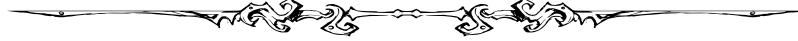




Morgan Reid	2000 / 2000
The Old Dominion	



Mounted Strategos								1	110
M	V	C	A	W	R	D	E	Type	Cavalry
7	0	4	6	6	-	3	1	Class	
Draw Events				Regeneration 1					
Special Rules				Animate Vessel, Brutal Impact 2, Impact 2, Mounted General, Shield, Terrifying 1					
Supremacy Abilities				Glimmers of a Golden Age					
Options									
Treasures				Eleutherea, Giver of Mercy					

Kataphraktoi								4	295
M	V	C	A	W	R	D	E	Type	Cavalry
7	0	2	5	4	-	3	1	Class	Medium
Special Rules				Animate Vessel, Brutal Impact 2, Impact 3, Overrun, Shield, Terrifying 1, Unstoppable					
Command Models				Leader					
Memories of Old				Impact +1, Shock					
Options									
Command Models				Standard Bearer(1)					
Officers				Hetairos(1)					

Kataphraktoi								3	210
M	V	C	A	W	R	D	E	Type	Cavalry
7	0	2	5	4	-	3	1	Class	Medium
Special Rules				Animate Vessel, Brutal Impact 2, Impact 3, Shield, Terrifying 1, Unstoppable					
Command Models				Leader					
Memories of Old				Impact +1, Shock					
Options									
Command Models				Standard Bearer(1)					

Strategos								1	160
M	V	C	A	W	R	D	E	Type	Infantry
5	0	3	5	5	-	2	1	Class	
Draw Events				Regeneration 1					
Special Rules				Animate Vessel, From the Front, Shield, Terrifying 1, Untouchable					
Options									
Treasures				Aventine Armor, Legio I 'Primigenia'					
Dark Blessings				Eternal Discipline					

Praetorian Guard								5	285
M	V	C	A	W	R	D	E	Type	Infantry
5	0	2	5	5	-	2	1	Class	Medium
Special Rules				Animate Vessel, Aura of Death 2, Shield, Terrifying 1, Unstoppable					
Command Models				Leader					
Memories of Old				Bastion +1					
Options									
Command Models				Standard Bearer(1)					
Officers				Profane Reliquary(1)					

Legionnaires								3	115
M	V	C	A	W	R	D	E	Type	Infantry
5	0	2	4	4	-	1	1	Class	Medium
Special Rules				Animate Vessel, Forced March, Shield, Support 2, Terrifying 1, Unstoppable, Vanguard					
Command Models				Leader					
Memories of Old				This Regiment's Command Stand counts as +2 Stands for the purposes of Seizing Objective Zones until the end of the Round.					
Options									
Command Models				Standard Bearer(1)					
Officers				Optio(1)					

Legionnaires								3	100
M	V	C	A	W	R	D	E	Type	Infantry
5	0	2	4	4	-	1	1	Class	Medium
Special Rules				Animate Vessel, Forced March, Shield, Support 2, Terrifying 1, Unstoppable					
Command Models				Leader					
Memories of Old				This Regiment's Command Stand counts as +2 Stands for the purposes of Seizing Objective Zones until the end of the Round.					
Options									
Command Models				Standard Bearer(1)					

Hierodeacon								1	90
M	V	C	A	W	R	D	E	Type	Infantry
5	0	1	3	4	-	1	2	Class	
Draw Events				Dark Shepherd, Regeneration 1					
Special Rules				Animate Vessel, Devout, Priest 6, Regeneration 1, Terrifying 1					
Spells				Benediction of the Black Sun, Blackflame Coruscation, Dark Supplication, Undying Devotion					

Legionnaires								3	115
M	V	C	A	W	R	D	E	Type	Infantry
5	0	2	4	4	-	1	1	Class	Medium
Special Rules				Animate Vessel, Forced March, Shield, Support 2, Terrifying 1, Unstoppable, Vanguard					
Command Models				Leader					
Memories of Old				This Regiment's Command Stand counts as +2 Stands for the purposes of Seizing Objective Zones until the end of the Round.					
Options									
Command Models				Standard Bearer(1)					
Officers				Optio(1)					

Legionnaires								3	100
M	V	C	A	W	R	D	E	Type	Infantry
5	0	2	4	4	-	1	1	Class	Medium
Special Rules				Animate Vessel, Forced March, Shield, Support 2, Terrifying 1, Unstoppable					
Command Models				Leader					
Memories of Old				This Regiment's Command Stand counts as +2 Stands for the purposes of Seizing Objective Zones until the end of the Round.					
Options									
Command Models				Standard Bearer(1)					

Kanephors								3	210
M	V	C	A	W	R	D	E	Type	Brute
6	0	3	5	5	-	3	2	Class	Heavy
Special Rules				Animate Vessel, Blessed, Cleave 1, Hardened 1, Impact 2, Terrifying 1					
Memories of Old				Flawless Strikes					

Kanephors								3	210
M	V	C	A	W	R	D	E	Type	Brute
6	0	3	5	5	-	3	2	Class	Heavy
Special Rules				Animate Vessel, Blessed, Cleave 1, Hardened 1, Impact 2, Terrifying 1					
Memories of Old				Flawless Strikes					

Rules

Animate Vessel

All Regiments and Character Stands in the Army with the Animate Vessel Special Rule gain the Terrifying (1) Special Rule and may not perform the Inspire Action. However, Regiments receive the benefits of Inspiration when completing a successful Charge Action or from any other Special Rule that would allow them to count as Inspired. In addition, Regiments with the Animate Vessel Special Rule do not have a Resolve Characteristic and are always considered to have passed any Morale or Resolve Characteristic Test.

