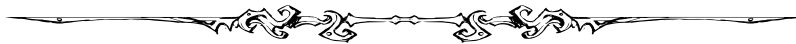




BattleCity Galactica	2000 / 2000
The City States	



Ipparchos								1	120
M	V	C	A	W	R	D	E	Type	Cavalry
8	0	3	6	5	3	4	1	Class	
Special Rules				Cleave 1, Dread, Finest Cavalry, Impact 4					
Draw Events				Resist					
Options									
Bestowed Relics				Inscription of Impact Resistance					

Companion Cavalry								3	160
M	V	C	A	W	R	D	E	Type	Cavalry
8	1	3	6	4	3	2	1	Class	Medium
Special Rules				Dread, Impact 2					
Command Models				Leader					

War Chariots (Flogobollon//Skorpios)								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					
Skorpios (Skorpios)									
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				Skorpios(2)					

Polemarch								1	150
M	V	C	A	W	R	D	E	Type	Infantry
6	1	4	5	4	4	3	0	Class	
Special Rules				Battlefield Tactics, Close the Gap!, Flurry, Shield					
Draw Events				Aristia					
Options									
Bestowed Relics				Aristia, Blades of Eakides					

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								4	240
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					

Minotaur Thyreans								4	250
M	V	C	A	W	R	D	E	Type	Brute
6	1	3	5	6	3	2	1	Class	Heavy
Special Rules				Brutal Impact 1, Cleave 3, Fearsome, Impact 3, Linebreaker, Terrifying 1					
Command Models				Leader					

Satyroi								3	200
M	V	C	A	W	R	D	E	Type	Infantry
6	1	2	5	4	2	1	2	Class	Medium
Special Rules				Cleave 1, Fluid Formation, Impact 2, Irregular, Opportunists, Shield, Vanguard					
Command Models				Leader					

👑 Aristarch								1 🗡️	120
M	V	C	A	W	R	D	E	Type	Infantry
6	1	3	7	4	4	2	0	Class	
Special Rules				Battlefield Orders, Cleave 1, Close the Gap!, Shield					
Supremacy Abilities				Infantry Tactics					
Options									
Bestowed Relics				Atalanta's Spear					

Thorakites								4 🗡️	205
Thorakites (Regiment)									
M	V	C	A	W	R	D	E	Type	Infantry
6	1	2	4	4	2	2	0	Class	Light
Special Rules				Fluid Formation, Shield					
Command Models				Leader					
Minotaur Thyrean (Auxiliary)									
M	V	C	A	W	R	D	E	Type	Infantry
6	1	3	5	6	-	-	-	Class	Light
Special Rules				Brutal Impact 1, Cleave 3, Impact 3, Linebreaker					
Options									
Officers				Andromachos(1)					
Auxiliary Stands				Minotaur Thyrean Auxiliary(1)					

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.

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.

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.

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.

Dread

Enemy Regiments in contact with Stands with this Special Rule cannot benefit from the effects of the "Inspired" Special Rule. In instances where a Regiment or Stand always benefits from the "Inspired" Special Rule, this rule is superseded.

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.

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.

Finest Cavalry

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

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.

Impact X

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

Infantry Tactics

When a Friendly Regiment Activates by drawing its Command Card from your Strategic Stack, that Regiment adds +1 to its March Characteristic until the end of the Round. This Supremacy Ability is always considered to be Active regardless of whether the Character Stand is currently on the Battlefield or having been destroyed.

Furthermore, once per battle, at the beginning of the Command Phase you may place a Command Card in your Strategic Stack. This does not count as having used the Strategic Stack for the Round and you may place a Command Card in the Strategic Stack as normal as long as there is no other Command Card in the Strategic Stack.

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.

Irregular

This Regiment does not affect Friendly and Enemy Reinforcement Lines. A Stand without this Special Rule may not join this Regiment.

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.

Linebreaker

A Stand with this Special Rule ignores the Shield Special Rule and Bastion (X) Draw Event, when performing a Clash or Duel Action, or when resolving Impact Attacks.

Opportunists

A Stand with this Special Rule may re-roll failed Hit Rolls when performing a Clash or Volley Action against an Enemy Regiment's Flank or Rear Arc.

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.

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.

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.

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.