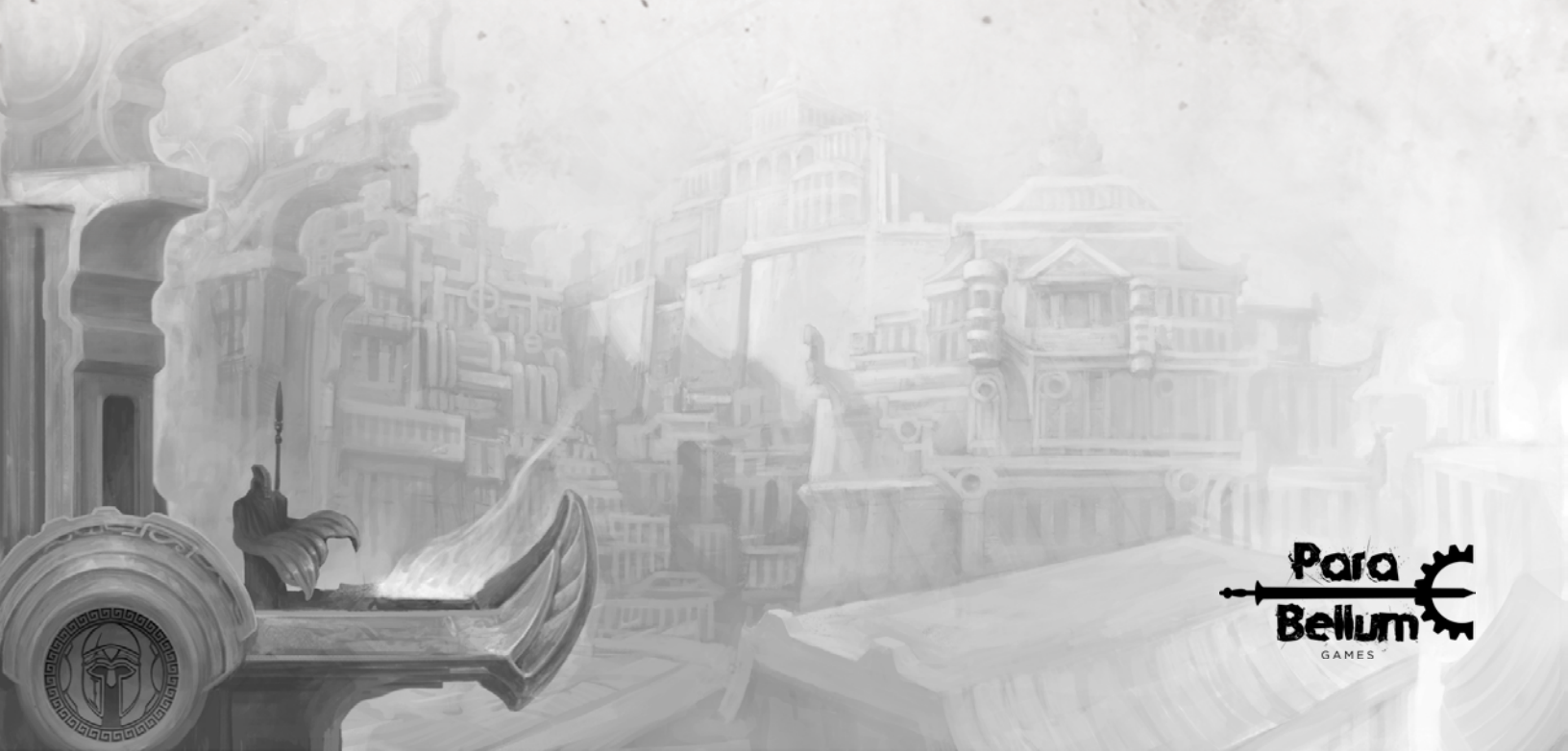


CONQUEST
FIRST BLOOD

CITY STATES



Para
Bellum
GAMES





“...a beacon of light, a fountain of knowledge, science and progress, they boarded wisdom in massive libraries, before we relearned how to print.”

– Tosquil de Gaalen Dopan, Trobadure

While the Hundred Kingdoms were being born in a wave of desperate refugees, violence, and hunger, the City States were flourishing, picking through the greatest secrets of the old Dominion and delving into the perplexities of archemy and divinity. Today, they are the greatest repositories of knowledge and the inheritors of the glory that was once the Old Dominion of Man.

At least that is what the Locutors of the City States would have one believe. It is true that while the Hundred Kingdoms were born from the desperate rush of thousands of refugees, the City States had already been founded on the highest principles of philosophy, ethics, and education available to mankind.

Today, that is how the City States stand: split among the Demagogue, Militarist, and Academic Councils, squandering their glorious heritage and advanced technology while challenging each other and any who might threaten them for supremacy.

Designed to be perfect societies, each City State was meant to be ruled by its greatest minds, fueled and united by its patron god, and with all of its people inspired and active citizens.

The execution of the design was flawed.

WHAT IS AN ARMY BOOK?



An Army Book serves as your Faction specific Rules companion for Conquest: First Blood. This Book along with the Conquest: First Blood Rulebook will provide you everything you need to Muster and Play your Warband.

This Army Book is divided into the following sections:

- **Army Rules:** Special Rules that affect your entire Warband. These Army Rules define your Faction's playstyle and identify what Battlefield Roles are found within the Army.
- **Warband Composition:** The Slots that each type of Warrior in your Warband fills, the Rules for how many of each Slot can be selected and the maximum number of Warriors per Regiment allowed are determined by the Total Points of your Battle. The Rules for how to Muster your Warband can be found in the Conquest: First Blood Rulebook.
- **Warrior Profiles:** Includes the Points Cost, Characteristics, Special Rules, and Options for each type of Warrior in your Warband.
- **Upgrades:** Artefacts, trinkets, mutations, and anything in between! Upgrades are used to customize the Characters in your Warband.



