George Kirke NKGT Basileans [2300]

2300 / 2300 VALID

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]
Special Rules: Iron Resolv	ve, Phalanx Keyword	s: Human, N	/len-at-Arms						
Paladin Foot Guard	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
nf Troop [100]	5	3+	-	5+	1	10	11/13	2	[100]
Special Rules: Headstrong	g, Iron Resolve Keyw	ords: Huma	n, Paladin						
nf Troop [100]	5	3+	-	5+	1	10	11/13	2	[100]
Special Rules: Headstrong	g, Iron Resolve Keyw	ords: Huma	n, Paladin						
		-		_		_			
Elohi	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
.rg Inf Horde [270] Special Rules: Crushing S	10 Strongth(1) Ely Inopiri	3+	- olvo Divino	5+	3	18	-/17	3	[270]
_rg Inf Horde [270]	10	3+	-	5+	3	18	-/17	3	[270]
Special Rules: Crushing S	trength(1),Fly, Inspiri	-	olve, Divine I		words: Ang		,	-	[=: •]
		-		-					
Ogre Palace Guard	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
rg Inf Horde [235]	6	3+	-	5+	3	18	15/17	3	[235]
Special Rules: Brutal, Crus	shing Strength(2), Iron	n Resolve Ke	ywords: Og	re					
Phoenix	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
itan 1 Spellcaster 0 [175] Ancient Phoenix	8	3+	4+	2+	2	3	16/18	6	[145]
Firesparks (18", Att: 10, Stead	ty Aim)								[30]
Heal (5)									[0]
Special Rules: Crushing S	trength(1),Fly, Regen	eration(3+),I	Radiance of	Life, Cloak o	of Death Ke	words: Ang	gelic, Flameb	ound, Maj	
Ur-Elohi	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
	OP	INIC	na	00	03	~	110		
	10	3+	-	5+	1	6	-/15	3	[200]
	10	3+	-	5+	1	6	-/15		
lero (Lrg Inf) 1 [200]	10	3+	-	5+	1	6	-/15		
lero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven	10 Ctrength(2),Dread, Fly,	3+ Inspiring, In Me	-	5+ Nimble, Div De	1 ine Fervour US	6 Keywords: Att	-/15 Angelic Ne	3 Ht	[200] Pts
Hero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven Hero (Lrg Inf) 1 Spellcaster 0	10 Ctrength(2),Dread, Fly,	3+ Inspiring, Ir	- on Resolve,	5+ Nimble, Div	1 ine Fervour	6 Keywords :	-/15 Angelic	3	[200] Pts [315]
Hero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven Hero (Lrg Inf) 1 Spellcaster 0 Fireball (8)	10 Ctrength(2),Dread, Fly, [1] Sp [315] 10	3+ Inspiring, In Me 3+	- on Resolve, Ra -	5+ Nimble, Div De 6+	1 ine Fervour US 1	6 Keywords: Att 8	-/15 Angelic Ne -/16	3 Ht 3	[200] Pts [315] [0]
Hero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven Hero (Lrg Inf) 1 Spellcaster 0	10 Ctrength(2),Dread, Fly, [1] Sp [315] 10	3+ Inspiring, In Me 3+	- on Resolve, Ra -	5+ Nimble, Div De 6+	1 ine Fervour US 1	6 Keywords: Att 8	-/15 Angelic Ne -/16	3 Ht 3	[200] Pts [315] [0]
Hero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven Hero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S	10 Ctrength(2),Dread, Fly, [1] Sp [315] 10 Ctrength(3),Dread, Elit	3+ Inspiring, In Me 3+ e(Melee),Fly	- on Resolve, Ra - r, Iron Resolv	5+ Nimble, Div De 6+ /e, Nimble,	1 ine Fervour US 1 Very Inspirir	6 Keywords: Att 8 g, Divine Fe	-/15 Angelic Ne -/16 rvour Keywo	3 Ht 3 ords: Ange	[200] Pts [315] [0] <i>lic</i>
Hero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven Hero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S Ogre Palace Guard Capta	10 Strength(2),Dread, Fly, [1] Sp [315] 10 Strength(3),Dread, Elite in Sp	3+ Inspiring, In Me 3+ e(Melee),Fly Me	- on Resolve, Ra -	5+ Nimble, Div De 6+ /e, Nimble, De	1 ine Fervour US 1 Very Inspirir US	6 Keywords: Att 8 g, Divine Fe Att	-/15 Angelic Ne -/16 rvour Keywo Ne	3 Ht 3 ords: Ange Ht	[200] Pts [315] [0] <i>lic</i> Pts
