



Agema and Chariots, together at last	1995 / 2000
The City States	

Warband 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, Shield, Close the Gap!						
Supremacy Abilities			Infantry Tactics						
Draw Events			Resist						
Options									
Bestowed Relics			Blades of Eakides, Inscription of Impact Resistance						
Masteries			Long Lineage						

Hoplites							Mainstay	7	325
Hoplites (Regiment)									
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	4	4	2	2	0	Class	Medium
Special Rules			Shield, Phalanx, Support (2), Relentless Blows						
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			Shield, Cleave (1), Brutal Impact (1), Impact (2), Relentless Blows						
Options									
Officers			Dorilates						
Auxiliary Stands			Minotaur Haspist Auxiliary						

Selinoi						Mainstay		5	210
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						

War Chariots (Flogobollon//Skorpios)						Restricted		3	390
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], Hardened (1), Impact (3), Flank, Deadshots, Weapon Platform, Condensed Propellant						
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], Hardened (1), Impact (3), Flank, Deadshots, Weapon Platform, Exploit Flanks						
Draw Events			Fire and Advance						
Options									
Chariot Variants			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.									

Promethean						Restricted		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), Priest (2), Herald of the Forge God, Terrifying (1), Impact (5)						
Spells			Temper Resolve, Quench Blades						

Warband 2

Polemarch								1	130
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M	V	C	A	W	R	D	E	Type	Infantry
6	1	3	7	4	4	3	0	Class	-
Special Rules			Battlefield Tactics, Flurry, Shield, Close the Gap!, Cleave (1)						
Options									
Bestowed Relics			Primodynamic Globe, Atalanta's Spear						

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

Talos						Restricted		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, Flank, Fearless, Hardened (2), Impact (6), Shield, Terrifying (1)						
Options									
Upgrades			Mask of Eris						

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.

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.

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.

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.

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.

Dorilates

If this Officer is part of a Phalangites Regiment's Command Stand, the Regiment, including any Auxiliary and currently attached Character Stands, gains the Flurry Special Rule.
If this Officer is part of a Hoplite's Regiment's Command Stand, the Regiment, including any Auxiliary and currently attached Character Stands, gains the Relentless Blows Special Rule.

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.

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 Impact Resistance

The Character Stand gains the Resist 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.

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.

Primodynamic Globe

All Friendly Regiments within 8" of this Character Stand count as having the Wizard (1) Special Rule for the purpose of 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.

Relentless Blows

When a Stand with this Special Rule performs a Clash or Duel 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.

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.

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.