



Art of Xi v3	2000 / 2000
The Old Dominion	

### Warband 1

<b>Xhiliarch</b>								<b>1</b>	<b>175</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	0	3	6	5	-	2	1	<b>Class</b>	-
<b>Draw Events</b>			Regeneration (1)						
<b>Special Rules</b>			Cleave (1), Animate Vessel, Flurry, Terrifying (1), Untouchable						
<b>Supremacy Abilities</b>			Obdurate Bone and Stone						
<b>Options</b>									
<b>Treasures</b>			Legio I 'Primigenia', Aventine Armor						
<b>Dark Blessings</b>			Eternal Discipline						

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

Praetorian Guard						Mainstay		4	240
M	V	C	A	W	R	D	E	Type	Infantry
5	0	2	5	5	-	2	1	Class	Medium
Special Rules			Shield, Animate Vessel, Terrifying (1), Unstoppable, Aura of Death (2)						
Command Models			Leader						
Memories of Old			Bastion +1						
Options									
Command Models			Standard Bearer						
Officers			Profane Reliquary						

Varangian Guard						Restricted		4	265
M	V	C	A	W	R	D	E	Type	Infantry
5	0	3	4	5	-	3	1	Class	Heavy
Special Rules			Cleave (2), Hardened (1), Animate Vessel, Terrifying (1), Unstoppable						
Command Models			Leader						
Memories of Old			Linebreaker, Cleave +1						
Options									
Command Models			Standard Bearer						

Varangian Guard						Restricted		4	265
M	V	C	A	W	R	D	E	Type	Infantry
5	0	3	4	5	-	3	1	Class	Heavy
Special Rules			Cleave (2), Hardened (1), Animate Vessel, Terrifying (1), Unstoppable						
Command Models			Leader						
Memories of Old			Linebreaker, Cleave +1						
Options									
Command Models			Standard Bearer						

### Warband 2

Hierodeacon								1	90
M	V	C	A	W	R	D	E	Type	Infantry
5	0	1	3	4	-	1	2	Class	-

<b>Draw Events</b>	Dark Shepherd, Regeneration (1)
<b>Special Rules</b>	Devout, Priest (6), Animate Vessel, Regeneration (1), Terrifying (1)
<b>Spells</b>	Dark Supplication, Blackflame Coruscation, Benediction of the Black Sun, Undying Devotion
The Hierodeacon cannot be your Warlord.	

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

<b>Karyatids</b>						<b>Restricted</b>		<b>4</b>	<b>265</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Brute
6	2	2	4	5	-	3	1	<b>Class</b>	Medium
<b>Special Rules</b>			Animate Vessel, Terrifying (1), Barrage (3) [20", Armor Piercing (2)]						
<b>Memories of Old</b>			Barrage +1, Fluid Formation						

### Warband 3

<b>Archimandrite</b>								<b>1</b>	<b>110</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	0	1	3	4	-	1	2	<b>Class</b>	-
<b>Draw Events</b>			Regeneration (1)						
<b>Special Rules</b>			Devout, Animate Vessel, Terrifying (1), Priest (7)						
<b>Spells</b>			Hazlia's Touch, Dark Immolation, Blasphemous Power, Unholy Baptism						

Legionnaires						Mainstay		3	100
M	V	C	A	W	R	D	E	Type	Infantry
5	0	2	4	4	-	1	1	Class	Medium
Special Rules			Forced March, Shield, Support (2), Animate Vessel, 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						

Bone Golems						Restricted		4	275
M	V	C	A	W	R	D	E	Type	Brute
6	0	2	4	6	-	3	0	Class	Heavy
Special Rules			Cleave (2), Relentless Blows, Unstoppable, Hardened (1), Aura of Death (3), Impact (2), Animate Vessel, Terrifying (1)						
Memories of Old			Aura of Death +1						