THE CITY STATES ARMY LIST

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. In fact, the entire existence of the City States is owed to the presence of their founder, Constantius Domulexor.

Born Platon of Chorae, he started as a humble butcher's apprentice, only to rise to the pinnacle of secular power within the Old Dominion, becoming the Maistros of the Dominion's Collegia under the academic name of Constantius Domulexor. It was Constantius and his colleague, the unnamed First Magos of the Collegia, who identified Hazlia's creeping madness.

They, two of the most powerful and influential individuals within the Dominion, delved deep into the secrets of the divine and the Primordial, plumbing mysteries on the nature of divinity and power that have thankfully been lost.

Both individuals were deeply changed by their research, and, while the First Magos sought to use his knowledge and power to kill his God, Constantius resolved instead to safeguard and protect mankind from the coming cataclysm as best he could. Using once more the forgotten name of his humble origins to ensure secrecy in the first stages of his schemes, Platon took on a subtle task of momentous proportions: the transfer of an empire's amassed knowledge...

ARMY LISTS

The force you bring to the Battlefield is chosen using an Army list. To help ensure you're playing a fair and balanced game, these Army lists are chosen to equal points values.

POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances.

Your Army's points value is equal to the total points values of every Regiment and **[Character]** in your Army, plus those of any upgrades you've purchased for them. The higher the points value, the more lethal the Army you've selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of two types of entities: **[Character]s** and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

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

WARBANDS

Each **[Character]** in your Army (including the Warlord) must be accompanied by a Warband of Regiments. You'll normally have a choice of Regiments to choose from, but you must always include a Regiment of the same Type – i.e Infantry, Cavalry or Brute – as your **[Character]** to ensure that they have a Regiment to join at the start of the battle.

Each Regiment is drawn from the Regiments section of the Army List. It will also, depending on the **[Character]** it is chosen for, count as a Mainstay or a Restricted choice. Each **[Character]**'s Warband has a Regiment allowance of 4 Regiments.

A Warband can include as many Mainstay choices as your Warband allowance allows. Restricted choices are more limited, as the name suggests. Each Warband can only include two Restricted choices from all the options presented. This can be two of the same Regiment, or two different Regiments from the list. As a further restriction, you must include one Mainstay choice for each Restricted choice in your Army.

Therefore, a Warband that includes two Restricted choices will always have at least two Mainstay choices too. Note that a Regiment might be a Mainstay choice for one **[Character]** Type, and a Restricted choice for another – check the **[Character]**'s Army List entry to be sure.

OPTIONAL UPGRADES

Many **[Character]s** and Regiments have additional options that can be purchased for them, such as Abilities, Officers and even extra Stands (in the case of Regiments). If you purchase any of these upgrades, simply add the points cost to that of the **[Character]** or Regiment for which the upgrade was purchased.

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

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

SPECIAL RULES AND SUPREMACY ABILITIES

Certain rules like those acquired through the purchasing of Masteries, Character Upgrades and Supremacy Abilities may provide unique abilities that extend beyond merely providing Characteristic upgrades to **[Character]** or Regiments and instead benefit an entire Warband or even the entire Army.

This raises the question of whether these abilities are "always active", "activated" or only applicable when the Character Stand or Regiment is on the Battlefield.

For this reason rules like this are followed by identifiers that allow the Player to easily recognize when these rules are applied. The identifiers are the following:

Always Active: This Ability is always considered to be active regardless of whether the **[Character]** or Regiment is currently on the Battlefield, in Reinforcements or having been destroyed.

Activated: This Ability can only be used once per Battle and requires the **[Character]** or Regiment to currently be on the Battlefield. Once Activated the effects last until the end of the Round regardless if the **[Character]**or Regiment has been removed from the Battlefield in the meantime.

Battlefield: This Ability is considered to be active while the **[Character]** or Regiment is currently on the Battlefield.

STRATEGIC STACK

Your Strategic Stack can contain only one Command Card at a time. This Command Card must belong to a Regiment and be placed face down.

Adding a Command Card

- At the beginning of the Supremacy Phase, you may place a single Regiment Command Card into your Strategic Stack.
- Once per Round, immediately upon drawing a Regiment Command Card during the "Draw Command Card" phase, you may instead place that Command Card into your Strategic Stack. If you do immediately draw the next Command Card from your Command Stack.

Command Cards in the Strategic Stack still count as part of the Command Stack for Supremacy Rolls.

Using the Strategic Stack

- Before drawing a Command Card during the "Draw Command Card" phase, if there is a Command Card in your Strategic Stack, you may draw that Command Card instead of drawing from your Command Stack.
- If you have no Command Cards remaining in your Command Stack, but there is a Command Card in your Strategic Stack you must draw that Command Card.

THE THREE PHILOSOPHIES

If a Card in your Strategic Stack is face down you may choose one of the below options, you cannot use the same option twice per Round:

Stoicism: When an Enemy Regiment Targets a Friendly **[Scholae]** Regiment with a Clash, Charge or Volley Action. You may turn a Card in your Strategic Stack face up. If you do, that Friendly **[Scholae]** Regiment gains Hardened (1) Special Rule until the end of that Action.

Cynicism: After the Enemy Regiment finishes its Activation, you may turn a Card in your Strategic Stack face up. If you do, select a Friendly **[Demagogue]** Regiment previously Activated during this Round. It immediately performs an Out-of-sequence March Action.

Epicureanism: After a Friendly **[Citizen]** Regiment resolves an Action, you may turn a Card in your Strategic Stack face up. If you do, that Regiment immediately Heals 3 Wounds.

FLAMER

- Hits from Volleying Stands within Effective Range trigger Morale Test.
- The Regiment can perform a Volley Action against a single Enemy Regiment it is Engaged with.
- The Regiment cannot perform Volley and Clash Actions during the same Activation.

PHALANX

A Phalanx is a tightly packed formation that depending on the Regiment's state on the Battlefield it may be **Set** or **Lifted**. When a Regiment's Phalanx is **Set** it benefits from its effects whereas when it's **Lifted** it does not benefit from the effects of Phalanx until it is **Set** again. **[Character]s** attached to a Regiment with Phalanx Special rule do not benefit from it during a Duel Action.

While the Phalanx is Set**:**
- The Regiment gains Trample (1).
- The Regiment gains Indomitable (+2) for each Rank in the Regiment.
- The Regiment adds +1 to its Defense Characteristics.

Upon declaring a Charge Action, choose one:
- For the duration of the Action the Phalanx remains Set ignoring any type of movement that would cause it to become Lifted; Roll two dice for the Charge Roll and use the lower result. This Charge Roll cannot be Re-Rolled.
- The Regiment's Phalanx is Lifted: Proceed with the Charge Action as normal including any relevant modifiers.

A Regiment's Phalanx is Lifted until the end of the Round:
- While being Broken
- While Engaged in the Flank or Rear
- Immediately after performing any type of movement other than Marching directly forward during its Activation. This includes Wheeling, Pivoting, and Reforming.

A Regiment's Phalanx is **Set** anew at the start of each Round.