A Character Stand with the Animate Vessel Special Rule does not confer their Resolve Characteristic to the Regiment they are attached to. However, Regiments with this Special Rule may still be Broken and Shattered as normal, as their formation collapses, and soldiers are cut down.

Aura of Death X

When an Enemy Regiment Activates and is in contact with a Stand with this Special Rule, that Regiment suffers a number of Hits, equal to X, for each Stand with this Special Rule it is in contact with. Wounds resulting from these Hits do not trigger Morale Tests. These Hits are resolved at the beginning of the "Draw Command Card" step, after the Active Player has declared which Regiment the Command Card will Activate, before resolving any Draw Events, or deciding to be "Unable/Unwilling to Act". This Special Rule does not trigger at the "Draw Command Card" step of a Character Stand's Activation.

Should the Regiment be destroyed by this Special Rule before the "Resolve Draw Event" step, then the Active Player discards the Command Card and may Draw their next Command Card and perform Actions with it. Regiments Occupying Garrison Terrain are not affected by the Aura of Death (X) Special Rule. Similarly, a Regiment Occupying Garrison Terrain does not inflict Aura of Death Hits to Enemy Regiments Engaging it.

Aventine Armor

The Regiment this Character Stand is currently attached to gains the Tenacious Special Rule.

Tenacious

Whenever this Regiment makes a Defense Roll, treat one failed die Roll as a success. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Bastion X

Until the end of the Round, all Stands in this Regiment gain +X Defense.

Benediction of the Black Sun

Range: 12" **Attunement:** 3

Target Friendly Brute Regiment gains the Blessed Special Rule until the end of the Round.

Blackflame Coruscation

Range: 12" **Attunement:** 3 (Scaling)

Inflicts one Hit per success to Target Enemy Regiment. In addition, inflict an additional +X Hits, where X is the Empowerment Tier of the Dark Power or Fallen Pantheon Pool.

Blessed

Once per Round, Stands with this Special Rule may choose to Re-Roll all their failed Hit Rolls or all of their failed Defense Rolls during a Clash or Charge Action. All Stands in the Regiment must Re-Roll the same Roll at the same time and must declare the use of Blessed before making the Roll they wish to Re-Roll.

Brutal Impact X

When a Stand with this Special Rule inflicts Impact Attacks, those Impact Attacks reduce the Target Enemy Regiment's Defense by X for the purposes of making Defense Rolls against those Impact Attacks.

Cleave X

When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X for the purposes of making Defense Rolls against those Attacks.

Dark Shepherd

The Character Stand may select a friendly Regiment within 12" and immediately destroy one of its Stands. In order to do so, deal Wounds to the Regiment equal to the Wounds remaining on its most wounded Stand, following the usual Wound Allocation rules. These Wounds do not trigger Morale Tests and may not Target a Character Stand within that Regiment. The destroyed Stand proceeds to generate a Dark Power Token as normal. This Draw Event can only be Activated once per Round. Once a Character Stand uses this Draw Event, no other Character Stand may use this Draw Event again until the end of the Round.

Dark Supplication

Range: Self **Attunement:** 2

Place 1 Power Token in either the Dark Power or the Fallen Pantheon's respective Empowerment Pool.

Devout

When a Regiment with this Special Rule is the Target of a Priest (X)'s Spellcasting Action, one failed Spellcasting die is converted to a success. If the Regiment has a Character Stand attached to it with this Special Rule, then the Regiment also counts as having "Devout" for as long as the Character Stand remains attached to it.

Eleutherea, Giver of Mercy

The Character Stand adds +1 to its Clash Characteristic. In addition, while the Character Stand participates in a Duel Action it gains the Parry, Counter-Attack and Cleave (+1) Special Rules.

Parry

Enemy Stands engaged with a Stand with this Special Rule cannot Re-Roll failed Hit Rolls. Character Stands cannot Re-Roll failed Hit Rolls against another Character Stand with this Special Rule.

Counter-Attack

During an Enemy Regiment's Clash Action performed against this Regiment, each unmodified Defense Roll of "1" causes 1 Hit to the Active Enemy Regiment. These Hits do not benefit from any other Special Rules that affect Clash Actions. Character Stands with this Special Rule involved in a Duel, inflict 1 Hit to the Enemy Character for each unmodified Defense Roll of "1". These Hits do not benefit from any other Special Rules that affect Duel Actions.

