

Greater Earth Elemental								Monster
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	6+	8	-/18	160	Crushing Strength (3), Headstrong, Pathfinder, Shambling

Steel Behemoth								Monster
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	5+	-	6+	(D 6+ 20) *	18/20	250	Base Size: (50x100mm), Breath Attack (15), Crushing Strength (3), Headstrong, Piercing (1), Strider

Forces of Basilea (Good)								
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Elohi								Large Infantry
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	10	3+	-	5+	18	-/17	300	Crushing Strength (1), Fly, Inspiring, Iron Resolve, Thunderous Charge (1)

Ur-Elohi								Hero (LrgInf)
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	6	-/15	180	Hero (LrgInf), Crushing Strength (2), Fly, Heal (3), Inspiring, Iron Resolve, Thunderous Charge (1)

	<u>2500</u>
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Breath Attack	The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Brew of Haste	The unit has +1 Speed.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Diadem of Dragon-kind	The unit has the Breath Attack (10) rule.
Elite	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
Fly	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
Headstrong	Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.
Heal	Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
Individual	Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
Inspiring	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
Iron Resolve	If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.

Kaba's Holy Hand Grenades	The unit has a ranged attack for which you roll a single die, regardless of the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of modifiers. The attack also has the Blast (D6) and Piercing (2) special rule.
Light crossbows	Treat as bow. Range 24".
Martyr's Prayer (7)	Please refer to the Clash of Kings 2018 book page 63
Pathfinder	The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
Piercing	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
Shambling	The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
Strider	The unit never suffers the penalty for Hindered charges.
Surge	Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken previously in that Shoot phase. If the Surge move took the unit over an obstacle or through difficult terrain then it will be hindered in the ensuing combat as normal. This movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.
Thunderous Charge	All melee hits inflicted by the 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 1 (to a minimum of zero) when Hindered.
Vanguard	The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
Vicious	Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
Wings of Honeymaze	This artefact can only be used by a Hero with the Individual rule. The Hero has the Fly special rule and increases their speed to 10.