

OLD DOMINION

Army List

ARMY LISTS

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

POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands 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 Stand in your Army, plus those of any upgrades you've purchased for those Stands. The higher the points value, the more lethal the Army you've 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 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of two types of entities: Character Stands and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one Character Stand to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each Character Stand in your Army (including the Warlord) must be accompanied by a Warband of Regiments. You'll normally have a choice of Regiments to choose from, but you must always include a Regiment of the same type – i.e. Infantry, Cavalry or Brute – as your Character Stand to ensure that they have a Regiment to join at the start of the battle.

Each Regiment is drawn from the Regiments section of the Army List. It will also, depending on the Character Stand it is chosen for, count as a Mainstay or a Restricted choice. Each Character Stand's Warband has a Regiment allowance of 4 Regiments. A Warband can include as many Mainstay choices as your Warband allowance allows. Restricted choices are more limited, as the name suggests. Each Warband can only include two Restricted choices from all the options presented. This can be two of the same Regiment, or two different Regiments from the list. As a further restriction, you must include one Mainstay choice for each Restricted choice in your Army. Therefore, a Warband that includes two Restricted choices will always have at least two Mainstay choices too. Note that a Regiment might be a Mainstay choice for one Character type, and a Restricted choice for another – check the Character's Army List entry to be sure.

OPTIONAL UPGRADES

Many Character Stands and Regiments have additional options that can be purchased for them, such as Abilities, Command Models, or even extra Stands (in the case of Regiments). If you purchase any of these upgrades, simply add the points cost to that of the Character Stand or Regiment for which the upgrade was purchased.

SPECIAL RULES AND SUPREMACY ABILITIES

Certain rules like those acquired through the purchasing of Masteries, Character Upgrades and Supremacy Abilities may provide unique abilities that extend beyond merely providing Characteristic upgrades to [CHARACTER] or Regiments and instead benefit an entire Warband or even the entire Army.

This raises the question of whether these abilities are "always active", "activated" or only applicable when the Character Stand or Regiment is on the Battlefield.

For this reason rules like this are followed by identifiers that allow the Player to easily recognize when these rules are applied. The identifiers are the following:

Always Active: This Ability is always considered to be active regardless of whether the [CHARACTER] or Regiment is currently on the Battlefield, in Reinforcements or having been destroyed.

Activated: This Ability can only be used once per Battle and requires the [CHARACTER] or Regiment to currently be on the Battlefield. Once Activated the effects last until the end of the Round regardless if the [CHARACTER] or Regiment has been removed from the Battlefield in the meantime.

Battlefield: This Ability is considered to be active while the [CHARACTER] or Regiment is currently on the Battlefield.

ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

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.

MEMORIES OF OLD

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

Memories of Old (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 Special Rule and/or Draw Event until the end of the Round.

Memory of Old Abilities may either provide the bonus of a Special Rule (e.g. Cleave (X)) or the bonus of a Draw Event (e.g. Bastion

(X)). In either case, the ability is considered to be active, and the Regiment receives its benefits immediately.

EMPOWERMENT

Each time a Stand belonging to any Regiment in the Army with the Animate Vessel Special Rule is destroyed, gain 1 Power Token. Power Tokens are accrued at the end of the Action in which Stands were destroyed, but before another Action or Activation begins. Make sure to roll Morale Tests (where applicable) before tallying up the number of Power Tokens generated.

At the beginning of the Battle, designate a visible area outside of the Battlefield where you will be placing the Power Tokens. When a player gains a Power Token it must be allocated to one of the two Pools: the Dark Power Pool or the Fallen Pantheon Pool. If both players are playing as the Old Dominion, each player has their own respective Dark Power and Fallen Pantheon Pools. The Dark Power Pool only affects Stands with the Animate Vessel Special Rule. The more Power Tokens an Empowerment Pool has, the greater the Empowerment Tier of that Pool and the stronger the Regiments affected by it become. Both Empowerment Pools have 3 Tiers and unlock each one based on how many Power Tokens it has. The Dark Power Pool may reach Tier IV as a result of the Khiliarch's and Strategos' Supremacy Abilities. All Empowerment Pools are considered to start the game at Tier 1 and 0 Power Tokens.

When playing a 2,000 points Battle:

- Tier I is between 0-8 Tokens
- Tier II is between 9-17 Tokens
- Tier III is between 18-22+ Tokens
- Tier IV is 23+ Tokens (Obdurate Bone and Stone and Glimmers of a Golden Age only)

When playing smaller or larger battles, increase or reduce each threshold level by 2 for every full 250 points above or below 2,000 points.

DARK POWER POOL

Tier II: All Regiments in the Army use their Memories of Old Action as a Draw Event or an Action instead of only as an Action. The Regiment gains the benefit of the Memories of Old Action during the "Resolve a Draw Event" step of the Regiment's Activation and is free to then perform two Actions as normal.

Tier III: All Regiments in the Army may use their Memories of Old Action as both a Draw Event and an Action. This allows a Regiment to gain the benefits of their Memories of Old Abilities twice, with them stacking only where applicable.

