

## Elliot Morrish - Knights of Ultima

Forces of Basilea (Good)								
Men-at-Arms(sword)								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	4+	12	14/16	115	Iron Resolve
Penitents Mob								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	5+	-	3+	15	12/14	100	Crushing Strength (1), Headstrong, Iron Resolve
Elohi								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	10	3+	-	5+	18	-/17	300	Crushing Strength (1), Fly, Inspiring, Iron Resolve, Thunderous Charge (1)
- Brew of Strength							30	
Horde(6)	10	3+	-	5+	18	-/17	300	Crushing Strength (1), Fly, Inspiring, Iron Resolve, Thunderous Charge (1)
- Maccwar's Potion of the Caterpillar							20	
Sisterhood Panther Lancers								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	10	4+	-	3+	16	14/16	175	Iron Resolve, Nimble, Thunderous Charge (1), Vicious
- Blessing of the Gods							25	
Abbess								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	4+	4	12/14	90	Hero (Cav), Crushing Strength (1), Headstrong, Individual, Iron Resolve, Thunderous Charge (1), Very Inspiring (Sisterhood only), Vicious
- Mount on a panther, increasing Speed to 10 and acquiring Thunderous Charge (1), and changing to Hero (Cav)							20	
- Blade of Slashing							5	
Jullius, Dragon of Heaven[1]								Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	6+	8	-/16	275	Hero (LrgInf), Crushing Strength (2), Elite, Fly, Heal (3), Iron Resolve, Thunderous Charge (1), Twin Souls, Very Inspiring
Samacris, Mother of Phoenixes[1]								Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	3	-/15	230	Hero (LrgInf), Crushing Strength (1), Elite, Fireball (10), Fly, Heal (7), Inspiring, Iron Resolve, Lightning Bolt (5), Regeneration (5+), Twin Souls
Ur-Elohi								Hero (LrgInf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	6	-/15	180	Hero (LrgInf), Crushing Strength (2), Fly, Heal (3), Inspiring, Iron Resolve, Thunderous Charge (1)

**War-Wizard** **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	4+	-	4+	1	11/13	60	Hero (Cav), Fireball (8), Individual, Iron Resolve, Martyr's Prayer (7)
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15	
- Martyr's Prayer (7) (L)							25	

**Retribution of the Heavens[1]** **Formation**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	35	Formation: Retribution of the Heavens

<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Blessing of the Gods</b>	The unit has the Elite special rule.
<b>Brew of Strength</b>	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Elite</b>	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
<b>Fireball</b>	Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
<b>Fly</b>	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
<b>Formation: Retribution of the Heavens</b>	Formation must contain: 1x Ur-Elohi 2x Elohi Hordes Each unit in this formation is granted the Vicious special rule.
<b>Headstrong</b>	Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.
<b>Heal</b>	Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
<b>Individual</b>	Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
<b>Inspiring</b>	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

<b>Iron Resolve</b>	If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
<b>Lightning Bolt</b>	Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
<b>Maccwar's Potion of the Caterpillar</b>	The unit has the Pathfinder special rule.
<b>Martyr's Prayer</b>	12" range. Target friendly units only, including units engaged in combat. Instead of causing damage, for each hit scored remove one point of damage which has been previously taken by the target and transfer it to the caster. The caster will not take a nerve test for damage taken in this way.
<b>Nimble</b>	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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.
<b>Regeneration (5+)</b>	Every time this unit receives an 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 5+, the unit recovers a point of damage.
<b>Thunderous Charge</b>	All melee hits inflicted by the 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 1 when Hindered.
<b>Twin Souls</b>	As long as Samacris and Jullius are both present and in play on the table, both units have the Vicious special rule.
<b>Very Inspiring</b>	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.
<b>Vicious</b>	Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.