SHIELDS OF DAWN

V 0.1

Name [Squad Size]	Base	Cost	Move	Str	Def	Evd	HP	Can Equip	Item Slots	Spell Slots	Activated Abilities	Passive	Keywords
Grandmaster Konrad [1]	50mm	150	7"	8	5	5+	9	Sunsword, Zenith Shield	2	1	Venerable Devotion, Summon Sanctuary	Rally to Arms, Smite Evil, Dawn's Touch	SHIELD, LEADER
Grandmaster Folques [1]	50mm	150	10"	8	5	5+	9	Solar Blade, Zenith Shield	2	1	Summon Sanctuary, Chosen One	Fly, Passby, Smite Evil, Dawn's Touch	SHIELD, LEADER, FLIER
Winged Justiciars [2-3]	50mm	90	10"	6	4	5+	7	Greatsword, Eclipse Shield, Celestial Bow	2	-	Lethal Accuracy	Fly, Passby, Rally to Arms	SHIELD, INFANTRY, HEAVY, FLIER
Radiant Charioteers [1]	140mm	110	12"	6	4	5+	12	Greatsword, Eclipse Shield	1	-	Stunning Radiance	Fly, Passby, Trample	SHIELD, MOUNT, FLIER
Daybreak Knights [2-4]	35mm	70	7"	4	4	5+	6	Forenoon Crossbow	2	-	Fear of the Righteous	Rally to Arms, Courage	SHIELD, RANGED INFANTRY
Sunrise Maidens [2-4]	25mm	60	7"	3	4	5+	4	Polemace, Shield	1	1	Sacrilege	Smite Evil, Dawn's Touch	SHIELD, INFANTRY
Aurora Paladins [2-4]	35mm	40	6"	3	4	5+	3	Glaive, Eclipse Shield, Shield, Dawn's Banner	2	-	Devout Fervor	Courage	SHIELD, INFANTRY, CASTER
Dawn Legionnaire [3-5]	35mm	30	6"	3	4	5+	3	Longsword, Shield, Pious Mace, Double Glaive, Dawn's Banner	2	-	-	Iron Resolution	SHIELD, INFANTRY
Gallant Crusaders [2-5]	25mm	40	6"	4	4	5+	4	Greatsword, Eclipse Shield, Grandhammer	1	-	Comradeship	Smite Evil, Courage	SHIELD, INFANTRY
Dawn Air Cavalry [3-6]	50mm	30	10"	2	4	4+	3	Longsword, Shield, Glaive	2	-	-	Fly, Passby	SHIELD, CAVALRY, FLIER
High Sanctuary Terrain [1]	-	30	-	-	2	6+	2	-	-	-	Relocate	Sacred Rite	SHIELD, SHRINE
Gryphon [6-14]	35mm	10	12"	1	2	4+	2	Claws	1	-	Pincer Hunting	Fly	SHIELD, MOUNT, FLIER

| Items	Slots Used	Range	Strength (Hit Dice)	Cost	Ability
Sunsword	1	Melee	+4	25	Allied squads within 3" get +1 Defense.
Solar Blade	1	Melee	+4	25	Allied squads within 3" get -1 Evade.
Greatsword	1	Melee	+3	20	After dealing damage, the enemy squad receives an Awe counter.
Longsword	1	Melee	+1	0	-
Grandhammer	2	Melee	+4	20	-
Polemace	1-2	4"	+1	0	If this weapon is used with 2 slots, its strength is +3.
Glaive	1	3"	+1	5	-
Double Glaive	2	2"	+2	10	If this weapon deals damage, roll an extra attack.
Pious Mace	1	2"	+2	15	If this weapon deals damage, the wielder heals 1hp.
Shield	1	-	-	0	Wielder gets Defense +1.
Eclipse Shield	1	-	-	10	Roll a D6. On a result 4+, the attacking squad takes 1 damage.
Zenith Shield	1	-	-	15	You can reroll 1d3 Evade die.
Celestial Bow	2	20"	+2	25	If this item deals damage to target squad, that squad cannot activate any ability until your next Starting phase.
Forenoon Crossbow	2	18"	+2	20	On Starting Phase, roll a D3 for each Puncture counter on an enemy. On a result of 1, the enemy unit takes 2 Damage. Remove all Punctured counters.
Dawn's Banner	2	-	User	30	Allied squads within 10" get Strength +1. Multiple Sacred Banners do not stack.
Claws	Melee	User	-	0	If this attack hits an enemy, it can be used one additional time per turn.

