

II CONQUEST FIRST BLOOD



OLD DOMINION Army List

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 Faction's 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.

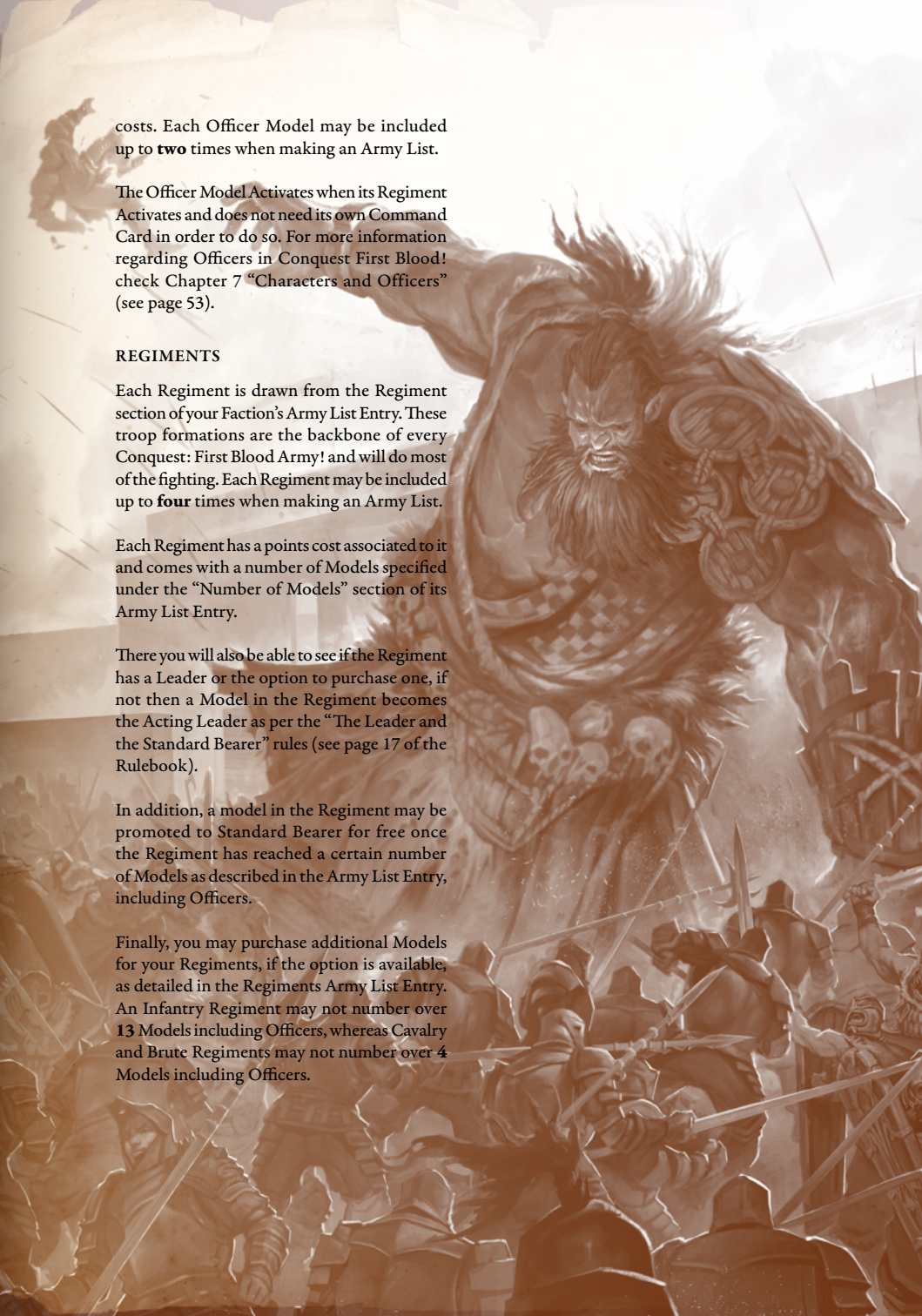
Most Infantry Character Regiments may purchase additional Retinue Models to add to the Character Regiment. These Retinue Models add to the prowess of a Character Regiment and confer unique abilities. You will find more information about Retinue Models under the "Retinues" section of each Army List.

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

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Medium	5	2	3	5	6	-	3	1	7

SPECIAL RULES Animate Vessel, Cleave (1)

Leader of a Thousand: When this Character Regiment is in range of an Objective Zone, all other Friendly Legionnaire and Praetorian Guard Models in this Army count 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.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase up to **two** Treasures at the indicated points cost.
- The Character Regiment has access to the following Retinue:

Capita Varangian Guard

Capita Athanatoi

COMMAND ABILITIES

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 the Inspired Special Rule 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.

