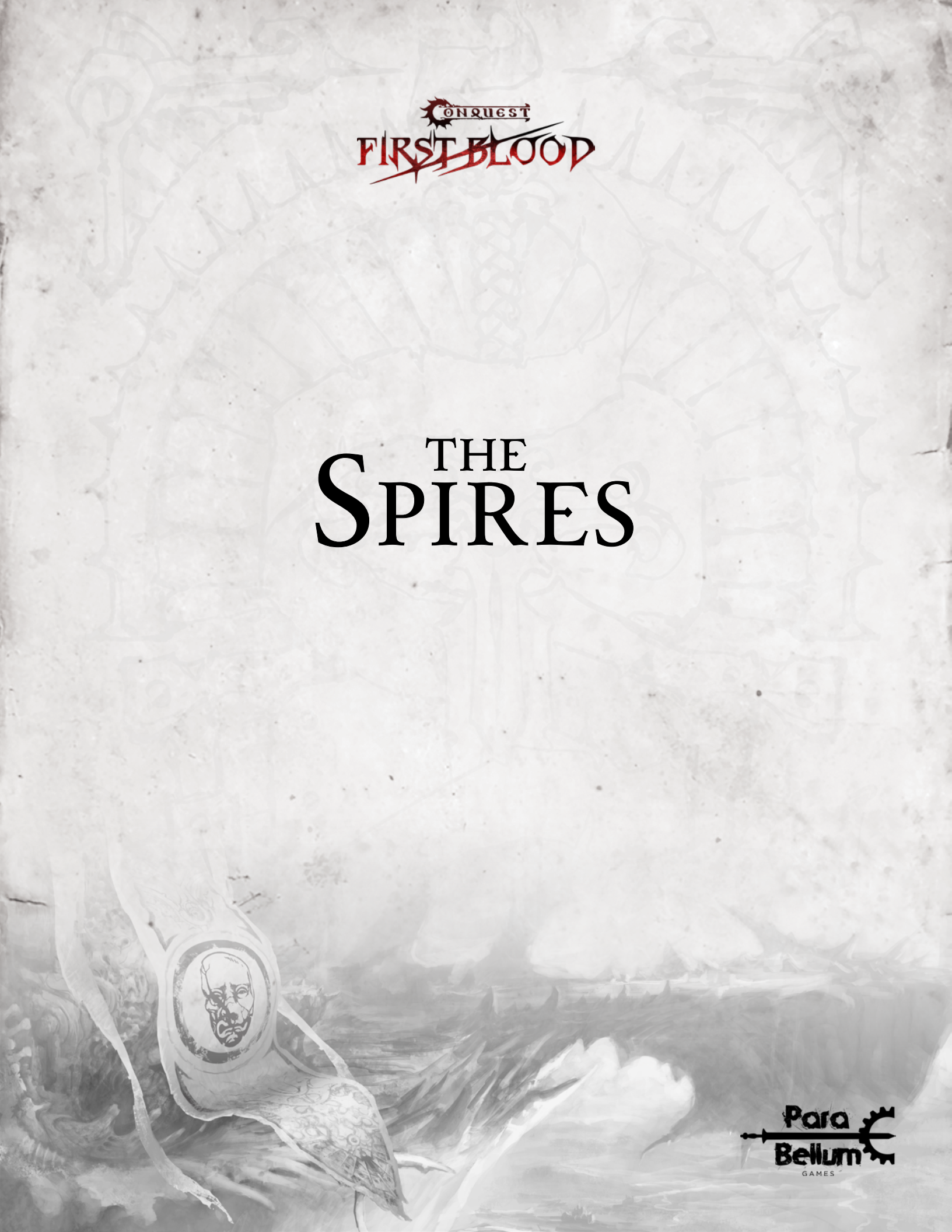
Conquest
First Blood

THE SPIRES



Para Bellum
GAMES





"One must know the range of one's reach. Only the fools, the lucky and the very skillful grasp beyond that. In time, we all find out which we are, for in the Spire, if you don't exceed your reach, you are within someone else's."

– The Fractured Concord

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

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

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

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

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

Master's Touch: The Warriors of the Spires may vary greatly in physiology but are designed with the sole purpose to fight on behalf of their enigmatic masters. To represent this, Warriors will have either the Battlefield Role of [**Drone**], [**Clone**], [**Monstrosity**], or [**Husk**].

Inevitable Hordes: *The forces of the Spires are comprised of genetically fabricated soldiery; Legions of insensible chitin and biomass capable of fighting on despite sustaining grievous wounds.*

Each time a Friendly Spires Command Card is Activated, Roll a Die. If the Result is equal to or less than the total number of Wound Markers and Slain Warriors of that Command Card, Heal 1 to a single Warrior of that Command Card. Results of a '6' are always discarded with no effect.

If the Command Card is a Regiment with no Wounded Warriors, Raise a single Slain Warrior from the Regiment instead. Leaders and Standard Bearers cannot be Raised by this Special Rule. Place the Raised Warrior wholly within the Command Range of another Warrior from its Regiment; Broken! with a single Wound remaining. If this Warrior cannot be Placed, it remains Slain.

Pheromantic Triggers: *All Spires creations are spawned with a vulnerability to pheromantic commands. Biomancers and Pheromancers are supremely skilled at their deployment, while others must depend on pre coded chemical signatures provided to them before the battle.*

Spires Warriors that begin their Activation within the Command Range of a Friendly [**Character**] gain the **Exertion** Draw Event. A Regiment Leader only grants the **Exertion** Draw Event to Warriors of their own Regiment.

> **Exertion:** (Draw Event) This Warrior gains +1 Attack this Activation; at the end of their Activation they become Broken! as their mortal coils are pushed beyond their limits. Reminder; Monsters cannot become Broken until they are Injured! *Such behemoths of the Spires are used to the punishment; One could say even made for it....*

The Spires 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):

Biomancer (Desolation Drones)
High Clone Executor (Marksman Clones)
Lineage Highborne (Avatara)
Lineage Prideborne (Leonine Avatara)
Merchant Prince (Choice of any Restricted Regiment)
Pheromancer (Brute Drones)
The Alchemist (Choice of any Restricted Regiment)

Heroes:

Assault Preceptor
Catabolic Node
Mimetic Assassin
Pheromancer
Ward Preceptor

Mainstay Regiments:

Bound Clones
Force Grown Drones
Onslaught Drones
Stryx
Vanguard Clones

Restricted Regiments:

Avatara
Brute Drones
Centaur Avatara
Desolation Drones
Incarnate Sentinels
Leonine Avatara
Marksman Clones
Vanguard Clone Infiltrators

Monsters:

Abomination
Consumption Beast
Desolation Beast
Pteraphon Surveyor
Siegebreaker Behemoth





Biomancer

[Clone], [Infantry], [Character]

Warlord 120 Points

Retinue: Desolation Drones **Size:** 2

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

Special Rules: Regeneration, Biomantic Practitioner, Biotic Renewal

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

Standing six feet tall, their spindly bodies have been adapted to the rigors of their academic life. Digestive systems have been reduced to minimize distractions. Their senses, particularly sight and smell, have been enhanced to an astounding degree, so much so that the clothing they wear to battle is designed to reduce the sensory overload, allowing them to focus on the task at hand. And the task is only ever the furtherance of the Directorate's plans, first and foremost.

