

## Brotherhood 2.5k battlemasters (Kings of War 2E, Clash of Kings 2019) [2,500pts]

### [Main Army, 1500+ Roster pts] (The Brotherhood) [2,500pts]

Rules: Alignment (The Brotherhood): Good

#### Infantry [710pts]

##### Order of the Brotherhood on Foot - Regiment [150pts]

**Selections:** Two-Handed Weapons

**Categories:** INFANTRY, REGIMENTS

**Rules:** *Crushing Strength (n), Headstrong, Valiant*

**Inf:** *Order of the Brotherhood on Foot (2H) - Regiment*

Inf	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Order of the Brotherhood on Foot (2H) - Regiment	5	3+	-	4+	12	15/17	CS (1), Headstrong, Valiant	1	UE p10

##### Order of the Brotherhood on Foot - Regiment [150pts]

**Selections:** Two-Handed Weapons

**Categories:** INFANTRY, REGIMENTS

**Rules:** *Crushing Strength (n), Headstrong, Valiant*

**Inf:** *Order of the Brotherhood on Foot (2H) - Regiment*

Inf	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Order of the Brotherhood on Foot (2H) - Regiment	5	3+	-	4+	12	15/17	CS (1), Headstrong, Valiant	1	UE p10

##### Villein Spearmen - Horde [210pts]

**Selections:** Brew of Strength [30pts]

**Categories:** INFANTRY, HORDES/LEGIONS

**Rules:** *Brew of Strength, Crushing Strength (n), Phalanx*

**Inf:** *Villein Spearmen - Horde*

Inf	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Villein Spearmen - Horde	5	4+	-	4+	30	19/21	Phalanx	1	UE p10

##### Villein Spearmen - Horde [200pts]

**Selections:** Hammer of Measured Force [20pts]

**Categories:** INFANTRY, HORDES/LEGIONS

**Rules:** *Hammer of Measured Force, Phalanx*

**Inf:** *Villein Spearmen - Horde*

Inf	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Villein Spearmen - Horde	5	4+	-	4+	30	19/21	Phalanx	1	UE p10

#### Cavalry [440pts]

**Order of the Brotherhood - Regiment [225pts]****Selections:** Maccwar's Potion of the Caterpillar [20pts]**Categories:** CAVALRY, REGIMENTS**Rules:** *Headstrong, Maccwar's Potion of the Caterpillar, Pathfinder, Thunderous Charge (n), Valiant***Cav:** *Order of the Brotherhood - Regiment*

Cav	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
<b>Order of the Brotherhood - Regiment</b>	8	3+	-	5+	16	15/17	Headstrong, TC (2), Valiant	2	UE p11

**Order of the Brotherhood - Regiment [215pts]****Selections:** Whip of Celerity [10pts]**Categories:** CAVALRY, REGIMENTS**Rules:** *Headstrong, Thunderous Charge (n), Valiant, Whip of Celerity***Cav:** *Order of the Brotherhood - Regiment*

Cav	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
<b>Order of the Brotherhood - Regiment</b>	8	3+	-	5+	16	15/17	Headstrong, TC (2), Valiant	2	UE p11

**Large Cavalry [530pts]****Order of the Forsaken - Horde [265pts]****Categories:** LARGE CAVALRY, HORDES/LEGIONS**Rules:** *Fly, Headstrong, Thunderous Charge (n), Valiant***LrgCav:** *Order of the Forsaken - Horde*

LrgCav	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
<b>Order of the Forsaken - Horde</b>	10	3+	-	5+	18	15/17	Fly, Headstrong, TC (2), Valiant	3	UE p11

**Order of the Forsaken - Horde [265pts]****Categories:** LARGE CAVALRY, HORDES/LEGIONS**Rules:** *Fly, Headstrong, Thunderous Charge (n), Valiant***LrgCav:** *Order of the Forsaken - Horde*

LrgCav	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
<b>Order of the Forsaken - Horde</b>	10	3+	-	5+	18	15/17	Fly, Headstrong, TC (2), Valiant	3	UE p11

**Heroes [510pts]****Devoted [105pts]****Selections:** Heal (4) [20pts], Shroud of the Saint [25pts]**Categories:** HEROES, INDIVIDUALS, HERO/MON/WARENG**Rules:** *Heal (n), Individual, Shroud of the Saint***Hero (Inf):** *Devoted*

Hero (Inf)	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
<b>Devoted</b>	5	5+	-	4+	1	11/13	Heal (2), Individual	1	UE p13

### Devoted [105pts]

**Selections:** Inspiring Talisman [H] [20pts], Martyr's Prayer (7) [25pts]

**Categories:** HEROES, INDIVIDUALS, HERO/MON/WARENG

**Rules:** Heal (n), Individual, Inspiring, Inspiring Talisman [H], Martyr's Prayer (n)

**Hero (Inf):** Devoted

Hero (Inf)	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Devoted	5	5+	-	4+	1	11/13	Heal (2), Individual	1	UE p13

### Exemplar Adjutant [100pts]

**Selections:** Banner of the Griffin [25pts], Mounted [20pts]

**Categories:** HEROES, INDIVIDUALS, HERO/MON/WARENG

**Rules:** Banner of the Griffin, Headstrong, Individual, Inspiring, Rallying! (n), Valiant

**Hero (Cav):** Exemplar Adjutant - Mounted

Hero (Cav)	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Exemplar Adjutant - Mounted	8	5+	-	5+	1	10/12	Headstrong, Individual, Inspiring, Valiant	2	UE p13