AUTOMATON

- The Regiment cannot be Inspired.
- Stands with this Special Rule do not have a Resolve Characteristic and always count as automatically passing any Morale or Resolve Tests.

ENERGIZED

Army List Entries with this Special Rule gain access to the following Action.

Energize (Combat and out-of-Combat Action): The Regiment becomes Energized and gains an additional effect mentioned under Energized in their respective Army list entry until the end of the Round.

BATTLEFIELD ORDERS

Army List Entries with this Special Rule gain access to the following Action.

Battlefield Orders (Combat and out-of-Combat Action): Replace the top Command Card of your Command Stack with the Command Card from your Strategic Stack.

Both Command Cards keep their facing.

AUXILIARY STANDS

The forces of the City States don't limit themselves to the same restrictions that other factions array their forces in. The militaries of the Cities train their armies to work in unison, where phalanxes of Hoplites are sometimes led to battle by the bulk of a Minotaur draped in the same armor.

Certain Regiments in this Army are able to take specialized additional Stands, known as Auxiliary Stands, as an upgrade at their indicated points cost. Auxiliary Stands use their own listed Characteristics profiles. An Auxiliary Stand is considered to be part of the Regiment, therefore it Activates and performs the same Actions alongside its Regiment.

When a Regiment with an Auxiliary Stand performs a Clash, Volley or Charge Action, roll the Attacks from the Auxiliary Stand simultaneously but separately and use the Characteristic profile from the Auxiliary Stand, including all of its Special Rules.

Auxiliary Stands do not have Defense, Evasion and Resolve Characteristics as they use Regiment's they are attached to profile instead. However they still have their own Wounds Characteristic. Furthermore, an Auxiliary Stand counts as the same Class, Type and Size as the Regiment they are attached to.

A Regiment may only have a single Auxiliary Stand that must always be placed in the front Rank of the Regiment it is attached to.

If the front Rank is fully occupied by a Character and a Command Stand, and there is no space for the Auxiliary Stand, it is instead placed in the second Rank. Finally, an Auxiliary Stand cannot be Restored once it has been destroyed.

Arkitechs Auxiliary

M	V	C	A	W	R	D	E	Special Rules
-	1	1	4	4	-	-	-	**Lethal Demise (3)**

- While Unengaged this Regiment counts as if it was fully within Cover Terrain
- The Regiment this Auxiliary Stand is attached to gains **[Scholae]** Battlefield Role.

Arkasters Auxiliary

M	V	C	A	W	R	D	E	Special Rules
-	2	2	4	4	-	-	-	**Barrage (4) (16", Armor Piercing 1), Lethal Demise (3)**

- The Regiment this Auxiliary Stand is attached to gains the Aura of Death (2) Special Rule.
- The Regiment this Auxiliary Stand is attached to gains **[Scholae]** Battlefield Role.
- The Regiment cannot perform a Volley Action if this Auxiliary stand is the only one within a Regiment having a Barrage Special Rule.

Minotaur Thyrean Auxiliary

M	V	C	A	W	R	D	E	Special Rules
-	1	3	5	7	-	-	-	**Brutal Impact (1), Cleave (3), Impact (3)**

- The Regiment this Auxiliary Stand is attached to gains the Linebreaker Special Rule.
- The Regiment this Auxiliary Stand is attached to gains **[Demagogues]** Battlefield Role.

Minotaur Haspist Auxiliary

M	V	C	A	W	R	D	E	Special Rules
-	1	3	4	7	-	-	-	**Brutal Impact (1), Cleave (1), Impact (3)**

- The Regiment this Auxiliary Stand is attached to gains the Tenacious (1) Special Rule.
- The Regiment this Auxiliary Stand is attached to gains **[Demagogues]** Battlefield Role.



SUPREMACY ABILITIES

ARISTARCH

No Retreat, No Surrender!
[Always Active]
Friendly Regiments Activated from the Strategic Stack add +1 to their March Characteristics and gain the Double Time Draw Event until the end of the Round.

[Activated]
Select an Objective Zone, until the end of the Round:
Friendly Regiments within range of that Objective Zone may Re-Roll all failed Defense Rolls and Hit Rolls.

IPPARCHOS

Hammer and Anvil
[Always Active]
- Friendly Regiments Activated from the Strategic Stack gain the Shock and Opportunist Special Rules until the end of the Round.
- Once per Round, when activating an Infantry or Cavalry Regiment, it can perform an out-of-sequence Out of Combat Reform Action as its last Action during its Activation, but cannot change the number of Ranks and Files during that Action.

MECHANIST

Carrier of the God Flesh
[Always Active]
- Can purchase up to two Modifications for free in addition to its regular limit.
- The Warlord's Science-casting Special Rule changes its Attunement value to "4".
- At the end of the supremacy Phase, select two Friendly Regiments - They become Energized until the end of the Round.

[Activated]
Until the end of the round; all Friendly **[Scholae]** Regiments become Energized and gain the Inspired Special Rule.

POLEMARCH

Army of Lions
[Always Active]
Friendly Regiments Activated from the Strategic Stack gain +2 to their total Charge Distance, +1 to their Attack Characteristics and suffer -1 to their Defense Characteristic, until the end of the Round.

[Activated]
Once per Round; after Activating a Regiment from the Strategic Stack and resolving all of its actions, you may immediately draw the next Command Card and resolve its activation as well.

SUPREMACY ABILITIES

GODFLESH CALCULATOR

Battlefield Calculus
At the start of the Battle the Warlord adds +10 Calculus Points to the Pool.

TERATAUR PRIME

Iron Stampede
[Always Active]
- Friendly Regiments Activated from the Strategic Stack gain Cleave (+1).
- Once per game: After the Regiment that the Warlord is attached to destroy an Enemy Regiment, it may perform an out-of-sequence Charge Action with a total Charge Distance of 2" + D6, followed by an out-of-sequence Clash Action.

EIDOLON

Divine Countermeasure
[Always Active]
Friendly Regiments Activated from the Strategic Stack gain:
- Terrifying (+1) Special Rule
- Deadly Blades Special Rule against Regiments containing a Stand with the Wizard (X) or Priest (X) Special Rule.

[Activated]
Choose one:
- When an Enemy Regiment or **[CHARACTER]** within 12" of the Warlord performs a Spellcasting Action, each success inflicts 1 Wound on that Regiment or Regiment that **[CHARACTER]** is attached to.
- Select an enemy **[CHARACTER]**. Until the end of the Round, when the Warlord performs a Clash or Duel Action against that **[CHARACTER]** or Regiment it is attached to, it adds +1 to its Clash, +5 to its Attacks Characteristics, it gains the Cleave (+1) Special Rule and enemy Regiments cannot use their Evasion Characteristic when making Defense Rolls for the duration of that Action.

PROMETHEAN ORACLE

Tactics of the Jotun War
[Always Active]
Friendly **[TITAN]** Regiments activated from the Strategic Stack count as 6 Stands for the purposes of seizing and contesting Objective Zones until the end of the Round.

[Activated]
All friendly **[TITAN]** Regiments gain the Endless Hunger Special Rule until the end of the Round.



