



Basileans [2300]

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

Paladin Foot Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [100]	5	3+	-	5+	1	10	11/13	2	[100]
<i>Special Rules: Headstrong, Iron Resolve</i> Keywords: Human, Paladin									
Inf Troop [100]	5	3+	-	5+	1	10	11/13	2	[100]
<i>Special Rules: Headstrong, Iron Resolve</i> Keywords: Human, Paladin									

Elohi	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [270]	10	3+	-	5+	3	18	-/17	3	[270]
<i>Special Rules: Crushing Strength(1), Fly, Inspiring, Iron Resolve, Divine Fervour</i> Keywords: Angelic									
Lrg Inf Horde [270]	10	3+	-	5+	3	18	-/17	3	[270]
<i>Special Rules: Crushing Strength(1), Fly, Inspiring, Iron Resolve, Divine Fervour</i> Keywords: Angelic									

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

Phoenix	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [175]	8	3+	4+	2+	2	3	16/18	6	[145]
Ancient Phoenix									
Firesparks (18", Att: 10, Steady Aim)									
Heal (5)									
<i>Special Rules: Crushing Strength(1), Fly, Regeneration(3+), Radiance of Life, Cloak of Death</i> Keywords: Angelic, Flamebound, Majestic									

Ur-Elohi	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [200]	10	3+	-	5+	1	6	-/15	3	[200]
<i>Special Rules: Crushing Strength(2), Dread, Fly, Inspiring, Iron Resolve, Nimble, Divine Fervour</i> Keywords: Angelic									

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

Ogre Palace Guard Captain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [130]	6	3+	-	5+	1	5	13/15	3	[115]
Trickster's Wand									
Hex (2)									
<i>Special Rules: Brutal, Crushing Strength(2), Inspiring, Iron Resolve, Nimble</i> Keywords: Ogre									

High Paladin on Dragon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 0 [315]	10	3+	4+	5+	2	10	17/19	6	[310]
Blade of Slashing									
Dragon's Breath (12", Steady Aim)									
<i>Special Rules: Crushing Strength(3), Fly, Headstrong, Inspiring, Iron Resolve, Nimble</i> Keywords: Draconic, Human, Paladin									

Total Units:

11

Total Unit Strength:

22

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).
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Special Rule	Description
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.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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.
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 (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
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.
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.
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.
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).

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.	
Hex	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and	

Range: 30"
Enemy

receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.