



The Adventures of the Angriest Bone Golem	2000 / 2000
The Old Dominion	

The Shardling

Fallen Divinity								1	350
Fallen Divinity (Tier I)									
M	V	C	A	W	R	D	E	Type	Monster
5	2	2	8	12	-	2	3	Class	Heavy
Special Rules		Blessed, Cleave (1), Hardened (1), Impact (4), Flank, Animate Vessel, Terrifying (1), Font of Dark Power							
Supremacy Abilities		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		Aura of Malice, Overkill							
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.									

Typherieus

Xhiliarch								1	150
M	V	C	A	W	R	D	E	Type	Infantry

5	0	3	6	5	-	2	1	Class	-
Draw Events			Regeneration (1)						
Special Rules			Cleave (1), Animate Vessel, Flurry, Terrifying (1), Untouchable						
Options									
Treasures			Legio I 'Primigenia'						
Dark Blessings			Eternal Discipline						

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

Varrus

Archimandrite								1	110
M	V	C	A	W	R	D	E	Type	Infantry
5	0	1	3	4	-	1	2	Class	-
Draw Events			Regeneration (1)						
Special Rules			Devout, Animate Vessel, Terrifying (1), Priest (7)						
Spells			Hazlia's Touch, Dark Immolation, Blasphemous Power, Unholy Baptism						

Legionnaires						Mainstay		5	200
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						
Officers			Dark Cenotaph						

Kheres						Mainstay		4	210
M	V	C	A	W	R	D	E	Type	Infantry
6	2	1	4	4	-	0	2	Class	Light
Special Rules			Barrage (3) [12", Sureshot], Devout, Animate Vessel, Terrifying (1), Priest (*), Loose Formation						
Spells			Drain Will, Insanity						
Memories of Old			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.									

Kheres						Mainstay		4	210
M	V	C	A	W	R	D	E	Type	Infantry
6	2	1	4	4	-	0	2	Class	Light
Special Rules			Barrage (3) [12", Sureshot], Devout, Animate Vessel, Terrifying (1), Priest (*), Loose Formation						
Spells			Drain Will, Insanity						
Memories of Old			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.									

Bone Golems						Restricted		4	275
M	V	C	A	W	R	D	E	Type	Brute
6	0	2	4	6	-	3	0	Class	Heavy
Special Rules			Cleave (2), Relentless Blows, Unstoppable, Hardened (1), Aura of Death (3), Impact (2), Animate Vessel, Terrifying (1)						
Memories of Old			Aura of Death +1						

Taloc

Hierodeacon								1	90
M	V	C	A	W	R	D	E	Type	Infantry
5	0	1	3	4	-	1	2	Class	-
Draw Events			Dark Shepherd, Regeneration (1)						
Special Rules			Devout, Priest (6), Animate Vessel, Regeneration (1), Terrifying (1)						
Spells			Dark Supplication, Blackflame Coruscation, Benediction of the Black Sun, Undying Devotion						
The Hierodeacon cannot be your Warlord.									

Legionnaires						Mainstay		3	120
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						
Officers			Acolyte						