

Forces of Basilea (Good)								
<b>Sisterhood Infantry</b>								<b>Infantry</b>
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Horde(40)	"Brohood" Inf.	5	4+	-	3+	30	21/23	215
								Crushing Strength (1), Headstrong, Iron Resolve, Vicious
	- Fire-Oil							5
<b>Elohi</b>								<b>Large Infantry</b>
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)
	- Maccwar's Potion of the Caterpillar							20
<b>Paladin Knights</b>								<b>Cavalry</b>
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Regiment(10)	Lance Formation	8	3+	-	5+	16	15/17	210
								Headstrong, Iron Resolve, Thunderous Charge (2)
	- Brew of Strength							30
Regiment(10)	Swiftly Thru Trees	8	3+	-	5+	16	15/17	210
								Headstrong, Iron Resolve, Thunderous Charge (2)
	- Brew of Haste							15
<b>Abbess</b>								<b>Hero (Inf)</b>
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)	Holding "Club"	10	3+	-	4+	4	12/14	90
								Hero (Cav), Crushing Strength (1), Headstrong, Individual, Iron Resolve, Thunderous Charge (1), Very Inspiring (Sisterhood only), Vicious
	- Mount on a panther, increasing Speed to 10 and acquiring Thunderous Charge (1), and changing to Hero (Cav)							20
	- Orcish Skullpole							5
(1)	Holding Sword	10	3+	-	4+	4	12/14	90
								Hero (Cav), Crushing Strength (1), Headstrong, Individual, Iron Resolve, Thunderous Charge (1), Very Inspiring (Sisterhood only), Vicious
	- Mount on a panther, increasing Speed to 10 and acquiring Thunderous Charge (1), and changing to Hero (Cav)							20
	- Blade of Slashing							5
<b>Gnaeus Sallustis[1]</b>								<b>Hero (LrgCav)</b>
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)		9	3+	-	5+	7	15/17	190
								Hero (LrgCav), Crushing Strength (2), Headstrong, Heal (3), Inspiring, Iron Resolve, Nimble
<b>Ur-Elohi</b>								<b>Hero (LrgInf)</b>
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)		10	3+	-	5+	6	-/15	180
								Hero (LrgInf), Critter's Call (8), Crushing Strength (2), Fly, Heal (3), Inspiring, Iron Resolve, Thunderous

								Charge (1)	
- Critter's Call (8) (L)								20	
<b>War-Wizard</b>								<b>Hero (Inf)</b>	
Unit Size	Sp	Me	Ra	De	At	Ne		Pts	
(1)	5	4+	-	4+	1	11/13		60	Hero (Inf), Fireball (8), Individual, Iron Resolve, Martyr's Prayer (7)
- Martyr's Prayer (7) (L)								25	
- Lute of Insatiable Darkness								25	
<b>Phoenix</b>								<b>Monster</b>	
Unit Size	Sp	Me	Ra	De	At	Ne		Pts	
(1)	10	3+	-	3+	3	14/16		165	Breath Attack (10), Crushing Strength (1), Fly, Heal (6), Inspiring, Iron Resolve, Regeneration (4+)
<b>Forlorn Guard[1]</b>								<b>Infantry</b>	
Unit Size	Sp	Me	Ra	De	At	Ne		Pts	
Regiment(20)	5	3+	-	5+	12	-/17		170	Crushing Strength (1), Iron Resolve
<b>Holy Lancers[1]</b>								<b>Formation</b>	
Unit Size	Sp	Me	Ra	De	At	Ne		Pts	
(0)	-	-	-	-	-	-/-		30	Formation: Holy Lancers
<b>Ogre Palace Guard*</b>								<b>Large Infantry</b>	
Unit Size	Sp	Me	Ra	De	At	Ne		Pts	
Horde(6)	6	3+	-	5+	18	-/17		250	Brutal, Crushing Strength (2), Iron Resolve
								<u>2350</u>	

<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Breath Attack</b>	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+.
<b>Brew of Haste</b>	The unit has +1 Speed.
<b>Brew of Strength</b>	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
<b>Brutal</b>	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
<b>Critter's Call</b>	24" Range. Roll to damage as normal. If one or more points of damage are scored, the target unit is Disordered. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Fire-Oil</b>	Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
<b>Fireball</b>	Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
<b>Fly</b>	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.
<b>Formation: Holy Lancers</b>	Formation must contain: 2x Paladin Knights Regiments 1x Gnaeus Sallustis [1] Each unit of Paladin Knights in this formation is granted the Elite special rule.
<b>Headstrong</b>	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.
<b>Heal</b>	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.
<b>Individual</b>	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.
- 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.
- Martyr's Prayer** 12" range. Target friendly units only, including units engaged in combat. Instead of causing damage, for each hit scored remove one point of damage which has been previously taken by the target and transfer it to the caster. The caster will not take a nerve test for damage taken in this way.
- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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.
- Orcish Skullpole** The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
- Regeneration (4+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 4+, the unit recovers a point of damage.
- 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 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.