Hero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven Hero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S Ogre Palace Guard Capta Hero (Lrg Inf) 1 [130]	10 Ctrength(2),Dread, Fly, [1] Sp [315] 10 Ctrength(3),Dread, Elit	3+ Inspiring, In Me 3+ e(Melee),Fly	- on Resolve, Ra - r, Iron Resolv	5+ Nimble, Div De 6+ /e, Nimble,	1 ine Fervour US 1 Very Inspirir	6 Keywords: Att 8 g, Divine Fe	-/15 Angelic Ne -/16 rvour Keywo	3 Ht 3 ords: Ange	[200] Pts [315] [0] lic Pts [115]
Hero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven Hero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S Ogre Palace Guard Capta Hero (Lrg Inf) 1 [130] Trickster's Wand Hex (2)	10 itrength(2),Dread, Fly, [1] Sp [315] 10 itrength(3),Dread, Elit in Sp 6	3+ Inspiring, In Me 3+ e(Melee),Fly Me 3+	- on Resolve, Ra - r, Iron Resolv Ra -	5+ Nimble, Div De 6+ /e, Nimble, De 5+	1 ine Fervour US 1 Very Inspirir US 1	6 Keywords: Att 8 g, Divine Fe Att	-/15 Angelic Ne -/16 rvour Keywo Ne	3 Ht 3 ords: Ange Ht	[200] Pts [315] [0] <i>lic</i> Pts
lero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven lero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S Ogre Palace Guard Capta lero (Lrg Inf) 1 [130] Trickster's Wand	10 itrength(2),Dread, Fly, [1] Sp [315] 10 itrength(3),Dread, Elit in Sp 6	3+ Inspiring, In Me 3+ e(Melee),Fly Me 3+	- on Resolve, Ra - r, Iron Resolv Ra -	5+ Nimble, Div De 6+ /e, Nimble, De 5+	1 ine Fervour US 1 Very Inspirir US 1	6 Keywords: Att 8 g, Divine Fe Att	-/15 Angelic Ne -/16 rvour Keywo Ne	3 Ht 3 ords: Ange Ht	[200] Pts [315] [0] lic Pts [115]
lero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven lero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S Ogre Palace Guard Capta lero (Lrg Inf) 1 [130] Trickster's Wand Hex (2) Special Rules: Brutal, Crus	10 itrength(2),Dread, Fly, [1] Sp [315] 10 in Sp 6 6	3+ Inspiring, Im Me 3+ e(Melee), Fly Me 3+ Diring, Iron R	- on Resolve, Ra - r, Iron Resolv Ra - Pesolve, Nimi	5+ Nimble, Div De 6+ /e, Nimble, // De 5+	1 ine Fervour US 1 Very Inspirir US 1 ds: Ogre	6 Keywords: Att 8 g, Divine Fe Att 5	-/15 Angelic Ne -/16 rvour Keywo Ne 13/15	3 Ht 3 ords: Ange Ht 3	[200] Pts [315] [0] <i>lic</i> Pts [115] [15]
lero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven lero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S Ogre Palace Guard Capta lero (Lrg Inf) 1 [130] Trickster's Wand Hex (2) Special Rules: Brutal, Crus High Paladin on Dragon	10 Strength(2),Dread, Fly, [1] Sp [315] 10 Strength(3),Dread, Elit in Sp shing Strength(2),Insp Sp	3+ Inspiring, Im Me 3+ e(Melee), Fly Me 3+ Diring, Iron R Me	- on Resolve, Ra - r, Iron Resolve Ra Pesolve, Nimi	5+ Nimble, Div De 6+ /e, Nimble, // 5+ ble Keywor De	1 ine Fervour US 1 Very Inspirir US 1 ds: Ogre US	6 Keywords: Att 8 g, Divine Fe Att 5	-/15 Angelic Ne -/16 rvour Keywa Ne 13/15 Ne	3 Ht 3 ords: Ange Ht 3 Ht	[200] Pts [315] [0] lic Pts [115] [15] Pts
Iero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven Iero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S Ogre Palace Guard Capta Iero (Lrg Inf) 1 [130] Trickster's Wand Hex (2) Special Rules: Brutal, Crus High Paladin on Dragon Iero (Titan) 1 Spellcaster 0 [3	10 Strength(2),Dread, Fly, [1] Sp [315] 10 Strength(3),Dread, Elit in Sp shing Strength(2),Insp Sp	3+ Inspiring, Im Me 3+ e(Melee), Fly Me 3+ Diring, Iron R	- on Resolve, Ra - r, Iron Resolv Ra - Pesolve, Nimi	5+ Nimble, Div De 6+ /e, Nimble, // De 5+	1 ine Fervour US 1 Very Inspirir US 1 ds: Ogre	6 Keywords: Att 8 g, Divine Fe Att 5	-/15 Angelic Ne -/16 rvour Keywo Ne 13/15	3 Ht 3 ords: Ange Ht 3	[200] Pts [315] [0] lic Pts [115] [15] Pts [310]
