

Rob Phipps Battle Masters

Macedonians & Successors

War Elephants* **Large Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	6	4+	5+	5+	18	18/22	260	Base Size: (50x100mm), Crushing Strength (2), Height (4), Strider, Throwing Weapons (6 Attacks), Thunderous Charge (2)

Musician **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	9/11	50	Hero (Inf), Individual, Rallying! (2)

Thracian Peltasts* **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	4+	5+	4+	10	9/11	95	Fury, Skirmisher, Throwing Weapons

Companion Cavalry **Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	9	3+	-	4+	14	14/16	200	Elite, Nimble, Thunderous Charge (2)

Spartans

Heavy Spearmen **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	3+	-	5+	30	21/23	290	Elite, Headstrong, Phalanx
- Gain Headstrong and Elite							25	
- Brew of Strength							30	
Horde(40)	5	3+	-	5+	30	21/23	290	Elite, Headstrong, Phalanx
- Gain Headstrong and Elite							25	
- Brew of Sharpness							45	

Cavalry **Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	9	4+	-	4+	7	10/12	105	Nimble, Thunderous Charge (1)

Musician **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	9/11	50	Hero (Inf), Individual, Rallying! (2)
- Lute of Insatiable Darkness							25	

Spartan Royal Guard **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	3+	-	5+	15	-/17	210	Elite, Phalanx
- Brew of Courage							15	

King[2] **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	3+	-	5+	5	-/15	170	Hero (Inf), Crushing Strength (1), Elite, Individual, Rallying! (1), Very Inspiring

Winged Warriors*								Large Infantry
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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)
- Blessing of the Gods							25	

Giant								Monster
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	D6 +6	17/19	190	Brutal, Crushing Strength (3), Fury, Strider

Evil Sorcerer								Hero (Inf)
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	10/12	60	Hero (Inf), Bane-chant (2), Heal (3), Individual, Lifeleech (1)
- Heal (3)							15	
- Shroud of the Saint							25	

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- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored, for the rest of the turn all of the unit's melee and ranged attacks increase their Piercing and Crushing Strength
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Brew of Strength**
The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Fly** 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. (Nimble: 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)
- Fury** While wavered, this unit may declare a Counter-Charge.
- Brew of Courage** When testing Nerve against this unit, the enemies suffer an additional -1 to their total.
- Individual**
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 (including against Individual War Engines). 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
- Inspiring** 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.
- Iron Resolve** If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
- Lifeleech** In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.

- Nimble** 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.
- Phalanx** Units that charge this unit's front cannot use the Thunderous Charge special rule.
- Shroud of the saint** The unit has the +3 Heal
- Rallying!** Friendly non-allied units within 6" have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range.
- Lute of Darkness** This unit has bane chant 2
- Brew of Sharpness** The unit has +1 to hit in Melee.
- Skirmisher** This unit is in a loose skirmish formation made up of multiple models. To represent this, the unit has the Individual special rule with the following exception: When enemy units charge a unit with Skirmisher, the charging unit aligns flush with the skirmisher's facing, as it would when charging a non-Individual unit. The unit with Skirmisher does not turn to align flush with the charger.
- Strider** The unit never suffers the penalty for Hindered charges.
- Throwing Weapons** Range 12"
- Thunderous Charge** 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 or during Hindered charges.
- Very Inspiring** 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. (Inspiring: 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.)
- Blessing of the Gods** The unit has the Elite special rule.