CONQUEST
First Blood
II

OLD DOMINION
Army List

ARMY LISTS

The rules that follow will show you how the models and Warbands interact with each other and the environment. These chapters will teach you how to activate your Warbands, how to move them as well as how to engage in combat with them.

No two battles are the same. Deployment zones, objectives – even Army composition itself– can vary wildly. To represent this, we use a selection of Scenarios, each of which alters the form and scope of the battle. This rulebook includes four Scenarios, but you should feel free to invent your own!

ARMY LISTS

The force you bring to the Battlefield is chosen using an Army List. To help ensure you are playing a fair and balanced game, these Army Lists are chosen to equal points values.

POINTS VALUES

Every Model in a game of Conquest First Blood! has a points value, representing its overall worth and prowess on the Battlefield. Models with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances.

Your Army's points value is equal to the total points values of every Model in your Army, plus those of any upgrades you have purchased for those Models. The higher the points values, the larger in terms of numbers and power the Army you have selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of about 800 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing stopping you from choosing a larger or smaller size for your confrontation, as long as you and your opponent agree. Indeed, smaller games of 300 or 400 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of three types of entities: Character Regiments, Officers and Regular Regiments. Each one of those options is drawn from the Army List of each Factions' respective Army List. You must include one Character Regiment and any number of either Officers or Regular Regiments in your Army, subject to the following rules:

CHARACTER REGIMENTS

Every Army must include only one Character Regiment consisting of a Character Model(s) as described in the Character's section of your Faction's Army List Entry.
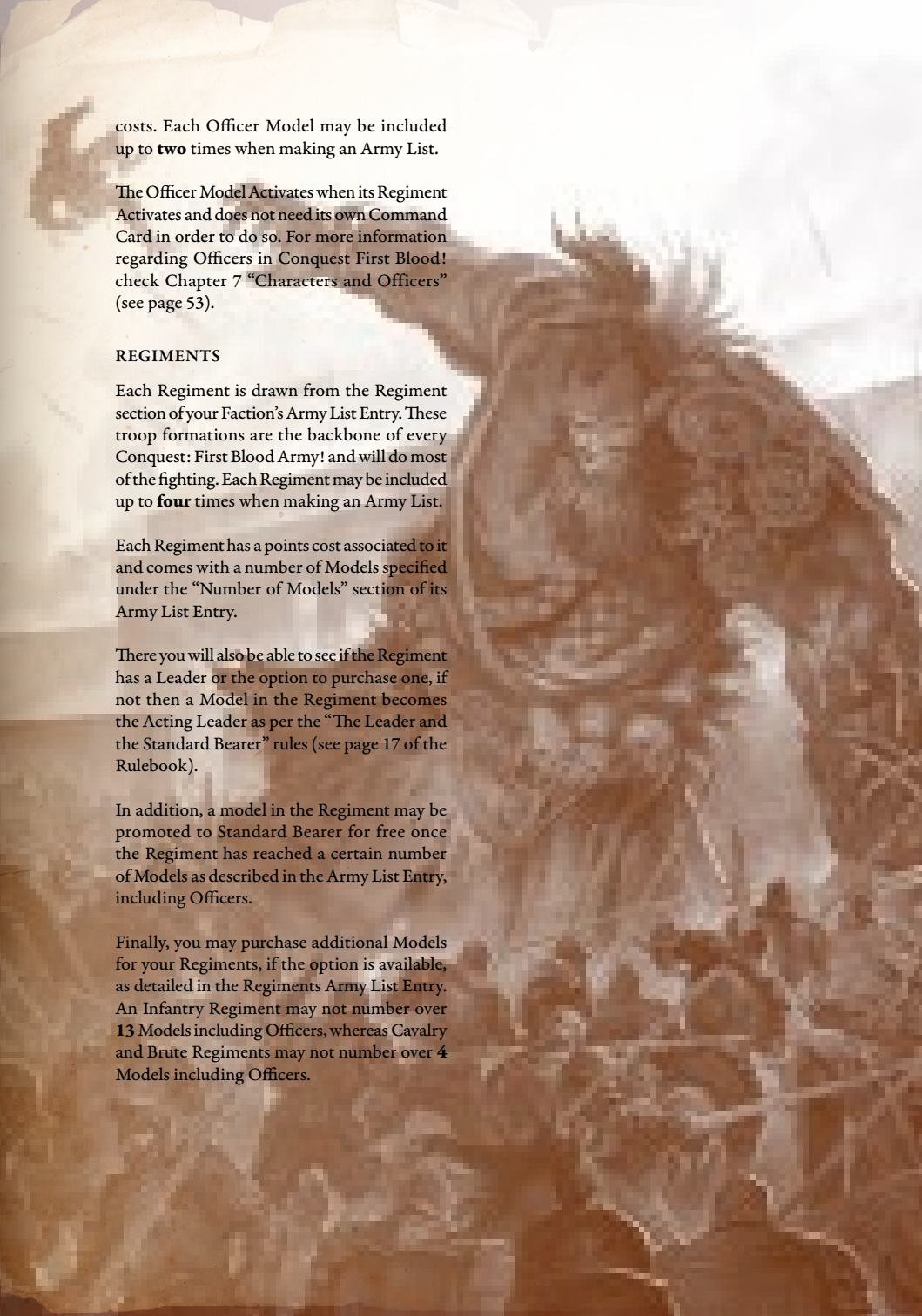
Most Infantry Character Regiments may purchase additional Retinue Models to add to the Character Regiment. These Retinue Models add to the prowess of a Character Regiment and confer unique abilities. You will find more information about Retinue Models under the "Retinues" section of each Army List.

