

Basilea

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Dictator [1]	5+	Heavy Sword	Hero, Inspiring, Regeneration, Tough(3)	A	65pts
High Paladin [1]	4+	Heavy Sword	Hero, Fearless, Regeneration, Tough(3)	B	40pts
Abbeess [1]	5+	Heavy Mace	Fearless, Furious, Hero, Regeneration, Tough(3)	C	40pts
Priest [1]	5+	Light Sword	Regeneration, Tough(3), Wizard(1)	D	40pts
Men-at-Arms [10]	5+	Light Swords	Regeneration	E, F	90pts
Penitents Mob [10]	5+	Light Maces	Fearless, Regeneration	E	150pts
Paladins [10]	4+	Light Swords	Fearless, Regeneration	E, G	150pts
Sisterhood [10]	5+	Light Maces	Fearless, Furious, Regeneration	E	160pts
Crossbowmen [5]	5+	Crossbows	Regeneration	E	85pts
Paladin Knights [5]	4+	Light Lances	Armored, Fearless, Nimble, Regeneration	E	115pts
Panther Lancers [5]	4+	Light Lances, Light Claws	Fast, Fearless, Furious, Nimble, Regeneration	E	135pts
Elohi [3]	3+	Heavy Maces	Armored, Flying, Fearless, Impact(1), Regeneration, Tough(3)	-	240pts
Phoenix [1]	3+	Fiery Breath, Heavy Claws	Armored, Fear, Flying, Healing Aura, Impact(D6), Tough(6)	-	130pts
Panther Chariot [1]	4+	Medium Spear, Master Claws	Armored, Fast, Furious, Impact(D6), Regeneration, Tough(3)	-	70pts
Heavy Arbalest [1]	5+	Bolt Thrower	Armored, Ordnance, Regeneration, Tough(3)	-	60pts
Warhorse [1]	-	Light Claws	Fast, Nimble	-	-
Panther [1]	-	Medium Claws	Fast, Nimble	-	-
Panther Chariot [1]	-	Master Claws	Armored, Fast, Impact(D6), Tough(3)	-	-
Griffin [1]	-	Medium Claws (Piercing)	Armored, Fear, Flying, Impact(D6), Tough(3)	-	-
Dragon [1]	-	Fiery Breath, Master Claws	Armored, Fear, Flying, Impact(D6), Tough(6)	-	-

A | *Replace Heavy Sword:*

Heavy Lance (Mounted Only)	+5pts
Heavy Mace	+15pts

Equip with:

Heavy Armor (Armored)	+10pts
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Mount on:

Warhorse	+5pts
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B | *Replace Heavy Sword:*

Heavy Mace	+15pts
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Mount on:

Warhorse	+5pts
Griffin	+70pts
Dragon	+120pts

C | *Mount on:*

Panther	+5pts
Panther Chariot	+60pts

D | *Upgrade Wizard(1):*

Wizard(2)	+10pts
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Mount on:

Warhorse	+5pts
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E | *Upgrade with:*

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

F | *Replace all Light Swords:*

Light Spears	+10pts
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G | *Replace all Light Swords:*

Light Maces	+45pts
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Special Rules

Healing Aura: This unit and friendly units within 6" may ignore wounds from Regeneration on 4+.

Inspiring: The hero and his unit get Fearless.

Magic Spells

Apotheosis (6+): Target friendly model within 18" immediately removes one wound marker.

Soul Quench (9+): Target enemy unit within 18" takes 2D6 automatic hits.

Drain Magic (9+): Target unit within 18" loses all spell effects with "until the end of the round".

Hand of Glory (9+): Target friendly unit within 18" gets Rapid shooting or melee attacks until the end of the round (pick one).

Tempest (11+): Target enemy unit within 30" takes D6+3 automatic hits.

Walk Between Worlds (13+): Target friendly unit within 24" may move by up to 10".