lero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven lero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S Ogre Palace Guard Capta lero (Lrg Inf) 1 [130] Trickster's Wand Hex (2) Special Rules: Brutal, Crus High Paladin on Dragon lero (Titan) 1 Spellcaster 0 [3 Blade of Slashing	10 itrength(2),Dread, Fly, [1] Sp [315] 10 in Sp 6 6 shing Strength(2),Insp 6 315] 10	3+ Inspiring, Im Me 3+ e(Melee), Fly Me 3+ Diring, Iron R Me	- on Resolve, Ra - r, Iron Resolve Ra Pesolve, Nimi	5+ Nimble, Div De 6+ /e, Nimble, // 5+ ble Keywor De	1 ine Fervour US 1 Very Inspirir US 1 ds: Ogre US	6 Keywords: Att 8 g, Divine Fe Att 5	-/15 Angelic Ne -/16 rvour Keywa Ne 13/15 Ne	3 Ht 3 ords: Ange Ht 3 Ht	[200] Pts [315] [0] lic Pts [115] [15] Pts
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Hero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven Hero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S Ogre Palace Guard Capta Hero (Lrg Inf) 1 [130] Trickster's Wand Hex (2) Special Rules: Brutal, Crus High Paladin on Dragon Hero (Titan) 1 Spellcaster 0 [3 Blade of Slashing Dragon's Breath (12", Steady	10 itrength(2),Dread, Fly, [1] Sp [315] 10 in Sp shing Strength(2),Insp [315] 10 All of the second strength (2), Insp [315] 10 Sp 6 Shing Strength(2), Insp [315] 10 Aim) 10	3+ Inspiring, Im Me 3+ e(Melee), Fly Me 3+ biring, Iron R Me 3+	- on Resolve, Ra - r, Iron Resolv Ra - resolve, Nimi Ra 4+	5+ Nimble, Div De 6+ /e, Nimble, De 5+ ble Keyword De 5+	1 ine Fervour US 1 Very Inspirir US 1 ds: Ogre US 2	6 Keywords: Att 8 g, Divine Fe Att 5 Att 10	-/15 Angelic Ne -/16 rvour Keywo Ne 13/15 Ne 17/19	3 Ht 3 ords: Ange Ht 3 Ht 6	[200] Pts [315] [0] lic Pts [115] [15] Pts [310]
Hero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven Hero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S Ogre Palace Guard Capta Hero (Lrg Inf) 1 [130] Trickster's Wand Hex (2) Special Rules: Brutal, Crus High Paladin on Dragon Hero (Titan) 1 Spellcaster 0 [3 Blade of Slashing Dragon's Breath (12", Steady Special Rules: Crushing S	10 itrength(2),Dread, Fly, [1] Sp [315] 10 in Sp shing Strength(2),Insp [315] 10 All of the second strength (2), Insp [315] 10 Sp 6 Shing Strength(2), Insp [315] 10 Aim) 10	3+ Inspiring, Im Me 3+ e(Melee), Fly Me 3+ biring, Iron R Me 3+ trong, Inspiri	- on Resolve, Ra - r, Iron Resolve Ra - resolve, Nimi Ra 4+	5+ Nimble, Div De 6+ /e, Nimble, ////////////////////////////////////	1 ine Fervour US 1 Very Inspirir US 1 ds: Ogre US 2 e Keywords	6 Keywords: Att 8 g, Divine Fe Att 5 Att 10	-/15 Angelic Ne -/16 rvour Keywo Ne 13/15 Ne 17/19	3 Ht 3 ords: Ange Ht 3 Ht 6 din	[200] Pts [315] [0] lic Pts [115] [15] Pts [310]
Iero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven Iero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S Ogre Palace Guard Capta Iero (Lrg Inf) 1 [130] Trickster's Wand Hex (2) Special Rules: Brutal, Crus High Paladin on Dragon Iero (Titan) 1 Spellcaster 0 [3 Blade of Slashing Dragon's Breath (12", Steady Special Rules: Crushing S Fotal Units:	10 itrength(2),Dread, Fly, [1] Sp [315] 10 in Sp shing Strength(2),Insp Sp 315] 10	3+ Inspiring, In Me 3+ e(Melee), Fly Me 3+ biring, Iron R Me 3+ trong, Inspiri	- on Resolve, Ra - r, Iron Resolve Ra - resolve, Nimi Ra 4+ ing, Iron Res	5+ Nimble, Div De 6+ /e, Nimble, De 5+ ble Keyword De 5+	1 ine Fervour US 1 Very Inspirir US 1 ds: Ogre US 2 e Keywords	6 Keywords: Att 8 g, Divine Fe Att 5 Att 10	-/15 Angelic Ne -/16 rvour Keywo Ne 13/15 Ne 17/19	3 Ht 3 ords: Ange Ht 3 Ht 6	[200] Pts [315] [0] lic Pts [115] [15] Pts [310]
