THE SCHOLAE ARMY LIST

One has but to catch a glimpse of Pallas, crown jewel of the City States, to understand the awesome power that the Scholae wield. Its towering white walls gird the city like the arms of a lover as the gold cupolas of its trading houses shine day and night under the glow of the flaring phlogiston stacks that rise through the city like the dreams of a maddened genius.

Crowning this vision and rising from the center of the city in a vision of white and gold, lit by the lurid lights of its own accomplishment, is the Acropolis upon which rests the Lyceum, seat of all power in the City State and beyond.

Pallas is the city around which all City States have been modeled, a shining beacon to the potential of mankind and the vision of its founder, Platon. Unfortunately, despite his best efforts, Pallas remains a rare jewel amongst the City States, true to the vision and principles to which it was founded while other cities have strayed.

Some, like Helias or Rhodea have merely lost focus, but others like Acheron or Leutria have completely abandoned the Scholae and their gifts and embraced the power of the gods and masses, respectively. And at the heart of this Schism lies the mad ambition of their founder and his hubris.

When Constantius Domulexor envisioned his dream of a mankind free of the yoke of worship, he knew well that one could not forge this dream overnight, nor perfectly.

No matter his efforts, time and human nature itself would conspire to rob mankind of its own future.

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.

KYKLOMA (CIRCUIT)

Scholae uses Phlogiston extracted from Gods Blood to create Ark. This groundbreaking technological advance powers their weapons and machines on the battlefield. To keep their troops connected, the Scholae employ a grid-like technology that requires Scholae Regiments to remain close to one another or rely on both Arkitechs and Arkcasters, which serve as powerful generators, collectors, and transmitters of Ark **Energy Markers**.

All Regiments can store up to 2 Energy Markers generated during a Round. All Energy Markers are removed at the end of each Round.

All Regiments become **Energized** while they have one Energy Marker and **Overcharged** while they have two Energy Markers. While a Regiment is Overcharged, it also counts as being Energized.

While Energized:
- The Regiment adds +2 to its March Characteristics while performing its second March Action during its Activation.

While Overcharged:
- The Automaton Special rule no longer prohibits a Regiment from benefiting from Inspired Special Rule.
- The Regiment lose Brittle Special Rule
- The Regiment becomes Overcharged and gains an additional effect mentioned under Overcharged in their respective Army list entry.

ARK GENERATORS

Friendly Regiments gain the **Ark Generators Draw Event** which can be performed in addition to any other Draw Event:

Ark Generators [Draw Event]: This Regiment gains an Energy Marker. Then you may Target Friendly Regiment within 6" and transfer all Energy Markers from this Regiment to a Target Regiment.

ARK FLOW

[Character]s in the Army can use the Ark Flow Action:

Ark Flow (Combat and out-of-Combat Action): Target one Friendly Regiment within 6". Then Target another Friendly Regiment within 6" and move all Energy Markers from the first Target to the second Target.

DISCHARGE

When an Enemy Regiment Targets a Friendly Overcharged Regiment with an Action you can spend two of its Energy Markers to gain the Hardened (1) and Counter Attack Special Rules for the duration of that Action.

ARK BOUND

Friendly **[Ark-Infused]** Regiments currently within 6" of **[Ark-Bound]** Regiments turn a single failed Roll into success when performing Clash Action, Volley Action and Impact Attacks.

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.

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.

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)**

- The Regiment this Auxiliary Stand is attached to gains **[Ark Infused]** Battlefield Role.
- While Unengaged this Regiment counts as if it was fully within Cover Terrain.
- The Regiment can store up to 3 Energy Markers.
- When a Regiment with this Auxiliary stand resolves Ark Generators Draw Event
  - Instead of transferring all Energy Markers you may transfer up to two to any Regiments within 12".

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 **[Ark Infused]** Battlefield Role.
- The Regiment can store up to 3 Energy Markers.
- The Regiment cannot perform a Volley Action if this Auxiliary stand is the only one within a Regiment having a Barrage Special Rule.
- The Regiment this Character is attached to gains Aura of Death (X) where X is equal to Energy Markers.



