

 Basileans [2345]

Men-at-Arms Spearmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [195] Aegis Fragment	5	4+	-	4+	4	30	20/22	2	[190] [5]
Special Rules: Iron Resolve, Phalanx, Aegis Fragment Keywords: Human, Men-at-Arms									

Sisterhood Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [260] Aegis Fragment	5	4+	-	3+	4	30	21/23	2	[225] [5]
Blessing of the Gods									[30]
Special Rules: Crushing Strength(1), Iron Resolve, Rampage(3/5/10), Vicious(Melee), Wild Charge(D3), Aegis Fragment, Elite Keywords: Human, Sisterhood									

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

Elohi	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [290] Helm of the Drunken Ram	10	3+	-	5+	3	18	-/17	3	[270] [20]
Special Rules: Crushing Strength(1), Fly, Inspiring, Iron Resolve, Divine Fervour, Thunderous Charge(1) Keywords: Angelic									

Gur Panthers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [85] Special Rules: Nimble, Pathfinder, Vicious(Melee) Keywords: Beast	10	4+	-	3+	1	6	9/11	2	[85]
Cav Troop [85] Special Rules: 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 Regiment [225] Aegis Fragment	8	3+	-	5+	3	16	15/17	3	[205] [5]
Sir Jesse's Boots of Striding									[15]
Special Rules: Headstrong, Iron Resolve, Thunderous Charge(2), Aegis Fragment Keywords: Human, Paladin									

Phoenix	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim)	8	3+	4+	3+	2	3	15/17	6	[145]
Heal (5)									[0]
Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Angelic, Flamebound, Majestic									

Dictator	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [75] Special Rules: Command, Crushing Strength(2), Duelist, Individual, Inspiring, Iron Resolve, Mighty Keywords: Human	5	3+	-	5+	0	4	12/14	2	[75]

Samacris, Mother of Phoenixes	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[1] Hero (Lrg Inf) 1 Spellcaster 2 [195] Fireball (8)	10	3+	-	5+	1	3	-/15	3	[195] [0]
Heal (5)									[0]
Special Rules: Command, Crushing Strength(1), Fly, Inspiring, Iron Resolve, Nimble, Radiance of Life, Regeneration(5+), Purging Flame Keywords: Angelic, Flamebound									

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]
Special Rules: Command, Crushing Strength(3),Dread, Elite(Melee),Fly, Iron Resolve, Nimble, Very Inspiring, Divine Fervour Keywords: Angelic									

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

Total Units: 14 **Total Unit Strength:** 24
Total Primary Core Points: 2345 (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).
Iron Discipline	Unless Disordered, at the start of each of your Ranged phases, you may select a single Friendly Core unit with the Human keyword within 12" of the Dictator and Line of Sight. This unit immediately suffers D3 points of damage and gains Vicious (Melee) and Inspiring (Self) until the start of their following Turn. No Nerve tests are required for damage caused in this way.
Purging Flame	This unit's Fireball spell is resolved with Piercing (1).
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	The Unit has Iron Resolve (+1). When this unit's Iron Resolve is used the unit's Aegis Fragment is then destroyed and cannot be used again. A unit cannot have more than one Aegis Fragment at a time.
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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
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.
Duelist	While attacking enemy Individuals in Melee, this unit triples its number of Attacks.
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 6inches 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 (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).

Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Radiance of Life	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. Note that Radiance of Life may have a further qualifier, in which case Radiance of Life will only remove damage from units with that name or Keyword in addition to the unit with the Radiance of Life Special Rule itself.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
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.
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.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

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
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Blessing of the Gods	The unit gains the Elite special rule.