



THE OLD DOMINION

ARMY LIST



A common misconception amongst modern historians and their students is that the title of Dominion refers to the Dominion of Man. It most certainly does not. The original inhabitants referred instead to the Dominion of Hazlia, the Pantokrator, God of Mankind. And with his Fall the Dominion ended – but did not die.

Far to the east of the Hundred Kingdoms, past the Claustine Mountains and the desert wasteland beyond it, lie the heartlands of the old Dominion. Once a continent-spanning power, the legions of the old Dominion were powerful enough to threaten even the elder races of the Dweghom and the Spires into acquiescence, or at least a semblance of it.

Past the once teeming valleys and fertile plains of the Heartlands lie the river valleys upon which Capitas, the greatest city of humanity ever built, was founded. And it is here, amongst the ruins of the holiest of cities of man, that the remnants of Hazlia fell.

Wounded unto death, but immortal and driven to a towering rage by the betrayal of his subjects, Hazlia was pushed beyond the limits of despair and rage. In his hubris he sought to end the Old Dominion but was foiled by the sacrifice of another member of the Pantheon: Ninuah, the Mother.

Denied, broken, and driven well past the edge of madness, Hazlia reached out to whatever power could answer his desperate need to avenge himself and punish his betrayal... and one answered. Death, the third Incarnate Soul of Destruction, had been bound beyond the reach of any being, living or dead, but Hazlia now stood on the threshold of both and could hear his call. Bending all his divine might, Hazlia was able to carve his way into Death's prison as he Fell.

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 Regiment and [**CHARACTER**] in your Army, plus those of any upgrades you've purchased for them. 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**]s and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one [**CHARACTER**] to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each [**CHARACTER**] 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**] 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**] it is chosen for, count as a Mainstay or a Restricted choice. Each [**CHARACTER**]'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**]s and Regiments have additional options that can be purchased for them, such as Abilities, Officers and 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**] or Regiment for which the upgrade was purchased.

If you are able to purchase additional Stands, the cost will be clearly indicated in the top right corner of the Army List Entry, along with the Entry's points value.

Additionally, many Regiments include Command Models as part of their Army List Entry. These can be found under the "Command Models" section of the Entry.

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.

THE OLD DOMINION

Over the centuries, hundreds, if not thousands, of mortals have answered the call. Of these, only a mere handful have survived, and they are the Anointed: the Prophet, the Warlord, the Speaker, the Seer, the Howler, the Keeper, the Branded, the Whisperer, and the Broken. The first whisper of their names is starting to be heard in the lands of man, a whisper that will soon burgeon to become a storm...

Battlefield Roles: These Battlefield Roles consist of the following: [**THE LEGION**], [**THE CREED**], [**THE FALLEN PANTHEON**]

ANIMATE VESSEL

What happened within that forsaken realm is beyond the understanding of mortals and immortals alike, but, from the unholy fusion of those two polar Primordial elements, an unholy amalgam was born: Undeath.

Animate but unalive, aware but un-souled, a new Primordial paradigm was born. Its rage-filled birth cry infused the thousands upon thousands of dead in Capitas and the Old Dominion beyond with a fraction of his essence granting them a ghastly unlife. The spiritual connection the deceased had with Hazlia made this transfer not just possible, but remarkably easy. In fact, this birth cry was so powerful and uncontrollable that Hazlia poured too much of his essence into it, becoming little more than a single directive that lived within each of his undead creations: slay the living.

All Regiments and Character Stands in the Army with the Animate Vessel Special Rule:

- The Regiment or Character gains the Terrifying (1) Special Rule.
- The Regiment cannot perform the Inspire Action.
- 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**] with the Animate Vessel Special Rule does not confer their Resolve Characteristic to the Regiment they are attached to.
- The Regiment gains the Brittle Special Rule.

Brittle: Whenever a Regiment with this Special Rule makes a Defense Roll from a Clash or Charge Action, it treats two successful results as fails if that Action is originating from this Regiment Flank, and twice as many if it originates from Regiments Rear.

MEMORIES OF OLD

Most Regiments in the Army have access to a Faction Specific Action called "Memories of Old". Multiple instances of the same Memories of Old Ability do not stack.

Memories of Old (Combat and Out-of-Combat Action): The Regiment Activates its Memories of Old Ability as described in its Army List Entry. The Regiment immediately gains the benefits of all Special Rules listed in the ability until the end of the Round.

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 Xhiliarch'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.

BLASPHEMOUS SOMA

Each Round before the Supremacy Phase begins, add 1 Power Token to an Empowerment Pool of your choice. Both Dark Power Pool and Fallen Pantheon Pool Tier Effects last as long as you remain on that Tier. Should for any reason your Tier changes to a lower one, you immediately lose the effects of the Tier you were on previously.

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: In addition to the Tier II benefits, Friendly Regiments in the Army gain the Inspired Special Rule.

Tier IV: In addition, to the Tier III benefits, Enemy Regiment engaged with a Friendly Regiment with the Animate Vessel Special Rule Re-Roll all Successful 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 Fallen Divinity's Font of Dark Power Special Rule changes as follows

[AURA] Font of Dark Power:

- Any Power Tokens generated from the removal of a Stand belonging to a Friendly Regiment within 12" of the Fallen Divinity, must be allocated to the Fallen Pantheon Empowerment Pool.
- Other Friendly [**THE FALLEN PANTHEON**] Regiments with the Animate Vessel Special Rule within 12" of the Fallen Divinity add +1 to their Attacks Characteristic.
- Friendly [**THE FALLEN PANTHEON**] Regiments within 12" of the Fallen Divinity may 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: 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, The Fallen Divinity's Font of Dark Power Special Rule changes as follows:

[AURA] Font of Dark Power:

- Any Power Tokens generated from the removal of a Stand belonging to a Friendly Regiment within 12" of the Fallen Divinity, must be allocated to the Fallen Pantheon Empowerment Pool.
- Other Friendly [**THE FALLEN PANTHEON**] Regiments with the Animate Vessel Special Rule within 12" of the Fallen Divinity add +2 to their Attacks Characteristic.
- Other Friendly Regiments with the Animate Vessel Special Rule within 12" of the Fallen Divinity gain the Inspired Special Rule.
- Friendly [**THE FALLEN PANTHEON**] Regiments within 12" of the Fallen Divinity may 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.