SUPREMACY ABILITIES

MECHANIST

Kykloma Overload
[Always Active]
- The Warlord can perform two different Actions during its activation.
- Can purchase up to two Modifications for free in addition to its regular allowance. (*Note: these modifications do not raise the cost of the next modification.)*
- The Warlord's Science-casting Special Rule changes its Attunement value to "4".
- At the end of the Supremacy Phase Target one Friendly Regiment, it gains 1 Energy Marker.

[Activated]
All Friendly Regiments gain one Energy Marker until the end of the Round. While a Friendly Regiment is Overcharged it also gains the Inspired Special Rule.

GODFLESH CALCULATOR

Battlefield Calculus
At the start of the Battle the Warlord adds +10 Calculus Points to the Pool instead of the regular +4.

[Battlefield]
Once per game: The Warlord can perform the Terminal Saturation (Combat and out-of-Combat Action) Action: Immediately remove all Energy Markers from regiments within 6". If you remove at least 5 Energy Markers in this way add +2 Calculus Points to the Pool.

SUPREMACY ABILITIES

TERATAUR PRIME

Iron Stampede
[Always Active]

- Friendly Overcharged Regiments gain the Cleave (+1) Special Rule.
- Once per game: Immediately after the Regiment the Warlord is attached to destroys 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 can Target Enemy Regiments with their Ark Generators Draw Event within 6". If they do, place an Energy Marker on the Enemy Regiment. When a Friendly Regiment performs a Clash Action against an Enemy Regiment with an Energy Marker it gains Terrifying (+1) and that Enemy Regiment suffers the Brittle Special Rule. Should it already have the Brittle Special Rule its effects also apply from the front in the same way it would apply from the flank.

[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 they are attached to, it adds +1 to its Clash, +5 to its Attacks Characteristics, gains the Cleave (+1) Special Rule and Enemy Regiments cannot use their Evasion Characteristic when making Defense Rolls against those Attacks for the duration of that Action.



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: [Character], [Ark Bound], [Ark Infused]
Character: This Character Stand is comprised of 1 Stand with 1 Model on it.
Actions: Ark Flow

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

Ark Modifications: Each **[Character]** can purchase multiple Modification, but each Modification can be purchased only once per army list, moreover each Modification raises the point cost of the next one by 5.

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,* *Inquisitors,* *Scholae Taghma*	*Restricted:*	*Promethean,* *Gorgoron,* *Arkasters,* *Arkitechs,* *Clockwork Hoplites,* *Talos*



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	**Kykloma Overload**

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

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

Ark Modifications: Each **[Character]** can purchase multiple Modification, but each Modification can be purchased only once per army list, moreover each Modification raises the point cost of the next one by 5.

Warband

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



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

Battlefield Role: [Character], [Ark Bound]

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

Actions: Ark Flow

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

Ark Modifications: Each **[Character]** can purchase multiple Modification, but each Modification can be purchased only once per army list, moreover each Modification raises the point cost of the next one by 5.

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, Clockwork Pyromata, Agema,*	*Restricted:*	*Gorgoron, Arkitechs, Arkasters*



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], [Ark Bound]
Character: This Character Stand is comprised of 1 Stand with 1 Model on it.
Actions: Ark Flow, 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 an **[Ark Bound]** 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 **Overcharged** 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

Ark Modifications: Each **[Character]** can purchase multiple Modification, but each Modification can be purchased only once per army list, moreover each Modification raises the point cost of the next one by 5.

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,* *Clockwork Pyromata,* *Agema,*	*Restricted:*	*Gorgoron,* *Arkitechs,* *Arkasters*

SPELLS

PROMETHEAN

Gift of the Forge **Range: Self** **Attunement: 4**

[Aura] Friendly [Ark-Infused] Regiments within 6" gain Aura of Death (+2) Special Rule.

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

[Aura] Friendly [Ark-Infused] Regiment's within 6" add +1 to their Clash Characteristic (to a maximum of 4).

MECHANIST

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

Target a Friendly Regiment, it Heals 1+X Wounds where X is the number of Energy Markers on it.

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

Target a Friendly Regiment, it gains an Energy Marker.

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

Target a Friendly Overcharged Regiment, it immediately Discharges. Then Roll 2D6:

- All Enemy Regiments Engaged with the Target Regiment immediately suffer X Hits with the where X is the highest Roll result of the 2D6. These wounds do not trigger morale tests.

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.

ARK MODIFICATIONS

Each **[Character]** can purchase multiple Modification, but each Modification can be purchased only once per army list, moreover each Modification raises the point cost of the next one by 5.

