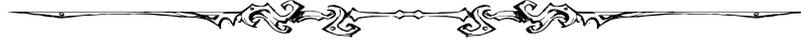




RAVEN	2000 / 2000
The Old Dominion	



👑 Xhiliarch								1	155
M	V	C	A	W	R	D	E	Type	Infantry
-	0	3	6	5	-	2	1	Class	
Draw Events				Regeneration 1					
Special Rules				Animate Vessel, Cleave 1, Flurry, Forward Force, Terrifying 1					
Supremacy Abilities				Obdurate Bone and Stone					
Options									
Treasures				Aventine Armor, Vexilla of the Lost					

Centaur Prodromoi								3	150
M	V	C	A	W	R	D	E	Type	Cavalry
8	0	2	5	4	-	2	1	Class	Medium
Special Rules				Animate Vessel, Cleave 1, Impact 2, Shield, Terrifying 1					
Command Models				Leader					
Memories of Old				Brutal Impact 1, Impact +2					

Centaur Prodromoi								3	150
M	V	C	A	W	R	D	E	Type	Cavalry
8	0	2	5	4	-	2	1	Class	Medium
Special Rules				Animate Vessel, Cleave 1, Impact 2, Shield, Terrifying 1					
Command Models				Leader					
Memories of Old				Brutal Impact 1, Impact +2					

Athanatoi								3	170
M	V	C	A	W	R	D	E	Type	Infantry
6	0	3	6	4	-	2	1	Class	Medium
Special Rules				Animate Vessel, Flurry, Tenacious 1, Terrifying 1					
Command Models				Leader, Standard Bearer					
Memories of Old				Parry					

Varangian Guard								4	255
M	V	C	A	W	R	D	E	Type	Infantry
5	0	3	5	5	-	3	1	Class	Heavy
Special Rules				Animate Vessel, Cleave 2, Hardened 1, Terrifying 1					
Command Models				Leader, Standard Bearer					
Memories of Old				Cleave +1, Linebreaker					

Theokrator								1	295
M	V	C	A	W	R	D	E	Type	Monster
6	1	2	15	30	-	3	1	Class	Heavy
Draw Events				Exploitation of Divine Vanity					
Special Rules				Animate Vessel, Cleave 1, Devout, Impact 5, Priest 7, Trample 8, Unhallowed Ground, Unstoppable, Vanguard 3					
Spells				Blasphemous Power, Dark Immolation, Hazlia's Touch, Unholy Baptism					
<p>The Theokrator cannot be fielded in the same Army as a Fallen Divinity and 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.</p>									
<p>The Theokrator may perform one free Spellcasting Action during its Activation.</p>									
Options									
Dark Blessings				Devoted to Hazlia					

Cultists								3	90
M	V	C	A	W	R	D	E	Type	Infantry
6	2	1	4	4	3	1	1	Class	Light
Special Rules				Acolytes, Barrage 4 (12"), Loose Formation					
Command Models				Leader					

Archimandrite								1 	160
M	V	C	A	W	R	D	E	Type	Infantry
-	0	1	3	4	-	1	2	Class	
Draw Events				Dark Shepherd, Regeneration 1					
Special Rules				Animate Vessel, Devout, Priest 7, Terrifying 1					
Spells				Blasphemous Power, Dark Immolation, Hazlia's Touch, Unholy Baptism					
Options									
Treasures				Unholy Sacrament					
Dark Blessings				Schemophore					

Legionnaires								3 	100
M	V	C	A	W	R	D	E	Type	Infantry
5	0	2	4	4	-	1	1	Class	Medium
Special Rules				Animate Vessel, Forced March, Shield, Support 2, Terrifying 1					
Command Models				Leader, Standard Bearer					
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.					

Legionnaires								3 	115
M	V	C	A	W	R	D	E	Type	Infantry
5	0	2	4	4	-	1	1	Class	Medium
Special Rules				Animate Vessel, Forced March, Shield, Support 2, Terrifying 1, Vanguard 4					
Command Models				Leader, Standard Bearer					
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									
Officers				Optio					

Moroi								3 	180
M	V	C	A	W	R	D	E	Type	Infantry
6	0	2	6	4	-	0	2	Class	Light
Special Rules				Animate Vessel, Aura of Death 5, Cleave 1, Devout, Loose Formation, Terrifying 1					
Spells				Immolation, Translocation					
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 equal to twice the current number of Stands in the Regiment to a maximum of Priest (12).									
This Regiment cannot be joined by a Character Stand.									