Unique Special Rules:

Biomantic Practitioner: Any time a Warrior is Raised as part of the **Inevitable Hordes** Army Rule, they may instead be Placed wholly within the Command Range of this **[Character]**.

Biotic Renewal: (Draw Event) Select a Friendly Spires Command Card to immediately resolve the **Inevitable Hordes** Army Rule.

Biomancies:

Mend Flesh: (Command Ability) Friendly Warriors within Command Range gain the **Regeneration** Special Rule.

Unstable Enhancements: (Command Ability) When a Friendly Warrior within Command Range Activates, they may replace the **Exertion** Draw Event with the **Burnout** Draw Event.

Menticide: (Unique Action) Target Friendly **[Infantry]** Warrior within Command Range immediately Activates. After Activating, the Warrior must Test their Resolve; If Failed, they are Slain. *This Warrior may still Activate later this Round!*

Forced Assimilation: (Unique Action) Target Friendly **[Drone]** or **[Clone]** Warrior within Command Range is Slain and removed from the Battlefield. Heal another Friendly Warrior within Command Range equal to the Slain Warrior's Size.



High Clone Executor

[Clone], [Infantry], [Character]

Warlord **100 Points**

Retinue: Marksman Clones **Size: 2**

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

Special Rules: Cleave 2, Unyielding, Phalanx, Parry, Combat Directives

In order to advance through the ranks, Executors must have proven and keep proving their ability time and again, both on the field of battle and without. They must secure chances at proving their capacity, provide victory on the battlefield and be able to claim credit for that victory, always vying against backstabbing colleagues, jealous superiors and ruthlessly demanding masters.

The result is that should one encounter a High Clone Executor leading an enemy force, he should know he is facing a ruthlessly competent individual who has no compunctions or limitations on the pursuit of victory.

Unique Special Rules:

Combat Directives: Friendly **[Infantry]** Warriors within Command Range gain the **Phalanx** Special Rule.

Command Abilities:

Symbiotic Command: Friendly **[Clone]** and **[Drone]** Warriors within Command Range may use the Resolve Characteristic of this **[Character]** in place of their own.

Lethality Protocols: When performing Clash or Volley Actions, Hits of '1' caused by Friendly **[Clone]** Warriors within Command Range cannot be Blocked.



Lineage Highborne

[Husk], [Brute], [Character]

Warlord **150 Points**

Retinue: Avatara **Size:** 3

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

Special Rules: Flawless Strikes, Quicksilver Strikes, Support, Hardened, Magnanimity

Among the highest echelons of the Lineages, none are truly expected to risk their lives anymore, much less for something as simple and trivial as combat.

The chosen warriors of the Sovereign's Lineages stride through the battlefield safely projecting their consciousness into their Avatara: outlandish creations bedecked in all sorts of ornament and Biomantic enhancements, whose lithe, androgynous frames bely the speed and power they can bring to bear.

With almost no personal risk and minimal skill needed to become a deadly foe, many scions of the Lineages have taken to decorating their Avatara as ostentatiously as possible, for the body-vessels have made them such proficient killers that a tally of the slain foes is simply no longer a practical method by which to distinguish oneself.

Unique Special Rules:

Magnanimity: When an Enemy declines this **[Character]**'s Duel, this **[Character]** gains the Bloodlust Special Rule this Round.

Command Abilities:

Enigmatic Excellence: Friendly **[Husk]** Warriors within Command Range gain the **Dodge** and **Parry** Special Rules.

Martial Virtuoso: Friendly **[Husk]** Warriors within Command Range gain the **Flank** and **Unyielding** Special Rules.



Lineage Prideborne

[Husk], [Cavalry], [Character]

Warlord **155 Points**

Retinue: Leonine Avatara **Size: 3**

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

Special Rules: Fiend Hunter, Impact 2, Designate Weakness, Exhilaration, Barrage 2 (12"), Precise Shot

Amongst the Lineage Elders who indulge in the base carnal satisfaction of combat there exists a small, but very dedicated and influential, minority for whom the slaughter of lesser foes has lost it's luster.

Many of these hoary ancients have found a new purpose and joy not in the indiscriminate slaughter of unworthy rabble, but rather in the patient, collected and premeditated hunt of a worthy foe.

They have taken to looking upon the foe not as enemy, but as prey. And like all hunters they take pride in the well executed hunt. Not for them the mindless drive into combat, but rather the patient stalk, the flank and rear charge, and then the unleashing of the murderous potential of their Avatara projections.

Unique Special Rules:

Designate Weakness: Friendly **[Husk]** and **[Clone]** Warriors within Command Range performing Volley Actions against Wounded Enemies gain the **Sureshot** Special Rule.

Exhilaration: When this Warrior Slays an Enemy within their Engagement Range, this Warrior may immediately perform a Free Volley Action. A Warrior may not perform the same Action multiple times in a single Activation.

Command Abilities:

Murderous Volley: Friendly **[Husk]** and **[Clone]** Warriors within Command Range gain the **Deadly Shot** Special Rule.

Thrill of the Hunt: Friendly **[Husk]** and **[Clone]** Warriors within Command Range gain the **Overrun** Special Rule.



Merchant Prince

[Clone], [Infantry], [Character]

Warlord 110 Points

Retinue: Any Restricted Regiment **Size: 2**

M	V	C	A	W	R	D	E	CR
6	1	2	2	3	3	1	2	7

Special Rules: Tricks of the Trade, Master Manipulator

Challenging the Directorate and Sovereign's monopolistic grasp on resources, the Merchant Princes have earned their wealth and influence by trading with, and meddling in the affairs of the mortal races.

Exploiting their wealth, influence and even their vast fleets of airships, these ruthless individuals are not to be underestimated despite their lack of physical prowess or Biomantic skill.

Their presence on a battlefield means things have come to a head, they are collecting debt or exerting leverage with the same ruthlessness that has allowed them to challenge the status quo which has existed for millenia.

Options:

Finest Specimens: When mustering your Warband, this **[Character]** selects any Restricted Regiment to serve as their Retinue when included as a Warlord.

