



Conquer Canberra	2000 / 2000
<b>The Old Dominion</b>	

### Warband 1

<b>Xhiliarch</b>								<b>1</b>	<b>180</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	0	3	7	5	-	2	1	<b>Class</b>	-
<b>Draw Events</b>		Regeneration (1)							
<b>Special Rules</b>		Cleave (2), Animate Vessel, Flurry, Terrifying (1)							
<b>Options</b>									
<b>Treasures</b>		Legio I 'Primigenia', Aventine Armor, Calamitas, Blade of the Caelesor							
<b>Dark Blessings</b>		Long Lineage							

<b>Praetorian Guard</b>						<b>Mainstay</b>		<b>5</b>	<b>285</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	0	2	5	5	-	2	1	<b>Class</b>	Medium
<b>Special Rules</b>		Shield, Animate Vessel, Terrifying (1), Unstoppable, Aura of Death (2)							
<b>Command Models</b>		Leader							
<b>Memories of Old</b>		Bastion +1							
<b>Options</b>									
<b>Command Models</b>		Standard Bearer							
<b>Officers</b>		Profane Reliquary							

### Warband 2

<b>👑 Fallen Divinity</b>								<b>1</b>	<b>330</b>
<b>Fallen Divinity (Tier I)</b>									
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Monster
5	2	2	8	12	-	2	3	<b>Class</b>	Heavy
<b>Special Rules</b>		Blessed, Cleave (1), Hardened (1), Impact (4), Flank, Animate Vessel, Terrifying (1), Font of Dark Power, Untouchable							
<b>Supremacy Abilities</b>		Surrounded by Fear and Dead Men							

Fallen Divinity (Tier II)									
M	V	C	A	W	R	D	E	Type	Monster
6	3	3	10	14	-	3	2	Class	Heavy
Special Rules			Terrifying (2), Hardened (2), Impact (5), Unstoppable, Blessed, Cleave (2), Flank, Animate Vessel, Font of Dark Power						
Supremacy Abilities			Surrounded by Fear and Dead Men						
Fallen Divinity (Tier III)									
M	V	C	A	W	R	D	E	Type	Monster
8	4	4	12	16	-	4	1	Class	Heavy
Special Rules			Brutal Impact (3), Impact (5), Terrifying (3), Hardened (2), Unstoppable, Tenacious, Blessed, Cleave (3), Flank, Animate Vessel, Font of Dark Power						
Supremacy Abilities			Surrounded by Fear and Dead Men						
Options									
Dark Blessings			Eternal Discipline						
A Fallen Divinity must be your Warlord and can only have up to two Regiments in its Warband. Your Army cannot contain more than one Fallen Divinity.									
This Regiment counts its Class as Light for the purposes of its Reinforcement Roll.									

Kanephors						Mainstay	3	210	
M	V	C	A	W	R	D	E	Type	Brute
6	0	3	5	5	-	3	2	Class	Heavy
Special Rules			Blessed, Cleave (1), Impact (2), Hardened (1), Animate Vessel, Terrifying (1)						
Memories of Old			Flawless Strikes						

Kanephors						Mainstay	3	210	
M	V	C	A	W	R	D	E	Type	Brute
6	0	3	5	5	-	3	2	Class	Heavy
Special Rules			Blessed, Cleave (1), Impact (2), Hardened (1), Animate Vessel, Terrifying (1)						
Memories of Old			Flawless Strikes						

### Warband 3

Archimandrite								1	110
M	V	C	A	W	R	D	E	Type	Infantry
5	0	1	3	4	-	1	2	Class	-

<b>Draw Events</b>	Regeneration (1)
<b>Special Rules</b>	Devout, Animate Vessel, Terrifying (1), Priest (7)
<b>Spells</b>	Hazlia's Touch, Dark Immolation, Blasphemous Power, Unholy Baptism

<b>Kheres</b>						<b>Mainstay</b>		<b>3</b>	<b>160</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
6	2	1	4	4	-	0	2	<b>Class</b>	Light
<b>Special Rules</b>			Barrage (3) [12", Sureshot], Devout, Animate Vessel, Terrifying (1), Priest (*), Loose Formation						
<b>Spells</b>			Drain Will, Insanity						
<b>Memories of Old</b>			Priest +1 per Stand						
This Regiment may perform a Spellcasting Action using one Stand as if it were a Character Stand during its Activation. Its Priest level is 1 per Stand to a maximum of Priest (12).									
This Regiment cannot be joined by a Character Stand.									