OFFICER MODELS

Officers are upgrades to Regiments conferring unique abilities and add to the combat prowess of that Regiment and other Regiments around them as described in the Officer's section of your Faction's Army List Entry. In addition, Officers have their own Characteristics Profile and can make use of [**Command**] Abilities.

An Officer Model may be added to any Regiment that has access to it. You can see if a Regiment can take an Officer in the Regiment's Army List Entry as well as the Officers' respective point

costs. Each Officer Model may be included up to **two** times when making an Army List.

The Officer Model Activates when its Regiment Activates and does not need its own Command Card in order to do so. For more information regarding Officers in Conquest First Blood! check Chapter 7 "Characters and Officers" (see page 53).

REGIMENTS

Each Regiment is drawn from the Regiment section of your Faction's Army List Entry. These troop formations are the backbone of every Conquest: First Blood Army! and will do most of the fighting. Each Regiment may be included up to **four** times when making an Army List.

Each Regiment has a points cost associated to it and comes with a number of Models specified under the "Number of Models" section of its Army List Entry.

There you will also be able to see if the Regiment has a Leader or the option to purchase one, if not then a Model in the Regiment becomes the Acting Leader as per the "The Leader and the Standard Bearer" rules (see page 17 of the Rulebook).

In addition, a model in the Regiment may be promoted to Standard Bearer for free once the Regiment has reached a certain number of Models as described in the Army List Entry, including Officers.

Finally, you may purchase additional Models for your Regiments, if the option is available, as detailed in the Regiments Army List Entry. An Infantry Regiment may not number over **13** Models including Officers, whereas Cavalry and Brute Regiments may not number over **4** Models including Officers.

ARMY RULES

ANIMATE VESSEL

All Regiments/Models in this Army with the "Animate Vessel" Special Rule may not perform an Inspire Action.

However, Regiments receive the benefits of Inspiration when completing a successful Charge or from any other Special Rules 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 as if they have passed any Morale or Resolve Characteristic Test.

A Character Model with the Animate Vessel Special Rule does not confer their Resolve Characteristic to Regiments within its Command Range. However, Regiments with this Special Rule may still be Broken as normal, as their formation collapses and soldiers are cut down individually.

MEMORIES OF OLD

Most Regiments in the Army have access to a Faction Specific Action called the "Memories of Old" Action.

Memories of Old (In-Combat And Out-of-Combat Action) When a Regiment performs a "Memories of Old" Action, that Regiment activates its Memories of Old Ability as described in its Army List Entry.

The Regiment immediately gains the benefits of that Memory of Old until the end of its next Activation. All effects listed on the Memory of Old is considered to be active, and the Regiment receives its benefits immediately.