Unique Special Rules:

Tricks of the Trade: Be it through wealth or guile, the Merchant Prince can utilize Influence to tip the scales of battle in their favor. This **[Character]** gains Influence Markers throughout the Battle that may be spent to Activate effects. This **[Character]**'s Command Abilities and Unique Actions will indicate an Influence cost that must be spent in order to be performed.

Master Manipulator: This **[Character]** begins the Battle with 6 Influence and gains an Influence whenever the Spires player wins the Supremacy Roll. This **[Character]** cannot have more than 6 Influence at once.

Merchant Prince

Tricks of the Trade:

Deceive: 2 Influence- (Command Ability) Enemy Warriors without the [Character] Battlefield Role within Command Range cannot be affected by their Friendly Command Abilities.

Compel: (Command Ability) When a Friendly Warrior within Command Range Rolls Attacks, Hits, or Blocks; you may spend 1 Influence to Re-Roll a single result. This may only be used once per Warrior's Activation.

Modus Operandi: (Command Ability) When an Enemy within Command Range is Slain, gain an Influence.

Airship Bombardment: (Out of Combat Action)
3 Influence- Place a Marker about 1" in diameter on the Battlefield outside of this **[Character]**'s Command Range. All Warriors (Friendly and Enemy) within 3" of the Marker Immediately suffer 1 Hit. Until the End of the Round, all Warriors (Friendly and Enemy) treat the Battlefield within 3" of the Marker as Broken Ground.





Pheromancer

[Clone], [Infantry], [Character]

Warlord or Hero — **90 Points**

Retinue: Brute Drones — **Size: 2**

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

Special Rules: Aura of Death 2, Violent Delirium

Pheromancers are one of the few true blooded Exiles one will encounter on the field of battle. With roles too critical to be relegated to underlings, but lacking the influence, prestige and wealth to command an Avatar projection, these unfortunate souls must brave the dangers of the battlefield to lead the menagerie of the Underspire to battle.

While not the most impressive combatants themselves, their mastery over their own body allows them to secrete pheromones that can suppress survival instincts of their own troops while driving his simple charges into homicidal rages.

Unique Special Rules:

Violent Delirium: Whenever a Friendly **[Drone]**, **[Clone]**, or **[Monstrosity]** Warrior within Command Range performs the **Exertion** Draw Event, they immediately Rally.

Pheromancies:

Frenzied Miasma: (Command Ability) Friendly **[Drone]** and **[Monstrosity]** Warriors within Command Range that perform the Exertion Draw Event gain the **Cleave +1** Special Rule during their Activation.

Lethal Compulsion: (Command Ability) Friendly **[Drone]** and **[Clone]** Warriors within Command Range gain the **Lethal Demise +1** Special Rule.

Suppress Receptors: (Command Ability) Friendly **[Drone]** and **[Clone]** Warriors within Command Range gain the **Indomitable** Special Rule.

Alchemical Aggression: (Unique Action) All other Friendly **[Drone]**, **[Clone]**, and **[Monstrosity]** Warriors within Command Range may immediately Move up to half of their March Characteristic (rounding up).



Mimetic Assasin

[Clone], [Infantry], [Character]

Hero **75 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
7	1	3	4	2	2	1	3	4

Special Rules: Dodge, Elusive, Flurry, Flank, Mimesis, Ambuscade

The Directorate has long sought to produce the perfect assassin clone, but their efforts have been incessantly stymied by the Sovereign.

He has made it a matter of personal interest to ensure that all Ark vaults containing pertinent data to this research fall squarely under his direct supervision, denying the Directorate access to chameleonic strand sequences and certain personality traits, which it has sought for so long.

They have instead been forced to adapt and improvise with those strands they already possess: agility, strength, aggression and some limited biomechanical functions.

Unique Special Rules:

Mimesis: While within 3" of a Friendly **[Infantry]** Warrior, this **[Character]** cannot be Targeted by Volley Actions.

Ambuscade: This **[Character]** is not Deployed at the Start of the Battle. At the start of any Friendly Command Phase, you may Reveal the Mimetic Assassin. The Mimetic Assassin must be Placed anywhere on the Battlefield outside of all Enemy Command Ranges. If the Mimetic Assassin does not arrive during the Battle, then it is considered Slain. *The Mimetic Assassin may perform a Command Ability the Round they arrive!*

Command Abilities:

Leap: This **[Character]** is immediately placed anywhere wholly within Command Range. This **[Character]** gains +1 Evasion.

Purity of Form: This **[Character]** gains the **Deadly Blades** and **Quicksilver Strikes** Special Rules.



Catabolic Node

[Drone], [Infantry], [Character]

Hero **50 Points**

Size: 2

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

Special Rules: Lethal Demise 3, Feral, Oblivious, Biochemical Detonation, Mindless Vessel

Nothing epitomizes the Spires' approach to warfare more than the Catabolic Node. Every drone contains the latent genetic code to become a Catabolic Node.

With it's twisted body is seething with toxic gasses and corrosive vital fluids a Catabolic Node is so unstable they are only created on the eve of battle. One shudders to imagine what could happen if the Spires found a way to stabilize these deadly sacrificial troops.

Unique Special Rules:

Biochemical Detonation: (Unique Action) The Catabolic Node explodes:

All Enemies Engaged with this **[Character]** suffer 3 Hits.
All other Enemies within Command Range suffer 2 Hits.
All other Friendly Warriors within Command Range suffer 1 Hit.
After resolving this Action, this **[Character]** is immediately Slain as it has been reduced to a steaming pile of singed chitin and entrails. Do not resolve this **[Character]**'s **Lethal Demise** Special Rule.

Mindless Vessel: This **[Character]** cannot perform Command Abilities and cannot be the Target of a Duel.



Assault Preceptor

[Clone], [Infantry], [Character]

Hero **65 Points**

Size: 2

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

Special Rules: Flurry, Cleave 1, Unstoppable, Target Priority

The Preceptors are a creation of the Directorate. Originally intended as a front line unit to replace the Vanguard strain whose combat prowess was based on coordination and reaction, they were retired citing the very resource intensive training process they required to be considered battle ready.

Of course, one could argue, the Sovereign would also not look kindly on a tightly structured and well-coordinated fighting force capable of autonomous thought and communication.

Loath to waste resources, the Directorate repurposed the project, introducing Preceptor leaders to Vanguard Clone formations to increase their coordination and cohesion. So far, preliminary trials show a significant increase in battlefield performance...

Unique Special Rules:

Target Priority: Friendly [Infantry] Warriors within Command Range gain the **Unstoppable** Special Rule.

Command Abilities:

Coordinated Assault: Friendly [Infantry] Warriors within Command Range gain the **Opportunist** Special Rule.



