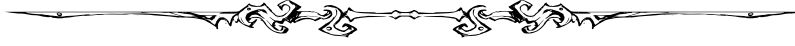




<b>The Spires</b>	<b>700 / 700</b>
Abom700	

<b>Characters</b>	1	<b>Light Regiments</b>	2	<b>Medium Regiments</b>	0	<b>Heavy Regiments</b>	2
-------------------	---	------------------------	---	-------------------------	---	------------------------	---



<b>👑 Biomancer</b>								<b>1</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>	Infantry
6	2	2	2	4	4	1	2	<b>Class</b>	Light
<b>Draw Events</b>				Biotic Renewal, Turn the Tide					
<b>Special Rules</b>				Character					
<b>Supremacy Abilities</b>				Provoke Instability					
<b>Biomancies</b>				Grant Virulence, Harvest Essence					
<b>Mutations</b>				Degenerative Aura					
<b>Retinue</b>				Flesh 1, Flesh 2, Flesh 3					

<b>Force-Grown Drones</b>						<b>Mainstay</b>	<b>5</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
5	1	1	1	1	1	1	0	<b>Class</b>	Light
<b>Special Rules</b>				Shield, Support					

<b>Force-Grown Drones</b>						<b>Mainstay</b>	<b>3</b>	<b>80</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	1	1	1	1	0	<b>Class</b>	Light
<b>Special Rules</b>				Shield, Support					

<b>Abomination</b>						<b>Restricted</b>	<b>1</b>	<b>145</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
10	1	2	10	10	4	3	0	<b>Class</b>	Heavy
<b>Special Rules</b>				Cleave 1, Flurry, Terrifying					

<b>Abomination</b>						<b>Restricted</b>	<b>1</b>	<b>145</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
10	1	2	10	10	4	3	0	<b>Class</b>	Heavy
<b>Special Rules</b>				Cleave 1, Flurry, Terrifying					

# Rules

## **Biotic Renewal**

Roll a D6. The Regiment Heals a number of Wounds equal to the result. Then, roll a D6 for each other friendly Regiment within 8" of the active Character's Stand. That Regiment Heals a number of Wounds equal to half the result (rounding down). If the Regiments affected do not have the Infantry Type, reduce the Healing value to D3 and half that value (rounding up) respectively.

## **Character**

A Stand with this special rule uses the rules for Characters.

## **Cleave X**

Enemy Regiments suffer a penalty to their Defence against melee attacks with this special rule equal to the rule's attribute.

## **Degenerative Aura**

Enemy Regiments in contact with the Character's Regiment have the Decay 3 Draw Event (Decay 2 if it is a Brute Regiment, Decay 1 if it is a Monster Regiment).

## **Flurry**

This Stand re-rolls all failed To Hit Rolls when performing a Clash Action.

## **Grant Virulence**

Draw your next Command Card. That Regiment has the Deadly Blades or Deadly Shot special rules until the end of the Turn. That Regiment then acts. The Character then takes its Action.

## **Harvest Essence**

Draw your next Command Card. That Regiment acts. For each Wound it inflicts with a Clash, or with Impact Hits, roll a D6. On a score of 4 or more, the Regiment regains a Wound. The Character then takes its Action.

## **Mastery of Flesh (Tier 1)**

The Character may as an Action choose a friendly Character within 12" and roll 1 die. On an 1-2 heal 2 wounds from that Character, otherwise heal 1 wound instead.

## **Mastery of Flesh (Tier 2)**

The Character gains Resist Decay (+1).

## **Mastery of Flesh (Tier 3)**

May take an Additional Pheromancy/Biomancy. The Character may activate an additional Draw Event per turn

## **Provoke Instability**

For the remainder of the Turn:

- All friendly Infantry Stands have +1 Attack and gain the Decay 3 Draw Event.
- All friendly Cavalry and Brute Stands have +2 Attacks and gain the Decay 4 Draw Event.
- All friendly Monster Stands have +4 Attacks and gain Decay 6 Draw Event.

## **Shield**

This Stand has +1 Defence against Volleys made by enemies within its front arc, and Strikes made by enemy Stands in contact to its front. If all non-character stands in a Regiment have this special rule, the entire Regiment is considered to have this special rule. This has no effect during Duel Actions.

## **Support**

If this Stand makes Support Strikes, it contributes two Support Strikes per stand, rather than one.

## **Terrifying**

Enemy Regiments in contact with one or more Stands with this special rule suffer a -1 penalty to their Resolve Characteristic (this applies to all Stands in the enemy Regiment). In addition, Enemy Regiments in contact with one or more Stands with this special rule making a Combat Rally Action must roll a dice and compare it to their Resolve characteristic. If the roll is equal to or less than their Resolve, the Combat Rally succeeds. If not, it fails, and the Regiment remains Broken.

## **Turn the Tide**

Choose a Regiment within 12" of the Character that has not yet acted this Turn. That Regiment takes its Actions. Once the Regiment has completed its Actions, the Character may take his or her Action. The next time a Command Card belonging to the chosen Regiment's type is drawn later in the turn, place it in the discard pile without the Regiment performing any Actions. It is now your Opponent's turn again.