

# CONQUEST

THE LAST ARGUMENT OF KINGS



## OLD DOMINION Army List





## ARMY LISTS

THE RULES THAT FOLLOW WILL SHOW YOU HOW THE MODELS AND WARBANDS INTERACT WITH EACH OTHER AND THE ENVIRONMENT. THESE CHAPTERS WILL TEACH YOU HOW TO ACTIVATE YOUR WARBANDS, HOW TO MOVE THEM AS WELL AS HOW TO ENGAGE IN COMBAT WITH THEM.



## 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 Stand in your Army, plus those of any upgrades you've purchased for those Stands. 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 Stands and Regiments. You may include any number of either in your Army, subject to the following rules:

### THE WARLORD

You must include one Character Stand to be your Warlord – your avatar on the Battlefield.

## WARBANDS

Each Character Stand 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 Stand 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 Stand it is chosen for, count as a Mainstay or a Restricted choice. Each Character Stand'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 Stands and Regiments have additional options that can be purchased for them, such as Abilities, Command Models, or 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 Stand or Regiment for which the upgrade was purchased.







## ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

### 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 Khiliarch'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 0-7 Tokens
- Tier II is between 8-16 Tokens
- Tier III is between 17-21+ Tokens
- Tier IV is 22+ 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 instead of 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, unless a Special Rule would prohibit them gaining the Inspired Special Rule, when performing a Clash Action unless they are Broken.

***Example 1:** A Varangian Guard’s Memories of Old Ability grants the Linebreaker and Cleave (+1) Special Rules. Should the Regiment activate their Memories of Old Ability twice, then the effects of Linebreaker will not stack, the Cleave (+1) however will. This will effectively give the Regiment the Linebreaker and Cleave (2) Special Rules.*

***Example 2:** A Regiment’s Memories of Old Ability grants the effects of the Bastion (1) Draw Event. Should the Regiment activate the Memories of Old Ability twice, then the rule will not stack as it’s a Bastion (1) and not a Bastion (+1).*

**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.

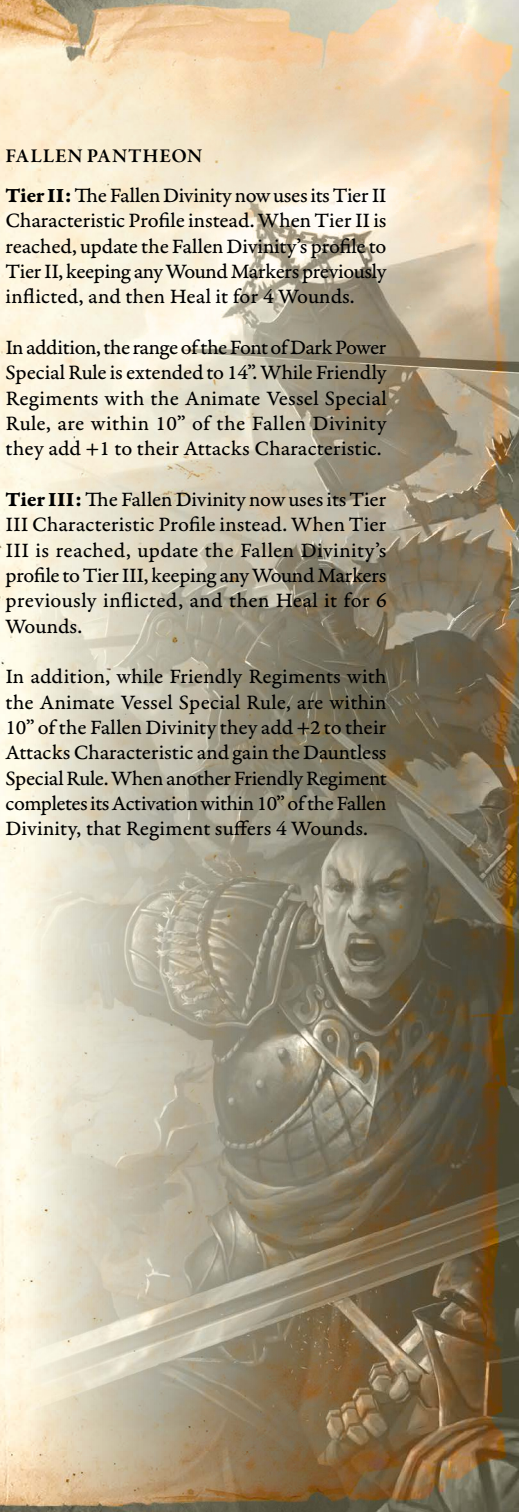
#### FALLEN PANTHEON

**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 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, while 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.





