

**BASILEAN WAR BAND SPECIAL ABILITY**

IRON RESOLVE (2) – This ability may be used any number of times and at any time a BASILEAN model suffers 1 or more hits. When the ability is used, the model makes no Armour Roll and takes a single wound only, regardless of how many hits the attack caused.

<b>Name</b>	Paladin Defender		<b>Pts</b>	10	20mm	
<b>Race</b>	Basilean		<b>Type</b>	Warrior		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	-	4+	4+	5+	2	2
<i>Parry, Crushing Strength (1)</i>						
<b>Ranged</b>	1D8	<b>Equipment</b>				
<b>Melee</b>	2D8					

<b>Name</b>	Crossbowman		<b>Pts</b>	5	20mm	
<b>Race</b>	Basilean		<b>Type</b>	Grunt		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	5+	6+	6+	5+	1	2
<b>Ranged</b>	2D8	<b>Equipment</b>				
<b>Melee</b>	1D8	Crossbow				

<b>Name</b>	Sisterhood		<b>Pts</b>	6	20mm	
<b>Race</b>	Basilean		<b>Type</b>	Warrior		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	6+	4+	6+	5+	2	2
<b>Ranged</b>	1D8	<b>Equipment</b>				
<b>Melee</b>	2D8					

<b>Name</b>	Gur Panther		<b>Pts</b>	10	Cav	
<b>Race</b>	Beast		<b>Type</b>	Support		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
8	-	4+	6+	5+	2	2
<i>Vicious</i>						
<b>Ranged</b>	-	<b>Equipment</b>				
<b>Melee</b>	2D8					

<b>Name</b>	Sergeant		<b>Pts</b>	10	20mm	
<b>Race</b>	Basilean		<b>Type</b>	Warrior		
<b>Power Dice 1 x R</b>						
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	5+	5+	5+	4+	2	2
<b>Ranged</b>	1D8	<b>Equipment</b>				
<b>Melee</b>	3D8					
<b>SPECIAL ABILITY</b>						
RALLY ON ME! (2) - This is a Group Action. The Sergeant and all members of the group may Break Away from any models they are Engaged with without having to make Armour rolls. Other models in the group must end their moves within 3" of the Sergeant. All group members then perform a Brace Action.						

<b>Name</b>	Sisterhood Scout		<b>Pts</b>	9	20mm	
<b>Race</b>	Basilean		<b>Type</b>	Warrior		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	4+	6+	6+	5+	2	2
<i>Scout</i>						
<b>Ranged</b>	3D8	<b>Equipment</b>				
<b>Melee</b>	1D8	Bow (Range 12")				

<b>Name</b>	Veteran Sergeant		<b>Pts</b>	15	20mm	
<b>Race</b>	Basilean		<b>Type</b>	Command		
<b>Power Dice 1 x W</b>						
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	5+	5+	5+	4+	3	2
<i>Inspiring</i>						
<b>Ranged</b>	1D8	<b>Equipment</b>				
<b>Melee</b>	3D8					
<b>SPECIAL ABILITY</b>						
EVADE (1) - Use this ability when the Veteran Sergeant is to perform a Break Away action. The Veteran Sergeant may Break Away from any models it is Engaged with without having to make Armour rolls and may then perform a Brace Action if desired.						

<b>Name</b>	Paladin Chaplain		<b>Pts</b>	14	20mm	
<b>Race</b>	Basilean		<b>Type</b>	Spellcaster		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	-	5+	4+	5+	3	2
<i>Parry, Crushing Strength (1)</i>						
<b>Spells</b>	Heal (short), Stun (short)					
<b>Ranged</b>	1D8	<b>Equipment</b>				
<b>Melee</b>	2D8					