



Canberra	2000 / 2000
The City States	

### Warband 2

<b>Aristarch</b>								<b>1</b>	<b>160</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	1	3	6	4	4	2	0	<b>Class</b>	-
<b>Special Rules</b>			Battlefield Orders, Shield, Close the Gap!						
<b>Supremacy Abilities</b>			Infantry Tactics						
<b>Draw Events</b>			Aristia						
<b>Options</b>									
<b>Bestowed Relics</b>			Aristia						
<b>Masteries</b>			Expert Scouts						

<b>Selinoi</b>						<b>Mainstay</b>		<b>3</b>	<b>130</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	2	2	4	4	3	2	1	<b>Class</b>	Light
<b>Special Rules</b>			Barrage (4) [16", Arcing Fire], Loose Formation						
<b>Command Models</b>			Leader						

<b>Thorakites</b>						<b>Mainstay</b>		<b>3</b>	<b>120</b>
<b>Thorakites (Regiment)</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	1	2	4	4	2	2	0	<b>Class</b>	Light
<b>Special Rules</b>			Shield, Fluid Formation						
<b>Command Models</b>			Leader						

<b>War Chariots (Flogobollon//Skorpios)</b>						<b>Restricted</b>		<b>3</b>	<b>390</b>
<b>Flogobollon (Flogobollon)</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>	Chariot
7	2	2	6	10	3	3	0	<b>Class</b>	Medium
<b>Special Rules</b>			Barrage (7) [10", Armor Piercing (1), Torrential Fire], Hardened (1), Impact (3), Flank, Deadshots, Weapon Platform, Condensed Propellant						
<b>Draw Events</b>			Fire and Advance						
<b>Skorpios (Skorpios)</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>	Chariot
7	2	2	6	10	3	3	0	<b>Class</b>	Medium
<b>Special Rules</b>			Barrage (8) [16", Armor Piercing (1), Rapid Volley], Hardened (1), Impact (3), Flank, Deadshots, Weapon Platform, Exploit Flanks						
<b>Draw Events</b>			Fire and Advance						
<b>Options</b>									
<b>Chariot Variants</b>			Skorpios(3)						
War Chariots count as a single entry for Warband building purposes. A single War Chariot entry may contain up to a maximum of 3 chariots in any combination. Each chariot purchased acts as a separate Regiment and uses its own Command Card.									
Character Stands cannot be attached to this Regiment.									

<b>Promethean</b>						<b>Restricted</b>		<b>1</b>	<b>220</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
7	0	3	10	16	4	3	1	<b>Class</b>	Medium
<b>Special Rules</b>			Cleave (2), Hardened (1), Priest (2), Herald of the Forge God, Terrifying (1), Impact (5)						
<b>Spells</b>			Temper Resolve, Quench Blades						

### Warband 2

<b>Polemarch</b>								<b>1</b>	<b>155</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	1	3	7	4	4	3	0	<b>Class</b>	-
<b>Special Rules</b>			Battlefield Tactics, Flurry, Shield, Close the Gap!, Cleave (1)						
<b>Draw Events</b>			Mobility						
<b>Options</b>									

**Bestowed Relics**

Atalanta's Spear, Inscription of Lighter Alloys

<b>Agema</b>						<b>Mainstay</b>		<b>3</b>	<b>195</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	1	3	5	4	3	2	0	<b>Class</b>	Medium
<b>Special Rules</b>		Fluid Formation, Shield, Cleave (1)							
<b>Command Models</b>		Leader							
<b>Options</b>									
<b>Officers</b>		Andromachos							

<b>Agema</b>						<b>Mainstay</b>		<b>3</b>	<b>195</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	1	3	5	4	3	2	0	<b>Class</b>	Medium
<b>Special Rules</b>		Fluid Formation, Shield, Cleave (1)							
<b>Command Models</b>		Leader							
<b>Options</b>									
<b>Officers</b>		Andromachos							

<b>Agema</b>						<b>Mainstay</b>		<b>3</b>	<b>195</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	1	3	5	4	3	2	0	<b>Class</b>	Medium
<b>Special Rules</b>		Fluid Formation, Shield, Cleave (1)							
<b>Command Models</b>		Leader							
<b>Options</b>									
<b>Officers</b>		Andromachos							

<b>Hephaestian</b>						<b>Restricted</b>		<b>1</b>	<b>240</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
7	0	3	10	16	4	3	1	<b>Class</b>	Heavy
<b>Special Rules</b>		Cleave (3), Hardened (1), Priest (2), Herald of the Forge God, Terrifying (2), Impact (5)							
<b>Spells</b>		Trident Strike, Crucible's Fire							

# 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.

## 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.

## 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.

## 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.

## **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.

## **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.

## **Condensed Propellant**

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

## **Crucible's Fire**

**Range:** Self    **Attunement:** 4

This Regiment gains the Aura of Death (7) Special Rule until the end of the Round.

