

Jeremy Duvall Adepticon List

2300 / 2300 VALID



Basileans [2300]

Sisterhood Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [230] Aegis Fragment	5	4+	-	3+	4	30	21/23	2	[225] [5]
Special Rules: <i>Crushing Strength(1), Iron Resolve, Rampage(3/5/10), Vicious(Melee), Wild Charge(D3), Aegis Fragment</i> Keywords: <i>Human, Sisterhood</i>									

Elohi	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [160] Special Rules: <i>Crushing Strength(1), Fly, Inspiring, Iron Resolve, Divine Fervour</i> Keywords: <i>Angelic</i>	10	3+	-	5+	2	9	-/14	3	[160]
Lrg Inf Regiment [160] Special Rules: <i>Crushing Strength(1), Fly, Inspiring, Iron Resolve, Divine Fervour</i> Keywords: <i>Angelic</i>	10	3+	-	5+	2	9	-/14	3	[160]

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

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

Paladin Knights	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [240] Aegis Fragment Brew of Strength Special Rules: <i>Headstrong, Iron Resolve, Thunderous Charge(2), Aegis Fragment, Crushing Strength(1)</i> Keywords: <i>Human, Paladin</i>	8	3+	-	5+	3	16	15/17	3	[205] [5] [30]
Cav Regiment [225] Aegis Fragment Helm of the Drunken Ram Special Rules: <i>Headstrong, Iron Resolve, Thunderous Charge(3), Aegis Fragment</i> Keywords: <i>Human, Paladin</i>	8	3+	-	5+	3	16	15/17	3	[205] [5] [15]

Bearer of the Holy Icon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [75] Shroud of the Saint Heal (3) Special Rules: <i>Individual, Iron Resolve, Very Inspiring, Holder of the Holy Relics</i> Keywords: <i>Human</i>	5	5+	-	4+	0	1	10/12	2	[50] [25]

Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [75] Bane Chant (2) Special Rules: <i>Crushing Strength(1), Individual, Inspiring, Iron Resolve, Cleanse</i> Keywords: <i>Human</i>	5	4+	-	4+	0	1	11/13	2	[55] [20]

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

Gnaeus Sallustis [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 Spellcaster 1 [180] Special Rules: <i>Crushing Strength(2), Headstrong, Inspiring, Iron Resolve, Nimble</i> Keywords: <i>Beast, Human, Paladin</i>	9	3+	-	5+	1	7	15/17	4	[180]

Total Units: 13 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).

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).

Holder of the Holy Relics In the Movement phase, after this unit has completed its order, choose one Friendly core unit with the Human Keyword within 12". The Target unit receives an Aegis Fragment if possible.

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.
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.
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.
Individual	See the Rules Chapter for Individuals
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.
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.
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.
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 re-roll 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
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Bane ChantRange: 12"
Friendly, CCIf one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1).
This effect only applies once – multiple castings on the same target have no additional effect.

FireballRange: 12"
Enemy

Roll to damage the enemy as normal.

Shattering, Hits on a 5+ against units in Cover or with Stealthy.

HealRange: 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.

Shroud of the Saint

The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.

Brew of Strength

The unit gains the Crushing Strength (+1) special rule.