Eidolon — 120 Points

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.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Brute	-	-	1	3	5	6	4	3	2	**Divine Countermeasure**

Special Rules: Hardened (1), Impact (2)
Battlefield Role: [Scholae], [Character]
Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Draw Events: Combat Directives: This [Character] selects a Combat Directive. The selected Combat Directive remains in effect until the end of the Round:

1. **Greetings to a Fellow General:** The [Character] adds +5 to its Attacks Characteristic.
2. **Secure the Breach:** The Regiment this [Character] is attached to gains the Parry and Counter-Attack Special Rules.
3. **Precision Armament:** The [Character] gains the Cleave (+3) Special Rule.

Eidolon

Dark Hand of the Scholae (Combat and out-of-Combat Action): Select a single Enemy Regiment currently on the Battlefield. That Regiment counts as Hunted for the duration of the game. This **[Character]** cannot select another Regiment to be Hunted until the previous one has been destroyed. Friendly Inquisitor Regiments engaged with a Hunted Enemy Regiment gain the Terrifying (+1) Special Rule during Clash and Charge Actions against Hunted Regiment.

Character Upgrades

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

This [Character] may be attached to an Infantry Regiment even though it is a Brute Character Stand and its Size is ignored for the purposes of tracing a Line of Sight.

Warband

This Character Stand's Warband may not contain more than three Regiments of Inquisitors.

Mainstay:	*Thorakites, Hoplites, Inquisitors, Scholae Taghma*	*Restricted:*	*Promethean, Hephaestian, Gorgoron, A rkitechs, Clockwork Hoplites*



Mechanist — 90 Points

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.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	2	2	4	4	3	2	0	**Carrier of the God Flesh**

Special Rules: **Wizard (7)**
Battlefield Role: **[Scholae], [Character]**
Character: This Character Stand is comprised of 1 Stand with 1 Model on it.
Spells: *Clockwork Parade, Torque, Aggression Doctrine*

Scholiast: When this **[Character]** performs a Spellcasting Action, roll a number of dice equal to its Wizard (X) Special Rule. Each result of 3 or less is a success. For every 2 successes, pick one Spell from this [Character]'s profile and resolve it as per its effect. Resolve each Spell effect before moving onto the next. You cannot select the same Spell more than once.

Mechanist

Character Upgrades

Modifications: May purchase a single Modification or Bestowed Relic at the indicated points cost.

Warband

Mainstay:	*Thorakites,* *Hoplites,* *Clockwork Hoplites,* *Scholae Taghma*	*Restricted:*	*Inquisitors,* *Promethean,* *Hephaestian,* *Talos,* *Halkyon,* *Arkasters,* *Arkitechs,* *Flogobolon,* *Skorpios,* *Clockwork Pyromata*



Polemarch — 90 Points

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'.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	6	4	4	3	0	**Army of Lions**

Special Rules: Flurry, Shield
Battlefield Role: [Citizen], [Character]
Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Battle Is Over, When I Say It's Over (Combat and out-of-Combat Action): Select one Friendly Regiment with the Phalanx Special Rule within 8" of this [Character]:

- The Regiment performs an out-of-sequence Rally Action
- The Regiment Phalanx Special Rule is now Set.

Polemarch

Character Upgrades

Modifications: May purchase up to two Bestowed Relics at the indicated points costs.
Masteries: Combat

Warband

Mainstay:	*Thorakites,* *Hoplites,* *Phalangites,* *Agema,* *Minotaur Haspists,* *Sacred Band*	*Restricted:*	*Hephaestian,* *Minotaur Thyrean,* *Selinoi,* *Satyroi,* *Gorgoron*



Aristarch

90 Points

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.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	6	4	4	2	0	**No Retreat, No Surrender**

Special Rules: **Shield, Battlefield Orders**
Battlefield Role: **[Citizen], [Character]**
Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Battlefield Orders (Combat and out-of-Combat Action): Replace the top Command Card of your Command Stack with the Command Card from your Strategic Stack.

Both Command Cards keep their facing.

Aristarch

Character Upgrades

Modifications: May purchase up to one Bestowed Relics at the indicated points costs.
Masteries: Tactical

Warband

Mainstay:	*Thorakites,* *Hoplites,* *Phalangites,* *Selinoi*	*Restricted:*	*Satyroi,* *Companion Cavalry,* *Minotaur Thyrean,* *Agema,* *Skorpios,* *Promethean,* *Talos*



Ipparchos — 90 Points

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.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Cavalry	-	-	1	3	6	4	4	2	0	**Hammer and Anvil**

Special Rules: Brutal Impact (1), Cleave (1), Impact (4), Dread
Battlefield Role: [Citizen], [Character]
Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Battlefield Orders (Combat and out-of-Combat Action): Replace the top Command Card of your Command Stack with the Command Card from your Strategic Stack.

Both Command Cards keep their facing.

Ipparchos

Character Upgrades

Modifications: May purchase up to one Bestowed Relics at the indicated points costs.
Masteries: Tactical, Combat

Warband

Mainstay:	*Thorakites, Hoplites, Companion Cavalry*	*Restricted:*	*Sacred Band, Skorpios, Agema*



Promethean Oracle — 250 Points

Millenia has passed since Hazlia's defeat of the giant gods and the shattering of their children. Riven by conflict since, the Fire Giants, or Jotunn as they are known in Manheim today, eschewed the company of their bitter cousins, choosing instead to follow their mothers vision. For centuries these estranged cousins have avoided each other at all costs, their rare meetings frequently ending in discord and bloodshed, but this has started to change. 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. Their 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.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Monster	Heavy	7	2	3	12	20	4	3	2	**Tactics of the Jotun War**

Special Rules: Cleave (3), Fearless, Hardened (1), Impact (6), Tenacious (1), Terrifying (1), Unyielding

Battlefield Role: [Character], [Titan]

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

Seizing a New Future:

- Friendly [Titan] Regiments gain the Fearless Special Rule.
- Friendly [Titan] Regiments Charging through Hindering Terrain, can benefit from the Inspired Special Rule.

Promethean Oracle

Lord of Titans: A Promethean Oracle is considered to be a Regiment by itself in addition to it also being a Character Stand and therefore uses all the relevant Regiment rules as if it was a Monster Regiment. A Promethean Oracle Activates as if it was a Regiment, performs two Actions per Activation and has access to all Out-of-Combat and Combat Actions a Regiment has.

In addition, the Promethean Oracle may also use a Duel Action. The Promethean Oracle may not join another Regiment and does not need to include a Monster Regiment in its Warband to enter the Battlefield.

Warband

The Promethean Oracle must include at least one other Regiment in its Warband.

Mainstay:	*Promethean*	*Restricted:*	*Hephaestian, Talos*



Terataur Prime — 140 Points

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. The few brave (or foolish) souls who agree undergo a fiendishly complex surgery. 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.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Brute	-	-	1	3	6	7	4	4	0	**Iron Stampede**

Special Rules: Hardened (1), Cleave (2), Impact (6), Brutal Impact (1), Titanic Momentum, Ark Flow

Battlefield Role: [Character], [Scholae]

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

Titanic Momentum: The Regiment this [Character] is attached to gain Impact (+1) Special Rule.

