

Jon Quayle Clash of Kings List

2300 / 2300 VALID

Basileans [2300]

Elohi	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [290] Celestial Fury	10	3+	-	4+	3	18	-/17	3	[270] [0]
Helm of the Drunken Ram <i>Special Rules:</i> Crushing Strength(2),Fly, Inspiring, Iron Resolve, Divine Fervour, Thunderous Charge(1) Keywords: Angelic									[20]
Lrg Inf Horde (6) [300] Celestial Fury	10	3+	-	4+	3	18	-/17	3	[270] [0]
Chant of Hate <i>Special Rules:</i> Crushing Strength(2),Fly, Inspiring, Iron Resolve, Divine Fervour, Vicious Keywords: Angelic									[30]

Gur Panthers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop (5) [85] <i>Special Rules:</i> Nimble, Pathfinder, Vicious(Melee) Keywords: Beast	10	4+	-	3+	1	6	9/11	2	[85]
Cav Troop (5) [85] <i>Special Rules:</i> Nimble, Pathfinder, Vicious(Melee) Keywords: Beast	10	4+	-	3+	1	6	9/11	2	[85]
Cav Troop (5) [85] <i>Special Rules:</i> Nimble, Pathfinder, Vicious(Melee) Keywords: Beast	10	4+	-	3+	1	6	9/11	2	[85]

Paladin Knights	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Horde (20) [395] Aegis Fragment	8	3+	-	5+	4	32	22/24	3	[350] [5]
Brew of Strength <i>Special Rules:</i> Headstrong, Iron Resolve, Thunderous Charge(2),Aegis Fragment, Crushing Strength(1) Keywords: Human, Paladin									[40]

Phoenix	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5)	8	3+	4+	3+	1	3	16/18	6	[145] [0]
<i>Special Rules:</i> Crushing Strength(1),Fly, Nimble, Regeneration(4+) Keywords: Angelic, Flamebound, Majestic									
Titan 1 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5)	8	3+	4+	3+	1	3	16/18	6	[145] [0]
<i>Special Rules:</i> Crushing Strength(1),Fly, Nimble, Regeneration(4+) Keywords: Angelic, Flamebound, Majestic									
Titan 1 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5)	8	3+	4+	3+	1	3	16/18	6	[145] [0]
<i>Special Rules:</i> Crushing Strength(1),Fly, Nimble, Regeneration(4+) Keywords: Angelic, Flamebound, Majestic									

Abboss	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [130] Gur Panther	10	3+	-	4+	0	6	12/14	3	[90] [30]
Gnome-Glass Shield <i>Special Rules:</i> Crushing Strength(1),Individual, Inspiring, Iron Resolve, Vicious(Melee) Keywords: Human, Sisterhood									[10]

Jullius, Dragon of Heaven [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 0 [315] Fireball (8)	10	3+	-	6+	1	8	-/16	3	[315] [0]
<i>Special Rules:</i> Crushing Strength(3),Dread, Elite(Melee),Fly, Iron Resolve, Nimble, Very Inspiring, Divine Fervour Keywords: Angelic									

Gnaeus Sallustis [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 Spellcaster 1 [180]	9	3+	-	5+	1	7	15/17	4	[180]
<i>Special Rules:</i> Crushing Strength(2),Headstrong, Inspiring, Iron Resolve, Nimble Keywords: Beast, Human, Paladin									

Total Units: 12 Total Unit Strength: 18
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Divine Fervour	Friendly Core units with the Human keyword, while Engaged with the same enemy unit as a unit with Divine Fervour, have Elite (Melee).

Divine Fervour

Friendly Core units with the Human keyword, while Engaged with the same enemy unit as a unit with Divine Fervour, have Elite (Melee).

Special Rule	Description
Aegis Fragment	Once per game, when this unit's Iron Resolve 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.
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 Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread 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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble 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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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 Crushing Strength (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 Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	

Artefact	Description
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Gnome-Glass Shield	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Chant of Hate	The unit gains the Vicious special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
