



## Basileans [1995]

Sisterhood Infantry Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [270]	5	3+	-	3+	4	30	21/23	2	[225]
Brew of Sharpness									[45]
<i>Special Rules: Crushing Strength(1), Iron Resolve, Vicious(Melee), Wild Charge(D3) Keywords: Human, Sisterhood</i>									

Sisterhood Scouts* Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [160]	5	4+	4+	3+	3	12	14/16	2	[160]
Bows (24", Vicious(Ranged), Steady Aim)									
<i>Special Rules: Iron Resolve, Scout Keywords: Human, Sisterhood, Tracker</i>									
Regiment (20) [160]	5	4+	4+	3+	3	12	14/16	2	[160]
Bows (24", Vicious(Ranged), Steady Aim)									
<i>Special Rules: Iron Resolve, Scout Keywords: Human, Sisterhood, Tracker</i>									

Elohi Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [160]	10	3+	-	5+	2	9	-/14	3	[160]
<i>Special Rules: Crushing Strength(1), Fly, Inspiring, Iron Resolve, Divine Fervour Keywords: Angelic</i>									

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

Gur Panthers* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [85]	10	4+	-	3+	1	6	9/11	2	[85]
<i>Special Rules: Nimble, Pathfinder, Vicious(Melee) Keywords: Beast</i>									

Paladin Knights Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [220]	8	3+	-	5+	3	16	15/17	3	[205]
Sir Jesse's Boots of Striding									[15]
<i>Special Rules: Headstrong, Iron Resolve, Thunderous Charge(2) Keywords: Human, Paladin</i>									
Regiment (10) [235]	8	3+	-	5+	3	16	15/17	3	[205]
Brew of Strength									[30]
<i>Special Rules: Headstrong, Iron Resolve, Thunderous Charge(2), Crushing Strength(1) Keywords: Human, Paladin</i>									

Phoenix Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [175]	8	3+	4+	2+	1	3	16/18	6	[145]
Ancient Phoenix									[30]
Firesparks (18", Att: 10, Steady Aim)									
Heal (5)									[0]
<i>Special Rules: Crushing Strength(1), Fly, Regeneration(3+), Radiance of Life, Cloak of Death Keywords: Angelic, Flamebound, Majestic</i>									

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

Paladin Chaplain Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [100]	8	3+	-	5+	0	3	11/13	3	[55]
Horse Mount									[25]
Blade of Slashing									[5]
Host Shadowbeast(2)									[15]
<i>Special Rules: Crushing Strength(1), Headstrong, Individual, Iron Resolve, Cleanse Keywords: Human, Paladin</i>									

Ogre Palace Guard Captain Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [115]	6	3+	-	5+	1	5	13/15	3	[115]
<i>Special Rules: Brutal, Crushing Strength(2), Inspiring, Iron Resolve, Nimble Keywords: Ogre</i>									

**Total Units:**  
**Total Primary Core Points:**

12  
1995 (100.0%)

**Total Unit Strength:**

24

<b>Custom Rule</b>	<b>Description</b>
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).
<b>Special Rule</b>	<b>Description</b>
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.
Cleanse	If one or more hits are scored by this unit's Heal spell, the target unit is no longer Weakened or Hexed.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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. 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 6 inches 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 one point of damage previously suffered.
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 suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Regeneration	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

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>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Host Shadowbeast</b> Range: 12" Friendly Individuals or Self (individuals only),CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	

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.
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.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.