Eternal Discipline

All Stands in Regiment this Character Stand is attached to gain the Untouchable Special Rule.

Untouchable

This Regiment Re-Rolls failed Defense Rolls of "6". Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Flawless Strikes

When a Stand with this Special Rule performs a Clash or Duel Action, all Hit Rolls of "1" count the Target's Defense as 0 for that Attack. Additional Hits generated by other Special Rules do not benefit from this Special Rule.

Forced March

This Regiment's Standard Bearer adds +2" instead of the usual +1" to this Regiment's second March Action.

From the Front

The Regiment this Character Stand is currently attached to counts its Class as Light for the purposes of its Reinforcement Roll.

Glimmers of a Golden Age

The Army may reach the Dark Power Empowerment Tier IV as described in the "Empowerment" section of the rules. This Supremacy Ability is always considered to be active regardless of whether the Character Stand is currently on the Battlefield or having been destroyed. In addition, once per battle, a Strategos can activate this Supremacy ability. Until the end of the Round, all Friendly Regiments in this Army count the current Empowerment Tier as one Tier higher and each Friendly Regiment may perform a free additional Reform or Combat Reform Action during their Activation.

Hardened X

When this Regiment makes a Defense Roll, reduce any Cleave (X), Brutal Impact (X) or Armor Piercing (X) Special Rule by the value of Hardened (X) when resolving that Defense Roll. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Hetairos

This Regiment gains the Overrun Special Rule.

Overrun

At the end of this Regiment's Charge Action, if the Enemy Regiment in contact is Broken, this Regiment may perform its Impact Attacks again.

A Regiment with this Special Rule may perform up to two Charge Actions during a single Activation. The Regiment's Activation still comes to an end if it fails a Charge Roll.

Impact X

Stands with this Special Rule perform Impact Attacks equal to X where X is the value of the Impact (X) Special Rule.

Leader

A Command Stand containing a Leader adds +1 Attack to the Command Stand's Characteristic Profile. If the Command Stand has the Barrage (X) Special Rule, then it also increases the Command Stand's Barrage (X) value by +1.

Legio I 'Primigenia'

The Regiment this Character Stand is currently attached to gains the Aura of Death (+2) Special Rule.

Mounted General

This Character Stand's Warband may not contain more than two Regiments of Kataphraktoi.

Optio

The Regiment gains the Vanguard Special Rule

Vanguard

When a Regiment with any number of Stands with this Special Rule enters the Battlefield from Reinforcements, it may perform a free additional March Action during this Activation. This free additional March can be performed to bring the Regiment onto the Battlefield. This Special Rule has no effect if there are any enemy Stands within 8" of where the Regiment arrives on the Battlefield.

Overrun

At the end of this Regiment's Charge Action, if the Enemy Regiment in contact is Broken, this Regiment may perform its Impact Attacks again.

A Regiment with this Special Rule may perform up to two Charge Actions during a single Activation. The Regiment's Activation still comes to an end if it fails a Charge Roll.

Priest X

This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level. If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.

Profane Reliquary

This Regiment, including currently attached Character Stands gains the Aura of Death (+2) Special Rule.

Regeneration X

This Regiment immediately Heals X Wounds. Character Stands in the Regiment are ignored for the purposes of the Heal from this Draw Event. If a Character Stand has the Regeneration (X) Draw Event, Heal only the Character Stand for X Wounds. Any additional Wounds Healed are lost.

Shield

Stands in this Regiment, including Character Stands, count their Defense Characteristic as 1 point higher against all Hits originating from the Regiment's front Arc. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule. A Regiment cannot make use of this Special Rule when Occupying Garrison Terrain.

Shock

When this Regiment performs a successful Charge, Stands in the Regiment with this Special Rule add +1 to their Clash Characteristic until the end of the Round.

Standard Bearer

A Regiment with a Standard Bearer gains the Unstoppable Special Rule. In addition, the Standard Bearer adds +1" to the Regiment's and currently attached Character Stand's March Characteristic on the second March Action the Regiment performs during its Activation until the end of that March Action.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Support X

This Regiment's Stands contribute X Supporting Attacks during a Clash Action instead of 1. While a Regiment is engaged by enemy Regiments in its Flank or Rear, they lose the Support X Special Rule.

Terrifying X

Regiments in contact with Stands with this Special Rule reduce their Resolve Characteristic by X, where X is the value in the Terrifying (X) Special Rule, for the purposes of making Morale Tests against Wounds taken from that Regiment.

Undying Devotion

Range: 12" **Attunement:** 3

Target Friendly Cultists or Hashashin Regiment. Until the end of the Round, each time a Stand in that Regiment is destroyed, add 1 Power Token to an Empowerment Pool of your choice.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Untouchable

This Regiment Re-Rolls failed Defense Rolls of "6". Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Vanguard

When a Regiment with any number of Stands with this Special Rule enters the Battlefield from Reinforcements, it may perform a free additional March Action during this Activation. This free additional March can be performed to bring the Regiment onto the Battlefield. This Special Rule has no effect if there are any enemy Stands within 8" of where the Regiment arrives on the Battlefield.