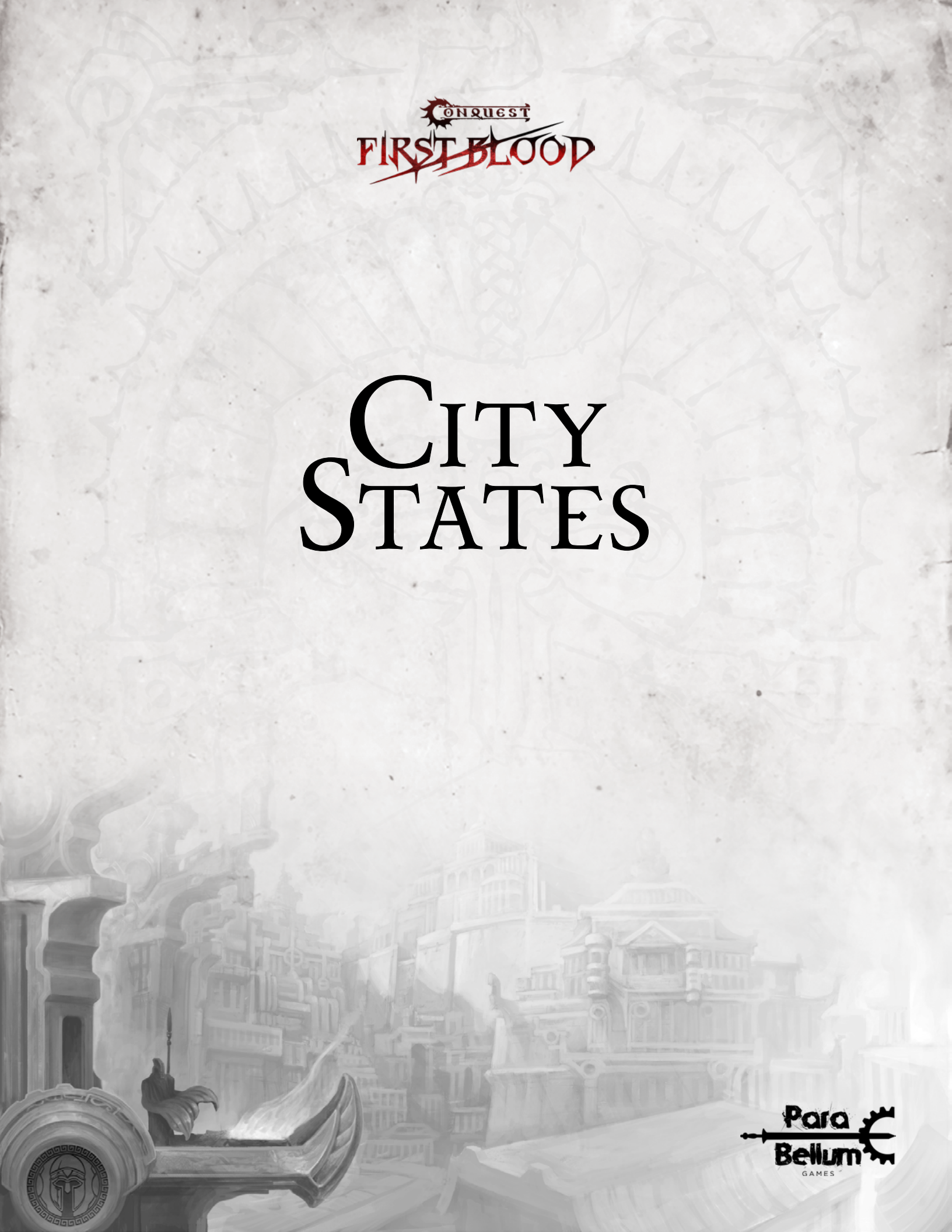
Conquest
First Blood

City States



Para Bellum Games





"...a beacon of light, a fountain of knowledge, science and progress, they hoarded 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. While following the Strategic Stack, all Warriors in your Warband are **Following Orders**.

> **Brothers in Arms:** While **Following Orders**, Friendly Warriors may Re-roll Resolve tests of '*6*'.

A City States Player may start **Breaking Formation** when it is their turn to Activate a Command Card, and may freely choose what Command Card to Activate as normal. Until the end of the Round, the Strategic Stack cannot be utilized. 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)
Terataur Prime (Minotaur Thyreans)
Persenia the Gorgon (Agema)

Mainstay Regiments:

Hoplites
Phalangites
Thorakites
Satyroi
Selinoi

Monsters:

Promethean
Hephaestian
Talos

Heroes:

Mechanist
Eidolon
Lochagos
Dorilates
Andromarchos

Restricted Regiments:

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





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 Polemachoi 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 **Following Orders**, 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 size 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

When a Friendly Warrior within Command Range Rolls to Attack or Block, 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.



