

JOSEF HRUZA - FRANTICON SINGLES



BASILEANS

GOOD

Gur Panthers*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	10	4	-	3	2	1	6	9/11	[85]
Nimble, Pathfinder, Vicious (Melee) Keywords: Beast									

Paladin Knights

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(20)	8	3	-	5	3	4	32	22/24	355
Maccwar's Potion of the Caterpillar 20 [375]									
Headstrong, Iron Resolve, Thunderous Charge (2) Keywords: Human, Paladin									

Ogre Palace Guard

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	3	-	5	3	3	18	15/17	[235]
Brutal, Crushing Strength (2), Iron Resolve Keywords: Ogre									
Horde(6)	6	3	-	5	3	3	18	15/17	[235]
Brutal, Crushing Strength (2), Iron Resolve Keywords: Ogre									

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 Strength 40 [310]									
Crushing Strength (1), Fly, Inspiring, Iron Resolve Keywords: Angelic									

Priest

Hero (Inf)
Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	-	4	2	0	1	11/13	75
Bane Chant (2) 20 [95]									
Cleanse, Crushing Strength (1), Individual, Inspiring, Iron Resolve Spells: Heal (3), Bane Chant (2) Keywords: Human									

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: 15

Total Core: 1650 (100%)

Total Units: 7



SPECIAL RULES AND SPELLS:

Bane Chant

Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains *Crushing Strength* (+1). This effect only applies once - multiple castings on the same target have no additional effect.

Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Cleanse	If one or more hits are scored by this unit's Heal spell, the target unit is no longer Weakened or Hexed.
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.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
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 previous suffered.
Maccwar'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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
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 reroll all dice that score a natural, unmodified 1.