Ward Preceptor

[Clone], [Infantry], [Character]

Hero **70 Points**

Size: 2

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

Special Rules: Shield, Pavise, Iron Discipline, Guardian Protocols

There are occasions where even the Spires see the merit of reducing casualties amongst their forces. This is where the Ward Preceptor steps in. With his preternatural reflexes and heavy armor, this elite warrior seems to be everywhere at once, his massive tower shield covering any gaps the Spire forces may have left in their defenses.

Unique Special Rules:

Guardian Protocols: While this **[Character]** is Unengaged and not Broken; When another Friendly **[Infantry]** Warrior within Command Range is Targeted by a Clash Action, you may Place this **[Character]** within 1" of the attacking Enemy. This **[Character]** becomes the Target of the Clash Action.

Command Abilities:

Inexorable: Friendly **[Infantry]** Warriors within Command Range gain the **Bastion** Special Rule.



Force Grown Drones

[Drone], [Infantry]

Mainstay Regiment 60/10 Points

Recruitment: 4 Warriors **Size: 2**

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

Special Rules: Shield, Support, Pavise, Oblivious, Pheromantic Node

Options: Standard Bearer..... 10 Points
Additional Warrior.....10 Points

After witnessing a Force Grown Drone, one could imagine that they are a byproduct of some other Biomantic process gone awry. Nothing could be further from the truth; the design of their strains represents a groundbreaking triumph for the Biomancers.

The end result is a being that can be gestated within a week and kept dormant until quickened. In meantime, they can be stored within vast racks in the massive storage caverns of the Underspire. When requested, entire racks of these dormant drones can be hitched on to massive, tented, cathedral-like wagons, pulled by dozens of the Brute Drones.

Hundreds of cycles were devoted to simplifying and streamlining the Force Grown strains, allowing the Directorate to create a creature ideally suited to the needs of the Lineages. After all, Force Grown Drones are not meant to fight at the behest of their masters. They are meant to die at their convenience.

Unique Special Rules:

Pheromantic Node: [Drone] Warriors that Activate within Command Range of this Regiment's Standard Bearer gain the **Exertion** Draw Event.



Bound Clones

[Clone], [Infantry]

Mainstay Regiment 80/20 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, Bodyguard, Obedience

Lacking the mental prowess to join the Directory or the beauty to serve the Lineages directly as domestics, the vast majority of clones decanted find their way into the ranks of the Bound, the professional forces each Sovereign Lineage keeps on retainer.

Clothed, fed, equipped, and trained at the Lineage's expense, these soldiers are kept on standby for those tasks that require a fully cognizant mind and could not be entrusted to a servile drone. This should not lead one to think that their lives mean more to their masters, but rather that their masters expect more for the investment into their continued existence.

Options: Leader .....15 Points
Standard Bearer..... 10 Points
Additional Warrior.....20 Points

Unique Special Rules:

Obedience: This Warrior gains the **Bravery** Special Rule while within Command Range of a Friendly Warlord.



Onslaught Drones

[Drone], [Infantry]

Mainstay Regiment 90/20 Points

Recruitment: 4 Warriors **Size: 2**

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

Special Rules: Flurry, Unyielding, Oblivious

Options: Leader ..... 15 Points
Additional Warrior ..... 20 Points

A portion of all Force Grown Drones is tithed to the Onslaught Program. An advanced research grant established by the directorate to further the development of the Spire's combat drones.

It is upon these hapless wretches that the Directorate expands its knowledge of neural and hormonal overstimulation, pushing the boundaries of their own craft a tiny bit further with each test. Already they have borne fruit, allowing the clones' direct supervisors to trigger their hyper aggression only once a safe distance from friendlies has been achieved.



Vanguard Clones

[Clone], [Infantry]

Mainstay Regiment 95/25 Points

Recruitment: 4 Warriors **Size: 2**

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

Special Rules: Shield, Vanguard, Flank, Parry

Options: Leader .....15 Points
Standard Bearer..... 10 Points
Additional Warrior.....25 Points

Unlike the Brute and Force Grown Drones the Vanguard Clones are not grown in the spawning pits deep within the Underspire. Woven from 100% pure exile tissue, their strands are improved upon and woven to produce superior specimens.

Those that survive a brutal culling process undergo a brutal training regime to enter the Vanguard regiments. This first training regime focuses on physical development and a martial arts training. By the end of their third year of conditioning and training, a Vanguard clone is equally comfortable with killing with bows, snap bows, blades and limb.

Their training has been skewed to emphasizes evasion and speed over raw power but raised to peak physical condition and trained in combat for three years, the average Vanguard Clone is more than a match for even a veteran man at arms, capable of going toe to toe with the combat elite of the Dweghom and W'adrhŭn.



Stryx

[Drone], [Infantry]

Mainstay Regiment 65/15 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
7	0	1	2	1	1	1	1	3

Special Rules: Fly, Lethal Demise 1, Oblivious

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

Options: Additional Warrior.....15 Points



Brute Drones

[Drone], [Brute]

Restricted Regiment 90/90 Points

Recruitment: 1 Warrior **Size:** 3

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

Special Rules: Tenacious, Overwhelm, Oblivious

Options: Leader .....20 Points
Additional Warrior.....90 Points

Towering well over two meters, with most specimens touching the three meter mark, Brute Drones are a towering mass of vat grown muscle and aggression. Their skin, where it can be seen beneath the ichor soaked bandages they bear, is a ravaged mass of scar tissue and subdermal bone deposits. Their armor is literally sealed onto their bodies, held in place by alchemically treated cartouches that establish Lineage ownership, lot number and enhancement date of the particular drone.

On the battlefield, Brute Drones are little more than living battering rams. As a result, they are always deployed in conjunction with a Pheromancer, whose powerful pheromonal commands are the only thing that can cut through the haze of pain and rage that clouds their mind.



Desolation Drones

[Drone], [Infantry]

Restricted Regiment 120/35 Points

Recruitment: 4 Warriors **Size: 2**

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

Special Rules: Lethal Demise 2, Oblivious, Barrage 1 (10"), Torrential Fire, Reprocessing Agents

Options: Additional Warrior.....35 Points

Desolation Drones are some of the most feared troops that the Spires can deploy despite their humble origins. Once no more than disposable spawning pool disinfectants, it did not take long for some enterprising Biomancer to see what the effect of the digestive liquids they sprayed on the vats would have on the battlefield.

His immediate promotion granted him all the resources he would need to update the weaponry to deliver the liquids from afar. Though the range still leaves something to be desired, the base trooper design remains unchanged allowing for very efficient production to replace the unavoidable losses.