Terataur Prime

[Brute], [Character]

Warlord **170 Points**

Retinue: Minotaur Thyreans **Size:** 3

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

Special Rules: Cleave 3, Fearsome, Hardened, Aristotéchnima, Kleos Accumulator

At the center of the Terataur program stand the Terataur Primes, possessing not only the unstoppable mechanical might of the Terataurs, but a fully human mind. When the mortal form of a commander or decorated hero is injured beyond even the ability of the City States chirurgeons to recover they are given a choice: a hero's death or the promise of eternal glory.

Through the divine power of phlogiston their conscious mind is ablated layer by layer onto thin metal sheets. The techne of the City States Theurgists allows them to reconstitute the mind, or those parts that have survived transcription, by layering these sheets with incredibly complex clockwork and crystal arrays, creating a copy of the mind that came before.

Distant and... other, these incredible artifacts are then fitted into the bespoke form of a Terataur, granting it a power and resilience it never possessed in life, a true and unstoppable fusion of metal, tekne, will and phlogiston.

Options:

When mustering your Warband, choose the form of the Terataur Prime:

Populist Champion: This [Character] gains the [Populist] Battlefield Role, the **Counter Attack** and **Heroic Strike** Special Rules.

Scholae Masterwork: This [Character] gains the [Scholae] Battlefield Role, the **Deadly Blades** and **Phlogistic Apelatíki** Special Rules.

Terataur Prime

Unique Special Rules:

Aristotéchnima: This **[Character]** cannot purchase Upgrades, and instead is chosen to be either a **Populist Champion** or a **Scholae Masterwork** when mustering your Warband.

Kleos Accumulator: The Special Rules granted by this **[Character]**'s Command Abilities become permament once the heroic deed indicated within that Command Ability are fulfilled while its Active. When this **[Character]** fulfills a heroic deed, Friendly Warriors within Command Range immediately Rally and become Inspired! until the End of the Round.

Populist Champion Only

Heroic Strike: (Unique Clash Action) All Enemies within Engagement Range suffer 2 Hits with the **Cleave 2** Special Rule.

Scholae Masterwork Only

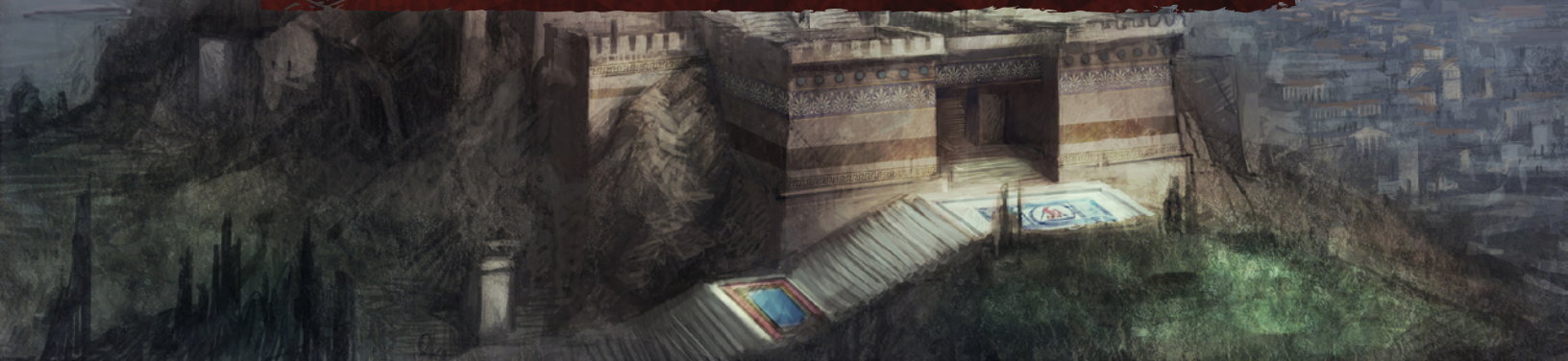
Phlogistic Apelatíki: (Unique Volley Action) Target Enemy within 8" suffers 3 Hits with the **Deadly Shot** Special Rule.

Command Abilities:

Dynatos: This **[Character]** gains the **Fiend Hunter** Special Rule. If this **[Character]** slays a **[Monster]**, this **[Character]** gains the **Fiend Hunter** Special Rule until the End of the Battle.

Thrylikos: This **[Character]** gains the **Dauntless** Special Rule. If this **[Character]** slays an Enemy Warlord, this **[Character]** gains the **Dauntless** Special Rule until the End of the Battle.

Mythikós: This **[Character]** gains the **Blessed** Special Rule. If this **[Character]** slays a **[Spellcaster]**, this **[Character]** gains the **Blessed** Special Rule until the End of the Battle.





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 without the **[Legendary]** Battlefield Role.

Inspiring Presence: While **Following Orders**, 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	1	5

Special Rules: 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

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.

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!*



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

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.

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.



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

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.