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Iero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven Iero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S Ogre Palace Guard Capta Iero (Lrg Inf) 1 [130] Trickster's Wand Hex (2) Special Rules: Brutal, Crus High Paladin on Dragon Iero (Titan) 1 Spellcaster 0 [3 Blade of Slashing Dragon's Breath (12", Steady Special Rules: Crushing S Fotal Units: Total Units:	10 Strength(2),Dread, Fly, [1] Sp [315] 10 Strength(3),Dread, Elit in Sp shing Strength(2),Insp Sp 315] 10 Carrier Strength (2),Insp Sp Strength (3),Fly, Heads	3+ Inspiring, In Me 3+ e(Melee), Fly Me 3+ biring, Iron R Me 3+ trong, Inspiri	- on Resolve, Ra - r, Iron Resolve Ra - resolve, Nimi Ra 4+ ing, Iron Res	5+ Nimble, Div De 6+ /e, Nimble, ////////////////////////////////////	1 ine Fervour US 1 Very Inspirir US 1 ds: Ogre US 2 e Keywords	6 Keywords: Att 8 g, Divine Fe Att 5 Att 10	-/15 Angelic Ne -/16 rvour Keywo Ne 13/15 Ne 17/19	3 Ht 3 ords: Ange Ht 3 Ht 6 din	[200] Pts [315] [0] lic Pts [115] [15] Pts [310]
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lero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven lero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S Ogre Palace Guard Capta lero (Lrg Inf) 1 [130] Trickster's Wand Hex (2) Special Rules: Brutal, Crus High Paladin on Dragon lero (Titan) 1 Spellcaster 0 [3 Blade of Slashing Dragon's Breath (12", Steady Special Rules: Crushing S fotal Units: fotal Primary Core Points: Custom Rule Divine Fervour	10 Strength(2), Dread, Fly, [1] Sp [315] 10 Strength(3), Dread, Elit in Sp shing Strength(2), Insp Strength(3), Fly, Heads Aim) Strength(3), Fly, Heads Pescription Friendly Core units w	3+ Inspiring, Irv Me 3+ e(Melee), Fly Me 3+ biring, Iron R Me 3+ trong, Inspiri 11 2300 (100.0%	- on Resolve, Ra - r, Iron Resolve Ra - Pessolve, Nimi Ra 4+ ing, Iron Res 6)	5+ Nimble, Div De 6+ /e, Nimble, De 5+ ble Keyword 5+ solve, Nimble	1 ine Fervour US 1 Very Inspirir US 1 ds: Ogre US 2 e Keyword: rength:	6 Keywords: Att 8 g, Divine Fe Att 5 Att 10 :: Draconic,	-/15 Angelic Ne -/16 rvour Keywo Ne 13/15 Ne 17/19 Human, Pala	3 Ht 3 ords: Ange Ht 3 Ht 6 din 22	[200] Pts [315] [0] lic Pts [15] Pts [310] [5]
lero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven lero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S Ogre Palace Guard Capta lero (Lrg Inf) 1 [130] Trickster's Wand Hex (2) Special Rules: Brutal, Crus High Paladin on Dragon lero (Titan) 1 Spellcaster 0 [3 Blade of Slashing Dragon's Breath (12", Steady Special Rules: Crushing S otal Units: otal Primary Core Points: Custom Rule Divine Fervour	10 itrength(2),Dread, Fly, [1] Sp [315] 10 in Sp addition Sp shing Strength(2),Insp Sp 315] 10 Aim) Sp additional strength(3),Fly, Heads Contract strength(2),Insp Description Contract strength(3),Fly, Heads	3+ Inspiring, Irv Me 3+ e(Melee), Fly Me 3+ biring, Iron R Me 3+ trong, Inspiri 11 2300 (100.0%	- on Resolve, Ra - r, Iron Resolve Ra - Pessolve, Nimi Ra 4+ ing, Iron Res 6)	5+ Nimble, Div De 6+ /e, Nimble, De 5+ ble Keyword 5+ solve, Nimble	1 ine Fervour US 1 Very Inspirir US 1 ds: Ogre US 2 e Keyword: rength:	6 Keywords: Att 8 g, Divine Fe Att 5 Att 10 :: Draconic,	-/15 Angelic Ne -/16 rvour Keywo Ne 13/15 Ne 17/19 Human, Pala	3 Ht 3 ords: Ange Ht 3 Ht 6 din 22	[200] Pts [315] [0] lic Pts [15] Pts [310] [5]