ARMY RULES



CITIZENS, SCHOLARS, SOLDIERS: Although the population of the City States are largely inventive and prosperous, fate provides only for those who prepare. With armies that boast impressive phalanxes of trained soldiers, mighty minotaurs, and technological weapons that prepare for every contingency. Warriors of the City States will possess any of the following Battlefield Roles: [**POPULIST**], [**AUXILIARY**], [**SCHOLAE**], or [**TITAN**].

SOLDIERS FROM BIRTH: City States Warriors may Move through other Friendly Warriors that share the same unique Battlefield Role during their Activation, but may not end an Action on top of another Warrior. (Populist, Auxiliary, Scholar, or Titan) *Example: Populist Warriors may Move through other Friendly Populist Warriors.*

STRATEGIC STACK: During the Command Phase, the City States player may choose to organize their Command Cards in a stack face-down in a set order secret from your opponent. When it is the City States player's turn to Activate a Command Card, they draw the top Card of the Stack and Activate it. If the Drawn Card has no Warriors to Activate; Draw your next Command Card and Activate it. Certain Special Rules and effects are Activated while the Strategic Stack is followed.

BROTHERS IN ARMS: While the Strategic Stack is utilized, all Friendly Warriors may Re-roll Resolve tests of '6'.

A City States Player may choose to break the Strategic Stack when it is their turn to Activate a Command Card, and may freely choose what Command Card to Activate as normal. This is referred to as **Breaking Formation**. After **Breaking Formation**, the Strategic Stack cannot be utilized until the next Round and the City States Player continues to choose what Command Card to Activate instead of following the Stack. Certain Special Rules and effects are Activated while Breaking Formation.



THE CITY STATES WARBAND



Each Warlord, Hero, Regiment, and Monster in your Warband possess their own corresponding Profile. These include their Characteristics, Points Cost, Battlefield Roles, and Options for Upgrades, Command Models, and Additional Warriors.

All Profiles are categorized into Slots, which represent the Warrior's role, rarity, and how readily available they are to include in your Warband. Each Warlord, Hero, Regiment or Monster may only be included in your Warband once regardless of their Slot.

Many Warlords have a Retinue listed in their profile; drawn from their most trusted and loyal Warriors. When included in your Warband, the Retinue Regiment becomes a Mainstay instead of a Restricted.

The Points total of your Warband determines the maximum number of selections for each Slot. and how many Warriors may be included within each Regiment.

The Rules for Mustering your Warband can be found in the Main Rulebook.

WARLORDS & (RETINUES):

Aristarch (Agema)
Polemarch (Minotaur Haspists)
Ipparchos (Companion Cavalry)
Promethean Oracle
Mechanist (Clockwork Hoplites)

HEROES:

Mechanist
Eidolon
Lochagos
Dorilates
Andromarchos

MAINSTAY REGIMENTS:

Hoplites
Phalangites
Thorakites
Satyroi
Selinoi

RESTRICTED REGIMENTS:

Agema
Clockwork Hoplites
Sacred Band
Minotaur Haspists
Minotaur Thyreans
Inquisitors
Companion Cavalry
Flogobolon
Skorpios

MONSTERS:

Promethean
Hephaestian
Talos





ARISTARCH

[POPULIST], [INFANTRY], [CHARACTER]

WARLORD

120 Points

RETINUE: Agema

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	3	3	4	4	3	1	7

SPECIAL RULES: Phalanx, Shield, Bravery, Battlefield Orders, Warrior Scholar

Much of a City States bureaucratic apparatus is selected through a rigorous civil service exam, but the Aristarch is an exception. Handpicked from the pool of Aspirant Polemarchoi by the ruling power of a City State; be it a Council, a Tyrant or even a God, an Aristarchos embodies all of the virtues of a city State and is thus chosen to lead its forces on campaign.

Tested and trained to a standard even higher than that of the Polemarch, his studies focus instead on strategy, philosophy, politics and economics, allowing him to serve the role of general, ambassador or governor as needs dictate to further the power and glory of his City.

UNIQUE SPECIAL RULES:

BATTLEFIELD ORDERS: While the Strategic Stack is utilized, this [CHARACTER]'s Command Abilities affect Friendly Warriors anywhere on the Battlefield.

WARRIOR SCHOLAR: (Draw Event) This [CHARACTER] may immediately perform a Command Ability. This [CHARACTER]'s currently Active Command Ability immediately ends.

COMMAND ABILITIES:

FIGHT IN THE SHADE: Friendly Warriors with the Shield Special Rule within Command Range gain the Pavise Special Rule.

DO NOT YIELD: Friendly [POPULIST] Warriors within Command Range gain the Iron Discipline Special Rule.

ROUSING ORATION: Friendly [POPULIST] Warriors within Command Range are Inspired!



POLEMARCH

[POPULIST], [INFANTRY], [CHARACTER]

WARLORD

110 Points

RETINUE: Minotaur Haspists

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	4	3	4	4	3	1	7

SPECIAL RULES: Phalanx, Shield, Support, Fearless, Overwhelm, Army of Lions

Raised almost exclusively within the walls of the Scholae, aspirant Polemarchs are selected from the teeming multitudes of the City State through the rigorous yearly exams that feed the City State's administration.

Chosen for their leadership skills and physical proficiency, their exhaustive, ten-year curriculum is rounded out with at least a decade's worth of actual combat experience before they can claim the title. Leading from the front lines and inspiring their troops, Polemarchoi have become iconic figures epitomizing the martial strength of the City States.

This has led ignorant northern scholars to translate the title of Polemarchos as 'Warlord'. This is wrong, the correct title is 'Lord of War'.

UNIQUE SPECIAL RULES:

ARMY OF LIONS: While Breaking Formation, all Friendly [POPULIST] Warriors on the Battlefield gain the Unyielding Special Rule.

COMMAND ABILITIES:

LION'S ROAR: Friendly [POPULIST] Warriors within Command Range gain the Brutal Special Rule.

MOLON LABE: Friendly Warriors within Command Range gain the Counter Attack Special Rule.