Unique Special Rules:

Reprocessing Agents: Enemies Wounded by this Warrior's Volley Actions suffer -1 Defense until the End of the Round. *A Warrior that survives through Resolve still suffers -1 Defense.*



Vanguard Clone Infiltrators

[Clone], [Infantry]

Restricted Regiment 135/40 Points

Recruitment: 4 Warriors **Size: 2**

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

Special Rules: Vanguard, Dodge, Elusive, Fleeting Flourish, Barrage 2 (8")

Options: Leader .....20 Points
Additional Warrior.....40 Points

Unlike the Brute and Force Grown Drones the Vanguard Clones are not grown in the spawning pits deep within the Underspire. Woven from 100% pure exile tissue, their strands are improved upon and woven to produce superior specimens.

Those that survive a brutal culling process undergo a brutal training regime to enter the Vanguard regiments. This first training regime focuses on physical development and a martial arts training. By the end of their third year of conditioning and training, a Vanguard clone is equally comfortable with killing with bows, snap bows, blades and limb.

Their training has been skewed to emphasizes evasion and speed over raw power but raised to peak physical condition and trained in combat for three years, the average Vanguard Clone is more than a match for even a veteran man at arms, capable of going toe to toe with the combat elite of the Dweghom and W'adrhŭn.

Unique Special Rules:

Fleeting Flourish: During an Activation is which this Warrior left the Engagement Range of an Enemy, this Warrior gains the **Deft** Special Rule.



Marksman Clones

[Clone], [Infantry]

Restricted Regiment 110/30 Points

Recruitment: 4 Warriors **Size: 2**

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

Special Rules: Barrage 1 (14"), Rapid Volley

Spliced from a number of tissues to ensure their keen eyesight and flawless hand-eye coordination, these Clones are amongst the most effective ranged troops one can encounter on the battlefield.

The addition of a third arm was pioneered by the Fourth Indigo Lineage, which traded the marginal increases in accuracy that other houses blindly pursued for a significantly increased rate of fire. Despite under performing in the sharpshooting challenges, the dominant superiority in their rate of fire brought glory to their Lineage in the melees for decades, until the other Lineages stole, bought or perfected their technique.

Unleashed on the outside world for the first time in millennia, Marksmen Clones are reaping a bloody toll on the battlefield, providing withering salvoes of accurate fire for the monstrous throng the Spires call an army.

Options: Leader .....20 Points
Standard Bearer.....15 Points
Additional Warrior.....30 Points

Unique Special Rules:

Ceaseless Salvo: When this Warrior performs the **Exertion** Draw Event, this Warrior gains the **Barrage +1** Special Rule.



Avatara

[Husk], [Brute]

Restricted Regiment 100/110 Points

Recruitment: 1 Warrior **Size:** 3

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

Special Rules: Flawless Strikes, Quicksilver Strikes, Hardened, Idiosyncratic Combatant

Options: Leader .....25 Points
Standard Bearer..... 20 Points
Additional Warrior..... 110 Points

Among the highest echelons of the Lineages, none are truly expected to risk their lives anymore, much less for something as simple and trivial as combat. The chosen warriors of the Sovereign's Lineages stride through the battlefield safely projecting their consciousness into their Avatara: outlandish creations bedecked in all sorts of ornament and Biomantic enhancements, whose lithe, androgynous frames bely the speed and power they can bring to bear.

With almost no personal risk and minimal skill needed to become a deadly foe, many scions of the Lineages have taken to decorating their Avatara as ostentatiously as possible, for the body-vessels have made them such proficient killers that a tally of the slain foes is simply no longer a practical method by which to distinguish oneself.

Unique Special Rules:

Idiosyncratic Combatant: (Draw Event) *Choose one of the Following effects for this Warrior to gain this Activation:*

Synthetic Malevolence- Gain the **Bloodlust** Special Rule.

Mercurial Form- Gain the **Quicksilver Strikes** Special Rule.

Subordination- Gain the **Support** Special Rule.



Leonine Avatara

[Husk], [Cavalry]

Restricted Regiment 105/120 Points

Recruitment: 1 Warrior **Size:** 3

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

Special Rules: Fiend Hunter, Impact 1, Exhilaration, Barrage 2 (12"), Precise Shot

Options: Leader .....25 Points
Additional Warrior..... 120 Points

It did not take long for the Avatara Program to catch on with the Sovereign Lineages. While the Centaur Avatara appealed to a portion of their more wealthy patrons, a few debauched souls have come to view the battlefield as the perfect hunting ground. They have commissioned a new form of Avatar body, one that can stalk its prey amongst the clamor of battle and lose itself to the thrill of the hunt.

Spire commanders routinely seek them out on the eve of battle, knowing that the damage they will cause to the foe's plans far outweighs the difficulty of guiding them to the right target.

Unique Special Rules:

Ehilaration: When this Warrior Slays an Enemy within their Engagement Range, this Warrior may immediately perform a Free Volley Action. *A Warrior may not perform the same Action multiple times in a single Activation.*



Centaur Avatara

[Husk], [Cavalry]

Restricted Regiment 120/135 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
8	0	3	4	5	3	3	0	5

Special Rules: Brutal, Impact 2, Flurry, Unstoppable, Shield

Options: Leader .....25 Points
Standard Bearer..... 20 Points
Additional Warrior..... 135 Points

A massive humanoid torso crowns the baroque, armored equine monstrosity of the Centaur Avatara, bristling with arms each carrying a deadly blade. Scoffing at the notion of partnership with another being, but keenly aware of the advantages of cavalry upon the field, Spires created the Centaur iterations of the Avatara to mimic the original knights, the companions and equites of the Old Dominion.

To date these have been reserved for only the eldest and most powerful elders of the Lineages. Their recent presence on the western battlefield can only bode ill for the Hundred Kingdoms as these hoary monsters shed millennia of ennui and rekindle their bloodlust and interest in battle.



Incarnate Sentinels

[Monstrosity], [Brute]

Restricted Regiment 110/120 Points

Recruitment: 1 Warrior **Size:** 3

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

Special Rules: Cleave 2, Fearsome, Juggernaut, Trample

Forgoing any attempt to create a viable organism that could meet their expectations the Directorate instead cultured individual organs to their specifications and assembled them over a reinforced skeleton. Sacrificing almost all attempts at elegance in return for function, the Incarnates are the most successful efforts of the Directorate at overcoming the limits of flesh.

Options: Additional Warrior..... 120 Points



Abomination

[Monstrosity], [Monster]

Monster **235 Points**

Size: 5

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

Special Rules: Relentless Blows, Fearsome, Cleave 2, Insatiable Anguish, Surgical Afflictions

Abominations were originally an advanced and cruel form of punishment, devised on a whim by the Sovereign. Ensconced deep within an Abomination lies the body of an Exile who has betrayed his trust or breached the most sacrosanct of Spire laws.

Survivors speak of a keening whine, just on the verge of hearing that pervades their memories, a sound that registers deeper than the cries of their fallen comrades. This is the only sound an Abomination can make, the only sound it is allowed to make: a keening howl to convey the depth of their misery and torment.