Moroi								3 	180
M	V	C	A	W	R	D	E	Type	Infantry
6	0	2	6	4	-	0	2	Class	Light
Special Rules				Animate Vessel, Aura of Death 5, Cleave 1, Devout, Loose Formation, Terrifying 1					
Spells				Immolation, Translocation					
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 equal to twice the current number of Stands in the Regiment to a maximum of Priest (12).									
This Regiment cannot be joined by a Character Stand.									

Rules

Acolytes

When this Regiment's Command Stand is destroyed the Player gains 2 Power Tokens.

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.

Aura of Death X

At the start of an Enemy Regiment's "Draw Command Card" step, if it is in contact with one or more Enemy Regiment with this Special Rule, it suffers X Hits where X is the sum of the Regiment(s)' Aura of Death (X) Special Rule. Wounds resulting from these Hits do not trigger Morale Tests.

Should the Regiment be destroyed by this Special Rule before the "Resolve Draw Event" step, then the Active Player discards the Command Card and may Draw their next Command Card and perform Actions with it.

Aventine Armor

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

Tenacious X

Whenever this Regiment makes a Defense Roll, treat X failed results as successes where X is the value of this Special Rule. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Barrage X

A Stand with this Special Rule contributes X Shots when its Regiment performs a Volley Action. The Range, as well as any Special Rules, are given in a second set of parentheses after the Barrage (X) Special Rule. E.g. Barrage (4) (24", Armor Piercing (1)) indicates that the Stand has a Barrage Special Rule with 4 Shots, a 24" Range and the Armor Piercing (1) Special Rule. If a Stand has multiple Barrage (X) profiles, you must choose one of them to use.

Blasphemous Power

Range: 12" **Attunement:** 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 Xhiliarch 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 Special Rules instead.

Flurry

A Stand with this Special Rule Re-Rolls all failed Hit Rolls when performing a Clash or Duel Action.

Decay

The Regiment suffers 1 Wound per Stand at the end of its Activation. In the case of a Monster Regiment, it suffers 3 Wounds instead. These Wounds do not trigger Morale Tests.

Brutal Impact X

When a Stand with this Special Rule inflicts Impact Attacks, those Impact Attacks reduce the Target Enemy Regiment's Defense by X for the purposes of making Defense Rolls against those Impact Attacks.

Cleave X

When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X for the purposes of making Defense Rolls against those Attacks.

Dark Immolation

Range: 8" **Attunement:** 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).

Dark Shepherd

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.

Devoted to Hazlia

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

Devout

When a Regiment with this Special Rule becomes the Target of a Friendly Priest (X)'s Spellcasting Action, one failed Spellcasting Die is converted to a success. If the Regiment has a [Character] Stand currently attached to it with this Special Rule, then the Regiment also counts as having "Devout" Special Rule.

Exploitation of Divine Vanity

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.

Trample X

At the end of this Regiment's Activation, choose one Enemy Regiment in contact with this Regiment's front arc. Stands in the Regiment with this Special Rule cause X additional Hits where X is equal to the Stand's Trample (X) value. These additional Hits do not benefit from any of the Regiment's Special Rules and Hit automatically. Wounds resulting from these Hits do not trigger Morale Tests. This Special Rule does not trigger at the end of a Character Stand's Activation. Hits from this Special Rule can inflict Wounds to Objective Markers as if this Regiment was performing a Clash Action against it.

Flurry

A Stand with this Special Rule Re-Rolls all failed Hit Rolls when performing a Clash or Duel Action.

Forced March

This Regiment's Standard Bearer adds +2" instead of the usual +1" to this Regiment's second March Action.

Forward Force

The non-Monster Regiment this Character Stand is currently attached to gains the Flank Special Rule.

Flank

This Regiment does not contribute a die to the Reinforcement Roll. Before rolling each Reinforcement Pool for each Class, each player declares whether a Regiment with this Special Rule automatically enters the Battlefield or remains in Reinforcements. A Regiment cannot enter the Battlefield before its Class will normally be able to and cannot remain in Reinforcements past the Round its Class is required to enter automatically.

Hardened X

When this Regiment makes a Defense Roll, reduce any Cleave (X), Brutal Impact (X) or Armor Piercing (X) Special Rule by the value of Hardened (X) when resolving that Defense Roll. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Hazlia's Touch

Range: 12" **Attunement:** 3

Target Friendly Regiment Heals 1+X Wounds, where X is the current Tier of the Dark Power Pool.

