



THE SPIRES

ARMY LIST



Scattered throughout the land as if by the hand of a mad god, the Spires dominate the landscape they stand upon. Rising thousands of feet into the air, they are the source of countless suppositions, tales, and myths. The learned know that the Spires house entire populations, the last remnants of a civilization that once dared to span the stars.

The Exiles arrived on Eä countless millennia ago as explorers. Their craft and skill allowed them to breach the vast distances between suns, and their vibrant civilization looked for new worlds to colonize. The first Spires were germinated to house a small community of scientists, explorers, and surveyors, who spent centuries in isolation, studying the planet and preparing the way for a wave of settlers, who would tame the primordial land they had discovered.

They never arrived. Instead, a growing stream of refugees began to arrive, fleeing a calamity the Spires will not speak of to this day.

Last among the refugees were the nobles of the Sovereign House, who sealed the Ways behind them. This ruthless act, calculated to eliminate all nobility but his House and its Lineages, doomed the countless millions they abandoned to die. The magnitude of this betrayal shattered Exile society to its core. As political opposition raged and entire castes turned against their leadership, three factions were born from the ashes of that once great civilization: the Spires, the Weavers, and the Quiet. Only among the Spires are the flames of the old civilization kept alive, and, even that, only through great sacrifice.

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 Regiment and [**CHARACTER**] in your Army, plus those of any upgrades you've purchased for them. 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**]s and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one [**CHARACTER**] to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each [**CHARACTER**] 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**] 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**] it is chosen for, count as a Mainstay or a Restricted choice. Each [**CHARACTER**]'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**]s and Regiments have additional options that can be purchased for them, such as Abilities, Officers and 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**] or Regiment for which the upgrade was purchased.

If you are able to purchase additional Stands, the cost will be clearly indicated in the top right corner of the Army List Entry, along with the Entry's points value.

Additionally, many Regiments include Command Models as part of their Army List Entry. These can be found under the "Command Models" section of the Entry.

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.

THE SPIRES

For millennia uncounted, the Spires have focused their efforts in the development of their Biomantic prowess towards a singular goal: the highest possible efficiency for the smallest possible investment. All forces at their disposal have been extensively optimised across generations to yield the highest damage for the least resources invested into them. Strains are the most promising development yet: rather than enhancing their warriors permanently, increased capabilities are encoded into each life form individually to be called upon when needed. This way they do not need to adapt the basic biology of the subject to handle the strain constantly. The... musculoskeletal or neural Decay that results from surpassing the limits of their biological systems is a cost that is ruthlessly measured against the value they might reap on the battlefield once enhanced.

The Spires forces are amassed from various sects and lifeforms of Spires society, coalescing into a teeming mass of synthetic soldiers and looming monstrosities. This variance in Spires armies is represented by Battlefield Roles that indicate the genetic compositional nature of their Regiments and determines what abilities and effects interact with them. These Battlefield Roles consist of the following: **[DRONE]**, **[CLONE]**, **[HUSK]**, and **[MONSTROSITY]**. Every Spires **[CHARACTER]** and Regiment will possess at least one of these Battlefield Roles, denoting their purpose and status within a Spires army.

Furthermore, Spires hosts march to war in service of one of three sects; The Underspires, The Directorate, and the Sovereign Lineage. When building your Army List you must select one of these sects as part of The Master's Touch army ability as seen below.

THE MASTER'S TOUCH

Spire society is highly stratified as a result of its history of betrayal and loss. The deployment of forces outside of the Spire is no mean matter and favors, alliances, research and all forms of influence are brought to bear on the selection of a commander as the Lineages and Directorate view for the privilege. A stalemate between them often results in a compromise party from the Underspire selected to lead the force, leaving everybody unsatisfied. Only the Merchant Princes sidestep this issue, using their privileges and vast wealth to deploy their own troops as they see fit.

When creating your Army List, you must dedicate it to one of the three Spire Sects. By choosing a Sect your Army gains the respective abilities and Special Rules.

THE UNDERSPIRE

Deep in the bowels of the Spire one can find the vast root complexes, spawning pools and biomass reservoirs that ensure the health, prosperity and growth of the Spire. Tending to these falls upon the dregs and failures of each Lineage, for the chances for advancement in so tightly regulated and supervised an environment are very small. Pheromancers, Executors and the occasional disgraced Scion of a Lineage can be found leading the first line of defense in the Spires, focusing on Drones and a few select Monstrosities with a credo that quantity is a quality all on its own.

Violent Delirium [Always Active]: Friendly **[DRONE]** Regiments can Heal while Broken and gain the Indomitable (X) Special Rule where X is equal to the Resolve bonus the Regiment gains based on the number of its Stands.

In addition, friendly **[DRONE]** and **[CLONE]** Regiments gain the Regeneration (+2) Draw Event.

THE DIRECTORATE

The inner layers of a Spire are where the heart and soul of Spire economy and society thrive: The scientific halls of the Directorate. This is where the cutting edge of Biomancy is expanded through relentless research... and ruthless skullduggery. The delicate dance between the Lineages and Directorate means that lines are thin and the paths are narrow. Success is the only coin that matters, and to this end, all efforts are bent: intrigue is rife, political infighting for resources ruthless and even violence can be deployed so long as the goal is achieved... and there are no credible witnesses. Commanders come from all corners of Spire society: High ranking Biomancers are loath to interrupt their research and deploy competent executors or Pheromancers on their behalf while critical enterprises are supervised by Biomancers directly or even their Lineage Highborns. The forces they can deploy are highly eclectic drawing upon the most modern designs and developments on the field.

Lobotomyic Override [Always Active]: Once per Round, immediately upon drawing a Command Card, but before performing any Draw Events, you may place it next to the Command Stack face down, without revealing it, and Draw the next Card. Place the first Command Card either on the top or bottom of the Command Stack and proceed with Activating the second.

THE SOVEREIGN LINEAGE

Separated from the world at large by their own vaunted status and immeasurable wealth, these individuals wage war on a daily basis. Whether it is on the battlefield, the halls of the Directorate or the court of the Sovereign, matters little to them: success and influence are the only coins that they truly value. They can call upon almost all of the forces of the Spire, but hesitate to contract directly with the Directorate and absolutely loathe descending to the level of the Underspire. Their forces are often elite and compact, composed of Lineage offspring enjoying the heart pounding rhythms of war from the relative safety of their Husks.

Magnanimity [Always Active]: While performing a Clash or Volley Action Targeting an Enemy Regiment that is Below Starting Strength, all Friendly [**HUSK**] Regiments gain the Inspired and Aimed Shot Special Rules until the end of that Action.

STRAINS

For millennia uncounted, the Spires have focused their efforts in the development of their Biomantic prowess towards a singular goal: the highest possible efficiency for the smallest possible investment. All forces at their disposal have been extensively optimised across generations to yield the highest damage for the least resources invested into them. Strains are the most promising development yet: rather than enhancing their warriors permanently, increased capabilities are encoded into each life form individually to be called upon when needed. This way they do not need to adapt the basic biology of the subject to handle the strain constantly. The... musculoskeletal or neural Decay that results from surpassing the limits of their biological systems is a cost that is ruthlessly measured against the value they might reap on the battlefield once enhanced.

Spire Regiments have access to **Strain** abilities that enhance their Characteristics or grant powerful Special Rules. Strain abilities can be activated by performing the Strain Expression Draw Event (as seen below) and their effects last until the end of the Round.

Strain Expression [Draw Event]: The Regiment gains the benefits of its Strain ability and suffers the Decay Special Rule until the end of the Round.

Strain Expression can be performed **in addition** to the one Draw Event Regiments or [**CHARACTERS**] usually have access to. Regiments may perform the Strain Expression Draw Event even if an Enemy Special Rule would normally prohibit them from doing so.