Xhiliarch   No Cost

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Xhiliarch	Infantry Character Regiment	Medium	5	2	3	5	6	-	3	1	6	Animate Vessel, Cleave (1)

Draw Event: None

Number of Models: 1

Leader of a Thousand: When this Character Regiment in in range of an Objective, all other Friendly Legionnaire and Praetorian Guard Models in this Army counts as two Models for the purposes of Seizing that same Objective. This rule only applies as long as the Models are currently Seizing the same Objective as the Xhiliarch.

Pentarchoi: Legionnaire and Praetorian Guard Regiments in this Army receive a free Standard Bearer at 6 Models instead of 12. Legionnaire and Praetorian Guard Regiments with a Standard Bearer always count as if fully within the Xhiliarch's Command Range.

Furthermore, this Character Model, Officer, Leader and Standard Bearer Models in this Army counts as two Models for the purposes of Seizing Objectives. Acting Leaders do not benefit from this Special Rule.

Eternal Discipline: This Character Model does not become Provoked as a result of being the target of a Challenge! Action and does not suffer any negative effects for doing so. In addition Models in this Character Regiment gain the Terrifying (1) Special Rule.

Each Round the Xhiliarch may use up to two different Command Abilities:

Obdurate Bone and Stone [Command]: Target Friendly Legionnaire or Praetorian Guard Regiment may perform two Clash Actions during its next Activation.

Transient Glory [Command]: Target Friendly Regiment gains the benefits of Inspiration until the end of its next Activation.

Well Timed Strikes [Command]: Target Friendly Regiment re-rolls failed Hit Rolls of "6" until the end of its next Activation.

Glimmers of a Golden Age [Command]: Target Friendly Regiment may use their Memory of Old Action as if it was a Draw Event until the end of its next Activation.

Options:

Treasures: May purchase up to two Treasures at the indicated points cost.

Retinue:

Tactical	*Available*
Combat	*Available*
Arcane	*Not Available*

STRATEGOS   NO COST

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Strategos	Infantry Character Regiment	Medium	5	1	3	4	5	-	3	1	7	Animate Vessel, Shield

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Strategos	Cavalry Character Regiment	Medium	7	1	3	5	7	-	3	1	7	Animate Vessel, Shield, Brutal Impact (2), Impact (3)

Draw Event: None
Number of Models: 1

Undying Entourage: Every time an Athanatoi or Varangian Guard Model in this Army suffers a Wound, roll a die. On a roll of "1" ignore that Wound.

Pride of Capitas: Every time a Kataphraktoi Model in this Army suffers a Wound, roll a die. On a roll of "1" ignore that Wound.

Eternal Discipline: This Character Model does not become Provoked as a result of being the target of a Challenge! Action and does not suffer any negative effects for doing so. In addition Models in this Character Regiment gain the Terrifying (1) Special Rule.

Leader of Legions: When this Character Regiment is in range of an Objective, all other Friendly Athanatoi and Varangian Guard Models in this Army counts as two Models for the purposes of Seizing that same Objective. This rule only applies as long as the Models are currently Seizing the same Objective as the Strategos.

Peerless Commander: This Character Model may use its [Command] Abilities at any point during its Activation after the Draw Event step has concluded. This Character Model cannot interrupt performing an Action to use a [Command] Ability. This Character Model does not need to use its two [Command] Abilities at the same time. It may instead opt to use them at different points during its Activation.

Each Round the Strategos may use up to two different Command Abilities:

Transient Glory [Command]: Target Friendly Regiment gains the benefits of Inspiration until the end of its next Activation.

Glimmers of a Golden Age [Command]: Target Friendly Regiment may use their Memory of Old Action as if it was a Draw Event until the end of its next Activation.

Regroup [Command]: Target Friendly Regiment may immediately perform an out of sequence Combat Reform Action. This Action may be performed even if the Target Regiment has already been Activated. If the target Regiment has not Activated already then it does not count as having Activated after performing this Action.

Options:

Treasures: May purchase up to two Treasures at the indicated points cost.

Retinue:

Tactical	*Available*
Combat	*Available*
Arcane	*Not Available*

HIERODEACON   NO COST

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Hierodeacon	Infantry Character Regiment	Light	5	1	1	3	4	-	1	2		Animate Vessel, Priest (5)

Draw Event: None

Number of Models: 1

Eternal Discipline: This Character Model does not become Provoked as a result of being the target of a Challenge! Action and does not suffer any negative effects for doing so. In addition Models in this Character Regiment gain the Terrifying (1) Special Rule.

