

Rule zero	1195 / 1200
The City States	

Character Regiments

Eidolon									1	0
M	V	C	A	W	R	D	E	CR	Type	Brute
7	1	3	5	8	3	3	2	7	Class	Medium
Special Rules				Hardened (1), Flurry, Impact (3), Combat Directives, Guardians of the Godflesh						
Command Abilities				Engagement Protocols, Annihilation Protocols						
Each Round the Eidolon may use one Command Ability.										

Regiments

Agema								8	320	
M	V	C	A	W	R	D	E	Type	Infantry	
5	1	3	2	2	3	2	0	Class	Medium	
Special Rules			Cleave (1), Shield, Fluid Formation, Phalanx Tactics							
Command Models			Leader							

Hoplites								6	210	
M	V	C	A	W	R	D	E	Type	Infantry	
5	1	2	1	2	2	2	0	Class	Medium	
Special Rules			Shield, Spear and Hoplon							
Command Models			Leader							

Dorilates									1	0*0
M	V	C	A	W	R	D	E	CR	Type	Infantry
5	1	2	4	4	3	2	0	7	Class	Medium
Special Rules				Shield, Spear and Hoplon						
Command Abilities				Doratismos!						

Phalangites								6	230
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	1	2	2	2	0	Class	Medium
Special Rules			Support, Fiend Hunter, Phalanx Tactics						
Command Models			Leader						

Dorilates									1	0*0
M	V	C	A	W	R	D	E	CR	Type	Infantry
5	1	2	4	4	3	2	0	7	Class	Medium
Special Rules			Shield, Spear and Hoplon							
Command Abilities			Doratismos!							

Inquisitors								2	260
M	V	C	A	W	R	D	E	Type	Brute
7	1	2	6	6	5	2	2	Class	Medium
Special Rules			Cleave (1), Flurry, Impact (3), Unstoppable						

Selinoi								5	175
M	V	C	A	W	R	D	E	Type	Infantry
5	3	2	1	2	3	1	2	Class	Light
Special Rules			Barrage (2) [12"], Supporting Fire						
Command Models			Leader						