

CONQUEST

THE LAST ARGUMENT OF KINGS



SPIRES
Army List



ARMY LIST

THE RULES THAT FOLLOW WILL SHOW YOU HOW THE MODELS AND WARBANDS INTERACT WITH EACH OTHER AND THE ENVIRONMENT. THESE CHAPTERS WILL TEACH YOU HOW TO ACTIVATE YOUR WARBANDS, HOW TO MOVE THEM AS WELL AS HOW TO ENGAGE IN COMBAT WITH THEM.

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 Stand in your Army, plus those of any upgrades you've purchased for those Stands. 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: Characters 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 he or she has 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 Characters and Regiments have additional options that can be purchased for them, such as Abilities, Command Models, or 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.

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 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.

ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

THE MASTER'S TOUCH

When creating your Army List, you may dedicate it to one of the three Spire sub-factions. If you do, select a Warlord Entry permitted by that Sub-Faction and gain the respective Master's Touch Ability.

THE SOVEREIGN LINEAGE

Lineage Highborne, Lineage Prideborne or High Clone Executor only

Superior Creations: When selecting Regiments for any Lineage Highborne's, Lineage Prideborne's and High Clone Executors' Warbands you may increase that Regiment's cost by +5pts per Stand. If you do, increase that Regiment's Clash Characteristic by +1 (to a maximum of 3). The maximum of 3, restriction on Clash, only applies during list building.

THE UNDER SPIRE

Pheromancer Warlord only

The Unnumbered Menagerie [Battlefield]: All Force Grown Drone, Onslaught Drones, Brute Drones and Stryx Regiments in the Army gain the Regeneration (4) Draw Event.

THE DIRECTORATE

Biomancer or High Clone Executor Warlord only:

Personalized Epigenetic Triggers [Battlefield]: All Regiments in your Army gain the Burnout Draw Event. However, only one Regiment may Resolve the Burnout Draw Event each Round. Regiments that already have the Burnout Draw Event as part of their Army List entry ignore this limitation.

In addition, all Biomancers in this Army have access to the following Biomancies:

Subdermal Keratin Induction

Target Friendly Light Regiment within 12" changes its Class to Medium until the end of the Round. This Biomancy can only be performed once per Round regardless of the number of Biomancers in this Army.

Adrenal Surge

Target Friendly Regiment within 12" loses its Broken status, as if it had used a Rally Action. The Target Regiment does not count as having been Activated as a result of this Biomancy.



SUPREMACY ABILITIES

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

BIOMANCER

Proximity Sensors [Always Active]: Friendly Regiments in range of an Objective Zone count as if they are in range of Friendly Biomancers for the purposes of performing Biomancies.

HIGH CLONE EXECUTOR

Coordinated Assault [Activated]: Once per battle, during your first “Draw Command Card” step of this Round, Draw and Resolve the first 3 Command Cards of your Command Stack as one “Draw” instead of drawing one Command Card. Draw three Command Cards, resolving the Actions of each Regiment, fully resolving each Command Card before moving onto the next, before your opponent draws their next Command Card. These Activations may not result in any further drawing of Command Cards from your Command Stack. If their rules would normally allow you to do so, ignore that rule entirely).

LINEAGE HIGBORNE

Legacies of the Ark [Always Active]: When creating your Army list, select one Lineage Higborne or Mimetic Assassin Character Stand in your Army. That Character Stand may select up to three Mutations at no additional point cost, instead of purchasing the number listed on their Army List Entry.

LINEAGE PRIDEBORNE

Watch and Learn [Always Active]: The Character Stand’s “Hunter-Killer Teams” Special Rule changes as follows:

“While the Character Stand is on the Battlefield, when a Friendly Leonine Avatara Regiment performs a Volley Action against an Enemy Regiment, that Enemy Regiment becomes “Prey” until the end of the Round. When a Friendly Regiment performs a successful Charge against a “Prey” Enemy Regiment, it gains the Impact (+2) Special Rule until the end of the Round.”

PEROMANCER

Suppress Survival Instinct [Battlefield]: All Friendly Regiments within 12” of this Character Stand may Re-Roll failed Resolve Tests.

