



## BASILEANS

**GOOD**

### 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 Aegis Fragment									20
Headstrong, Iron Resolve, Thunderous Charge (2) Keywords: Human, Paladin									5
									[380]

### 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
Chalice of Wrath									15
Brutal, Crushing Strength (2), Iron Resolve									[250]
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
Wine of Elvenkind									40
Crushing Strength (1), Fly, Inspiring, Iron Resolve									[310]
Keywords: Angelic									
Horde(6)	10	3	-	5	3	3	18	-/17	270
Brew of Strength									40
Crushing Strength (1), Fly, Inspiring, Iron Resolve									[310]
Keywords: Angelic									

### 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, Magestic									

### Ur-Elohi

**Hero (LrgInf)**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	3	1	6	-/15	200
Blade of Slashing									5
Crushing Strength (2), Dread, Fly, Inspiring, Iron Resolve, Nimble									[205]
Keywords: Angelic									

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										

Total Unit Strength: 16  
Total Core: 2000 (100%)

Total Units: 9



## SPECIAL RULES AND SPELLS:

<b>Aegis Fragment</b>	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.
<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Brew of Strength</b>	The unit gains the <i>Crushing Strength</i> (+1) special rule.
<b>Brutal</b>	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.
<b>Chalice of Wrath</b>	The unit gains the <i>Fury</i> special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Dread</b>	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.
<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>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 previous suffered.
<b>Macewar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<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 (4+)</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>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>Wine of Elvenkind</b>	The unit gains the <i>Nimble</i> special rule.