

Basilea

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Dictator [1]	5+	Heavy Sword	Hero, Inspiring, Regeneration, Tough(3)	A	40pts
High Paladin [1]	4+	Heavy Sword	Hero, Fearless, Regeneration, Tough(3)	B	40pts
Abbyss [1]	5+	Heavy Mace	Fearless, Furious, Hero, Regeneration, Tough(3)	C	40pts
Priest [1]	5+	Light Sword	Regeneration, Tough(3), Wizard(1)	D	30pts
Men-at-Arms [3]	5+	Light Swords	Regeneration	F	25pts
Penitent [1]	5+	Light Mace	Fearless, Regeneration	-	15pts
Paladin [1]	4+	Light Sword	Fearless, Regeneration	E	15pts
Sister [1]	5+	Light Mace	Fearless, Furious, Regeneration	-	20pts
Crossbowman [1]	5+	Crossbow	Regeneration	-	15pts
Paladin Knight [1]	4+	Light Lance	Armored, Fearless, Nimble, Regeneration	-	25pts
Panther Lancer [1]	4+	Light Lance, Light Claws	Fast, Fearless, Furious, Nimble, Regeneration	-	25pts
Elohi [1]	3+	Heavy Mace	Armored, Flying, Fearless, Impact(1), Regeneration, Tough(3)	-	80pts
Warhorse [1]	-	Light Claws	Fast, Nimble	-	-
Panther [1]	-	Medium Claws	Fast, Nimble	-	-

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
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C | **Mount on:**

Panther	+5pts
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D | **Upgrade Wizard(1):**

Wizard(2)	+5pts
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Mount on:

Warhorse	+5pts
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E | **Replace Light Sword:**

Light Mace	+5pts
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F | **Replace all Light Swords:**

Light Spears	+5pts
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Special Rules

Inspiring: The hero and all friendly units within 3" get the Fearless special rule.

Magic Spells

Drain Magic (6+): Target unit within 18" loses all spell effects with "until the end of the round".

Hand of Glory (6+): Target friendly unit within 18" gets Rapid shooting or melee attacks until the end of the round (pick one).

Walk Between Worlds (7+): Target friendly unit within 24" may move by up to 10".

Apotheosis (10+): Target friendly model within 18" immediately removes one wound marker.

Soul Quench (11+): Target enemy unit within 18" takes D6 automatic hits.

Tempest (13+): Target enemy unit within 30" takes D3+1 automatic hits.

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	50pts
Druid [1]	5+	Light Sword	Strider, Tough(3), Wizard(1)	E	20pts
Wild Hunters [3]	5+	Medium Swords	Strider, Vanguard	-	30pts
Salamanders [3]	4+	Light Swords	Strider	G	30pts
Naiads [3]	5+	Light Swords	Ensnare, Regeneration, Strider	-	35pts
Heartpiercer [1]	5+	Shortbow (Piercing)	Regeneration, Strider	-	15pts
Centaur [1]	4+	Light Mace	Fast, Nimble, Strider	H	20pts
Elemental [1]	4+	Heavy Claws	Impact(1), Strider, Tough(3)	F	30pts
Talonrider [1]	4+	Bow, Medium Claws	Flying, Impact(1), Nimble, Tough(3)	-	40pts
Shambler [1]	4+	Heavy Claws (Piercing)	Impact(1), Strider, Tough(3), Vanguard	-	40pts
Wyrmrider [1]	4+	Light Sword, Medium Claws	Fast, Impact(1), Nimble, Regeneration, Strider, Tough(3)	-	45pts
Stag [1]	-	Light Claws	Fast, Nimble	-	-

A | Equip with:

Shortbow (Piercing) +5pts

Take up to two:

Wild Companion +5pts

B | Take one:

Wild Companion +5pts

C | Equip with:

Bow +5pts

Take one:

Wild Companion +5pts

D | Upgrade with any:

Wings (Flying) +5pts

Wizard(1) +5pts

E | Take up to two:

Wild Companion +5pts

Mount on:

Stag +5pts

F | Upgrade with one:

Air (Flying) +5pts

Fire (Piercing in Melee) +5pts

Water (Regeneration) +10pts

Earth (Armored) +10pts

G | Replace all Light Swords:

Light Maces +15pts

H | Equip with:

Bow +5pts

Special Rules

Ensnare: Enemy units get Unwieldy in Melee.

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

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 D3p hits to an enemy within 12".