CHARACTERS

You may include any number of Characters, but must include at least one Character to be your Warlord.

BIOMANCER

100 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Biomancer	Infantry Character	-	-	2	2	2	4	3	1	2

Special Rules: None

Draw Event: Biotic Renewal

Number of Stands: 1

Models per Stand: 1



Mend Flesh (Combat and Out-of-Combat Action): Target Friendly Regiment within 8" of this Character Stand Heals for two Wounds. A Regiment cannot Heal as a result of Mend Flesh more than once per Round.

Options:

Mutations: May purchase a single Mutation at the indicated points cost.

Biomancies: A Biomancer knows all of the following Biomancies at no additional cost and may resolve one Biomancy each Round.

Unstable Enhancement

Harvest Essence

Catalytic Rupture

Grant Virulence

Essence Transfer

Warband:

Mainstay: *Force Grown Drones*
Bound Clones
Desolation Drones

Restricted: *Abomination*
Desolation Beast
Incarnate Sentinels
Siege Breaker Behemoth

Masteries: *Tactical, Mastery of Flesh*

HIGH CLONE EXECUTOR**100 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
High Clone Executor	Infantry Character Stand	-	-	3	3	5	4	4	2	1

Special Rules: Cleave (1), Flawless Strikes**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**Options:****Mutation:** May have a single Mutation at the indicated points cost.**Tactics:** May select **two** of the following abilities at no additional cost:

- 1) **Suppress Pain:** The Regiment this Character Stand is currently attached to gains the Bastion (1) Draw Event. Currently Attached Character Stands do not receive the Draw Event.
- 2) **Overtax Nervous System:** The Regiment this Character is currently attached to gains the Double Time Draw Event.
- 3) **Disperse:** The Regiment this Character is currently attached to gains the Loose Formation Special Rule.

Warband:

Mainstay: *Force Grown Drones*
Bound Clones
Vanguard Clones

Restricted: *Brute Drones*
Vanguard Clones
Infiltrators
Desolation Drones
Marksman Clones
Pteraphons

Masteries: *Tactical, Combat*

LINEAGE HIGBORNE**120 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Lineage	Brute	-	-	2	3	6	6	4	4	2
Highborne	Character	Stand								

Special Rules: Cleave (1), Impact (3)**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**Options:****Mutation:** May purchase a single Mutation at the indicated points cost.**Warband:****Mainstay:** *Avatar***Restricted:** *Centaur Avatar**Leonine Avatar**Siege Breaker Behemoth**Pteraphon**Incarnate Sentinels***Masteries:** *Tactical, Combat*

LINEAGE PRIDEBORNE**120 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Lineage	Cavalry	-	-	3	3	6	6	4	3	2
Prideborne	Character Stand									

Special Rules: Barrage (4) (14"), Armor Piercing (2), Deadly Shot, Impact (3)

Draw Event: None

Number of Stands: 1

Models per Stand: 1



Ruthless Sovereigns: This Character Stand's Warband may not contain more than two Regiments of Leonine Avatara and no more than two Regiments of Centaur Avatara.

Hunter-Killer Teams: While the Character Stand is on the Battlefield, when a Friendly Leonine Avatara Regiment performs a Volley Action against an Enemy Regiment, that Enemy Regiment becomes "Prey" until the end of the Round. When a Friendly Cavalry Regiment performs a successful Charge against a "Prey" Enemy Regiment, it gains the Impact (+2) Special Rule until the end of the Round.

Options:

Mutation: May purchase a single Mutation at the indicated points cost.

Warband:

Mainstay:	<i>Centaur Avatara</i> <i>Leonine Avatara</i>
Restricted:	<i>Avatara</i> <i>Pteraphon</i> <i>Incarnate Sentinels</i>

Masteries: *Tactical, Combat*

PHEROMANCER**90 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Pheromancer	Infantry	-	-	2	2	2	4	3	1	2

Special Rules: None**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1

Pheromone Gland Burst (Combat and Out-of-Combat Action): Target Friendly Regiment within 8" of this Character Stand adds +1 to either its March or Resolve Characteristic until the end of the Round. A Regiment cannot be the target of the Pheromone Gland Burst Action more than once per Round.