SUPREMACY ABILITIES

ARCHIMANDRITE

Blasphemous Mesa [Always Active]:

- The Warlord gains the **Blasphemous Mesa [Draw Event]**: The Warlord may spend 1 Dark Power Token to perform a free additional Spellcasting Action during its Activation. You cannot perform the same spellcasting more than once during a single Activation.
- Friendly Regiments gain the Aura of Death (+1) Special Rule.

When you Activate Friendly [**THE CREED**] or [**THE LEGION**] Regiments, before resolving any Draw Events, you may spend 1 Dark Power Token to gain one of the following effects until the end of the Round:

- The Regiment gains the Aura of Death (+1) Special Rule
- The Regiment loses the Brittle Special Rule
- The Regiment gains the Terrifying (+1) Special Rule.

FALLEN DIVINITY

Surrounded by Fear and Dead Men [Always Active]:

- The Fallen Divinity must always be the Warlord.
- The Fallen Divinity is not affected by the effects of the Dark Power Pool.
- The Fallen Divinity is considered to be a Regiment by itself in addition to it also being a [**CHARACTER**] and therefore uses all the relevant Regiment rules as if it was a Monster Regiment.
- The 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.
- The Fallen Divinity may also use a Duel Action and may not refuse a Duel from an Enemy [**CHARACTER**].
- Should the Fallen Divinity be destroyed, all Power Tokens currently in the Fallen Pantheon Pool are immediately transferred to 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.

[Activated part of the Ability]

- Target Friendly [**THE FALLEN PANTHEON**] Regiment other than the Fallen Divinity. Destroy up to 3 of its Stands following rules of Wound allocation. If the Regiment would be destroyed as an effect of this ability, its Command Stand performs Die Fighting!. Each Friendly Stand destroyed as an effect of this ability grants one additional Empowerment Token to the Fallen Pantheon Pool.

SUPREMACY ABILITIES

HIERODEACON

Divinity Grace

[Always Active]

- The Warlord may perform a free additional Spellcasting Action during its Activation. You cannot perform the same Spellcasting more than once during a single Activation.
- All Friendly Regiments lose the Brittle Special Rule.
- When the Warlord performs the Dark Shepard Draw Event, it generates double the amount of tokens.
- Friendly Cultists and Hashashin Regiments gain [**THE FALLEN PANTHEON**] Battlefield role.

[Activated part of the Ability]

- [**THE FALLEN PANTHEON**] Regiments gain the Blessed Special Rule until the end of the Round.

STRATEGOS

Master of the Legions

[Always Active]

- The Army may reach the Dark Power Empowerment Tier IV as described in the "Empowerment" section of the rules.
- You may use the [**Activated**] part of the Supremacy Ability at the end of each Supremacy Phase.

[Activated part of the Ability]

- Target up to two Friendly [**THE LEGION**] Regiments on the Battlefield. These Regiments gain one of the following benefits until the end of the Round:
 - The Regiment counts as if it was under the Dark Power Pool Tier +1
 - The Regiment Activates its Memories of Old ability
 - The Regiment Rolls 2D6 and picks the highest when determining its Charge Distance when performing a Charge Action.
 - The Regiment loses the Brittle Special Rule.

*Note: This [**CHARACTER**] may choose a different benefit for each Regiment.*

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.
- Once per Round: When performing a Clash or Charge action with a [**THE LEGION**] Regiment, before the Roll to Hit step you may declare the use of this ability and convert 1+X failed Hits into successes until the end of that Action, where X is your Dark Power Pool Tier.

[Activated part of the Ability]

- Until the end of the Round, when the Regiment is using the Once per Round ability of Glimmers of a Golden Age, it counts as under the Dark Power Empowerment Tier IV.

SUPREMACY ABILITIES

THEOKRATOR

Reign of Terror [Always Active]

- [THE CREED] and [THE LEGION] Regiments with the Animate Vessel Special Rule gain the Terrifying (+1) Special Rule as an additional Benefit of the Dark Power Pool Tier III.
- Once per Round, before performing a Clash action, you may spend one Power Token to grant a Friendly [THE CREED] or [THE LEGION] Regiment the **Trial of Will Special Rule** until the end of that Action.

Trial of Will : When you perform Clash action against an Enemy Regiment, you may choose to perform a Characteristic Test against the Enemy Regiment's modified Resolve Characteristic instead of the Defense or Evasion characteristic.

- If this Regiment has the Terrifying (X) Special Rule, it also reduces the Enemy Regiment's Resolve Characteristic during Clash or Charge Actions.
- If the Target Regiment does not have a Resolve Characteristic, it suffers -1 to its Defense Characteristic until the end of that Action.

[Activated part of the Ability]

Until the end of the Round, Friendly [THE CREED] and [THE LEGION] Regiments gain the Trial of Will Special Rule.

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.
- Friendly [THE LEGION] Medium Regiments gain the Vanguard (2) Special Rule.
- Friendly [THE LEGION] Heavy Regiments gain the Vanguard (4) Special Rule.

