

JON QUAYLE - FRANTICON SINGLES



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	13/15	[105]
Iron Resolve Keywords: Human, Men-at-Arms									
Regiment(20)	5	4	-	4	2	3	12	13/15	[105]
Iron Resolve Keywords: Human, Men-at-Arms									

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
Brew of Strength									30
Aegis Fragment									5
									[245]
Headstrong, Iron Resolve, Thunderous Charge (2) Keywords: Human, Paladin									

Elohi*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	10	3	-	5	3	3	18	-/17	270
Brew of Sharpness									45
Crushing Strength (1), Fly, Inspiring, Iron Resolve Keywords: Angelic									[315]
Horde(6)	10	3	-	5	3	3	18	-/17	270
Maccwar's Potion of the Caterpillar									20
Crushing Strength (1), Fly, Inspiring, Iron Resolve Keywords: Angelic									[290]

Abbess

Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	4	3	0	6	12/14	90
Lute of Insatiable Darkness									25
Mount on a Gur Panther, losing Wild Charge (D3) but increasing Speed to 10 and changing to Hero (Cav - Height: 3)									30
Crushing Strength (1), Individual, Inspiring (Sisterhood only), Iron Resolve, Vicious (Melee) Keywords: Human, Sisterhood									[145]

War-Wizard

**Hero (Cav)
Spellcaster: 2**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	5	-	4	3	0	1	10/12	75
Conjurer's Staff									10
Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									25
Bane Chant (2)									20
Replace Fireball with Lightning Bolt (4)									0
Individual, Iron Resolve Spells: Bane Chant (2), Lightning Bolt (4) Keywords: Human									[130]

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

Total Unit Strength: 16
Total Core: 1650 (100%)

Total Units: 8



SPECIAL RULES AND SPELLS:

Aegis Fragment	Once per game, when this unit's <i>Iron Resolve</i> is used, it can regain a maximum of two points of damage previously suffered, instead of one. The unit's Aegis Fragment is then destroyed and cannot be used again for the remainder of the game.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
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.
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.
Headstrong	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.
Individual	See page 34.
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 previously suffered.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Macewar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.
Thunderous Charge	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).
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.
Vicious	Whenever the unit rolls to damage, it must re-roll all dice that score a natural, unmodified 1.