

pew pew pew

Forces of Basilea (Good)								
Crossbowmen								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	5+	5+	4+	20	21/23	215	Crossbows (Range 24"), Iron Resolve, Piercing (1), Reload!
- Jar of the Four Winds							35	
Horde(40)	5	5+	5+	4+	20	21/23	215	Crossbows (Range 24"), Iron Resolve, Piercing (1), Reload!
- Heart-seeking Chant							30	
Men-at-Arms(spear)								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40) vetrens	5	4+	-	4+	30	21/23	225	Iron Resolve, Phalanx
- Brew of Strength							30	
Men-at-Arms(sword)								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20) auxiliaries	5	4+	-	4+	12	14/16	115	Iron Resolve
- Blade of Slashing							5	
Regiment(20) auxiliaries	5	4+	-	4+	12	14/16	115	Iron Resolve
- Mace of Crushing							5	
Horde(40) legionaries	5	4+	-	4+	25	21/23	190	Iron Resolve
- Maccwar's Potion of the Caterpillar							20	
Horde(40) legionaries	5	4+	-	4+	25	21/23	190	Iron Resolve
- Diadem of Dragon-kind							30	
Heavy Arbalest								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) onager	5	-	5+	4+	1	10/12	65	Blast (D3+2), Iron Resolve, Piercing (3), Reload!
(1) onager	5	-	5+	4+	1	10/12	65	Blast (D3+2), Iron Resolve, Piercing (3), Reload!
(1) onager	5	-	5+	4+	1	10/12	65	Blast (D3+2), Iron Resolve, Piercing (3), Reload!
Bearer of the Holy Icon								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) aquilafer	5	5+	-	4+	1	10/12	55	Hero (Inf), Individual, Inspiring, Iron Resolve
- Lute of Insatiable Darkness							25	
High Paladin								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) the floop droopsby	8	3+	-	5+	5	13/15	130	Hero (Inf), Crushing Strength (1), Headstrong, Heal (2), Individual, Inspiring, Iron Resolve
- Mount on a Basilean warhorse, increasing Speed to 8 and acquiring Thunderous Charge (1) and changing to Hero (Cav)							30	
- Circlet of Blood							30	
Priest								Hero (Inf)

Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
(1)	general	5	4+	-	4+	1	11/13	75	Hero (Inf), Crushing Strength (1), Headstrong, Heal (3), Individual, Iron Resolve, Very Inspiring (Penitents only)
	- Martyr's Prayer (7)							25	
	- Banner of the Griffin							25	
War-Wizard									Hero (Inf)
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
(1)	trumpeter	5	4+	-	4+	1	11/13	60	Hero (Inf), Fireball (8), Individual, Iron Resolve
	- Martyr's Prayer (7)							25	
	- Inspiring Talisman							20	
(1)	medicus	5	4+	-	4+	1	11/13	60	Hero (Inf), Fireball (8), Individual, Iron Resolve
	- Martyr's Prayer (7)							25	
(1)	medicus	5	4+	-	4+	1	11/13	60	Hero (Inf), Fireball (8), Individual, Iron Resolve
	- Martyr's Prayer (7)							25	
Forlorn Guard[1]									Infantry
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	pretorian guard	5	3+	-	5+	12	-/17	170	Crushing Strength (1), Iron Resolve
Shield of the Golden Horn[1]									Formation
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
(0)		-	-	-	-	-	-/-	45	Formation: Shield of the Golden Horn
								2500	

- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- Blade of Slashing** Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
- Blast** If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- Circlet of Blood** This artefact can only be used by Heroes that already possess or can be upgraded to have a spell. The Hero now has the Bloodboil spell as follows: 12" range. When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Roll to damage with Piercing (1). This spell is affected by cover modifiers.
- 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.
- Fireball** Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Formation: Shield of the Golden Horn** Formation must contain:
 2x Men-at-Arms (sword & shield) Regiments
 1x Men-at-Arms (spear & shield) Horde
 1x Priest (A mount cannot be taken on this character)
 While within 6" of a Priest, each unit of Men-at-Arms in this formation has +2 to their Waver and Rout Nerve values. The Priest in this formation has Very Inspiring (Men-at-Arms only) instead of Very Inspiring (Penitents only).
- 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.
- Heart-seeking Chant** The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.
- 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.

Inspiring Talisman This artefact can only be used by Heroes. The Hero has the Inspiring special rule.

Iron Resolve If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.

Jar of the Four Winds The unit's 'normal' ranged attacks gain 12" to their range.

Lute of Insatiable Darkness This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.

Maccwar's Potion of the Caterpillar The unit has the Pathfinder special rule.

Mace of Crushing Whenever the unit rolls to damage in melee, it can re-roll one of the dice that failed to damage.

Martyr's Prayer (7) Please refer to the Clash of Kings 2018 book page 63

Phalanx Units that charge this unit's front cannot use the Thunderous Charge special rule.

Piercing All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

Reload! The unit can fire only if it received a Halt order that turn.

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.

Very Inspiring This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.