Induced Lethargy (Combat and Out-of-Combat Action): Target Enemy Regiment within 8" of this Character Stand suffers -1 to its Defense Characteristic (to a minimum of 1) until the end of the Round. A Regiment cannot be affected by Induced Lethargy more than once per Round.

"The method is effective for crowd-controlling rogue drones, as it restricts respiratory pathways and prevents the excessive buildup of oxygen that could trigger burn-out protocols. The toxins have demonstrated equal efficacy in pressuring defensive formations and compromising fighters' abilities to maintain proper fighting form."

Options:**Mutation:** May purchase a single Mutation at the indicated points cost.**Pheromancies:** A Pheromancer knows all the following Pheromancies at no additional cost and may resolve one Pheromancy each Round.*Siphon Strength**Accelerated Hibernation**Pheromantic Drive**Induced Vigor**Pheromantic Compulsion***Warband:****Mainstay:** *Force Grown Drones**Stryx**Onslaught Drones***Restricted:** *Abomination**Brute Drones**Desolation Drones**Prowlers***Masteries:** *Tactical, Mastery of Flesh*

MIMETIC ASSASSIN**90 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Mimetic Assassin	Infantry	-	-	2	4	5	4	3	0	2
	Character Stand									

Special Rules: Forward Force, Flurry, Quicksilver Strike, Right Place - Right Time

Draw Event: None

Number of Stands: 1

Models per Stand: 1



Purity of Purpose: When this Character Stand performs a Duel Action, until the end of that Action, each failed Defense roll made by the Enemy Character Stand causes **two** Wounds instead of one. This Special Rule does not stack with the Deadly Blades Special Rule.

A Mimetic Assassin cannot be your Warlord and does not have access to a Warband. Instead, the Mimetic Assassin is attached to any Infantry Regiment that it is legally allowed to join.

Options:

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

Masteries: *Combat*

CHARACTERS AND CHARACTER UPGRADES

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.

MUTATIONS

Mutations are considered to be Character Upgrades for all game purposes. Mutations do not have a category, and therefore are not subjected to any restrictions when taking them.

Pheromantic Override **60 points** **(Lineage Highborne only.)**

This Character Stand gains the following Draw Event:

Pheromantic Override: This Draw Event can only be resolved once per Battle. Target a Friendly Regiment within 6" of this Character Stand. That Regiment may immediately perform a free additional out-of-sequence Clash, Volley or March Action. This Action does not cause the Regiment to count as having Activated this Round.

Cascading Degeneration **25 points**

The Regiment this Character Stand is currently attached to gains the Aura of Death (+4) Special Rule. While the Regiment consists of 5 or more Stands - including Character Stands - it gains the Aura of Death (+8)* instead.

Degenerative Aura **30 points** (Biomancer and Pheromancer only) The Regiment this Character Stand is currently attached to gains the Lethal Demise Special Rule and Enemy Regiments in contact with the Regiment cannot Heal.

Infiltrator Variant **30 points**

This Mutation cannot be purchased along with the Marksman Variant. This Character Stand gains the Barrage (5) (14", Rapid Volley) Special Rule. The Character Stand can benefit from the Rapid Volley Special Rule ignoring the restriction for Character Stands,

Architect's Touch **25 points** Biomancer or Pheromancer only. The Regiment this Character Stand is currently attached to gain the Indomitable (1) Special Rule.

Biotic Hive **30 points** This Character Stand gains the Barrage (+2) and Deadly Shot Special Rule. This Character Upgrade can only be applied to Character Stands that already have the Barrage Special Rule. This Mutation cannot be purchased along with the Burrowing Parasites Mutation.

Heightened Reflexes **25 points** High Clone Executor or Mimetic Assassin only. The Character Stand adds +1 to its Evasion Characteristic (to a maximum of 3).

Venom **25 points** Mimetic Assassin or Lineage Highborne only. This Character Stand gains the Deadly Shot and Deadly Blades Special Rules.