IPPARCHOS

[POPULIST], [CAVALRY], [CHARACTER]

WARLORD 115 Points
RETINUE: Companion Cavalry **SIZE:** 3

M	V	C	A	W	R	D	E	CR
9	1	3	4	5	3	2	3	6

SPECIAL RULES: Impact 1, Brutal, Elusive, Overrun, Ekdromos

The Ipparchos is a gifted commander and powerful combatant, whose nature is deemed too aggressive to entrust overall command of an army to. He is instead given tactical command of the fastest and most elite units on the battlefield where his direct leadership and natural aggression allow him to shine.

This liberates the Polemarch or Aristarch to focus his efforts in the thick of combat, locking the enemy formations and creating space for his subordinate to seize the initiative and deliver the killing blow.

UNIQUE SPECIAL RULES:

EKDROMOS: (Out of Combat Action) Friendly [POPULIST] Warriors within Command Range may immediately Move up to half their March Characteristic. (rounding up)

COMMAND ABILITIES:

FLEET OF FOOT: Friendly [POPULIST] Warriors within Command Range may perform a Free Reposition Action during their Activation. *A Warrior may not perform the same Action multiple times in a single Activation.*

TIP OF THE SPEAR: Friendly [CAVALRY] Warriors within Command Range gain the Unstoppable and Impact +1 Special Rules.



MECHANIST

[SCHOLAE], [INFANTRY], [CHARACTER], [SPELLCASTER]

WARLORD OR HERO

75 Points

RETINUE: Clockwork Hoplites

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	3	1	2	3	2	2	0	5

SPECIAL RULES: Aura of Death 2, Spellcaster 3, Imperative Schema, Quintessence

Every army of the City States that marches to war, does so under the supervision of at least one Mechanist. One could be forgiven for believing he is there to ensure the smooth operation of the army and the countless machines, both big and small, that are so vital to the smooth operation of a City State's army. What many fail to recognize is that they are there to ensure that reality itself operates along the rules and parameters laid out in their Lexicons by their Divinity.

UNIQUE SPECIAL RULES:

IMPERATIVE SCHEMA: Clockwork Hoplites in your Warband gain the **Bodyguard** Special Rule.

QUINTESSENCE: Each time another [SPELLCASTER] on the Battlefield Rolls a '6' for Attunement, this [SPELLCASTER] gains 1 Essence.

SPELLS:

LOGISTICAL EPOCHE

Essence: 1

Type: Incantation

During a Friendly Warrior's Attack or Block Roll, Re-Roll all results.

ANATHEMA

Essence: 3

Type: Unique Action

Enemies within Command Range cannot use their Evasion Characteristic to Block Hits.

FERRIC OVERRIDE

Essence: 2

Type: Command Ability

Friendly [SCHOLAE] Warriors within Command Range gain the **Dauntless** Special Rule.



EIDOLON

[SCHOLAE], [BRUTE], [CHARACTER]

HERO

150 Points

SIZE: 3

M	V	C	A	W	R	D	E	CR
7	0	3	6	5	4	3	2	5

SPECIAL RULES: Cleave 2, Flurry, Oblivious, Terrifying, Sentinel Directives, Annihilation Protocols

The Eidolon are everything that the Inquisitors are not. Unlike those twisted crude vessels, an Eidolon represents the pinnacle of the Scholae's techne. With its body enhanced in every way imaginable; its flesh reinforced to handle the phlogiston bonded blood that has been decanted into it, its limbs annealed with the strongest and lightest alloys the city states can manufacture and its lungs enhanced to power the blistering furnace that is its metabolism.

Even so, all of these changes pale to the masterpiece that is its mind: a blank slate, with not an ounce of will or thought of its own whose autonomic functions are perfectly preserved. The perfect host for the Scholae to download itself into and execute its will.

UNIQUE SPECIAL RULES:

SENTINEL DIRECTIVES: (Draw Event) This [CHARACTER] performs the Duel Command Ability.

ANNIHILATION PROTOCOLS: Enemies that end their Activation Engaged with this Warrior suffer 1 Hit with the Cleave 2 Special Rule.

COMMAND ABILITIES:

PHLOGISTON STIMULI: This [CHARACTER] and Friendly Inquisitors within Command Range gain the Burnout Special Rule.

PHOBOS AXIOM: Friendly [SCHOLAE] Warriors within Command Range gain the Dread Special Rule.



LOCHAGOS

[POPULIST], [INFANTRY], [CHARACTER]

HERO

70 Points

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	2	3	3	3	2	1	6

SPECIAL RULES: Phalanx, Shield, Student of War, Inspiring Presence

The Lochagos is critical promotion for a veteran Hoplite who has taken a permanent position in his City State's military. They quarter and fight on the frontline with the troops, but are present in all of the staff meetings an army on the march may have. This insight into the Officer's thinking allows them to quickly relay orders and adapt to the flow of battle, making sure the army fights as a unified whole.

UNIQUE SPECIAL RULES:

STUDENT OF WAR: This [CHARACTER] gains the Command Abilities of a single [POPULIST] Warlord or Hero in your Warband.

INSPIRING PRESENCE: While utilizing the Strategic Stack, Friendly [POPULIST] Warriors within Command Range gain the Bravery Special Rule.

OPTIONS:

Select a single [POPULIST] Warlord or Hero in your Warband to gain the Command Abilities of.



DORILATES

[POPULIST], [INFANTRY], [CHARACTER]

HERO

60 Points

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	3	2	3	3	2	1	5

SPECIAL RULES: Shield, Support, Relentless Blows, Phalanx, Battlefield Acumen

Hoplites know that the difference between victory and defeat lies with the strength of the Phalanx and focus their efforts on the integrity of its shield wall.

The canniest veterans among the Hoplites know that pure defense will see a phalanx buckle under uncontested enemy pressure, thus they turn their eyes to the Dorilates, the spear masters among their number, to set the tempo and angle of their thrusts, complimenting the sheer defensive power of the Phalanx with increased aggression.

UNIQUE SPECIAL RULES:

BATTLEFIELD ACUMEN: Friendly [POPULIST] Warriors within Command Range gain the Relentless Blows Special Rule when performing a Clash Action utilizing the Support Special Rule.

