



July event	1995 / 2000
<b>The Spires - The Sovereign Lineage</b>	

### Warband 1

<b>High Clone Executor</b>								<b>1</b>	<b>170</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
6	3	3	5	4	4	2	1	<b>Class</b>	-
<b>Special Rules</b>		Flawless Strikes, Cleave (1), Barrage (6) [22", Arcing Fire, Deadly Shot]							
<b>Options</b>									
<b>Mutations</b>		Biotic Hive, Marksman Variant, Adaptive Senses							
<b>Masteries</b>		Additional Neural Receptors							

<b>Force-Grown Drones</b>						<b>Mainstay</b>		<b>4</b>	<b>120</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	1	1	3	4	1	1	0	<b>Class</b>	Light
<b>Special Rules</b>		Shield, Unstoppable, Purposefully Mindless, Support (2)							
<b>Command Models</b>		Standard Bearer							

<b>Force-Grown Drones</b>						<b>Mainstay</b>		<b>3</b>	<b>90</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	1	1	3	4	1	1	0	<b>Class</b>	Light
<b>Special Rules</b>		Shield, Unstoppable, Purposefully Mindless, Support (2)							
<b>Command Models</b>		Standard Bearer							

<b>Marksman Clones</b>						<b>Restricted</b>		<b>3</b>	<b>150</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	2	1	4	4	2	1	0	<b>Class</b>	Medium
<b>Special Rules</b>			Barrage (5) [22", Arcing Fire]						
<b>Command Models</b>			Leader						

<b>Brute Drones</b>						<b>Restricted</b>		<b>5</b>	<b>295</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Brute
6	0	3	5	5	4	3	0	<b>Class</b>	Medium
<b>Special Rules</b>			Oblivious, Impact (3), Unstoppable, Flurry						
<b>Options</b>									
Superior Creations									

### Warband 2

<b>👑 Lineage Highborne</b>								<b>1</b>	<b>140</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Brute
7	2	3	6	6	4	4	2	<b>Class</b>	-
<b>Special Rules</b>			Cleave (1), Impact (3), Deadly Blades, Deadly Shot						
<b>Supremacy Abilities</b>			Legacies of the Ark						
<b>Draw Events</b>			Pheromantic Override						
<b>Options</b>									
<b>Mutations</b>			Cascading Degeneration, Pheromantic Override, Venom						
<b>Masteries</b>			Attracting Pheromones						

<b>Avatara</b>						<b>Mainstay</b>		<b>5</b>	<b>320</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Brute
7	0	3	4	4	4	4	2	<b>Class</b>	Medium
<b>Special Rules</b>			Cleave (1), Impact (2), Support (2), Unstoppable						
<b>Command Models</b>			Leader						
<b>Options</b>									
Superior Creations									
<b>Command Models</b>			Standard Bearer						

<b>Avatara</b>						<b>Mainstay</b>		<b>3</b>	<b>200</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Brute
7	0	3	4	4	4	4	2	<b>Class</b>	Medium
<b>Special Rules</b>			Cleave (1), Impact (2), Support (2), Unstoppable						
<b>Command Models</b>			Leader						
<b>Options</b>									
Superior Creations									
<b>Command Models</b>			Standard Bearer						

<b>Siegebreaker Behemoth</b>						<b>Restricted</b>		<b>1</b>	<b>190</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Monster
6	0	3	10	16	4	4	0	<b>Class</b>	Heavy
<b>Special Rules</b>			Brutal Impact (3), Impact (5), Fearless, Smite, Terrifying (2)						

<b>Centaur Avatara</b>						<b>Restricted</b>		<b>5</b>	<b>320</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Cavalry
8	0	3	5	5	4	3	1	<b>Class</b>	Heavy
<b>Special Rules</b>			Brutal Impact (2), Impact (3), Shield, Flurry, Unstoppable						
<b>Command Models</b>			Leader						
<b>Options</b>									
<b>Command Models</b>			Standard Bearer						

# Rules

## **Adaptive Senses**

Enemy Stands may not use their Evasion Characteristic against Hits caused by this Character Stand.

## **Additional Neural Receptors**

The Character Stand may purchase up to two additional Mutations.

## **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.

## **Attracting Pheromones**

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

## **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.

## **Biotic Hive**

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.

## **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.

## **Cascading Degeneration**

The Regiment this Character Stand is currently attached to gains the Aura of Death (4) 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.

### **Deadly Blades**

When a Stand with this Special Rule performs a Clash or Duel Action, any failed Defense Roll of "6" rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

### **Deadly Shot**

When a Stand with this Special Rule performs a Volley Action, any failed Defense Roll of "6" rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

### **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.

### **Flawless Strikes**

When a Stand with this Special Rule performs a Clash or Duel Action, all Hit Rolls of "1" count the Target's Defense as 0 for that Attack. Additional Hits generated by other Special Rules do not benefit from this Special Rule.

### **Flurry**

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

### **Impact X**

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

### **Legacies of the Ark**

When creating your Army list, select one Lineage Highborne 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. This Supremacy Ability is always considered to be active regardless of whether the Character Stand is currently on the Battlefield or having been destroyed.

### **Marksman Variant**

This Character Stand gains the Barrage (4) (22", Arcing Fire) Special Rule.

## **Oblivious**

Regiments with this Special Rule receive only 1 Wound for every 2 failed Morale Tests, rounding up. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

## **Pheromantic Override**

This Character Stand gains the following Draw Event: Pheromantic Override

## **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.

## **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.

## **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.

## **Smite**

Enemy Regiments count their total Defense Characteristic as 0 against Hits caused by a Stand with this Special Rule during a Clash Action. This Special Rule also affects the Hits from Character Stands during a Duel Action.

## **Standard Bearer**

A Regiment with a Standard Bearer gains the Unstoppable Special Rule. In addition, the Standard Bearer adds +1" to the Regiment's and currently attached Character Stand's March Characteristic on the second March Action the Regiment performs during its Activation until the end of that March Action.

## **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.

## **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.

## **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.

## **The Sovereign Lineage**

**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.

## **Unstoppable**

This Regiment may Re-Roll failed Charge Rolls.

## **Venom**

This Character Stand gains the Deadly Shot and Deadly Blades Special Rules.