Alternate Soma **15 points**
(Eidolon only) The Eidolon counts as three Stands for the purposes of Seizing Objectives while attached to a non-Light Regiment.

Anticythian Alloy Gears **15 points**
The **[Ark-Infused]** Regiment this **[Character]** gains the Double Time Draw Event.

Ark-anist **15 points**
The **[Character]** changes their Type to Brute, gains the Barrage (4), Range (16") and Armor Piercing (1) Special Rules.

Shield Protocols **15 points**
[Always Active] Each time **[Ark-Infused]** Regiment suffer wounds from failing defense rolls it can redirect up to 2 of them to Friendly Clockwork Hoplites or Clockwork Pyromata

Battery **15 points**
When Regiment this **[Character]** is attached to removes its Energy Markers at the end of the Round, it may keep one Energy Marker for the next Round.

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 Tenacious (1) Special Rule.
- **Precision Armament:** This [Character] gains the Cleave (+3) Special Rule.

Mechanized **10 points**
(Mechanist only) The **[Character]** changes their Type to Brute, gains the Impact (3) Special Rule and adds +1 to its Attack Characteristics.

Neura-link **10 points**
The Regiment this **[Character]** is attached to turn two failed into successes instead of one when resolving Ark-Infused Army 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.

Self Destroy Protocol **5 points**
The **[Character]** gains Lethal Demise (6) Special Rule.

Ark-powered Gauntlet **5 points**
The **[Character]** adds +1 to their Clash Characteristic.

Ark Charge **5 points**
The Regiment this **[Character]** is attached to gains the Fury 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

Overcharged: Cleave (+1) and Deadly Blades

Draw Events: Ark Shields

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

Battlefield Role: [Ark Infused]

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

Ark Shields

- After the Regiment is Clashed or Charged from its Front Arc, it gains an Energy Marker.
- When the Regiment performs a Discharge its Counter-Attack Special Rule triggers on results of 5 and 6.

May take one of the following Officers:

Lochagos	*15 points*
Dorilates	*10 points*

May take one of the following Auxiliary Stands:

Arkasters Auxiliary	*35 points*
Arkitechs Auxiliary	*35 points*
Terataurs Auxiliary	*50 points*
Thanataurs 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

Overcharged: Longshot
Draw Events: Ark Generators
Special Rules: Automaton, Barrage (4) (14"), Brittle, Flamer, Unstoppable
Battlefield Role: [Ark Bound]
Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

May take one of the following Auxiliary Stands:

Arkasters Auxiliary	*40 points*
Arkitechs Auxiliary	*40 points*
Terataurs Auxiliary	*Preview*
Thanataurs Auxiliary	*Preview*



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

Overcharged: At the end of each Action of this Regiment you can spend all its Energy Markers if you do Target a single Enemy Regiment Engaged with this Regiment and roll D6; That Enemy Regiment counts as having D6 less Stands for the purposes of contesting and seizing objective zones.

Draw Events: Ark Shields

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

Battlefield Role: [Ark Bound]

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

May take one of the following Auxiliary Stands:

Arkasters Auxiliary	*40 points*
Arkitechs Auxiliary	*40 points*
Terataurs Auxiliary	*Preview*
Thanataurs Auxiliary	*Preview*



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

Draw Events: Ark Generators
Special Rules: Shield, Vanguard (3), Fluid Formation, Unstoppable
Battlefield Role: [Ark Infused]
Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

May take one of the following Officers:

Andromachos	*10 points*

May take one of the following Auxiliary Stands:

Arkasters Auxiliary	*40 points*
Arkitechs Auxiliary	*40 points*
Terataurs Auxiliary	*Preview*
Thanataurs Auxiliary	*Preview*



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

Overcharged: Cleave (+1) and Deadly Blades

Draw Events: Ark Generators

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

Battlefield Role: [Ark Infused]

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

May take one of the following Officers:

Andromachos	*10 points*

May take one of the following Auxiliary Stands:

Arkasters Auxiliary	*35 points*
Arkitechs Auxiliary	*35 points*
Terataurs Auxiliary	*Preview*
Thanataurs Auxiliary	*Preview*



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

Overcharged: The Regiment adds +1 to its Attack Characteristics.
Draw Events: Ark Generators
Special Rules: Cleave (1), Flurry, Unstoppable, Impact (3), Terrifying (1)
Battlefield Role: [Ark-Bound], [Ark-Infused]
Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Beyond Divine: This Regiment can Target Enemy Regiments with their Ark Generators Draw Event. If they do, place the Energy Marker on the Enemy Regiment. When a Friendly Regiment performs a Clash Action against an Enemy Regiment with an Energy Marker it gains Terrifying (+1) and that Enemy Regiment suffers the Brittle Special Rule. Should it already have the Brittle Special Rule its effects also apply from the front in the same way it would apply from the flank.