Terataur Prime

Annihilation Protocol (Combat Action):
Select one Enemy Regiment Engaged with the Regiment this **[Character]** is attached to. This **[Character]** immediately inflicts its Impact Attacks against that Regiment. If this **[Character]** is within Hindering Terrain, this Action cannot be performed.

Character Upgrades

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

This [Character] may be attached to an Infantry Regiment even though it is a Brute Character Stand and its Size is ignored for the purposes of tracing a Line of Sight.

Warband

Mainstay:	*Scholae Taghma,* *Minotaur Haspists,* *Hoplites,* *Phalangites,* *Minotaur Thyrean,* *Agema*	*Restricted:*	*Gorgoron,* *Arkitches,* *Clockwork Pyromata*



Godflesh Calculator — 110 Points

There is no greater physical or scientific embodiment of the path of the Scholae than the Godflesh Calculator: within its metal frame lies the brain of an embryionic godling, harvested from a nascent godling and deplyed to rewrite the rules of reality within the sphere of its influence. Stimulated by sharp rods through which precisely calibrated amounts of Ark energy are deployed to specific nerve clusters, the autonomic responses of the lobotomized godling respong with specific, carefuly studied responses.

These range from tweaking the laws of physics to bending the laws of space and time themselves, providing the Scholiasts with an unprecendented mastery and control of the battlefield. These effects come at a tremendous cost to the crippled godling trapped within the mechanism, taxing it further and further until nothing but the most powerful jolts of Ark energy can stimulate even the weakened response from the doomed godling, but by then the battle is decided almost invariably in the favor of the Scholiasts...

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Brute	-	-	1	3	4	6	4	3	0	**Battlefield Calculus**

Special Rules: Lethal Demise (6)
Battlefield Role: [Character], [Scholae]
Character: This Character Stand is comprised of 1 Stand with 1 Model on it.
Actions: Predictive Algorithms

Predictive Algorithms (Combat Action): Select one Enemy Regiment Engaged with Regiment this [Character] is attached to. That Regiment suffers -1 to its Defense Characteristic until the end of the Round.

Godflesh Calculator

Terminus Protocol: If this **[Character]** is attached to **[Scholae]** Regiment, that Regiment gains the Bodyguard Special Rule.

Divine Calculus: At the start of the Battle the **[Character]** adds 4 **Calculus Points** to the pool. Should it be the second **Godflesh Calculator** in the Army List it adds +2 **Calculus Points** instead.

[Battlefield]: You can spend Calculus Points to gain the following effects:

- **3 Calculus Points:** Before a Friendly Regiment resolves Impact Attacks, you may spend Calculus Points to Re-Roll all failed Impact Attacks during resolving these Impact Attacks.
- **3 Calculus Points**: Before a Friendly Regiment makes a Defense Roll, you may spend Calculus Points to Re-Roll failed results for that Roll.
- **5 Calculus Points:** At the beginning of any Action (including during an opponent's Activation) before resolving that action, a Friendly Regiment may perform a 2" March Action in any direction without suffering penalties for moving backwards or sideways. The Regiment is not allowed to Wheel during this move.
- **8 Calculus Points:** During its Activation a Friendly Regiment may perform one out-of-sequence action available to that Regiment

Reduce the cost by 1 when spending Calculus Points on a Friendly **[Scholae]** Regiment.

Calculus Points must be tracked using a visible marker, such as a die, and the current amount must be clearly visible to both Players.

Character Upgrades

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

This [Character] may be attached to an Infantry Regiment even though it is a Brute Character Stand and its Size is ignored for the purposes of tracing a Line of Sight.

Warband

Mainstay:	*Clockwork Pyromata,* *Clockwork Hoplites,* *Scholae Taghma,* *Arkitechs*	*Restricted:*	*Halkyon,* *Gorgoron,* *Flogobolon,* *Arkasters*

SPELLS

PROMETHEAN

Temper Resolve **Range: Self** **Attunement: 4**

Until the end of the Round: [Aura] The Regiment and all non-Monster Regiments within 6" may Re-Roll Defense and Morale Test results of "6". If the Regiment has inflicted any Wounds to an Enemy Regiments at any point during this Round, increase the range of this **[Aura]** to 10".

Quench Blades **Range: Self** **Attunement: 4**

Until the end of the Round: [Aura] Friendly Regiment's within 6" may Re-Roll failed Hit Rolls results of "6" and add +1 to their Clash Characteristic (to a maximum of 4). If the Regiment has inflicted any Wounds to an Enemy Regiments at any point during this Round, increase the range of this **[Aura]** to 10".

MECHANIST

Clockwork Parade **Range: 12"** **Attunement: -**

Target Friendly **[Scholae]** Regiment, it Heals 2 Wounds.

Torque **Range: 12"** **Attunement: -**

Target Friendly Regiment, it becomes Energized until the end of the Round.

Aggression Doctrine **Range: 12"** **Attunement: -**

Target Friendly Energized Regiment and Roll 1D6:

- All Enemy Regiments Engaged with the Target Regiment immediately suffer X Hits with the where X is the highest Roll result of the 1D6. These wounds do not trigger morale tests.

HEPHAESTIAN

Trident Strike **Range: 6"** **Attunement: 4**

Target Enemy Regiment:

- The Regiment suffers one Hit per success.

Crucible's Fire **Range: Self** **Attunement: -**

Until the end of the Round:

- The Regiment gains the Aura of Death (12) Special Rule.

SACRED BAND

Othismos **Range: Self** **Attunement: 4**

Until the end of the Round:

- The Regiment gains the Indomitable (3) Special Rule.
- The Regiment's Command Stand counts as two additional Stands for the purposes of Seizing Objective Zones.

Molon Labe **Range: 8"** **Attunement: 4**

- Target **[Citizen]** or **[Demagogue]** Regiment Heals one Wound for each success.

CHARACTERS AND CHARACTER UPGRADES

Magical Items and Heraldry are an important part of a Faction's culture and history. Each Faction has access to a list of Character Upgrades as described in their Army List. Unless noted otherwise, each entry may only be selected once in your Army List, and it does not have to be visually represented on the Character Stand. Each Character Upgrade confers abilities or attributes to the Character Stand, and their bonuses are lost as soon as the Character Stand is removed from the game for any reason.

BESTOWED RELICS

Each Bestowed Relic may only be included in your Army once.

Banners

Standard of Last Oration **45 points**

Offered to those burdened with the most vital (and often most dangerous) objectives in battle, the Last Oration ensures that, even if all fall and their bodies cannot be recovered, they are appropriately honored. While symbols, materials and other details differ from City to City, they are all inscribed with one phrase: "Oh Stranger, go tell the City's people that here we lie, true to their mandates."

- When this non-Light Regiment is destroyed while in range of an Objective Zone, if that Objective Zone can be Seized, the controlling Player counts as Seizing it during the Victory Phase of that Round.
- Once per game at the end of the Round's Supremacy Phase you may use Standard of Last Oration to gain following effect: Until the end of the Round, while the Regiment this **[Character]** is currently attached to is within range of an Objective Zone it Re-Rolls failed Defence Rolls.