## SUPREMACY ABILITIES

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

### XHILIARCH

**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.

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.

### STRATEGOS

**Glimmers of a Golden Age:** 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.

In addition, once per battle, a Strategos can activate this Supremacy ability. Until the end of the Round, all Friendly Regiments in this Army count the current Empowerment Tier as one Tier higher and each Friendly Regiment may perform a free additional Reform or Combat Reform Action during their Activation.

### ARCHIMANDRITE

**Scholar of the Profane:** This Character Stand may perform two Spellcasting Actions each Round. This Character Stand cannot attempt to cast the same Spell more than once per Round. This Supremacy ability is always considered to be active.

In addition, once per battle, the Archimandrite can activate this Supremacy ability. Until the end of the Round, this Character Stand may Re-Roll any number of dice when performing Spellcasting Actions.

### FALLEN DIVINITY

**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. If a Rule affects Regiments in the Fallen Divinity's Warband, then it also affects the Fallen Divinity.



## CHARACTERS

You may include any number of Character Stands, but at least one Character Stand must be included as your Warlord.

### XHILIARCH

90 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
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Xhiliarch	Infantry Character Stand	Medium	5	0	3	5	5	-	2	1
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**Special Rules:** Animate Vessel, Cleave (1)

**Draw Event:** None

**Number of Stands:** 1

**Models per Stand:** 1

#### Options:

**Treasures:** A Xhiliarch may have two Treasures at the indicated points cost.

#### Warband:

*Mainstay:* Centaur Prodromoi,  
Legionnaires,  
Praetorian Guard

*Restricted:* Athanatoi  
Varangian Guard

#### Retinue:

*Regalia of the Dominion* Available

*Combat* Available

*Arcane* Not Available

**Dark Blessings:** Tactical, Combat



**STRATEGOS****85 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Strategos	Infantry	Medium	5	0	3	4	5	-	2	1

Character  
Stand



**Special Rules:** Animate Vessel, Shield

**Draw Event:** None

**Number of Stands:** 1

**Models per Stand:** 1

**Options:**

**Treasures:** A Strategos may have up to two Treasures at the indicated points cost.

**Warband:**

*Mainstay:* Athanatoi  
Centaur Prodromoi  
Legionnaires

*Restricted:* Kataphraktoi  
Praetorian Guard

**Retinue:**

*Regalia of the Dominion* Available

*Combat* Available

*Arcane* Not Available

**Dark Blessings:** Tactical, Combat



**MOUNTED STRATEGOS****100 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
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Mounted Strategos	Cavalry Character Stand	Medium	7	0	3	5	6	-	3	1
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**Special Rules:** Animate Vessel, Brutal Impact (2), Impact (2), Shield**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**Options:****Treasures:** A Strategos may have up to two Treasures at the indicated points cost.**Warband:**

*Mainstay:* Athanatoi  
Centaur Prodromoi  
Legionnaires

*Restricted:* Kataphraktoi  
Praetorian Guard

**Retinue:**

*Regalia of the Dominion* Not Available

*Combat* Not Available

*Arcane* Not Available

**Dark Blessings:** Tactical, Combat

**HIERODEACON****80 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Hierodeacon	Infantry Character Stand	Light	5	0	1	3	4	-	1	2

**Special Rules :** Animate Vessel, Devout, Priest (5)

**Draw Event: 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.

**Number of Stands:** 1

**Models per Stand:** 1

**This Character Stand cannot be the Warlord**

**Options:**

**Treasures:** May have a single Treasure at the indicated points cost.

**Spells:** This Character knows both of its Spells at no points cost

*Blackflame Coruscation*

*Dark Supplication*

**Warband:**

*Mainstay:*

*Centaur Kerykes*

*Cultists*

*Legionnaires*

*Restricted:*

*Bucephaloi*

*Hashashin*

*Kanephors*

*Karyatids*

**Retinue:**

*Regalia of the Dominion*

*Not Available*

*Combat*

*Not Available*

*Arcane*

*Available*

**Dark Blessings:**

*Arcane*



**ARCHIMANDRITE****100 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Archimandrite	Infantry Character Stand	Medium	5	1	1	3	4	-	1	2