STRATEGOS

Strategos (Infantry)	Class	M	V	C	A	W	R	D	E	CR	NO COST
Infantry Character Regiment	Medium	5	1	3	4	5	-	3	1	7	
SPECIAL RULES Animate Vessel, Shield											

Strategos (Mounted)	Class	M	V	C	A	W	R	D	E	CR	50 POINTS
Cavalry Character Regiment	Medium	7	1	3	5	7	-	3	1	7	
SPECIAL RULES Animate Vessel, Shield, Brutal Impact (2), Impact (3)											

Undying Entourage: Every time an Athanatoi, Capita Athanatoi, Varangian Guard or Capita 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 Zone, 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.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase up to **two** Treasures at the indicated points cost.
- The Character Regiment (Infantry Strategos) has access to the following Retinue:

Capita Praetorian Guard
Capita Athanatoi

COMMAND ABILITIES

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.

THEOKRATOR

350 POINTS

Unhallowed Sepulchre	Class	M	V	C	A	W	R	D	E	CR
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Monster Character Regiment	Heavy	5	1	2	12	32	-	3	1	-
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SPECIAL RULES Animate Vessel

WOUNDED Cannot become Wounded

Theokrator	Class	M	V	C	A	W	R	D	E	CR
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Monster Character Regiment	Heavy	-	1	1	2	-	-	-	1	10
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DRAW EVENT Exhortation of Eternal Faith

SPECIAL RULES Animate Vessel, Cleave (1), Devout, Impact (4), Priest (7)

Battle Litany: Each Friendly Regiment within 10" of this Model may perform an additional Memory-of-Old Action.

Unhallowed Ground: This Regiment cannot be Healed. In addition, this Regiment counts as 10 for the purposes of Seizing Objective Zones.

Exhortation of Eternal Faith:

When performing this Draw Event, you may choose one of the following effects:

- This Regiment suffers 6 Wounds. This Regiment adds +4 to its Attack Characteristics and gains Cleave +1 and Terrifying 2 Special Rules.
- This Regiment suffers 8 Wounds. Other Friendly Regiment within 10" of this Regiment adds +1 to their Attack Characteristics.
- This Regiment suffers 4 Wounds. Choose an Objective Marker within 10" of this Regiment. Destroy it.

Rider: The Unhallowed Sepulchre and Theokrator (Rider) are considered as a single Model with two Characteristic profiles. When the Theokrator (Rider) Activates (its Command Card is drawn) it performs Character Regiment Actions using its Characteristic Profile. Similarly when the Unhallowed Sepulchre Activates (its Command Card is drawn) it performs Actions using its own Characteristic Profile. Should the Theokrator (Rider) performs a Volley or Clash Action, then both the Rider and the Mount may perform that Action using their respective Characteristic Profiles. When attacking the Theokrator (Rider) all attacks are allocated against the mount (Unhallowed Sepulchre) and are resolved using its Characteristic Profile. The Theokrator (Rider) cannot separate from the Unhallowed Sepulchre and should the Mount dies then the Theokrator (Rider) is removed as well.

COMMAND ABILITIES

Each Round the Theokrator may use up to one Command Ability

- **Willing Sacrifice [Command]:** This Character Regiment may select a friendly Model within 12" and immediately destroy it. In order to do so, deal Wounds to the Model equal to the Wounds remaining. These Wounds do not trigger Morale Tests. The next time this Character Regiment performs a Draw Event, reduce the amount of Wounds suffered by this Character Regiment by x, where the x is the Wounds of the destroyed Model.
- **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.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- Does not have access to Treasures
- The Theokrator has access to the following Incantations

Unholy Baptism

Blasphemous Power

INCANTATIONS

THEOKRATOR

Name	Range	Attunement	Effect
Unholy Baptism	8"	3	Target Friendly Regiment gains Aura of Death (X) where X is the Success.
Blasphemous Power	8"	3	Target Friendly Regiment gains Terrifying (X) where X is +1 for every two Successes (to a maximum of 3).

HIERODEACON

No Cost

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Light	5	1	1	3	4	-	1	2	6

SPECIAL RULES Animate Vessel, Priest (5)

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 within range of an Objective Zone.

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.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- The Character Regiment has access to the following Retinue:

Cultists

- May purchase a single Treasure at the indicated points cost.
- The Hierodeacon has access to the following Incantations

Duty Bound

Aura of Malice

ARCHIMANDRITE

No Cost

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Medium	5	1	1	2	5	-	1	2	6

SPECIAL RULES Animate Vessel, Priest (6), Devout

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 one Spellcasting Action during its Activation as a result of this [Command] Ability.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- The Character Regiment has access to the following Retinue:

Kheres

- May purchase a single Treasure at the indicated points cost.
- The Archimandrite has access to the following Incantations

Resonating Essence

Nekrosis

Past Echoes

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 (+2).
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 (6) 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. Each model within that Regiment adds +2 to their March Characteristics 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: The Regiment this Model belongs to always gains the benefit of Memories of Old.

