

Archimandrite	995 / 1000
The Old Dominion	

Character Regiments

Archimandrite									Points	145
M	V	C	A	W	R	D	E	CR	Models	1
4	2	2	2	4	3	1	2	6	Size	-
Special Rules				Aura of Death (1), Catechism of Corruption, Sacred and the Profane, Spellcaster (4)						
Spells				Excommunicate, Sanctify, Unholy Baptism						
Battlefield Roles				Character, Final Creed, Infantry, Spellcaster						
Options										
Lost Treasures				The Reaping Crook, Cloying Thurible						

Regiments

Legionnaires									Points	230
(Warriors)										
M	V	C	A	W	R	D	E	CR	Models	12
4	1	1	1	1	2	2	0	4	Size	-
Special Rules				Phalanx, Shield, Support						
Battlefield Roles				Infantry, Legions						
(Leader)										
M	V	C	A	W	R	D	E	CR	Models	12
4	1	1	1	2	2	2	0	4	Size	-
Special Rules				Phalanx, Shield, Support						
Battlefield Roles				Infantry, Legions, Character						
Options										
Command Models				Leader						
Leader Lost Treasures				Rapture						

Praetorian Guard									Points	245
(Warriors)										
M	V	C	A	W	R	D	E	CR	Models	7
4	1	2	2	1	2	3	0	5	Size	-
Special Rules				Bodyguard, Phalanx, Shield						
Battlefield Roles				Infantry, Legions						
(Leader)										
M	V	C	A	W	R	D	E	CR	Models	7
4	1	2	2	2	2	3	0	5	Size	-
Special Rules				Bodyguard, Phalanx, Shield						
Battlefield Roles				Infantry, Legions, Character						
Options										
Command Models				Leader						
Leader Lost Treasures				Vexillum Dominus						

Varangian Guard									Points	125
(Warriors)										
M	V	C	A	W	R	D	E	CR	Models	4
4	1	2	1	1	3	2	0	5	Size	-
Special Rules				Cleave (2), Hardened, Tenacious						
Battlefield Roles				Infantry, Legions						

Hetairos									Points	95
M	V	C	A	W	R	D	E	CR	Models	1
7	0	3	3	4	3	3	0	6	Size	-
Special Rules				Bastion, Brutal, Decurion, Impact (2), Shield, Trample						
Command Abilities				Counter Charge						
Battlefield Roles				Cavalry, Character, Legions						

Optio									Points	80
M	V	C	A	W	R	D	E	CR	Models	1
4	1	3	2	3	3	2	0	5	Size	-
Special Rules				Bravery, Ceaseless March, Shield, Tribune, Vanguard						
Command Abilities				Inevitable Advance						
Battlefield Roles				Character, Infantry, Legions						
Options										
Lost Treasures				The Strides of March						

Moroi									Points	75
M	V	C	A	W	R	D	E	CR	Models	4
5	1	1	2	1	2	1	2	4	Size	-
Special Rules				Flank, Terrifying, Opportunist						
Battlefield Roles				Infantry, Final Creed						

Rules

Aura of Death X

(Draw Event) Each Enemy Engaged with this Warrior immediately suffers X Hits. Roll separately for each.

Bastion

When this Warrior would be Driven Back they may choose to not be Moved. Additionally, while Engaged with only a single Enemy, that Enemy never counts as Charging.

Bodyguard

Whenever a Friendly **[Character]** of the same Size or smaller within 1" would suffer Wounds, you may choose for this Warrior to suffer any Wounds in their stead. A Warrior with this Special Rule cannot be allocated more Wounds than they have remaining. The Friendly **[Character]** must be of the same Elevation.

Bravery

(Draw Event) This Warrior immediately Rallies.

Brutal

When this Warrior Charges, all Enemies within Engagement Range suffer -1 Defense this Activation.

Catechism of Corruption

Friendly **[Final Creed]** Warriors within Command Range gain the **Fearsome** Special Rule.

Ceaseless March

(Unique Action) All **[Legions]** Warriors within Command Range may immediately Move up to half their March Characteristic (rounding up).