Adaptive Evolution **20 points** While the Character Stand is on the Battlefield, each time its Command Card is drawn, add +1 to either its Clash, Volley, Resolve or Defense Characteristic (to a maximum of 4) until the end of the Battle.

Biotic Wellspring	20 points	Command Pheromones	15 points
(Pheromancer only.)			(Lineage Highborne or High Clone Executor only.)
This Character Stand gains the Biotic Renewal Draw Event.			The Character Stand adds +1 to its Resolve Characteristic.
Enhanced Reactions	20 points	Neural Override	10 points
The Character Stand gains the Tenacious (1) Special Rule during Duel Actions.			(May not be taken by a Lineage Highborne.)
Redundant Biomantine Structure	20 points	When this Character Stand participates in a Duel Action, or the Regiment it is currently attached to performs a Clash Action, you may have this Character Stand add +2 to its Clash and +4 to its Attacks Characteristic. If you do, remove the Character Stand as a Casualty once the Action is complete.	
The Character Stand adds +2 to its Wounds Characteristic.			
Marksman Variant	20 points	Avatar Projection	10 points
This Mutation cannot be purchased along with the Infiltrator Variant. This Character Stand gains the Barrage (4) (22", Arcing Fire) Special Rule.			(Biomancer or Pheromancer only.)
Adaptive Senses	15 points	A Character Stand with this Mutation changes its Type to Brute, adds +1 to its Clash, +2 to its Attack Characteristic, gains the Cleave (1) and Impact (2) Special Rules.	
Enemy Stands may not use their Evasion Characteristic against Hits caused by this Character Stand.			
Biomantic Plague Node	15 points	Sensory Augmentation	10 points
(Biomancer or Pheromancer only.)			When this Character's Command Card is drawn, look at the top Command Card of your opponent's Command Stack. You may then draw and Activate your next Command Card instead. Should you choose to forgo your Character Stand's Activation, then place the Character Stand's Command Card on the top of your Command Stack. This effect can only be used once per Round.
Each time a Wound is allocated to this Character Stand, roll a D6. On the score of a 4 or less, an Enemy Regiment or Character Stand within 6" also has a Wound allocated to it. On the roll of "1", all Enemy Regiments and Character Stands within 6" suffer this effect.			
Burrowing Parasites	15 points	Ablative Flesh	5 points
This Character Stand gains the Armor Piercing (+1) Special Rules. This Mutation cannot be purchased along with the Biotic Hive Mutation.			This Character Stand ignores the first Wound allocated to it in each Duel Action.

MASTERIES

Character Stands 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 Stands have mastered abilities that make them exceptional.

Masteries are optional upgrade abilities for your Characters, which are noted on your Army List and confer bonus abilities to your Character Stand. As a rule of thumb a Character Stand may select one Mastery according to the Available categories listed on their Army List profile, however there are cases in which a Character Stand may be able to purchase more than one. This will be clearly stated in the Character Stand's Army List Entry.

Each Mastery can only be purchased once, unless stated otherwise. There are three categories for Masteries: Tactical, Combat and Mastery of Flesh.

TACTICAL

Attracting Pheromones 20 points

The Regiment this Character Stand is currently attached to gains the Flank Special Rule.

Biomass Abundance 20 points

Regiments in this Character Stand's Warband, may purchase more than one Officer. You can only have up to a combined total of 4 different Command Models and Officers on the Command Stand.

COMBAT

Expose Weakness 20 points

During a Duel Action, Enemy Character Stands cannot ignore or reduce the number of Hits suffered from this Character Stand.

Disorienting Strikes 10 points

Enemy Character Stands subtract -1 from their Clash Characteristic, when they participate in a Duel Action against this Character Stand.

Eagle Eye 10 points

The Character Stand may Re-Roll failed Hit Rolls of "6" when performing a Volley Action with its Regiment.

Overkill 10 points

For each Wound this Character Stand causes during a Duel Action, the Regiment that Enemy Character Stand is attached to must take a Morale Test as if it had been allocated a Wound.

Additional Neural Receptors (High Clone Executor only) 5 points

The Character Stand may purchase up to two additional Mutations.