Magic Spells

Bladewind (5+): Target enemy unit within 24" must take as many Quality tests as models, and it takes one automatic hit for each failed test.

Drain Magic (6+): Target unit within 18" loses all spell effects with "until the end of the round".

Shroud of Despair (7+): All enemy units within 12" must re-roll successful morale tests until the end of the round.

Word of Pain (8+): Target enemy unit within 24" must re-roll successful shooting and melee attacks until the end of the round.

Apotheosis (10+): Target friendly model within 18" immediately removes one wound marker.

Tempest (13+): Target enemy unit within 30" takes D3+1 automatic hits.

Abyssal Dwarves

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Overmaster [1]	4+	Heavy Sword	Hero, Shieldwall, Slow, Tough(3)	-	25pts
Halfbreed Champion [1]	4+	Heavy Sword	Fast, Hero, Nimble, Regeneration, Tough(3)	-	40pts
Iron-caster [1]	4+	Medium Sword	Slow, Wizard(1)	-	15pts
Slavedriver [1]	5+	Light Sword	Slaver, Tough(3)	B	20pts
Slave Orcs [3]	5+	Light Swords	-	-	20pts
Slave Boar Orcs [3]	5+	Light Swords	Fast, Nimble, Tusker Charge	-	30pts
Blacksouls [3]	4+	Light Swords	Shieldwall, Slow	A	20pts
Berserkers [3]	4+	Medium Swords	Slow	-	25pts
Immortals [3]	3+	Light Swords	Shieldwall, Slow	A	25pts
Gargoyles [3]	5+	Light Swords	Flying, Regeneration	-	35pts
Decimators [3]	5+	Pistols	Slow	-	20pts
Halfbreed [1]	4+	Light Claws	Fast, Nimble, Regeneration	-	15pts
Grotesque [1]	4+	Heavy Claws	Fear, Impact(1), Regeneration, Tough(3)	-	40pts
Lesser Golem [1]	4+	Heavy Claws (Piercing)	Armored, Fear, Impact(1), Tough(3)	-	45pts
War Boar [1]	-	Light Claws	Fast, Nimble, Tusker Charge	-	-

A | *Replace all Light Swords:*

Light Maces +15pts

Take one:

Throwing Mastiff +10pts

B | *Mount on:*

War Boar +10pts

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 2 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 (5+): Target enemy unit within 24" gets the Unwieldy rule until the end of the round.

Pestilence (6+): Target enemy unit within 18" must re-roll hits until the end of the round.

Treason (6+): Target enemy unit within 24" must re-roll morale tests until the end of the round.

Pink Fire (8+): Target enemy unit within 18" takes D3 automatic hits.

Corruption (8+): Target enemy unit within 12" takes D3p automatic hits.

Lash (12+): Target enemy unit within 24" takes D3p automatic hits.

Forces of the Abyss

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Champion [1]	4+	Heavy Sword	Furious, Hero, Regeneration, Tough(3)	A	40pts
Tempress [1]	4+	Heavy Claws	Furious, Hero, Tough(3)	B	30pts
Efreet [1]	4+	Fireball (12", A2D6)	Furious, Hero, Strider, Tough(3)	-	45pts
Larvae [5]	6+	Light Claws	Furious	-	20pts
Fleshlings [3]	5+	Light Swords	Furious	C	20pts
Succubi [3]	4+	Light Claws	Furious	-	30pts
Gargoyles [3]	5+	Light Swords	Flying, Regeneration	-	35pts
Lower Abyssals [3]	4+	Light Swords	Furious, Regeneration	C	40pts
Abyssal Guard [1]	3+	Light Sword	Furious, Regeneration	-	15pts
Flamebearer [1]	5+	Firebolt (18", A1p)	Furious, Regeneration	-	15pts
Hellhound [1]	4+	Heavy Claws	Fast, Furious, Nimble	-	20pts
Horseman [1]	3+	Medium Sword	Fast, Furious, Nimble	-	25pts
Imp [1]	5+	Master Claws	Furious, Impact(1), Tough(3)	-	25pts
Tortured Soul [1]	4+	Heavy Mace	Furious, Flying, Impact(1), Tough(3)	-	50pts
Moloch [1]	4+	Master Mace	Fear, Furious, Impact(1), Tough(3)	-	55pts
Abyssal Mount [1]	-	Light Claws	Fast, Nimble	-	-

A | Upgrade with any:

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

Mount on:

Abyssal Mount	+5pts
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B | Upgrade with any:

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

C | Replace all Light Swords:

Light Maces	+15pts
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