Hunters of Souls: Casualties inflicted by Canephor Models in this Army do not generate Casualty Tokens.

Avatars of the Hunt: Caryatid Models in this Army Re-Roll failed Hit Rolls against Enemy Regiments in range of an Objective.

Each Round the Hierodeacon may use one Command Ability:

Glimmers of a Golden Age [Command]: Target Friendly Regiment may use their Memory of Old Action as if it was a Draw Event until the end of its next Activation.

Unholy Visage [Command]: Target Friendly Regiment gains the Blessed Special Rule until the end of its next Activation.

Options:

Treasures: May purchase a single Treasure at the indicated points cost.

Incantations: The Hierodeacon has access to the following Incantations

- *Duty Bound*
- *Aura of Malice*

Retinue:

Tactical	*Restricted*
Combat	*Restricted*
Arcane	*Available*

Archimandrite — No Cost

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Archimandrite	Infantry Character Regiment	Medium	5	1	1	2	5	-	1	2	6	Animate Vessel, Priest (6), Devout

Draw Event: None
Number of Models: 1
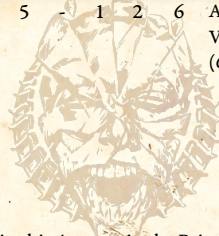
Scholar of the Profane: Kheres and Moroi Regiments in this Army gain the Priest (+1) Special Rule. In addition Kheres and Moroi Regiments in this Army always count as being within the Archimandrite's Command Range.

Eternal Discipline: This Character Model does not become Provoked as a result of being the target of a Challenge Action and does not suffer any negative effects for doing so. In addition Models in this Character Regiment gain the Terrifying (1) Special Rule.

Devoted to Hazlia: This Character Regiment may perform **two** Spellcasting Actions per Activation. The Character Regiment may not cast the same Incantation more than once per Activation.

Each Round the Archimandrite may use one Command Ability:

Glimmers of a Golden Age [Command]: Target Friendly Regiment may use their Memory of Old Action as if it was a Draw Event until the end of its next Activation.

Blasphemous Prayer [Command]: Target Friendly Regiment may perform a free Spellcasting Action during its next Activation. A Regiment cannot perform more than on Spellcasting Action during its Activation as a result of this **[Command]** Ability.

Options:

Treasures: May have a single Treasure at the indicated points cost.

Incantations: The Archimandrite has access to the following Incantations

● *Resonating Essence*
● *Nekrosis*
● *Past Echoes*

Retinue:

Tactical	*Restricted*
Combat	*Restricted*
Arcane	*Available*

INCANTATIONS

HIERODEACON

Name	Range	Attunement	Effect
Duty Bound	10"	2	Target Friendly Regiment within range of an Objective zone, when an Enemy Regiment performs an Incantation against that Regiment it requires an additional success to cast that Incantation until the end of the Hierodeacon's next Activation.
Aura of Malice	10"	3	Target Friendly Regiment gains the Dread Special Rule until the end of that Regiment's next Activation.

ARCHIMANDRITE

Name	Range	Attunement	Effect
Resonating Essence	12"	3	Target Friendly Regiment Heals 2+X Wounds, where X is the number of Casualty Tokens currently on the Target Regiment.
Nekrosis	8"	3	Target Friendly Regiment gains Aura of Death (+1).
Past Echoes	8"	3	Target Friendly Regiment may use their Memory of Old Action as if it was a Draw Event until the end of its next Activation.

KHERES

Name	Range	Attunement	Effect
Blasphemous Miasma	10"	2	Target single non-Character, non-Officer Model and non-Monster loses its Engagement Range aura until the end of its Regiment's next Activation. The Regiment does not need to have Line of Sight to the Target Model.
Madness	8"	3	Inflicts 2 Hits per Success. Target Enemy Regiment rolls Defense Rolls using their lowest unmodified Resolve Characteristic instead of their Defense Characteristic. Wounds resolving from this Spell do not trigger Morale Tests.

MOROI

Name	Range	Attunement	Effect
Pyrosis	Self"	3	This Regiment gains Aura of Death (+2) until the end of its next Activation.
Ashes to Ashes	Self	3	This Regiment can immediately perform a Disengage Action without it becoming Broken.