MASTERY OF FLESH

Master of Flesh 40 points (Infantry Pheromancer and Infantry Biomancer only).

This Mastery may be purchased by more than one Character Stands. The Character Stand may perform two Character Actions per Activation. In addition, The Character Stand may resolve two Pheromancies or two Biomancies each Round.

Plaguelord 35 points

When a Friendly Regiment becomes the Target of this Character Stand's Pheromone Gland Burst or Mend Flesh Action, it gains the Aura of Death (+4) until the end of the Round.

Fleshcarver 25 points (Biomancer Only)

When a Friendly Regiment receives any Healing from this Character Stand, increase that Healing effect by 1.

Synaptic Coordination 15 points

When performing the Biotic Renewal Draw Event instead of Rolling a D6 to determine the amount of Wounds Healed, the Character Stand Heals Infantry Regiments for 4 Wounds and Brute and Cavalry Regiments for 3 Wounds.

PHEROMANCIES

Manipulating aggression and instinct to alter the flow of battle.

Pheromancies are activated at the end of the "Draw Command Card" step and before the "Resolve Draw Event" step is resolved.

- Pheromancies are optional – you only need to use one if you decide to do so.
- A Regiment cannot be affected by the same Pheromancy more than once during a Round.
- A Character Stand may not activate the same Pheromancy more than once per Round.

Accelerated Hibernation

Draw your next Command Card. If the Regiment is within 12" of the Character Stand, immediately place that card at the bottom of the Command Stack. This takes place at the end of the "Draw Command Card" step and before the "Resolve Draw Event" step is resolved. That Regiment Heals 4 Wounds. The Character Stand then proceeds with the rest of its Activation.

Induced Vigor

Draw your next Command Card. If the Regiment is within 12" of the Character Stand, immediately place that card at the bottom of the Command Stack. This takes place at the end of the "Draw Command Card" step and before the "Resolve Draw Event" step is resolved. The Regiment gains the Tenacious (1) Special Rule and Re-Rolls Morale tests of "6" until the end of the Round. The Character Stand then proceeds with the rest of its Activation.

Pheromantic Compulsion

Draw your next Command Card. If the Regiment is within 12" of the Character Stand, immediately place that card at the bottom of the Command Stack. This takes place at the end of the "Draw Command Card" step and before the "Resolve Draw Event" step is resolved. The Regiment loses the Broken Status and gains the benefits of the Inspired Special Rule until the end of the Round. The Character Stand then proceeds with the rest of its Activation.

Pheromantic Drive

Draw your next Command Card. If that Command Card belongs to a Regiment within 12" of the Character Stand that has not Activated during this Round, Activate it. The Regiment Activates as if its Command Card was drawn from the Command Stack and may take two Actions of the same type this Round. Furthermore, it suffers the Decay (3) (Decay (4) if it is a Brute or Cavalry Regiment, Decay (6) if it is a Monster Regiment) Special Rule until the end of the Round. The Character Stand then proceeds with the rest of its Activation.

Siphon Strength

Draw your next Command Card. If the Regiment is within 12" of the Character Stand, immediately place that card at the bottom of the Command Stack. This takes place at the end of the "Draw Command Card" step and before the "Resolve Draw Event" step is resolved. The Regiment adds +1 to its Attacks Characteristic and gains the Dread Special Rule until the end of the Round. The Character Stand then proceeds with the rest of its Activation.

BIOMANCIES

Manipulating matter and flesh to augment the Spires' creations.

Biomancies are activated after Draw Events have been resolved but before the Character Stand takes any of its Actions.

- Biomancies are optional – you only need to use one if you decide to do so.
- A Regiment cannot be affected by the same Biomancy more than once during a Round.
- A Character Stand may not activate the same Biomancy more than once per Round.

Unstable Enhancement

Draw your next Command Card. If the Regiment is within 12" of the Character Stand, it acts immediately and adds +2 to its March and +1 to its Clash and Volley Characteristics until the end of the Round.