COMMAND ABILITIES:

COMBAT TACTICIAN: Friendly [POPULIST] Warriors within Command Range gain the Flurry Special Rule.



ANDROMARCHOS

[POPULIST], [INFANTRY], [CHARACTER]

HERO

80 Points

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	3	3	3	3	3	2	5

SPECIAL RULES: Flawless Strikes, Flurry, Parry, Vanguard, Promachos, First to the Fray

First among equals, an Andromarchos leads by example. These champions and those brave few who follow them into battle can be seen charging ahead of the main battleline in search of a worthy challenge.

UNIQUE SPECIAL RULES:

PROMACHOS: While participating in a Duel, Friendly [POPULIST] Warriors within Command Range gain the Indomitable Special Rule.

FIRST TO THE FRAY: Thorakites in your Warband gain the Vanguard Special Rule.

COMMAND ABILITIES:

MYRMIDONS: Friendly [POPULIST] Warriors within Command Range gain the Tenacious Special Rule.



HOPLITES

[POPULIST], [INFANTRY]

MAINSTAY REGIMENT

90/20 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	2	1	1	2	2	0	4

SPECIAL RULES: Shield, Support, Phalanx, Defensive Formation

OPTIONS: Leader 15 Points

Additional Warrior.....20 Points

UNIQUE SPECIAL RULES:

DEFENSIVE FORMATION: During Enemy Clash Actions, While this Warrior is within 1" of another Unengaged Warrior within this Regiment, this Warrior gains +1 Defense. *Both Warriors must be of the same Elevation!*

Unlike the feudal obligations of the Hundred Kingdoms, the City States have embraced a higher ideal for their people and armed forces. The bulk of their army is composed of Hoplites, citizen soldiers mustered to protect their city and its interests.

Armed and equipped from the advanced foundries of their City State and drilled relentlessly, a phalanx of Hoplites is an almost immovable obstacle on the battlefield, capable of holding their own against the best any challenger might throw at them.



PHALANGITES

[POPULIST], [INFANTRY]

MAINSTAY REGIMENT

95/20 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	1	2	1	2	2	0	4

SPECIAL RULES: Bastion, Support, Phalanx, Pike Formation

OPTIONS: Leader 15 Points

Additional Warrior.....20 Points

UNIQUE SPECIAL RULES:

PIKE FORMATION: When performing a Clash Action utilizing the Support Special Rule, this Warrior gains +1 Clash.

While Hoplites are the citizen soldiery of a given City State, the Phalangites are its professional army. Hardboiled and scarred veterans of countless campaigns, Phalangites take everything that makes a phalanx deadly, and kick it up a notch.

Eschewing the use of the hoplon (shield) their daily drills allow them to employ their pikes, the dreaded sarissa, while holding formation. This turns them into both a hammer and an anvil, allowing them to retain their defensive nature while crushing the opposition behind an impenetrable hedge.



THORAKITES

[POPULIST], [INFANTRY]

MAINSTAY REGIMENT

85/25 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	2	2	1	2	2	1	4

SPECIAL RULES: Shield, Dodge, Skirmishers

OPTIONS: Leader 15 Points

Additional Warrior.....25 Points

While unmatched in formation combat on an open field, Phalangites and Hoplites do not fare well in constrained spaces and rough terrain. Thorakites are the answer to these problems. Trained to a higher physical standard, but without the rigid formation and drill of the phalanx, Thorakites allow an enterprising commander to exploit gaps and developments on the battlefield that the traditional phalanx would be too cumbersome to address.

UNIQUE SPECIAL RULES:

SKIRMISHERS: While Breaking Formation, this Warrior gains the **F flank** Special Rule.



SATYROI

[AUXILLARY], [INFANTRY]

MAINSTAY REGIMENT 100/30 Points

RECRUITMENT: 4 Warriors SIZE: 2

M	V	C	A	W	R	D	E	CR
6	1	2	2	1	2	2	1	3

SPECIAL RULES: Impact 1, Shield, Support, Opportunists, Capricious

OPTIONS: Leader 10 Points
 Additional Warrior.....30 Points

UNIQUE SPECIAL RULES:
CAPRICIOUS: This Warrior ignores the penalties of Hindering Terrain and Broken Ground.

Nowhere in the society of the City States is their ambivalent relationship with the Bred more evident than with the Selinoi and Satyroi. A nigh seamless blend of man and goat, these Bred ultimately proved to be the hardest and most adaptable of the Bred who survived.

Intelligent, fast and tough, they quickly excelled at their tasks, putting them at odds with humans and painting a mark on their back when the purges started during the Fall. Today, those who survive have done so by learning to coexist with humanity or avoiding it as much as possible.

Unlike the more peaceful Selinoi, Satyroi have turned to anger, hate and violence. Kidnappers, extortionists, consummate thugs and dangerous gangers the most dangerous of Satyroi are often press ganged into the army where their combat skills and unbridled ferocity make them skirmishers without peer.



SELINOI

[AUXILLARY], [INFANTRY]

MAINSTAY REGIMENT

110/30 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
6	2	1	1	1	2	1	2	3

SPECIAL RULES: Vanguard, Capricious, Barrage 1 (12"), Sureshot

OPTIONS: Leader 10 Points
 Additional Warrior..... 30 Points

UNIQUE SPECIAL RULES:

CAPRICIOUS: This Warrior ignores the penalties of Hindering Terrain and Broken Ground.

Nowhere in the society of the City States is their ambivalent relationship with the Bred more evident than with the Selinoi. A nigh seamless blend of man and goat, the Selinoi ultimately proved to be the hardiest and most adaptable of the Bred who survived.

Intelligent, fast and tough, they quickly excelled at their tasks, putting them at odds with humans and painting a mark on their back when the purgest started during the Fall. Today, those Selinoi who survive have done so by learning to coexist with humanity or avoiding it as much as possible.