**Special Rules :** Animate Vessel, Devout, Priest (6)**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**Options:****An Archimandrite may have up to have two Dark Blessings at the indicated points cost.****Treasures:** May have a single Treasure at the indicated points cost.**Spells:** May choose any of the following spells*Hazlia's Touch**Blasphemous Power**Unholy Baptism**Dark Immolation***Warband:***Mainstay:**Cultists**Kheres**Legionnaires**Restricted:**Bone Golems**Moroi**Praetorian Guard**Profane Sepulcher***Retinue:***Regalia of the Dominion**Not Available**Combat**Not Available**Arcane**Available***Dark Blessings:***Arcane*

## FALLEN DIVINITY

300 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Fallen Divinity	Monster	Light	4	2	2	8	10	-	2	3
Tier I	Character	Stand								

**Special Rules (Tier 1):** Animate Vessel, Blessed, Cleave (1), Flank, Font of Dark Power, Hardened (1), Impact (4)

**Draw Event:** None

**Number of Stands:** 1

**Models per Stand:** 1

	M	V	C	A	W	R	D	E
Fallen Divinity	6	3	3	10	12	-	3	2
Tier II								

**Special Rules (Tier 2):** Animate Vessel, Blessed, Cleave (2), Flank, Font of Dark Power, Hardened (2), Impact (5), Terrifying (2), Unstoppable

**Draw Event:** None

**Number of Stands:** 1

**Models per Stand:** 1

	M	V	C	A	W	R	D	E
Fallen Divinity	8	4	4	12	15	-	4	1
Tier III								

**Special Rules (Tier 3):** Animate Vessel, Blessed, Brutal Impact (3), Cleave (3), Flank, Font of Dark Power, Hardened (2), Impact (5), Terrifying (3), Tenacious, Unstoppable

**Draw Event:** None

**Number of Stands:** 1

**Models per Stand:** 1

**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.

### Options:

- Your Army cannot contain more than one Fallen Divinity
- A Fallen Divinity must be your Warlord.
- A Fallen Divinity cannot purchase any Treasures.
- A Fallen Divinity may purchase up to three Dark Blessings at their indicated point cost.

### Warband:

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

*Mainstay:* *Buccephaloi*  
*Centaur Kerykes*  
*Kanephors, Karyatids*

*Restricted:* *None*

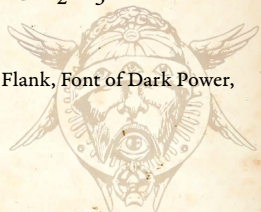
### Retinue:

*Regalia of the Dominion* *Not Available*

*Combat* *Not Available*

*Arcane* *Not Available*

**Dark Blessings:** *Tactical, Combat*





## CHARACTERS AND CHARACTER UPGRADES

Magical Items and Heraldry are an important part of a Faction's culture and history. Each Faction has access to a list of Character Upgrades as described in their Army List. Unless noted otherwise, each entry may only be selected once in your Army List, and it does not have to be visually represented on the Character Stand. Each Character Upgrade confers abilities or attributes to the Character Stand, and their bonuses are lost as soon as the Character Stand is removed from the game for any reason.

Unless otherwise specified, the following restrictions apply for Old Dominion Character Stands:

- Only Character Stands with the Wizard (X) or Priest (X) Special Rules may select an Arcane Character Upgrade.
- Only Character Stands possessing at least 1 Tier in the Tactical Category may select a Banner Character Upgrade.
- Character Stands with the Wizard (X) or Priest (X) Special Rule may not purchase Armor Character Upgrades.
- If a Character Stand can have more than one Character Upgrade, they must purchase upgrades from different categories.

## TREASURES OF THE OLD DOMINION

*Each Treasure may only be included in your Army once.*

### BANNERS

#### **Sanctified Labaron** 40 points

*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.*

This Character Stand may choose one Army List Entry that is available to them as a Restricted option and count that Regiment Mainstay option instead.

#### **Caelestine Banner:** 30 pts

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

#### **Vexilla of the Lost** 30 points

*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.*

The Regiment this Character Stand is currently attached to gains the Flank Special Rule.

#### **Legio I 'Primigenia'** 20 points

*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 Stand is currently attached to gains the Aura of Death (+1) Special Rule.

#### **Semion of the Legion** 20 pts

*Each Legion had a Semion commissioned for*



it after its first victory. Crafted in the image of animals or mythical beasts, these standards represented the soul and character of each Legion. Only one was lost in battle before the Fall, the remainder now fly at the head of the Legions again, melding the discipline of the old Legions to the relentless magic of the new...

