

Physical excellence, Units in the army that do not have special movement or deploy meant rules may sprint and gain frontline surge (the unit may make a full move, run, or sprint, after all units are deployed, but before the first GT begins)

Plate Mail: Gelu that have Plate Mail have -2E and +2P, which is already included in their profile.

Regular

Bulls 10-20

20 pts each

M	S	MT	RT	I/ACT	A	D	E	P
4	6	7	4	5/1	2	7	10	13

Standard Gear: Sword and Shield (+1P, already included), Plate Mail

Options: May exchange shield for a second sword (+1A, -1P), or switch both sword and shield for great weapon (-1P, -1I, +1S) for free. For 5 points per model, the unit may take a second option. If the unit has 2 sets of gear, the owning player must choose which one he will be using at the beginning of each GT, after determining who goes first (if he does not declare which gear he is using, it is assumed that he is using the gear he used during the previous turn).

Special: common

Wolves 5-10

30 pts each

M	S	MT	RT	I/ACT	A	D	E	P
6	6	7	4	7/1	3	7	12	10

Standard Gear: 2 swords (extra attack already included)

Options: may exchange 2 swords for great weapon (-1I, -1A, +1S)

Special: **infiltrate**, cover crawler

Asps 5-10
30 pts each

M	S	MT	RT	I/ACT	A	D	E	P
4	6	5	6	4/1	1	7	10	12

Standard Gear: Thrower, , Plate Mail

Options: for every 5 models in the unit, one model may be upgraded to a heavy thrower for 10 pts.

Thrower

Range	S	#
15	6	3

Special: Assault, sturdy, -1A (already in profile)

Heavy Thrower

Range	S	#
15	7	6

Special: Assault, Sturdy, -1A (already in profile), -1I, +1S

Harpies 3-5

20 pts each

M	S	MT	RT	I/ACT	A	D	E	P
5	5	6	4	5/1	2	7	12	10

Standard gear: knife (-1S, already included), mages robes (+1E, already included)

Special: Magic: each turn, Harpies may use one of the following spells. Each model may use any one spell, the whole unit does not have to use the same spell.

Blizzard: place a 3" aoe within 15" of the model, scatter as usual. The aoe is a cloud and remains in play until the next time this unit activates. This cloud provides cover and does not affect shooting from friendly models.

Deep Snow: place a 5" aoe within 15" of the model, scatter as usual. The aoe is difficult terrain for enemy models and remains in play unit the next time this unit activates.

Elite

Cyclopi 4-12

35 pts each

M	S	MT	RT	I/ACT	A	D	E	P
4	6	7	5	5/1	2	7	10	13

Standard gear: Throwing rocks, Boulder, Club, Hoplon (+1P already included), Plate Mail

Throwing Rocks

Range	S	#
15	7	1

Boulder Toss: Counts as a spell. To use this ability, 4 Cyclopi must forfeit their Throwing Rocks attacks. When using this weapon, pick one of the following profiles. Each boulder tossed may use a different profile if desired.

Black Ice

Range	S	#
15	6	1

Special: Measure a single 5" AOE from any of the boulder tossing models. That AOE counts as hazardous ground to enemy models and remains in play until the next time the cyclopi act.

Flash Frost

Range	S	#
10	4	1

Special: Measure a single 5" AOE from any of the boulder tossing models. Friendly models treat the AOE as open ground.

Lions 4-8

45 pts each

M	S	MT	RT	I/ACT	A	D	E	P
7	6	7	4	5/1	3	7	11	13

Basic Gear: Sword, Hoplon (+1P already included)

Options: for 5 pts per model, the entire unit may take lances (+3, -2A, and reach on the first turn they charge each game).

for 5 points each, the entire unit may take hasta (reach, -1A)

Special: Calvary, +1P when shot at.

