

# JON QUAYLE LAST CHANCES 2020 BASILEA



## BASILEANS

**GOOD**

### Men-at-Arms Swordsmen

**Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	4	2	3	12	13/15	[105]
Iron Resolve Keywords: Human, Men-at-Arms									
Regiment(20)	5	4	-	4	2	3	12	13/15	[105]
Iron Resolve Keywords: Human, Men-at-Arms									

### Paladin Knights

**Cavalry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	16	15/17	210
Blessing of the Gods Aegis Fragment									20
Headstrong, Iron Resolve, Thunderous Charge (2) Keywords: Human, Paladin									5
									[235]

### Elohi\*

**Large Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	10	3	-	5	3	2	9	-/14	160
Fire-Oil									5
Crushing Strength (1), Fly, Inspiring, Iron Resolve Keywords: Angelic									[165]
Regiment(3)	10	3	-	5	3	2	9	-/14	[160]
Crushing Strength (1), Fly, Inspiring, Iron Resolve Keywords: Angelic									
Horde(6)	10	3	-	5	3	3	18	-/17	270
Brew of Sharpness									45
Crushing Strength (1), Fly, Inspiring, Iron Resolve Keywords: Angelic									[315]
Horde(6)	10	3	-	5	3	3	18	-/17	270
Brew of Strength									40
Crushing Strength (1), Fly, Inspiring, Iron Resolve Keywords: Angelic									[310]

### Priest

**Hero (Cav)  
Spellcaster: 1**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	4	-	4	3	0	1	11/13	75
Shroud of the Saint									30
Bane Chant (2)									20
Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									25
Cleanse, Crushing Strength (1), Individual, Inspiring, Iron Resolve Spells: Heal (3), Bane Chant (2) Keywords: Human									[150]

Abness										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	4	3	0	6	12/14	90	
Blade of the Beast Slayer Mount on a Gur Panther, losing Wild Charge (D3) but increasing Speed to 10 and changing to Hero (Cav - Height: 3)									20 30	
Crushing Strength (1), Individual, Inspiring (Sisterhood only), Iron Resolve, Vicious (Melee) Keywords: Human, Sisterhood									[140]	
Jullius, Dragon of Heaven[1]										Hero (LrgInf) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	6	3	1	8	-/16	[315]	
Crushing Strength (3), Dread, Elite (Melee), Fly, Iron Resolve, Nimble, Very Inspiring Spells: Fireball (8) Keywords: Angelic										

Total Unit Strength: 20  
 Total Core: 2000 (100%)

Total Units: 10



## SPECIAL RULES AND SPELLS:

<b>Aegis Fragment</b>	Once per game, when this unit's <i>Iron Resolve</i> is used, it can regain a maximum of two points of damage previously suffered, instead of one. The unit's Aegis Fragment is then destroyed and cannot be used again for the remainder of the game.
<b>Bane Chant</b>	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
<b>Blade of the Beast Slayer</b>	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
<b>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Brew of Strength</b>	The unit gains the <i>Crushing Strength</i> (+1) special rule.
<b>Cleanse</b>	If one or more hits are scored by this unit's Heal spell, the target unit is no longer Weakened or Hexed.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Dread</b>	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 <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<b>Fire-Oil</b>	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i> ).
<b>Fly</b>	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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Headstrong</b>	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.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34.
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Iron Resolve</b>	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
<b>Nimble</b>	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.
<b>Shroud of the Saint</b>	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 3.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).

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**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*

*Inspiring*: If this unit, or any Friendly Core unit within 6" 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.

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**Vicious**

Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.