Forces of Nature

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Naiad Stalker [1]	5+	Master Sword	Hero, Regeneration, Strider, Tough(3)	A	30pts
Salamander Vet. [1]	4+	Master Sword	Hero, Strider, Tough(3)	B	30pts
Centaur Chief [1]	4+	Master Mace	Fast, Hero, Nimble, Strider, Tough(3)	C	55pts
Unicorn [1]	3+	Master Claws	Healing Dust, Hero, Impact(1), Strider, Tough(3)	D	60pts
Druid [1]	5+	Light Sword	Strider, Tough(3), Wizard(1)	E	35pts
Wild Hunters [10]	5+	Medium Swords	Strider, Vanguard	F	100pts
Salamanders [10]	4+	Light Swords	Strider	G	105pts
Naiads [10]	5+	Light Swords	Ensnare, Regeneration, Strider	F	115pts
Heartpiercers [5]	5+	Shortbows (Piercing)	Regeneration, Strider	-	75pts
Centaur [5]	4+	Light Maces	Fast, Nimble, Strider	F, H	100pts
Elementals [3]	4+	Heavy Claws	Impact(1), Strider, Tough(3)	I	95pts
Talonriders [3]	4+	Bows, Medium Claws	Flying, Impact(1), Nimble, Tough(3)	-	115pts
Shamblers [3]	4+	Heavy Claws (Piercing)	Impact(1), Strider, Tough(3), Vanguard	-	115pts
Wyrmliders [3]	4+	Light Swords, Medium Claws	Fast, Impact(1), Nimble, Regeneration, Strider, Tough(3)	-	135pts
Great Elemental [1]	3+	Force Claws (Piercing)	Impact(D6), Strider, Tough(6)	J	90pts
Beast of Nature [1]	3+	Force Claws (Piercing)	Armored, Impact(D6), Strider, Tough(6)	K	110pts
Hydra [1]	3+	Multiple Heads	Armored, Impact(D6), Regeneration, Strider, Tough(6)	-	125pts
Stag [1]	-	Light Claws	Fast, Nimble	-	-

A | *Equip with:*

Shortbow (Piercing) +5pts

Take up to two:

Wild Companion +10pts

B | *Take one:*

Wild Companion +10pts

C | *Equip with:*

Bow +5pts

Take one:

Wild Companion +10pts

D | *Upgrade with any:*

Wings (Flying) +5pts

Wizard(1) +20pts

E | *Take up to two:*

Wild Companion +10pts

Mount on:

Stag +5pts

F | *Upgrade with:*

Sergeant +5pts

Musician +10pts

Standard +10pts

G | *Replace all Light Swords:*

Light Maces +45pts

H | *Equip all models with:*

Bows +30pts

I | *Upgrade all models with one:*

Air (Flying) +10pts

Fire (Piercing in Melee) +15pts

Water (Regeneration) +25pts

Earth (Armored) +25pts

J | *Upgrade with one:*

Air (Flying) +5pts

Fire (Fiery Breath) +10pts

Water (Regeneration) +20pts

Earth (Armored) +20pts

K | *Upgrade with any:*

Flying +5pts

Fiery Breath +10pts

Vicious (+2A in Melee) +10pts

Special Rules

Ensnare: Enemy units get Unwieldy in Melee.

Healing Dust: All friendly units within 6" may ignore wounds on a roll of 6+.

Multiple Heads: This unit has A5+X in Melee, where X is the number of wounds it has taken.

Wild Companion: Place a wild companion model next to this unit as long as it is alive. Once per game you may remove the wild companion model and deal D6p hits to an enemy within 12".

Magic Spells

Apotheosis (6+): Target friendly model within 18" immediately removes one wound marker.

Drain Magic (9+): Target unit within 18" loses all spell effects with "until the end of the round".

Shroud of Despair (10+): All enemy units within 12" must re-roll successful morale tests until the end of the round.

Bladewind (10+): Target enemy unit within 24" must take as many Quality tests as models, and it takes one automatic hit for each failed test.

Tempest (11+): Target enemy unit within 30" takes D6+3 automatic hits.

Word of Pain (13+): Target enemy unit within 24" must re-roll successful shooting and melee attacks until the end of the round.

Abyssal Dwarves

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Overmaster [1]	4+	Heavy Sword	Hero, Shieldwall, Slow, Tough(3)	A	25pts
Halfbreed Champion [1]	4+	Heavy Sword	Fast, Hero, Nimble, Regeneration, Tough(3)	-	40pts
Iron-caster [1]	4+	Medium Sword	Slow, Wizard(1)	-	35pts
Slavedriver [1]	5+	Light Sword	Slaver, Tough(3)	B	45pts
Slave Orcs [10]	5+	Light Swords	-	-	60pts
Slave Boar Orcs [5]	5+	Light Swords	Fast, Nimble, Tusker Charge	-	50pts
Blacksouls [10]	4+	Light Swords	Shieldwall, Slow	C, D	70pts
Berserkers [10]	4+	Medium Swords	Slow	C	90pts
Immortals [10]	3+	Light Swords	Shieldwall, Slow	C, D	90pts
Gargoyles [10]	5+	Light Swords	Flying, Regeneration	-	110pts
Decimators [5]	5+	Pistols	Slow	-	35pts
Halfbreeds [5]	4+	Light Claws	Fast, Nimble, Regeneration	-	85pts
Grotesques [3]	4+	Heavy Claws	Fear, Impact(1), Regeneration, Tough(3)	-	125pts
Lesser Golems [3]	4+	Heavy Claws (Piercing)	Armored, Fear, Impact(1), Tough(3)	-	140pts
Greater Golem [1]	4+	Stone Fists (A8 in Melee, Piercing)	Armored, Fear, Impact(D6), Tough(6)	-	105pts
Dragon Team [1]	4+	Fire Thrower	Armored, Ordnance, Tough(3)	-	55pts
Katuschan Rockets [1]	4+	Bolt Thrower	Armored, Ordnance, Tough(3)	-	75pts
G'rog Mortar [1]	4+	Stone Thrower (Indirect)	Armored, Ordnance, Tough(3)	-	100pts
War Boar [1]	-	Light Claws	Fast, Nimble, Tusker Charge	-	-
Abyssal Dragon [1]	-	Fiery Breath, Force Claws	Armored, Fear, Flying, Impact(D6), Tough(6)	-	-