Unique Special Rules:

Insatiable Anguish: When this **[Monster]** performs the **Exertion** Draw Event, it gains the **Flurry** Special Rule for that Activation.

Surgical Afflictions: When this **[Monster]** becomes Injured, Roll a D6 to see what surgical afflictions the Spires have implanted this Abomination with. This **[Monster]** gains the following Special Rule for the rest of the Battle:

(1-2) **Torturous Spasms:** Whenever this **[Monster]** suffers Wounds as the result of a Clash Action, the Enemy that inflicted the Wounds suffers 2 Hits.

(3-4) **Horrific Despair:** Enemies within Command Range suffer -1 Resolve.

(5-6) **Prolonged Torment:** When Rolling for this **[Monster]**'s **Inevitable Hordes** Army Rule, Roll attempts equal to the number of Wound Markers currently on this **[Monster]**. For Each Success, this **[Monster]** Heals 1.

Abomination

Injured

[Monstrosity], [Monster] Size: 5

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

Special Rules: Relentless Blows, Fearsome, Cleave 1, Oblivious, Insatiable Anguish, Surgical Afflictions

Unique Special Rules:

Insatiable Anguish: When this **[Monster]** performs the **Exertion** Draw Event, it gains the **Flurry** Special Rule for that Activation.

Surgical Afflictions: When this **[Monster]** becomes Injured, Roll a D6 to see what surgical afflictions the Spires have implanted this Abomination with. This **[Monster]** gains the following Special Rule for the rest of the Battle:

(1-2) **Torturous Spasms:** Whenever this **[Monster]** suffers Wounds as the result of a Clash Action, the Enemy that inflicted the Wounds suffers 2 Hits.

(3-4) **Horrific Despair:** Enemies within Command Range suffer -1 Resolve.

(5-6) **Prolonged Torment:** When Rolling for this **[Monster's] Inevitable Hordes** Army Rule, Roll attempts equal to the number of Wound Markers currently on this **[Monster]**. For Each Success, this **[Monster]** Heals 1.



Siegebreaker Behemoth

[Monstrosity], [Monster]

Monster **290 Points**

Size: 5

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

Special Rules: Terrifying, Cleave 4, Smite, Juggernaut, Impact 2, Chitinous Onslaught, Burrowing Horror

No creations of the Spire embody both the Directorates pursuits of efficiency and the Sovereigns quest for perfection as does the Siegebreaker Behemoth. Its limbs are designed to dig, climb and still strike with such force it cavitates the very air, producing a thunderous boom that dwarfs the sound of its impact, shredding metal, pulverizing stone and obliterating flesh.

Its sinuous serpentine body is almost nothing but muscle and armour, sacrificing everything for power, mobility and durability. Its nervous system is a complex mix of simple systems that govern its movement and complex self-referencing pain and pleasure receptors attuned only to its hearing.

This is intentional, for its control is established by frequencies known only to its master, who dispenses pain or pleasure ensuring the compliance and good behavior of this unstoppable behemoth.

Unique Special Rules:

Chitinous Onslaught: If this **[Monster]** performs a Clash Action Targeting only a single Enemy, then that Enemy Warrior cannot use their Defense Characteristic to Block.

Burrowing Horror: (Out of Combat Action) Remove this **[Monster]** from the Battlefield, it keeps any Wound Markers currently on it. During the next Command Phase, you must place this **[Monster]** anywhere on the Battlefield outside of Enemy Command Ranges.

Siegbreaker Behemoth

Injured

[Monstrosity], [Monster] Size: 5

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

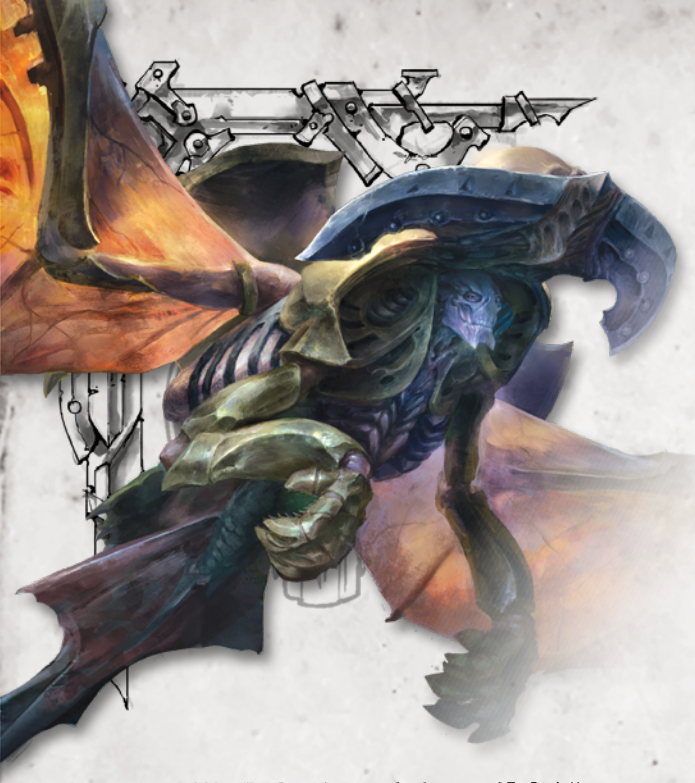
Special Rules: Cleave 3, Smite, Terrifying, Impact 1, Chitinous Onslaught, Burrowing Horror

Unique Special Rules:

Chitinous Onslaught: If this [Monster] performs a Clash Action Targeting only a single Enemy, then that Enemy Warrior cannot use their Defense Characteristic to Block.

Burrowing Horror: (Out of Combat Action) Remove this [Monster] from the Battlefield, it keeps any Wound Markers currently on it. During the next Command Phase, you must place this [Monster] anywhere on the Battlefield outside of Enemy Command Ranges.





Pteraphon Surveyor

[Monstrosity], [Clone], [Monster]

Monster **215 Points**

Size: 4

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

Special Rules: Fly, Dodge, Brutal, Spined Descent, Neural Link, Barrage 3, (8")

One of the earliest and most successful applications of Biomancy to the art of War, the Pteraphon were originally developed by the Spires as dragon slayers. The folly of their efforts was revealed when the Elder Dragons awoke and put their efforts to shame, but the Directorate was never known for wasting resources.

Refining their efforts they repurposed the suit by eliminating most of its nervous system and turning it instead into a symbiotic "suit" that grants is wearer the power of flight and enhanced senses. Of course the added neural burden of the alien musculature and sensory organs requires unsafe levels of synaptic enhancers which almost invariably leave their unfortunate pilot hosts as wretched, addicted souls.

Despite this many consider this a worthy price to pay for the glory of flight and viewpoint of a god.

