

# DoubleDragon Copy

2300 / 2300 VALID

## Basileans [2300]

Men-at-Arms Spearmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [200] Aegis Fragment Healing Brew	5	4+	-	4+	4	30	20/22	2	[190] [5] [5]
<b>Special Rules:</b> Iron Resolve, Phalanx, Aegis Fragment <b>Keywords:</b> Human, Men-at-Arms									
Inf Horde [195] Aegis Fragment	5	4+	-	4+	4	30	20/22	2	[190] [5]
<b>Special Rules:</b> Iron Resolve, Phalanx, Aegis Fragment <b>Keywords:</b> Human, Men-at-Arms									

Paladin Foot Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [100] <b>Special Rules:</b> Headstrong, Iron Resolve <b>Keywords:</b> Human, Paladin	5	3+	-	5+	1	10	11/13	2	[100]
Inf Troop [100] <b>Special Rules:</b> Headstrong, Iron Resolve <b>Keywords:</b> Human, Paladin	5	3+	-	5+	1	10	11/13	2	[100]
Inf Regiment [150] <b>Special Rules:</b> Headstrong, Iron Resolve <b>Keywords:</b> Human, Paladin	5	3+	-	5+	3	12	15/17	2	[150]

Ogre Palace Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [240] Staying Stone	6	3+	-	5+	3	18	16/17	3	[235] [5]
<b>Special Rules:</b> Brutal, Crushing Strength(2), Iron Resolve <b>Keywords:</b> Ogre									

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

Paladin Knights	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [225] Aegis Fragment Sir Jesse's Boots of Striding	8	3+	-	5+	3	16	15/17	3	[205] [5] [15]
<b>Special Rules:</b> Headstrong, Iron Resolve, Thunderous Charge(2), Aegis Fragment <b>Keywords:</b> Human, Paladin									
Cav Regiment [210] Aegis Fragment	8	3+	-	5+	3	16	15/17	3	[205] [5]
<b>Special Rules:</b> Headstrong, Iron Resolve, Thunderous Charge(2), Aegis Fragment <b>Keywords:</b> Human, Paladin									

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

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

High Paladin on Dragon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 0 [320] Aegis Fragment Blade of Slashing Dragon's Breath (12", Steady Aim)	10	3+	4+	5+	2	10	17/19	6	[310] [5] [5]
<b>Special Rules:</b> Crushing Strength(3), Fly, Headstrong, Inspiring, Iron Resolve, Nimble, Aegis Fragment <b>Keywords:</b> Draconic, Human, Paladin									

Total Units: 13      Total Unit Strength: 27  
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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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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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.
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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.
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 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.
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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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 reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
<b>Bane Chant</b> Range: 12" Friendly, CC	If 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.	
<b>Fireball</b>	Roll to damage the enemy as normal.	Shattering, Hits on

Range: 12"  
Enemy

a 5+ against units  
in Cover or with  
Stealthy.

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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.
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.
Staying Stone	The unit gains +1 to its Wavering stat value.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.