In addition, once per Round, choose one:

- When a [THE LEGION] Regiment declares a Charge Action, add +X to its Charge distance, where X is your Dark Power Pool Tier.
- When the Regiment your Warlord is currently attached to declares a Clash Action or your Warlord declares a Duel Action, add +X to this [CHARACTER]'s Attack Characteristic, where X is your Dark Power Pool Tier.



XHILIARCH

100 POINTS

The professional nature of the Old Dominion army was best exemplified by its officer cadre. A Xhiliarch, a commander of a thousand men, was both elected by his troops and trained by Dominion. Only those who had previously reached the rank of Centurion were eligible to become Xhiliarchs, who upon election traveled to Captias to be trained in grammar, arithmetic and logistics, allowing them to become the professional officer corps that the Legions needed to dominate the continent.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	6	5	-	2	1	Obdurate Bone and Stone

Special Rules: CLEAVE 1, ANIMATE VESSEL, TERRIFYING 1, FLURRY

Battlefield Role: [CHARACTER], [THE LEGION]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

The Regiment this Character Stand is currently attached gains the Double Time [Draw Event].

XHILIARCH

CHARACTER UPGRADES

May purchase up to two Treasures from different categories at the indicated points cost.

Dark Blessings: The Old Ways, Forgotten Armatura

WARBAND

<i>Mainstay:</i>	<i>Praetorian Guard,</i>	<i>Restricted:</i>	<i>Varangian Guard,</i>
	<i>Legionnaires,</i>		<i>Athanatoi</i>
	<i>Centaur Prodromoi</i>		



STRATEGOS

85 POINTS

A Strategos is the supreme commander of a Dominion Legion, a master of men who commanded the absolute loyalty of his troops, serving as their temporal and spiritual leader while on campaign. His mastery was one of strategy and diplomacy, allowing his officers, the ten Xhiliarchs who served under him to focus on logistics, tactics and the disposition of the troops.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	5	5	-	2	1	Master of the Legions

Special Rules: FORWARD FORCE, SHIELD, ANIMATE VESSEL, TERRIFYING 1

Battlefield Role: [CHARACTER], [THE LEGION]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

STRATEGOS

CHARACTER UPGRADES

May purchase up to two Treasures from different categories at the indicated points cost.
Dark Blessings: The Old Ways, Forgotten Armatura

WARBAND

<i>Mainstay:</i>	<i>Athanatoi,</i>	<i>Restricted:</i>	<i>Kataphraktoi,</i>
	<i>Legionnaires,</i>		<i>Praetorian Guard</i>
	<i>Centaur Prodromoi</i>		



MOUNTED STRATEGOS

100 POINTS

The origins of chivalry and the feudal order can, like almost all institutions of the Hundred Kingdoms, be traced back to the establishment of the Kataphraktoi Taghmata in the Old Dominion. Their cost of their mount, equipment and deployment as well as effectiveness on the battlefield set these warriors on a league of their own. A Mounted Strategos is the epitome of this ancient warrior code, a paragon of a bygone age mounted on his ritual companion, whose faded glory and tattered panoply cannot dim the blazing intellect and sheer will that smolder within this faded vessel.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Cavalry	-	-	1	3	6	5	-	3	0	Glimmers of a Golden Age

Special Rules: BRUTAL IMPACT 2, IMPACT 2, SHIELD, ANIMATE VESSEL, TERRIFYING 1

Battlefield Role: [CHARACTER], [THE LEGION]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

MOUNTED STRATEGOS

CHARACTER UPGRADES

May purchase up to two Treasures from different categories at the indicated points cost.
Dark Blessings: The Old Ways, Forgotten Armatura

WARBAND

Mainstay: Athanatoi,
Legionnaires,
Centaur Prodromoi,
Kataphraktoi

Restricted: Praetorian Guard



HIERODEACON

90 POINTS

The Fall of Hazlia and his Pantheon shook even the fervent believers who would ultimately embrace the apocalyptic dogma of the Final Creed. When the voice of their god vanished after his defeat at the hands of Kleon and the Last Legion many of his followers fell into despair. However even the most zealous of his followers could hear the howling cacophony of a hundred hungry Divinities trapped within the Pyre that burns in the center of Capitas...

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	1	3	4	-	1	2	Divinity Grace

Draw Events: DARK SHEPHERD

Special Rules: DEVOUT, PRIEST 6, ANIMATE VESSEL, TERRIFYING 1

Battlefield Role: [CHARACTER], [THE FALLEN PANTHEON]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Spells: DARK SUPPLICATION, BLACKFLAME CORUSCATION, BENEDICTION OF THE BLACK SUN, UNDYING DEVOTION

Dark Shepherd: Target friendly Regiment within 12" and deal Wounds to the Regiment equal to the Wounds remaining on its most wounded non [CHARACTER]. These Wounds do not trigger Morale Tests.

HIERODEACON

CHARACTER UPGRADES

May purchase a single Treasure at the indicated points cost.

Dark Blessings: The Dark Art

WARBAND

Mainstay: Legionnaires,
Cultists,
Centaur Kerykes

Restricted:

*Kanephors,
Karyatids,
Bucephaloi,
Hashashin*



ARCHIMANDRITE

110 POINTS

When the Fall occurred the vast majority of Hazlia's priesthood was obliterated along with Capitas, the capital of the theocratic Dominion. Those who survive today and have taken the mantle of the Last Creed are the spiritual descendants not of the central priesthood which was annihilated along with Capitas, but of the monastic orders that thrived beyond the reach of Capitas' influence. Amongst the oldest and most dangerous members of the Last Creed are the Archimandrites, each blessed in the vile might of the unGod and steeped in the mysteries and rituals of his dark church.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	1	3	4	-	1	2	Blasphemous Mesa

Special Rules: DEVOUT, ANIMATE VESSEL, TERRIFYING 1, PRIEST 7

Battlefield Role: [CHARACTER], [THE CREED]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Spells: HAZLIA'S TOUCH, DARK IMMOLATION, BLASPHEMOUS POWER, UNHOLY BAPTISM

ARCHIMANDRITE

CHARACTER UPGRADES

May purchase a single Treasure at the indicated points cost.