Aristia **20 points**

When a regiment contains a victor of the Aristia Contest it retains the right to set this ribbon upon their colors, inspiring the men who fight beneath it to greater heights, a tradition dating to the first winner of the Areistia, Matthios the Tall.

The **[Character]** gains the Aristia Draw Event: Target Friendly non-Monster Regiment within 8" it gains the Juggernaut Special Rule.

Note: Juggernaut supersedes Phalanx Special Rule.

Fire and Advance **20 points**

The **[Demagogues]** Regiment this **[Character]** is attached to gains the Vanguard (5) Special Rule.

Primodynamic Globe **10 points**

'...unlike the clumsy attempts of our near-primitive cousins, which are as unsophisticated as they are fragile, this artifact actually enhances the imbalance of incoming spells. As we know from the Second Primodynamic Law, the further away from balance one strays and into Entropia, the closer to absolute disorder – and therefore inexistence – one ventures. Affix this unto the City's standard's and, as the enemy practitioners fail to control their own magic, watch how it explodes in spectacular – if harmless – fireworks around them.'

The **[Character]** gains Wizard (1) Special Rule.

Armors

Chrysaor's Helmet **30 points**

It is said that Chrysaor was born to Gorgo, one of Plato's first experiments to forge deities, and that his golden helmet was a true depiction of his snake-haired mother. Such was the craftmanship and detail of the helmet, in fact, that her alleged power to turn people to stone echoed through its visage, spreading fear to any who gazed upon the jade eyes of its gilded snakes.

The **[Character]** gains the Dread Special Rule.

Enemy **[Character]** participating in a Duel against this **[Character]** lose the Quicksilver Strike and Flurry Special Rules until the end of the Round.

Living Breastplate **5 points**

Terribly misnamed due to the random discoloration they present with movement, these breastplates were the unexpected result of attempts to create self-repairing armors. While the experiment never achieved its original goal, it was nevertheless considered a scientific success, if an expensive one. It discovered that the phlogiston, when infused into an alloy of gold and copper, will gather at a point of impact, locally and momentarily strengthening the metal.

The **[Character]** Re-Rolls failed Defense Rolls when participating in a Duel Action.

Weapons

Blades of Eakides **30 points**

Few can claim fame equal to the legendary Eakides, nor near as many epics written about their exploits. Depicted often as unkillable in battle, whose life was stolen by a treachery and arrows, the historical Eakides was master of all weapons, with a unique fighting style. While none have managed to replicate his mastery since, carrying any one of his weapons in battle seem to make one echo his prowess.

The **[Character]** adds +1 to its Clash Characteristic, suffers -1 to its Attack Characteristic and gains the Cleave (4) Special Rule.

Atalanta's Spear **25 points**

'Aim well with a thrust and you will see slashes for what they are: distractions for amateurs.' In the 'Minoad', Atalanta's words were mocked and challenged, as was her place among the champions who answered Minos' call to undertake his fabled Tasks. When she fell the ironhide Talian Boar with one thrust, however, few dared challenge her claims ever again.

The **[Character]** adds +1 to its Attack Characteristic and gains the Cleave (1) Special Rule.

Featherblade **10 points**

Few know that the legends of winged horses almost became true; in a way. Attempts to manufacture such a beast have led to the discovery of extremely durable and light alloys, capable of creating metallic feathers that are hollow. While the horses never flew, the feathers were readily repurposed and have become some of the most sought after – and expensive – weapons money can buy.

The **[Character]** adds +1 to its Attack Characteristic and gains the Quicksilver Strikes Special Rule.

Instrument of Domination **15 points**

The **[Character]** and **[Demagogues]** Regiment it is attached to, adds +1 to its Attack Characteristic.

Inscriptions

Inscription of Lighter Alloys **25 points**

The **[Character]** gains the Mobility Draw Event: Until the end of the Round, the Infantry Regiment this [Character] is currently attached to, suffers -1 to its Defense Characteristic, Lifts the Phalanx and loses Shield Special Rules and adds +2 to its March Characteristic.

Inscription of Impact Resistance **20 points**

Enemy Regiments charging the **[Scholae]** Regiment this **[Character]** is attached to into the Front Arc, suffer -2 to their Impact (X) Special Rule.

Modifications

Alternate Soma **20 points**

(Eidolon Only) The Eidolon exchanges its Characteristics Profile for the following:

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

Draw Events: Combat Directives
Special Rules: Hardened (1), Cleave 1

The Eidolon with the Alternate Soma modification counts as three Stands for the purposes of Seizing Objectives while attached to a non-Light Regiment.

Anticythian Alloy Gears **20 points**

The **[Scholae]** Regiment this Character Stand is currently attached to adds +1 to its March Characteristic and gains the Double Time Draw Event.

Alternate Programming **10 points**
The Eidolon's Combat Directives Draw Event changes as follows:
Combat Directives: This **[Character]** selects a Combat Directive. The selected Combat Directive remains in effect until the end of the Round:

- **Heavy Exoskeleton:** Brute Regiment this **[Character]** is currently attached to gain the Brutal Impact (+1) Special Rule.
- **Relentless:** Brute Regiment this **[Character]** is currently attached to gains the Oblivious Special Rule.
- **Precision Armament:** This **[Character]** gains the Cleave (+3) Special Rule.

Resonance Receptors **10 points**
When a Friendly Promethean successfully casts a Spell, the Regiment this **[Character]** is currently attached to receives the benefits of that Spell regardless of range.

Hephaestian Alloys **10 points**
Enemy Regiments engaged with the Regiment this **[Character]** is currently attached suffer -4 penalty to its Aura of Death (X) Special Rule.

MASTERIES

[Character]s are heroes of renown or highly gifted individuals, who excel above and beyond the masses. Be it through luck, education, training and effort or other powers at work, **[Character]s** have mastered abilities that make them exceptional.

Masteries are optional upgrade abilities for your **[Character]s** and confer bonus abilities to your **[Character]**. As a rule of thumb a **[Character]** may select **one** Mastery, however there are cases in which a **[Character]** may be able to purchase more than one. This will be clearly stated in the **[Character]'s** Army List Entry. Each Mastery can only be purchased once, unless stated otherwise.

Tactical

Expert Scouts **30 points**
[Always Active] Friendly Infantry Regiments Activating from the Strategic Stack gain the Vanguard (3) Special Rule until the end of the Round.

Initiative **20 points**
When the Regiment this **[Character]** is currently attached to Activates from the Strategic Stack, it may immediately perform a free Charge Action.

Long Lineage **15 points**
This **[Character]** may purchase one additional Character Upgrade, from this Army List, at its indicated point cost.

Combat

Combined Arms Drills **20 points**
The **[Demagogues]** Regiment this **[Character]** is attached to gains the Shock Special Rule.

Ancient Tactician **10 points**
(Infantry Only) The Regiment this **[Character]** is attached to automatically passes Combat Reform Rolls and gains the Swift Retreat Special Rule.

