



Build me an army worthy of Hazlia	2000 / 2000
The Old Dominion	

Warband 1

👑 Xhiliarch								1	145
M	V	C	A	W	R	D	E	Type	Infantry
5	0	3	7	5	-	2	1	Class	-
Draw Events			Regeneration (1)						
Special Rules			Cleave (2), Animate Vessel, Flurry, Terrifying (1)						
Supremacy Abilities			Obdurate Bone and Stone						
Options									
Treasures			Aventine Armor, Calamitas, Blade of the Caelesor						

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						

Praetorian Guard						Mainstay		4	215
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							
Command Models		Leader							
Memories of Old		Bastion +1							
Options									
Command Models		Standard Bearer							

Varangian Guard						Restricted		4	265
M	V	C	A	W	R	D	E	Type	Infantry
5	0	3	4	5	-	3	1	Class	Heavy
Special Rules		Cleave (2), Hardened (1), Animate Vessel, Terrifying (1), Unstoppable							
Command Models		Leader							
Memories of Old		Linebreaker, Cleave +1							
Options									
Command Models		Standard Bearer							

Varangian Guard						Restricted		4	265
M	V	C	A	W	R	D	E	Type	Infantry
5	0	3	4	5	-	3	1	Class	Heavy
Special Rules		Cleave (2), Hardened (1), Animate Vessel, Terrifying (1), Unstoppable							
Command Models		Leader							
Memories of Old		Linebreaker, Cleave +1							
Options									
Command Models		Standard Bearer							

Warband 2

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
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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						

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						

Karyatids						Restricted		3	200
M	V	C	A	W	R	D	E	Type	Brute
6	2	2	4	5	-	3	1	Class	Medium
Special Rules			Animate Vessel, Terrifying (1), Barrage (3) [20", Armor Piercing (2)]						
Memories of Old			Barrage +1, Fluid Formation						

Warband 3

Mounted Strategos								1	100
M	V	C	A	W	R	D	E	Type	Cavalry
7	0	3	6	6	-	3	1	Class	-
Draw Events			Regeneration (1)						
Special Rules			Brutal Impact (2), Impact (2), Shield, Animate Vessel, Terrifying (1), Mounted General						

Kataphraktoi						Mainstay		3	210
M	V	C	A	W	R	D	E	Type	Cavalry
7	0	2	5	4	-	3	1	Class	Medium
Special Rules			Brutal Impact (2), Impact (3), Shield, Animate Vessel, Terrifying (1), Unstoppable						
Command Models			Leader						
Memories of Old			Shock, Impact +1						
Options									
Command Models			Standard Bearer						

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.

Armor Piercing X

When a Stand with this Special Rule performs a Volley or Spellcasting Action, any Hits caused by those attacks reduce the Target Regiment's Defense by X. E.g. A Stand with Armor Piercing (2) would reduce the Target's Defense by 2 during Defense Rolls from its Volley Action.

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.

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 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.

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.

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.

Fluid Formation

This Regiment may perform a free additional Reform Action during its Activation. This free Reform Action must be performed before the Regiment takes its first Action, or at the end of its Activation after all other Actions have been resolved.

A Regiment with this Special Rule can draw Line of Sight from all Arcs, not just its Front, and may perform Volley Actions against Regiments in its flank or rear as well. Where this is the case, count the closest Rank or File of the Regiment as the first Rank.

Flurry

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

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.

Impact X

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

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.

Linebreaker

A Stand with this Special Rule ignores the Shield Special Rule and Bastion (X) Draw Event, when performing a Clash or Duel Action, or when resolving Impact Attacks.

Mounted General

This Character Stand's Warband may not contain more than two Regiments of Kataphraktoi.

Obdurate Bone and Stone

The Army may reach the Dark Power Empowerment Tier IV as described in the "Empowerment" section of the rules. This Supremacy Ability is always considered to be active regardless of whether the Character Stand is currently on the Battlefield or having been destroyed.

In addition, once per battle, a Xhiliarch can activate this Supremacy ability. Until the end of the Round, all Friendly Regiments in their Warband may perform a free additional Clash Action during their Activation. This Supremacy Ability allows a Regiment to effectively Clash twice this Round.

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.

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.

Shock

When this Regiment performs a successful Charge, Stands in the Regiment with this Special Rule add +1 to their Clash Characteristic until the end of the Round.

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.

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.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

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.