Dark Blessings: The Dark Art

WARBAND

<i>Mainstay:</i>	<i>Legionnaires,</i>	<i>Restricted:</i>	<i>Moroi,</i>
	<i>Cultists,</i>		<i>Praetorian Guard,</i>
	<i>Kheres,</i>		<i>Unballowed Sepulcher</i>
	<i>Bone Golems</i>		



FALLEN DIVINITY

300 POINTS

TIER I	Type	Class	M	V	C	A	W	R	D	E
	Monster	Heavy	6	2	2	8	16	-	3	2

Special Rules: ANIMATE VESSEL, BLESSED, CLEAVE (1), BRUTAL IMPACT (1), FLANK, FONT OF DARK POWER, IMPACT (5), TERRIFYING (1), UNSTOPPABLE

TIER II	M	V	C	A	W	R	D	E
	6	3	3	10	16	-	4	2

Special Rules: ANIMATE VESSEL, BLESSED, BRUTAL IMPACT (2), CLEAVE (2), FLANK, FONT OF DARK POWER, IMPACT (5), TERRIFYING (2), UNSTOPPABLE

TIER III	M	V	C	A	W	R	D	E
	8	4	4	12	16	-	4	3

Special Rules: ANIMATE VESSEL, BLESSED, BRUTAL IMPACT (3), CLEAVE (3), FLANK, FONT OF DARK POWER, IMPACT (5), TERRIFYING (3), UNSTOPPABLE

ALL TIERS

[Aura] **Font of Dark Power:** Any Power Tokens generated from the removal of a Stand belonging to a Friendly Regiment within 12" of the Fallen Divinity, must be allocated to the Fallen Pantheon Empowerment Pool.

This Regiment is not affected by the Brittle Special Rule.

When this Regiment is a Target of a Volley Action it gains Tenacious(1) Special Rule until the end of that action.

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

Battlefield Roles: [CHARACTER], [THE FALLEN PANTHEON]

FALLEN DIVINITY

Once noble paragons of the Dominion's Pantheon but long since corrupted by Hazlia's Fall, Fallen Divinities are quite simply the most dangerous foes mankind has encountered to date. Thankfully, the trauma of the Fall and the valiant efforts of Kleon during the theomachia that followed have crippled and contained the power of these abhorrent beings. This means that they can be opposed by mortal arms for a brief spell, that vulnerable moment between their manifestation before they have had a chance to feast upon the Dark Power released by the destruction of their followers.

CHARACTER UPGRADES

A Fallen Divinity cannot purchase any Treasures.

A Fallen Divinity may purchase a single The Old Ways upgrade at indicated point cost.

WARBAND

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

Mainstay: *Buccephaloi,* *Restricted:* *None*
Centaur Kerykes,
Kanephors,
Karyatids

Furthermore,

- Your Army cannot contain more than one Fallen Divinity
- A Fallen Divinity must be your Warlord.



THEOKRATOR

280 POINTS

Following the Fall and the Theomachy, a number of Fallen Divinities managed to establish their independence from Hazlia, their once powerless husks bathing in the power that floods from the Pyre to regain a small fraction of their previous might. A few, however, have fallen to the relentless aggression of the Final Creed, who see these apostate Divinities as an affront to Hazlia's own standing as the Pantokrator. The members of the Fallen Creed who succeed in laying low one of these fearsome foes is awarded with the title of Theokrator, Master of Divinity, and granted absolute authority over the bound fallen divinity.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Monster	Heavy	6	1	2	15	30	-	3	1	Rein of Terror

Draw Events: EXPLOITATION OF DIVINE VANITY

Special Rules: ANIMATE VESSEL, CLEAVE 1, DEVOUT, IMPACT 5, PRIEST 7, UNHALLOWED GROUND, UNSTOPPABLE, VANGUARD 3, TERRIFYING 1

Battlefield Role: [CHARACTER], [THE CREED]

Spells: BLASPHEMOUS POWER, DARK IMMOLATION, HAZLIA'S TOUCH, UNHOLY BAPTISM

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

The Theokrator may perform one free Spellcasting Action during its Activation.

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.

THEOKRATOR

Exploitation of Divine Vanity [Draw Event]:

When resolving this Draw Event, immediately suffer 3 Wounds, generate a Dark Power Token and gain one of the following effects until the end of the Round.

- The Regiment gains the Aura of Death (+10) Special Rule.
- The Regiment generates 1 Power Token for every two Enemy Stands it destroys during its Activation.
- Target Enemy Regiment within 12", it Re-Rolls successful Morale Tests until the end of the Round.

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.

CHARACTER UPGRADES

The Theokrator cannot purchase any Upgrades.

WARBAND

Mainstay:

*Cultists,
Hashashin,
Legionnaires*

Restricted:

*Bone Golems,
Unhallowed Sepulcher,
Kheres*

TREASURES OF THE OLD DOMINION

[**CHARACTER**]s 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**]s have mastered abilities that make them exceptional.

Treasures are optional upgrade abilities for your [**CHARACTER**]s and confer bonus abilities to your [**CHARACTER**]. As a rule of thumb a [**CHARACTER**] may select **one** Treasure, however there are cases in which a [**CHARACTER**] may be able to purchase more than one. This will be clearly stated in the [**CHARACTER**]’s Army List Entry. Each Treasure can only be purchased once, unless stated otherwise.

THE FALLEN BANNERS

Vexilla of the Lost

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.

This [**CHARACTER**] gains the Forward Force Special Rule.

