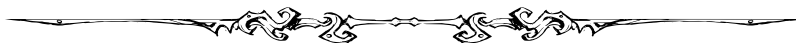






Rhys King City States M6XVW	2000 / 2000
The City States	





👑 Polemarch								1 	150
M	V	C	A	W	R	D	E	Type	Infantry
6	1	3	7	4	4	3	0	Class	
Special Rules				Battlefield Tactics, Cleave 1, Close the Gap!, Flurry, Shield					
Supremacy Abilities				Army of Lions					
Draw Events				Aristia					
Options									
Bestowed Relics				Aristia, Atalanta's Spear					
Masteries				Disorienting Strikes					


Agema									5	295
M	V	C	A	W	R	D	E	Type	Infantry	
6	1	3	5	4	3	2	0	Class	Medium	
Special Rules				Cleave 1, Fluid Formation, Shield						
Command Models				Leader						
Options										
Officers				Andromachos(1)						

Minotaur Haspists									3	180
M	V	C	A	W	R	D	E	Type	Brute	
6	1	3	4	6	3	2	1	Class	Medium	
Special Rules				Brutal Impact 1, Cleave 1, Fearsome, Impact 2, Shield, Vanguard						
Command Models				Leader						

Talos								1 	260
M	V	C	A	W	R	D	E	Type	Monster
7	1	3	13	20	4	3	1	Class	Heavy
Special Rules				Blood of the Forge God, Cleave 1, Descendant of the Brazen Race, Fearless, Flank, Hardened 2, Impact 6, Shield, Terrifying 1					
Options									
Upgrades				Mask of Eris(1)					

Aristarch								1 	165
M	V	C	A	W	R	D	E	Type	Infantry
6	1	4	5	4	4	2	0	Class	
Special Rules				Battlefield Orders, Close the Gap!, Shield					
Draw Events				Resist					
Options									
Bestowed Relics				Blades of Eakides, Inscription of Impact Resistance					
Masteries				Long Lineage					

Hoplites								8 	340
Hoplites (Regiment)									
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	4	4	2	2	0	Class	Medium
Special Rules				Phalanx, Shield, Support 2					
Command Models				Leader					
Minotaur Haspist (Auxiliary)									
M	V	C	A	W	R	D	E	Type	Infantry
6	1	3	4	6	-	-	-	Class	Medium
Special Rules				Brutal Impact 1, Cleave 1, Impact 2, Shield					
Options									
Auxiliary Stands				Minotaur Haspist Auxiliary(1)					

Selinoi								3 	130
M	V	C	A	W	R	D	E	Type	Infantry
6	2	2	4	4	3	2	1	Class	Light
Special Rules				Barrage 4 (16", Arcing Fire), Loose Formation					
Command Models				Leader					

	Promethean							1		220
	M	V	C	A	W	R	D	E	Type	Monster
	7	0	3	10	16	4	3	1	Class	Medium
	Special Rules				Cleave 2, Hardened 1, Herald of the Forge God, Impact 5, Priest 2, Terrifying 1					
	Spells				Quench Blades, Temper Resolve					
	War Chariots (Flogobollon//Skorprios)							2		260
	Flogobollon (Flogobollon)									
	M	V	C	A	W	R	D	E	Type	Chariot
	7	2	2	6	10	3	3	0	Class	Medium
	Special Rules				Barrage 7 (10", Armor Piercing 1, Torrential Fire), Condensed Propellant, Deadshots, Flank, Hardened 1, Impact 3, Weapon Platform					
	Draw Events				Fire and Advance					
	Skorprios (Skorprios)									
	M	V	C	A	W	R	D	E	Type	Chariot
	7	2	2	6	10	3	3	0	Class	Medium
	Special Rules				Barrage 8 (16", Armor Piercing 1, Rapid Volley), Deadshots, Exploit Flanks, Flank, Hardened 1, Impact 3, Weapon Platform					
	Draw Events				Fire and Advance					
	Options									
	Chariot Variants				Skorprios(2)					

Rules

Andromachos

This Regiment's Command Stand adds +2 to its Attacks Characteristic. In addition, should this Regiment Activate from the "Strategic Stack", this Regiment, including any Auxiliary and currently attached Character Stands, gain the Flurry Special Rule until the end of the Round.