Officers

The Profiles listed below are for the Officer Models available in this Army List. Each Regiment entry will list which Officer(s) is available to the Regiment and the point cost required to add it to the Army List.

*A Regiment can never take more than one Officer, regardless of whether a Regiment has multiple listed as Officer Upgrades and no Officer can be selected more than **twice** per Army.*

Optio

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Optio	Infantry Officer	Medium	5	1	2	3	3	-	2	1	5	Flurry, Shield, Animate Vessel

Endless March [Command]: Target Friendly Legionnaires or Praetorian Guard Regiment gains +2 March until the end of its next Activation.

Dark Cenotaph

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Dark Cenotaph	Infantry Officer	Medium	5	2	2	2	4	-	2	1	5	Animate Vessel, Terrifying (1)

Lipsana: During the Victory Phase of each Round score 1 additional VP if this Model is within range of an Objective that you are Seizing and scored VPs for.

Profane Reliquary

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Profane Reliquary	Infantry Officer	Medium	5	2	2	4	4	-	2	1	5	Animate Vessel, Terrifying (1)

Unending Vigil [Command]: Target Friendly Infantry Regiment gains the benefits of Inspiration until the end of its next Activation.

Hetairos

Name	Type	Class	M	V	C	A	W	R	D	E	CR
Hetairos	Cavalry Officer	Medium	7	1	3	5	5	-	3	1	5

Special Rules Animate Vessel, Cleave (1), Brutal Impact (2), Impact (3), Shield

Knights of an Ancient Past: Models in this Regiment gains the Overrun Special Rule.

TREASURES

Banners

In order for a Character Regiment to take a Banner it must have at least one Tactical Retinue Model. Only a Tactical Retinue Model may take a Banner and there can only be one Banner in a Character Regiment. Even though it is a Tactical Retinue Model carrying it, a Banner still counts towards the number of Treasures a Character Model may take.

Sanctified Labaron   **35 points**
Models in this Character Regiment gain the Blessed Special Rule. In addition Enemy Regiments within 10" of the Labarophoros loses the Blessed Special Rule.

Caelestine Banner: **35 pts**
Models in this Character Regiment always count as Inspired.

Legio I 'Primigenia'   **30 points**
Legionnaire and Praetorian Guard Leader and Standard Bearer Models count as two Models for the purposes of Seizing Objectives.

Armors

Aventine Armour   **25 points**
This Character Model gains the Hardened (+1) Special Rule.

Cuirass of Hazlia's Shadow   **20 points**
Enemy Models performing a Volley Action against this Character Regiment suffer a -1 penalty to their Volley Characteristic, to a minimum of 1, for the duration of that Volley Action.

Armor of the Living Saint   **20 points**
The Character Model gains the Counter Attack and Quicksilver Strike Special Rules.

Weapons

Severian's Dagger   **30 points**
The Character Model gains the Flurry, Deadly Blades and Parry Special Rules.

Skofnung   **30 points**
The Character Model gains the Cleave (+1) and Linebreaker Special Rules.

Anastegma, Brand of the Faithless 25 points
Each time an Enemy Regiment fails a Defense Roll against a Character Model with this Treasure, the Wound inflicted counts as two for the purposes of testing Morale.

Arcane

Unholy Sacrament   **35 pts**
The Character Model may select friendly Regiments as a target of their Incantation, that have a Range other than Self, even if that Regiment would normally be outside of the Incantation's range.

Humble Devotee   **15 points**
The Character Model may Re-Roll any failed Rolls of "6" when performing Spellcasting Actions.

RETINUES

These options can be taken by any Infantry Character Regiment, unless stated otherwise as per the Retinues rules (see Conquest First Blood v2.0 Rulebook page 52).

Not every Character Regiment has access to all categories of Retinues. Those allowed will be clearly stated in the relevant entry in the Army List, with the indication of either "Available" or "Restricted." The Character Stand selects Retinue Models freely from any category it has Available, while they may only have up to 2 Retinue Models from Restricted categories. When purchasing a Retinue Model you may pick one of the available archetypes for each Retinue. It is possible that all Retinue Models in your Character Regiment belong to different archetypes. You can customize your Retinue as you see fit! Each Retinue Model uses its own Characteristic profile as seen below.

The March Characteristic and Class of Retinue Models are the same as the Character Model they are the Retinue of.