Selinoi Hunters shun the crowded streets of the City States, choosing instead to roam the deep forests and wildlands that the invariably form around the City States. Their woodcraft and hunting skills making them invaluable scouts for the City States and their presence is tolerated and sometimes even encouraged if only to secure these capable scouts in a cities force.



AGEMA

[POPULIST], [INFANTRY]

RESTRICTED REGIMENT

140/40 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	2	2	1	3	2	1	5

SPECIAL RULES: Bodyguard, Shield, Flawless Strikes, Parry, Martial Prowess

OPTIONS: Leader20 Points
 Additional Warrior.....40 Points

Agema are, without a doubt, the best fighters available to a City States commander. They are invariably the personal guard of rulers, tyrants and council members alike. Armed, armored and augmented to the highest standards that a ruler can afford, the notion of failure or defeat is anathema to these elite soldiers, who are trained to fight and win on any battlefield under any circumstance.

UNIQUE SPECIAL RULES:

MARTIAL PROWESS: While utilizing the Strategic Stack, this Warrior gains +1 Evasion.



CLOCKWORK HOPLITES

[SCHOLAE], [INFANTRY]

RESTRICTED REGIMENT

120/35 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
4	0	2	1	1	2	3	0	3

SPECIAL RULES: Oblivious, Shield, Support, Tactical Automaton

These automata represent the current pinnacle of the Tekne developed within the City States. While the creation of the bodies and their power source had long ago been theorized and even tested, the method of control on a battlefield is what eluded even the brightest minds of the Scholae.

The current advances within the field of Phlogiston engineering have allowed the Scholae practicals to synthesise crystals that somehow retain communication even when separated. Ensnared deep within the body of these mechanical warriors, they allow a skilled Mechanist to convey orders to his regiment through the careful modulation of the energies he applies to his own master crystal.

The result is a formidable, if inflexible, formation of fearless warriors who deliver death without fear, conscience or fatigue. In many ways, the perfect soldiers.

OPTIONS: Leader20 Points

Additional Warrior.....35 Points

UNIQUE SPECIAL RULES:

TACTICAL AUTOMATONS: When this Regiment's Command Card is Activated, choose one of the following effects for the Regiment to gain this Round:

Unity Enigma: Gain the Phalanx Special Rule.

Torque: Gain the Cleave +1 Special Rule.

Iron Stride: Gain +2 March.



SACRED BAND

[POPULIST], [INFANTRY], [SPELLCASTER]

RESTRICTED REGIMENT

180/60 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	3	2	2	3	3	0	5

SPECIAL RULES: Blessed, Cleave 2, Bravery, Spellcaster X, Combat Theologians

OPTIONS: Leader25 Points
 Additional Warrior.....60 Points

Harkening to an ancient time of divine warrior brotherhoods long disbanded by the Dominion, the Sacred Band are devoted champions of their city states' Divinity.

By longstanding tradition these brotherhoods are composed only of men who must compete in the Pan Kratian Games, honing their body and skills to the utmost edge for the glory of their City.

Clad in hand crafted suits of armor that eschew the modern comforts and simplicity of the hoplites gear, these Champions are invariably found in the heart of the fighting, singing paeans to their God even as they deliver his judgement upon His foes.

UNIQUE SPECIAL RULES:

COMBAT THEOLOGIAN: All Warriors of this Regiment share and spend from a single Essence pool. Roll for Attunement once for this entire Regiment. This Regiment's Spellcaster X Special Rule is equal to the current number of Warriors of this Regiment on the Battlefield.

SPELLS:

HENOSIS

Essence: 1

Type: Incantation

When this Warrior suffers a Wound, choose another Warrior from this Regiment within Command Range to suffer the Wound instead.

KAIROS

Essence: 1

Type: Unique Action

Target Enemy within Engagement Range becomes Broken!



MINOTAUR HASPISTS

[AUXILLARY], [BRUTE]

RESTRICTED REGIMENT

90/105 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
6	1	3	4	6	2	3	0	3

SPECIAL RULES: Brutal, Juggernaut, Shield, Cleave 1, Fearsome
Brazen Bulls

OPTIONS: Additional Warrior..... 105 Points

Those minotaurs that have somehow escaped the sad fate of their Thyrean kin can look forward to a quiet life of agrarian work. Their prodigious strength and legendary stamina mean that even with the odds stacked against them, most can look forward to buying their own emancipation writ within a decade or two.

As citizens, however, they are duty bound to serve in the army much like their human counterparts. Most do so as Haspists, consciously standing apart from their fallen Thyrean kin, specializing in defense and bolstering the line where the weaker humans might falter.

UNIQUE SPECIAL RULES:

BRAZEN BULLS: While utilizing the Strategic Stack, this Warrior gains the Iron Discipline Special Rule.



MINOTAUR THYREANS

[AUXILLARY], [BRUTE]

RESTRICTED REGIMENT

105/115 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
6	1	3	3	6	3	3	0	3

SPECIAL RULES: Impact 2, Cleave 3, Unyielding, Fearsome, Bull Rush

OPTIONS: Additional Warrior..... 115 Points

When the Bred were originally conceived and gifted to the Dominion, Minotaurs were intended to be docile, tractable agrarian workers. It did not take long for man to look upon this mountain of muscle and decide to put it to a different use.

Purposefully bred and conditioned for aggression, Minotaur Thyreans and their double handed weapons are an unstoppable presence of the battlefield, delivering unstoppable charges and wielding massive weapons that make a mockery of enemy defenses and formations.

UNIQUE SPECIAL RULES:

BULL RUSH: While Breaking Formation, this Warrior may perform a Free Clash Action during their Activation. *A Warrior may not perform the same Action multiple times in a single Activation.*



INQUISITORS

[SCHOLAE], [BRUTE]

RESTRICTED REGIMENT

85/95 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
7	0	2	5	4	4	2	1	4

SPECIAL RULES: Deadly Blades, Flurry, Terrifying, Oblivious, Aggression Protocols

OPTIONS: Leader30 Points
 Additional Warrior.....95 Points

Looming almost twice the height of man, these lumbering monstrosities bear little resemblance to the men they once were. Now little more than empty vessels that the Scholae can unleash at will, Inquisitors are the red right hand of this shadowy consult.