Flurry

A Stand with this Special Rule Re-Rolls all failed Hit Rolls when performing a Clash or Duel Action.

Arcing Fire

Until the end of this Regiment's Activation, if the Regiment has the Aimed Shot Special Rule and is not currently occupying a piece of Garrison terrain, instead of performing a Volley Action as normal it may perform the following:

The Regiment suffers -1 to its Volley Characteristic until the end of the Regiment's Activation. Then the Regiment may select an Enemy Regiment in its front arc, within Barrage Range of at least one of its Stands and within Line of Sight of a Friendly Regiment and perform the Volley Action against it as if its Volley was a Clear Shot. Only Stands in the Regiment with this Special Rule may participate in this Volley Action. If all Stands in the Target Regiment are within a piece of Obscuring Terrain then the Barrage (X) Special Rule is halved as normal, if the Target Regiment does not have all its Stands within a piece of Obscuring Terrain then there are no penalties to the Barrage (X) Special Rule.

Aristia

The Character Stand gains the Aristia Draw Event.

Aristia

Target Friendly Regiment within 8" treats its total Charge Distance as its March value +5" until the end of the Round. This effect supersedes the limit set by the Phalanx Special Rule.

Armor Piercing X

When a Stand with this Special Rule performs a Volley or Spellcasting Action, any Hits caused by those attacks reduce the Target Regiment's Defense by X. E.g. A Stand with Armor Piercing (2) would reduce the Target's Defense by 2 during Defense Rolls from its Volley Action.

Army of Lions

While this Character Stand is on the Battlefield, the Regiment this Character Stand is currently attached to, including any Auxiliary Stand and the Character Stand itself, adds +1 to its Clash Characteristic (to a maximum of 4).

In addition, the Regiment this Character Stand is currently attached to gains the Tenacious Special Rule. This Supremacy Ability is always considered to be active.

Tenacious

Whenever this Regiment makes a Defense Roll, treat one failed die Roll as a success. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Atalanta's Spear

This Character Stand gains +1 Attack Characteristic and the Cleave (1) Special Rule.

Cleave X

When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X for the purposes of making Defense Rolls against those Attacks.

Barrage X

A Stand with this Special Rule contributes X Shots when its Regiment performs a Volley Action. The Range, as well as any Special Rules, are given in a second set of parentheses after the Barrage (X) Special Rule. E.g. Barrage (4) (24", Armor Piercing (1)) indicates that the Stand has a Barrage Special Rule with 4 Shots, a 24" Range and the Armor Piercing (1) Special Rule. If a Stand has multiple Barrage (X) profiles, you must choose one of them to use.

Battlefield Orders

At the beginning of this Character Stand's Activation select one of the following Battlefield Orders. Until the end of the Round, the Regiment this Character Stand is currently attached to gains these effects. A Regiment may only be affected by a single Battlefield Order or Battlefield Tactic. Should a Regiment receive a Battlefield Order or Battlefield Tactic whilst already under the effects of another, the

current one ceases and is replaced.

- **Arms of Steel:** The Regiment the Character Stand is currently attached to gains the Untouchable Special Rule.
- **Hearts of Iron:** The Regiment the Character Stand is currently attached to gains the Bravery Special Rule.

Bravery

Stands in this Regiment, including Character Stands, ignore the Fearsome and Terrifying (X) Special Rules. In addition, at the start of the Regiment's Activation, after resolving any Draw Events but before performing its first Action, remove the Broken status from this Regiment.

Untouchable

This Regiment Re-Rolls failed Defense Rolls of "6". Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Battlefield Tactics

At the beginning of this Character Stand's Activation select one of the following Battlefield Tactics. Until the end of the Round, the Regiment this Character Stand is currently attached to gains these effects. A Regiment may only be affected by a single Battlefield Tactic or Battlefield Order. Should a Regiment receive a Battlefield Tactic or Battlefield Order whilst already under the effects of another, the current one ceases and is replaced.