In addition, all Regiments in the Army gain the Inspired Special Rule.

***Example 1:** A Varangian Guard's Memories of Old Ability grants the Linebreaker and Cleave (+1) Special Rules. Should the Regiment activate their Memories of Old Ability twice, then the effects of Linebreaker will not stack, the Cleave (+1) however will. This will effectively give the Regiment the Linebreaker and Cleave (2) Special Rules.*

***Example 2:** A Regiment's Memories of Old Ability grants the effects of the Bastion (1) Draw Event. Should the Regiment activate the Memories of Old Ability twice, then the rule will not stack as it's a Bastion (1) and not a Bastion (+1).*

Tier IV: In addition to the Tier III benefits, any Enemy Regiment engaged with a friendly Regiment with the Animate Vessel Special Rule suffers 1 additional Wound for each failed Resolve Roll of "6" when Testing Morale. These Wounds do not cause further Morale Tests.

FALLEN PANTHEON

Tier II: The Fallen Divinity now uses its Tier II Characteristic Profile instead. When Tier II is reached, update the Fallen Divinity's profile to Tier II, keeping any Wound Markers previously inflicted, and then Heal it for 4 Wounds.

In addition, the range of the Font of Dark Power Special Rule is extended to 14". While other Friendly Regiments with the Animate Vessel Special Rule, are within 10" of the Fallen Divinity they add +1 to their Attacks Characteristic.

Tier III: The Fallen Divinity now uses its Tier III Characteristic Profile instead. When Tier III is reached, update the Fallen Divinity's profile to Tier III, keeping any Wound Markers previously inflicted, and then Heal it for 6 Wounds.

In addition, whilst other Friendly Regiments with the Animate Vessel Special Rule, are within 10" of the Fallen Divinity they add +2 to their Attacks Characteristic and gain the Dauntless Special Rule. When another Friendly Regiment completes its Activation within 10" of the Fallen Divinity, that Regiment suffers 4 Wounds.

Should the Fallen Divinity be destroyed all Power Tokens currently in the Fallen Pantheon Pool are immediately transferred to the Dark Power Pool.

BLASPHEMOUS SOMA

The Fall is both a figurative and literal description of the events that took place and the Soma is the physical proof of it: Hazlia's essence given physical form: the Un-god's flesh.

Each Round before the Supremacy Phase begins, add 1 Power Token to an Empowerment Pool of your choice.

SUPREMACY ABILITIES

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

XHILIARCH

Obdurate Bone and Stone [Always Active]: The Army may reach the Dark Power Empowerment Tier IV as described in the “Empowerment” section of the rules.

[Activated Part of the Ability]: Until the end of the Round, all Friendly Regiments in their Warband may perform a free additional Clash Action during their Activation. This Supremacy Ability allows a Regiment to effectively Clash twice this Round.

STRATEGOS/MOUNTED STRATEGOS

Glimmers of a Golden Age [Always Active]: The Army may reach the Dark Power Empowerment Tier IV as described in the “Empowerment” section of the rules.

[Activated Part of the 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 that is to arrive from Reinforcements this Round gains the Vanguard (3) Special Rule.

ARCHIMANDRITE / THEOKRATOR

Scholar of the Profane [Always Active]: This Character Stand may perform a free additional Spellcasting Action each Round. This Character Stand cannot attempt to cast the same Spell more than once per Round.

[Activated Part of the Ability]: Until the end of the Round, this Character Stand may Re-Roll any number of dice when performing Spellcasting Actions.

FALLEN DIVINITY

Surrounded by Fear and Dead Men [Always Active]: A Fallen Divinity must always be the Warlord. A Fallen Divinity is considered to be a Regiment by itself in addition to it also being a Character Stand and therefore uses all the relevant Regiment rules as if it was a Monster Regiment. A Fallen Divinity Activates as if it was a Regiment, performs two Actions per Activation and has access to all Out-of-Combat and Combat Actions a Regiment has.

In addition, the Fallen Divinity may also use a Duel Action and may not refuse a Duel from an Enemy Character Stand. However, the Fallen Divinity is not affected by the effects of the Dark Power Pool. The Fallen Divinity may not join another Regiment and does not need to include a Monster Regiment in its Warband to enter the Battlefield. The Fallen Divinity does not need to include any other Regiments in its Warband.

CHARACTERS

You may include any number of Character Stands, but at least one Character Stand must be included as your Warlord.

XHILIARCH

100 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
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Xhiliarch	Infantry	-	-	0	3	6	5	-	2	1
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Character

Stand

Special Rules: Animate Vessel, Cleave (1), Flurry

Draw Event: Regeneration (1)

Number of Stands: 1

Models per Stand: 1

Options:

Treasures: A Xhiliarch may have two Treasures at the indicated points cost.