In addition, the Regiment suffers the Decay (3) (Decay (4) if it is a Brute or Cavalry Regiment), Decay (6) if it is a Monster Regiment) Special Rule until the end of the Round. The Character Stand then proceeds with the rest of its Activation. **This Biomancy cannot be performed during the same Activation as Essence Transfer.**

Catalytic Rupture

Target Friendly Regiment within 12" of the Character Stand, that Regiment suffers D6 +1 Hits. All Enemy Regiments in contact with that Regiment also suffer the same number of Hits. Hits are treated as being inflicted from the Flank of the Regiment and cause Morale Tests as normal.

Essence Transfer

Draw your next Command Card. If the Regiment is within 12" of the Character Stand, exchange the Command Card at the bottom of the Command Stack with this Regiment's Command Card. That Regiment then acts. The Character Stand then proceeds with the rest of its Activation. **This Biomancy cannot be performed during the same Activation as Unstable Enhancement.**

Grant Virulence

Target Friendly Regiment within 12" of the Character Stand, the Regiment gains the Deadly Blades or Deadly Shot Special Rule until the end of the Round. The Character Stand then proceeds with the rest of its Activation.

Harvest Essence

Target Friendly Regiment within 12" of the Character Stand that has not Activated this Round, the Regiment selects to suffer either a -1 to its Attack or -1 to its Defense Characteristic until the end of the Round.

Then, the Regiment this Character Stand is currently attached to, adds +1 to that same selected Characteristic until the end of the Round.

REGIMENTS

You may include Regiments as part of your Characters' Warband.

FORCE-GROWN DRONES

90 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Force-Grown Drones	Infantry Regiment	Light	5	1	1	4	4	1	1	0

Special Rules: Shield, Support (2)

Draw Event:

None

Number of Stands: 3 (including Command Stand with Standard Bearer)

Models per Stand:

4

Additional Stands: 30 points

Purposefully Mindless: While a Character Stand is attached to this Regiment, the Regiment always uses the highest Resolve Characteristic in the Regiment, including modifiers, even when Broken.

Options:

Command Models and Officers:

Any Force Grown Drone Regiment may take the following Officers:

Catabolic Node 20 points

STRYX

120 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Stryx	Infantry Regiment	Light	10	1	2	4	4	1	1	2

Special Rules: Fly, Irregular, Lethal Demise

Draw Event:

None

Number of Stands:

3

Models per Stand:

4

Additional Stands: 40 points

VANGUARD CLONE INFILTRATORS

170 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Vanguard Clone Infiltrators	Infantry Regiment	Light	6	2	2	4	4	3	1	2

Special Rules: Barrage (5) (14" Rapid Volley), Fluid Formation, **Vanguard (4)**

Draw Event:

None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stands: 60 points

BOUND CLONES**120 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Bound Clones	Infantry	Medium	5	1	2	4	4	2	2	1

Regiment

Special Rules: Shield, Support (2)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stands:** 40 points**Options:****Command Models and Officers:***Standard Bearer 10 points***Any Bound Clones Regiment may take one of the following Officers:***Ward Preceptor 25 points**Assault Preceptor 20 points**Catabolic Node 20 points***VANGUARD CLONES****150 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Vanguard Clones	Infantry	Medium	6	1	2	6	4	3	2	2

Regiment

Special Rules: Shield, Vanguard (4)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stands:** 50 points**Options:****Command Models and Officers:***Standard Bearer 15 points***Any Vanguard Clones Regiment may take one of the following Officers:***Ward Preceptor 25 points**Assault Preceptor 20 points*

MARKSMAN CLONES**150 POINTS**

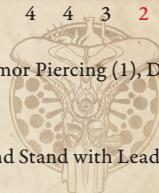
Name	Type	Class	M	V	C	A	W	R	D	E
Marksman Clones	Infantry Regiment	Medium	5	2	1	4	4	2	1	0

Special Rules: Barrage (5) (22", Arcing Fire)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stands:** 50 points**Options:****Command Models and Officers:**

Standard Bearer 10 points

DESOLATION DRONES**150 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Desolation Drones	Infantry Regiment	Medium	5	2	1	4	4	3	2	0

Special Rules: Lethal Demise, Barrage (3) (14", Armor Piercing (1), Deadly Shot, Torrential Fire, Reprocessing Agents)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stands:** 40 points

Reprocessing Agents: At the end of this Regiment's Barrage after Defense Rolls have been made and any Wounds have been allocated to the Target Enemy Regiment by Stands with this Special Rule, that Enemy Regiment suffers a -1 to its Defense Characteristic until the end of the Round.

