



## Basileans [2300]

Paladin Foot Guard Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [150]	5	3+	-	5+	3	12	15/17	2	[150]
<i>Special Rules: Headstrong, Iron Resolve Keywords: Human, Paladin</i>									

Elohi Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [160]	10	3+	-	5+	2	9	-/14	3	[160]
<i>Special Rules: Crushing Strength(1), Fly, Inspiring, Iron Resolve, Divine Fervour Keywords: Angelic</i>									
Regiment (3) [160]	10	3+	-	5+	2	9	-/14	3	[160]
<i>Special Rules: Crushing Strength(1), Fly, Inspiring, Iron Resolve, Divine Fervour Keywords: Angelic</i>									
Regiment (3) [160]	10	3+	-	5+	2	9	-/14	3	[160]
<i>Special Rules: Crushing Strength(1), Fly, Inspiring, Iron Resolve, Divine Fervour Keywords: Angelic</i>									
Regiment (3) [165]	10	3+	-	5+	2	9	-/14	3	[160]
Healing Brew									[5]
<i>Special Rules: Crushing Strength(1), Fly, Inspiring, Iron Resolve, Divine Fervour Keywords: Angelic</i>									
Horde (6) [270]	10	3+	-	5+	3	18	-/17	3	[270]
<i>Special Rules: Crushing Strength(1), Fly, Inspiring, Iron Resolve, Divine Fervour Keywords: Angelic</i>									
Horde (6) [270]	10	3+	-	4+	3	18	-/17	3	[270]
Celestial Fury									[0]
<i>Special Rules: Crushing Strength(2), Fly, Inspiring, Iron Resolve, Divine Fervour Keywords: Angelic</i>									
Horde (6) [285]	10	3+	-	5+	3	18	-/17	3	[270]
Sir Jesse's Boots of Striding									[15]
<i>Special Rules: Crushing Strength(1), Fly, Inspiring, Iron Resolve, Divine Fervour Keywords: Angelic</i>									

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

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

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

Total Units: 12      Total Unit Strength: 24  
 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).
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
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. 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 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 suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
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.
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.

Spell	Description	Special Rules
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.