Decay: The Regiment suffers 1 Wound per Stand at the end of its Activation. In the case of a Monster Regiment, it suffers 3 Wounds instead. These Wounds do not trigger Morale Tests.

BIOENGINEERED SUBJECTS

The Spires do not control their forces through the crude methods of the lesser races, though music and flags may tickle the fancy of a given commander and thus be represented on the battlefield. They instead depend on pheromones and biological vectors to convey their intent upon their troops. Those agents specialized in the deployment of these methods, the Biomancers and Pheromancers, can enforce their will upon an entire army in the heat of combat without ever raising their voice.

Some [**CHARACTERS**] in the Army, like the Biomancer or Pheromancer, have access to Practitioner Actions of a specific Type - seen in parenthesis as described in their Army List Entry. These abilities usually take the form of Biomancies and Pheromancies and allow Regiments to benefit in unique and powerful ways.

Friendly Regiments can only be the Target of one Practitioner Action per Round. Practitioner Action effects do not stack.



SUPREMACY ABILITIES

PHEROMANCER

Your Warlord may perform a free additional Practitioner Action each Activation. You cannot perform the same Pheromancy more than once during a single Activation.

Induced Aggression

[Always Active]: When friendly **[DRONE]**, **[CLONE]** and **[MONSTROSITY]** Regiments activate their Strain Expression Draw Event they may exchange their Strain ability and instead add +1 to their Clash (Up to maximum of 4) and +1 to their March Characteristics until the end of the Round.

The Regiment this **[CHARACTER]** is currently attached to does not suffer Wounds from the Decay Special Rule.

BIOMANCER

Your Warlord may perform a free additional Practitioner Action each Activation. You cannot perform the same Biomancy more than once during a single Activation.

Field Studies

[Battlefield]: Designate a visible area next to the Battlefield, this is your Observation pool. Every time any Regiment on the Battlefield is destroyed, add a Token to your Observation pool. You may only have a maximum of 4 Observation Tokens, any extra Tokens are immediately discarded.

Observation Tokens can be spent in exchange of powerful abilities as follows:

1 Token: When your Warlord performs a Practitioner Action, you may spend a single Token and Roll one additional Die. Then select a Die of your choice as the result.

Example: If a Rule asks you to Roll 2D6, you may spend a Token to Roll 3D6 and select the result of your choice instead of highest or lowest.

2 Tokens: When a Friendly Regiment performs its Strain Expression Draw Event you may immediately choose to spend 2 Tokens. The Regiment does not gain the Decay Special Rule as a result of Strain Expression this time.

3 Tokens: Upon drawing the last Command Card in your Stack you may choose to spend 3 Tokens. If the Card belongs to a non-Monster Regiment, immediately remove its Broken status and Heal it for 5 Wounds.

SUPREMACY ABILITIES

HIGH CLONE EXECUTOR

Ruthless Competence

[Always Active]: Once per Round the Warlord may make use of one of the following Ruthless Competences:

1. Immediately upon a Friendly [**CLONE**] Regiment declaring a Clash or a Volley Action against an Enemy within Effective Range it may gain the Opportunist Special Rule until the end of that Action.
2. Immediately upon a Friendly [**CLONE**] Regiment being declared as the Target of an Enemy Regiment's Clash Action, that Enemy Regiment does not benefit from the Inspired Special Rule until the end of the Round.
3. When a Friendly Regiment is destroyed, Target Friendly [**CLONE**] Regiment within 12" to perform an Out of Sequence March Action.

LINEAGE PRIDEBORNE

Remorseless Hunter

[Always Active]: All Friendly [**HUSK**] Regiments gain the Designate Target Special Rule.

[Activated part of the Ability]: All Friendly Regiments gain the Sureshot and Longshot Special Rules until the end of the Round.

Designate Target: When this Regiment inflicts a Wound upon an Enemy Regiment during a Clash, Charge or Volley Action, that Enemy Regiment becomes Marked until the end of the Round. When Friendly Regiments perform a Charge Action against a Marked Enemy Regiment, they add +2" to their Charge Distance and Re-Roll failed Hit Rolls during Charge and Clash actions until the end of the Round.

SUPREMACY ABILITIES

LINEAGE HIGHBORNE

Lambs to the Slaughter

[Always Active]: The Regiment this **[CHARACTER]** is currently attached to gains the Fearless and Fury Special Rules.

[Activated]: All Friendly **[HUSK]** Regiments treat every Hit-Roll result of "6" as "1" for the purposes of performing Clash, Volley and Impact Hits until the end of the Round.

MERCHANT PRINCE

Tricks of the Trade

[Always Active]: Before the first Reinforcement Phase of the game Roll 5 Dice and note the results by placing them in a designated area visible to your Opponent - this is your Influence Pool.

During the course of the Battle, when you are called to Roll Dice, except from Reinforcement and Supremacy Rolls, but before Rolling them you may choose any number of dice from your Influence Pool and spend them to use their result instead. These results cannot be Re-Rolled or used for the purposes of Re-Rolling a Die.

In addition, every time you make a Supremacy Roll add your final unmodified result to your Influence Pool.





PHEROMANCER

100 POINTS

Pheromancy represents the lowest form of Biomancy practiced by the Spires, be it by lack of ability or imposed restrictions. The prevailing theory suggests that while Biomancers use their gifts to weave the strands that bind life itself into new forms, Pheromancers guide their gift inwards, they turn their body into a chemical furnace capable of altering the composition of any compound they ingest.

This allows them to create new, tailored compounds, hormones and pheromones with a terrifying degree of precision, far beyond the limited capabilities of the growth vats located deep within each Spire. Through such methods, a Pheromancer can issue commands across the battlefield, singling out enemy troops for extermination, turning timid drones into bloodthirsty fiends and even force their troops to march until their feet are little more than bloody stumps.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	2	3	4	2	2	1	Induced Aggression

Special Rules: PRACTITIONER (PHEROMANCY)

Battlefield Role: [CHARACTER], [CLONE]

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

Suppress Higher Functions [Draw Event]: Target Friendly Regiment within 12". It gains the Fearless Special Rule until the end of the Round.

Practitioner (Pheromancy)

[Combat and Out-of-Combat Action]: This [CHARACTER] may perform a single Pheromancy Ability during its Activation.

PEROMANCER

CHARACTER UPGRADES

May purchase up to 2 Apparatuses, Mutations, or Eccentricities in any combination.

WARBAND

Mainstay:

Brute Drones
Force Grown Drones
Onslaught Drones
Stryx

Restricted:

Abomination
Consumption Beast
Desolation Drones
Desolation Beast,
Pteraphon Surveyor



BIOMANCER

100 POINTS

To look upon a Biomancer is to look upon Biomancy itself. These are the favored agents of the Directorate, and the full resources of their twisted genius are at their disposal. Everything about them; from their clothing to the menagerie that follows them, even their very bodies, are the direct product of a Biomantic process.

Having moved well past the crude art of Pheromancy, these capable individuals look upon the battlefield with the dispassionate eye of a scientist, adapting to the exigencies of the battlefield and expending resources to achieve results with clinical precision.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	2	3	4	3	2	1	Field Studies

Special Rules: PRACTITIONER (BIOMANCY)

Battlefield Role: [CHARACTER], [CLONE]

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

Epigenetic Trigger [Draw Event]: Target Friendly Regiment within 12". Its Command Stand adds +2 to its Attack Characteristic until the end of the Round.

Practitioner (Biomancy)

[Combat and Out-of-Combat Action]: This [CHARACTER] may perform a single Biomancy Ability during its Activation.

BIOMANCER

CHARACTER UPGRADES

May purchase up to 2 Apparatuses, Mutations, or Eccentricities in any combination.