Now a twisted amalgam of flesh and steel, the sole purpose is to embody the wrath and will of that shadow consult on the battlefield and beyond. Piston driven limbs cleave through flesh and steel with alarming ease, their limbs powered by the traces of phlogiston that courses through their veins, even as it burns their stunted lives short.

UNIQUE SPECIAL RULES:

AGGRESSION PROTOCOLS: Enemies that end their Activation Engaged with this Warrior suffer 1 Hit.



COMPANION CAVALRY

[POPULIST], [CAVALRY]

RESTRICTED REGIMENT

70/75 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
9	1	3	3	3	3	2	2	5

SPECIAL RULES: Impact 1, Brutal, Elusive, Overrun

OPTIONS: Leader25 Points

Additional Warrior.....75 Points

Companion Cavalry are rather an outlier in the City States forces, mainly because they do not, in the strictest sense of the word, belong to the citizen soldiery army of most armies. The Companions are rather a voluntary force drawn from among the wealthy Oligarch and noble families of the City States.

Armed and armoured in the finest weapons money can buy, these impetuous scions of nobility are trained by retired Polemarchs and Aristarchs in the private gymnasiums of the wealthy while their horsemanship is honed in the massive hippodromes that tend to dominate the skylines of each City State.

Despite their eclectic training and impetuous nature these horsemen are a valuable enough tool that the City States have diverged from their orthodox army organization to incorporate them.



FLOGOBOLON

[POPULIST], [CAVALRY]

RESTRICTED REGIMENT

150/190 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
8	3	2	5	7	3	3	1	5

SPECIAL RULES: Impact 2, Overwhelm, Elusive, Fearsome, Weapon Platform, Cheirosiphon, Barrage 3 (8"), Torrential Fire

OPTIONS: Additional Warrior..... 190 Points

While the effectiveness of the Flogobolon and the Skorprios have long been known to the City States, they have long struggled to find a way to deploy them on the battlefield in a cost effective way.

In a stroke of pure genius, the Gerousia of Helias invited the merchant and noble houses to sponsor the construction of these deadly vehicles. The frenzy of spending and overengineering that followed has since then spread to the other City States and their noble patrons.

The weapons themselves are a marvel of engineering which nobody but the Dweghom could hope to match, the chariot bodies are crafted of sturdy wood and sheathed metal to keep both rider and weapon from harm... The lions are there simply to proclaim the wealth and power of their patrons.

UNIQUE SPECIAL RULES:

WEAPON PLATFORM: This Warrior is comprised of 2 Bases that are each distinct in function; One base holds the Rider and the other the Beasts that pull the Chariot. Both ignore each other for Line of Sight. This Warrior's Clash Actions and **Impact X** Special Rule may only Target Enemies within Engagement Range of the Beast's Base. Volley Actions are resolved from the Rider's Base. For all other purposes this Warrior is treated as a single entity.

CHEIROSIPHON: (Unique Volley Action) Target Enemy within 8" and all Warriors (Friendly and Enemy) within 2" of them suffer 2 Hits with the **Torrential Fire** Special Rule.



SKORPIOS

[POPULIST], [CAVALRY]

RESTRICTED REGIMENT

160/200 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
8	3	2	5	7	3	3	1	5

SPECIAL RULES: Impact 2, Overwhelm, Elusive, Fearsome, Weapon Platform, Stinging Salvo, Barrage 4 (12"), Rapid Volley, Armor Piercing 1

OPTIONS: Additional Warrior..... 200 Points

While the effectiveness of the Flogobolon and the Skorprios have long been known to the City States, they have long struggled to find a way to deploy them on the battlefield in a cost effective way.

In a stroke of pure genius, the Gerousia of Helias invited the merchant and noble houses to sponsor the construction of these deadly vehicles. The frenzy of spending and overengineering that followed has since then spread to the other City States and their noble patrons.

The weapons themselves are a marvel of engineering which nobody but the Dweghom could hope to match, the chariot bodies are crafted of sturdy wood and sheathed metal to keep both rider and weapon from harm... The lions are there simply to proclaim the wealth and power of their patrons.

UNIQUE SPECIAL RULES:

WEAPON PLATFORM: This Warrior is comprised of 2 Bases that are each distinct in function; One base holds the Rider and the other the Beasts that pull the Chariot. Both ignore each other for Line of Sight. This Warrior's Clash Actions and **Impact X** Special Rule may only Target Enemies within Engagement Range of the Beast's Base. Volley Actions are resolved from the Rider's Base. For all other purposes this Warrior is treated as a single entity.

STINGING SALVO: While **Aimed!** this Warrior gains the **Precise Shot** Special Rule.



PROMETHEAN

[TITAN], [SCHOLAE], [MONSTER], [SPELLCASTER]

MONSTER

250 Points

SIZE: 5

M	V	C	A	W	R	D	E	CR
6	1	4	5	5	3	3	1	4

SPECIAL RULES: Cleave 2, Hardened, Spellcaster 3, Terrifying, Battlesmith, Sunder

When one gazes upon the wonders of a City State; its cyclopean walls, its towering cranes and smokeless foundries, one cannot help but suspect that these wonders cannot have been built by mortal hands alone. And they would not be far wrong.

Deep within the bowels of each Acropolis reside the Prometheans, ancient Titanic allies of the Scholae and their founder, whose deep primordial knowledge is responsible for many of the wonders that allow the city states to stand. Rare and fell is the need that rouses one of these ancients to war, for their every blow cracks the enemies will even as it empowers it's allies.

UNIQUE SPECIAL RULES:

BATTLESMITH: For each Wound this [MONSTER] inflicts, this [MONSTER] gains 1 Essence.

SUNDER: (Unique Action) Choose a Terrain feature within 1". All Warriors (Friendly and Enemy) within the Terrain feature suffer 3 Hits.

SPELLS:

REINFORCE

Essence: 3

Type: Command Ability

Friendly Warriors within Command Range gain the Hardened Special Rule.