The Regiment this Character Stand is currently attached to gains the Untouchable Special Rule.

## ARMORS

### **Cuirass of Hazlia's Shadow 30 points**

The Regiment this Character Stand is currently attached to adds +1 to its Evasion Characteristic (to a maximum of 3).

### **Aventine Armor 25 points**

Stronger and lighter, but much more costly to produce, this armor was deployed to all of the Legions shortly before the Great Northern Crusade. Originally in great demand as Strategoi and Xhiliarchs sought to outfit their troops in this superior armor, the pattern quickly fell out of favor as the onset of the Fall wrought havoc on supply lines and requisition processes throughout the Dominion.

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

### **Armor of the Living Saint 20 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 Stand gains the Blessed and Quicksilver Strike Special Rules.

### **Imperial Oplon 15 points**

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 Stand counts as two more Stands of the same Class for the purpose of Seizing an Objective.

## WEAPONS

### **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.

Each time an enemy Regiment fails a Defense Roll against a Character Stand with this Character Upgrade, the Wound inflicted counts as two for the purposes of Testing Morale.

### **Sköfnung 25 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 Oragen. 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 Regiment this Character Stand is currently attached to gains the Linebreaker Special Rule. In addition, the Character Stand gains the Cleave (+1) 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 Stand 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 Stand adds +1 to its Clash Characteristic. In addition, while the Character Stand participates in a Duel Action it gains the Parry, Counter-Attack and Cleave (+1) Special Rules.

## ARCANE

### **Blasphemous Soma** 40 pts

*The Fall is both a figurative and literal description of the events that took place and the Soma is the physical proof of it: Hazlia's essence given physical form: the Un-god's flesh.*

While the Character Stand with this Character Upgrade is on the Battlefield, at the start of each Round before the Supremacy Phase begins, add 1 Power Token to an Empowerment Pool of your choice.

### **Unholy Sacrament** 30 pts

The Character Stand may select Friendly Regiments in their Warband as a Target of their Spells that have a Range other than Self, even if that Regiment would normally be outside of the Spells Range.

### **Consecrated Mitre** 25 points

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

### **The Reaping Crook** 10 pts (Hierodeacon only)

*The crook has always been a powerful symbol in the church of the Old Dominion, so much so that even today the Theist and Deist churches often make allusions to their role as shepherds... These crooks are used for much darker purposes... Increase the Range of the Dark Shepherd Draw Event to 18".*

## CHARACTERS AND RETINUES

Retinue options are only available to Infantry Character Stands. Certain Tiers of Retinue upgrades can only be reached by certain Character Stands. Unless otherwise specified, you need to have obtained all previous Retinue Tiers from a category in order to obtain the Tier you wish.

**Example:** *To obtain Tier 2 in a Retinue, you must first have purchased Tier 1 in that same Retinue etc.*

Not every Character Stand has access to all categories of Retinues. Those allowed will be clearly stated in the relevant Army List Entry, with the indication of either “Available” or “Restricted.” The Character Stand selects Tiers freely from any category it has Available, while they may only reach Tier 2 on the Restricted categories.

In addition, purchasing a Tier from a Restricted category will cost double the points indicated.

Tier	Regalia of the Dominion	Combat	Arcane
1	The Command Stand of the Regiment this Character Stand is currently attached to adds +2 to its Attacks Characteristic. (10pts)	This Character Stand adds +1 to its Wounds Characteristic. (10pts)	This Character Stand gains the Wizard (+1) or Priest (+1) Special Rule. (15pts)
2	While this Character Stand is on the Battlefield, all Friendly Character Stands in this Character Stand's Army gain the Regeneration (1) Draw Event. (15pts).	This Character Stand adds +1 to its Attacks Characteristic. (15pts)	This Character Stand counts a Regiment as 2 less Stands for the purposes of Scaling. (20pts)
3	Whilst this Character Stand is on the Battlefield, you may modify all your Reinforcement Roll values by +1. (e.g. a Roll of 4 or less becomes a 5 or less). A Roll of “6” is always a failure. (10pts)	This Character Stand adds +1 to its Clash Characteristic and gains the Cleave (+1) Special Rule. (35pts)	This Character Stand always treats one failed Spellcasting die as a success when performing a Spellcasting Action. (20pts)



## DARK BLESSINGS

Character Stands 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 Stands have mastered abilities that make them exceptional.