## **Deadshots**

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

## **Expert Scouts**

This Mastery is active for the duration of the Battle, regardless of whether the Character Stand is currently on the Battlefield or having been destroyed. Friendly Infantry Regiments without the Phalanx Special Rule Marching onto the Battlefield from Reinforcements gain the Vanguard Special Rule until the end of the Round.

## **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.

## **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.

### **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 Lighter Alloys**

The Character Stand gains the Mobility Draw Event.

### **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.

## **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.

## **Mobility**

Until the end of the Round, the Infantry Regiment this Character Stand is currently attached to removes -1 from its Defense Characteristic (to a minimum of 1), loses the Phalanx and Shield Special Rules and adds +3 to its March Characteristic.

A Regiment that had the Phalanx Special Rule and lost it as a result of this Draw Event may still not enter a piece of Garrison Terrain.

## **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.

## **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.

## **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.

### **Trident Strike**

**Range:** 6"    **Attunement:** 4

Inflict one Hit per success on Target Enemy Regiment.

### **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.



## Army Rules

### 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, including any Special Rules that are listed in their Army List Profile (as well as any other abilities given by their Class or Type). An Auxiliary Stand does not add its own Command Card to the Command Stack and Activates and performs the same Actions alongside its attached Regiment during their Activation. When a Regiment with an Auxiliary Stand performs a Clash, Volley or Charge Action, roll the Attacks from the Auxiliary Stand separately and use the Characteristic profile from the Auxiliary Stand, including all of its Special Rules. Even though these Attacks are rolled separately, they are still inflicted simultaneously with the attached Regiment's Attacks.

When rolling a Defense Roll for a Regiment with an Auxiliary Stand, it makes use of the Defense, Evasion and Resolve Characteristics of the attached Regiment's profile instead. An Auxiliary Stand still uses its own Wounds Characteristic (as well as any Special Rules that affect the Auxiliary Stand). Furthermore, an Auxiliary Stand counts as the same Class as the Regiment they are attached to for the purposes of Reinforcements and Seizing Objective Zones and they are considered to be part of the Regiment.

An Auxiliary Stand must always be placed in the front Rank of the Regiment it is attached to. An Auxiliary Stand is not treated as a Command Stand and cannot be targeted by Enemy Attacks. It can, however, be allocated Wounds as its Regiment suffers damage, as a normal Stand in a Regiment would. Furthermore, an Auxiliary Stand's Size is ignored for the purposes of Line of Sight. Finally, an Auxiliary Stand cannot be Restored back once it has been destroyed.

### STRATEGIC STACK

The armies of the City States are able to perform incredible acts of tactical fluidity during the course of a battle. This is shown with their unique access to a secondary Command Stack, called the "Strategic Stack" that is arranged beside your Command Stack.

Once per Round, when drawing the Command Card during the "Draw Command Card" phase, but before you reveal it to your opponent, instead of Activating the Command Card you have drawn, you may instead place that Command Card into your Strategic Stack. To do this, place that Command Card face down beside your Command Stack and pass the turn to your opponent.

When a Friendly Regiment or Character Stand finishes its Activation, after the "Deactivate Regiment" step, while there is a Command Card in your Strategic Stack, you may opt to take a second Activation using the Regiment or Character Stand whose Command Card is in your Strategic Stack. Immediately Activate the Regiment or Character Stand represented by the Command Card in your Strategic Stack. This Regiment counts as being under the effects of the Inspired Special Rule, until the end of the Round, even if another Special Rule (like the Phalanx or Automaton Special Rules) would normally prohibit the Regiment from doing so. Once that Regiment or Character Stand's Activation is completed, play passes to your opponent. A Character Stand or Regiment Activating from the Strategic Stack may not result in any further drawing of Command Cards from your Command Stack or Strategic Stack.

If at the beginning of the "Draw Command Card" step there are no Command Cards remaining in your Command Stack, and you have a Command Card in your Strategic Stack, you must draw the Command Card from your Strategic Stack.