COMBAT RETINUE   30 POINTS PER MODEL

Name	M	V	C	A	W	R	D	E	Special Rules
Bodyguard	*	1	3	3	3	-	3	1	Shield, Tenacious, Animate Vessel

Name	M	V	C	A	W	R	D	E	Special Rules
Duelist	*	1	3	4	3	-	3	1	Flurry, Parry, Flawless Strikes, Animate Vessel

Name	M	V	C	A	W	R	D	E	Special Rules
Warrior	*	1	3	3	3	-	3	1	Cleave (2), Animate Vessel

Tier 1 (1 Model): No Ability.
Tier 2 (2 Models): No Ability.
Tier 3 (3 Models): The Character Regiment receives +1 to their Evasion Characteristic.

TACTICAL RETINUE   25 POINTS PER MODEL

Name	M	V	C	A	W	R	D	E	Special Rules
Advisor	*	1	2	2	2	-	2	0	Animate Vessel

Name	M	V	C	A	W	R	D	E	Special Rules
Labarophoros (Only available by purchasing a Banner)	*	1	2	3	3	-	3	0	Support, Animate Vessel

Tier 1 (1 Model): One Tactical Retinue Model may purchase a Banner. If it does so, that Retinue Model uses the Labarophoros Characteristic Profile instead.
Tier 2 (2 Models): The Character Model may purchase one additional Treasure.
Tier 3 (3 Models): Your Army may include up to three of the same Officer Models rather than two.

Arcane Retinue   20 points per Model

Name	M	V	C	A	W	R	D	E	Special Rules
Acolyte	*	2	2	1	2	-	1	1	Barrage 3 (15"), Blessed, Animate Vessel

Tier 1 (1 Model): The Character Model gains +1 Wizard/Priest Special Rule. If the Character Model does not have the Wizard X/Priest X Special Rule, it gains the Enemy Interference Special Rule of 6".

Tier 2 (2 Models): Enemy Incantations targeting this Character Regiment have an Attunement level of 1 lower.

Tier 3 (3 Models): No Ability.

Regiments

Legionnaires   100 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Legionnaires	Infantry	Medium	5	1	2	1	2	-	1	1	Animate Vessel, Shield, Support

Draw Event: None
Number of Models: 4 (Including Leader)

Memories of Old: Models in this Regiment within range of an Objective cannot be the Target of Impact Attacks until the end of this Regiment's next Activation.

Options:

Additional Models   *20 points per Model*
Standard Bearer   *Free at a Regiment size of 12*

Any Legionnaires Regiment may include ONE of the Officers presented below:

Dark Cenotaph   *35 points*
Profane Reliquary   *35 points*
Optio   *30 points*

Praetorian Guard   140 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Praetorian Guard	Infantry	Medium	5	1	2	2	2	-	2	1	Animate Vessel, Shield

Draw Event: None
Number of Models: 4 (Including Leader)

Memories of Old: Shield Wall Tactics

Shield Wall Tactics: While this Regiment is Engaging an Enemy Regiment, when another Friendly Regiment Disengages from that enemy Regiment, that friendly Regiment Disengages without becoming Broken.

Options:

Additional Stand   *30 points per Model*
Standard Bearer   *Free at a Regiment size of 8*

Any Praetorian Guard Regiment may include ONE of the Officers presented below:

Dark Cenotaph   *35 points*
Profane Reliquary   *35 points*

Athanatoi 160 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Athanatoi	Infantry	Medium	6	1	2	2	2	-	2	1	Animate Vessel, Flurry

Draw Event: None

Number of Models: 4 (Including Leader)

Memories of Old: Models in this Regiment gain the Counter Attack Special Rule.

Deathless Duty: If your Army contains a Strategos, then Athanatoi Regiments always count as if they are within the Strategos' Command Range.

Options:

Additional Models — *35 points per Model*

Standard Bearer — *Free at a Regiment size of 8*

Any Athanatoi Regiment may include ONE of the Officers presented below:

Dark Cenotaph — *35 points*

Varangian Guard 180 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Varangian Guard	Infantry	Heavy	5	1	3	1	3	-	3	1	Animate Vessel, Cleave (2), Tenacious

Draw Event: None

Number of Models: 4 (Including Leader)

Memories of Old: Models in this Regiment gain the Cleave (+1) and Deadly Blades Special Rules.