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

Overcharged: The Regiment may spend two of its Energy Markers to 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: [Ark Bound]

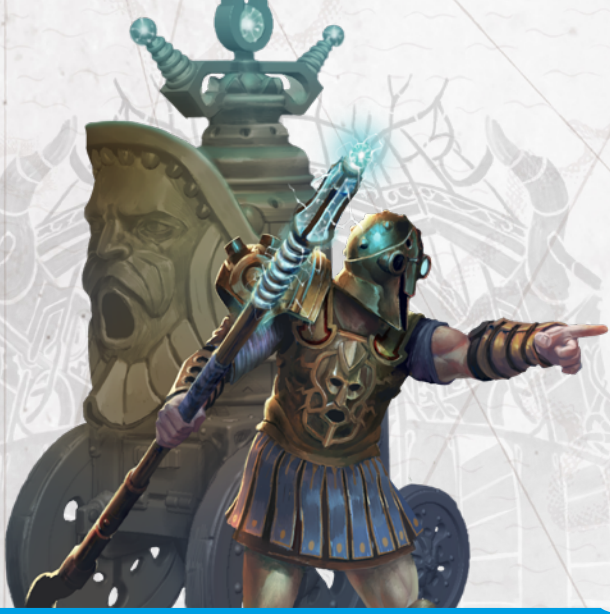
Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

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 original Volley target, it suffers 4 Hits with Armour Piercing (1) originating from its front arc.

The lightning may then jump again 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.

The Regiment cannot have more than 4 Stands in its first Rank.



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: [Ark Bound]
Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

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.

Nameplate Capacity (Combat and Out of Combat Action):
The Regiment may spend 3 Energy Markers and 2 actions if it does:
- Aegis Field **[Aura]** range doubles and affects All Friendly non-Monster Regiments.
- Aegis Field **[Aura]** also grants the Tenacious (1) Special Rule.

In addition the Regiment benefits from the following rules:
- The Regiment can store up to three Energy Markers
- When resolving Ark Generators Draw Event:
  - Generate an additional Energy Marker
  - The Regiment can transfer any number of its Energy Markers to multiple Regiments within 12" when resolving Ark Generators Draw Event.



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, Ark Generators

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

Battlefield Role: [Ark Infused]

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, Ark Generators

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

Battlefield Role: [Ark Infused]

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 — 200 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

Overcharged: The Regiment may perform an out-of-sequence Spellcasting Action during its Activation.

Draw Events: Ark Generators

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

Battlefield Role: [Titan][Arc-Bound]

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

Spells: *Temper Resolve, Quench Blades*



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

Overcharged: The Regiment may perform a Discharge against Spellcasting Actions Targeting Friendly Regiments within 10". If it does, for each Energy Marker removed in this way you may turn one success of that Spellcasting Action into failure.

Draw Events: Ark Generators

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

Battlefield Role: [Titan][Arc-Bound]

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.



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

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

Draw Events: Ark Generators

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

Battlefield Role: [Ark Bound]

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

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.



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

Overcharged:	The Regiment adds +2 to the number of Hits caused against each Target of Fulmination Action.
Draw Events:	**Ark Generators**
Special Rules:	**Cleave (2), Impact (6), Brutal Impact (1), Terrifying (1), Automaton, Sureshot, Unstoppable, Brittle**
Battlefield Role:	**[Ark Bound]**
Regiment:	This Regiment is comprised of 1 Stand with 1 Model on it.

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.

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
While the Regiment is Overcharged, it gains the Flurry Special Rule.

Lochagos
After this Regiment is Charged in its flank arc, whilst having at least 6 Stands you may choose a single Friendly [Infantry] [Ark-Infused]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
The Regiment gains the Pike Formation Special Rule.

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.