

THE HEGEMONY OF BASILEA

Alignment: Good

Army Special Rules

Holier than Thou!

Great is the Basileans' desire to smite Evil, wherever it may be found. In melee, when attacking any unit whose alignment is Evil, all units in this list count as *Vicious*.

Blessed be the Pious

The unquenchable faith of the Basileans, together with their practice of including warrior priests, preachers and healers amongst the ranks of their fighting men and women, allows their regiments a chance of both healing (and sustaining their morale) as they advance towards the enemy. All units in the Basilean army (except for Heroes, Monsters and Angelic units) have *Blessing (1)*. If the unit itself is within 6" of an *Angelic* unit, this power is increased to *Blessing (2)*.

Blessing (n) works like the *Heal (n)* special rule, except:

- it can only be used on the unit itself.
- it can be used in all of the unit's Shoot phases, as long as the unit itself is not in melee (it can even be used if the unit moved At the Double, is using another ranged attack, is disrupted, etc.).

Angelic

Angelic units have both the *Fly* and *Regeneration* special rules.

However, they are not affected by the *Inspiring* special rule, unless it comes from an *Inspiring Angelic* unit (i.e. angels are only inspired by archangels, not by mere mortals).



Men-at-Arms (spear & shield) Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	11/13	80
Regiment (20)	5	4+	-	4+	10	14/16	110
Horde (40)	5	4+	-	4+	20	21/23	210

Special: *Phalanx*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Men-at-Arms (sword & shield) Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	11/13	75
Regiment (20)	5	4+	-	4+	10	14/16	100
Horde (40)	5	4+	-	4+	20	21/23	190

Options

- Banner (+15 pts)
- Musician (+10 pts)

Crossbowmen Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	11/13	80
Regiment (20)	5	5+	5+	3+	10	14/16	110
Horde (40)	5	5+	5+	3+	20	21/23	210

Special: *Piercing (1), Reload!*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Paladin Foot Guard Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	10	12/14	100
Regiment (20)	5	3+	-	4+	10	15/17	135

Special: *Crushing Strength (1), Headstrong*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Sisterhood Infantry

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	15	11/13	90
Regiment (20)	5	4+	-	3+	15	14/16	120
Horde (40)	5	4+	-	3+	30	21/23	230

Special: *Crushing Strength (1), Headstrong*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Elohi

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (3)	10	3+	-	6+	9	12/14	170
Regiment (6)	10	3+	-	6+	18	15/17	325

Special: *Angelic, Crushing Strength (2)*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Paladin Knights

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	5+	8	12/14	110
Regiment (10)	8	3+	-	5+	16	15/17	200
Horde (20)	8	3+	-	5+	32	22/24	385

Special: *Crushing Strength (2), Headstrong*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Panther Lancers

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	-	3+	10	11/13	80
Regiment (10)	10	4+	-	3+	20	14/16	150

Special: *Nimble, Crushing Strength (1)*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Heavy Arbalest

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	10/12	45

Special: *Blast (D3), Piercing (2)*

Panther Chariot

Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Chariot (1)	9	4+	-	4+	5	10/12	60
Troop (3)	9	4+	-	4+	15	12/14	130
Regiment (6)	9	4+	-	4+	30	15/17	250

Special: *Crushing Strength (1)*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Phoenixes

Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	4+	3	14/16	150

Special: *Angelic, Crushing Strength (2), Breath Attack (10), Heal (6), Renewal*

Renewal

Renewal works the same as the *Regeneration* special rule, except it does not stop working when the unit suffers damage from *Zap!* or *Breath Attack*.

Dictator

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	95

Special: *Crushing Strength (1), Individual, Inspiring*

Options

- Mount on a barded horse, increasing Speed to 8 and *Crushing Strength* to (2) (+25 pts)

High Paladin

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	5	13/15	130

Special: *Crushing Strength (1), Individual, Headstrong, Heal (2), Inspiring*

Options

- Mount on a barded horse, increasing Speed to 8 and *Crushing Strength* to (2) (+25 pts)

High Paladin on Griffin

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	7	15/17	210

Special: *Crushing Strength (2), Headstrong, Heal (2), Inspiring, Fly*

Bearer of the Holy Icon Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	4+	1	10/12	30

Special: *Individual, Inspiring*

Options

- Mount on a barded horse, increasing Speed to 8 and Defense to 5+ (+10 pts)

War-Wizard Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	10/12	70

Special: *Individual, Breath Attack (10), Zap! (3)*

Options

- Mount on a horse, increasing Speed to 9 (+5 pts)

Ur-Elohi Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	6+	5	15/17	190

Special: *Angelic, Inspiring, Crushing Strength (3), Heal (3)*

Gnaeus Sallustis [1] Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	7	14/16	220

Special: *Inspiring, Crushing Strength (2), Headstrong, Heal (3), Nimble*

Jullius [1] Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	6+	8	16/18	250

Special: *Angelic, Inspiring, Crushing Strength (4), Heal (3), Elite, Twin Souls*

Samacris [1] Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	6+	3	15/17	250

Special: *Angelic, Inspiring, Crushing Strength (1), Heal (5), Breath Weapon (10), Zap! (5), Renewal, Twin Souls*

Twin Souls

As long as Samacris and Jullius are within 6" of one another, Jullius' *Regeneration* is upgraded to *Renewal* (see page 32), while Samacris receives the *Elite* special rule.

Berosos [1] Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	5+	2	13/15	130

Special: *Crushing Strength (1), Headstrong, Heal (3), Individual, Very Inspiring (Penitents only), Holy Aura, Zealot*

If Berosos is included in a Basilean army, the army can include any number of units of Penitent Mobs (see below)

Zealot

In Melee, when attacking any unit whose alignment is Neutral, Berosos counts as *Vicious*.

In Melee, when attacking any unit whose alignment is Evil, Berosos counts as *Vicious*, but can re-roll up to two dice that failed to damage rather than just one.

Holy Aura

All units of Penitents within range of Berosos' *Very Inspiring* special rule also benefit from the *Zealot* special rule.

Very Inspiring

This is the same as the *Inspiring* special rule, except that it has a range of 12".

Options

- Mount on the Throne of Ages, replacing the *Individual* special rule with *Regeneration*, and increasing the range of *Very Inspiring* and *Holy Aura* to 18", for +50 pts

Penitents Mob* Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	15	8/11	75
Regiment (20)	5	5+	-	3+	15	11/14	100
Horde (40)	5	5+	-	3+	30	18/21	190

Special: *Crushing Strength (1), Headstrong*

You may only include Penitents Mobs in your Basilean Army if you have also included Berosos

Options

- Banner (+15 pts)
- Musician (+10 pts)