Warband:

Mainstay: Centaur Prodromoi,
Legionnaires,
Praetorian Guard

Restricted: Athanatoi
Varangian Guard

Dark Blessings: Tactical, Combat



STRATEGOS**85 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Strategos	Infantry	-	-	0	3	5	5	-	2	1

Character
Stand**Special Rules:** Animate Vessel, Forward Force, Shield**Draw Event:** Regeneration (1)**Number of Stands:** 1**Models per Stand:** 1**Options:****Treasures:** A Strategos may have up to two Treasures at the indicated points cost.**Warband:**

Mainstay: *Athanatoi*
 Centaur Prodromoi
 Legionnaires

Restricted: *Kataphraktoi*
 Praetorian Guard

Dark Blessings: *Tactical, Combat*

MOUNTED STRATEGOS

100 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Mounted Strategos	Cavalry Character Stand	-	-	0	3	6	6	-	3	1

Special Rules: Animate Vessel, Brutal Impact (2), Impact (2), Shield

Draw Event: Regeneration (1)

Number of Stands: 1

Models per Stand: 1

Options:

Treasures: A Strategos may have up to two Treasures at the indicated points cost.

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

Warband:

Mainstay: Athanatoi
Centaur Prodromoi
Legionnaires
Kataphraktoi

Restricted: Praetorian Guard

Dark Blessings: Tactical, Combat

HIERODEACON**90 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Hierodeacon	Infantry	-	-	0	1	3	4	-	1	2
	Character									
	Stand									

Special Rules : Animate Vessel, Devout, Priest (6)**Draw Event:** Regeneration (1)

Dark Shepherd [Draw Event]: 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.

Number of Stands: 1**Models per Stand:** 1**This Character Stand cannot be the Warlord****Options:****Treasures:** May have a single Treasure at the indicated points cost.**Spells:** This Character knows both of its Spells **at no points cost***Blackflame Coruscation**Dark Supplication**Benediction of the Black Sun**Undying Devotion***Warband:***Mainstay:**Centaur Kerykes**Cultists**Legionnaires**Restricted:**Buccephaloi**Hashashin**Kanephors**Karyatids***Dark Blessings:***Arcane*

ARCHIMANDRITE

110 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Archimandrite	Infantry Character Stand	-	-	1	1	3	4	-	1	2

Special Rules : Animate Vessel, Devout, Priest (7)

Draw Event: Regeneration (1)

Number of Stands: 1

Models per Stand: 1



Options:

An Archimandrite may have up to have two Dark Blessings at the indicated points cost.

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

The Archimandrite knows all the following Spells at no additional points cost.

Hazlia's Touch

Blasphemous Power

Unholy Baptism

Dark Immolation

Warband:

Mainstay:

Cultists

Kheres

Legionnaires

Restricted:

Bone Golems

Moroi

Praetorian Guard

Unhallowed Sepulcher

Dark Blessings:

Arcane

FALLEN DIVINITY

300 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Fallen Divinity	Monster	Heavy	5	2	2	8	12	-	2	3
Tier I	Character									

Special Rules (Tier 1): Animate Vessel, Blessed, Cleave (1), Flank, Font of Dark Power, Hardened (1), Impact (4)

Draw Event: None

Number of Stands: 1

Models per Stand: 1

	M	V	C	A	W	R	D	E
Fallen Divinity	6	3	3	10	14	-	3	2
Tier II								

Special Rules (Tier 2): Animate Vessel, Blessed, Cleave (2), Flank, Font of Dark Power, Hardened (2), Impact (5), Terrifying (2), Unstoppable

Draw Event: None

Number of Stands: 1

Models per Stand: 1

	M	V	C	A	W	R	D	E
Fallen Divinity	8	4	4	12	16	-	4	1
Tier III								

Special Rules (Tier 3): Animate Vessel, Blessed, Brutal Impact (3), Cleave (3), Flank, Font of Dark Power, Hardened (2), Impact (5), Terrifying (3), Tenacious (1), Unstoppable

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Font of Dark Power: Any Power Tokens generated from the removal of a Stand belonging to a Friendly Regiment within 10" of the Fallen Divinity, must be allocated to the Fallen Pantheon Empowerment Pool.

This Regiment counts its Class as Light for the purposes of its Reinforcement Roll.

Options:

- Your Army cannot contain more than one Fallen Divinity
- A Fallen Divinity must be your Warlord.
- A Fallen Divinity cannot purchase any Treasures.
- A Fallen Divinity may purchase up to three Dark Blessings at their indicated point cost.

Warband:

A Fallen Divinity can only have up to two Regiments in its Warband.

Mainstay: *Buccephaloi*
Centaur Kerykes
Kanephors, Karyatids

Restricted: *None*

Dark Blessings: *Tactical, Combat*

THEOKRATOR

280 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Theokrator	Monster Character	Heavy	6	1	2	15	30	-	3	1

Special Rules: Animate Vessel, Cleave (1), Devout, Impact (5), Priest (7), Trample (8), Vanguard (3), Unstoppable

Draw Event: Exploitation of Divine Vanity

Unhallowed Ground: This Regiment cannot be Healed and counts as being Size (4). In addition, this Regiment counts as six Stands towards the total number of Stands within range of an Objective Zone but 0 towards Seizing it.