A | Mount on:

Abyssal Dragon +105pts

B | Mount on:

War Boar +10pts

C | Upgrade with:

Sergeant +5pts

Musician +10pts

Standard +10pts

D | Replace all Light Swords:

Light Maces +50pts

Take one:

Throwing Mastiff +20pts

Special Rules

Shieldwall: This unit may ignore wounds on a 6+ when being charged.

Slaver: This unit may be deployed as part of a Slave Orc or a Slave Boar Orc unit. As long as it has joined a unit this model and his unit get Fearless.

Slow: This unit moves up to 3" when using Advance actions, up to 6" when using March/Charge actions.

Throwing Mastiff: Once per game you may release a mastiff on an enemy unit within 12". The mastiff has 5 attacks which hit on 4+. For each inflicted wound the mastiff immediately makes 1 additional attack.

Tusker Charge: This unit gets Piercing in Melee when using Charge actions.

Magic Spells

Acquiescence (6+): Target enemy unit within 24" gets the Unwieldy rule until the end of the round.

Pink Fire (7+): Target enemy unit within 18" takes D6 automatic hits.

Corruption (7+): Target enemy unit within 12" takes D6p automatic hits.

Lash (9+): Target enemy unit within 24" takes D6p automatic hits rule.

Pestilence (9+): Target enemy unit within 18" must re-roll hits until the end of the round.

Treason (10+): Target enemy unit within 24" must re-roll morale tests until the end of the round.

Forces of the Abyss

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Champion [1]	4+	Heavy Sword	Furious, Hero, Regeneration, Tough(3)	A	40pts
Temptress [1]	4+	Heavy Claws	Furious, Hero, Tough(3)	B	30pts
Efreet [1]	4+	Fireball (12", A2D6)	Furious, Hero, Strider, Tough(3)	-	45pts
Archfiend [1]	2+	Force Claws (Piercing)	Armored, Furious, Hero, Impact(D6), Tough(3)	B	90pts
Larvae [10]	6+	Light Claws	Furious	-	35pts
Fleshlings [10]	5+	Light Swords	Furious	C, D	70pts
Succubi [10]	4+	Light Claws	Furious	C	105pts
Gargoyles [10]	5+	Light Swords	Flying, Regeneration	-	110pts
Lower Abyssals [10]	4+	Light Swords	Furious, Regeneration	C, D	135pts
Abyssal Guard [10]	3+	Light Swords	Furious, Regeneration	C	170pts
Flamebearers [5]	5+	Firebolts (18", A1p)	Furious, Regeneration	-	75pts
Hellhounds [5]	4+	Heavy Claws	Fast, Furious, Nimble	-	105pts
Horsemen [5]	3+	Medium Swords	Fast, Furious, Nimble	-	120pts
Imps [3]	5+	Master Claws	Furious, Impact(1), Tough(3)	-	70pts
Tortured Souls [3]	4+	Heavy Maces	Furious, Flying, Impact(1), Tough(3)	-	145pts
Molochs [3]	4+	Master Maces	Fear, Furious, Impact(1), Tough(3)	-	165pts
Chronneas [1]	3+	Sundering Breath (12", A3D6)	Armored, Fear, Impact(D6), Tough(6)	-	125pts
Abyssal Mount [1]	-	Light Claws	Fast, Nimble	-	-

A | Upgrade with any:

Wings (Flying)	+5pts
Wizard(1)	+25pts

Mount on:

Abyssal Mount	+5pts
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B | Upgrade with any:

Wings (Flying)	+5pts
Wizard(1)	+25pts

C | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

D | Replace all Light Swords:

Light Maces	+45pts
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