Special

Minotaur 3-5

50 pts each

M	S	MT	RT	I/ACT	A	D	E	P
4	6 (7)	7	4	5/1	2	7	10	14

Basic Gear: Spiked Hoplon (+1P already included) (+1S when Bull Rushing, see below), sword, Heavy Plate Mail (+3P and -2E already included, counts as Plate Mail, Minotaur are on cavalry bases)

Special: Bull Rush. A unit of Minotaur may elect to Bull Rush as a charge action rather than taking a regular charge. When Bull Rushing, each Minotaur model must designate an enemy model as its target. It moves towards that model in a straight line until it reaches it or reaches the end of its 4" charge range. At that point all models underneath the Minotaur (including allied models) must move out of the way if able. If they are not able they are immediately destroyed. Each model touched by the Minotaur during its charge takes an attack at the Minotaur's MT and Str.

2 damage each

Spiders 5-15

40 pts each

M	S	MT	RT	I/ACT	A	D	E	P
4	6	7	4	5/1	2	9	10	13

Basic Gear:Hoplion (+1P already included), Spear (+2S and +2I during a game turn in which the unit is charged, Reach, when fighting not B2B with an enemy the model suffers -1A)

Special: Defensive Formation, while B2B with at least 1 other model in this unit, this model receives +1P.

Adhesive shield, Spiders may reroll the attack to stop a unit attempting to use skirmish.

Leader

Aux 50 pts

M	S	MT	RT	I/ACT	A	D	E	P
4	6	6	5	5/1	0	8	10	13

Standard Gear: Hoplon (already included), Plate Mail

Special: Medic: At the beginning of each GT, 1 model in the Aux's unit that is missing damage may regain d5 damage.

Mystic: at the beginning of his UT, the Aux may use one of the following abilities. The Aux may take no other action in a turn it uses Mystic.

Healer: any unit that includes an Aux may ignore the first casualty that it suffers this turn. if the first casualty has more than 1 damage, it is left alive with with 1 damage remaining.

Shield: if the Aux does nothing but move in a turn, he may use Mystic Shield. The unit the Aux is with gets +2P.

Alacrity: the Aux's unit gains any 2 of the following, +1I, +1A, +1M

Common

Options: at a cost of 40pts, one Aux per army may use 2 of his abilities each turn.

3 Damage

Belico 60 pts

M	S	MT	RT	I/ACT	A	D	E	P
4	6	8	6	6/1	3	9	10	13

Standard Gear: sword and shield (+1P, already in profile), Plate Mail (+2P already included)

Options: may trade shield for and second sword (+1A, -1P) or trade sword and shield for a great weapon (+1S, -1P, -1I) for free. A Belico may replace his gear with the following options (note that the following gear specify what they replace, a Belico may not have 2 items that replace the same gear at any one time):strong back: the Belico may have a single extra piece of gear, the player must declare at the beginning of each GT which piece he will use (if he does not declare his gear, it is assumed that he uses the gear he used last turn)

Hecatoncheir Blade, 30 pts: 1 hand, replaces sword. For every hit the Belico scores in melee, he gets an additional attack. Bonus attacks that hit generate bonus attacks, this can theoretically generate infinite attacks.

Hasta, 5 pts. replaces sword, +1A, reach

Sword of the Avalanche, 20 pts: replaces sword, 1 hand. +3S, gains +1S for each for each hit the Belico scores.

Spiked Hoplon, 10 pts: The Belico may make a Bull Rush like a Minotaur, but without the d5 inches of movement.

Ice shield, 40 pts: replaces hoplon. if an attack would kill the Belico, you may instead have another model in his unit die, and he lives with 1 damage.

Re-enforced Hoplon, 10 pts: one hand, replaces Hoplon (+2 P)

Twin Shield, 20 pts: one hand, replaces sword, +1P (in addition to hoplon), +1 attack.

Death Head, 10 pts:+2A in on any GT in which the Belico charged.

Bull Horns, 5 pts: +1S on any GT in which the Belico charged or was charged. may not take if the Belico has Death Head.

Colossi armor, 20 pts: +3 armor, clunky, 40mm base. may not take lion's mount.

