

Basileans [2300]

Men-at-Arms Swordsmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [190] Veteran Command <i>Special Rules: Iron Resolve</i> Keywords: Human, Men-at-Arms	5	4+	-	4+	4	25	21/23	2	[175] [15]
Inf Horde (40) [190] Veteran Command <i>Special Rules: Iron Resolve</i> Keywords: Human, Men-at-Arms	5	4+	-	4+	4	25	21/23	2	[175] [15]

Paladin Foot Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [150] Two-handed Weapons <i>Special Rules: Headstrong, Iron Resolve, Crushing Strength(1)</i> Keywords: Human, Paladin	5	3+	-	4+	3	12	15/17	2	[150] [0]
Inf Regiment (20) [150] Two-handed Weapons <i>Special Rules: Headstrong, Iron Resolve, Crushing Strength(1)</i> Keywords: Human, Paladin	5	3+	-	4+	3	12	15/17	2	[150] [0]
Inf Regiment (20) [170] Paladin Defenders Aegis Fragment <i>Special Rules: Headstrong, Iron Resolve, Aura(Elite (Melee) - Paladin Infantry only), Aegis Fragment</i> Keywords: Human, Paladin	5	3+	-	5+	3	12	15/17	2	[150] [15] [5]

Sisterhood Scouts*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [120] Bows (24", Vicious(Ranged),Steady Aim) <i>Special Rules: Iron Resolve, Scout</i> Keywords: Human, Sisterhood, Tracker	5	4+	4+	3+	1	10	10/12	2	[120]
Inf Troop (10) [120] Bows (24", Vicious(Ranged),Steady Aim) <i>Special Rules: Iron Resolve, Scout</i> Keywords: Human, Sisterhood, Tracker	5	4+	4+	3+	1	10	10/12	2	[120]

Elohi	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment (3) [160] <i>Special Rules: Crushing Strength(1),Fly, Inspiring, Iron Resolve, Divine Fervour</i> Keywords: Angelic	10	3+	-	5+	2	9	-/14	3	[160]
Lrg Inf Regiment (3) [160] <i>Special Rules: Crushing Strength(1),Fly, Inspiring, Iron Resolve, Divine Fervour</i> Keywords: Angelic	10	3+	-	5+	2	9	-/14	3	[160]

Ogre Palace Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [250] Sir Jesse's Boots of Striding <i>Special Rules: Brutal, Crushing Strength(2),Iron Resolve</i> Keywords: Ogre	6	3+	-	5+	3	18	15/17	3	[235] [15]
Lrg Inf Horde (6) [240] Mace of Crushing <i>Special Rules: Brutal, Crushing Strength(2),Iron Resolve</i> Keywords: Ogre	6	3+	-	5+	3	18	15/17	3	[235] [5]

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

War Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [115] Inspiring Talisman Fireball (10) Bane Chant (2) <i>Special Rules: Individual, Iron Resolve, Inspiring</i> Keywords: Human	5	5+	-	4+	0	1	10/12	2	[75] [20] [0] [20]

Ogre Palace Guard Captain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [115] <i>Special Rules: Brutal, Crushing Strength(2),Inspiring, Iron Resolve, Nimble</i> Keywords: Ogre	6	3+	-	5+	1	5	13/15	3	[115]

Total Units:

15

Total Unit Strength:

32

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).

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.
Aura	(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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.

Artefact	Description
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Inspiring Talisman	The unit gains the Inspiring special rule.