Dark Blessings are optional upgrade abilities for your Characters, which are noted on your Army List and confer bonus abilities to your Character Stand. As a rule of thumb a Character Stand may select **one** Dark Blessing according to the Available categories listed on their Army List profile, however there are cases in which a Character Stand may be able to purchase more than one. This will be clearly stated in the Character Stand's Army List Entry.

Each Dark Blessing can only be purchased once, unless stated otherwise. There are three categories for Masteries: Tactical, Combat and Arcane.

### TACTICAL

#### **Kentarch** 40 points

When the Dark Power Pool reaches Tier II, the Character Stand and all Friendly Regiments within 8" always count as being affected by the Inspired Special Rule.

#### **Aura of Malice** 40 points

The Regiment this Character Stand is attached to gains the Dread Special Rule. This Dark Blessing affects all Friendly Regiments of 6 or less Stands within 8" if this Dark Blessing is on a Fallen Divinity.

#### **Eternal Discipline** 30 points

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

#### **Long Lineage** 15 points

This Character Stand may purchase one additional Character Upgrade, from this Army List, at its indicated point cost.

#### **Porphyrogenitus** 15 points

All Stands in the Regiment this Character Stand is attached to gain the Bodyguards Special Rule.

### COMBAT

#### **What we did in Life will Echo in Eternity** 25 points

Requires Combat Retinue Tier 3. When an Enemy Character Stand refuses to participate in a Duel with this Character Stand, the Regiment is attached to Re-Roll Successful Morale Tests until the End of the Round in addition to it becoming Broken.

Furthermore, the Regiment this Character Stand is currently attached to gain the Flurry Special rule when performing a Clash against a Broken Regiment.

#### **Gladiator (Xhiliarch/Strategos only)** 25 points

This Character gains the Flurry, Deadly Blades and Parry Special Rules.

#### **Expose Weakness** 20 points

During a Duel Action, Enemy Character Stands cannot ignore or reduce the number of Hits suffered from this Character Stand.

#### **Implacable** 20 points

This Character Stand gains access to the following Action:

**Break Their Lines (Combat Action):**  
All Stands in the Regiment this Character is

attached to gain the Linebreaker Special Rule until the end of the Round.

**Overkill** **10 points**

Requires Combat Retinue Tier 2. For each Wound this Character Stand causes during a Duel Action, the Regiment that Enemy Character Stand is attached to must take a Resolve Test as if it had been allocated a Wound.

**ARCANE**

**Unholy Mastery** **40 points**

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

**Schemophore** **35 points**

This Character Stand gains the Dark Shepherd Draw Event.

**Viaticum** **20 points**  
**(Hierodeacon only)**

When a Hierodeacon Character Stand completely destroys a friendly Regiment as a result of its Dark Shepherd Ability it gains 1 additional Power Token. A Regiment counts as destroyed by the Dark Shepherd Ability if all of its Stands are removed from play or the Regiment being Shattered as a result of the Wounds inflicted.

**Devoted to Hazlia** **15 points**

This Character Stand may Re-Roll results of "6" when performing a Spellcasting Action.



## SPELLS

*Some Character Stands can purchase Spells from the following list:*

### **HIERODEACON**

<b>Name</b>	<b>Range</b>	<b>Attunement</b>	<b>Effect</b>
Dark Supplication	Self	2	Place 1 Power Token in either the Dark Power or the Fallen Pantheon's respective Empowerment Pool.
Blackflame Coruscation	12"	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 Pool.

### **ARCHIMANDRITE**

<b>Name</b>	<b>Range</b>	<b>Attunement</b>	<b>Effect</b>
Unholy Baptism	12"	3 (Scaling)	Inflicts one Hit per success on Target Enemy Regiment. These Hits have the Armor Piercing (1) Special Rule.
Blasphemous Power	12"	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.
Hazlia's Touch	12"	3	Target Friendly Regiment Heals 1+X Wounds, where X is the current Tier of the Dark Power Pool.
Dark Immolation	8"	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).

### **KHERES**

<b>Name</b>	<b>Range</b>	<b>Attunement</b>	<b>Effect</b>
Insanity	10"	2	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.  Should the Dark Power Pool reach Tier II, then any Wounds caused by this Spell cause 1 additional Wound for each unmodified Resolve Roll of "6". This effect is cumulative when the Dark Power Pool reaches Tier III. Should the Dark Power Pool reach Tier III, then this Spell also causes Morale Tests.