Caelestine Banner

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**] and any Regiment they are currently attached to always count as having the Inspired Special Rule.

30 points

Legio I ‘Primigenia’

([**THE LEGION**] [**CHARACTER**]s only.)

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**] is currently attached to counts as if it were under Dark Power Pool Tier +1.

Sanctified Labaron

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.

The [**CHARACTER**] may choose one Army List Entry that is available to them as a Restricted option and count that Regiment Mainstay option instead.

20 points

20 points

20 points

THE SARCOPHAGUS

Cuirass of Hazlia's Shadow

30 points

- Once per game: If this [CHARACTER] would die as a result of Duel Action it stays in play with 1 Wound remaining.
- This [CHARACTER] cannot deny Duels.
- If an Enemy [CHARACTER] denies a duel from this [CHARACTER], that [CHARACTER] and the Regiment it is currently attached to suffers -1 to their Attack Characteristics (to a maximum of -1) until the End of The Game.

Imperial Oplon

15 points

([THE LEGION] [CHARACTER]s only.)

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] 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] gains the Priest (1) Special Rule.
- This [CHARACTER] and the Regiment this [CHARACTER] is currently Attached to gain [THE CREED] Battlefield Role.

Aventine Armor

10 points

([THE LEGION] [CHARACTER]s only.)

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.

The [CHARACTER] and the Regiment this [CHARACTER] is currently Attached to gain [THE FALLEN PANTHEON] Battlefield Role.

THE GRIM CRYPT

These upgrades may be Purchased by [THE CREED] or [THE FALLEN PANTHEON] [CHARACTER ONLY].

Unholy Sacrament

30 points

This [CHARACTER] gains the Unholy Sacrament [DRAW EVENT]:

- Spend 1 Dark Power Token.
- This [CHARACTER] gains the Priest (+3) Special Rule for its first spellcasting Action this Round.

Consecrated Mitre

25 points

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

The Reaping Crook (Hierodeacon only).

20 points

The Range of the Dark Shepherd Draw Event changes to unlimited.

Hierotekton

15 points

(Hierodeacon and Archimadrite Only)

- The [CHARACTER] gains Bone Golems as a Mainstay. If this upgrade is bought on the Hierodeacon, Bone Golems in this Warband lose [THE CREED] and gain [THE FALLEN PANTHEON] Battlefield role.
- The [CHARACTER] must attach to The Bone Golems Regiment, changes their Type to Brute, gains the Impact (2), Aura of Death (2) Special Rules and adds +1 to its Clash and Attacks Characteristics.

Grave Step

10 points

(Archimadrite and Hierodeacon only)

The Regiment this Character is currently Attached to gains +X to Movement Characteristic where X is equal to:

- 1 if one of the Fallen Pantheon or Dark Power Pool Tier is equal to 1 or 2.
- 2 if one of the Fallen Pantheon or Dark Power Pool Tier is equal to 3 or 4.

THE LOST ARSENAL

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.

Enemy Regiments and [CHARACTER]s Roll double the amount of Morale Test dice when resolving Defense Rolls from this [CHARACTER].

Harvest of the Fallen 30 points

This [CHARACTER] adds +X to its Attack Characteristic where X is equal to the current Tier of the Dark Power Pool.

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 Orogen. 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 [CHARACTER] gains the Cleave (+1) Special Rule.
- The Regiment this [CHARACTER] is currently attached to gains the Linebreaker 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] 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] adds +1 to its Clash Characteristic.
- While the [CHARACTER] participates in a Duel Action, it gains the Parry, Counter-Attack and Cleave (+1) Special Rules.

Soul Reaper 10 points (Archimadrite and Hierodeacon only)

When you declare a Clash action, this [CHARACTER] may spend X Dark Power Pool Tokens to add +X to its Attack Characteristic until the end of the Round.

DARK BLESSINGS

Each Dark Blessing may only be included in your Army once.

THE OLD WAYS

Aura of Malice

40 points

- The Regiment this [CHARACTER] is currently attached to gains the Dread Special Rule.
- If this Dark Blessing is purchased by a Fallen Divinity it changes as follows [AURA]: The Fallen Divinity and Friendly [THE FALLEN PANTHEON] Regiments within 12', that are composed of 4 or more Stands gain the Dread Special Rule.

Eternal Discipline

30 points

- The Regiment this [CHARACTER] is currently attached to gains the Untouchable Special Rule.
- If this Dark Blessing is purchased by a Fallen Divinity it gains the Untouchable Special Rule instead.

Kentarch

20 points

When the Dark Power or Fallen Pantheon Pool reaches Tier III, this [CHARACTER] and Regiment it is attached to Always count as being under the effect of the Inspired Special Rule.

THE FORGOTTEN CODEX

These upgrades may be Purchased by [THE LEGION] [CHARACTER]s only.

What we did in Life will Echo in Eternity 25 points

- When an Enemy [CHARACTER] refuses to participate in a Duel with this [CHARACTER], the Regiment the Enemy [CHARACTER] is currently attached to Re-Rolls Successful Morale Tests until the End of the Round in addition to suffering the regular penalties for refusing a Duel.
- The Regiment this [CHARACTER] is currently attached to gains the Flurry Special Rule when performing a Clash action against a Broken Regiment.

Gladiator

25 points

This [CHARACTER] gains the Flurry, Deadly Blades and Parry Special Rules.

Implacable

20 points

This [CHARACTER] gains access to the following Action: **Break Their Lines (Combat Action and Out of Combat):** All Stands in the Regiment this [CHARACTER] is attached to gain the Linebreaker Special Rule.

Strength and Honor

10 points

- This [CHARACTER] Always Dies Fighting!
- While the Regiment this [CHARACTER] is currently attached to is Inspired it also loses the Brittle Special Rule.

