



THE SPIRES

Milestone 1

When the finesse and agility of the Cloned instruments of death meet the ferocity and raw strength of vat grown Brutes they make a force that only the most disciplined and ferocious warriors can stand a chance! March your Biomantic forces and show once and for all true Spire superiority!

Products needed:

- 1x High Clone Executor
- 2x Vanguard Clones
- 1x Brute Drones

The kits mentioned above will allow you to create a solid foundation on which to build your force or expand an existing one. This list will allow you to form a solid foundation on which to build and expand your collection.

The list goes as follows:

High Clone Executor [75]

- Vanguard Clones (3) [165]
- Vanguard Clones (3) [165]
- Brute Drones (3) [180]

The Executor is a natural leader of Clones, deadly in close combat it well compliments the large volume of the Clone's attacks. Whilst the Clones form a deadly front line the Brute Drones make short work of enemy light Regiments.

You can find more about Vanguard Clones in this Vanguard Spotlight <https://www.para-bellum.com/regiment-spotlight-vanguard-clones/>

Milestone 2

This week we will be strengthening our forces by adding some much needed ranged firepower and Character Removal!

Products needed:

- 1x Mimetic Assassin
- 1x Force Grown Drones
- 1x Marksmen Clones



The Marksmen Clones are invaluable at supporting friendly Regiments with their Arcing Fire ability whilst firing volumes of arrow fire over great distances. Whilst the rest of your force engages the enemy, the Mimetic Assassin with its Regiment is able to come from Reinforcements at just the right time with its Flank ability!

High Clone Executor [75]

- Vanguard Clones (3) [165]
- Brute Drones (3) [180]
- Marksman Clones (3) [165]
- Force-Grown Drones (3) [80]

Mimetic Assassin [80]

- Vanguard Clones (3) [165]

The Mimetic Assassin is a great tool for removing and harassing enemy Regiments. It's ability to strike first in a Duel and a plethora of offensive mutations available to it, will threaten vulnerable support Characters or force them to deny a Duel, Breaking their Regiment in the process.

A well placed pincer maneuver will force an enemy player to choose between losing their Character on the spot in a Duel or Break their Regiment and potentially risking the Character's Regiment being Shattered by another Regiment charging it.

You can delve deeper into the Mimetic's Abilities and builds here!

<https://www.para-bellum.com/character-spotlight-mimetic-assassin/>

Milestone 3

The real strength of the Spires come from their ability to shape and enhance physiology and function. This week we will add two potent weapons in our Spire Army, the Biomancer and the Abomination!

Products needed:

- 1x Biomancer
- 1x Force Grown Drones
- 1x Abomination

Nothing breaks a flank better than a monster with 10 Attacks, Cleave 1 and Flurry Charging furiously onto the enemy lines. The Abomination, despite its massive size, is incredibly fast and able to outflank and reign terror deep behind enemy lines. Use it to threaten enemy ranged Regiments and finish off any Regiment that your Vanguard Clones are struggling with.

Adding a Biomancer into the mix will allow you to recycle Regiments that are out of position in order to support and heal another Regiment. As we build the list up Force Grown Drones will become a prime candidate for ...“repurposing”*.

High Clone Executor [75]: Warlord

- Vanguard Clones (3) [165]





- Brute Drones (3) [180]
- Marksman Clones (3) [165]
- Force-Grown Drones (3) [80]

Mimetic Assassin [80]

- Vanguard Clones (3) [165]

Biomancer [75]: Essence Transfer

- Force-Grown Drones (3) [80]
- Abomination (1) [145]

*Some Drones might have been involuntarily repurposed during the writing of this article.

Milestone 4

This week we will focus on strengthening the core of the Army adding extra Vanguard Clones and Force Grown Drones into the list.

Products needed:

- 1x Vanguard Clones
- 1x Force Grown Drones

With the addition of extra ranks for both Vanguard Clones and Drones it is time to make some structural changes in the list, moving Mainstays in-between Warbands.

Throughout the game the High Clone Executor will stay within the large Vanguard Clone Regiment forming a powerful front line Regiment.

The Biomancer will be able to use the Large Force Grown Drones Regiment to heal fallen Vanguard Clones or replenish wounds on the Abomination or Brute Drones allowing them to continue the fight grinding down the opposition.

Lastly, the Mimetic Assassin is a powerful tool to keep in reserves as its Regiment may spring to action at any point threatening valuable Character targets and and come from Reinforcements at a moment's notice.

At this point the Spire's Army List is really taking shape!

High Clone Executor [75]: Warlord

- Force-Grown Drones (6) [155]
- Brute Drones (3) [180]
- Marksman Clones (3) [165]
- Vanguard Clones (6) [330]

Mimetic Assassin [80]

- Vanguard Clones (3) [165]

Biomancer [75]: Essence Transfer

- Force-Grown Drones (3) [80]
- Abomination (1) [145]



Milestone 5

Nothing says Biomantic superiority like tall, remote controlled, chitin machines of death. This week we will be adding a powerful Warband to the Army List, adding greatly to the staying power of your force.

Products needed:

- 1x Lineage Highborne
- 2x Avatara

The Avatara's high mobility, Defence and Resolve allows them to position themselves between the enemy's Regiments and yours protecting your high value Regiments and denying key charge lanes. One Regiment can hold a Flank, two Avatara Regiments on a flank and your opponent is in trouble!

High Clone Executor [85]: Warlord, Fury

- Force-Grown Drones (6) [155]
- Brute Drones (3) [180]
- Marksman Clones (3) [165]
- Vanguard Clones (6) [330]

Mimetic Assassin [95]: Venom

- Vanguard Clones (3) [165]

Biomancer [75]: Essence Transfer

- Force-Grown Drones (3) [80]
- Abomination (1) [145]

Lineage Highborne [120]

- Avatara (3) [165]
- Avatara (3) [165]

We make sure to add a few more points to the list with "Venom" on the Mimetic Assassin. Deadly Blades will now make sure that whoever is about to Duel the Mimetic will think twice. Your opponent will have to make a tough decision, accept the Duel and maybe lose a Character or save the Character and be left with a Broken Regiment. Tempting target for wandering Abominations and ranged-in Marksmen Clones.

Milestone 6

We finish off the list by adding another rank of Force Grown Drones, allowing for two large Regiments of objective holders and chitin tar pits. Life of a Drone is always tough but they are useful!

Products needed:

- 1x Force Grown Drones

High Clone Executor [85]: Warlord, Fury

- Vanguard Clones (6) [330]
- Brute Drones (3) [180]

- Marksman Clones (3) [165]
- Force-Grown Drones (6) [155]

Mimetic Assassin [95]: Venom

- Vanguard Clones (3) [165]

Biomancer [75]: Essence Transfer

- Force-Grown Drones (6) [155]
- Abomination (1) [145]

Lineage Highborne [120]

- Avatara (3) [165]
- Avatara (3) [165]

This is the complete 2,000pts Spires Army List! How did it work for you?
What is your Army list and what is the tactics you will be employing?

Total Product List:

- 1x [High Clone Executor](#)
- 3x [Vanguard Clones](#)
- 1x [Brute Drones](#)
- 1x [Mimetic Assassin](#)
- 4x [Force Grown Drones](#)
- 1x [Marksman Clones](#)
- 1x [Biomancer](#)
- 1x [Abomination](#)
- 1x [Lineage Highborne](#)
- 2x [Avatara](#)