WARBAND

Mainstay:

Bound Clones

Desolation Drones

Force Grown Drones

Restricted:

Abomination

Consumption Beast

Desolation Beast

Incarnate Sentinels

Pteraphon Surveyor



HIGH CLONE EXECUTOR

90 POINTS

Ignored and often resented, High Clone Executors provide a critical role that not even the most arrogant of the Lineage Highborn can deny: direct battlefield experience and a core of professional officers to lead the troops. To achieve the rank of Executor, a clone must have advanced through the ranks of the Vanguard Infantry and Infiltrators.

This hard-earned battlefield experience grants them deep tactical and strategic insight that is seldom found within a Spire's forces. While Biomancers and Pheromancers might turn the soldiers into ravening automata and Lineage Highborn might be unstoppable on the field, it is the High Clone Executors who time and again deliver victories across a hundred different battlefields.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	3	3	5	4	4	3	2	Ruthless Competence

Special Rules: CLEAVE (2), FLURRY, TENACIOUS (1), SYMBIOTIC COMMAND

Battlefield Role: [CHARACTER], [CLONE]

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

Symbiotic Command

[Combat and Out-of-Combat Action]: Target Friendly [CLONE] Regiment within 12", gains the Double Time Draw Event until the End of the Round.

HIGH CLONE EXECUTOR

CHARACTER UPGRADES

May purchase up to 2 Mutations or Eccentricities in any combination.

WARBAND

Mainstay:

Bound Clones
Force Grown Drones
Onslaught Drones
Vanguard Clones

Restricted:

Brute Drones
Marksman Clones
Pteraphon Surveyor
Siegebreaker Behemoth
Vanguard Clone Infiltrators



LINEAGE Highborne

130 POINTS

Among the highest echelons of the Lineages, none are truly expected to risk their lives anymore, much less for something as simple and trivial as combat. The chosen warriors of the Sovereign's Lineages stride through the battlefield safely projecting their consciousness into their Avatars: outlandish creations bedecked in all sorts of ornament and Biomantic enhancements, whose lithe, androgynous frames bely the speed and power they can bring to bear. With almost no personal risk and minimal skill needed to become a deadly foe, many scions of the Lineages have taken to decorating their Avatars as ostentatiously as possible, for the body-vessels have made them such proficient killers that a tally of the slain foes is simply no longer a practical method by which to distinguish oneself.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Brute	-	-	1	4	6	5	4	4	2	Lambs to the Slaughter

Special Rules: FLAWLESS STRIKES, CLEAVE (1), IMPACT (2)

Battlefield Role: [CHARACTER], [HUSK]

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

Imposing Excellence: The [CHARACTER] and the [HUSK] Regiment they are currently attached to gains the Parry Special Rule.

LINEAGE HIGHBORNE

CHARACTER UPGRADES

May purchase up to 2 Mutations or Eccentricities in any combination.

WARBAND

This Warband may not contain more than 2 Regiments of Incarnate Sentinels.

Mainstay: *Avatara*
 Bound Clones
 Incarnate Sentinels

Restricted: *Abomination*
 Centaur Avatara
 Leonine Avatara
 Siegebreaker Behemoth
 Vanguard Clone Infiltrators



LINEAGE PRIDEBORNE

120 POINTS

Amongst the Lineage Elders who indulge in the base carnal satisfaction of combat there exists a small, but very dedicated and influential, minority for whom the slaughter of lesser foes has lost it's luster. Many of these hoary ancients have found a new purpose and joy not in the indiscriminate slaughter of unworthy rabble, but rather in the patient, collected and premeditated hunt of a worthy foe. They have taken to looking upon the foe not as enemy, but as prey. And like all hunters they take pride in the well executed hunt. Not for them the mindless drive into combat, but rather the patient stalk, the flank and rear charge, and then the unleashing of the murderous potential of their Avatara projections.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Cavalry	-	-	3	3	4	5	4	3	2	Remorseless Hunter

Special Rules: CEASELESS HUNT, ACUTE SENSES, IMPACT (2), BARRAGE 4 (14"), DEADLY SHOT, ARMOR PIERCING (2)

Battlefield Role: [CHARACTER], [HUSK]

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

Acute Senses: The Regiment counts all of its arcs as its Front Arc and its Stands ignore each other for the purposes of determining Line of Sight and Checking for Obstruction when performing Volley Action.

Ceaseless Hunt: The Regiment this Character Stand is currently attached to gains the Fire and Advance Draw Event.

LINEAGE PRIDEBORNE

CHARACTER UPGRADES

May purchase up to 2 Mutations or Eccentricities in any combination.

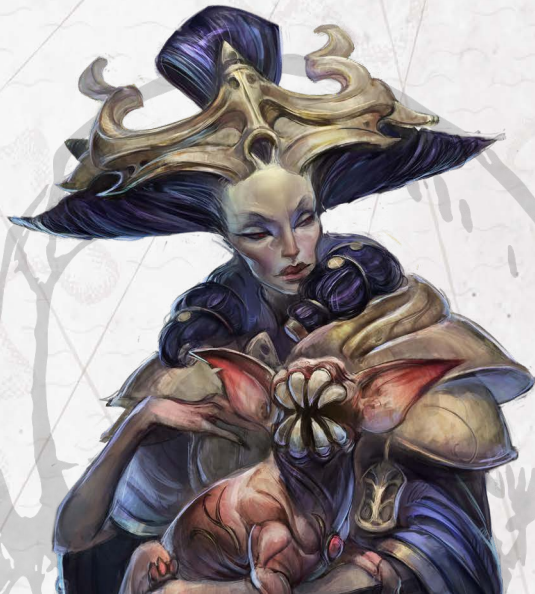
WARBAND

This Warband may not contain more than 2 Regiments of Centaur Avatara.

This Warband may not contain more than 2 Regiments of Leonine Avatara.

Mainstay: Centaur Avatara
Leonine Avatara
Vanguard Clones

Restricted: Avatara
Marksman Clones
Stryx



MERCHANT PRINCE

120 POINTS

A recent development in the long history of the Spires, the Merchant Princes have quickly become a force to be reckoned with. By abandoning all efforts at amassing power and wealth within the Spire, traditionally the domain of the Lineages and the Directorate, and turning their efforts outwards, towards isolated compounds and interactions with the lesser species, they have managed to amass real power, granting them surprising influence within Spire politics for a faction so young. Ruthless, calculating and above all driven, the Merchant Princes have proven a powerful foe to any who oppose them.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	2	3	4	3	2	2	Tricks of the Trade

Special Rules: MASTER MANIPULATOR

Battlefield Role: [CHARACTER], [CLONE]

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

Master Manipulator: Once per Round before Reinforcement Rolls are made, you may propose an Offer to your Opponent.

If your Opponent accepts the Offer then both Players may select one additional Regiment to automatically succeed on their Reinforcement Roll this Round. In addition, your selected Regiment gains the Vanguard (3) Special Rule.

If your Opponent declines the Offer then you may choose between Re-Rolling 1 Failed Reinforcement Roll this Round or once Reinforcement Rolls have been made you may choose one Regiment that is currently not on the Battlefield to gain the Vanguard (3) Special Rule until the end of the Round.

Should both Players control a Merchant Prince both Merchant Princes may propose an Offer. Players Roll Off to see who may propose an Offer first.

Note: Multiple list entries of Merchant Prince does not allow you to propose an Offer multiple times.

MERCHANT PRINCE

CHARACTER UPGRADES

May purchase up to 2 Mutations or Eccentricities in any combination.