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Drain Will	12"	3 (Scaling)	If the spellcaster scores 1-4 successes, then reduce the Target Enemy Regiment's Defense Characteristic by -1 until the end of the Round.
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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.

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### **MOROI**

<b>Name</b>	<b>Range</b>	<b>Attunement</b>	<b>Effect</b>
Translocation	Self	3 (Scaling)	This Regiment immediately performs a free additional 8" March, ignoring all intervening Regiments, Character Stands and/or Terrain. The Regiment must be placed in a legal position at the end of this movement to not overlap with any other Regiment's Stands. This effect can be used even if the Regiment is currently Engaged with an Enemy Regiment(s).

Whilst performing this move, the Regiment may move sideways and/or backwards without having to halve its March Characteristic

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Immolation	Self	3 (Scaling)	This Regiment gains the Aura of Death (+X) Special Rule, where X is the number of successes scored, divided by 2, rounded up. Any Regiment affected by this Spell has its Aura of Death (X) Special Rule limited to a maximum of Aura of Death (5).
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## REGIMENTS

You may include Regiments as part of your Characters' Warband.

### CULTISTS

100 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Cultists	Infantry	Light	5	2	1	4	4	2	1	1
	Regiment									

**Special Rules:** Barrage (3) (12", Liquid Anathema), Lethal Demise, Oblivious

**Draw Event:** None

**Number of Stands:** 3 (including Command Stand with Leader)

**Models per Stand:** 4

**Additional Stands:** 30 points

**Liquid Anathema (Special Rule):** When an Enemy Regiment suffers any Hits from a Volley Action performed by this Regiment, add 2 to the total Hits received from the Aura of Death (X) Special Rule until the end of that Regiment's next Activation.

**Options:**

**Command Models and Officers:**

**Any Cultists Regiment may take one of the following Officers:**

*Apostate* 15 points

### HASHASHIN

180 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Hashashin	Infantry	Light	6	1	2	7	4	3	1	2
	Regiment									

**Special Rules:** Cleave (1), Vanguard

**Draw Event:** None

**Number of Stands:** 3 (including Command Stand with Leader)

**Models per Stand:** 4

**Additional Stands:** 60 points

**Options:**

**Command Models and Officers:**

**Any Hashashin Regiment may take one of the following Officers:**

*Master Hashashin* 20 points

*Apostate* 15 points

**KHERES****160 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Kheres	Infantry Regiment	Light	6	2	1	4	4	-	0	2

**Special Rules:** Animate Vessel, Barrage (3) (12", Sureshot), Devout, Priest (1) per Stand (to a maximum of Priest (12))

**Draw Event:** None

**Number of Stands:** 3

**Models per Stand:** 4

**Additional Stands:** 50 points

**Memories of Old:** Priest (+1) per Stand (to a maximum of Priest (12))

**Options:**

**This Regiment cannot be joined by a Character Stand.**

**This Regiment may perform a Spellcasting Action using one Stand as if it were a Character Stand during its Activation.**

**Spells:** A Kheres Regiment knows the following Spells at no additional point cost.

*Insanity*

*Drain Will*

**MOROI****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Moroi	Infantry Regiment	Light	6	0	2	6	4	-	0	2

**Special Rules:** Animate Vessel, Aura of Death (2), Fluid Formation

**Draw Event:** None

**Number of Stands:** 3

**Models per Stand:** 4

**Additional Stands:** 60 points

**Memories of Old:** Cleave (1) and Priest (+1) per Stand

**Options:**

**This Regiment cannot be joined by a Character Stand.**

**This Regiment may perform a Spellcasting Action using one Stand as if it were a Character Stand during its Activation.**

**Spells:** A Moroi Regiment knows the following Spells at no additional point cost.

*Immolation*

*Translocation*



**LEGIONNAIRES****120 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Legionnaires	Infantry	Medium	5	0	2	4	4	-	1	1
	Regiment									

**Special Rules:** Animate Vessel, Shield, Support (2)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stands:** 40 points**Memories of Old:** Phalanx Special Rule**Options:****Command Models and Officers:***Standard Bearer* 10 points*Icon Bearer* 10 points**Any Legionnaires Regiment may take one of the following Officers:***Dark Cenotaph (one per Army)* 25 points*Profane Reliquary* 25 points*Acolyte* 20 points*Optio* 15 points**PRAETORIAN GUARD****160 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Praetorian	Infantry	Medium	5	0	2	5	5	-	2	1
Guard	Regiment									

