

Jon Quayle COK 19

Forces of Basilea (Good)							
Men-at-Arms(sword)							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(10)	5	4+	-	4+	10	10/12	80 Iron Resolve
Elohi							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(3)	10	3+	-	5+	9	-/14	195 Crushing Strength (1), Fly, Inspiring, Iron Resolve, Thunderous Charge (1)
- Brew of Haste							15
Horde(6)	10	3+	-	5+	18	-/17	300 Crushing Strength (1), Fly, Inspiring, Iron Resolve, Thunderous Charge (1)
- Blessing of the Gods							25
Horde(6)	10	3+	-	5+	18	-/17	300 Crushing Strength (1), Fly, Inspiring, Iron Resolve, Thunderous Charge (1)
- Brew of Strength							30
Ur-Elohi							Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	10	3+	-	5+	6	-/15	180 Hero (LrgInf), Blizzard (2), Crushing Strength (2), Fly, Heal (3), Inspiring, Iron Resolve, Thunderous Charge (1)
- Blizzard (2) (L)							30
(1)	10	3+	-	5+	6	-/15	180 Hero (LrgInf), Critter's Call (8), Crushing Strength (2), Fly, Heal (3), Inspiring, Iron Resolve, Thunderous Charge (1)
- Critter's Call (8) (L)							20
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
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15
- Lute of Insatiable Darkness							25
(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
Forlorn Guard[1]							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	5	3+	-	5+	12	-/17	170 Crushing Strength (1), Iron Resolve
Retribution of the Heavens[1]							Formation
Unit Size	Sp	Me	Ra	De	At	Ne	Pts

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Gur Panthers* **Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	10	4+	-	3+	10	10/12	120	Height (1), Nimble, Pathfinders, Thunderous Charge (1), Vicious
Troop(5)	10	4+	-	3+	10	10/12	120	Height (1), Nimble, Pathfinders, Thunderous Charge (1), Vicious

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- Blessing of the Gods** The unit has the Elite special rule.
- Blizzard** 36" Range, Blast (D6). Indirect.
- Brew of Haste** The unit has +1 Speed.
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- Critter's Call** 24" Range. Roll to damage as normal. If one or more points of damage are scored, the target unit is Disordered. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Fireball** Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- 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. 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.
- Formation: Retribution of the Heavens** Formation must contain:
 1x Ur-Elohi
 2x Elohi Hordes
 Each unit in this formation is granted the Vicious special rule.
- Heal** 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.
- 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. 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.
- 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.
- Lute of Insatiable Darkness** This artefact can only be used by Heroes.
The Hero has the Bane-Chant (2) spell.
- Martyr's Prayer** 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.
- 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. 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.
- Pathfinders** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
- 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 and reduces this bonus by 1 when Hindered.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.