WARBAND

Mainstay: *Bound Clones* *Restricted:* *Any Spires Regiment!*
Force Grown Drones
Vanguard Clones



MIMETIC ASSASSIN

60 POINTS

The Mimetic Assassin is a nightmare made flesh for enemy commanders. Each segment of its carapace is individually articulated and razor sharp, allowing it to change its body shape, stance and outline to masquerade as any clone (or humanoid biped with minimal effort in disguise) or even produce claws and weapons made from its own body. Coupled with its pheromonic field, these attributes grant the Mimetic an unprecedented edge in infiltration and ambush situations. Easily overlooked in the dead of night or heaving mass of combat, the Mimetic Assassin can close within range of its chosen foe unnoticed before it springs into action, transforming into a whirling, stabbing monstrosity in the flash of an eye.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	2	3	6	4	1	1	3	No Supremacy Ability

Special Rules: FLURRY, QUICKSILVER STRIKES, CLEAVE 2, ASSASSINATION DIRECTIVE, REFINED BEYOND NATURE, INSPIRED

Battlefield Role: [CHARACTER], [CLONE]

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

This [CHARACTER] cannot be the Army's Warlord. In addition this [CHARACTER] does not have a Warband and may be attached to a Regiment as per its Assassination Directive Special Rule (see next page).

MIMETIC ASSASSIN

CHARACTER UPGRADES

May purchase a single Mutation or Eccentricity.

Assassination Directive: This [CHARACTER] does not attach to a Regiment at the start of the Battle, instead it joins the battlefield in the following way:

When a Friendly Infantry Regiment that does not currently have a [CHARACTER] attached to it declares a Clash Action, you may immediately replace a non-Command Stand in the first Rank with this [CHARACTER] Stand and place its Command Card beside it. The replaced Stand is removed as a casualty, but it does not count towards making the Regiment Broken or Shattered.

Upon replacing the Stand, the Mimetic Assassin acts in the following order:

- 1) The [CHARACTER] inflicts X Hits to a single Enemy Regiment in Contact with the [CHARACTER]'s Stand, where X is the Wounds Characteristic of the Stand the [CHARACTER] replaced. These Hits benefit from the Cleave (2) Special Rule and do not trigger Morale Tests.
- 2) The [CHARACTER] may immediately perform an out of sequence Duel Action.
- 3) The [CHARACTER] counts as having Activated and the Regiment they are currently attached to may continue performing its Clash Action.

Should the [CHARACTER] not have entered the Battlefield until the end of the game, it is considered to have been destroyed before the last Victory Phase of the game.

Note: This ability can be used only once per game, it cannot be used to move between Regiments.

BIOMANCIES

ESSENCE TRANSFER

Target Friendly Regiment within 12" and Roll 2D6:

- The Regiment immediately suffers Wounds equal to the lower Roll result. These Wounds do not trigger Morale Tests.
- Target another Friendly non-Monster Regiment within 12", it immediately Heals 4 Wounds.

UNSTABLE ENHANCEMENT

Target Friendly non-Monster Regiment within 12", until the end of the Round:

- The Regiment gains one of the following effects based on the result of the 1D6 Roll.
 - 1 - 2:** The Regiment adds +1 to its March Characteristic.
 - 3 - 4:** The Regiment adds +1 to its Clash Characteristic (To a maximum of 4).
 - 5 - 6:** The Regiment adds +1 to its Volley Characteristic (To a maximum of 4).

Alternatively, before Rolling the 1D6, you may instead have the Regiment Roll 2D6 and suffer Wounds equal to the lower Roll result and choose which effect to benefit from instead of Rolling. These Wounds do not trigger Morale Tests.

CATALYTIC RUPTURE

Target Friendly Regiment within 12" and Roll 2D6:

- All Enemy Regiments currently in Contact with the Target Regiment immediately suffer X Hits with the Armor Piercing (1) Special Rule where X is the highest Roll result of the 2D6. Hits from these Wounds do not trigger Morale Tests.

GRANT VIRULENCE

Target Enemy Regiment within 12":

- The Regiment suffers 1D6 Hits with the Armor Piercing X Special Rule, where X is equal to 6 minus the result of the Roll. These Wounds do not trigger Morale Tests.

Example: Should a Player Roll 4 then $6-4=2$ and therefore Armor Piercing (2).

PHEROMANCIES

INDUCE VIGOR

Target Friendly Regiment within 12", until the end of the Round:

- The Regiment gains the Untouchable Special Rule.

PHEROMANTIC DRIVE

[Aura] Until the end of the Round:

- Friendly [**DRONE**] and [**CLONE**] Regiments within 12" Re-Roll failed Resolve Rolls of '6.
- The Regiment this [**CHARACTER**] is currently attached to gains the Tenacious (1) Special Rule.

PHEROMANTIC COMPULSION

Target Enemy Monster Regiment within 12", until the end of the Round:

- The Regiment counts as 0 Stands for the purposes of Seizing or Contesting Objective Zones.

SIPHON STRENGTH

Target Enemy Regiment within 12", until the end of the Round:

- The Regiment can never be under the effects of the Inspired or Aimed Shot Special Rules.

EXPERIMENTS AND ECCENTRICITIES

[**CHARACTER**]s are heroes of renown or highly gifted individuals, (or in this Army's case worryingly experimented on!) who excel above and beyond the masses. Be it through luck, education, training and effort or other powers at work, [**CHARACTER**]s have mastered abilities that make them exceptional.

The following are optional Character Upgrades for your [**CHARACTER**]s and confer bonus abilities to your [**CHARACTER**]. As a rule of thumb a [**CHARACTER**] may select as many upgrades of any kind as their Army List Profile allows. Each Character Upgrade can only be purchased once, unless stated otherwise.

APPARATUSES

Master of Flesh

30 points

At sufficiently advanced mastery levels, a Biomancer can deploy his biological vectors with nary a thought or gesture, allowing him to deliver pinpoint commands and biological triggers to all primed subjects within range.

(Biomancer Warlord only.) [**CHARACTER**]'s Epigenetic Trigger Draw Event becomes an [**AURA**] Special Rule reading: Friendly Regiments within 12" add +2 to their Command Stand Attack Characteristic.

Degenerative Aura

25 points

It takes a certain amount of skill to deploy one's vectors and pheromones in a cloud around oneself. It takes a strong will to be able to extend it across an entire regiment, but only true mastery would allow proper control... Thankfully destruction and degradation have never really needed control.

(Biomancer and Pheromancer only.) When the Regiment this [**CHARACTER**] is currently attached to suffers Wounds from Decay Special Rule:

Each Enemy Regiment currently engaged with it suffer X wounds where X is equal to the number of stands in that Enemy Regiment.

Biotic Renewal

20 points

By co-opting the body's own healing mechanisms, isolated pockets of nutrients, fatty tissues and ablative flesh can be used to effect swift and crude healing operations at a moments notice. The results leave horrific scars and probably degrade the lifespan of the subject, but that is seldom a consideration.

(Biomancer and Pheromancer only.) The [**CHARACTER**] gains the following Draw Event: The Regiment the [**CHARACTER**] is currently attached to immediately

Heals 3 Wounds.

Grotesque Elixir

20 points

The Grotesque Elixir provides enough energy and nutrients to stimulate the growth of a brute drone over the course of a single day. But the real secret is in its reagent: a swarm of symbiotic organisms that bond with the host, sacrificing themselves to staunch blood flow and reconnect severed tissue. The shock would kill lesser beings, but the tortured monstrosities of the Spire barely register the neural activity.

(Biomancer and Pheromancer only.) Once per game during this [**CHARACTER**]'s Activation, Target Friendly [**MONSTROSITY**] Regiment within 12" immediately

Heals 1D6 Wounds.

A Biomancer Warlord may choose to spend a single Observation Token to Roll 2D6 and pick one result instead.

Hyperadrenal Stimulation

20 points

There are compounds that can increase the rate of neural propagation and synaptic transmission. Expensive, but when dispersed judiciously from a central location at the right time, the increased reaction they afford can mean the difference life and death.

(Pheromancer only.) The Regiment this [**CHARACTER**] is currently attached to gains the Counter Attack Special Rule.

