

The Orders

The Orders are the oldest and most powerful armed forces in the Hundred Kingdoms, created following the collapse of the only Legion that survived the Fall of the Old Dominion. The battles and sacrifices, that the Legion undertook to shield humanity from the nightmares of the Fall, took too heavy a toll on its surviving members and fragmented the Legion. The Orders today are direct descendants of the original diaspora, each Order seeking to do its best in protecting humanity from what it sees as the greatest threat.

Sometimes, this is through direct action, following in the more martial traditions of the Order of the Sword or the Order of the Crimson Tower. More often than not, it is through the tremendous influence the Order of the Sealed Temple and its vast wealth, backed by the subtle threat of military reprisal. They were the force behind the establishment of the Militia Act that severely curbed the power of the nobility, as well as the main reason the church has not been able to convince the Imperial Conclave to rescind the laws limiting their armed forces to bodyguard details. Looking further back, one can see their support in the very foundation of the Tellian Empire, the spread of the Deist Creed and establishment of the Guild system. Whether it is with an iron gauntlet or a velvet glove, the Orders' hand can be seen shaping the history of the Hundred Kingdoms at every turn.

Many argue this paternalistic attitude has caused more harm than good. They point at the destructive chaos of the Red Years, sparked by their premature attempts at unifying the Hundred Kingdoms, or the bloody riots that followed the summary execution of the beloved Arch-Bishop Nicholas during his Regency. Despite this, the Orders have long maintained a good relation with the common people of the Hundred Kingdoms who praise them as heroes and benefactors: the monumental sacrifice of the Order of the Sword in the Nord invasion, the selfless heroism of the Order of the Shield's Knights Errant and the tireless public works of the Brothers Mendicant of the Order of the Sealed Temple have long since swayed the hearts and minds of the common folk.

With the collapse of the Empire, the Orders lost much of their influence, as they were heavily invested in the office of the Emperor, at the expense of both the nobility and the Church. When these two pillars aligned against them, there was little the Orders could do without resorting to war. Learning from their past mistakes, the Orders took a long view and withdrew. Though their influence might be a fraction of what it once was, their military might has not dimmed in the least, echoing the prowess of the legendary Legion that birthed them.



MIGHT OF THE ORDERS

WARBAND OF LEGEND



WARBANDS OF LEGEND: Instead of Mustering your Warband using your normal Faction roster, you may choose to instead select this list to Muster your Warband from. A Warband of Legend is a thematic and focused way to build your Warband; composed of a specific selection of Characters, Regiments, and Monsters that provide alternative Army Rules and Unique Upgrades as well as a different Warband organization options. Due to the already specialized nature of these Warbands, Warlords included within do not have access to Retinues. Each selection may only be included in your Warband once.

WARLORDS:

Mounted Priory Commander
Order of the Sword Priory Commander
Errant of the Order of the Shield

HEROES:

Order of the Sword Priory Commander
Errant of the Order of the Shield
Servite

MAINSTAY REGIMENTS:

Militia
Militia Bowmen
Order of the Sword
Penitents of St. Lazarus

RESTRICTED REGIMENTS:

Order of the Sealed Temple
Order of the Crimson Tower
Order of the Ashen Dawn
Orders Martyrs of St. Lazarus



ARMY RULES



THE ORDERS: The Warriors of the Orders are drawn from different backgrounds. To represent this, Warriors will have a particular Battlefield Role of either [**ORDERS**] or [**FEUDAL**].

KLEON'S DOGMA: The first Friendly [**ORDERS**] Command Card Activated each Round may choose one of the following edicts of Kleon to invoke. All Warriors of the Command Card gain the corresponding Special Rule during their Activation:

- **FIGHT WITHOUT FEAR:** Bravery
- **PERSEVERE THROUGH INJURY AND FATIGUE:** Regeneration
- **OVERCOME MORTAL LIMITS:** Flurry

PURSUIT OF DUTY: [**ORDERS CHARACTERS**] cannot decline Duels and may perform the Duel Command Ability in addition to another Command Ability during the Command Phase. *A Character cannot perform the same Command Ability twice!*

HONORED HERALDRY: Whenever a Friendly Standard Bearer is Slain, you may replace another Warrior within 1" from the same Regiment with the Standard Bearer. A Leader cannot be replaced by this Special Rule.



REGALIA OF THE ORDERS



UPGRADES

[**CHARACTERS**] from this Warband of Legend may only purchase Upgrades from the list found below. A Warlord may instead purchase 2 Upgrades. A [**LEGENDARY CHARACTER**] or [**MONSTER CHARACTER**] cannot purchase any Upgrades.

Obduration: 20 points

Orders Penitents of St Lazarus or Orders Martyrs of St Lazarus Leader only. While in this [**CHARACTER**]'s Command Range, Warriors in this Regiment gain the **Oblivious** Special Rule.

Martial Exemplar: 20 points

Order of the Sword Leader or Order of the Sword Priory Commander only.

Friendly [**ORDERS**] Warriors within Command Range gain the **Relentless Blows** Special Rule.

Fortress of Blades: 25 points

Order of the Sealed Temple Leader or Order of the Sealed Temple Priory Commander only. Friendly [**ORDERS**] Warriors within Command Range gain the **Bastion** Special Rule.

Red Ruin: 15 points

Order of the Crimson Tower Leader or Order of the Crimson Tower Priory Commander only. This [**CHARACTER**] gains the **Burnout** Special Rule.

Vindicator: 15 points

Order of the Ashen Dawn Leader only. When invoking **Kleon's Dogma**, this [**CHARACTER**] gains all 3 effects instead of only the selected one.

Questing Knight: 15 points

Errant of the Order of the Shield only. This [**CHARACTER**] gains the **Vanguard** and **Dauntless** Special Rules.

Levied Soldiery: 15 points

Friendly [**FEUDAL**] Warriors within Command Range gain the **Bodyguard** Special Rule.

Helm of Solemn Sacrifice: 30 points

[**ORDERS**] only. When this [**CHARACTER**] is Slain, they may immediately perform a free Clash Action before being removed from the Battlefield. Additionally, the next Activating Friendly [**ORDERS**] Command Card this Round may use the **Kleon's Dogma** Army Rule.

REGALIA OF THE ORDERS



UPGRADES

The First Blessing: 15 points

[ORDERS] only. When a Broken! Friendly [ORDERS] Warrior within Command Range Rallies, they immediately Heal 1.

Paragon: 20 points

[ORDERS] only. While participating in a Duel, this [CHARACTER] gains the **Blessed** Special Rule.

Virtuous Vanquisher: 10 points

[ORDERS] only. This [CHARACTER] gains the **Fiend Hunter** Special Rule.

Purebred Steed: 5 points

[CAVALRY] only. This [CHARACTER] gains the **Unstoppable** Special Rule.

Armiger: 10 points

This [CHARACTER] gains the **Shield** Special Rule.

Masterwrought Blade: 20 points

This [CHARACTER] gains the **Cleave +1** Special Rule.

Gifted Swordsman: 10 points

This [CHARACTER] gains the **Quicksilver Strikes** Special Rule.

