

Basileans [2190]

Elohi	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [270]	10	3+	-	5+	3	18	-/17	3	[270]
<i>Special Rules:</i> Crushing Strength(1),Fly, Inspiring, Iron Resolve, Divine Fervour <b>Keywords:</b> Angelic									
Lrg Inf Horde [270]	10	3+	-	5+	3	18	-/17	3	[270]
<i>Special Rules:</i> Crushing Strength(1),Fly, Inspiring, Iron Resolve, Divine Fervour <b>Keywords:</b> Angelic									

Ogre Palace Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [235]	6	3+	-	5+	3	18	15/17	3	[235]
<i>Special Rules:</i> Brutal, Crushing Strength(2),Iron Resolve <b>Keywords:</b> Ogre									
Lrg Inf Horde [235]	6	3+	-	5+	3	18	15/17	3	[235]
<i>Special Rules:</i> Brutal, Crushing Strength(2),Iron Resolve <b>Keywords:</b> Ogre									

Gur Panthers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [85]	10	4+	-	3+	1	6	9/11	2	[85]
<i>Special Rules:</i> Nimble, Pathfinder, Vicious(Melee) <b>Keywords:</b> Beast									
Cav Troop [85]	10	4+	-	3+	1	6	9/11	2	[85]
<i>Special Rules:</i> Nimble, Pathfinder, Vicious(Melee) <b>Keywords:</b> Beast									
Cav Troop [85]	10	4+	-	3+	1	6	9/11	2	[85]
<i>Special Rules:</i> Nimble, Pathfinder, Vicious(Melee) <b>Keywords:</b> Beast									

Phoenix	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [145]	8	3+	4+	3+	2	3	15/17	6	[145]
Firesparks (18", Att: 10, Steady Aim)									
Heal (5)									[0]
<i>Special Rules:</i> Crushing Strength(1),Fly, Nimble, Regeneration(4+) <b>Keywords:</b> Angelic, Flamebound, Majestic									
Titan 1 Spellcaster 0 [145]	8	3+	4+	3+	2	3	15/17	6	[145]
Firesparks (18", Att: 10, Steady Aim)									
Heal (5)									[0]
<i>Special Rules:</i> Crushing Strength(1),Fly, Nimble, Regeneration(4+) <b>Keywords:</b> Angelic, Flamebound, Majestic									
Titan 1 Spellcaster 0 [145]	8	3+	4+	3+	2	3	15/17	6	[145]
Firesparks (18", Att: 10, Steady Aim)									
Heal (5)									[0]
<i>Special Rules:</i> Crushing Strength(1),Fly, Nimble, Regeneration(4+) <b>Keywords:</b> Angelic, Flamebound, Majestic									

Ur-Elohi	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [200]	10	3+	-	5+	1	6	-/15	3	[200]
<i>Special Rules:</i> Command, Crushing Strength(2),Dread, Fly, Inspiring, Iron Resolve, Nimble, Divine Fervour <b>Keywords:</b> Angelic									

Abbess on Panther Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 1 [145]	8	3+	-	4+	1	6	14/16	3	[145]
<i>Special Rules:</i> Command, Crushing Strength(1),Inspiring, Iron Resolve, Nimble, Thunderous Charge(1),Vicious(Melee) <b>Keywords:</b> Human, Sisterhood									
Hero (Cht) 1 [145]	8	3+	-	4+	1	6	14/16	3	[145]
<i>Special Rules:</i> Command, Crushing Strength(1),Inspiring, Iron Resolve, Nimble, Thunderous Charge(1),Vicious(Melee) <b>Keywords:</b> Human, Sisterhood									

Total Units:13Total Unit Strength:24

Total Primary Core Points:2190 (100.0%)

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
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the

Brutal and Dread special rules, the attacking player must choose which to use.

Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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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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.
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. This includes Difficult Terrain the unit started in. 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.
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 (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Regeneration	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
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
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	