Induce Lethargy

10 points

While chemo receptors in most neurons are similar, affecting a non primed target is less than optimal and monstrously inefficient. However, when facing down a cavalry charge efficiency takes a back seat to survival and overwhelming doses of narco sedatives and dispersed glutamates can sap the vigour of a nearby foe to rob their charge of momentum.

(Pheromancer only.) Enemy Regiments do not benefit from the Unstoppable or Juggernaut Special Rules when selecting the Regiment this [**CHARACTER**] is currently attached to as the Target of a Charge Action.

MUTATIONS

Ferro-Ossified Carapace

30 points

Biomancy has drawn traits and inspiration from all corners of the animal kingdom, no matter how humble. Learning the trick to bond iron sulphides to a chitinous carapace of an Avatara Husk was hideously expensive, but has allowed their privileged pilots unrivalled security in the heat of combat. ([**HUSK**][**CHARACTER**] only.) The Regiment this [**CHARACTER**] is currently attached to gains the following Draw Event:

The Regiment gains the Hardened (1) Special Rule until the end of the Round.

Endocrine Overstimulation

30 points

The role of the chemicals involved in stimulating aggression is perhaps the most exhaustively studied field in Biomancy. It should come as no surprise, then, the mastery displayed by many of the elite in inducing these aggressive rages in their charges with tailored compounds.

Friendly Regiments currently within 8" from this character Roll 2d6 and pick the highest when determining their charge result.

Convulsive Doom

15 points

The value of sacrifice has long been known and embraced by the Spires... so long as it is the sacrifice of another. A delicate series of dedicated neural channels and shock repression hormones can be activated in response to massive trauma, massively boosting the offensive combat ability of a dying combat servitor. Although a few desperate Executors have also taken to embracing this modification to ward senseless duels. ([**CLONE**][**CHARACTER**] only.) This [**CHARACTER**] may always Die Fighting! When this [**CHARACTER**] performs Attacks as part of their Die Fighting! they add +2 to their Attacks Characteristic.

Linked Neuroreceptors

15 points

Derived from the neural link between a pilot and his husk, a weak sensory connection can be established between willing participants. However this technology is so heavily regulated and proscribed by the Lineage of the Sovereign that few have the means to deploy it, despite its incredible benefits. ([**CLONE**][**CHARACTER**] only.) While the Regiment this [**CHARACTER**] is currently attached to has its Strain ability active, the Regiment gains the Untouchable Special Rule.

Cultivated Muscle Memory

10 points

Careful study of the neural pathways of arena prodigies have allowed the Spires to isolate and replicate those related to the most basic forms of combat. By leveraging the incredible reaction speeds that can be attained this way and integrating them into a fighting style, the beneficiary of this enhancement becomes a terrifying opponent.

The [**CHARACTER**] adds +1 to their Clash Characteristic.

Grafted

5 points

A deceptively complex alteration involving bone grafts, muscle implants and neural pathway development coupled with a lengthy training regime can allow one an additional limb, a great boon in whether one is decanting alembics in the laboratory or disembowelling enemies on the battlefield. The [**CHARACTER**] adds +1 to their Attacks Characteristic.

ECCENTRICITIES

Forlorn Drive

30 points

The ability of deployed Spire troops to march at exceptional speeds is not simply due to the lighter logistics requirements of their limited bodies. Numerous instances of clones and drones arriving on the battlefield with feet worn to bloody shreds from ruthless forced marches under the pheromantic command of their overlords have been recorded. The tactical and strategic advantages of this are well understood.

The [DRONE] or [CLONE] Regiment this [CHARACTER] is currently attached to gains the Flank Special rule.

Preservation Protocols

30 points

Avatara Husks are not true organisms, but should rather be considered rather organic mechanisms. This means that a lot of functions, such as digestion, reproduction and higher brain functions can be repurposed to redundancies, nutrient and tissue regeneration mechanisms enhanced by symbiotic vies to ensure the preservation of the Husk.

([HUSK] [CHARACTER] only.) The [CHARACTER] gains access to the following (Combat and Out-of-Combat Action): Immediately remove all Wound Markers from this [CHARACTER] and the [HUSK] Regiment they are currently attached to.

No Matter the Price

30 points

The value of loyalty is well understood amongst a society as fluid and dangerous as the Spires. Implanted behavioural patterns and autonomic responses have long given established Lineages some confidence in the loyalty of their troops. The final form of this conditioning is a complex set of neurochemical responses that result in blind loyalty and self sacrifice on behalf of one's Liege coupled with the suppression of all self preservation instincts. Loyal forces will gladly allow themselves to be struck mortal blows in exchange for a chance to strike their foe in a twisted display uncanny loyalty.

Once per game, when the [CLONE] Regiment this [CHARACTER] is attached to perform a Clash Action but before Rolling to Hit you may Activate this Eccentricity. For every failed Hit Roll made during the Clash Action, the Clashing Regiment immediately suffers 1 Wound.

Then all failed Hit Rolls are immediately converted to successful ones. You cannot Re-Roll Hit-Rolls during this Clash Action. Morale tests triggered as a result of the additional Wounds are Rolled at the end of the Action along with all other Wounds that occurred as a result of the Clash Action.

Lineage Commander

15 points

Despite the expedience, some enlightened Lineages have come to realize that depending on mercenary Executors to lead their troops is a risk. They often mitigate this by assigning one of their promising descendants to overall command of the Lineage's troops, mitigating the loss of leadership experience by upgrading the quality of troops and considering it a worthwhile trade despite the cost.

(Lineage Highborne only.) This [CHARACTER] must be attached to a Bound Clones Regiment even though it is a Brute Stand. While attached to the Bound Clones Regiment, the [CHARACTER]'s Size is ignored for the purposes of Line of Sight. The Regiment the [CHARACTER] is currently attached to gains the [HUSK] Battlefield Role in addition to its existing ones.

Avatar Projection

10 points

The ultimate sign of the Sovereign's favor, being awarded an Avatara Husk is a tremendous boon to any enterprising commander. The ability to be in the thick of it, without risking one's life is invaluable, a fact the sovereign knows full well. He wields the gifting of these priceless relics with the political insight gained from millennia of survival.

(Biomancer, Pheromancer, or Merchant Prince only.) The [CHARACTER] changes their Type to Brute, gains the Impact (3) Special Rule and adds +1 to its Clash and Attacks Characteristics.

Induced Fawn Response

10 points

When properly conditioned, the neurological pathways of subjects can be hijacked by relatively simple commands. One of the easiest ways to apply this is by inducing feelings of awe and affection towards the wielder of this ability, overriding fight or flight impulses even if momentarily. That is often all it takes to head off a rout.

([CLONE] [CHARACTER] only.) The first time the Infantry Regiment this [CHARACTER] is currently attached to becomes Broken, immediately remove the Broken status.

Infiltration Optimization Strain

10 points

Much like the Marksman Optimization, Infiltrator packages are also available to enterprising Executors. Trading the relative security of the backlines for increased effectiveness in forward operations seeks to maximise the reward with little regard for the risk. Success can mean promotion out of the battlefield entirely... but one must survive first.

(High Clone Executor only.) The [CHARACTER] gains the Barrage (6), Range (12") Special Rule. The Infiltration Optimization Strain cannot be purchased along with Marksman Optimization Strain.

Marksman Optimization Strain

10 points

There is real value in specializing in niche roles, and life is so demanding and competitive among Executors that few have failed to grasp its advantages. Whether they can all afford the package of upgrades to increase their own performance enough to earn a spot in the safe backlines of the army is another question entirely.

(High Clone Executor only.) The [CHARACTER] gains the Barrage (5), Range (18") and Arcing Fire Special Rules. The Marksman Optimizations Strain cannot be purchased along with the Infiltration Optimization Strain.

Chain Reaction

5 points

Originally developed as stylistic flourish by an ambitious Biomancer attempting to distinguish himself from his peers, the complex arrangement of vectored Biomantic commands quickly gained popularity as the feedback cascade it induced in the abnormally receptive brain and chemical structure of the Catabolic Nodes resulted in significantly increased explosive yield.