Pellan Education **20 points**
The Regiment this **[Character]** is attached to gains the Iron Discipline Special Rule.





Scholae Taghma

150 Points / 40 per stand

Unlike their deviant cousins, Scholae City States believe that it is first and foremost the duty of the state to protect itself. As a result, unlike the citizen levies of the more democratic or theocratic City States, the Scholae instituted the taghma: A city wide conscription program in which a small portion of its population, usually less than one in ten, is drafted into service. Service is expected to last two years, starting no later than a conscipts 30th year and the state shoulders the expense of providing weapons and armor. The Scholiasts have found that the ark infused arms and armor of their Taghmata more than make up for the lower motivation and training of their forces, particularly when deployed in closed formations.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	2	4	4	3	2	0	Leader

Energized: Cleave (+1) and Deadly Blades

Special Rules: Shield, Support (4), Phalanx, Counter-Attack, Unstoppable, Energy Shields

Battlefield Role: [Scholae]

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

Action: Energize

Energy Shields: After the Regiment is Clashed or Charged from its Front Arc, it becomes Energized.

May take one of the following Officers:

Lochagos	*15 points*
Dorilates	*20 points*

May take one of the following Auxiliary Stands:

Arkasters Auxiliary	*40 points*
Arkitechs Auxiliary	*50 points*



Clockwork Pyromata

160 Points / 50 per stand

The ruthless pragmatism of the Scholae is perhaps best exemplified by the Clockwork Pyromata, a variant of their Clockwork Hoplite design. The same pure phlogiston that powers their industry and keeps their air clean—unlike the smoke-clouded skies of their demagogue City State cousins—is deployed as a deterrent by these clockwork enforcers of the Scholiasts. Their intimidating mien and flickering pilot lights serve as a grim reminder to the non-compliant population of the risks of infraction. In the Scholiasts grim calculation the horror of this particular death serves as a powerful deterrent to future crime and the results are hard to argue with. However, if they are willing to deploy this horrifying weapon against their own population, what hope do their enemies have?

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	5	2	2	4	5	-	3	0	Leader

Energized: Longshot
Special Rules: Automaton, Barrage (4) (14"), Flamer, Unstoppable, Brittle
Battlefield Role: [Scholae]
Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.
Action: Energize



Clockwork Hoplites

180 Points / 55 per stand

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.

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

Energized: The Regiment adds +2 to its Charge Distance.

Special Rules: Cleave (1), Flurry, Shield, Support (3), Automaton, Unstoppable, Brittle

Battlefield Role: [Scholae]

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

Actions: Energize



Thorakites

120 Points / 35 per stand

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.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	1	2	4	4	2	2	0	Leader

Special Rules: Shield, Vanguard (3), Fluid Formation, Unstoppable

Battlefield Role: [Citizen]

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

May take one of the following Officers:

Andromachos	*15 points*

May take one of the following Auxiliary Stands:

Arkasters Auxiliary	*40 points*
Arkitechs Auxiliary	*50 points*
Minotaur Thyrean Auxiliary	*50 points*
Minotaur Haspist Auxiliary	*40 points*



Hoplites — 120 Points / 35 per stand

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.

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

Special Rules: Shield, Support (4), Phalanx, Unstoppable
Battlefield Role: [Citizen]
Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Push them out!: After performing Clash Action if both this Regiment and the Target is not engaged with any other Regiment and this Regiment has more stands; you may push that Enemy Regiment 2" directly away from this Regiment and then push this Regiment directly forward to maintain contact. If pushing any of these Regiments is not possible nothing happens.

May take one of the following Officers:

Dorilates	*20 points*
Lochagos	*15 points*

May take one of the following Auxiliary Stands:

Arkasters Auxiliary	*40 points*
Arkitechs Auxiliary	*50 points*
Minotaur Thyrean Auxiliary	*50 points*
Minotaur Haspist Auxiliary	*40 points*



Phalangites

140 Points / 40 per stand

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.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	3	4	4	3	2	0	Leader

Special Rules: Pike Formation, Support (4), Phalanx, Unstoppable

Battlefield Role: [Citizen]

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

May take one of the following Officers:

Dorilates	*20 points*
Lochagos	*15 points*

May take one of the following Auxiliary Stands:

Arkasters Auxiliary	*40 points*
Arkitechs Auxiliary	*50 points*
Minotaur Thyrean Auxiliary	*50 points*
Minotaur Haspist Auxiliary	*40 points*



Agema

160 Points / 45 per stand

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.

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

Special Rules: Shield, Cleave (1), Fluid Formation, Flawless Strike, Bodyguard, Unstoppable

Battlefield Role: [Citizen]

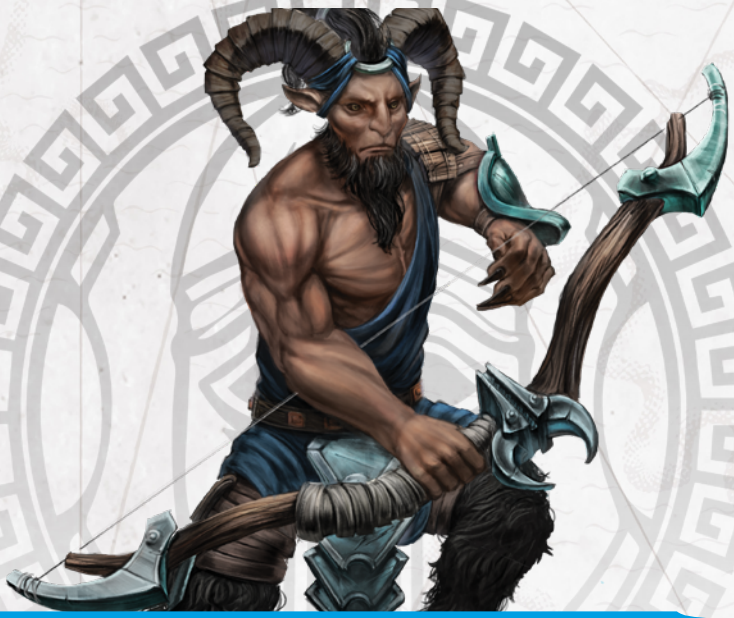
Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

May take one of the following Officers:

Andromachos	*15 points*

May take one of the following Auxiliary Stands:

Arkasters Auxiliary	*40 points*
Arkitechs Auxiliary	*50 points*
Minotaur Thyrean Auxiliary	*50 points*
Minotaur Haspist Auxiliary	*40 points*



Selinoi

120 Points / 40 per stand

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.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	2	2	4	4	3	2	0	Leader

Special Rules: Barrage (4) (16", Arcing Fire), Loose Formation, Unstoppable, Pathfinders

Battlefield Role: [Demagogues]

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



Satyroi

160 Points / 50 per stand

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.

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

Special Rules: Cleave (1), Shield, Opportunist, Loose Formation, Unstoppable

Battlefield Role: [Demagogues]

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

Upon this Regiment Activation immediately Draw an additional Reinforcement Line as per rulebook. This new Reinforcement Line can be used exclusively by this Regiment for the purpose of its Deployment.