- **Fight in the Shade:** Enemy Regiments performing a Volley Action against this Regiment, Re-Roll successful Hit Rolls of "1" until the end of the Round.
- **Come and Get It:** The Regiment the Character Stand is currently attached to gains the Unyielding Special Rule until the end of the Round.

Unyielding

Enemy Regiments cannot Seize an Objective Zone that Stands in this Regiment are in range of. This Special Rule is not active if this Regiment is currently Broken.

Blades of Eakides

This Character Stand adds +1 to its Clash Characteristic and suffers -1 to its Attacks Characteristic. In addition, this Character Stand gains the Cleave (4) Special Rule.

Blood of the Forge God

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

Priest X

This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level. If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.

Brutal Impact X

When a Stand with this Special Rule inflicts Impact Attacks, those Impact Attacks reduce the Target Enemy Regiment's Defense by X for the purposes of making Defense Rolls against those Impact Attacks.

Cleave X

When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X for the purposes of making Defense Rolls against those Attacks.

Close the Gap!

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

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Condensed Propellant

This Regiment's Effective Range is equal to the Regiment's Barrage Range.

Deadshots

A Stand with this Special Rule always counts as under the effects of the Aimed Shot Special Rule.

Descendant of the Brazen Race

This Model does not suffer the effects of Aura of Death (X) and Decay (X) Special Rules. In addition, this Regiment counts as 6 Stands for the purposes of Seizing Objective Zones and does not suffer Hits from the Lethal Demise Special Rule.

Disorienting Strikes

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

Exploit Flanks

Enemy Regiments that become the Target of this Regiment's Volley Action, Re-Roll successful Defense Rolls of "1", should the shots originate from their Flank or Rear Arc.

Fearless

A Regiment with this Special Rule ignores the effects of the Fearsome and Terrifying (X) Special Rules. If a Character Stand has this Special Rule, then it does not apply it to the rest of the Regiment and only benefits from this Special Rule as part of a Duel Action.

Fearsome

Enemy Regiments in contact with this Regiment must roll a D6 before being able to perform a Combat Rally or Combat Reform Action. If the result is less than or equal to the highest Resolve Characteristic in the Regiment, you may perform an Action as normal. If the result is higher, then the Action fails and is lost.

Fire and Advance

If this Regiment performs a Volley Action as its second Action during this Activation, it may take a free additional March Action immediately after the Volley Action is resolved.

Flank

This Regiment does not contribute a die to the Reinforcement Roll. Before rolling each Reinforcement Pool for each Class, each player declares whether a Regiment with this Special Rule automatically enters the Battlefield or remains in Reinforcements. A Regiment cannot enter the Battlefield before its Class will normally be able to and cannot remain in Reinforcements past the Round its Class is required to enter automatically.

Fluid Formation

This Regiment may perform a free additional Reform Action during its Activation. This free Reform Action must be performed before the Regiment takes its first Action, or at the end of its Activation after all other Actions have been resolved.

A Regiment with this Special Rule can draw Line of Sight from all Arcs, not just its Front, and may perform Volley Actions against Regiments in its flank or rear as well. Where this is the case, count the closest Rank or File of the Regiment as the first Rank.

Flurry

A Stand with this Special Rule Re-Rolls all failed Hit Rolls when performing a Clash or Duel Action.

Hardened X

When this Regiment makes a Defense Roll, reduce any Cleave (X), Brutal Impact (X) or Armor Piercing (X) Special Rule by the value of Hardened (X) when resolving that Defense Roll. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Herald of the Forge God

At the end of this Regiment's Activation, at the beginning of the "Deactivate Regiment step", this Regiment may perform a free Spellcasting Action as if they were a Character. Furthermore, Spells cast by this Regiment require a minimum of 4 successes rather than the usual 2.

This Regiment may not attempt to cast the same Spell more than once during its Activation.