**Special Rules:** Animate Vessel, Shield**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stands:** 45 points**Memories of Old:** Bastion (+1) Draw Event**Options:****Command Models and Officers:***Standard Bearer* 10 points*Icon Bearer* 10 points**Any Praetorian Guard Regiment may take one of the following Officers:***Dark Cenotaph (one per Army)* 25 points*Profane Reliquary* 25 points

**ATHANATOI****170 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Athanatoi	Infantry Regiment	Medium	5	0	2	6	4	-	2	1

**Special Rules:** Animate Vessel, Bodyguards, Flurry**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stands:** 50 points**Memories of Old:** Counter-Attack Special Rule**Options:****Command Models and Officers:***Standard Bearer* 10 points**Any Praetorian Guard Regiment may take one of the following Officers:***Dark Cenotaph (one per Army)* 25 points*Princesps* 25 points**VARANGIAN GUARD****180 POINTS**

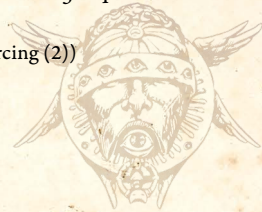
Name	Type	Class	M	V	C	A	W	R	D	E
Varangian Guard	Infantry Regiment	Heavy	5	0	3	4	6	-	3	1

**Special Rules:** Animate Vessel, Cleave (2), Hardened (1)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 4**Additional Stands:** 55 points**Memories of Old:** Cleave (+1) and Linebreaker Special Rules.**Options:****Command Models and Officers:***Standard Bearer* 10 points**Any Varangian Guard Regiment may take one of the following Officers:***Princesps* 30 points*Dark Cenotaph (one per Army)* 25 points

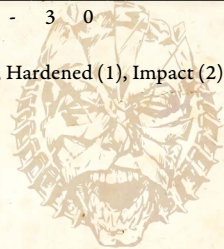


**KARYATIDS****200 POINTS**

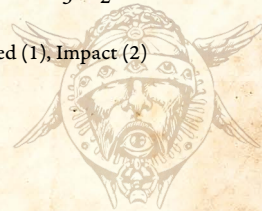
Name	Type	Class	M	V	C	A	W	R	D	E
Karyatids	Brute Regiment	Heavy	6	2	2	4	5	-	3	1

**Special Rules:** Animate Vessel, Barrage (3) (20", Armor Piercing (2))**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 1**Additional Stands:** 65 points**Memories of Old:** Barrage (+1) and Fluid Formation Special Rules.**BONE GOLEMS****210 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Bone Golems	Brute Regiment	Heavy	6	0	2	4	6	-	3	0

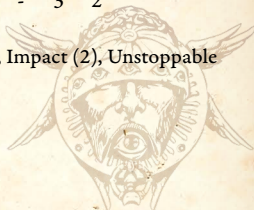
**Special Rules:** Animate Vessel, Aura of Death (2), Cleave (2), Hardened (1), Impact (2), Relentless Blows, Unstoppable**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 1**Additional Stands:** 65 points**Memories of Old:** Aura of Death (+1) Special Rule**KANEPHORS****210 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Kanephors	Brute Regiment	Heavy	6	0	3	5	5	-	3	2

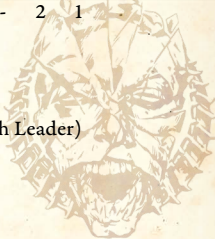
**Special Rules:** Animate Vessel, Blessed, Cleave (1), Hardened (1), Impact (2)**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 1**Additional Stands:** 70 points**Memories of Old:** Flawless Strikes Special Rule.

**BUCCEPHALOI****220 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Bucephaloi	Brute Regiment	Heavy	6	0	3	4	5	-	3	2

**Special Rules:** Animate Vessel, Brutal Impact (1), Cleave (3), Impact (2), Unstoppable**Draw Event:** None**Number of Stands:** 3**Models per Stand:** 1**Additional Stands:** 75 points**Memories of Old:** Brutal Impact (+1)**CENTAUR PRODRAMOI****150 POINTS**

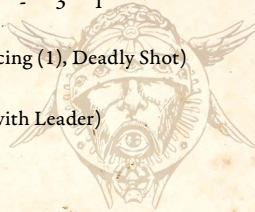
Name	Type	Class	M	V	C	A	W	R	D	E
Centaur Prodromoi	Cavalry Regiment	Light	8	0	2	4	4	-	2	1

**Special Rules:** Animate Vessel, Cleave (1), Shield**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stands:** 50 points**Memories of Old:** Brutal Impact (1) and Impact (+2) Special Rules.



