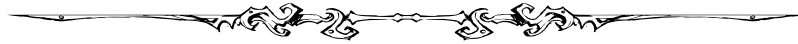




The Spires	680 / 700
Spires - Nick Lee	

Characters	1	Light Regiments	2	Medium Regiments	1	Heavy Regiments	1
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Pheromancer								1	135
M	V	C	A	W	R	D	E	Type	Infantry
6	2	2	2	4	3	1	2	Class	Light
Special Rules				Character					
Supremacy Abilities				Supress Survival Instinct					
Draw Events				Turn the Tide					
Mutations				Cascading Degeneration					
Pheromancies				Pheromantic Drive					

Abomination						Restricted	1	145	
M	V	C	A	W	R	D	E	Type	Monster
10	1	2	10	10	4	3	0	Class	Heavy
Special Rules				Cleave 1, Flurry, Terrifying					

Brute Drones						Restricted	4	240	
M	V	C	A	W	R	D	E	Type	Brute
6	1	2	5	4	4	3	0	Class	Medium
Special Rules				Flurry, Unstoppable					

Force-Grown Drones						Mainstay	3	80	
M	V	C	A	W	R	D	E	Type	Infantry
5	1	1	1	1	1	1	0	Class	Light
Special Rules				Shield, Support					

Force-Grown Drones						Mainstay	3	80	
M	V	C	A	W	R	D	E	Type	Infantry
5	1	1	1	1	1	1	0	Class	Light
Special Rules				Shield, Support					

Rules

Cascading Degeneration

Whenever the Character's Regiment possesses a Decay Draw Event of any kind, all enemy Regiments in base contact also possess the Decay (4) Draw Event (Decay 3 if it is a Brute Regiment, Decay 2 if it is a Monster Regiment).

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.

Flurry

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

Pheromantic Drive

Draw your next Command Card. That Regiment acts immediately and may take two Actions of the same type this Turn, but also has the Decay 3 (Decay 4 if it is a Brute Regiment, Decay 6 if it is a Monster Regiment) Draw Event until the end of the Turn. The Character then takes its Action.

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.

Unstoppable

This Regiment may re-roll failed Charge Rolls.