Unique Special Rules:

Spined Descent: During this **[Monster]**'s Activation, all Enemies this **[Monster]** Moves over suffer 2 Hits. A Warrior may only suffer Hits once from this Special Rule once per Activation.

Neural Link: Friendly Warriors that Target Enemies within this **[Monster]**'s Command Range with Volley Actions become Aimed!

Pteraphon Surveyor

Injured

[Monstrosity], [Clone], [Monster] Size: 4

M	V	C	A	W	R	D	E	CR
8	2	2	3	4	2	2	1	6

Special Rules: Fly, Dodge, Elusive, Spined Descent, Neural Link, Barrage 3, (8")

Unique Special Rules:

Spined Descent: During this **[Monster]**'s Activation, all Enemies this **[Monster]** Moves over suffer 2 Hits. A Warrior may only suffer Hits once from this Special Rule once per Activation.

Neural Link: Friendly Warriors that Target Enemies within this **[Monster]**'s Command Range with Volley Actions become Aimed!





Desolation Beast

[Monstrosity], [Monster]

Monster **265 Points**

Size: 5

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

Special Rules: Trample, Fearsome, Visceral Bombardment, Caustic Entrails

Barrage 4 (12"), Armor Piercing 3

Originally developed by the Directorate to scour the spawning pools clean of any biological contaminants, Desolation Beasts have been repurposed to become absolute horrors on the battlefield. Their massive scuttling bodies undulate obscenely across the battlefield as they spew acids and enzymes on their hapless foes, dissolving flesh and bone with ease and even ravaging armor in enough volume.

Unique Special Rules:

Visceral Bombardment: (Unique Volley Action) Target Enemy within 12" and all other Warriors (Friendly and Enemy) within 3" of the Target each suffer Hits equal to their Size.

Caustic Entrails: When this **[Monster]** becomes Injured, all Enemies within Engagement Range immediately suffer 2 Hits. *These Hits occur before this Monster is Driven Back!*

Desolation Beast

Injured

[Monstrosity], [Monster] Size: 5

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

Special Rules: Trample, Fearsome, Visceral Bombardment, Caustic Entrails, Lethal Demise 3, Barrage 3 (12"), Armor Piercing 2

Unique Special Rules:

Visceral Bombardment: (Unique Volley Action) Target Enemy within 12" and all other Warriors (Friendly and Enemy) within 3" of the Target each suffer Hits equal to their Size.

Caustic Entrails: When this **[Monster]** becomes Injured, all Enemies within Engagement Range immediately suffer 2 Hits. *These Hits occur before this Monster is Driven Back!*





Consumption Beast

[Monstrosity], [Monster]

Monster **245 Points**

Size: 5

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

Special Rules: Trample, Cleave 2, Dread, Terrifying, Slaking Maw, Raking Claws

Developed alongside the Desolation Beast, Consumption Beasts were originally meant to consume the dregs of a spawning pool before the Desolation Beasts were unleashed. This could be the last of the fluids and amniotic structures left in a vat after a successful spawn, but other, darker scenarios are equally common.

It was in fact watching a Consumption beast devour a failed drone vat that inspired the Directorate to deploy them on the battlefield. The carnage this multipedal monstrosities unleash on the battlefield thrilled the observers and ensured their deployment en masse. The psychological impact of eating, and not just killing its foes, is just icing on the cake as far as the Directorate is concerned.

Unique Special Rules:

Slaking Maw: After this **[Monster]** performs a Clash Action, select a single Enemy that was Slain as a result. This **[Monster]** Heals equal to the Size of that Slain Enemy.

Raking Claws: (Unique Clash Action) All Enemy **[Infantry]** Warriors within Engagement Range suffer 3 Hits with the **Deadly Blades** Special Rule.

Consumption Beast

Injured

[Monstrosity], [Monster] Size: 5

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

Special Rules: Trample, Cleave 2, Dread, Terrifying, Slaking Maw, Raking Claws

Unique Special Rules:

Slaking Maw: After this **[Monster]** performs a Clash Action, select a single Enemy that was Slain as a result. This **[Monster]** Heals equal to the Size of that Slain Enemy.

Raking Claws: (Unique Clash Action) All Enemy **[Infantry]** Warriors within Engagement Range suffer 3 Hits with the **Deadly Blades** Special Rule.



Eccentricities

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.

Dark Menagerie: 30 points
The extra biomass of a Monstrosity makes it easy to include a pheromantic relay node, engineered to pick up and enhance pheromantic commands in the crush and heave of battle.

Warlord Only. Warriors within the Command Range of any Friendly **[Monster]** count as being within the Command Range of this **[Character]**. This **[Character]** can only Target Enemies within their own Command Range with the Duel Command Ability.

Grafted Limbs: 20 points
A deceptively complex alteration involving bone grafts, muscle implants and neural pathway development coupled with a lengthy training regime can allow one an additional limb, a great boon in whether one is decanting alembics in the laboratory or disembowelling enemies on the battlefield.

This **[Character]** gains +1 Attack.

Winged Horror: 15 points
The invasive and complex horror that grafting wings to a grown specimen has ended most efforts down this path. Those who possess the power of flight now do so from birth, or through the attachment to a biomimetic symbiote like the Pteraphon suit.

This **[Character]** gains the **Fly** Special Rule.

Degenerative Aura: 5 points
It takes a certain amount of skill to deploy one's vectors and pheromones in a cloud around oneself. It takes a strong will to be able to extend it across an entire regiment, but only true mastery would allow proper control... Thankfully destruction and degradation have never really needed control.

Enemies within Command Range cannot be Healed.

Hive Node: 20 points
Overriding the instinct of self preservation is easy for Spires, they have specialized in this behaviour for years. What was harder and still requires deft pheromantic control is the selfless sacrifice needed to put oneself at risk for another...

Friendly **[Drone]** Warriors within Command Range gain the **Swarm** Special Rule.

Eccentricities

Upgrades: Husk

Hierarchic Control Web: 20 points
Leaders can demand their subordinates' diffusers be slaved to their own, ensuring he may override their commands at any moment. While this is significantly less flexible than command and control on location, it does have the benefit of allowing his own specialized pheromantic commands to be the ones relegated though the pheromantic network.

Warlord only. This **[Character]** must perform the first Friendly Command Ability each Command Phase. All Friendly **[Character]**s gain and must perform the same Command Ability. If this **[Character]** cannot perform Command Abilities, (Broken, Slain, etc.) then your other **[Character]**s may perform their own Command Abilities as normal.

Cultivated Muscle Memory: 10 pts
Careful study of the neural pathways of arena prodigies have allowed the Spires to isolate and replicate those related to the most basic forms of combat. By leveraging the incredible reaction speeds that can be attained this way and integrating them into a fighting style, the beneficiary of this enhancement becomes a terrifying opponent.