(Biomancer Warlord only.) When a Friendly Catabolic Node Detonates you may immediately select a second Friendly Catabolic within 18" and perform its Detonation ability out-of-sequence too and you may repeat that process one last time to select a third Friendly Catabolic Node within 18" to perform an out-of-sequence Detonation. The second Catabolic Node's Detonation ability inflicts 2 additional Wounds to the Enemy Regiment. The third Catabolic Node's Detonation ability inflicts 4 additional Wounds to the Enemy Regiment.

In addition, during this sequence of Detonations you may spend an Observation Token to Roll 2D6 instead of 1D6 and pick one result instead.







BOUND CLONES

150 POINTS / 40 PER STAND

Lacking the mental prowess to join the Directory or the beauty to serve the Lineages directly as domestics, the vast majority of clones decanted find their way into the ranks of the Bound, the professional forces each Sovereign Lineage keeps on retainer. Clothed, fed, equipped, and trained at the Lineage's expense, these soldiers are kept on standby for those tasks that require a fully cognizant and trained mind that could not be entrusted to a servile drone. This should not lead one to think that their lives mean more to their masters, but rather that their masters expect more for the investment into their continued existence. They are truly bound to the fate of their Lineage.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	2	5	4	3	2	1	Leader, Standard Bearer

Draw Events: BASTION (1)

Special Rules: SHIELD, SUPPORT (2), BODYGUARDS, CLEAVE (1)

Battlefield Role: [CLONE]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Strain - Hypercortical Stimulation: The Regiment gains the Support (+2) Special Rule.

Lineage Guard: While a High Clone Executor or Lineage Highborne is attached to this Regiment it gains the Iron Discipline Special Rule.

This Regiment may take one of the following Officers:

Catabolic Node 20 points

Ward Perceptor 30 points

Assault Preceptor 20 points



DESOLATION DRONES

160 POINTS / 55 PER STAND

Desolation Drones are some of the most feared troops that the Spires can deploy despite their humble origins. Once no more than disposable spawning pool disinfectants, it did not take long for some enterprising Biomancer to see what the effect of the digestive liquids they sprayed on the vats would have on the battlefield. His immediate promotion granted him all the resources he would need to update the weaponry to deliver the liquids from afar. Though the range still leaves something to be desired, the base trooper design remains unchanged allowing for very efficient production to replace the unavoidable losses.

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

Special Rules: OBLIVIOUS, LETHAL DEMISE (3), BARRAGE (4), RANGE (14"), TORRENTIAL FIRE

Battlefield Role: [DRONE]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Strain - Parasitic Hyperstimulation: The Regiment gains the Deadly Shot Special Rule.

Reprocessing Agents: Upon an Enemy Regiment becoming the Target of this Regiment's Volley Action or Lethal Demise Special Rule it immediately suffers -1 Defense (to a minimum of -1) until the End of the Round.

This Regiment may take one of the following Officers:

Catabolic Node

20 points



FORCE GROWN DRONES

90 POINTS / 25 PER STAND

After witnessing a Force Grown Drone, one could imagine that they are a byproduct of some other Biomantic process gone awry. Nothing could be further from the truth; the design of their strains represents a ground-breaking triumph for the Biomancers. The end result is a being that can be gestated within a week and kept dormant until quickened. In meantime, they can be stored within vast racks in the massive storage caverns of the Underspire. When requested, entire racks of these dormant drones can be hitched on to massive, tented, cathedral-like wagons, pulled by dozens of the Brute Drones. Hundreds of cycles were devoted to simplifying and streamlining the Force Grown strains, allowing the Directorate to create a creature ideally suited to the needs of the Lineages. After all, Force Grown Drones are not meant to fight at the behest of their masters. They are meant to die at their convenience.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	5	1	1	4	4	1	1	0	Standard Bearer that is also a Leader

Draw Events: REGENERATION (+2)

Special Rules: SHIELD, SUPPORT (2)

Battlefield Role: [DRONE]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Strain - Apoptotic Spasms: The Regiment gains the Lethal Demise (1) Special Rule.

Optimized Fodder: This Regiment can only suffer a maximum of 8 Wounds from any given instance of the Decay Special Rule. In addition, should this Regiment consist of at least 6 Stands during List Building, its Strain ability permanently changes to Lethal Demise (2) whereas its Regeneration Draw Event permanently changes to Regeneration (+4).

Privileged Observer: Before the first Reinforcement Round of the game, should a Biomancer or Pheromancer be attached to a Force Grown Drones Regiment, you may decide to change the Regiment's Class to Medium.

This Regiment may take one of the following Officers:

Catabolic Node 20 points



MARKSMAN CLONES

150 POINTS / 50 PER STAND

Spliced from a number of tissues to ensure their keen eyesight and flawless hand-eye coordination, these Clones are amongst the most effective ranged troops one can encounter on the battlefield. The addition of a third arm was pioneered by the Fourth Indigo Lineage, which traded the marginal increases in accuracy that other houses blindly pursued for a significantly increased rate of fire. Despite under performing in the sharpshooting challenges, the dominant superiority in their rate of fire brought glory to their Lineage in the melees for decades, until the other Lineages stole, bought or perfected their technique. Unleashed on the outside world for the first time in millennia, Marksmen Clones are reaping a bloody toll on the battlefield, providing withering salvos of accurate fire for the monstrous through the Spires call an army.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	2	1	4	4	2	1	1	Leader, Standard Bearer

Special Rules: BARRAGE (5), RANGE (18"), ARCING FIRE

Battlefield Role: [CLONE]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Strain - Ocular Nerve Hyperstimulation: The Regiment gains the Armor Piercing (1) Special Rule.

This Regiment may take one of the following Officers:

Assault Preceptor 20 points

Ward Preceptor 30 points



ONSLAUGHT DRONES

130 POINTS / 35 PER STAND

A portion of all Force Grown Drones is tithed to the Onslaught Program. An advanced research grant established by the directorate to further the development of the Spire's combat drones. It is upon these hapless wretches that the Directorate expands its knowledge of neural and hormonal overstimulation, pushing the boundaries of their own craft a tiny bit further with each test. Already they have borne fruit, allowing the clones' direct supervisors to trigger their hyper aggression only once a safe distance from friendlies has been achieved.

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

Special Rules: COUNTER ATTACK, OBLIVIOUS, FLURRY, UNSTOPPABLE

Battlefield Role: [DRONE]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Strain - Adrenal Hysteria: The Regiment adds +2" to its Charge Distance and gains the Linebreaker Special Rule.

This Regiment may take one of the following Officers:

Catabolic Node *20 points*



STRYX

120 POINTS / 40 PER STAND

With bones lightened to the degree they can scarcely support the musculature that power the mighty pinions that bear them aloft, a Spire Stryx would be incapable of posing a significant threat on the battlefield were it not for the cruel disregard their masters have for their lives... and the lethal, toxic lighter than air payload they carry in their bloated chests.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	8	1	1	4	4	1	1	2	Leader

Special Rules: FLY, LETHAL DEMISE (3), IRREGULAR, OPPORTUNIST

Battlefield Role: [DRONE]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Strain - Telencephalic Lateralization: The Regiment gains the Disruptive Special Rule as seen below

Disruptive: Enemy Regiments in contact with this Regiments Front Arc suffer a -1 to their Clash Characteristic (to a maximum of -1).