Exploitation of Divine Vanity [DRAW EVENT]: When resolving this Draw Event, you may choose to immediately suffer a number of Wounds and gain one of the following effects until the end of the Round.

- Immediately suffer 3 Wounds. The Regiment gains the Trample (+4) Special Rule.
- Immediately suffer 3 Wounds. The Regiment adds +2" to its Charge Distance and generates 1 Power Token for every two Enemy Stands it destroys during its Activation.
- Immediately suffer 3 Wounds. Target Enemy Regiment within 12" Re-Rolls successful Morale Tests until the end of the Round.

Every time this Regiment suffers Wounds as a result of this Draw Event you may generate a Power Token.

This Character must include at least one Regiment in its Warband. The Theokrator is considered to be a Regiment by itself in addition to it also being a Character Stand and therefore uses all the relevant Regiment rules as if it was a Monster Regiment.

Number of Stands:

1

Models per Stand:

1

Options:

Dark Blessings: A Theokrator may purchase one Dark Blessing at the indicated points cost.

The Theokrator knows all the following Spells at no additional points cost and may perform one free Spellcasting Action during its Activation.

Hazlia's Touch

Unholy Baptism

Blasphemous Power

Dark Immolation

Treasures: Does not have access to Treasures.

Warband: The Theokrator cannot be fielded in the same Army as a Fallen Divinity

Mainstay:

*Legionnaires, Cultists,
Hashashins*

Restricted:

*Unhallowed Sepulcher, Bone
Golems*

CHARACTERS AND CHARACTER UPGRADES

Magical Items and Heraldry are an important part of a Faction's culture and history. Each Faction has access to a list of Character Upgrades as described in their Army List. Unless noted otherwise, each entry may only be selected once in your Army List, and it does not have to be visually represented on the Character Stand. Each Character Upgrade confers abilities or attributes to the Character Stand, and their bonuses are lost as soon as the Character Stand is removed from the game for any reason.

Unless otherwise specified, the following restrictions apply for Old Dominion Character Stands:

- Only Infantry Character Stands may purchase a Banner Character Upgrade.
- Only Character Stands with the Wizard (X) or Priest (X) Special Rules may select an Arcane Character Upgrade.
- Character Stands with the Wizard (X) or Priest (X) Special Rule may not purchase Armor Character Upgrades.
- If a Character Stand can have more than one Character Upgrade, they must purchase upgrades from different categories.

TREASURES OF THE OLD DOMINION

Each Treasure may only be included in your Army once.

BANNERS

Sanctified Labaron

20 points

The theocratic nature of the Old Dominion made the modern division between the church and state senseless as belonging to the Clergy was often a requirement for advancement within the apparatus of State. While this was not as pronounced in the military, there are several examples of military leaders who were also ordained priests.

This Character Stand may choose one Army List Entry that is available to them as a Restricted option and count that Regiment Mainstay option instead.

Caelestine Banner:

20 pts

Woven from silver and gold thread, each of these banners was said to be a gift from Hazlia to the house of his Caelesor, signifying his divine right to conquest and dominion. There must be some truth to these myths as those ancient soldiers who fight beneath this banner do so with preternatural speed and power.

The Character Stand and any Regiment they are currently attached to always count as having the Inspired Special Rule.

Vexilla of the Lost

30 points

Subdivisions of each legion were granted smaller standards, dubbed the vexillae. Countless of these were commissioned and lost in the centuries of warfare between the rise and fall of the Old Dominion. Devoted soldiers loyal to these banners can be found beneath the soil of just about any region of the world, ready to heed the call of their master once more.

The Character Stand gains the Forward Force Special Rule.

Legio I 'Primigenia'

20 points

This banner hung from the pediment of Hazlia's largest basilica in Capitas after seeing centuries of glorious combat at the head of the First Legion. During the conflagration of the Fall its location and significance led to its investment with a tremendous amount of Dark Power which now seeps from it.

The Regiment this Character Stand is currently attached to counts as if it is under the effects of one Dark Power Tier higher than it is. This Treasure can not grant the Tier IV Dark Power

effects to a Regiment if a Strategos or Xhiliarch is not the Warlord of this Army.

Semion of the Legion

20 pts

Each Legion had a Semion commissioned for it after its first victory. Crafted in the image of animals or mythical beasts, these standards represented the soul and character of each Legion. Only one was lost in battle before the Fall, the remainder now fly at the head of the Legions again, melding the discipline of the old Legions to the relentless magic of the new...

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

ARMORS

Cuirass of Hazlia's Shadow

30 points

The Regiment this Character Stand is currently attached to adds +1 to its Evasion Characteristic (to a maximum of 3).

Aventine Armor

25 points

Stronger and lighter, but much more costly to produce, this armor was deployed to all of the Legions shortly before the Great Northern Crusade. Originally in great demand as Strategoi and Xhiliarchs sought to outfit their troops in this superior armor, the pattern quickly fell out of favor as the onset of the Fall wrought havoc on supply lines and requisition processes throughout the Dominion.

The Regiment this Character Stand is currently attached to gains the Tenacious (1) Special Rule.