This **[Character]** gains the **Counter-Attack** Special Rule.

Preservation Protocols: 10 points
Avatara Husks are not true organisms, but should rather be considered rather organic mechanisms. This means that a lot of functions, such as digestion, reproduction and higher brain functions can be repurposed to redundancies, nutrient and tissue regeneration mechanisms enhanced by symbiotic hives to ensure the preservation of the Husk.

Friendly **[Husk]** Warriors within Command Range gain the **Indomitable** Special Rule.

Ferro-Ossified Carapace: 20 points
Biomancy has drawn traits and inspiration from all corners of the animal kingdom, no matter how humble. Learning the trick to bond iron sulphides to a chitinous carapace of an Avatara Husk was hideously expensive, but has allowed their privileged pilots unrivalled security in the heat of combat.

This **[Character]** gains +1 Defense.

Hyperadrenal Stimulation: 20 points
There are compounds that can increase the rate of neural propagation and synaptic transmission. Expensive, but when dispersed judiciously from a central location at the right time, the increased reaction they afford can mean the difference between life and death.

This **[Character]** gains the following Special Rule:

Nemesis Stimuli: (Draw Event) This **[Character]** immediately performs the Duel Command Ability.

Eccentricities

Upgrades: Clone

Marksman Optimization Strain: 15 points
There is real value in specializing in niche roles, and life is so demanding and competitive among Executors that few have failed to grasp its advantages. Whether they can all afford the package of upgrades to increase their own performance enough to earn a spot in the safe backlines of the army is another question entirely.

This **[Character]** gains the **Barrage 2 (14")**, **Deft**, and **Rapid Volley** Special Rules.

Cloned Redundancy: 20 points
Cloning is one of the most established and practiced uses of Biomancy. The real art lies in implanting two memory sets: the original and a new personality over the original one that can be ripped away by pheromantic command released at the moment of the Prime's death. The legality of this form of inheritance is well established and its ruthlessness applauded.

The first time this **[Character]** is Slain, you may immediately Destroy and replace another Friendly **[Clone Character]** on the Battlefield with this **[Character]**. This **[Character]** is Raised with 1 Wound remaining.

Toxin Glands: 25 points
The creation and implantation of toxin glands is something of an art form among Biomancers. The prestige lies not in its execution but in the subtlety of the implantation and the virulence of the toxins produced.

Friendly Warriors that perform the Exertion Draw Event within Command Range gain the **Deadly Blades** Special Rule during their Activation.

Avatar Projection: 30 points
The ultimate sign of the Sovereign's favor, being awarded an Avatara Husk is a tremendous boon to any enterprising commander. The ability to be in the thick of it, without risking one's life is invaluable, a fact the sovereign knows full well. He wields the gifting of these priceless relics with the political insight gained from millennia of survival.

Biomancer, Pheromancer, or Merchant Prince only. This **[Character]** gains +1 Wound, +1 Defense, +1 Attack, and gains the **Cleave 1** Special Rule. This **[Character]** changes their Size to '3', replaces their **[Infantry]** Battlefield Role with **[Brute]**, and must be fielded on a 50mm base.

Convulsive Scourge: 20 points
The value of sacrifice has long been known and embraced by the Spires... so long as it is the sacrifice of another. A delicate series of dedicated neural channels and shock repression hormones can be activated in response to massive trauma, massively boosting the offensive combat ability of a dying combat servitor. Although a few desperate Executors have also taken to embracing this modification to ward senseless duels.

When this **[Character]** is Slain, they may immediately perform a free Clash Action before being removed from the Battlefield.

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 Spires and their Retinues are:

- The Alchemist (Choice of any Restricted Regiment)





The Alchemist
Spirelord of Nepenthe

[Legendary], [Infantry], [Clone], [Character]

Warlord **135 Points**

Retinue: Any Restricted Regiment **Size: 2**

M	V	C	A	W	R	D	E	CR
6	1	2	2	3	4	1	2	7

Special Rules: Lethal Demise 2, Spirelord of Nepenthe, Nepenthe Remembers, Procure, Finest Specimens

WE REPORT THE FOLLOWING:

Information from Boronest has confirmed that the Alchemist was once known as Iris Amalgamation and is-or was-in fact, a member of the Lineages, the nobility of the Spires, connected to their Sovereign himself.

We have confirmed that the Alchemist's studies in Biomancy were repeatedly praised for their originality but scorned for their limited scope and for focusing on "unworthy specimens" -humans; the Alchemist was made a pariah. This fits with His Majesty's own account, which marks the Alchemist's Spire name as "The Chemical Variant"; such a change would confirm a fall from grace from their own Lineage and a change of roles within Spire society.

We have now confirmed that the Alchemist is a member of a new-by Spire standards-pillar of power, referred to usually as "Merchant Princes.", which deal with humans.

Caution is Advised

Unique Special Rules:

Spirelord of Nepenthe: Be it through wealth or guile, the Alchemist can utilize Influence to tip the scales of battle in their favor. This **[Character]** gains Influence Markers throughout the Battle that may be spent to Activate effects. This **[Character]**'s Command Abilities and Unique Actions will indicate an Influence cost that must be spent in order to be performed.

Nepenthe Remembers: This **[Character]** begins the Battle with 6 Influence and gains an Influence whenever the Spires player loses the Supremacy Roll. This **[Character]** cannot have more than 6 Influence at once.

Procure: Before rolling for Supremacy, the Alchemist may offer for their opponent to automatically win the Roll-off to determine the Supremacy Player. If accepted, the Alchemist gains 3 Influence. If declined, Players Roll-off as normal.

Finest Specimens: Force Grown Drones in your Warband gain +1 Resolve.

The Alchemist

Tricks of the Trade:

Suffocate: (Command Ability) 2 Influence- Enemy Warriors within Command Rage suffer -1 Resolve. When an Enemy ends a March Action engaged with the Alchemist, that warrior suffers 1 Hit

Inveigle: (Command Ability) When an Enemy Warrior within Command Range Rolls Attacks, Hits, or Blocks; you may spend 1 Influence to Re-Roll a single result. This may only be used once per Enemy Warrior's Activation.

Prerogative: (Command Ability) Friendly **[Drone]** Warriors within Command Range gain the **Bodyguard** Special Rule. Whenever a Friendly Warrior within Command Range is Slain, gain an Influence.

Airship Bombardment: (Out of Combat Action) 3 Influence- Place a Marker about 1" in diameter on the Battlefield outside of this **[Character]**'s Command Range. All Warriors (Friendly and Enemy) within 3" of the Marker Immediately suffer 1 Hit. Until the End of the Round, all Warriors treat the Battlefield within 3" of the Marker as Broken Ground.