"To quickly and efficiently repurpose biomass, powerful acids are employed within the Spire reprocessing vats. One would only wonder what these chemical agents could do when employed as a battlefield weapon."

Options:**Command Models and Officers:**

Standard Bearer 10 points

ONSLAUGHT DRONES**120 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Onslaught Drones	Infantry Regiment	Medium	5	1	2	5	4	2	2	0

Special Rules: Linebreaker**Draw Event:** Burnout**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stands:** 35 points**Options:****Command Models and Officers:**

Standard Bearer 15 points

Any Onslaught Drone Regiment may take the following Officers:

Catabolic Node 20 points

AVATARA**165 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Avatara Regiment	Brute	Medium	7	1	2	4	4	4	4	2

Special Rules: Cleave (1), Impact (2), Support (2)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stands:** 55 points**Options:****Command Models and Officers:**

Standard Bearer 20 points

BRUTE DRONES**170 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Brute Drones	Brute	Medium	6	1	2	5	5	4	3	0

Regiment

Special Rules: Flurry, Impact (3), Oblivious, Unstoppable**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 1**Additional Stands:** 50 points**LEONINE AVATARA****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Leonine Avatar	Cavalry	Medium	7	3	2	4	4	4	3	2

Regiment

Special Rules: Barrage (3) (14" Armor Piercing (2), Deadly Shot), Fluid Formation, Impact (2)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stands:** 60 points**PTERAPHONS****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Pteraphons	Brute	Medium	10	2	3	4	4	3	2	2

Regiment

Special Rules: Barrage (3) (20"), Cleave (1), Fluid Formation, Fly, Impact (2), Terrifying (1)**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 1**Additional Stands:** 70 points

INCARNATE SENTINELS**210 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Incarnate Sentinels	Brute Regiment	Heavy	7	1	3	5	6	3	4	1

Special Rules: Cleave (2), Impact (3)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stands:** 70 points**PROWLERS****165 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Prowlers Regiment	Cavalry	Light	9	0	2	5	3	2	0	2

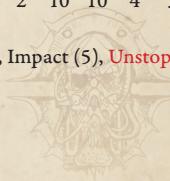
Special Rules: Fluid Formation, Irregular, Opportunists, Deadly Blades, Loose Formation**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 1**Additional Stands:** 55 points**CENTAUR AVATARA****190 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Centaur Avatar Regiment	Cavalry	Heavy	8	0	3	5	5	4	3	1

Special Rules: Brutal Impact (2), Flurry, Impact (3), Shield**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stands:** 60 points**Options:****Command Models and Officers:***Standard Bearer* 10 points

ABOMINATION**150 POINTS**

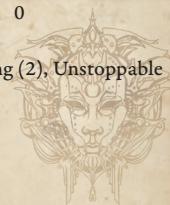
Name	Type	Class	M	V	C	A	W	R	D	E
Abomination	Monster Regiment	Heavy	10	0	2	10	10	4	3	0

Special Rules: Cleave (1), Flurry, Terrifying (1), Impact (5), Unstoppable**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**DESOLATION BEAST****170 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Desolation Beast	Monster Regiment	Heavy	7	3	1	6	12	4	2	0

Special Rules: Aura of Death (8), Barrage (10) (16"), Armor Piercing (1), Deadly Shot, Torrential Fire, Lethal Demise, Terrifying (1)**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**SIEGEBREAKER BEHEMOTH****210 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Siegebreaker Behemoth	Monster Regiment	Heavy	7	0	3	10	16	4	4	0

Special Rules: Brutal Impact (3), Fearless, Impact (5), Smite, Terrifying (2), Unstoppable**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1

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.