Imperial Oplon

15 points

Crafted to exacting measure for each bearer, these cuirasses were the traditional gift a Caelesor granted his greatest generals before a Triumph making these much-coveted suits of armor a symbol of strategic mastery none could refute. The Character Stand counts as two more Stands of the same Class for the purpose of Seizing an Objective.

Armor of the Living Saint

10 points

Originally the suit the St. Prosper of Chalkion bore in his battle to depose the Apostate Caelesor, this simple suit of armor retains the blessing that Hazlia himself placed on it all those centuries ago,

granting its bearer a modicum of his strength. This Character Stand gains the Relentless Blows Special Rules.

WEAPONS

Anastegma, Brand of the Faithless 30 points (Xhiliarch and Strategos only)

Corrupted and desecrated by the Fall, Anastegma was once used to ritually slay primordial daemons and deities that dared challenge Hazlia's supremacy. When its dark power is turned to mortal flesh, the results are too horrible to even contemplate.

Each time an enemy Regiment fails a Defense Roll against a Character Stand with this Character Upgrade, the Wound inflicted counts as two for the purposes of Testing Morale.

Skofnung

30 points

Hrolf Kraki, Commander of the Varangian Guard during the reign of Caelesor Manuel II, used this blade to defend the Caelesor at the Battle of Oragen. The blade is claimed to have absorbed the ferocity and savagery of his Varangians as they died, granting him the strength to batter through the enemies lines singlehandedly after his entire unit had perished.

The Regiment this Character Stand is currently attached to gains the Linebreaker Special Rule. In addition, the Character Stand gains the Cleave (+1) Special Rule.

Calamitas, Blade of the Caelesor 20 points

Long considered to be the greatest blade forged in the old Dominion, Calamitas was forged for the Warrior Caelesor Severian to aid the conquest of the eastern Keltonni tribes. Centuries later his unworthy successors would use it to dispatch wounded foes and animals in 'gladiatorial' combat, forever tarnishing the history of this once proud weapon.

This Character Stand adds +1 to its Attack Characteristic and gains the Cleave (+1) Special Rule.

Eleutherea, Giver of Mercy **10 points**

Decimus Meridius, the gladiator who became Caelesor, used his blade to grant countless fellow slaves their freedom by ritually severing their bonds. That didn't prevent him from practicing with it daily, imparting into its humble form a measure of his legendary proficiency.

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.

ARCANE

Unholy Sacrament **30 pts**

The Character Stand may select Friendly Regiments as a Target of their Spells that have a Range other than Self, even if that Regiment would normally be outside of the Spells Range.

Consecrated Mitre **25 points**

The Character Stand gains the Priest (+X) Special Rule, where X is the Empowerment Tier of the Dark Power Pool.

The Reaping Crook **10 pts**
(Hierodeacon only)

The crook has always been a powerful symbol in the church of the Old Dominion, so much so that even today the Theist and Deist churches often make allusions to their role as shepherds... These crooks are used for much darker purposes...

Increase the Range of the Dark Shepherd Draw Event to 18".

DARK BLESSINGS

Character Stands are heroes of renown or highly gifted individuals, who excel above and beyond the masses. Be it through luck, education, training and effort or other powers at work, Character Stands have mastered abilities that make them exceptional.

Dark Blessings are optional upgrade abilities for your Characters, which are noted on your Army List and confer bonus abilities to your Character Stand. As a rule of thumb a Character Stand may select **one** Dark Blessing according to the Available categories listed on their Army List profile, however there are cases in which a Character Stand may be able to purchase more than one. This will be clearly stated in the Character Stand's Army List Entry.

Each Dark Blessing can only be purchased once, unless stated otherwise. There are three categories for Masteries: Tactical, Combat and Arcane.

TACTICAL

Kentarch

30 points

[Always Active]: When the Dark Power Pool reaches Tier II, the Character Stand and all Friendly Regiments within 8" always count as being affected by the Inspired Special Rule.

Aura of Malice

40 points

The Regiment this Character Stand is attached to gains the Dread Special Rule. This Dark Blessing affects all Friendly Regiments of 6 or less Stands within 8" if this Dark Blessing is on a Fallen Divinity.

Eternal Discipline

30 points

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

COMBAT

What we did in Life will Echo in

Eternity

25 points

When an Enemy Character Stand refuses to participate in a Duel with this Character Stand, the Regiment is attached to Re-Roll Successful Morale Tests until the End of the Round in addition to suffering the regular penalties for refusing a Duel.

Furthermore, the Regiment this Character Stand is currently attached to gain the Flurry Special rule when performing a Clash against a Broken Regiment.

Gladiator

25 points

(Xhiliarch/Strategos only)

This Character gains the Flurry, Deadly Blades and Parry Special Rules.

Implacable

20 points

This Character Stand gains access to the following Action:

Break Their Lines (Combat Action):

All Stands in the Regiment this Character is attached to gain the Linebreaker Special Rule until the end of the Round.

