

Any Onslaught Drones Regiment may include ONE of the Officers presented below:*Catabolic Node* 30 points**DESOLATION DRONES****140 POINTS / +20 PER MODEL**

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

SPECIAL RULES Barrage (1) (8", Armor Piercing (1), Torrential Fire, Deadly Shot) Dronekind, Lethal Demise.**Mass Produced:** Regiments with this Special Rule ignore the "Remove Casualty Tokens" step of their Activation each Round.**Desolate:** When this Regiment is within range of an Objective Zone, at the beginning of the Victory Phase, all Enemy Regiments within range of the same Objective Zone suffer 3 automatic Hits.**REGIMENT**

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

BOUND CLONES**95 POINTS / +15 PER MODEL**

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

SPECIAL RULES Shield, Support, Clonekind**REGIMENT**

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +15 points per Model to a maximum of 12.
- If the Regiment numbers 12 Models, one of the Models is upgraded to a Standard Bearer for free.

Any Bound Clones Regiment may include ONE of the Officers presented below:*Catabolic Node* 30 points*Assault Preceptor* 30 points*Ward Preceptor* 30 points**MARKSMAN CLONES****120 POINTS / +25 PER MODEL**

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

SPECIAL RULES Barrage 2 (15"), Clonekind**REGIMENT**

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +25points per Model to a maximum of 12.
- If the Regiment numbers 8 Models, one of the Models is upgraded to a Standard Bearer for free.



LEONINE AVATARA**160 POINTS / +120 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	6	3	2	4	5	4	3	2	-

SPECIAL RULES

Barrage (4) (12", Armor Piercing (2), Deadly Shot), Fluid Formation, Impact (2), Superior Creations

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

Nimble Frame: This Regiment can perform a Disengage Action without receiving Attacks of Opportunity

REGIMENT

- This Regiment is comprised of 1 Model.
- You may add additional Models for +100 points per Model to a maximum of 3.

SIEGEBREAKER BEHEMOTH**450 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Heavy	6	1	3	10	9	4	4	0	-
Wounded Profile		8	1	3	8	9	4	4	0	-

SPECIAL RULES

Brutal Impact (3), Terrifying (2), Impact (5), Smite, Long Reach, Burrowing Monstrosity

WOUNDED

Brutal Impact (3), Terrifying (2), Impact (5), Smite, Long Reach, Burrowing Monstrosity

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

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

REGIMENT

- This Regiment is comprised of 1 Model.

PTERAPHON SURVEYOR**280 POINTS**

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

SPECIAL RULES Barrage (6, 16", Armor Piercing 1, Deadly Shot), Impact (4), Fly

WOUNDED Barrage (6, 16", Armor Piercing 1, Deadly Shot), Impact (2), Fly

Priority Target: At the start of the First Supremacy Phase, choose an Enemy Regiment. This Regiment gains the Barrage (+2) and Armor Piercing (+1) against the chosen Enemy Regiment until the end of the game.

When that Regiment is destroyed, you may choose another Enemy Regiment. This Regiment gains the Barrage (+2) and Armor Piercing (+1) against the chosen Enemy Regiment until the end of the game.

Ignorance of Lesser Bioforms: This Regiment may select an Enemy Regiment Engaged with a Friendly Regiment with the Dronekind Special Rule as the Target of their Volley Action. When the Volley Action ends, the Friendly Regiment suffers 2 automatic hits. Wounds resulting from these Hits do not trigger Morale Tests.

REGIMENT

- This Regiment is comprised of 1 Model.