<b>Legionnaires</b>						<b>Mainstay</b>		<b>3</b>	<b>100</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	0	2	4	4	-	1	1	<b>Class</b>	Medium
<b>Special Rules</b>			Forced March, Shield, Support (2), Animate Vessel, Terrifying (1), Unstoppable						
<b>Command Models</b>			Leader						
<b>Memories of Old</b>			This Regiment's Command Stand counts as +2 Stands for the purposes of Seizing Objective Zones until the end of the Round.						
<b>Options</b>									
<b>Command Models</b>			Standard Bearer						

#### Warband 4

<b>Hierodeacon</b>								<b>1</b>	<b>105</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	0	1	3	4	-	1	2	<b>Class</b>	-
<b>Draw Events</b>			Dark Shepherd, Regeneration (1)						
<b>Special Rules</b>			Devout, Priest (6), Animate Vessel, Regeneration (1), Terrifying (1)						
<b>Spells</b>			Dark Supplication, Blackflame Coruscation, Benediction of the Black Sun, Undying Devotion						
<b>Options</b>									

**Dark Blessings**

Devoted to Hazlia

The Hierodeacon cannot be your Warlord.

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

Kanephors						Restricted		3	210
M	V	C	A	W	R	D	E	Type	Brute
6	0	3	5	5	-	3	2	Class	Heavy
Special Rules			Blessed, Cleave (1), Impact (2), Hardened (1), Animate Vessel, Terrifying (1)						
Memories of Old			Flawless Strikes						

# Rules

## **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**

When an Enemy Regiment Activates and is in contact with a Stand with this Special Rule, that Regiment suffers a number of Hits, equal to X, for each Stand with this Special Rule it is in contact with. Wounds resulting from these Hits do not trigger Morale Tests. These Hits are resolved at the beginning of the "Draw Command Card" step, after the Active Player has declared which Regiment the Command Card will Activate, before resolving any Draw Events, or deciding to be "Unable/Unwilling to Act". This Special Rule does not trigger at the "Draw Command Card" step of a Character Stand's Activation.

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. Regiments Occupying Garrison Terrain are not affected by the Aura of Death (X) Special Rule. Similarly, a Regiment Occupying Garrison Terrain does not inflict Aura of Death Hits to Enemy Regiments Engaging it.

## **Aventine Armor**

The Regiment this Character Stand is currently attached to gains the Tenacious 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.

## **Bastion X**

Until the end of the Round, all Stands in this Regiment gain +X Defense.

## **Benediction of the Black Sun**

**Range:** 12"    **Attunement:** 3

Target Friendly Brute Regiment gains the Blessed Special Rule until the end of the Round.

## **Blackflame Coruscation**

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

Inflicts one Hit per success to Target Enemy Regiment. In addition, inflict an additional +X Hits, where X is the Empowerment Tier of the Dark Power or Fallen Pantheon Pool.

## **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 (2) Special Rules instead.

## **Blessed**

Once per Round, Stands with this Special Rule may choose to Re-Roll all their failed Hit Rolls or all of their failed Defense Rolls during a Clash or Charge Action. All Stands in the Regiment must Re-Roll the same Roll at the same time and must declare the use of Blessed before making the Roll they wish to Re-Roll.

## **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.

## **Calamitas, Blade of the Caelesor**

This Character Stand adds +1 to its Attack Characteristic and gains the Cleave (+1) Special Rule.

## **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 (Scaling)

Target Friendly Regiment gains the Aura of Death (+X) Special Rule, where X is the current Tier of the Dark Power Pool. Any Regiment affected by this Spell has its Aura of Death (X) Special Rule limited to a maximum of Aura of Death (5).

## **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.

## **Dark Supplication**

**Range:** Self **Attunement:** 2

Place 1 Power Token in either the Dark Power or the Fallen Pantheon's respective Empowerment Pool.

## **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 is the Target of a Priest (X)'s Spellcasting Action, one failed Spellcasting die is converted to a success. If the Regiment has a Character Stand attached to it with this Special Rule, then the Regiment also counts as having "Devout" for as long as the Character Stand remains attached to it.

## **Drain Will**

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

If the spellcaster scores 2-4 successes, then reduce the Target Enemy Regiment's Defense Characteristic by -1 until the end of the Round. In addition, if the spellcaster scores 4 or more successes, then the Target Enemy Regiment suffers one additional Hit from any Aura of Death (X) Special Rules until the end of the Round as well.

## **Eternal Discipline**

All Stands in Regiment this Character Stand is attached to gain the Untouchable 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.

## **Flawless Strikes**

When a Stand with this Special Rule performs a Clash or Duel Action, all Hit Rolls of "1" count the Target's Defense as 0 for that Attack. Additional Hits generated by other Special Rules do not benefit from this Special Rule.