ARCANE

Unholy Mastery

40 points

When this Character Stand performs a Spellcasting Action, and the Spell is successfully cast with 4 or more successes, then the Character Stand may perform a free additional Spellcasting Action once that Spell is resolved. The Character Stand can not attempt to cast the same Spell more than once this Round. This effect can only be activated once per Activation, regardless of how many Spellcasting Actions this Character Stand may perform each Activation.

Schemophore

20 points

This Character Stand gains the Dark Shepherd Draw Event.

Viaticum

20 points

(Hierodeacon only)

When a Hierodeacon Character Stand completely destroys a friendly Regiment as a result of its Dark Shepherd Ability it gains 1 additional Power Token. A Regiment counts as destroyed by the Dark Shepherd Ability if all of its Stands are removed from play or the Regiment being Shattered as a result of the Wounds inflicted.

Devoted to Hazlia

15 points

This Character Stand may Re-Roll results of "6" when performing a Spellcasting Action.

SPELLS

Some Character Stands can purchase Spells from the following list:

HIERODEACON

Name	Range	Attunement	Effect
Dark Supplication	Self	2	Place 1 Power Token in either the Dark Power or the Fallen Pantheon's respective Empowerment Pool.
Blackflame Coruscation	12"	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.
Benediction of the Black Sun	12"	3	Target Friendly Brute Regiment gains the Blessed Special Rule until the end of the Round.
Undying Devotion	12"	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.

ARCHIMANDRITE

Name	Range	Attunement	Effect
Unholy Baptism	12"	3	Inflicts one Hit per success on Target Enemy Regiment. These Hits have the Armor Piercing (1) Special Rule.
Blasphemous Power	12"	3 (Scaling)	Target Friendly Regiment counts as if it is under the effects of one Dark Power Tier higher than it is. This Spell can not grant the Tier IV Dark Power effects to a Regiment if a Strategos or Khiliarch is not the Warlord of this Army. If the Regiment is already under the effects of the highest possible Dark Power Tier, then the Regiment gains the Flurry and Decay (2) Special Rules instead.
Hazlia's Touch	12"	3	Target Friendly Regiment Heals 1+X Wounds, where X is the current Tier of the Dark Power Pool.
Dark Immolation	8"	3	Target Friendly Regiment gains the Aura of Death (+5) Special Rule until the end of the Round to a maximum of Aura of Death (12).

KHERES

Name	Range	Attunement	Effect
Insanity	14"	3	Inflicts two Hits per success on Target Enemy Regiment. That Enemy Regiment Rolls Defense Rolls using their lowest unmodified Resolve Characteristic instead of their Defense Characteristic. Wounds caused by this Spell do not cause a Morale Test.
Drain Will	12"	3 (Scaling)	Target Regiment suffers -1 to its Defense Characteristic until the end of the Round.

MOROI

Name	Range	Attunement	Effect
Translocation	Self	3 (Scaling)	<p>This Regiment immediately performs an out-of-sequence 8" March, ignoring all intervening Regiments, Character Stands and/or Terrain. The Regiment must be placed in a legal position at the end of this movement to not overlap with any other Regiment's Stands. This effect can be used even if the Regiment is currently Engaged with an Enemy Regiment(s).</p> <p>Whilst performing this move, the Regiment may move sideways or backwards without having to halve its March Characteristic.</p>
Immolation	Self	3 (Scaling)	This Regiment gains the Aura of Death (+X) Special Rule, where X is the number of successes scored. Any Regiment affected by this Spell has its Aura of Death (X) Special Rule limited to a maximum of Aura of Death (12).

REGIMENTS

You may include Regiments as part of your Characters' Warband.

CULTISTS

90 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Cultists	Infantry Regiment	Light	6	2	1	4	4	3	1	1

Special Rules: Barrage (4) (12"), Loose Formation

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stands: 30 points

Acolytes: When this Regiment's Command Stand is destroyed the Player gains 2 Power Token.

HASHASHIN

140 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Hashashin	Infantry Regiment	Light	6	1	2	6	4	3	1	2

Special Rules: Cleave (1), Deadly Blades, Vanguard (4)

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stands: 50 points

Acolytes: When this Regiment's Command Stand is destroyed the Player gains 2 Power Token.

KHERES**160 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Kheres	Infantry Regiment	Light	6	2	1	4	4	-	0	2

Special Rules: Animate Vessel, Barrage (3) (12", Sureshot), Devout, Loose Formation**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 4**Additional Stands:** 50 points

Memories of Old: This Regiment may perform a free Spellcasting Action during its Activation using one Stand as if it were a Character Stand. It gains the Priest (X) Special Rule where X is +2 per Stand to a maximum of Priest (12).

Options:**This Regiment cannot be joined by a Character Stand.****This Regiment may perform a free Spellcasting Action during its Activation using one Stand as if it were a Character Stand.****Spells:** A Kheres Regiment knows the following Spells at no additional point cost.*Insanity**Drain Will***MOROI****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Moroi	Infantry Regiment	Light	6	0	2	6	4	-	0	2

Special Rules: Animate Vessel, Aura of Death (5), Devout, Loose Formation, Cleave (1)**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 4**Additional Stands:** 60 points

Memories of Old: This Regiment may perform a free Spellcasting Action during its Activation using one Stand as if it were a Character Stand. It gains the Priest (X) Special Rule where X is +2 per Stand to a maximum of Priest (12).