REFORGE

Essence: 1

Type: Incantation

When a Friendly Warrior performs a Clash Action, they gain the Cleave +1 Special Rule.

PROMETHEAN

INJURED

[TITAN], [SCHOLAE], [MONSTER], [SPELLCASTER] SIZE: 5

M	V	C	A	W	R	D	E	CR
5	1	3	4	5	3	3	0	4

SPECIAL RULES: Cleave 2, Spellcaster 2, Terrifying, Battlesmith, Sunder

UNIQUE SPECIAL RULES:

BATTLESMITH: For each Wound this [MONSTER] inflicts, this [MONSTER] gains 1 Essence.

SUNDER: (Unique Action) Choose a Terrain feature within 1". All Warriors (Friendly and Enemy) within the Terrain feature suffer 3 Hits.

SPELLS:

REINFORCE

Essence: 3

Type: Command Ability

Friendly Warriors within Command Range gain the Hardened Special Rule.

REFORGE

Essence: 1

Type: Incantation

When a Friendly Warrior performs a Clash Action, they gain the Cleave +1 Special Rule.



HEPHAESTIAN

[TITAN], [AUXILLARY], [MONSTER], [SPELLCASTER]

MONSTER

285 Points

SIZE: 5

M	V	C	A	W	R	D	E	CR
6	3	5	4	5	4	3	1	3

SPECIAL RULES: Cleave 3, Aura of Death 2, Spellcaster 2, Terrifying, Aetheric Blood, Born of Fire

While the Titans were convinced of the need to aid the Scholae and their Founder in their efforts, not all of them agreed how. The Prometheans chose to aid them by sharing with them the secrets of Creation, the Hephaestian chose a different path: that of Destruction.

Looking upon mankind and worried of what they would make of the weapons they had been gifted, the Hephaestian's chose instead to become the weapons bringing their overwhelming power onto the battlefield on behalf of their mortal allies.

UNIQUE SPECIAL RULES:

AETHERIC BLOOD: For each Wound this [MONSTER] suffers, this [MONSTER] gains 1 Essence.

BORN OF FIRE: This [MONSTER] ignores the penalties of Dangerous Terrain.

SPELLS:

INFERNO

Essence: 3

Type: Unique Volley Action

This [MONSTER] performs a Volley Action with the Barrage 3 (10") and Armor Piercing 3 Special Rules.

BREATH OF UNMAKING

Essence: 1

Type: Incantation

Before an Enemy within Command Range performs a Clash Action, they gain no benefit from the Cleave X Special Rule.

HEPHAESTIAN

INJURED

[TITAN], [AUXILIARY], [MONSTER], [SPELLCASTER] SIZE: 5

M	V	C	A	W	R	D	E	CR
5	2	3	4	5	3	2	2	3

SPECIAL RULES: Cleave 3, Aura of Death 3, Spellcaster 3, Burnout, Terrifying, Aetheric Blood, Born of Fire

UNIQUE SPECIAL RULES:

AETHERIC BLOOD: For each Wound this [MONSTER] suffers, this [MONSTER] gains 1 Essence.

BORN OF FIRE: This [MONSTER] ignores the penalties of Dangerous Terrain.

SPELLS:

INFERNO

Essence: 3

Type: Unique Volley Action

This [MONSTER] performs a Volley Action with the Barrage 3 (10") and Armor Piercing 3 Special Rules.

BREATH OF UNMAKING

Essence: 1

Type: Incantation

Before an Enemy within Command Range performs a Clash Action, they gain no benefit from the Cleave X Special Rule.



TALOS

[TITAN], [POPULIST], [MONSTER]

MONSTER

270 Points

SIZE: 5

M	V	C	A	W	R	D	E	CR
5	1	4	5	5	3	4	0	5

SPECIAL RULES: Cleave 2, Shield, Vanguard, Terrifying, Iron Discipline, Vigilant Guardian, Gilded Bulwark, Titan's Wrath

The Scholae of the City States do not know what to make of the Talos, who run counter to most things they know of the Titans. From time to time these towering warriors appear before a City State and take upon themselves the role of protector to the City and its citizens.

Tireless and almost impossible to kill, these giant warriors have served their City States as guardians for centuries, leading to a close bond of camaraderie and friendship with the armed forces of each city as they all share the burden of its protection.

More loquacious than their kin as a result, what secrets they may have shared with their fellow defenders have remained closely guarded for none wish to betray such stalwart allies.

UNIQUE SPECIAL RULES:

VIGILANT GUARDIAN: This [MONSTER] always Moves their entire March Characteristic when performing March Actions.

GILDED BULWARK: While utilizing the Strategic Stack, this [MONSTER] gains the Bastion Special Rule.

TITAN'S WRATH: While Breaking Formation, this [MONSTER] gains the Impact 2 Special Rule.

TALOS

INJURED

[TITAN], [POPULIST], [MONSTER]

SIZE: 5

M	V	C	A	W	R	D	E	CR
5	1	3	5	5	4	3	0	5

SPECIAL RULES: Cleave 2, Shield, Vanguard, Terrifying, Vigilant Guardian, Gilded Bulwark, Titan's Wrath

UNIQUE SPECIAL RULES:

VIGILANT GUARDIAN: This [MONSTER] always Moves their entire March Characteristic when performing March Actions.

GILDED BULWARK: While utilizing the Strategic Stack, this [MONSTER] gains the Bastion Special Rule.

TITAN'S WRATH: While Breaking Formation, this [MONSTER] gains the Impact 2 Special Rule.





PROMETHEAN ORACLE

[TITAN], [MONSTER], [CHARACTER]

MONSTER & WARLORD

315 Points

SIZE: 5

M	V	C	A	W	R	D	E	CR
7	0	4	5	5	4	3	1	6

SPECIAL RULES: Cleave 3, Terrifying

Prometheans from the southern Firelands have started appearing in the northern lands, preaching visions of the return of their mother and the release of their father.

