

FORCES OF BASILEA

Forces of Basilea Special Rules

Alignment: Good

Blessed Be The Pious

All units in this list have the Iron Resolve special rule, unless specified otherwise.

Men-at-Arms (sword & shield)

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	80
Regiment (20)	5	4+	-	4+	12	14/16	115
Horde (40)	5	4+	-	4+	25	21/23	190

Men-at-Arms (spear & shield)

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	95
Regiment (20)	5	4+	-	4+	15	14/16	135
Horde (40)	5	4+	-	4+	30	21/23	225

Special

Phalanx

Paladin Foot Guard

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	3+	-	5+	10	11/13	105
Regiment (20)	5	3+	-	5+	12	15/17	150

Special

Headstrong

Options

- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain Crushing Strength (1))

Paladin Knights

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	-	5+	8	12/14	135
Regiment (10)	8	3+	-	5+	16	15/17	210
Horde (20)	8	3+	-	5+	32	22/24	350

Special

Headstrong, Thunderous Charge (2)

Sisterhood Infantry

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	90
Regiment (20)	5	4+	-	3+	15	14/16	130
Horde (40)	5	4+	-	3+	30	21/23	215

Special

Crushing Strength (1), Headstrong, Vicious

Sisterhood

Panther Lancers

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	10	4+	-	3+	8	11/13	115
Regiment (10)	10	4+	-	3+	16	14/16	175

Special

Nimble, Thunderous Charge (1), Vicious

Sisterhood

Panther Chariot

Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	9	4+	-	4+	15	12/14	180
Horde (6)	9	4+	-	4+	30	15/17	280

Special

Base Size: 50x100mm, Thunderous Charge (2), Vicious

Heavy Arbalest

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	-	5+	4+	1	10/12	65

SpecialBlast (D3+2), *Reload!*, Piercing (3)**Elohi**

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	10	3+	-	5+	9	-/14	195
Horde (6)	10	3+	-	5+	18	-/17	300

Special

Crushing Strength (1), Fly, Inspiring, Thunderous Charge (1)

Bearer of the Holy Icon

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	5+	-	4+	1	10/12	55

Special

Individual, Inspiring

Options

- Mount on a barded horse, increasing Speed to 8 and Defense to 5+ (+20 pts), and changing to Hero (Cav)

High Paladin

Hero (Inf)

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

Special

Crushing Strength (1), Headstrong, Heal (2), Individual, Inspiring

Options

- Mount on a Basilean warhorse, increasing Speed to 8 and acquiring *Thunderous Charge (1)* (+30pts), and changing to Hero (Cav)

War-Wizard

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	4+	1	11/13	60

Special

Fireball (8), Individual

Options

- Lightning Bolt (3) for +25 pts
- Wind Blast (5) for +30 pts
- Mount on a horse, increasing Speed to 9 (+15 pts) and changing to Hero (Cav)

Starter Force Lists

These are a selection of army stats. For the full listings, including those right, pick up your copy of the *Kings of War Second Edition Rulebook*.

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Crossbowmen, Penitents Mob, Phoenix, Dictator, Priest, High Paladin on Griffin, High Paladin on Dragon, Abbess, Abbess on Chariot, Ur-Elohi, Gnaeus Sallustis, Jullius, Dragon of Heaven, Samacris, Mother of Phoenixes