Options:**This Regiment cannot be joined by a Character Stand.****This Regiment may perform a free Spellcasting Action during its Activation using one Stand as if it were a Character Stand.****Spells:** A Moroi Regiment knows the following Spells at no additional point cost.*Immolation**Translocation*

LEGIONNAIRES**100 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Legionnaires	Infantry	Medium	5	0	2	4	4	-	1	1
	Regiment									

Special Rules: Animate Vessel, Shield, Support (2)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stands:** 40 points**Forced March:** This Regiment's Standard Bearer adds +2" instead of the usual +1" to this Regiment's second March Action.**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* *Free***Any Legionnaires Regiment may take one of the following Officers:***Dark Cenotaph* *20 points**Profane Reliquary* *15 points**Optio* *15 points***PRAETORIAN GUARD****160 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Praetorian	Infantry	Medium	5	0	2	5	5	-	2	1
Guard	Regiment									

Special Rules: Animate Vessel, Shield**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stands:** 45 points**Memories of Old:** Bastion (+1) Draw Event**Options:****Command Models and Officers:***Standard Bearer* *Free***Any Praetorian Guard Regiment may take one of the following Officers:***Dark Cenotaph* *25 points**Profane Reliquary* *15 points*

ATHANATOI**170 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Athanatoi	Infantry Regiment	Medium	6	1	3	6	4	-	2	1

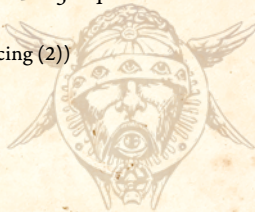
Special Rules: Animate Vessel, Flurry, Tenacious (1)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stands:** 40 points**Memories of Old:** Parry Special Rule**Options:****Command Models and Officers:***Standard Bearer* *Free***VARANGIAN GUARD****200 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Varangian Guard	Infantry Regiment	Heavy	5	0	3	5	5	-	3	1

Special Rules: Animate Vessel, Cleave (2), Hardened (1)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stands:** 55 points**Memories of Old:** Cleave (+1) and Linebreaker Special Rules.**Options:****Command Models and Officers:***Standard Bearer* *Free***Any Varangian Guard Regiment may take the following Officer:***Dark Cenotaph**25 points*

KARYATIDS**200 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Karyatids	Brute Regiment	Medium	6	2	2	4	5	-	3	1

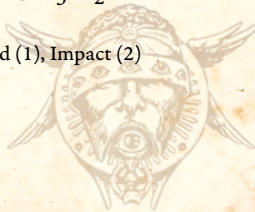
Special Rules: Animate Vessel, Barrage (3) (20", Armor Piercing (2))**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 1**Additional Stands:** 65 points

Divine Shard: When a Stand with this Special Rule is destroyed, if the Power Token gained from it is allocated to the Fallen Pantheon Pool add an additional Power Token to that same Pool.

Memories of Old: Barrage (+1) and Fluid Formation Special Rules.

KANEPHORS**210 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Kanephors	Brute Regiment	Heavy	6	0	3	5	5	-	3	2

Special Rules: Animate Vessel, Blessed, Cleave (1), Hardened (1), Impact (2)**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 1**Additional Stands:** 70 points

Divine Shard: When a Stand with this Special Rule is destroyed, if the Power Token gained from it is allocated to the Fallen Pantheon Pool add an additional Power Token to that same Pool.

Memories of Old: Flawless Strikes Special Rule.

BUCCEPHALOI**220 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Buccephaloi	Brute Regiment	Heavy	6	0	3	4	6	-	3	2

Special Rules: Animate Vessel, Brutal Impact (1), Cleave (3), Devout, Impact (3), Tenacious (1), Unstoppable

Draw Event: None

Number of Stands: 3

Models per Stand: 1

Additional Stands: 75 points

Memories of Old: Brutal Impact (+1)

CENTAUR PRODROMOI**150 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Centaur Prodromoi	Cavalry Regiment	Medium	8	0	2	5	4	-	2	1

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

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 1

Additional Stands: 50 points

Memories of Old: Brutal Impact (1) and Impact (+2) Special Rules.