Such is the passion of their conviction in their visions that they have cast away their affiliation, gouging out their own eyes that their next vision will be their mother returned and healing them and elevating them to her side as her most favored children and the keepers of her lore. T

heir words have touched a cord and long dormant hope in the Titans and Jotunn alike, fanning the flames of a feeling long lost to them: Hope. This powerful new motivation has seen the Seidr (or Oracles as they are known in the Southlands) become leaders among their kin, a post long abandoned by the Ice Jotnar following their humiliation.

OPTIONS:

When Mustering your Warband, the Promethean Oracle must choose which weapon to wield:

SEARING DORI: Gain the Obsidian Impalement Special Rule.

VOLCANIC LABRYS: Gain the Infernal Rage Special Rule.

UNIQUE SPECIAL RULES:

Searing Dori only

OBSIDIAN IMPALEMENT: During Clash Actions, Hits of '1' cannot be Blocked and inflict an Additional Wound.

Volcanic Labrys only

INFERNAL RAGE: During Clash Actions, Roll an additional Attack against each Targeted Enemy.

Example: The Promethean Oracle declares he is attacking 2 Enemies with 2 Attacks each. The Promethean Oracle would resolve 3 Attacks on both Warriors as a result of this Special Rule.

COMMAND ABILITIES:

BLAZING CONVICTION: Friendly [MONSTER] Warriors within Command Range, may use their Resolve Characteristic to Block Hits.

MOLTEN DOMAIN: All other Warriors (Friendly and Enemy) within Command Range treat the Battlefield as Dangerous Terrain.

PROMETHEAN ORACLE

INJURED

[TITAN], [MONSTER], [CHARACTER]

SIZE: 5

M	V	C	A	W	R	D	E	CR
6	0	5	6	5	3	2	1	6

SPECIAL RULES: Cleave 2, Indomitable, Terrifying,
Lethal Demise 3,

UNIQUE SPECIAL RULES:

Searing Dori only

OBSIDIAN IMPALEMENT: During Clash Actions, Hits of '1' cannot be Blocked and inflict an Additional Wound.

Volcanic Labrys only

INFERNAL RAGE: During Clash Actions, Roll an additional Attack against each Targeted Enemy.

Example: The Promethean Oracle declares he is attacking 2 Enemies with 2 Attacks each. The Promethean Oracle would resolve 3 Attacks on both Warriors as a result of this Special Rule.

COMMAND ABILITIES:

BLAZING CONVICTION: Friendly [MONSTER] Warriors within Command Range, may use their Resolve Characteristic to Block Hits.

MOLTEN DOMAIN: All other Warriors (Friendly and Enemy) within Command Range treat the Battlefield as Dangerous Terrain.

BESTOWED RELICS



UPGRADES: ALL

Each [CHARACTER] in your Warband may purchase a single Upgrade from the lists below. A [CHARACTER] can only purchase Upgrades from the Lists of their corresponding Battlefield Roles. A Warlord may instead purchase 2 Upgrades. A [MONSTER CHARACTER] cannot purchase any Upgrades.

Icarian Harness: 20 points

[INFANTRY] only. This [CHARACTER] gains the following Unique Action:

ICARIAN FLIGHT: (Out of Combat Action) Place this [CHARACTER] wholly within 10"; this [CHARACTER] suffers 1 Hit.

Synthetic Ambrosia: 15 points

This [CHARACTER] gains the **Regeneration** Special Rule.

Augmented Armaments: 10 points

This [CHARACTER] gains the **Quicksilver Strikes** Special Rule.

The Golden Apple: 25 points

Once per Game, This [CHARACTER] may use the following Command Ability:

Pandemonium: (Command Ability) All Enemies within Command Range can never be **Inspired!** and may not benefit from their Friendly Command Abilities.

Labyrinthine Champion: 20 points

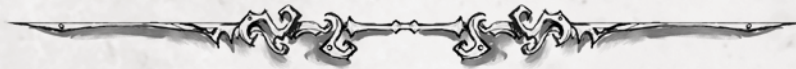
Friendly [AUXILIARY] Warriors within Command Range gain the **Bloodlust** Special Rule.

Living Breastplate: 25 points

When Blocking Hits, this [CHARACTER] may always Roll Block Dice equal to the number of Hits suffered.
Regardless of any Defense or Evasion modifiers!



BESTOWED RELICS



UPGRADES: POPULIST

Blade of Eakides: 20 points

While Breaking Formation, this [**CHARACTER**] gains +1 Attack and +1 Clash.

Taurian Xiphos: 25 points

This [**CHARACTER**] gains the **Flawless Strikes** Special Rule.

Adaptable Tactician: 15 points

Warlord only. This [**CHARACTER**] gains the following Draw Event:

DIORTHOSIS: (Draw Event) If following the Strategic Stack, you may immediately reorganize the order of Command Cards within the Stack. If Breaking Formation, you may instead immediately form a Strategic Stack.

Standard of Last Oration: 25 points

This [**CHARACTER**] is a Standard Bearer. Friendly [**POPULIST**] Warriors within Command Range gain the **Lethal Demise +1** Special Rule. Enemies automatically fail Resolve tests caused from the **Lethal Demise** Special Rule of Friendly [**POPULIST**] Warriors within Command Range.

Helm of Athrastia: 20 points

Friendly [**POPULIST**] Warriors within 1" may use this [**CHARACTER**]'s Resolve Characteristic in place of their own.

Astute Theologian: 20 points

This [**CHARACTER**] gains the **Blessed** Special Rule.



BESTOWED RELICS



UPGRADES: SCHOLAE

Phlogiston Projector: 30 points

This [CHARACTER] gains the following Unique Action:

ALCHEMICAL IMMOLATION: (Unique Volley Action) Target Enemy within 8" and all Enemies within 2" of them suffer 2 Hits with the **Torrential Fire** Special Rule.

Concentrated Thymos: 20 points

When this [CHARACTER] is Slain, all Enemies within Engagement Range are immediately **Broken!**

Crystalline Orrery: 15 points

Friendly Clockwork Hoplites always count as being within this [CHARACTER]'s Command Range.

