



👑 Strategos								1	160
M	V	C	A	W	R	D	E	Type	Infantry
-	0	3	5	5	-	2	1	Class	-
Draw Events			Regeneration (1)						
Special Rules			Forward Force, Shield, Animate Vessel, Terrifying (1), Untouchable						
Supremacy Abilities			Glimmers of a Golden Age						
Options									
Treasures			Legio I 'Primigenia', Aventine Armor						
Dark Blessings			Eternal Discipline						

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						

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), Loose Formation						
Spells			Drain Will, Insanity						
Memories of Old This Regiment may perform a free Spellcasting Action during its Activation using one Stand as if it were a Character Stand. It gains the Priest (X) Special Rule where X is +2 per Stand to a maximum of Priest (12).									
This Regiment cannot be joined by a Character Stand.									

Moroi						Restricted		3	180
M	V	C	A	W	R	D	E	Type	Infantry
6	0	2	6	4	-	0	2	Class	Light
Special Rules			Aura of Death (5), Animate Vessel, Cleave (1), Devout, Loose Formation, Terrifying (1)						
Spells			Immolation, Translocation						
Memories of Old This Regiment may perform a free Spellcasting Action during its Activation using one Stand as if it were a Character Stand. It gains the Priest (X) Special Rule where X is +2 per Stand to a maximum of Priest (12).									
This Regiment cannot be joined by a Character Stand.									

Moroi						Restricted		3	180
M	V	C	A	W	R	D	E	Type	Infantry
6	0	2	6	4	-	0	2	Class	Light
Special Rules			Aura of Death (5), Animate Vessel, Cleave (1), Devout, Loose Formation, Terrifying (1)						
Spells			Immolation, Translocation						
Memories of Old This Regiment may perform a free Spellcasting Action during its Activation using one Stand as if it were a Character Stand. It gains the Priest (X) Special Rule where X is +2 per Stand to a maximum of Priest (12).									
This Regiment cannot be joined by a Character Stand.									

Statue Cult

Hierodeacon	1	90
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M	V	C	A	W	R	D	E	Type	Infantry
-	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.									

Cultists						Mainstay		3	90
M	V	C	A	W	R	D	E	Type	Infantry
6	2	1	4	4	3	1	1	Class	Light
Special Rules			Acolytes, Barrage (4) [12"], Loose Formation						
Command Models			Leader						

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						

Buccephaloi						Restricted		3	220
M	V	C	A	W	R	D	E	Type	Brute
6	0	3	4	6	-	3	2	Class	Heavy
Special Rules			Animate Vessel, Brutal Impact (1), Cleave (3), Devout, Impact (3), Terrifying (1), Tenacious (1), Unstoppable						
Memories of Old			Brutal Impact +1						

Memories of Old	Brutal Impact +1
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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, Divine Shard, Terrifying (1), Barrage (3) [20", Armor Piercing (2)]						
Memories of Old			Barrage +1, Fluid Formation						