

James Douglas RR

Forces of Basilea (Good)								
Crossbowmen								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	5+	5+	4+	8	10/12	100	Crossbows (Range 24"), Iron Resolve, Piercing (1), Reload!
Men-at-Arms(spear)								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	4+	-	4+	10	10/12	95	Iron Resolve, Phalanx
Troop(10)	5	4+	-	4+	10	10/12	95	Iron Resolve, Phalanx
- Maccwar's Potion of the Caterpillar							20	
Men-at-Arms(sword)								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	4+	12	14/16	115	Iron Resolve
- Dwarven Ale							10	
Horde(40)	5	4+	-	4+	25	21/23	190	Iron Resolve
Paladin Foot Guard								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	3+	-	5+	12	15/17	150	Headstrong, Iron Resolve
- Mace of Crushing							5	
Regiment(20)	5	3+	-	4+	12	15/17	150	Crushing Strength (1), Headstrong, Iron Resolve
- Exchange shields for two-handed weapons (lower Defence to 4+, gain Crushing Strength (1))							0	
Sisterhood Infantry								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	4+	-	3+	10	10/12	90	Crushing Strength (1), Headstrong, Iron Resolve, Vicious
Paladin Knights								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	8	3+	-	5+	8	12/14	135	Headstrong, Iron Resolve, Thunderous Charge (2)
- Fire-Oil							5	
Regiment(10)	8	3+	-	5+	16	15/17	210	Headstrong, Iron Resolve, Thunderous Charge (2)
Sisterhood Panther Lancers								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	10	4+	-	3+	16	14/16	175	Iron Resolve, Nimble, Thunderous Charge (1), Vicious
Heavy Arbalest								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	5+	4+	1	10/12	65	Blast (D3+2), Iron Resolve, Piercing (3), Reload!
(1)	5	-	5+	4+	1	10/12	65	Blast (D3+2), Iron Resolve, Piercing (3), Reload!
Abness								Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	4+	4	12/14	90	Hero (Cav), Crushing Strength (1), Headstrong, Individual, Iron Resolve, Thunderous Charge (1), Very Inspiring (Sisterhood only), Vicious
							20	- Mount on a panther, increasing Speed to 10 and acquiring Thunderous Charge (1), and changing to Hero (Cav)
							15	- Brew of Haste
Bearer of the Holy Icon								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	10/12	55	Hero (Inf), Individual, Inspiring, Iron Resolve
Gnaeus Sallustis[1]								Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	3+	-	5+	7	15/17	190	Hero (LrgCav), Crushing Strength (2), Headstrong, Heal (3), Inspiring, Iron Resolve, Nimble
Priest								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	4+	1	11/13	75	Hero (Inf), Crushing Strength (1), Drain Life (6), Headstrong, Heal (3), Individual, Iron Resolve, Very Inspiring (Penitents only)
							25	- Drain Life (6)
Paladin Defenders[1]								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	3+	-	5+	10	11/13	105	Headstrong, Heal (4), Iron Resolve
							<u>2250</u>	

Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
Brew of Haste	The unit has +1 Speed.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Drain Life	6" range. May target enemy units that are engaged in combat. Roll to damage as normal with Piercing(1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit with 6". Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into melee, the target will not take a Nerve test at the end of the Shoot phase.
Dwarven Ale	The unit has the Headstrong special rule.
Fire-Oil	Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
Headstrong	Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.
Heal	Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
Individual	Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
Inspiring	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
Iron Resolve	If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
Maccwar's Potion of the Caterpillar	The unit has the Pathfinder special rule.

Mace of Crushing	Whenever the unit rolls to damage in melee, it can re-roll one of the dice that failed to damage.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. When Disordered by a unit in melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following turn.
Phalanx	Units that charge this unit's front cannot use the Thunderous Charge special rule.
Piercing	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
Reload!	The unit can fire only if it received a Halt order that turn.
Thunderous Charge	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however, the unit loses this bonus when Disordered and reduces this bonus by 1 when Hindered.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.
Vicious	Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.