## **Flurry**

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

## **Font of Dark Power**

Any Power Tokens generated from the removal of a Stand belonging to a Friendly Regiment within 10" of the Fallen Divinity, must be allocated to the Fallen Pantheon Empowerment Pool.

## **Forced March**

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

## **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.

## **Impact X**

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

## **Insanity**

**Range:** 10"    **Attunement:** 3

Inflicts two Hits per success on Target Enemy Regiment. That Enemy Regiment Rolls Defense Rolls using their lowest unmodified Resolve Characteristic instead of their Defense Characteristic. Wounds caused by this Spell do not cause a Morale Test. For each unmodified Resolve Roll of "6" the Regiment suffers an additional amount of Wounds equal to the Tier of the Dark Power Pool.

## **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.

## **Legio I 'Primigenia'**

The Regiment this Character Stand is currently attached to gains the Aura of Death (+2) Special Rule.

## **Long Lineage**

This Character Stand may purchase one additional Character Upgrade, from this Army List, at its indicated point cost, even if a Character Upgrade was not available in the Character Stand's Army List Entry.

## **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.

## **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.

## **Profane Reliquary**

This Regiment, including currently attached Character Stands gains the Aura of Death (+2) Special Rule.

## **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.

## **Shield**

Stands in this Regiment, including Character Stands, count their Defense Characteristic as 1 point higher against all Hits originating from the Regiment's front Arc. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule. A Regiment cannot make use of this Special Rule when 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.

### **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.

### **Sureshot**

This Regiment does not suffer the negative effects of targeting an Enemy Regiment within Obscuring Terrain and/or drawing Line of Sight through Obscuring Terrain.

### **Surrounded by Fear and Dead Men**

A Fallen Divinity must always be the Warlord. A Fallen Divinity 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. A 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.

In addition, the Fallen Divinity may also use a Duel Action and may not refuse a Duel from an Enemy Character Stand. However, the Fallen Divinity is not affected by the effects of 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.

### **Tenacious**

Whenever this Regiment makes a Defense Roll, treat one failed die Roll as a success. 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.

### **Undying Devotion**

**Range:** 12"    **Attunement:** 3

Target Friendly Cultists or Hashashin Regiment. Until the end of the Round, each time a Stand in that Regiment is destroyed, add 1 Power Token to an Empowerment Pool of your choice.

### **Unholy Baptism**

**Range:** 12"    **Attunement:** 3

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

### **Unstoppable**

This Regiment may Re-Roll failed Charge Rolls.

### **Untouchable**

This Regiment Re-Rolls failed Defense Rolls of "6". Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

## Army Rules

### 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.

### MEMORIES OF OLD

Most Regiments in the Army have access to a Faction Specific Action called the "Memories of Old" Action.

Memories of Old (Combat and Out-of-Combat Action): When a Regiment performs a Memories of Old Action, that Regiment activates its Memories of Old Ability as described in its Army List Entry. The Regiment immediately gains the benefits of that Special Rule and/or Draw Event until the end of the Round.

Memory of Old Abilities may either provide the bonus of a Special Rule (e.g. Cleave (X)) or the bonus of a Draw Event (e.g. Bastion (X)). In either case, the ability is considered to be active, and the Regiment receives its benefits immediately.

### 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.

## **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:** All Regiments in the Army may use their Memories of Old Action as both a Draw Event and an Action. This allows a Regiment to gain the benefits of their Memories of Old Abilities twice, with them stacking only where applicable. In addition, all Regiments in the Army always count as being Inspired, when performing a Clash Action, unless they are Broken.

**Tier IV:** In addition to the Tier III benefits, any Enemy Regiment engaged with a friendly Regiment with the Animate Vessel Special Rule suffers 1 additional Wound for each failed Resolve Roll of "6" when Testing Morale. These Wounds do not cause further 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 range of the Font of Dark Power Special Rule is extended to 14". While other Friendly Regiments with the Animate Vessel Special Rule, are within 10" of the Fallen Divinity they add +1 to their Attacks Characteristic.

**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, whilst other Friendly Regiments with the Animate Vessel Special Rule, are within 10" of the Fallen Divinity they add +2 to their Attacks Characteristic and gain the Dauntless Special Rule. When another Friendly Regiment completes its Activation within 10" of the Fallen Divinity, that Regiment suffers 4 Wounds.

## **BLASPHEMOUS SOMA**

Each Round before the Supremacy Phase begins, add 1 Power Token to an Empowerment Pool of your choice. In addition you may modify all your Reinforcement Roll values by +1. You must declare modifying the Reinforcement Roll prior to rolling. (e.g. a Roll of 4 or less becomes a 5 or less). A Roll of "6" is always a failure.