Mount, 40 pts:Cavalry, +3M, +1E
5 damage

Wicked 3-5

Pts, Varies

M	S	MT	RT	I/ACT	A	D	E	P
4	5	7	7	3/1	1	9	10	10

Basic Gear: Knife

Special: Divide Fire

Soul Slave: each model of wicked comes with 2 slave models. The slaves have the same M as with the Wicked, have no combat abilities of any kind, and have 10E and 7P. When a Wicked would die, you may instead have a slave be killed as the Wicked absorbs a slave's life to shake off otherwise fatal injury. Also, provided that the Wicked are in range, they may be allocated multiple hits without allocating any to slave models. The Wicked may only have up to 4 slaves per Wicked at any time.

Soul Bind (spell)

Range	S	#
30	9	1

Special: Melee, Sniper, for each full 5 inches the target is from the Wicked, the S is reduced by 1. Whenever a model is killed by Soul Bind, add a slave model to the unit in formation.

Names of Legend: the unit of Wicked is made up of named characters purchased and used together. Each character may only be purchased once per army unless its rules state otherwise. No character may join the Wicked.

Erinye (fury) 30pts

Special: Erinye uses the above rules. you may include up to 3 Erinyes in a unit of Wicked.

Charon 45 pts

Special: Ferryman: Charon may use his Soul Bind twice a turn.

Cerberus 60 pts

Special: Guard Dog of Hell: the range of Cerberus's Soul Bind is 15, but as long as he lives, number of slaves that die in place of Wicked is the number of Wicked deaths divided by 2 (rounded up).

Hades 50 pts

Special: Lord of Death: Hades' Soul Bind loses Sniping and gains AOE 3 (the center of the AOE is used for determining the S of the AOE. When in melee, Hades used the standard Soul Bind profile.

Sisyphus 45 pts

Special: Cheating Death: Sisyphus's Soul Bind loses Sniper, gains line, and does not lose S due to range. It is used at -1S

Tartarus 40 pts

Special: Titan Pit: Tartarus's Soul Bind Becomes S0, loses Sniping, and gains AOE 5. The AOE remains in play until the next time the Wicked activate. The AOE counts as hazardous

ground, and successful tests must be rerolled. Models kill crossing this ground are turned into slaves.

Erebus 45 pts

Special: Shadow Veil: Erebus's Soul Bind becomes S7, loses Sniping and gains Spray 4.

Nox 40 pts

Special: Blade of the Wicked: Nox loses the Soul Bind spell, gain 4 attacks at S7 and I6. Models killed by this model count as being killed by Soul Bind.

Paragon

Colossi 3-5

50 pts each

M	S	MT	RT	I/ACT	A	D	E	P
4	10	7	5	3/1	2	8	9	16

Standard Gear: Pillar of Creation, +4S, -2I (already included), Colossi Armor (+5P and -3E already included), Ice Shield (+1P, already included)

Special: Ice Shield: when damage is done to a unit of Colossi, the damage is divided amongst all the models in the unit until all models in the unit have only 1 health left, at which point damage is distributed as normal.

Chill Aura: Colossi and friendly units that begin a GT with models within 5" of a Colossi model gain +1M for that GT.

Clunky: Colossi may not sprint. NOTE, they may still run like other infantry

Cover Crawler, Common

3 damage each

Boreas (north wind)

200 pts

M	S	MT	RT	I/ACT	A	D	E	P
5	6	7	8	5/1	2	9	11	11

Standard Gear: Mages gauntlet (see below)

Special: Battle Mage of the South Wind.

Battle Magic of the South Wind: When Boreas is standing still, he has the Multiple Bodies special rule. He may use both of his abilities once each, each turn. He does not require LOS to target. If he targets something that he does not have LOS to, he suffers -1RT.

Ice Fall

Range	S	#
35	6	15

Cryo

Range*	S**	#
Special	7	1

Special: 5" AOE, enemies count the aoe as rough ground. Models take the damage roll any turn that they enter it, ends its UT in it, or the AOE is ends its movement over them. A model may only take damage from Cryo once a GT. The AOE begins the game completely within 10" of Boreas. When Boreas uses this ability, he may move the AOE up to 8" in any direction. The center of the AOE must remain within 15" of Boreas.

**models damaged by Cryo take the full S of Cryo, regardless of their distance from the center of the template.

Boreas has 5 damage.