THE DARK ART

These upgrades may be Purchased by [THE CREED] or [THE FALLEN PANTHEON] [CHARACTER]s only.

Unholy Mastery

40 points

When this [CHARACTER] performs a Spellcasting Action, and the Spell is successfully cast with 4 or more successes, then the [CHARACTER] may perform a free additional Spellcasting Action once that Spell is resolved. The [CHARACTER] 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] may perform each Activation.

Schemophore

20 points

(Archimandrite only.)
This [CHARACTER] gains the Dark Shepherd [DRAW EVENT].

Devoted to Hazlia

10 points

This [CHARACTER] may Re-Roll results of "6" when performing a Spellcasting Action.

Viaticum

5 points

(Hierodeacon only.)
The Regiment this [CHARACTER] is attached to gains [THE FALLEN PANTHEON] Battlefield role and the Bodyguard Special Rule.

SPELLS

HIERODEACON

Dark Supplication **Range: Self** **Attunement: 2**

Add 1 Power Token to either the Dark Power or the Fallen Pantheon Empowerment Pool.

Blackflame Coruscation **Range: 12"** **Attunement: 3 (Scaling)**

Target Enemy Regiment:

- The Regiment suffers 1 Hit per success +X Hits, where X is equal to the highest Empowerment Tier of the Dark Power or Fallen Pantheon Pool.

Benediction of the Black Sun **Range: 12"** **Attunement: 3 (Scaling)**

Target Friendly Brute Regiment, until the end of the Round:

- The Regiment gains the Blessed Special Rule.

Undying Devotion **Range: 12"** **Attunement: 3**

Target one Friendly Cultists or Hashashin Regiment, until the end of the Round:

- The Regiment gains the [THE FALLEN PANTHEON] Battlefield Role.
- Each time a Stand in the Target Regiment is destroyed, add 1 Power Token to an Empowerment Pool of your choice.

ARCHIMANDRITE // THEOKRATOR

Unholy Baptism **Range: 12"** **Attunement: 3**

Target Enemy Regiment:

- The Regiment suffers 1 Hit per success. These Hits have the Armor Piercing (1) Special Rule.

Blasphemous Power **Range: 12"** **Attunement: 3 (Scaling)**

Target Friendly Regiment, until the end of the Round:

- The Regiment gains [THE CREED] Battlefield Role
- That Regiment counts as if it were under the Dark Power Pool Tier +1.
- If the Regiment is already under the effects of the highest possible Dark Power Tier, it gains the Flurry and Decay Special Rules.

Hazlia's Touch **Range: 12"** **Attunement: 3**

Target Friendly Regiment:

- If the Regiment has [THE CREED] or [THE LEGION] Battlefield Roles, it Heals 1+X Wounds, where X is the current Tier of the Dark Power Pool.
- If the Regiment does not have [THE CREED] or [THE LEGION] Battlefield Roles, it Heals X Wounds, where X is the current Tier of the Dark Power Pool.

Dark Immolation **Range: 12"** **Attunement: 3**

Target Friendly Regiment until the end of the Round:

- The Regiment gains the [THE CREED] Battlefield Role.
- The Regiment gains the Aura of Death (+1) Special Rule.



CULTISTS

90 POINTS / 40 PER STAND

Much like the God himself, worship of Hazlia did not quite die in the aftermath of the Fall. Small isolated monasteries that worshiped their god and his apocalyptic vision survived by raiding, cannibalism and other methods too foul to describe.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	2	1	4	4	3	1	1	Leader

Special Rules: ACOLYTES, BARRAGE 4, RANGE 12", LOOSE FORMATION

Battlefield Role: [THE CREED]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

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



HASHASHIN

140 POINTS / 50 PER STAND

Once discovered, the fanatics among their number were selected and inducted into the mysteries of Hazlia's deathly cult, promised ascension into his deathless ranks should they succeed in killing their target through whatever means they can muster. Today the Cultists and Hashashin operate independently of the undead Legions, sowing chaos and death ahead of their relentless advance.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	1	2	6	4	3	1	2	Leader

Special Rules: ACOLYTES, CLEAVE 1, DEADLY BLADES, VANGUARD 4, TENACIOUS 1

Battlefield Role: [THE CREED]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

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



KHERES

160 POINTS / 50 PER STAND

Those cultists who lack the ambition or brilliance required to reach unlife on their own terms are granted one final chance to become one with their Lord. In the final hours of their life they climb onto a bonfire lit with the unholy flames of the Pyre. Kheres are the animated charred remains of those who manage not to go insane, the Moroi are not so lucky...

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	2	1	4	4	-	0	2	Leader

Special Rules: DEVOUT, ANIMATE VESSEL, TERRIFYING 1, LOOSE FORMATION, BARRAGE 3
RANGE 14", SURESHOT

Battlefield Role: [THE CREED]

Spells DRAIN WILL, INSANITY

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Memories of Old: This Regiment excluding any attached [CHARACTERS] may perform a free Spellcasting Action during its Activation using one Stand as if it were a [CHARACTER] and 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).



MOROI

180 POINTS / 60 PER STAND

Those cultists who lack the ambition or brilliance required to reach unlife on their own terms are granted one final chance to become one with their Lord. In the final hours of their life they climb onto a bonfire lit with the unholy flames of the Pyre. Kheres are the animated charred remains of those who manage not to go insane, the Moroi are not so lucky...

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	0	2	6	4	-	0	2	Leader

Special Rules: AURA OF DEATH 1, ANIMATE VESSEL, CLEAVE 1, DEVOUT, LOOSE FORMATION, TERRIFYING 1, IRREGULAR

Battlefield Role: [THE CREED]

Spells: IMMOLATION, TRANSLOCATION

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Memories of Old: This Regiment excluding any attached [CHARACTERS] may perform a free Spellcasting Action during its Activation using one Stand as if it were a [CHARACTER] and 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).



