


Basileans [2300]

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</i> Keywords: Human, Sisterhood, Tracker									

Elohi Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [300]	10	3+	-	4+	3	18	-/17	3	[270]
Celestial Fury [0]									
Blessing of the Gods [30]									
<i>Special Rules: Crushing Strength(2),Fly, Inspiring, Iron Resolve, Divine Fervour, Elite</i> Keywords: Angelic									
Horde (6) [300]	10	3+	-	4+	3	18	-/17	3	[270]
Celestial Fury [0]									
Chant of Hate [30]									
<i>Special Rules: Crushing Strength(2),Fly, Inspiring, Iron Resolve, Divine Fervour, Vicious</i> Keywords: Angelic									

Paladin Knights Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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)</i> Keywords: Human, Paladin									
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)</i> Keywords: Human, Paladin									

Abbyss Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [135]	10	3+	-	4+	0	6	12/14	3	[90]
Gur Panther [30]									
Trickster's Wand [15]									
Hex (2)									
<i>Special Rules: Crushing Strength(1),Individual, Inspiring, Iron Resolve, Vicious(Melee)</i> Keywords: Human, Sisterhood									

Ur-Elohi Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [220]	11	3+	-	5+	1	6	-/15	3	[200]
Brew of Haste [20]									
<i>Special Rules: Crushing Strength(2),Dread, Fly, Inspiring, Iron Resolve, Nimble, Divine Fervour</i> Keywords: Angelic									

Gnaeus Sallustis [1] Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [180]	9	3+	-	5+	1	7	15/17	4	[180]
<i>Special Rules: Crushing Strength(2),Headstrong, Inspiring, Iron Resolve, Nimble</i> Keywords: Beast, Human, Paladin									

[F] Gur Panthers (The Golden 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)</i> Keywords: Beast									

[F] Gur Panthers (The Golden 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)</i> Keywords: Beast									

[F] Panther Lancers (The Golden Panthers) Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [190]	10	4+	-	3+	3	16	14/16	3	[190]
<i>Special Rules: Aura(Fury - Beast only),Iron Resolve, Nimble, Pathfinder, Thunderous Charge(1),Vicious(Melee)</i> Keywords: Human, Sisterhood									

[F] Panther Lancers (The Golden Panthers) Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [190]	10	4+	-	3+	3	16	14/16	3	[190]
<i>Special Rules: Aura(Fury - Beast only),Iron Resolve, Nimble, Pathfinder, Thunderous Charge(1),Vicious(Melee)</i> Keywords: Human, Sisterhood									

Total Units:
Total Primary Core Points:

12
2300 (100.0%)

Total Unit Strength:

25

Custom Rule	Description
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).
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Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	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 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 must re-roll all dice that score a natural, unmodified 1.
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 6inches 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.
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.

Spell	Description	Special Rules
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Artefact	Description	
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.	
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.	
Blessing of the Gods	The unit gains the Elite special rule.	
Brew of Haste	This unit increases its Speed stat by +1.	
Chant of Hate	The unit gains the Vicious special rule.	
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.	