



High Steaks Battle	1995 / 2000
The City States	

Aristarkemedes' Amigos

👑 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, Shield, Close the Gap!, Cleave (1)						
Supremacy Abilities			Infantry Tactics						
Options									
Bestowed Relics			Atalanta's Spear						

Phalangites						Mainstay		6	275
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	4	4	3	2	0	Class	Medium
Special Rules			Pike Formation, Phalanx, Support (3), Flurry						
Command Models			Leader						
Options									
Officers			Dorilates						

Thorakites						Mainstay	4	180	
Thorakites (Regiment)									
M	V	C	A	W	R	D	E	Type	Infantry
6	1	2	4	4	2	2	0	Class	Light
Special Rules			Shield, Fluid Formation						
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			Linebreaker, Cleave (3), Brutal Impact (1), Impact (3)						
Options									
Auxiliary Stands			Minotaur Thyrean Auxiliary						

War Chariots (Flogobollon//Skorprios)						Restricted	1	130	
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						
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], Hardened (1), Impact (3), Flank, Deadshots, Weapon Platform, Exploit Flanks						
Draw Events			Fire and Advance						
Options									
Chariot Variants			Skorprios(1)						
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.									

Minotaur Thyreans						Restricted	3	190	
M	V	C	A	W	R	D	E	Type	Brute
6	1	3	5	6	3	2	1	Class	Heavy
Special Rules			Terrifying (1), Linebreaker, Fearsome, Brutal Impact (1), Impact (3), Cleave (3)						
Command Models			Leader						

Polystark's Posse

Polemarch								1	160
M	V	C	A	W	R	D	E	Type	Infantry
6	1	4	5	4	4	3	0	Class	-
Special Rules			Battlefield Tactics, Flurry, Shield, Close the Gap!						

Draw Events	Aristia
Options	
Bestowed Relics	Aristia, Blades of Eakides
Masteries	Disorienting Strikes

Hoplites							Mainstay	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		Shield, Phalanx, 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		Shield, Cleave (1), Brutal Impact (1), Impact (2)							
Options									
Auxiliary Stands		Minotaur Haspist Auxiliary							

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

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

Hephaestian						Restricted		1	240
M	V	C	A	W	R	D	E	Type	Monster
7	0	3	10	16	4	3	1	Class	Heavy
Special Rules			Cleave (3), Hardened (1), Priest (2), Herald of the Forge God, Terrifying (2), Impact (5)						
Spells			Trident Strike, Crucible's Fire						