

# DAVID HETHERINGTON - FRANTICON DOUBLES



## BASILEANS

GOOD

### Paladin Knights

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	16	15/17	[210]
Headstrong, Iron Resolve, Thunderous Charge (2) Keywords: Human, Paladin									

### Sisterhood Panther Lancers

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	10	4	-	3	3	3	16	14/16	[175]
Iron Resolve, Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Human, Sisterhood									

### Elohi\*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	10	3	-	5	3	2	9	-/14	[160]
Crushing Strength (1), Fly, Inspiring, Iron Resolve Keywords: Angelic									
Regiment(3)	10	3	-	5	3	2	9	-/14	[160]
Crushing Strength (1), Fly, Inspiring, Iron Resolve Keywords: Angelic									

### Phoenix

Titan  
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	3	6	1	5	14/16	[195]
Crushing Strength (1), Fly, Nimble, Radiance of Life, Regeneration (4+) Spells: Fireball (10), Heal (5) Keywords: Angelic, Flamebound, Magestic									

### Bearer of the Holy Icon

Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	5	-	4	3	0	1	10/12	50
The Scrying Gem Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									
Individual, Inspiring, Iron Resolve Keywords: Human									
									25
									25
									[100]

Total Unit Strength: 11  
Total Core: 1000 (100%)

Total Units: 6



## SPECIAL RULES AND SPELLS:

<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<b>Fly</b>	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Headstrong</b>	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34.

<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Iron Resolve</b>	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
<b>Nimble</b>	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
<b>Radiance of Life</b>	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
<b>Regeneration</b>	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
<b>The Scrying Gem</b>	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.