Cleave X

During this Warrior's Clash Actions, each assigned Hit Roll of 'X' or lower reduces the target's Defense by 1 for the duration of the Action.
Example: A Warrior has Cleave 2 and assigns 3 Hits of a 1, 2, and 5. The Blocking Warrior suffers -2 Defense, as the Hit results of '1' and '2' benefit from Cleave.

Cloying Thurible

Friendly **[Final Creed]** Warriors within Command Range gain the **Elusive** Special Rule.

Counter Charge

Friendly **[Cavalry]** Warriors within Command Range gain the **Counter-Attack** Special Rule.

Decurion

When being Placed as the result of the Duel Command Ability, this **[Character]** counts as Charging. This triggers the Hetairos' Impact Hits with the **Brutal** Special Rule.

Excommunicate

Type: Incantation **Essence:** 1

After a Friendly Warrior Fails a Resolve test, you may Re-Roll a single result.

Flank

After this Warrior Charges, this Warrior may be placed anywhere remaining within Enemy Engagement Ranges.

Hardened

When rolling to Block, for each result of '1' Roll an additional Block Die.

Impact X

When this Warrior Charges, each Enemy in Engagement Range immediately suffers X Hits. Roll separately for each.

Inevitable Advance

Friendly [**Legions**] Warriors within Command Range gain the **Unyielding** Special Rule.

Leader

This Warrior gains +1 to their Wounds Characteristic as well as the Character Battlefield Roles. A Leader's Command Abilities that affect Friendly Warriors can only affect Warriors within their own Regiment.

Opportunist

When performing a Clash Action Against an Outnumbered Enemy, gain +1 Clash.

Phalanx

When performing Clash Actions, other Friendly Unengaged Warriors with this Special Rule within 1" assist in Outnumbering the Enemy. Assisting Warriors must be on the same Elevation as the Clashing Warrior.

Rapture

When this [**Character**] is Slain, all Enemies within Command Range must immediately suffer 1 Hit.

Sacred and the Profane

(Draw Event) You may immediately transmute any amount of Dark Power into Essence, this [**Spellcaster**] gains 1 Essence per Dark Power spent. A Spellcaster cannot have more than 6 Essence!

Sanctify

Type: Command Ability **Essence:** 2

Friendly Warriors within Command Range gain the **Lethal Demise +1** Special Rule.

Shield

This Warrior Rerolls Block results of '6'.

Spellcaster X

This Warrior gains the [**Spellcaster**] Battlefield Roles and may spend Essence to cast Spells. This Warrior Rolls for Attunement during each Command Phase.

Support

While Unengaged, this Warrior may use the Engagement Range of a single Friendly Warrior of an equal Size or smaller within 1" to perform Combat Actions. This allows Warriors with this Special Rule to perform Combat Actions such as the Inspire or Clash Actions even if they themselves are not Engaged. The Friendly Warrior must be of the same Elevation.

Tenacious

This Warrior gains +1 Resolve while Engaged with multiple Enemies.

Terrifying

Enemies Engaged with this Warrior suffer -1 to their Resolve Characteristic.

The Reaping Crook

This **[Character]** gains the following Unique Action.

(Unique Action) Slay Target Friendly Warrior within Command Range, you may immediately Raise a single Infantry Warrior from a Friendly Regiment. The Warrior must be Placed wholly within the Command Range of another Warrior from their Regiment. The Raised Warrior may Activate normally this Round.

The Strides of March

All Friendly Warriors within Command Range gain +1 March.

Trample

When performing a Clash Action against a Warrior of a smaller Size, roll an additional Attack.

Tribune

Legionnaires in your Warband gain the **Vanguard** Special Rule.

Unholy Baptism

Type: Unique Action **Essence:** 3

Target Enemy Warrior within Command Range suffers Hits equal to their Resolve Characteristic.

Vanguard

During the Deployment Phase before Placing Warriors from this Command Card, you may Place this Command Card anywhere wholly within 9" of its original position following all usual restrictions. The Command Card must be Placed further than 6" away from any Enemy Warriors.

Vexillum Dominus

This **[Character]** is a Standard Bearer. Enemies within Command Range gain no benefit from Friendly Standard Bearers and must Re-Roll Resolve Tests of '1'.