VANGUARD CLONE INFILTRATORS

150 POINTS / 50 PER STAND

Those Vanguard who have survived three deployments are given a choice: increased amenities and continued service in the line infantry in perpetuity or five years of service as an Infiltrator after completing the necessary training. It is a testament to the ruthless brutality of the training regime that produces the Infiltrators Squads that only one in ten veterans volunteer for this duty, despite the promise of eventual self-hood and advancement into Executor status upon graduation

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	2	1	4	4	3	1	2	Leader

Special Rules: ACUTE SENSES, VANGUARD (4), BARRAGE (5), RANGE (12"), LOOSE FORMATION, AIMED SHOT

Battlefield Role: [CLONE]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Strain - Hypersynaptic Bonding: When an Enemy Regiment becomes the Target of this Regiment's Volley Action it does not benefit from the Cover and Loose Formation Special Rules until the end of that Action.

Swift Retreat: When performing a Withdraw Action this Regiment always counts as having performed a Clean Withdraw and may choose to not Reform facing away from the Enemy Regiment they withdrew from.

Acute Senses: The Regiment counts all of its arcs as its Front Arc and its Stands ignore each other for the purposes of determining Line of Sight and Checking for Obstruction when performing Volley Action.

This Regiment may take one of the following Officers:

Assault Preceptor 20 points

Ward Preceptor 30 points



VANGUARD CLONES

145 POINTS / 40 PER STAND

Unlike the Brute and Force Grown Drones the Vanguard Clones are not grown in the spawning pits deep within the Underspire. Woven from 100% pure exile tissue, their strands are improved upon and woven to produce superior specimens inducted into the ranks of the Bound Clones. Those that survive a brutal culling process undergo a harrowing training regime to enter the Vanguard regiments. This first training regime focuses on physical development and martial arts training. By the end of their third year of conditioning and training, a Vanguard clone is equally comfortable with killing with bows, snap bows, blades and limbs. Their training has been skewed to emphasize evasion and speed over raw power but raised to peak physical condition and trained in combat for three years, the average Vanguard Clone is more than a match for even a veteran man at arms, capable of going toe to toe with the combat elite of the Dweghom and W'adrhun.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	1	2	5	4	3	2	1	Leader, Standard Bearer

Special Rules: VANGUARD (4), SHIELD, LOOSE FORMATION

Battlefield Role: [CLONE]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Strain - Neuromuscular Overstimulation: The Regiment adds +1 to its Attacks Characteristic.

Inherited Excellence: Enemy Regiments in contact with this Regiment's Front Arc suffer -1 to their Attack Characteristic when resolving Clash Actions against this Regiment.

This Regiment may take one of the following Officers:

Assault Preceptor 20 points

Ward Preceptor 30 points



AVATARA

175 POINTS / 55 PER STAND

Among the highest echelons of the Lineages, none are truly expected to risk their lives anymore, much less for something as simple and trivial as combat. The chosen warriors of the Sovereign's Lineages stride through the battlefield safely projecting their consciousness into their Avatara: outlandish creations bedecked in all sorts of ornament and Biomantic enhancements, whose lithe, androgynous frames bely the speed and power they can bring to bear. With almost no personal risk and minimal skill needed to become a deadly foe, many scions of the Lineages have taken to decorating their Avatara as ostentatiously as possible, for the body-vessels have made them such proficient killers that a tally of the slain foes is simply no longer a practical method by which to distinguish oneself.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	1	3	5	4	4	4	2	Leader, Standard Bearer

Special Rules: CLEAVE (1), IMPACT (2), SUPPORT (2)

Battlefield Role: [HUSK]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Strain - Induced Hyperkinesis: The Regiment gains the Flawless Strikes Special Rule.

Superior Creations: This Regiment always suffers one less Wound when suffering the effects of the Decay Special Rule.



BRUTE DRONES

150 POINTS / 45 PER STAND

Towering well over two meters, with most specimens touching the three meter mark, Brute Drones are a towering mass of vat grown muscle and aggression. Their skin, where it can be seen beneath the ichor soaked bandages they bear, is a ravaged mass of scar tissue and subdermal bone deposits. Their armor is literally sealed onto their bodies, held in place by alchemically treated cartouches that establish Lineage ownership, lot number and enhancement date of the particular drone. On the battlefield, Brute Drones are little more than living battering rams. As a result, they are always deployed in conjunction with a Pheromancer, whose powerful pheromonal commands are the only thing that can cut through the haze of pain and rage that clouds their mind.

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

Special Rules: LINEBREAKER, UNSTOPPABLE, OBLIVIOUS, IMPACT (3)

Battlefield Role: [DRONE]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Strain - Hyperkeratinism: The Regiment gains the Cleave (+1) Special Rule.



INCARNATE SENTINELS

220 POINTS / 65 PER STAND

Forgoing any attempt to create a viable organism that could meet their expectations the Directorate instead cultured individual organs to their specifications and assembled them over a reinforced skeleton. Sacrificing almost all attempts at elegance in return for function, the Incarnates are the most successful efforts of the Directorate at overcoming the limits of flesh. Skirting dangerously close to the Sovereigns interdiction on Avatara Husks, Incarnate Sentinels are nothing short of dedicated killing biological entities that straddle the divide between organism and mechanism.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Heavy	6	1	3	5	6	4	4	0	Leader

Special Rules: CLEAVE (2), IMPACT (3), FEARSOME, FEARLESS

Battlefield Role: [MONSTROSITY]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Strain - Muscular Teratosis: The Regiment gains the Trample (3) Special Rule.

Superior Creations: This Regiment always suffers one less Wound when suffering the effects of the Decay Special Rule.



CENTAUR AVATARA

190 POINTS / 60 PER STAND

A massive humanoid torso crowns the baroque, armored equine monstrosity of the Centaur Avatara, bristling with arms each carrying a deadly blade. Scoffing at the notion of partnership with another being, but keenly aware of the advantages of cavalry upon the field, Spires created the Centaur iterations of the Avatara to mimic the original knights, the Companions and Equites of the Old Dominion. To date these have been reserved for only the eldest and most powerful elders of the Lineages. Their recent presence on the western battlefield can only bode ill for the Hundred Kingdoms as these hoary monsters shed millennia of ennui and rekindle their bloodlust and interest in battle.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Heavy	7	1	3	5	5	4	3	0	Leader, Standard Bearer

Special Rules: IMPACT (3), BRUTAL IMPACT (2), SHIELD, FLURRY

Battlefield Role: [HUSK]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Strain - Hypothalamic Suppression: The Regiment gains the Shock Special Rule.

Resounding Malevolence: If during its Activation the Regiment performs a March Action immediately followed by a Charge Action then until end of this action each failed Defense Roll of "6" Rolled by the charged Enemy Regiment causes it to suffer an additional Wound.

Superior Creations: This Regiment always suffers one less Wound when suffering the effects of the Decay Special Rule.



LEONINE AVATARA

170 POINTS / 55 PER STAND

It did not take long for the Avatara Program to catch on with the Sovereign Lineages. While the Centaur Avatara appealed to a portion of their more wealthy patrons, a few debauched souls have come to view the battlefield as the perfect hunting ground. They have commissioned a new form of Avatar body, one that can stalk its prey amongst the clamor of battle and lose itself to the thrill of the hunt. Spire commanders routinely seek them out on the eve of battle, knowing that the damage they will cause to the foe's plans far outweighs the difficulty of guiding them to the right target.

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

Special Rules: ACUTE SENSES, IMPACT (2), BARRAGE 3 RANGE (14"), ARMOR PIERCING (2), DEADLY SHOT

Battlefield Role: [HUSK]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Strain - Muscular Teratosis: The Regiment gains the Precise Shot Special Rule.

Superior Creations: This Regiment always suffers one less Wound when suffering the effects of the Decay Special Rule.



ABOMINATION

180 POINTS

Abominations were originally an advanced and cruel form of punishment, devised on a whim by the Sovereign. Ensnared deep within an Abomination lies the body of an Exile who has betrayed his trust or breached the most sacrosanct of Spire laws. Survivors speak of a keening whine, just on the verge of hearing that pervades their memories, a sound that registers deeper than the cries of their fallen comrades. This is the only sound an Abomination can make, the only sound it is allowed to make: a keening howl to convey the depth of their misery and torment. Invasive cerebral procedures impairs the cognitive function of the condemned, forcing the body to respond to orders while allowing a compromised psyche trapped within the hellish amalgam only enough control to wail its anguish even while enacting the will of its tormentors.

