



BASILEANS

GOOD

Men-at-Arms Swordsmen

Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|--|----|----|----|----|---|----|----|------|------|
| Troop(10) | 5 | 4 | - | 4 | 2 | 1 | 10 | 9/11 | [70] |
| Iron Resolve Keywords: Human, Men-at-Arms | | | | | | | | | |

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 |
| Maccwar's Potion of the Caterpillar 20 [230] | | | | | | | | | |
| Headstrong, Iron Resolve, Thunderous Charge (2) Keywords: Human, Paladin | | | | | | | | | |
| Regiment(10) | 8 | 3 | - | 5 | 3 | 3 | 16 | 15/17 | [210] |
| 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 [315] | | | | | | | | | |
| Crushing Strength (1), Fly, Inspiring, Iron Resolve Keywords: Angelic | | | | | | | | | |
| Horde(6) | 10 | 3 | - | 5 | 3 | 3 | 18 | -/17 | 270 |
| Brew of Strength 40 [310] | | | | | | | | | |
| Crushing Strength (1), Fly, Inspiring, Iron Resolve 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 | | | | | | | | | |

Ur-Elohi

Hero (LrgInf)

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

| Priest | | | | | | | | | | Hero (Cav) Spellcaster: 1 |
|--|----|----|----|----|---|----|----|-------|----------------|------------------------------|
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 8 | 4 | - | 4 | 3 | 0 | 1 | 11/13 | 75 | |
| Conjurer's Staff Bane Chant (2) Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3) | | | | | | | | | 10 20 25 | |
| Cleanse, Crushing Strength (1), Individual, Inspiring, Iron Resolve Spells: Heal (3), Bane Chant (2) Keywords: Human | | | | | | | | | [130] | |

| 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: 18
 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. |
| 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 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. |

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|--------------------------|---|
| 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 Terrian. |
| Piercing | All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage. |
| Reload | The unit can only make ranged attacks if it received a Halt order in its previous Movement phase. |
| 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> <i>Inspiring</i> : 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 sccond 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. |