Sacred band

180 Points / 50 per stand

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.

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

Special Rules: Devout, Wizard (5), Cleave (2), Fearless, Unstoppable
Battlefield Role: [Citizen]
Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.
Spells: *Othismos, Molon Labe*

- The Regiment may perform an out-of-sequence Spellcasting Action during its Activation using the Command Stand as if it were a **[Character]**.
- After successfully casting a spell this Regiment adds +3 to its Evasion Characteristic.



Inquisitors

170 Points / 55 per stand

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.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	7	1	2	5	5	4	3	2	Leader

Energized: The Regiment adds +1 to its Attack Characteristics
Special Rules: Cleave (1), Flurry, Unstoppable, Impact (3), Terrifying (1)
Battlefield Role: [Scholae]
Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.
Action: Energize



Minotaur Haspists

180 Points / 60 per stand

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.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	1	3	4	7	3	2	1	Leader

Special Rules: Brutal Impact (1), Cleave (1), Fearsome, Impact (3), Shield, Tenacious (1), Unstoppable

Battlefield Role: [Demagogues]

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



Minotaur Thyreans

170 Points / 55 per stand

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.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Heavy	6	1	3	5	7	3	2	1	Leader

Special Rules: Brutal Impact (1), Cleave (3), Impact (3), Linebreaker, Tenacious (1), Terrifying (1), Fearsome, Juggernaut

Battlefield Role: [Demagogues]

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



Companion Cavalry

140 Points / 40 per stand

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.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	8	1	3	6	4	3	2	1	Leader

Special Rules: Brutal Impact (1), Impact (3), Dread, Unstoppable

Battlefield Role: [Citizen]

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



Arkasters

165 Points / 60 per stand

Arkemy is a cornerstone of the Scholae's military and economic power. The ability to transmit power over distance is the cornerstone of their incredible industry, scientific advancement, and military might. Arkasters and Arkiteks are the very embodiment of this principle: they are powerful phlogiston generators under the command of a junior Scholiast deployed directly into combat to display the offensive and defensive capabilities of this miraculous technology. Arkasters deliver deadly arcs of scinillating power straight into their enemies rank. Such is the power of their weaponry that it can arc between targets, leaping from man to man and regiment to regiment, leaving devastation in its wake against its primary target as well as nearby targets of opportunity.

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

Energized:	The Regiment may perform Volley Action against one Enemy Regiment engaged with a Friendly Regiment that contains an Arkitechs Auxiliary. Effective Range does not apply when Volleying through Auxiliary.
Draw Events:	**Ark Generators**
Special Rules:	**Barrage (4) (16", Armor Piercing 1), Lethal Demise (3), Unstoppable**
Battlefield Role:	**[Scholae]**
Regiment:	This Regiment is comprised of 3 Stands with 1 Model on each Stand.
Action:	**Energize**

Chain Lightning: After this Regiment fully resolves a Volley Action, Roll a D6. On a result of 4 or less, Target another Enemy Regiment within 3" of the Volley target, it suffers 4 Hits with Armour Piercing 1 originating from the front arc.

The lightning may then continue to jump to another Enemy Regiment within 3" of the previous target. The required result and number for Hits is reduced by 1 for each subsequent jump (3 or less and 3 hits, then 2 or less and 2 hits, and so on). A Regiment cannot be targeted more than once by the same Chain Lightning.

Hits caused by Chain Lightning do not trigger the Morale Tests



Arkitechs

125 Points / 40 per stand

Arkiteks, on the other hand, use their generators' power to create defensive fields around their troops, warding off bolts, arrows and blows that would fell their allies in combat. Should this not be enough, both generators posess the ability to deliver their power directly to friendly regiments, empowering their Ark weaponry to higher levels, making them an incredibly versatile force multiplier.

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

Draw Events: Ark Generators
Special Rules: Aegis Field, Lethal Demise (3), Unstoppable
Battlefield Role: [Scholae]
Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Energy Conduit (Combat and out of Combat): Target a Friendly Regiment within 6", it becomes Energized until the end of the Round.

Aegis Field: [Aura] Friendly Unengaged non-Monster Regiments within 6" + X (where X is equal to +1 per each additional stand currently in this Regiment), of this Regiment counts as if it was fully within Cover Terrain



Flogobolon

145 Points / 120 per stand

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.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Chariot	Medium	7	2	2	6	10	3	3	0	Leader

Draw Events: Fire and Advance

Special Rules: Barrage (7) (10", Armor Piercing (1)), Acute Senses, Aimed Shot, Impact (3), Flamer, Longshot, Unstoppable

Battlefield Role: [Scholae]

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

The Regiment may consist of a maximum of 2 Stands



Skorpios

125 Points / 110 per stand

While the effectiveness of the Skorpios and the Flogobolon 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.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Chariot	Medium	7	2	2	6	10	3	3	0	Leader

Draw Events: Fire and Advance

Special Rules: Barrage (8) (14", Armor Piercing (1), Rapid Volley), Acute Senses, Aimed Shot, Impact (3), Unstoppable

Battlefield Role: [Scholae]

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

The Regiment may consist of a maximum of 2 Stands



Promethean — 210 Points

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.

Type	Class	M	V	C	A	W	R	D	E
Monster	Medium	7	1	3	11	16	4	3	0

Special Rules: Cleave (2), Hardened (1), Wizard (6), Terrifying (1), Impact (5), Unstoppable

Battlefield Role: [Titan]

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

Spells: *Temper Resolve, Quench Blades*

Herald of the Forge God: At the end of this Regiment's Activation, at the beginning of the "Deactivate Regiment step", this Regiment may perform a free Spellcasting Action as if they were a [Character]. This Regiment may not attempt to cast the same Spell more than once during its Activation.



Talos — 230 Points

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.

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	7	1	3	12	20	4	3	0

Special Rules: Cleave (1), Fearless, Hardened (1), Impact (5), Shield, Terrifying (1), Vanguard (3), Unstoppable, Venerable

Battlefield Role: [Titan]

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

Blood of the Forge God: Friendly Spellcasters with the Wizard (X) Special Rules, currently within 10" of this Regiment gain the Wizard (+1) Special Rule. This Special Rule may stack.

Guardian of the Veil: After a Friendly Regiment within 6" with at least 6 Stands is Charged in its flank, this Regiment may immediately perform an out-of-sequence Charge Action against that Charging Regiment. If that Charge is successful until the end of the Round, it gains the Disruptive Special Rule and Enemy Stands in contact must select it as a Target during Clash Action.

Options: May purchase one of the following upgrades at the indicated points cost:

Mask of Eris (10 points): [Aura] Friendly Monster Regiments declaring a Charge Action while within 8" of this Regiment gain +1 to Charge Distance.

Helm of Nike (10 points): [Aura] All Friendly Infantry Regiments within 8" of this Regiment gain Impact (+1) while they have Phalanx active.



Hephaestian — 220 Points

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.

