

JON QUAYLE COK ARMY LIST



BASILEANS

GOOD

Paladin Foot Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	5	2	3	12	15/17	[150]
Headstrong, Iron Resolve Keywords: Human, Paladin									

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									
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
Regiment(10)	8	3	-	5	3	3	16	15/17	210
Sir Jesse's Boots of Striding									15
Headstrong, Iron Resolve, Thunderous Charge (2) Keywords: Human, Paladin									[225]

Elohi

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	10	3	-	5	3	2	9	-/14	160
Blade of Slashing									5
Crushing Strength (1), Fly, Inspiring, Iron Resolve Keywords: Angelic									[165]
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
Brew of Strength									40
Crushing Strength (1), Fly, Inspiring, Iron Resolve Keywords: Angelic									[310]

Heavy Arbalest

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	4	4	2	0	2	10/12	[85]
Iron Resolve Heavy Arbalest (48", Blast (D3), Piercing (2), Reload) Keywords: Human, Men-at-Arms									
1	5	-	4	4	2	0	2	10/12	[85]
Iron Resolve Heavy Arbalest (48", Blast (D3), Piercing (2), Reload) Keywords: Human, Men-at-Arms									

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, Majestic										
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	
Conjurer's Staff										
Bane Chant (2)										
Cleanse, Crushing Strength (1), Individual, Inspiring, Iron Resolve										
Spells: Heal (3), Bane Chant (2)										
Keywords: Human										
Gnaeus Sallustis[1]										Hero (LrgCav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	9	3	-	5	4	1	7	15/17	[180]	
Crushing Strength (2), Headstrong, Inspiring, Iron Resolve, Nimble										
Keywords: Beast, Human, Paladin										
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										
Spells: Fireball (8)										
Keywords: Angelic										

Total Unit Strength: 19
Total Core: 2300 (100%)

Total Units: 13



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 <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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. Once this is done, roll damage as normal for all of this hits caused.
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.
Cleanse	If one or more hits are scored by this unit's Heal spell, the target unit is no longer Weakened or Hexed.
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.
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.
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 (page 30 in gamers edition)

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.
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 through Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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.