Assault Preceptor

This Regiment adds +1 to its Attack Characteristic. In addition, this Regiment's Command Stand Re-Rolls Failed Hit Rolls when performing a Clash Action.

Catabolic Node

When this Regiment declares a Clash Action, but before performing the Action, you may decide to Detonate the Catabolic Node. If it detonates then Enemy Regiments in Contact with this Regiment suffer 8 Hits. These Hits are treated as being inflicted to the Flank of the Regiment. Wounds resulting from these Hits do not trigger Morale Tests.

Once the Hits are resolved remove the detonated Catabolic Node and the Regiment suffers 4 Hits. These Hits are treated as being inflicted to the Flank of the Regiment. Wounds resulting from these Hits do not trigger Morale Tests. If the Regiment is destroyed before the Catabolic Node is detonated, immediately detonate it before removing the Regiment.

Ward Preceptor

This Regiment gains the Bastion (1) Draw Event. Currently Attached Character Stands do not receive the Draw Event.

SPECIAL RULES

Right Place - Right Time [Character Action]

The Character Stand may perform this Action to leave their current Regiment and join another friendly Regiment that they can legally join regardless of the Warband the Regiment belongs to.

The Character Stand may not legally join Regiments already containing another Character Stand. You may not choose a Friendly Regiment currently in contact with an Enemy Regiment as the Target of this Action nor can the Character Stand's Regiment currently be engaged with an Enemy Regiment.

In addition, the Regiment this Character Stand is currently attached to, cannot have been Activated this Round. Furthermore, Character Stands may not perform this Action into or out of Regiments Occupying Garrison Terrain.

Once your Character Stand performs this Action, choose a friendly Regiment of the same Type within 16". Remove the Character Stand from its current Regiment. The Regiment immediately performs a free out-of-sequence Reform or Clean Reform Action to assume a new legal formation making sure to only reduce Ranks by the minimum

amount needed to fill the gap created.

Then, the Target Regiment immediately performs a free out-of-sequence Reform Action to add the Character Stand to its formation without increasing the Target Regiment's files, and may only increase Ranks by the minimum amount needed to fit the Character Stand in its front Rank. This out-of-sequence Reform Action does cause the Regiment to count as having activated.

RULES IN A NUTSHELL!

Just starting out and got questions? Here's a quick rundown of how the Spires rules work! These explanations are brief and will help you quickly start playing your first games or answer some questions you may have! Make sure to join our Discord channel and you may always reach out to us at rules@para-bellum.com with any questions you may have.

WHAT DOES MY ARMY DO?

Other players see mighty armies charging into battle, you see about-to-be Drones!

The Spires are a versatile army that fields everything from hordes of expendable Drones to exquisitely crafted exosuits of unparalleled quality.

When building your Army, you can choose to align with the Underspire and its Drone hordes, the Directorate with its refined Clone soldiers, or the Sovereign Lineage and their superior creations!

Additionally, the Spires have access to unique abilities in the form of Biomancies and Pheromancies. These abilities function similarly to Draw Events, but with a twist: they allow significant Command Stack manipulation and provide abilities to Regiments at the expense of taking damage.

If you prefer an aggressive playstyle, focus on Pheromancies to quickly spring your Regiments into action. Alternatively, if you favor a more supportive role, Biomancies can be invaluable for healing and enhancing your Regiments' statistical characteristics.

WHAT TO KEEP IN MIND

When playing Spires always make sure to remember:

- Force Grown Drones might seem weak at first, but in numbers they are lethal! Aura of Death helps too!
- When choosing Superior Creations as your sub-faction, be mindful of the cost per Stand. Although 5 points per Stand is not much, it adds up quickly!
- Biomancies and Pheromancies are great but they do have a range! Make sure you don't overextend away from your Characters!
- Biomancers and Pheromancers are very fragile and will be the target of Duels at every opportunity. Watch out!

THE MORE YOU KNOW!

An early error in creating Onslaught Drones prototypes, had the sample models printed at a much larger size. The models were so impressive that we decided to create what is now a staple Regiment of the faction - the Brute Drones!