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	7	1	3	11	16	4	3	0

Special Rules: Cleave (3), Hardened (1), Wizard (6), Terrifying (2), Impact (5), Unstoppable

Battlefield Role: [Titan]

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

Spells: *Trident Strike, Crucible's Fire*

Herald of the Forge God: At the end of this Regiment's Activation, at the beginning of the "Deactivate Regiment step", this Regiment may perform a free Spellcasting Action as if they were a [Character]. This Regiment may not attempt to cast the same Spell more than once during its Activation.

Halkyon

230 Points

Outside the Scholae City State of Pallas lie the Boneyards, a graveyard for discarded prototypes from an apocalyptic war that never happened thanks to the sacrifice of Kleon and the Legions. The Gorgoron and Halcyon are two designs recovered from these deadly, derelict yards. Standing at twice the size of a human the metal structure of the bull shaped Gorgoron was created to match the mindless aggression of Hazlia's ravening hordes. Its steel limbs and almost impervious body help it shatter entire formations with its brutal power. When fully energized, it can attain terrifying speed, executing a ram attack that was theorized could even be felt by a god. The Halcyon is a variant of this form, simpler, but perhaps even more impressive. Focusing arrays and otherworldly alloys allow this towering mechanical construct to focus the energy into a single ravening beam capable of devastating regiments are rearanging the very battlefield itself.

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	6	1	3	8	20	-	3	0

Energized: The Regiment adds +2 to the number of Hits caused against each Target of Fulmination Action.

Special Rules: Cleave (2), Impact (6), Brutal Impact (1), Terrifying (1), Automaton, Sureshot, Unstoppable, Brittle

Battlefield Role: [Scholae]

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

Action: Energize, Fulmination

Fulmination (Out of Combat Action): Draw a straight line through the centre of the rear and the centre of the front of this Regiment stand extending up to 24" from the centre of the front. Each Friendly and Enemy Regiment crossed by this line suffers hits as described below:

Roll the D6 once and use the same result for each Regiment affected by this Action. The first Regiment on the line suffers D6 Hits with Armour Piercing (3). For each subsequent Regiment along the line, reduce the Armour Piercing of these Hits by 1.

Should the line touch Impassible terrain of equal or higher size than this Regiment stop drawing the line, and the Impassible terrain explodes dealing D6 Hits to regiments within 3" of that Terrain. That Impassible Terrain then turns into Hindering, Traversable Terrain until the end of Battle.

Gorgoron

230 Points

Outside the Scholae City State of Pallas lie the Boneyards, a graveyard for discarded prototypes from an apocalyptic war that never happened thanks to the sacrifice of Kleon and the Legions. The Gorgoron and Halcyon are two designs recovered from these deadly, derelict yards. Standing at twice the size of a human the metal structure of the bull shaped Gorgoron was created to match the mindless aggression of Hazlia's ravening hordes. Its steel limbs and almost impervious body help it shatter entire formations with its brutal power. When fully energized, it can attain terrifying speed, executing a ram attack that was theorized could even be felt by a god. The Halcyon is a variant of this form, simpler, but perhaps even more impressive. Focusing arrays and otherworldly alloys allow this towering mechanical construct to focus the energy into a single ravening beam capable of devastating regiments are rearanging the very battlefield itself.

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	6	1	3	8	20	-	3	0

Energized: Impact (+2) and adds +2 to its Attack Characteristic.

Special Rules: **Cleave (2), Impact (12), Brutal Impact (3), Terrifying (1), Automaton, Unstoppable, Brittle**

Battlefield Role: **[Scholae]**

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

Action: **Energize, Bull Rush**

Bull Rush (Out of Combat Action): This Action must be performed as the Regiment's first Action. Once the Action is performed the Regiment's Activation immediately ends.

Before moving, this Regiment may Pivot up to 90°. If it does not Pivot, it gains the Shock Special Rule for the duration of this Action.

This Regiment must move exactly 18" in a straight line. It may move through Friendly and Enemy Regiments, including Engaged Regiments. Each Enemy Regiment it moves through suffers Impact Attacks as if it had been Charged from the Front. However, for each subsequent Regiment passed through, reduce the number of Impact Attacks by 2 and Brutal Impact by 1. Friendly Regiments do not suffer Impact Attacks, but still count as a Regiment passed through for this purpose.

If this Regiment ends its movement overlapping with an Enemy Regiment, align it following the rules of charge action to any of its facing, prioritizing arc with which it first came into contact during that action. This alignment does not count as charge action and does not trigger impact second time. Should it not be possible to align, place it in legal position as close to their first point of contact by moving the Gorgoron by the shortest possible distance.

If this Regiment ends its movement overlapping with a Friendly Regiment, both Regiments become Broken and this Regiment is moved as close as possible to a legal position at their first point of contact during this action. During this Action, the Gorgoron ignores all Terrain rules except Impassable Terrain. If it cannot complete the full 18" movement because it reaches Impassable Terrain, that Impassible terrain explodes dealing D6 Hits to Enemy Regiments within 3" of that Terrain and turns into Hindering, Traversable Terrain until the end of Battle.

COMMAND MODELS

Certain Regiments have the option of taking Command Models. Each Regiment may only take each Command Model once. If the Command Model is removed as a casualty, all benefits are lost. A Command model is purchased on top of the model it replaces. In the case of Cavalry or Brute Stand you need to pay for the Stand and the Command Model.

Andromachos
If this Regiment activates from the Strategic Stack, it gains the Flurry Special Rule until the end of the Round.

Lochagos
After this Regiment is Charged in its flank arc, whilst having at least 6 Stands you may choose a single Friendly [Infantry] [Citizen] Regiment within 6" of this Regiment to immediately perform an out-of-sequence Charge Action against Charging Regiment and if that Charge is successful until the end of the Round, it gains Disruptive Special Rule and Enemy Stands in contact must select it as a Target during Clash Action.

Dorilates
When the opponent performs a Clash Action targeting this Regiments originating from the FRONT ARC you may flip Card in your Strategy stack face up. If you do, the Regiment simultaneously performs an out-of-sequence Clash Action against the attacker as if all stands in that Regiment had Clash Characteristic equal to unmodified 1.

PREVIEWS!

Terataurs
The Scholae have long suspected that the bred were a poisoned gift from the Spires. Terataurs are their solution: powerful, tough and above all programmed for loyalty, these terrifying constructs have proven their value time and again.

Thanataurs
Thanataurs are the dedicated combat variant of Terataurs. Equipped with formidable impact weaponry and enhanced limb augmentations enabling them to wield them when Overcharged, they are next generation of death dealing machinery dreamed up by the Scholae.

Daedaloi
The dream of flight has haunted mankind since the very first day our distant ancestors spied the birds in the sky. Daedaloi are the first to achieve it. Utilizing incredibly delicate harnesses and working structures created by the greatest craftsmen of the Scholae and powered by a Phlogiston generator capable of bending the laws of gravity, man has finally conquered the sky.

Leorites // Leonauts
It was perhaps inevitable that upon witnessing the power of a Leontarchos on the battlefield some ambitious Scholiast would wonder what an armed and armored group of such riders could accomplish. Leonauts and Leorites are the direct result of these queries.