Jero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven Hero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S Ogre Palace Guard Capta Hero (Lrg Inf) 1 [130] Trickster's Wand Hex (2) Special Rules: Brutal, Crus High Paladin on Dragon Hero (Titan) 1 Spellcaster 0 [3 Blade of Slashing Dragon's Breath (12", Steady Special Rules: Crushing S Total Units: Total Primary Core Points: Custom Rule Divine Fervour	10 itrength(2),Dread, Fly, [1] Sp [315] 10 in Sp shing Strength(3),Dread, Elit in Sp 315] 10 Aim) itrength(3),Fly, Heads Description Friendly Core units w have Elite (Melee).	3+ Inspiring, Im Me 3+ e(Melee), Fly Me 3+ biring, Iron R Me 3+ biring, Iron R 11 2300 (100.0%) ith the Huma	- on Resolve, Ra - r, Iron Resolve Ra - Pesolve, Nimi Ra 4+ ing, Iron Res (6)	5+ Nimble, Div De 6+ ve, Nimble, De 5+ ble Keyword De 5+ colve, Nimble otal Unit St	1 ine Fervour US 1 Very Inspirir US 1 ds: Ogre US 2 e Keywords rength:	6 Keywords: Att 8 g, Divine Fe Att 5 Att 10 s: Draconic,	-/15 Angelic Ne -/16 rvour Keywo Ne 13/15 Ne 17/19 Human, Pala	3 Ht 3 ords: Ange Ht 3 Ht 6 din 22 it with Divi	[200] Pts [315] [0] lic Pts [115] [15] Pts [310] [5] Pts [310] [5]
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lero (Lrg Inf) 1 [200] Special Rules: Crushing S Jullius, Dragon of Heaven lero (Lrg Inf) 1 Spellcaster 0 Fireball (8) Special Rules: Crushing S Ogre Palace Guard Capta lero (Lrg Inf) 1 [130] Trickster's Wand Hex (2) Special Rules: Brutal, Crus High Paladin on Dragon lero (Titan) 1 Spellcaster 0 [3 Blade of Slashing Dragon's Breath (12", Steady Special Rules: Crushing S otal Units: otal Primary Core Points: Custom Rule Divine Fervour	10 itrength(2), Dread, Fly, [1] Sp [315] 10 in Sp shing Strength(3), Dread, Elit in Sp 315] 10 Aim) itrength(3), Fly, Heads Description Friendly Core units w have Elite (Melee). Friendly Core units w	3+ Inspiring, Impring, Impring Me 3+ birring, Iron R Me 3+ birring, Iron R Me 3+ birring, Iron R 11 2300 (100.0%) ith the Huma ith the Huma	- on Resolve, Ra - r, Iron Resolve Ra - resolve, Nimi Ra 4+ ing, Iron Resolve (%)	5+ Nimble, Div De 6+ ///////////////////////////////////	1 ine Fervour US 1 Very Inspirir US 1 ds: Ogre US 2 e Keywords rength: yed with the yed with the	6 Keywords: Att 8 g, Divine Fe Att 5 Att 10 s: Draconic, same enemy	-/15 Angelic Ne -/16 rvour Keywo Ne 13/15 Ne 17/19 Human, Pala	3 Ht 3 ords: Ange Ht 3 din 22 it with Divi it with Divi	[200] Pts [315] [0] lic Pts [115] Pts [310] [5] Pts [310] [5]

have Elite (Melee).

	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 Ne 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 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).					
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 Cava and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifie in the subsequent Melee.					
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Co unit immediately remove one point of damage previously suffered. Units can only be affect Radiance of Life per Turn.					
Regeneration	Every time this unit receives a Movement order (including Halt),before doing anything else, equal to the amount of damage currently on the unit. For every result of (n) or higher, the u 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 Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule af Inspiring (Self).					
Spell	Description	Special Rules				
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits o a 5+ against units in Cover or with Stealthy.				
Heal	For each hit, the target unit regains a point of damage that it has previously suffered.					
Range: 12" Friendly, Self, CC						

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.