Options:

Additional Model — *40 points per Model*

Standard Bearer — *Free at a Regiment size of 8*

Any Varangian Guard Regiment may include ONE of the Officers presented below:

Dark Cenotaph — *35 points*

Moroi

175 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Moroi	Infantry	Medium	7	1	2	2	2	-	1	2	Animate Vessel, Priest (3), Terrifying (1)

Draw Event: None
Number of Models: 4

Memories of Old: Models in this Regiment gain the Cleave (1) and Priest (+2) Special Rules.

- *This Regiment may perform a Spellcasting Action during its Activation. The Acting Leader of the Regiment is considered to be casting the Incantations for all purposes.*

Options:

Additional Models   *35 points per Model*

Incantations: A Moroi Regiment has access to the following Incantations. When Casting an Incantation with this Regiment the Incantation counts as if it is being cast by the Regiment's Acting Leader Model.

- *Pyrosis*
- *Ashes to Ashes*

Kheres

165 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Kheres	Infantry	Light	6	2	1	1	2	-	1	2	Animate Vessel, Barrage 2 (10", Sureshot), Priest (3), Terrifying (1)

Draw Event: None
Number of Stands: 4

Memories of Old: Models in this Regiment gain the Priest (+2) Special Rule.

- *This Regiment may perform a Spellcasting Action during its Activation. The Acting Leader of the Regiment is considered to be casting the Incantations for all purposes.*

Options:

Additional Models   *35 points per Models*

Incantations: A Kheres Regiment has access to the following Incantations. When Casting an Incantation with this Regiment the Incantation counts as if it is being cast by the Regiment's Acting Leader Model.

- *Blasphemous Miasma*
- *Madness*

Kataphraktoi   130 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Kataphraktoi	Cavalry	Medium	7	1	2	5	5	-	3	1	Animate Vessel, Cleave (1), Brutal Impact (2), Shield, Impact (3)

Draw Event: None

Number of Models: 1

Memories of Old: Models in this Regiment gain the Impact (+2) and Terrifying (1) Special Rule.

Options:

Additional Models   *85 points per Model*
Standard Bearer   *Free at a Regiment size of 3*
Leader   *95 points*

Any Kataphraktoi Regiment may include ONE of the Officers presented below:

Hetairos | 110 points

Bone Golems   140 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Bone Golems	Brute	Heavy	6	1	2	4	6	-	3	0	Animate Vessel, Cleave (2), Aura of Death (2), Hardened (1), Terrifying (1), Impact (2)

Draw Event: None

Number of Models: 1

Memories of Old: Models in this Regiment within range of an Objective count as **six** Models for the purposes of Seizing Objectives.

Options:

Additional Models   *120 points per Model*

Caryatids　　　　　　　　　　　　　　　　　　　120 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Caryatids	Brute	Medium	6	2	2	4	6	-	3	1	Animate Vessel, Barrage 3 (12", Armor Piercing 2, Deadly Shot), Terrifying (1), Impact (2)

Draw Event: None
Number of Models: 1

Memories of Old: Models in this Regiment gain the Precise Shot Special Rule.
Options:

Additional Models　　　　*100 points per Model*

Canephors　　　　　　　　　　　　　　　　　　　130 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Canephors	Brute	Heavy	6	1	3	4	6	-	3	2	Animate Vessel, Flurry, Cleave (1), Hardened (1), Blessed, Terrifying (1), Impact (2)

Draw Event: None
Number of Models: 1

Memories of Old: Models in this Regiment gain the Flawless Strikes Special Rule.
Options:

Additional Model　　　　*110 points per Model*

Buccephaloi
<div align="right">150 Points</div>

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Caryatids	Brute	Medium	6	1	3	4	6	-	3	2	Animate Vessel, Brutal Impact (1), Cleave (3), Unstoppable, Impact (2)

Draw Event: None

Number of Models: 1

Beacons of the Profane: When this Regiment becomes the target of a Hierodeacon's Spell, Friendly Regiments within Command Range of this Regiment are also affected.

Memories of Old: Models in this Regiment gain the Brutal Impact (+1) and Impact (+2) Special Rules until the end of their Activation.

Options:

Additional Models   *130 points per Model*

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