Options: Leader .....15 Points
Additional Warrior.....25 Points

Unique Special Rules:

Skirmishers: While **Breaking Formation**, this Warrior gains the **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

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 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 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.

Unique Special Rules:

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



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

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.

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

Unique Special Rules:

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



Agema

[Populist], [Infantry]

Restricted Regiment 135/35 Points

Recruitment: 4 Warriors **Size: 2**

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

Special Rules: Bodyguard, Shield, Flawless Strikes, Martial Prowess

Options: Leader .....20 Points
Additional Warrior.....35 Points

Agema are, without a doubt, the best fighters available to a City States commander. They are invariably the personal guard of rules, tyrants and council members alike. Armed, armored and augumented 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 **Following Orders**, this Warrior gains the **Parry** Special Rule.



Clockwork Hoplites

[Scholae], [Infantry]

Restricted Regiment 120/30 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 Automatons

Options: Leader .....15 Points
Additional Warrior.....30 Points

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. Ensconced 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.

Unique Special Rules:

Tactical Automatons: When this Regiment's Command Card is Activated, choose one of the following effects for the Regiment to gain during their Activation:

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: Leader .....25 Points
Additional Warrior.....60 Points

Hearkening 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 Theologians: 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 **Following Orders**, 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: Leader .....25 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 70/75Points

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: Leader .....20 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 Skorpios 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 eachother 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.

Cheirosiphōn: (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 Skorpios 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 eachother 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	5

Special Rules: Cleave 2, Hardened, Spellcaster 3, Terrifying, Smite, 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) All Warriors (Friendly and Enemy) within Command Range and within 1" of a Terrain feature suffer 2 Hits. All Barricades within Command Range are destroyed.

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 within Command Range 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	5

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) All Warriors (Friendly and Enemy) within Command Range and within 1" of a Terrain feature suffer 2 Hits. All Barricades within Command Range are destroyed.

Spells:

Reinforce **Essence:** 2

Type: Command Ability

Friendly Warriors within Command Range gain the Hardened Special Rule.

Reforge **Essence:** 1

Type: Incantation

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



Hephaestian

[Titan], [Auxillary], [Monster], [Spellcaster]

Monster 275 Points

Size: 5

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

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

Target Enemy within 10" suffers 3 Hits with the **Armor Piercing 3** Special Rule.

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], [Auxillary], [Monster], [Spellcaster] Size: 5

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

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

Target Enemy within 10" suffers 3 Hits with the **Armor Piercing 3** Special Rule.

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 **Following Orders**, 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 **Following Orders**, 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 300 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 Axe: 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 Axe 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 Axe 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 Orders**, 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!**

Crystaline Orrery: 15 points
Friendly Clockwork Hoplites always count as being within this **[Character]**'s Command Range.



Legends of Eä

The following unique **[Characters]** will all possess the **[Legendary]** Battlefield Role, something they have truly earned! These **[Characters]** may be included in your Warband as a Warlord choice. However, they cannot purchase any Upgrades, as they already have acquired their own personal artefacts and armaments throughout their journeys.

[Legendary Characters] also possess their own Retinues when fielded as Warlords as indicated.

The **[Legendary Characters]** of the City States and their Retinues are:

- Persenia the Gorgon (Agema)





Persenia
the Gorgon

[Legendary], [Infantry], [Populist], [Character]

Warlord **135 Points**

Retinue: Agema **Size: 2**

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

Special Rules: Shield, Flawless Strikes, Parry, Flurry, Flank, Gladiatrix, Petrifying Display, Blessing of Vengeance

Persenia was renowned for her breathtaking beauty, but her true calling was that of a warrior, for her skill with a blade was masterful from the very moment she could properly wield one, becoming a champion of Minos and fighting wherever the bull-god decreed. Persenia grew to become one of the city state's most decorated heroes, completing great quests in the name of her bullish patron.

Persenia's first and greatest loss would come within Minos' grand arena, where she was cut down by a duplicitous gladiator with a poisoned blade. Feeling Minos' favor leaving her body, Persenia called for aid, and the forgotten god of vengeance answered. Persenia was transformed, with scales sprouting across her body and her hair turning into venomous snakes. From that point onward, Persenia came to be known as the Gorgon, slaying the cheating gladiator and regaining Minos' favor; she would forever resent the bull-god in secret, for he abandoned her during her time of need.

Unique Special Rules:

Gladiatrix: (Draw Event) This **[Character]** may immediately perform the Duel Command Ability.

Petrifying Display: While participating in a Duel, Enemy Warriors within Command Range are never Inspired!

Blessing of Vengeance: This **[Character]** never suffers the effects of the **Deadly Blades** and **Deadly Shot** Special Rules.

Command Abilities:

Serpent Strike: Immediately Place this **[Character]** anywhere wholly within Command Range. This **[Character]** gains the **Quicksilver Strikes** Special Rule

Vanquisher of the Lion: Friendly **[Populist]** Warriors within Command Range gain the **Fiend Hunter** Special Rule.