Bosting up the Basileans

2300 / 2300 VALID

1st Battalion

War Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	**8**	5+	-	4+	1	1	13	**3**	[165]
Horse									[15]
Banner of Command									[20]
Bane Chant (2)									[20]
Barkskin(5)									[25]
Special Rules: *Crushing Strength(1),Individual, Inspiring, Iron Resolve(1),Yielding* ***Traits:*** *Spellcaster*									
Champion Hero (Inf)	5	5+	-	4+	1	1	13	2	[125]
Ej Periscope									[5]
Heal (3)									[15]
Scorched Earth(2)									[20]
Special Rules: *Crushing Strength(1),Individual, Inspiring, Iron Resolve(1),Yielding, Leaper* ***Traits:*** *Spellcaster*									

Ogre Palace Guard Captain [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	3+	-	5+	1	5	15	3	[160]
Special Rules: *Brutal(1),Crushing Strength(2),Inspiring, Iron Resolve(1)*									

Men-at-arms	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[95]
Special Rules: *Iron Resolve(1)* ***Traits:*** *Faithful*									

Paladin Monster Slayers [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	3+	-	4+	4	25	24	2	[255]
Special Rules: *Crushing Strength(2),Headstrong, Iron Resolve(1),Slayer(D6 - Combat)* ***Traits:*** *Faithful*									

Sisterhood Infantry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	4+	-	3+	4	30	25	2	[235]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Crushing Strength(1),Iron Resolve(1),Vicious(Combat),Wild Charge(D3)* ***Traits:*** *Faithful, Sisterhood*									

Gur Panthers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Cav Troop	10	4+	-	3+	1	6	11	2	[95]
Special Rules: *Height(2),Nimble, Pathfinder, Vicious(Combat)*									
Core (Aux) Cav Troop	10	4+	-	3+	1	6	11	2	[95]
Special Rules: *Height(2),Nimble, Pathfinder, Vicious(Combat)*									

Sisterhood Scouts	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Troop	5	4+	5+	3+	1	10	12	2	[115]
Bows (24", Vicious(Ranged))									
Special Rules: *Iron Resolve(1),Scout* ***Traits:*** *Faithful, Sisterhood*									
Specialist Inf Troop	5	4+	5+	3+	1	10	12	2	[115]
Bows (24", Vicious(Ranged))									
Special Rules: *Iron Resolve(1),Scout* ***Traits:*** *Faithful, Sisterhood*									

Ogre Palace Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[215]
Special Rules: *Brutal(1),Crushing Strength(2),Iron Resolve(1)*									
Specialist Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[215]
Special Rules: *Brutal(1),Crushing Strength(2),Iron Resolve(1)*									
Specialist Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[215]
Special Rules: *Brutal(1),Crushing Strength(2),Iron Resolve(1)*									

Cannon [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	5+	4+	1	2	12	2	[100]
Cannon (48", Blast (D3+1),Piercing (3),Reload, Shattering (D3))									
Grapeshot (12", Att: 12, Piercing (1))									
Special Rules: *Iron Resolve(1),Grapeshot* ***Traits:*** *Faithful*									
Support War Eng	5	-	5+	4+	1	2	12	2	[100]
Cannon (48", Blast (D3+1),Piercing (3),Reload, Shattering (D3))									
Grapeshot (12", Att: 12, Piercing (1))									
Special Rules: *Iron Resolve(1),Grapeshot* ***Traits:*** *Faithful*									

Total Units:	15	**Total Unit Strength:**	25
Total Points:	2300		

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
For the Glory of the Hegemon	5	Units charging this Turn only. The unit gains the Elite (Combat) special rule.
Cleanse	4	The unit gains Iron Resolve (+1) until the start of its next Turn, and any ongoing effects from spells, and the Frozen status, currently affecting this unit are removed.
Aegis of Kolosu	4	Units with the Faithful Trait only. Until the start of its next Turn, the unit increases its De by one (e.g. 4+ becomes 5+) while being targeted by ranged attacks in its front facing.
Borne by Angels	5	Infantry and Large Infantry units only. The unit gains the Fly special rule while executing an Advance! or At the Double! movement order.
Fell the Beast	4	Infantry and Cavalry units only. The unit gains the Slayer (+nD3 – Combat) special rule, where n is the number of successful results on the dice rolled to issue this order.

Special Rule	Description
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Grapeshot	This attack always hits on a 5+ regardless of modifiers.
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 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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 (n)	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Reload	The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase.
Scout	The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. 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 as normal.
Shattering (n)	If a unit is damaged by the ranged attacks of one or more units with this rule, add (n) to the subsequent Nerve test at the end of the Ranged Phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	**Description**
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
Barkskin Range: 12" Friendly, Self, CC	Instead of hitting on 4+, this spell rolls to hit on a result equal to the target’s Defence value (e.g. when targeting a Defence 5+ unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, instead of causing damage, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules. At the start of the caster’s following Turn, all remaining Barkskin tokens on the target unit are removed from play.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.

Artefact	Description
Sir Jesse’s Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.