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 the Inspired Special Rule 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

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.

Caelestone 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 entry (see Conquest First Blood v2.0 Rulebook page 52).

Not every Character Regiment has access to all Retinues. Those allowed will be clearly stated in the relevant entry in the Army List. The March Characteristic and Class of Retinue Models are the same as the Character Model they are the Retinue of.

CAPITA PRAETORIAN GUARD

25 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	1	2	2	2	-	2	1	Shield, Cleave (1), Animate Vessel

CAPITA ATHANATOI

30 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	1	3	2	2	-	2	1	Flurry, Animate Vessel

CAPITA VARANGIAN GUARD

25 POINTS PER MODEL

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

CULTISTS

15 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	2	1	1	2	3	2	1	Barrage (1)(10"), Lethal Demise, Oblivious

Liquid Anathema: When an Enemy Regiment suffers any Hits from a Volley Action performed by this Regiment, add 2 to the total Hits received from the Aura of Death (X) Special Rule until the end of that Regiment's next Activation. Furthermore, any Enemy Regiment that suffers any hits loses the Blessed Special Rule until the end of the Round.

KHERES

20 POINTS PER MODEL

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



REGIMENTS

LEGIONNAIRES

90 POINTS / +10 PER MODEL

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	2	1	2	-	1	1	Leader

SPECIAL RULES Animate Vessel, Shield, Support

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.

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +10 points per Model to a maximum of 12.
- If the Regiment numbers 12 Models, one of the Models is upgraded to a Standard Bearer for free.

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

Dark Cenotaph 35 points

Optio

30 points

Profane Reliquary 35 points

PRAETORIAN GUARD

130 POINTS / +25 PER MODEL

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	2	2	2	-	2	1	Leader

SPECIAL RULES Animate Vessel, Shield

Memories of Old: Shield Wall Tactics

Shield Wall Tactics: While this Regiment is Engaging an Enemy Regiment, when another Friendly Regiment performs a Disengage Action it does not receive any Attacks of Opportunity and does not become Broken.

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +25 points per Model to a maximum of 12.
- If the Regiment numbers 8 Models, one of the Models is upgraded to a Standard Bearer for free.

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

Dark Cenotaph 35 points

Profane Reliquary 35 points

ATHANATOI**150 POINTS / +30 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	2	2	2	-	2	1	Leader

SPECIAL RULES Animate Vessel, Flurry**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.**REGIMENT**

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +30 points per Model to a maximum of 12.
- If the Regiment numbers 8 Models, one of the Models is upgraded to a Standard Bearer for free.

Any Athanatoi Regiment may include ONE of the Officers presented below:*Dark Cenotaph* 35 points**VARANGIAN GUARD****170 POINTS / +35 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Heavy	5	1	3	1	3	-	3	1	Leader

SPECIAL RULES Animate Vessel, Cleave (2), Tenacious**Memories of Old:** Models in this Regiment gain the Cleave (+1) and Deadly Blades Special Rules.**REGIMENT**

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +35 points per Model to a maximum of 12.
- If the Regiment numbers 8 Models, one of the Models is upgraded to a Standard Bearer for free.

Any Varangian Regiment may include ONE of the Officers presented below:*Dark Cenotaph* 35 points

MOROI**165 POINTS / +30 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	7	1	2	2	2	-	1	2	-

SPECIAL RULES Animate Vessel, Priest (3), Terrifying (1)**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.****REGIMENT**

- This Regiment is comprised of 4 Model.
- You may add additional Models for +30 points per Model to a maximum of 12.

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****155 POINTS / +30 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	2	1	1	2	-	1	2	-

SPECIAL RULES Animate Vessel, Barrage 2 (10", Sureshot), Priest (3), Terrifying (1)**Memories of Old:** Models in this Regiment gain the Priest (+2) Special Rule.**This Regiment may perform a Spellcasting Action during its Activation.****REGIMENT**

- This Regiment is comprised of 4 Model.
- You may add additional Models for +30 points per Model to a maximum of 12.

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**140 POINTS / +85 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	7	1	2	5	5	-	3	1	-

SPECIAL RULES Animate Vessel, Cleave (1), Brutal Impact (2), Shield, Impact (3)**Memories of Old:** Models in this Regiment gain the Impact (+2) and Terrifying (1) Special Rule.**REGIMENT**

- This Regiment is comprised of 1 Model.
- You may add additional Models for +85 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.
- If the Regiment numbers 3 Models, one of the Models is upgraded to a Standard Bearer for free.