Type	Class	M	V	C	A	W	R	D	E
Monster	Medium	8	1	2	12	14	3	3	1

Special Rules: CLEAVE (1), IMPACT (6), FLURRY, UNSTOPPABLE, TERRIFYING (1)

Battlefield Role: [MONSTROSITY]

Regiment: This Regiment is comprised of 1 Stand with 1 Model on it.

Strain - Dysthymic Hysteria: The Regiment gains the Relentless Blows Special Rule.

Just Desserts: This Regiment gains additional abilities corresponding to the Army's chosen Sect.

- **The Sovereign Lineage:** The Regiment gains the Hardened (1) Special Rule.

- **The Directorate:** The Regiment adds +2 to its March Characteristic.

- **The Underspires:** The Regiment gains the Regeneration (2) Draw Event.



SIEGEBREAKER BEHEMOTH

230 POINTS

No creations of the Spire embody both the Directorate's pursuits of efficiency and the Sovereign's quest for perfection as does the Siegebreaker Behemoth. Its limbs are designed to dig, climb and still strike with such force it cavitates the very air, producing a thunderous boom that dwarfs the sound of its impact, shredding metal, pulverizing stone and obliterating flesh. Its sinuous serpentine body is almost nothing but muscle and armour, sacrificing everything for power, mobility and durability. Its nervous system is a complex mix of simple systems that govern its movement and complex self-referencing pain and pleasure receptors attuned only to its hearing. This is intentional, for its control is established by frequencies known only to its master, who dispenses pain or pleasure ensuring the compliance and good behavior of this unstoppable behemoth.

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	7	1	3	12	18	4	4	0

Special Rules: FEARLESS, SMITE, IMPACT (6), TERRIFYING (1), BRUTAL IMPACT (3)

Battlefield Role: [MONSTROSITY]

Regiment: This Regiment is comprised of 1 Stand with 1 Model on it.

Strain - Apex Hyperparixa: The Regiment gains the Juggernaut Special Rule.



PTERAPHON SURVEYOR

180 POINTS

One of the earliest and most successful applications of Biomancy to the art of War, the Pteraphon were originally developed by the Spires as dragon slayers. Refining their efforts they repurposed the suit by eliminating most of its nervous system and turning it instead into a symbiotic "suit" that grants its wearer the power of flight and enhanced senses. Of course the added neural burden of the alien musculature and sensory organs requires unsafe levels of synaptic enhancers which almost invariably leave their unfortunate pilot hosts as wretched, addicted souls. While the bulk and offensive power of the original design was pared down, they were originally designed to combat dragons and as such remain a terrifying weapon of war against all mortal enemies.

Type	Class	M	V	C	A	W	R	D	E
Monster	Medium	8	3	2	10	14	3	2	2

Special Rules: FLY, BARRAGE (10), RANGE (12"), IMPACT (6), BRUTAL IMPACT (1), TERRIFYING (1)

Battlefield Role: [MONSTROSITY]

Regiment: This Regiment is comprised of 1 Stand with 1 Model on it.

Strain - Microbial Shroud [AURA]: Enemy Regiments currently within 8" cannot Heal nor perform Rally or Combat Rally Actions.

Spined Descent: This Regiment may perform a Free Volley Action during its Activation. In addition to its regular Targets, this Volley Action can target any Regiment it moved over during its Activation regardless of Range or Line of Sight.



DESOLATION BEAST

230 POINTS

Originally developed by the Directorate to scour the spawning pools clean of any biological contaminants, Desolation Beasts have been repurposed to become absolute horrors on the battlefield. Their massive scuttling bodies undulate obscenely across the battlefield. Their uniquely spliced flesh allows them to synthesise and contain a terrifying organic acid enhanced by catalytic enzymes. Specialized esophageal linings and a murderously adapted mandible allow this horrifying creation to spray this deadly payload on their hapless foes, dissolving flesh and bone with ease and even ravaging armor in enough volume.

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	6	3	2	8	16	3	3	0

Special Rules: LETHAL DEMISE (8), DREAD, TRAMPLE (6), BARRAGE (12), RANGE (16"), ARMOR PIERCING (2), IMPACT (6)

Battlefield Role: [MONSTROSITY]

Regiment: This Regiment is comprised of 1 Stand with 1 Model on it.

Hypercatalytic Discharge: Enemy Regiments cannot use their Evasion Characteristic when making Defense Rolls against the Regiment's Volley Actions.

Visceral Bombardment: While performing a Volley Action, each unmodified Hit Roll of "1" immediately inflicts a Hit to every other Enemy Regiment currently within 3" of the Volley's Target. These additional Hits benefit from this Regiment's Armor Piercing (X) Special Rule as well as its Strain Ability should it be active. These additional Hits do not trigger Morale Tests.



CONSUMPTION BEAST

200 POINTS

Developed alongside the Desolation Beast, Consumption Beasts were originally meant to consume the dregs of a spawning pool before the Desolation Beasts were unleashed. This could be the last of the fluids and amniotic structures left in a vat after a successful spawn, but other, darker scenarios are equally common. It was in fact watching a Consumption beast devour a failed drone vat that inspired the Directorate to deploy them on the battlefield. The carnage these multipedal monstrosities unleash on the battlefield thrilled the observers and ensured their deployment en masse. The psychological impact of eating, and not just killing its foes, is just icing on the cake as far as the Directorate is concerned.

Type	Class	M	V	C	A	W	R	D	E
Monster	Medium	8	1	2	10	20	4	2	2

Special Rules: UNSTOPPABLE, CLEAVE (1), IMPACT (6), FEARSOME

Battlefield Role: [MONSTROSITY]

Regiment: This Regiment is comprised of 1 Stand with 1 Model on it.

Strain - Halitotic Fetor: The Regiment gains the Dread Special Rule.

This Regiment starts the Battle with 8 Wound Markers on it.

Indiscriminate Omnivore: Every time another Friendly Regiment within 12" activates their Strain Expression, this Regiment may immediately Heal 2 Wounds. Only one Consumption Beast may Heal at a time as a result of a Regiment's Strain Expression.

Gorged: The first time the Regiment heals up to its maximum Wounds it receives the following until the end of the game. The Regiment adds +6 to its Attacks Characteristic, has its Strain Ability always active and loses the Indiscriminate Omnivore Special Rule.

Endless Hunger: When this Regiment performs a Clash Action against an Enemy Regiment of a smaller Size, it adds +1 to its Clash Characteristic and gains the Terrifying (2) Special Rule until the end of that Action.

COMMAND MODELS

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.

Catabolic Node

20 points

[Activated] When this Regiment is destroyed or upon declaring a Clash Action you may choose for this Catabolic Node to Detonate.

All Enemy Regiments currently Engaged with this Regiment immediately suffer 1D6+4 Hits, rolling the 1D6 once and applying the result for all Enemy Regiments. This Regiment suffers Hits equal to the 1D6 Rolled. Wounds from these Hits do not trigger Morale Tests.

Once Hits have been resolved, remove this Catabolic Node from play.

Ward Preceptor

30 points

This Regiment gains the Tenacious (1) Special Rule.

In addition, **once per Round** at the end of an Action in which an Enemy Regiment has completed its movement within 8" of this Regiment, this Regiment may choose to immediately perform an Out of Sequence March of 2" in any direction without suffering penalties for moving backwards or sideways. The Regiment is not allowed to Wheel during this move.

Assault Preceptor

20 points

This Regiment may Re-Roll failed Hit Rolls of '6' during Clash and Volley Actions.