Basileans 2026

2300 / 2300 VALID

1st Battalion

Jullius, Dragon of Heaven [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	10	3+	-	6+	2	7	17	3	[320]
Divine Host:									[0]
Fireball (4)									[0]
Special Rules: *Crushing Strength(3),Dread, Elite(Combat),Fearless, Fly, Iron Resolve(1),Very Inspiring* ***Traits:*** *Spellcaster*									

War Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	13	2	[120]
Heal (3)									[15]
Bane Chant (2)									[20]
Special Rules: *Crushing Strength(1),Individual, Inspiring, Iron Resolve(1),Yielding* ***Traits:*** *Spellcaster*									

Men-at-arms	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	4+	-	4+	4	25	24	2	[165]
Special Rules: *Iron Resolve(1)* ***Traits:*** *Faithful*									
Core Inf Horde	5	4+	-	4+	4	25	24	2	[165]
Special Rules: *Iron Resolve(1)* ***Traits:*** *Faithful*									
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*									

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*									

Paladin Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Regiment	8	3+	-	5+	2	18	17	3	[230]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Headstrong, Iron Resolve(1),Thunderous Charge(3)* ***Traits:*** *Faithful*									

Elohi	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	10	3+	-	5+	2	20	18	3	[330]
Brew of Strength									[40]
Special Rules: *Crushing Strength(2),Fearless, Fly, Inspiring, 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: 14 **Total Unit Strength:** 27
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
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.
Dread	While within 6" of this unit, enemy units have -1 to their Nerve value, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
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.
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.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
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.
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.
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.
Fireball Range: 12" Magical Missile	Blast (D3),Shattering (1).
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.

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.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.