

BASILEANS 1000



BASILEANS

GOOD

Men-at-Arms Spearmen

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	30	20/22	[205]
Iron Resolve, Phalanx Keywords: Human, Men-at-Arms									

Paladin Knights

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	16	15/17	[210]
Headstrong, Iron Resolve, Thunderous Charge (2) Keywords: Human, Paladin									

Sisterhood Panther Lancers

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	10	4	-	3	3	3	16	14/16	[175]
Iron Resolve, Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Human, Sisterhood									

Elohi*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	10	3	-	5	3	2	9	-/14	[160]
Crushing Strength (1), Fly, Inspiring, Iron Resolve Keywords: Angelic									

Heavy Arbalest

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	4	4	2	0	2	10/12	[85]
Iron Resolve Heavy Arbalest (48", Blast (D3), Piercing (2), Reload) Keywords: Human, Men-at-Arms									

Paladin Chaplain

Hero (Inf)
Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	5	2	0	3	11/13	55 10 [65]
Heal (2) Cleanse, Crushing Strength (1), Headstrong, Individual, Iron Resolve Spells: Heal (2) Keywords: Human, Paladin									

Priest

Hero (Inf)
Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	-	4	2	0	1	11/13	75 20 [95]
Bane Chant (2) Cleanse, Crushing Strength (1), Individual, Inspiring, Iron Resolve Spells: Heal (3), Bane Chant (2) Keywords: Human									

Total Unit Strength: 12
Total Core: 995 (99.5%)

Total Units: 7



SPECIAL RULES AND SPELLS:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Cleanse	If one or more hits are scored by this unit's Heal spell, the target unit is no longer Weakened or Hexed.
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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> 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.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Individual	See page 34.
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> 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 previous 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.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.