LEGIONNAIRES

110 POINTS / 40 PER STAND

While it was once arguable whether the Legions of the Old Dominion were the most feared fighting force on Ea few would dare disagree today. Devoted to their lord in life and unlife, what the Legionnaires of the Old Dominion have lost in speed they more than make up in remorseless discipline and relentlessness.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	0	2	4	4	-	1	1	Leader, Standard Bearer

Special Rules: FORCED MARCH, SHIELD, SUPPORT 2, ANIMATE VESSEL, TERRIFYING 1

Battlefield Role: [THE LEGION]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Memories of Old: This Regiment's Command Stand counts as +1 Stands for the purposes of Seizing Objective Zones until the end of the Round.

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

This Regiment may take one of the following Officers:

<i>Profane Reliquary</i>	15 points
<i>Dark Cenotaph</i>	15 points
<i>Optio</i>	15 points



PRAETORIAN GUARD

160 POINTS / 45 PER STAND

Once the Premier fighting force of the Old Dominion, the Praetorian Guards eventually lost favor amongst their charges, the Caelesors, for being more loyal to their God than to themselves. Twice doomed for their loyalty, the Praetorian Guard now possess the dubious honor of being one of those few troops in the Old Dominion forces who retain some sense of self despite possession by Hazlia's power.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	0	2	5	5	-	2	1	Leader, Standard Bearer

Memories of Old: BASTION +1

Special Rules: SHIELD, ANIMATE VESSEL, TERRIFYING 1

Battlefield Role: [THE LEGION]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

This Regiment may take one of the following Officers:

Profane Reliquary 15 points

Dark Cenotaph 15 points



ATHANATOI

170 POINTS / 40 PER STAND

Precursors to the lauded Praetorians, the origin of the Athanatoi is shrouded in the myths and legends that churned around the birth of the Dominion and its early forces. Faceless and remorseless, they were the God's Will made manifest in mortal hands. The ranks of these Athanatoi were capped at one thousand, to be replenished from a pool of the most talented warriors the Dominion had to offer should one of them fall in battle. Now, even in death, they serve, bringing their god's judgment on all those foolish enough to think they can stand before these immortals.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	0	3	6	4	-	2	1	Leader, Standard Bearer

Memory of Old **PARRY**

Special Rules: **FLURRY, ANIMATE VESSEL, TERRIFYING 1**

Battlefield Role: **[THE LEGION]**

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

When this Regiment is a target of a Volley Action, it gains the Tenacious (1) Special Rule until the end of that Action.



VARANGIAN GUARD

200 POINTS / 55 PER STAND

It is the nature of power to corrupt. Few individuals were as aware of this universal truth as the Caelesors of the Old Dominion. Like the Praetorians replaced the Athanatoi and their unbending devotion to the writ of Hazlia, so were the Varangians established upon the ashes of the Praetorian Guard when their mortal weakness and thirst for power saw them betray their leaders. Through the centuries of unrest and the Fall that followed, the Varangians have stood guard over the Caelesors and those closest to them, bringing bloody death and vengeance to any who would dare harm them.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Heavy	5	0	3	5	5	-	3	1	Leader, Standard Bearer

Memory of Old **LINEBREAKER, CLEAVE +1**

Special Rules: **CLEAVE 2, HARDENED 1, ANIMATE VESSEL, TERRIFYING 1**

Battlefield Role: **[THE LEGION]**

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

This Regiment may take one of the following Officers:

Dark Cenotaph *15 points*



KARYATIDS

200 POINTS / 65 PER STAND

While Hazlia's Fall and subsequent annihilation of the population of Capitas infused the very stones of Capitas with his power, nowhere was this more evident than in his greatest temples. Here the very blood of Hazlia oozed from the walls, infusing his holiest icons and statuary with a dark parody of life. The beautiful Karyatids that once ringed the great temple's temenoi have come to life and, in a grotesque parody of their ritual purpose, now hunt down all interlopers in their god's domain.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	2	2	4	5	-	3	1	Leader

Memory of Old: ACUTE SENSES, BARRAGE +1

Special Rules: ANIMATE VESSEL, DIVINE SHARD, TERRIFYING 1, BARRAGE 3, RANGE 18"
ARMOR PIERCING 2

Battlefield Role: [THE FALLEN PANTHEON]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

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.



KANEPHORS

200 POINTS / 65 PER STAND

Deep within the great temples of Capitas, one could find the Telestria, great halls in which people were initiated into the mysteries of Hazlia's cult. Ringing these richly appointed halls, dozens upon dozens of Kanephors stood guard, bearing the bounty and gifts their lord would shower unto Hazlia's new initiates. In a dark parody of their former role, these terrifying animate constructs can be unleashed upon the battlefield to deliver their god's last gift: Death.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	0	3	5	5	-	3	2	Leader

Memory of Old: BLESSED

Special Rules: DIVINE SHARD, CLEAVE 1, IMPACT 2, ANIMATE VESSEL, TERRIFYING 1, UNSTOPPABLE

Battlefield Role: [THE FALLEN PANTHEON]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

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.



BUCCEPHALOI

220 POINTS / 70 PER STAND

The Bucccephaloi of the Old Dominion were the sacred guardians of it's holiest sites. Clad in beautiful ceremonial panoplies, these simple and devout guardians were selected from amongst the most powerful of Minotaur Thyreans, their horns ritually cut off in an act of devotion and subservience to Hazlia. Such was the power and majesty of the Bucccephaloi that only in death were they called to battle, while alive none dared oppose them.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Heavy	6	0	3	5	6	-	3	2	Leader

Memory of Old: BRUTAL IMPACT +1

Special Rules: ANIMATE VESSEL, BRUTAL IMPACT, 1, CLEAVE 3, DEVOUT, IMPACT 3, TERRIFYING 1, UNSTOPPABLE

Battlefield Role: [THE FALLEN PANTHEON]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.



