

# RICH LUKE - BASILEANS - KUNG FU FAULKES



## BASILEANS

**GOOD**

### Men-at-Arms Spearmen

**Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	30	20/22	[205]
Iron Resolve, Phalanx Keywords: Human, Men-at-Arms									

### 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
Upgrade to Paladin Defenders [1] (Regiment only) - Gain Aura (Elite (Melee) - Paladin Infantry only)									
Headstrong, Iron Resolve, Aura (Elite (Melee) - Paladin Infantry only) Keywords: Human, Paladin									
Regiment(20)	5	3	-	5	2	3	12	15/17	[150]
Headstrong, Iron Resolve Keywords: Human, Paladin									
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									

### 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									
Headstrong, Iron Resolve, Thunderous Charge (2) Keywords: Human, Paladin									
									30
									[240]

### 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
Blessing of the Gods									
Brutal, Crushing Strength (2), Iron Resolve Keywords: Ogre									
									30
									[265]

### 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									
Crushing Strength (1), Fly, Inspiring, Iron Resolve Keywords: Angelic									
									45
									[315]

<b>Priest</b>										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)									10	
Cleanse, Crushing Strength (1), Individual, Inspiring, Iron Resolve Spells: Heal (3), Bane Chant (2) Keywords: Human									20	
									[105]	

  

<b>War-Wizard</b>										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	10/12	75	
The Boomstick Bane Chant (2) Replace Fireball with Lightning Bolt (4)									30	
Individual, Iron Resolve Spells: Bane Chant (2), Lightning Bolt (4) Keywords: Human									20	
									0	
									[125]	

  

<b>Samacris, Mother of Phoenixes[1]</b>										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										

Total Unit Strength: 24  
 Total Core: 2000 (100%)

Total Units: 11



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
<b>Bane Chant</b>	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.
<b>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<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 no value is specified, the unit has Brutal (1). 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>Cleanse</b>	If one or more hits are scored by this unit's Heal spell, the target unit is no longer Weakened or Hexed.
<b>Conjurer's Staff</b>	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<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>Individual</b>	See page 34 (page 30 in gamers edition)

<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 previously suffered.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<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>Pathfinder</b>	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.
<b>Phalanx</b>	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.
<b>Purging Flame</b>	This unit's Fireball spell is resolved with <i>Piercing</i> (1).
<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</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>The Boomstick</b>	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 3.
<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>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.