Finally, this Regiment adds +X dice to any Spellcasting Action it performs during, where X is the number of successful Hits caused to an Enemy Regiment during its Activation.

Impact X

Stands with this Special Rule perform Impact Attacks equal to X where X is the value of the Impact (X) Special Rule.

Inscription of Impact Resistance

The Character Stand gains the Resist Draw Event.

Resist

Until the end of the Round, the Regiment this Character Stand is currently attached to gains the Tenacious Special Rule.

Leader

A Command Stand containing a Leader adds +1 Attack to the Command Stand's Characteristic Profile. If the Command Stand has the Barrage (X) Special Rule, then it also increases the Command Stand's Barrage (X) value by +1.

Long Lineage

This Character Stand may purchase one additional Character Upgrade, from this Army List, at its indicated point cost, even if a Character Upgrade was not available in the Character Stand's Army List Entry.

Loose Formation

When a Stand performs a Volley Action against a Regiment with this Special Rule it halves the X value in its Barrage (X) Special Rule (rounding up) to a minimum of 1. In addition, Spells will only inflict half their number of Hits (rounding up) against a Stand with this Special Rule. This Special Rule does not stack with Obscuring Terrain. Furthermore, a Regiment with this Special Rule cannot inflict Impact Attacks.

Mask of Eris

All Friendly Monster Regiments declaring a Charge Action while within 8" of this Regiment gain the Unstoppable Special Rule until the end of the Round.

Phalanx

Stands in this Regiment, including Character Stands, count their Defense Characteristic as 1 point higher against all Hits originating from its front Arc. Furthermore, Stands in this Regiment including Character Stands, cannot benefit from the Inspired Special Rule, the Regiment's Charge Distance is always its March value +3" and it cannot Occupy Garrison Terrain. Character Stands in this Regiment do not benefit from this Special Rule when participating in Duels.

Priest X

This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level. If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.

Quench Blades

Range: Self **Attunement:** 4

All Friendly Regiment's within 8" of this Regiment may Re-Roll Hit Rolls of "6" and add +1 to their Clash Characteristic (to a maximum of 4) until the end of the Round.

Rapid Volley

When a Stand with this Special Rule performs a Volley Action, each Hit Roll of "1" causes an additional automatic Hit on the Target. This additional Hit does not benefit from any Special Rules that trigger during the Roll To Hit Step. Attacks from Character Stands do not benefit from this Special Rule.

Resist

Until the end of the Round, the Regiment this Character Stand is currently attached to gains the Tenacious Special Rule.

Shield

Stands in this Regiment, including Character Stands, count their Defense Characteristic as 1 point higher against all Hits originating from the Regiment's front Arc. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule. A Regiment cannot make use of this Special Rule when Occupying Garrison Terrain.

Support X

This Regiment's Stands contribute X Supporting Attacks during a Clash Action instead of 1. While a Regiment is engaged by enemy Regiments in its Flank or Rear, they lose the Support X Special Rule.

Temper Resolve

Range: Self **Attunement:** 4

All Friendly Regiments within 8" of this Regiment may Re-Roll Defense and Morale Test Rolls of "6" until the end of the Round.

Terrifying X

Regiments in contact with Stands with this Special Rule reduce their Resolve Characteristic by X, where X is the value in the Terrifying (X) Special Rule, for the purposes of making Morale Tests against Wounds taken from that Regiment.

Torrential Fire

When a Stand with this Special Rule performs a Volley Action against an Enemy Regiment within Effective Range, every two successful Hit Rolls (rounding up) cause an additional automatic Hit on the Target. These additional shots do not benefit from this Special Rule.

Vanguard

When a Regiment with any number of Stands with this Special Rule enters the Battlefield from Reinforcements, it may perform a free additional March Action during this Activation. This free additional March can be performed to bring the Regiment onto the Battlefield. This Special Rule has no effect if there are any enemy Stands within 8" of where the Regiment arrives on the Battlefield.

Weapon Platform

Stands in this Regiment count their Flank Arcs as their Front Arc for the purposes of determining Line of Sight and Checking for Obstruction when performing a Volley Action.