



The Knights of House Ultima

Hegemony of Basilea



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Knights of House Ultima

There was once a mighty King and Queen, locked in bitter dispute over how best to make use of the lands to the east of their Kingdom, known simply as *Thegarridge*. For as long as anyone could remember, *Thegarridge* had been managed and maintained by the King alone, and during that time a vast assortment of different creatures and peoples had assembled within its borders.

To the outside observer, *Thegarridge* might have appeared a disorganised and unruly nation. It was certainly true that there was no clear system in place to establish how the different races and armies who inhabited the land should conduct themselves while not out on crusade. There were men, elves, dwarves, orcs, great lizards that walked on two legs and even a small company of strange men in blue armour who kept banging on about their Emperor. Each new inhabitant who entered *Thegarridge* tended to pile themselves on top of the settlements of the previous inhabitant – and so the population of *Thegarridge* grew and grew.

To the King, the land of *Thegarridge* was perfect. He knew exactly where every one of his subjects resided, even if he hadn't actually seen some of them in quite a while on account of their settlements being buried under more recent inhabitants. He fiercely resisted any attempts to entice him to reduce the number of citizens living in *Thegarridge*, as he was sure that every one of them would come in useful for something, someday.

But the peace and prosperity could not last. One fateful Thursday afternoon the Queen, who had long paid no heed to the land of *Thegarridge*, paid the King an unexpected visit whilst he was out visiting his people. Shocked by the levels of overcrowding and apparent lack of planning, she immediately demanded that the King take action to bring *Thegarridge* into an order that a rational person might understand.

In particular, the Queen turned her attention to a small settlement of soldiers in the furthest corner of *Thegarridge* known as 'The Grey Men'. It was rumoured that despite occupying the lands of *Thegarridge* for many years, not one of the Grey Men had ever taken up arms and fought on behalf of the King. The inhabitants of this settlement had attracted all manner of unusual and derogatory nicknames such as 'unbuilt', 'unpainted' and 'still on their sprues' – whatever that meant.

The Queen was happy with her plan. She knew that while the King loved to travel far and wide collecting new citizens for *Thegarridge*, it was rare for him to actually put in the time and resources to properly equip them for battle. Of all of the soldiers currently residing within the lands of *Thegarridge*, less than half were equipped and ready for a fight; or 'painted' as the men liked to call it.

The Queen decided that the space cleared by the removal of the Grey Men could be used to store empty cardboard boxes for appliances they no longer owned but might come in useful one day. The King wasn't sure if she was joking about this or not, but felt it safer not to ask.

The Queen informed the King that he had two months to prepare the soldiers for battle. If they were not ready in time for the great journey of the Four Foot Snake, their lives would be forfeit to eBay.

The Queen had counted on the King's usual slothfulness when it came to building and equipping his forces. However, what she had not counted on was his stubbornness. For this was not only a challenge against the poor forgotten warriors from the further corner of *Thegarridge*, it was a slight upon the sanctity of *Thegarridge* itself – a domain that had long been the King's alone, his man cave so to speak.

And so the King set to work. He toiled day and night bringing his new creations to life. Armour was shined, weapons forged and horses tamed. The army the King mustered might not have been the most effective or powerful ever to take the field, but fate would be on its side for it was drawn solely from the forgotten corners of *Thegarridge*. The Grey Men were



Jullius, Dragon of Heaven[1] (*Hero, Large Infantry*)

The Ancient Fury

Spe	Me	Ra	Def	Att	Ne	Pts
10	3+	-	6	8	-/16	275

Special Rules: Elite, Fly, Iron Resolve, Very Inspiring, Crushing Strength (2), Thunderous Charge (1)

Spells: Heal (3)

Ur-Elohi (*Hero, Large Infantry*)

The Bringer of Balance

Spe	Me	Ra	Def	Att	Ne	Pts
10	3+	-	5	6	-/15	180

Special Rules: Fly, Iron Resolve, Inspiring, Crushing Strength (2), Thunderous Charge (1), Vicious

Spells: Heal (3)

Abbes - Mounted (*Hero, Cavalry*)

The Precision Blade

Spe	Me	Ra	Def	Att	Ne	Pts
10	3+	-	4	4	12/14	115

Special Rules: Iron Resolve, Individual, Very Inspiring (Sisterhood only), Crushing Strength (1), Thunderous Charge (1), Headstrong, Vicious

Artefacts: Blade of Slashing

War Wizard - Mounted (*Hero, Cavalry*)

The Spirit of Despair

Spe	Me	Ra	Def	Att	Ne	Pts
9	4+	-	4	1	11/13	95

Special Rules: Iron Resolve, Individual

Spells: Fireball (8), Weakness (2)

Phoenix (*Monster*)

The Spirit of Hope

Spe	Me	Ra	Def	Att	Ne	Pts
10	3+	-	3	3	14/16	165

Special Rules: Iron Resolve, Inspiring, Regeneration (4+), Breath Attack (10), Crushing Strength (1)

Spells: Heal (6)

Elohi (*Horde, Large Infantry*)

The Hammers of Righteousness

Spe	Me	Ra	Def	Att	Ne	Pts
10	3+	-	5	18	-/17	330

Special Rules: Fly, Iron Resolve, Inspiring, Crushing Strength (2), Thunderous Charge (1), Vicious

Artefacts: Brew of Strength

Elohi (*Horde, Large Infantry*)

The Finders of the Way

Spe	Me	Ra	Def	Att	Ne	Pts
10	3+	-	5	18	-/17	320

Special Rules: Fly, Iron Resolve, Inspiring, Crushing Strength (1), Thunderous Charge (1), Vicious, Pathfinder

Artefacts: Maccwar's Potion of the Caterpillar

Paladin Knights (*Regiment, Cavalry*)

The Tip of the Spear

Spe	Me	Ra	Def	Att	Ne	Pts
8	3+	-	5	16	15/17	210

Special Rules: Iron Resolve, Thunderous Charge (2), Headstrong

Forlorn Guard [1] (*Regiment, Infantry*)

The Anvils of Ultima

Spe	Me	Ra	Def	Att	Ne	Pts
5	3+	-	5	12	-/17	170

Special Rules: Iron Resolve, Crushing Strength (1)

Penitent Mob (*Regiment, Infantry*)

The Forever Faithful

Spe	Me	Ra	Def	Att	Ne	Pts
5	5+	-	3	15	12/14	100

Special Rules: Iron Resolve, Crushing Strength (1), Headstrong

Big Little Paul (*Monster*)

The Obvious Choice

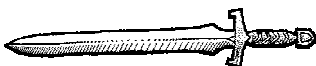
Spe	Me	Ra	Def	Att	Ne	Pts
4	3+	-	5+	(D6+6)	-/17	-

Special Rules: Fat & Lazy, Height 5, 75x75mm Base, Crushing Strength (4), Nimble, Rallying (1), Strider

Formation: Retribution of the Heavens – 35 points

Grants Vicious to both hordes of Elohi and the Ur-Elohi

Total Points: 1995





The Elohi are the angels of the Gods, the mightiest of all Basilea's warriors, sent from the top of mount Kolosu to protect the land the Shining Ones have chosen as their own.

Devine fury and vengeance incarnate, the Elohi deliver the might of the Shining Ones upon the foes of Basilea.

Against their wrath, no enemy can hope to endure for long.





Basilea stands as the last shining bastion of humanity
Through faith and steel the Hegemony has repelled countless threats





NORTHERN
KINGS