Spells	Cast Difficulty	Range	Effect
Dawn's Grace	8	15"	Heal D3 wounds to an allied squad within range.
Daybreak's Might	6	8"	Select an allied squad within range. Double the damage he would deal on his next spell. Does not stack.
Solar Charge	10	-	One allied squads on the battlefield can move an extra 6".

Activated Abilities	Effect
Venerable Devotion	Roll a D6. On a 4+ remove all enemy effects or counters on allied squads within 5".
Summon Sanctuary	Activate at anytime. Place a High Sanctuary Terrain at 6" from this model. You can do this twice per game.
Chosen One	If Grandmaster Folques is destroyed, roll a D6. On a result of 5+ Folques is resurrected. You can do this once per game.
Lethal Accuracy	When dealing damage, deal 1 additional Direct Damage.
Stunning Radiance	If the charioteers deal damage to a squad, that squad cannot attack until its controller's next End Phase.
Fear of the Righteous	Select an enemy squad within 8". Until the end of this turn, that squad has -1 Defense.
Sacrilege	Activate after this squad takes damage in hand-to-hand combat. It may immediately attack an enemy squad in hand-to-hand combat once.
Devout Fervor	If this squad is not at full hp, it has +2 Strength.
Comradeship	During your opponent's turn. After a friendly squad within 6" is damaged, you may chose to redirect all the damage to this squad instead.
Relocate	Activate at any time. If any SHIELD model is within 3" from this totem, you can move this shrine up to 7" in any direction.
Pincer Hunting	Activate during your Starting Phase. You can split this squad into two. They stay separated until the end of the game.

Passive	Effect
Rally to Arms	When using Rush in the Movement Phase, this squad rolls 2 extra dice. If it ends up within hand-to-hand combat from an enemy squad, move an allied squad next to it that is not further than 5" away.
Sacred Rite	At the beginning of the game or when a High Sanctuary is created, select a Sanctuary Miracle. That miracle applies throughout the game and cannot be changed.
Courage	All other allied squads within 4" get +1 Defence.
Dawn's Touch	Whenever this target deals damage, it heals 1 hp.
Smite Evil	All enemy squads within 3" have their Evade raised by 1.
Fly	This squad can move ignoring terrain and units.
Passby	This squad can move 6" after attacking.
Iron Resolution	Enemy squads in hand-to-hand combat with this squad have -2 Defense.
Trample	If this squad successfully deals damage after an attack, it deals an extra D3 Direct Damage to the damaged unit.

Sanctuary Miracles	Effect
Miracle of Benevolence	Select target squad within 5" and remove up to 2 Wounds. This can only be used per game.
Miracle of Verdict	Select target enemy squad within 10" and deal D6 damage to it. This can only be used once per turn, per game.
Miracle of Determination	All other allied squads within 5" from this Sanctuary receive +2 to their Move.

Status Effects	Effect
Awe	Until your next Starting Phase, target squad has -1 Strength. Remove the counter during your next Starting Phase.
Puncture	During your Starting phase, roll a D3 for each Puncture counter on a target. On a result of 1, the target receives 2 Damage. Remove all Puncture counters.
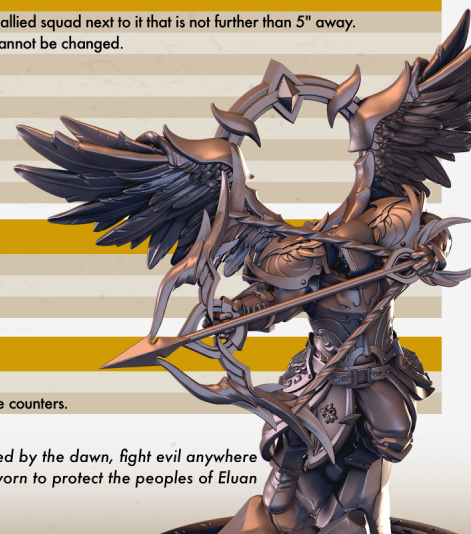
The shields of dawn are an order of brave and holy warriors, who blessed by the dawn, fight evil anywhere they come across it and have sworn to protect the peoples of Eluan