



Mr. Bones Wild Ride	2000 / 2000
The Old Dominion	

### Warband 1

<b>Archimandrite</b>								<b>1</b>	<b>135</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						
<b>Options</b>									
<b>Treasures</b>			Consecrated Mitre						

<b>Kheres</b>						<b>Mainstay</b>		<b>5</b>	<b>260</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
6	2	1	4	4	-	0	2	<b>Class</b>	Light
<b>Special Rules</b>			Barrage (3) [12", Sureshot], Devout, Animate Vessel, Terrifying (1), Priest (*), Loose Formation						
<b>Spells</b>			Drain Will, Insanity						
<b>Memories of Old</b>			Priest +1 per Stand						
This Regiment may perform a Spellcasting Action using one Stand as if it were a Character Stand during its Activation. Its Priest level is 1 per Stand to a maximum of Priest (12).									
This Regiment cannot be joined by a Character Stand.									

<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>Bone Golems</b>						<b>Restricted</b>		<b>5</b>	<b>340</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	0	2	4	6	-	3	0	<b>Class</b>	Heavy
<b>Special Rules</b>			Cleave (2), Relentless Blows, Unstoppable, Hardened (1), Aura of Death (3), Impact (2), Animate Vessel, Terrifying (1)						
<b>Memories of Old</b>			Aura of Death +1						

<b>Bone Golems</b>						<b>Restricted</b>		<b>5</b>	<b>340</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	0	2	4	6	-	3	0	<b>Class</b>	Heavy
<b>Special Rules</b>			Cleave (2), Relentless Blows, Unstoppable, Hardened (1), Aura of Death (3), Impact (2), Animate Vessel, Terrifying (1)						
<b>Memories of Old</b>			Aura of Death +1						

### Warband 2

<b>Hierodeacon</b>								<b>1</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	3	4	-	1	2	<b>Class</b>	-
<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						
<b>Options</b>									
<b>Treasures</b>			Eleutherea, Giver of Mercy						
The Hierodeacon cannot be your Warlord.									

<b>Legionnaires</b>						<b>Mainstay</b>		<b>3</b>	<b>120</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>Officers</b>			Dark Cenotaph						

### Warband 3

👑 Strategos								1	160
M	V	C	A	W	R	D	E	Type	Infantry
5	0	3	5	5	-	2	1	Class	-
<b>Draw Events</b>			Regeneration (1)						
<b>Special Rules</b>			From the Front, Shield, Animate Vessel, Terrifying (1), Untouchable						
<b>Supremacy Abilities</b>			Glimmers of a Golden Age						
<b>Options</b>									
<b>Treasures</b>			Legio I 'Primigenia', Aventine Armor						
<b>Dark Blessings</b>			Eternal Discipline						

Legionnaires						Mainstay		3	115
M	V	C	A	W	R	D	E	Type	Infantry
5	0	2	4	4	-	1	1	Class	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						Restricted		6	330
M	V	C	A	W	R	D	E	Type	Infantry
5	0	2	5	5	-	2	1	Class	Medium
<b>Special Rules</b>			Shield, Animate Vessel, Terrifying (1), Unstoppable, Aura of Death (2)						
<b>Command Models</b>			Leader						
<b>Memories of Old</b>			Bastion +1						
<b>Options</b>									
<b>Command Models</b>			Standard Bearer						
<b>Officers</b>			Profane Reliquary						