

Hallowed Kingdom	2000 / 2000
The Old Dominion	

Forward March

≝ Stra	itegos			1	160							
M	V	С	Α	A W R D E Type Infantry								
-	0	3	5	5	-	Class	-					
Di	raw Even	ts	Regeneration (1)									
Sp	ecial Ru	les	Forward Force, Shield, Animate Vessel, Terrifying (1), Untouchable									
Supre	macy Ab	ilities	Glimmers of a Golden Age									
					Options	1						
1	Treasures Legio I 'Primigenia', Aventine Armor						nor					
Dark Blessings Eternal Discipline												

Legioni	naires					Mainstay		3	100		
М	٧	С	Α	A W R D E Type Infantry							
5	0	2	4	4	-	1	1	Class	Medium		
Special Rules Forced March, Shield, S (1), Unstoppable						Support ((2), Anim	nate Vessel, ī	Terrifying		
Comr	Command Models Leader										
Mem	nories of	f Old		•				ts as +2 Star Itil the end of			
	Options										
Comr	Command Models Standard Bearer										

Praetor	ian Gua	rd				Restricted		5	260		
М	V	С	Α	W	R	E	Туре	Infantry			
5	0	2	5	5	-	2	1	Class	Medium		
Sp	ecial Ru	les	Shield, Animate Vessel, Terrifying (1), Unstoppable								
Com	Command Models			Leader							
Men	nories o	f Old	Bastion +1								
				Options	3						
Command Models Standard Bearer					er						

Ghosts in a shell

Archim	andrite			1	110							
М	1 V C A W R D E							Туре	Infantry			
-	0	1	3	3 4 - 1 2 Class -								
Dı	raw Even	ts	Regeneration (1)									
Sp	ecial Ru	les	Devout, Animate Vessel, Terrifying (1), Priest (7)									
	Spells			Hazlia's Touch, Dark Immolation, Blasphemous Power, Unholy Baptism								

Legion	naires					Mainstay		3	100		
М	٧	С	Α	A W R D E Type Infantry							
5	0	2	4	4 4 - 1 1 Class Mediu							
Special Rules Forced March, Shield, (1), Unstoppable						Support ((2), Anim	nate Vessel, ī	Terrifying		
Comi	mand M	odels	Leader								
Men	nories o	f Old		•				ts as +2 Star Itil the end of			
Options											
Command Models Standard Bearer											

Kheres						Mair	stay	4	210		
М	V	С	Α	W	R	D	E	Туре	Infantry		
6	2	1	4	4	-	0	2	Class	Light		
Sp	Special Rules Barrage (3) [12", Sures (1), Loose Formation						out, Anir	nate Vessel,	Terrifying		
	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	С	Α	W	R	D	E	Туре	Infantry	
6	0	2	6	4	-	0	2	Class	Light	
Sp	les			5), Anim ifying (1		sel, Clea	ve (1), Devou	ıt, Loose		
	Spells		Immolation, Translocation							

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Moroi						Restr	ricted	3	180	
M	V	С	Α	W	R	D	E	Туре	Infantry	
6	0	2	6	4	-	0	2	Class	Light	
Special Rules Aura of Death (5), Anim Formation, Terrifying (1							sel, Clea	ve (1), Devou	ıt, Loose	
	Spells		Immolation, Translocation							

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Statue Cult

Hierodeacon	1	90	
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М	V	С	Α	W	R	D	E	Туре	Infantry	
-	0	1	3	4	-	1	2	Class		
Di	raw Even	ts	Dark Shepherd, Regeneration (1)							
Sp	ecial Ru	les	Devout, Priest (6), Animate Vessel, Regeneration (1), Terrifying (1)							
	Spells		Dark Supplication, Blackflame Coruscation, Benediction of the Black Sun, Undying Devotion							
The Hie	The Hierodeacon cannot be your Warlord									

The Hierodeacon cannot be your Warlord.

Cultists	3					Mainstay		3	90
М	V	С	Α	W	R	D	E	Туре	Infantry
6	2	1	4	4	3	1	1	Class	Light
Sp	ecial Ru	les	Acolyte	es, Barra	ge (4) [1	2"], Loos	se Form	ation	
Comr	mand M	odels	Leader						

Legionnaires						Mainstay		3	100	
М	V	С	Α	W	R	D	E	Туре	Infantry	
5	0	2	4	4	-	1	1	Class	Medium	
Sp	ecial Ru	les	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	С	Α	W	R	D	Е	Туре	Brute
6	0	3	4	6	ı	3	2	Class	Heavy
Sp	ecial Ru	les	Animate Vessel, Brutal Impact (1), Cleave (3), Devout, Impact (3), Terrifying (1), Tenacious (1), Unstoppable						
Memories of Old			Brutal Impact +1						

Karyatids					Restricted		3	200		
М	V	С	Α	W	R	D	E	Туре	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							

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