Any Kataphraktoi Regiment may include ONE of the Officers presented below:*Hetairos* 110 points**BONE GOLEMS****140 POINTS / +120 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Heavy	6	1	2	4	6	-	3	0	-

SPECIAL RULES Animate Vessel, Cleave (2), Aura of Death (6), Hardened (1), Terrifying (1), Impact (2)**Memories of Old:** Models in this Regiment within range of an Objective count as six Models for the purposes of Seizing Objectives.**REGIMENT**

- This Regiment is comprised of 1 Model.
- You may add additional Models for +120 points per Model to a maximum of 3.

KARYATIDS**120 POINTS / +100 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	2	2	4	6	-	3	1	-

SPECIAL RULES Terrifying (1), Impact (2), Animate Vessel, Barrage 4 (16", Armor Piercing (2), Deadly Shot)**Memories of Old:** Models in this Regiment gain the Precise Shot Special Rule.**REGIMENT**

- This Regiment is comprised of 1 Model.
- You may add additional Models for +100 points per Model to a maximum of 3.

KANEPHORS**130 POINTS / +110 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Heavy	6	1	3	4	6	-	3	2	-

SPECIAL RULES Animate Vessel, Flurry, Cleave (1), Hardened (1), Blessed, Terrifying (1), Impact (2)**Memories of Old:** Models in this Regiment gain the Flawless Strikes Special Rule.**REGIMENT**

- This Regiment is comprised of 1 Model.
- You may add additional Models for +110 points per Model to a maximum of 3.

BUCCEPHALOI**150 POINTS / +130 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	2	2	4	6	-	3	1	-

SPECIAL RULES Animate Vessel, Brutal Impact (1), Cleave (3), Unstoppable, Impact (2)**Memories of Old:** Models in this Regiment gain the Brutal Impact (+1) and Impact (+2) Special Rules until the end of their Activation.**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.**REGIMENT**

- This Regiment is comprised of 1 Model.
- You may add additional Models for +130 points per Model to a maximum of 3.

CULTISTS**120 POINTS / +20 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	5	2	1	1	2	3	2	1	Leader

SPECIAL RULES Barrage (1) (10"), Lethal Demise, Oblivious

Liquid Anathema: When an Enemy Regiment suffers any Hits from a Volley Action performed by this Regiment, add 2 to the total Hits received from the Aura of Death (X) Special Rule until the end of that Regiment's next Activation. Furthermore, any Enemy Regiment that suffers any hits loses the Blessed Special Rule until the end of the Round.

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +20 points per Model to a maximum of 12.

HASHASHIN**140 POINTS / +20 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	2	3	2	3	1	2	Leader

SPECIAL RULES Cleave (1)

Profane Assassins: When this Regiment performs a Clash Action against a Character Regiment or an Enemy Regiment with any Casualty Tokens allocated to it, you may Re-Roll all failed Hit Rolls.

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +20 points per Model to a maximum of 12.

CENTAUR KERYKES**150 POINTS / +90 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	8	2	2	4	6	-	3	1	-

SPECIAL RULES

Animate Vessel, Fluid Formation, Sureshot, Barrage (3) (12", Armor Piercing (1), Deadly Shot), Impact (2)

Memories of Old: Models in this Regiment gain the Barrage (+1) Special Rule.

REGIMENT

- This Regiment is comprised of 1 Model.
- You may add additional Models for +100 points per Model to a maximum of 3.

CENTAUR PRODROMOI**130 POINTS / +100 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	7	1	2	5	5	-	2	1	-

SPECIAL RULES Animate Vessel, Cleave (1), Fluid Formation, Impact (2), Shield

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

Vanguard: During the first Round of the Battle, this Regiment may perform an out-of-sequence March Action of up to 5" during its Activation. This Regiment can not enter into the Engagement Range of an Enemy Model as a result of this Special Rule.

REGIMENT

- This Regiment is comprised of 1 Model.
- You may add additional Models for +100 points per Model to a maximum of 3.

THEOKRATOR

350 POINTS

Unhallowed Sepulchre

Class M V C A W R D E

Monster Regiment Heavy 5 1 2 10 28 - 2 1

SPECIAL RULES Animate Vessel, Cleave (1), Devout, Impact (5)

WOUNDED Cannot become Wounded

Battle Litany: Each Friendly Regiment within 10" of this Model may perform an additional Memory-of-Old Action.

Unhallowed Ground: This Regiment cannot be Healed. In addition, this Regiment counts as 10 for the purposes of Seizing Objective Zones.

Exhortation of Eternal Power:

When performing this Draw Event, you may choose one of the following effects:

- This Regiment suffers 6 Wounds. This Regiment adds +4 to its Attack Characteristics and gains Cleave +1 and Terrifying +1 Special Rules.
- This Regiment suffers 8 Wounds. Other Friendly Regiment within 10" of this Regiment adds +1 to their Attack Characteristics.
- This Regiment suffers 4 Wounds. Choose an Objective Marker within 2" of this Regiment. Destroy it.