Immolation

Range: Self **Attunement:** 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).

Impact X

Stands with this Special Rule perform Impact Attacks equal to X where X is the value of the Impact (X) Special Rule.

Leader

A Command Stand containing a Leader adds +1 Attack to the Command Stand's Characteristic Profile. If the Command Stand has the Barrage (X) Special Rule, then it also increases the Command Stand's Barrage (X) value by +1.

Linebreaker

A Stand with this Special Rule ignores the Shield Special Rule and Bastion (X) Draw Event, when performing a Clash or Duel Action, or when resolving Impact Attacks.

Loose Formation

When a Stand performs a Volley Action against a Regiment with this Special Rule it halves the X value in its Barrage (X) Special Rule (rounding up) to a minimum of 1. In addition, Spells will only inflict half their number of Hits (rounding up) against a Stand with this Special Rule. This Special Rule does not stack with Obscuring Terrain. Furthermore, a Regiment with this Special Rule cannot inflict Impact Attacks.

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.

Optio

The Regiment gains the Vanguard (4) Special Rule

Vanguard X

When a Regiment with this Special Rule enters the Battlefield from Reinforcements, add +X to its March Characteristic for the first March Action this Activation.

Parry

Enemy Stands engaged with a Stand with this Special Rule cannot Re-Roll failed Hit Rolls. Character Stands cannot Re-Roll failed Hit Rolls against another Character Stand with this Special Rule.

Priest X

This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level. If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.

Regeneration X

This Regiment immediately Heals X Wounds. Character Stands in the Regiment are ignored for the purposes of the Heal from this Draw Event. If a Character Stand has the Regeneration (X) Draw Event, Heal only the Character Stand for X Wounds. Any additional Wounds Healed are lost.

Schemophore

This Character Stand gains the Dark Shepherd Draw Event.

Shield

The [Character] or Regiment with this special rule count their Defense Characteristic as 1 point higher against all Hits originating from their front Arc. [Character]s benefit from this Special Rule during Duels regardless of Arc.

A Regiment cannot benefit from the effects of this Special while Occupying Garrison Terrain.

Standard Bearer

A Regiment with a Standard Bearer gains the Unstoppable Special Rule. In addition, the Standard Bearer adds +1" to the Regiment's and currently attached Character Stand's March Characteristic on the second March Action the Regiment performs during its Activation until the end of that March Action.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Support X

This Regiment's Stands contribute X Supporting Attacks during a Clash Action instead of 1. While a Regiment is engaged by enemy Regiments in its Flank or Rear, they lose the Support X Special Rule.

Tenacious X

Whenever this Regiment makes a Defense Roll, treat X failed results as successes where X is the value of this Special Rule. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Terrifying X

Regiments in contact with Stands with this Special Rule reduce their Resolve Characteristic by X, where X is the value in the Terrifying (X) Special Rule, for the purposes of making Morale Tests against Wounds taken from that Regiment.

Trample X

At the end of this Regiment's Activation, choose one Enemy Regiment in contact with this Regiment's front arc. Stands in the Regiment with this Special Rule cause X additional Hits where X is equal to the Stand's Trample (X) value. These additional Hits do not benefit from any of the Regiment's Special Rules and Hit automatically. Wounds resulting from these Hits do not trigger Morale Tests. This Special Rule does not trigger at the end of a Character Stand's Activation. Hits from this Special Rule can inflict Wounds to Objective Markers as if this Regiment was performing a Clash Action against it.

Translocation

Range: Self **Attunement:** 3 (Scaling)

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). Whilst performing this move, the Regiment may move sideways or backwards without having to halve its March Characteristic

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.

Unholy Baptism

Range: 12" **Attunement:** 3

Inflicts one Hit per success on Target Enemy Regiment. These Hits have the Armor Piercing (1) Special Rule.

Armor Piercing X

When a Stand with this Special Rule performs a Volley or Spellcasting Action, any Hits caused by those attacks reduce the Target Regiment's Defense by X. E.g. A Stand with Armor Piercing (2) would reduce the Target's Defense by 2 during Defense Rolls from its Volley Action.

Unholy Sacrament

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.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Vanguard X

When a Regiment with this Special Rule enters the Battlefield from Reinforcements, add +X to its March Characteristic for the first March Action this Activation.

Vexilla of the Lost

The Character Stand gains the Forward Force Special Rule