

Forces of Basilea (Good)**Elohi** **Large Infantry**

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)
- Blessing of the Gods							25	

Paladin Knights **Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	5+	16	15/17	210	Headstrong, Iron Resolve, Thunderous Charge (2)
- Wine of Elvenkind							40	
Regiment(10)	8	3+	-	5+	16	15/17	210	Headstrong, Iron Resolve, Thunderous Charge (2)
- Maccwar's Potion of the Caterpillar							20	
Horde(20)	8	3+	-	5+	32	22/24	350	Headstrong, Iron Resolve, Thunderous Charge (2)
- Brew of Strength							30	

Sisterhood Panther Lancers **Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	10	4+	-	3+	8	11/13	115	Iron Resolve, Nimble, Thunderous Charge (1), Vicious
Troop(5)	10	4+	-	3+	8	11/13	115	Iron Resolve, Nimble, Thunderous Charge (1), Vicious
Regiment(10)	10	4+	-	3+	16	14/16	175	Iron Resolve, Nimble, Thunderous Charge (1), Vicious
- Brew of Haste							15	

High Paladin on Griffin **Hero (Mon)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	7	15/17	210	Hero (Mon), Crushing Strength (2), Fly, Headstrong, Heal (2), Inspiring, Iron Resolve
- Zephyr Crown							20	

Phoenix **Monster**

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+)

Blessing of the Gods	The unit has the Elite special rule.
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.
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.
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.
Headstrong	Whenever the unit begins a turn Wavering, it rolls a die. On a 4+ 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.
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.
Maccwar's Potion of the Caterpillar	The unit has the Pathfinder special rule.
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.
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 or during Hindered charges.
Vicious	Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.

**Wine of
Elvenkind**

The unit has the Nimble special rule.

**Zephyr
Crown**

This unit has Wind Blast (4) or increases
the value of their Wind Blast spell by 4.