**CENTAUR KERYKES****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Centaur	Cavalry	Medium	8	2	2	4	4	-	3	1
Kerykes	Regiment									

**Special Rules:** Animate Vessel, Barrage (3) (16", Armor Piercing (1), Deadly Shot)**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stands:** 60 points**Memories of Old:** Sureshot Special Rule..**KATAPHRAKTOI****200 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Kataphraktoi	Cavalry	Medium	7	0	2	5	4	-	3	1
	Regiment									

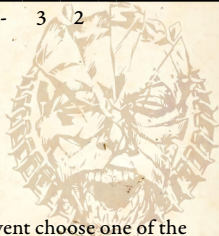
**Special Rules:** Animate Vessel, Brutal Impact (2), Impact (3), Shield**Draw Event:** None**Number of Stands:** 3 (including Command Stand with Leader)**Models per Stand:** 1**Additional Stands:** 70 points**Memories of Old:** Impact (+1) and Shock Special Rules.**Options:****Command Models and Officers:***Standard Bearer* 10 points**Any Kataphraktoi Regiment may take one of the following Officers:***Hetairos*

20 points



**PROFANE SEPULCHER****270 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Profane Sepulcher	Monster Regiment	Medium	5	0	2	8	36	-	3	2

**Special Rules:** Animate Vessel, Devout, Unhallowed Ground**Draw Event:** Exhortation of Eternal Faith**Number of Stands:** 1**Models per Stand:** 1

**Exhortation of Eternal Faith:** When performing this Draw Event choose one of the following effects:

- This Regiment suffers 6 Wounds, these Wounds do not cause Resolve Tests. This Regiment adds +4 to its Attacks Characteristic and gains the Inspired and Cleave (+1) Special Rules.
- This Regiment suffers 6 Wounds, these Wounds do not cause Resolve Tests. Target Friendly Regiment within 8" counts as if under the effects of the Tier III Dark Power Pool until the end of the Round.
- This Regiment suffers 4 Wounds, these Wounds do not cause Resolve Tests. All Friendly Command Stands within 12" add +2 to their Attacks Characteristic until the end of the Round.
- This Regiment suffers X number of Wounds, these Wounds do not cause Resolve Tests. Target Enemy Regiment within 10" suffers X number of Hits where X is equal to the number of Wounds suffered as a result of this Draw Event this Round. These Hits have the Armor Piercing (1) Special Rule, count as if originating from the Target Regiments Flank and do not cause Resolve Tests.

When suffering Wounds as a result of this Draw Event the Regiment must be able to suffer the full amount of the chosen ability's Wounds. If the Regiment does not have enough remaining Wounds then the ability cannot take effect. Suffering Wounds as a result of this Draw Event can cause this Regiment to be destroyed.

**Unhallowed Ground:** This Regiment cannot be Healed and counts as being Size (2) regardless of its Type. In addition, this Regiment counts as five Stands for the purposes of Seizing Objective Zones.

**Your Army cannot contain more than one Profane Sepulcher**



## COMMAND MODELS AND OFFICERS

*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.*

### COMMAND MODELS

#### **Acolyte**

This Regiment always counts as being within Range of any Spell cast by a Friendly Stand with the Priest (X) Special Rule, excluding Spells with a Range of "Self".

#### **Apostate**

This Regiment gains the Flank Special Rule.

#### **Dark Cenotaph (One per Army)**

This Regiment's Command Stand counts as two additional Stands of the same Type for the purposes of Seizing Objective Zones.

#### **Hetairos**

This Regiment gains the Overrun Special Rule.

#### **Icon Bearer**

A Command Stand with this Officer must always be the last Stand removed as a Casualty. When this Officer is removed, gain one additional Power Token.

#### **Master Hashashin**

This Regiment gains the Deadly Blades Special Rule.

#### **Optio**

This Regiment gains the Vanguard Special Rule.

#### **Princes**

This Regiment always counts as being under the effect of the Inspired Special Rule.

#### **Profane Reliquary**

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



We are always evolving and expanding our Ruleset, follow this QR code and stay up to date.