CENTAUR PRODROMOI

150 POINTS / 50 PER STAND

Unlike the more docile Minotaurs or cunning Satyroi, the Centaurs were simply too primitive to integrate effectively into human society. The vast majority found their roles nonetheless as Prodrómoi, scouts and border patrol forces that operated in regimented tribal structure bolstering the Legions with formidable vanguard and skirmish forces. A select few, the most ardent and pious among them, would be selected for further training, becoming an elite unit of messengers for the Pantheon: the Kyrikes, or Heralds, who could be trusted to deliver their gods' messages even in the raging heart of a battlefield.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	8	0	2	5	4	-	2	1	Leader

Memory of Old: BRUTAL IMPACT 1, IMPACT +2

Special Rules: ANIMATE VESSEL, CLEAVE 1, IMPACT 2, SHIELD, TERRIFYING 1

Battlefield Role: [THE FALLEN PANTHEON], [THE LEGION]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.



BONE GOLEMS

210 POINTS / 60 PER STAND

In their quest for knowledge the Dark Creed uncovered many secrets best left alone. prime among them was the fact that the very stones of Capitas were soaked with so much death and so much of Hazlia's essence during the Fall that all they need to heed their master's call to murder the living was a simple motivating consciousness... These massive constructs wreak havoc on the battlefield, their massive forms soaking unbelievable levels of damage as their massive limbs scythe through enemy formations.

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

Memory of Old: AURA OF DEATH +1

Special Rules: CLEAVE 2, RELENTLESS BLOWS, UNSTOPPABLE, HARDENED 1, AURA OF DEATH 2, IMPACT 2, ANIMATE VESSEL, TERRIFYING 1

Battlefield Role: [THE CREED]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.



CENTAUR KERYKES

170 POINTS / 55 PER STAND

Unlike the more docile Minotaurs or cunning Satyroi, the Centaurs were simply too primitive to integrate effectively into human society. The vast majority found their roles nonetheless as Prodrumoi, scouts and border patrol forces that operated in regimented tribal structure bolstering the Legions with formidable vanguard and skirmish forces. A select few, the most ardent and pious among them, would be selected for further training, becoming an elite unit of messengers for the Pantheon: the Kyrikes, or Heralds, who could be trusted to deliver their gods' messages even in the raging heart of a battlefield.

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

Memory of Old: ARMOR PIERCING 1, SURESHOT

Special Rules: ANIMATE VESSEL, TERRIFYING 1, BARRAGE 4 RANGE 14", DEADLY SHOT

Battlefield Role: [THE FALLEN PANTHEON], [THE LEGION]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.



KATAPHRAKTOI

190 POINTS / 65 PER STAND

Armored from head to toe, Kataphraktoi were the precursors to the noble ideal of the knight. Raised in undeath these horsemen become a terrifying force on the battlefield, their effectiveness compounded by the fact neither the horse nor the rider know fear or pain, allowing them to slam into enemy formations with a ferocity no mortal foe could match.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	7	0	2	5	4	-	3	0	Leader, Standard Bearer

Memory of Old: SHOCK, IMPACT +1

Special Rules: WEDGE!, BRUTAL IMPACT 2, IMPACT 3, SHIELD, ANIMATE VESSEL, TERRIFYING 1

Battlefield Role: [THE LEGION]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each Stand.

Wedge!: After performing a successful Charge, this Regiment gains the Cleave (+1) Special Rule until the end of the Round.

This Regiment may take one of the following Officers:

Hetairos 15 points



UNHALLOWED SEPULCHER

240 POINTS

Every Cathedral, Basilica and place of worship of note in the Old Dominion was built by the forefathers of the Tectons with full awareness on the nature of Divinity and the power of Belief. Deep in the bowels of each of these buildings existed a spark of Divinity, held in abeyance until such time as the Pantheon needed a source of power, or a new Divinity. It was in this vulnerable, embryonic stage that many seeds of Divinity were exposed to the baleful energies of the UnGod after the Fall. Now little more than mewling masses of unrequited necromantic potential, these baleful entities are bound to their places of worship.

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	6	0	2	12	30	-	3	1

Draw Event: EXHORTATION OF ETERNAL FAITH

Special Rules: ANIMATE VESSEL, DEVOUT, IMPACT 5, UNHALLOWED GROUND, UNSTOPPABLE, VANGUARD 3, TERRIFYING 1, AURA OF DEATH 6

Battlefield Role: [CHARACTER], [THE CREED]

Regiment: This Regiment is comprised of 1 Stand with 1 Model on each Stand.

Unhallowed Ground:

- This Regiment cannot be Healed and counts as being Size (4).
- 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: When resolving this Draw Event, immediately suffer 3 Wounds, generate a Power Token and gain one of the following effects until the end of the Round.

- This Regiment gains [AURA]: Friendly Regiment's Command Stands within 12" add +3 to their Attack Characteristics and gain the Cleave (1) Special Rule.
- This Regiment counts as +6 Stands towards Seizing an Objective Zone.
- This Regiment gains [AURA]: Enemy Regiments within 12", suffer -1 to their Resolve Characteristics.

COMMAND MODELS

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.

Hetairos

The Regiment including any attached [**CHARACTER**] Stands Re-Roll failed Hit Rolls of “6” when performing Impact Attacks.

Profane Reliquary

This Regiment gains the Aura of Death (1) Special Rule.

Dark Cenotaph

When the Regiment is activating Memories of Old as a Draw Event, add 1 Power Token to the Dark Power Empowerment Pool.

Optio

The Regiment gains the Vanguard (4) Special Rule