



BASILEANS

GOOD

Men-at-Arms Swordsmen

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	4	2	3	12	14/16	105
Upgrade with a Veteran Command, increasing the unit's rout & waver values by +1									10
Iron Resolve									[115]
Keywords: Human, Men-at-Arms									

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	4	2	3	12	14/16	105
Blade of Slashing									5
Upgrade with a Veteran Command, increasing the unit's rout & waver values by +1									10
Iron Resolve									[120]
Keywords: Human, Men-at-Arms									

Men-at-Arms Spearmen

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	30	21/23	205
Brew of Strength									40
Upgrade with a Veteran Command, increasing the unit's rout & waver values by +1									15
Iron Resolve, Phalanx									[260]
Keywords: Human, Men-at-Arms									

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									

High Paladin on Dragon

**Hero (Ttn)
Spellcaster: 0**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	4	5	6	1	10	-/19	310
Aegis of the Elohi									15
Crushing Strength (3), Fly, Inspiring, Iron Resolve, Nimble									[325]
Dragon's Breath (12", Steady Aim)									
Keywords: Draconic, Human, Paladin									

Samacris, Mother of Phoenixes[1]

**Hero (LrgInf)
Spellcaster: 2**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	3	1	3	-/15	[195]
Crushing Strength (1), Fly, Inspiring, Iron Resolve, Nimble, Purging Flame, Radiance of Life, Regeneration (5+)									
Spells: Fireball (8), Heal (5)									
Keywords: Angelic, Flamebound									

Jullius, Dragon of Heaven[1]

**Hero (LrgInf)
Spellcaster: 0**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	6	3	1	8	-/16	[315]
Crushing Strength (3), Dread, Elite (Melee), Fly, Iron Resolve, Nimble, Very Inspiring									
Keywords: Angelic									



SPECIAL RULES AND SPELLS:

Aegis of the Elohi	The unit gains the <i>Iron Resolve</i> special rule. If it already has <i>Iron Resolve</i> , it increases the amount of damage regained each time <i>Iron Resolve</i> is used to two.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
Fly	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.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Inspiring	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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Nimble	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.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Purging Flame	This unit's Fireball spell is resolved with Piercing (1).
Radiance of Life	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.
Regeneration	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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Very Inspiring	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> Inspiring: 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.