BONE GOLEMS**210 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Bone Golems	Brute Regiment	Heavy	6	0	2	4	6	-	3	0

Special Rules: Animate Vessel, Aura of Death (5), Cleave (2), Hardened (1), Impact (2), Relentless Blows, Unstoppable

Draw Event: None

Number of Stands: 3

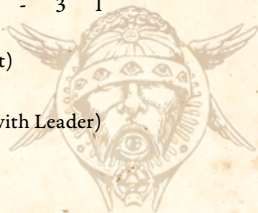
Models per Stand: 1

Additional Stands: 65 points

Memories of Old: Aura of Death (+3) Special Rule

CENTAUR KERYKES**180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Centaur Kerykes	Cavalry Regiment	Light	8	2	2	4	4	-	3	1

Special Rules: Animate Vessel, Barrage (4) (14", Deadly Shot)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stands:** 60 points**Memories of Old:** Armor Piercing (1) and Sureshot Special Rules.**KATAPHRAKTOI****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Kataphraktoi	Cavalry Regiment	Medium	7	0	2	5	4	-	3	1

Special Rules: Animate Vessel, Brutal Impact (2), Impact (3), Shield**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stands:** 65 points**Memories of Old:** Impact (+1) and Shock Special Rules.**Options:****Command Models and Officers:***Standard Bearer* *Free***Any Kataphraktoi Regiment may take the following Officer:***Hetairos**10 points*

UNHALLOWED SEPULCHRE

260 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Unhallowed Sepulchre	Monster Regiment	Heavy	6	1	2	12	30	-	2	1

Special Rules: Animate Vessel, Devout, Impact (5), Vanguard (3), Trample (8), Unstoppable

Draw Event: Exhortation of Eternal Faith

Number of Stands: 1

Models per Stand: 1

Unhallowed Ground: This Regiment cannot be Healed and counts as being Size (4). In addition, this Regiment counts as six Stands towards the total number of Stands within range of an Objective Zone but 0 towards Seizing it.

Exhortation of Eternal Faith [DRAW EVENT]: When resolving this Draw Event, you may choose to immediately suffer a number of Wounds and gain one of the following effects until the end of the Round.

- Immediately suffer 3 Wounds. Friendly Regiments currently within 8", their Command Stand adds +3 to its Attacks Characteristic and gains the Cleave (1) Special Rules.
- Immediately suffer 3 Wounds. Target Friendly Regiment within 8" counts as if under the effects of the Tier III Dark Power Pool until the end of the Round.
- Immediately suffer 3 Wounds. While within 12", all Enemy Regiments suffer -1 to their Resolve Characteristic until the end of the Round.

Every time this Regiment suffers Wounds as a result of this Draw Event you may generate a Power Token.

COMMAND MODELS AND OFFICERS

Certain Regiments have the option of taking Command Models. Each Regiment may only take each Command Model once. If the Command Model is removed as a casualty, all benefits are lost. A Command Model is purchased on top of the model it replaces. In the case of Cavalry or Brute Stand you need to pay for the Stand and the Command Model.

COMMAND MODELS

Dark Cenotaph

At the end of the Round's Victory phase, add 2 Power Tokens to one Empowerment Pool of your choice if this Regiment is within range of an Objective Zone you are Seizing.

Hetairos

The Regiment including attached [CHARACTERS] Re-Roll failed Hit Rolls when performing Impact Attacks.

Optio

This Regiment gains the Vanguard (4) Special Rule.

Profane Reliquary

This Regiment gains the Aura of Death (4) Special Rule.

RULES IN A NUTSHELL!

Just starting out and got questions? Here's a quick rundown of how the Old Dominion rules work! These explanations are brief and will help you quickly start playing your first games or answer some questions you may have! Make sure to join our Discord channel and you may always reach out to us at rules@para-bellum.com with any questions you may have.

WHAT DOES MY ARMY DO?

Contrary to what you might think, what kills you indeed makes you stronger!

The forces of the Old Dominion consist of animated vessels—reanimated and infused with the essence of their former god. When a vessel breaks, its released essence naturally gravitates back to the largest nearby concentration. This means that when part of the army, this essence is absorbed by other animated vessels in the vicinity.

This dynamic is captured by the Animate Vessel Special Rule. Every time a Stand is destroyed, it releases a certain amount of Dark Power.

The accumulation of Dark Power increases your Tier, enhancing the power of your Army. Alternatively, you can harness the power of the Fallen Divinity, which operates under a similar principle but maintains a separate Dark Power pool. As this pool grows, the Fallen Divinity becomes increasingly powerful—potentially reaching near-unstoppable levels.

WHAT TO KEEP IN MIND

When playing Old Dominion always make sure to remember:

- You want to force your Opponent to commit to destroying your more disposable Regiments. **Legionnaires** excel in this role, drawing enemy focus and allowing you to enhance the power of your army as they are destroyed.
- Opponents will prioritize destroying your powerful Regiments before they become fully empowered. It's important not to overcommit these Regiments early on, as losing them can weaken your overall strength significantly.
- Be cautious when deploying the Fallen Divinity! Although incredibly powerful at Tier III, it remains a single Monster Regiment, capable of occupying only one Objective Zone reliably.
- Avoid sacrificing your Regiments needlessly just to empower the Fallen Divinity, as doing so can leave you unable to control multiple Objective Zones.

THE MORE YOU KNOW!

Names that end in “-oi” is actually a single sound and denotes plurality in Greek. “Oi” sounds exactly like “ee” in Greek. Athanatoi would essentially be pronounced Athanat-ee!

Speaking of, Athanatoi is two words. “A” (lack of) + “thanatos” (death) essentially translates to Immortals!