### Exemplar Adjutant [80pts]

**Selections:** Lute of Insatiable Darkness [H] [25pts]

**Categories:** HEROES, INDIVIDUALS, HERO/MON/WARENG

**Rules:** Bane Chant (n), Headstrong, Individual, Inspiring, Lute of Insatiable Darkness [H], Valiant

**Hero (Inf):** Exemplar Adjutant

Hero (Inf)	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Exemplar Adjutant	5	5+	-	4+	1	10/12	Headstrong, Individual, Inspiring, Valiant	1	UE p13

### Exemplar Hunter [120pts]

**Selections:** Mounted [30pts]

**Categories:** HEROES, INDIVIDUALS, HERO/MON/WARENG

**Rules:** Crushing Strength (n), Fury, Individual, Inspiring, Thunderous Charge (n), Valiant, Vicious

**Hero (Cav):** Exemplar Hunter - Mounted

Hero (Cav)	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Exemplar Hunter - Mounted	8	3+	-	4+	4	12/14	CS (2), Fury, Individual, Inspiring, TC (1), Valiant, Vicious (against Monsters only)	2	UE p13

## Monsters [310pts]

### Forsaken Beast [155pts]

**Selections:** Ensnare [30pts]

**Categories:** MONSTERS, HERO/MON/WARENG

**Rules:** Crushing Strength (n), Ensnare

**Mon:** Forsaken Beast

Mon	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Forsaken Beast	6	4+	-	5+	8	15/17	CS (2)	4	UE p12

## Forsaken Beast [155pts]

**Selections:** Ensnare [30pts]

**Categories:** MONSTERS, HERO/MON/WARENG

**Rules:** *Crushing Strength (n)*, *Ensnare*

**Mon:** *Forsaken Beast*

Mon	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Forsaken Beast	6	4+	-	5+	8	15/17	CS (2)	4	UE p12

## Force Rules

**Alignment (The Brotherhood):** Good: ()

## Selection Rules

**Bane Chant (n):** Spell with (n) attacks, 12" range, and always hits on 4+ regardless of modifiers. Only usable on friendly units, including units engaged in combat. Hits don't inflict damage. If at least one hit is scored, for the rest of the turn the unit's melee and ranged attacks increase their Crushing Strength and Piercing values by 1, or gain Crushing Strength (1) and Piercing (1) if they don't already have it. Multiple Bane Chants hitting the same unit do not have cumulative effects. [CoK]: This will only grant or improve Piercing if two or more hits are scored from the SAME casting. (KoW p83)

**Banner of the Griffin:** [CoK]: This unit gains the Rallying! (1) special rule, or increases the value of its Rallying! by 1, to a maximum of (2). (CoK19 p28)

**Brew of Strength:** This unit has Crushing Strength (1), or if this unit already has Crushing Strength, it is increased by 1. (KoW p80)

**Crushing Strength (n):** All melee hits inflicted by this unit have a +(n) modifier when rolling to damage. (KoW p72)

**Ensnare:** In melee, when attacking this unit's front, enemies suffer an additional -1 to hit modifier. (KoW p73)

**Fly:** This unit can move over anything, but cannot land on top of things not normally allowed. Only suffers Hindered charges if ending its move touching or within an obstacle/difficult terrain. Confers the Nimble special rule. [CoK]: While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (e.g. Individual) then they will remain Nimble while Disordered. (KoW p73)

**Fury:** While Wavered, this unit may declare a Counter-Charge. (KoW p73)

**Hammer of Measured Force:** [CoK]: This unit will always damage the enemy on a 4+ in melee, regardless of modifiers. (CoK19 p28)

**Headstrong:** If this unit is Wavering at the start of a turn, roll a D6. [CoK]: On a 3+ it is Disordered instead. (KoW p73)

**Heal (n):** Spell with (n) attacks, 12" range, and always hits on 4+ regardless of modifiers. Only usable on friendly units, including units engaged in combat. Hits don't inflict damage. For every hit caused, the target unit removes a point of damage that it has previously suffered. (KoW p83)

**Individual:** May pivot to face any direction for free before being given a move order or shooting. This unit never blocks line of sight or offers cover against ranged attacks. Confers the Nimble special rule. Enemies shooting at Individuals suffer an additional -1 to hit modifier. This unit aligns flush with enemy chargers. This unit does not double/triple attacks except against War Engines. If an Individual is Routed and charger Regroups D6" forward, it can contact an enemy unit, and may attack again immediately. Hindered applies to this Regroup if the original charge was as well. [CoK]: Enemies don't double/triple attacks against this unit, unless it is an Individual War Engine. (KoW p71)

**Inspiring:** If this unit, or any friendly but non-allied unit within 6" is Routed, the opponent must re-roll that Nerve test, and the second result stands. For Inspiring (Specific Unit) the unit will only inspire itself and that unit. (KoW p73)

**Inspiring Talisman [H]:** Limited to Heroes. Confers the Inspiring special rule. (KoW p80)

**Lute of Insatiable Darkness [H]:** [CoK]: This artefact can only be used by Heroes. The Hero has the Bane Chant (2) spell. (CoK19 p28)

**Maccwar's Potion of the Caterpillar:** Confers the Pathfinder special rule. (KoW p80)

**Martyr's Prayer (n):** [CoK]: 12" range. Friendly units only, including units engaged in combat. Instead of causing damage, for each hit scored remove one point of damage which has been previously taken by the target and transfer it to the caster. The caster will not take a Nerve test for damage taken in this way. (CoK19 p31)

**Pathfinder:** This unit suffers no movement penalties for difficult terrain, and is not Hindered for charging through difficult terrain. (KoW p74)

**Phalanx:** Units that charge this unit's front cannot use the Thunderous Charge special rule. (KoW p74)

**Rallying! (n):** Friendly, non-allied units within 6" of this unit have +(n) to their Waver and Rout Nerve values. This is cumulative, with a maximum of +2. Only the Rout Nerve value of Fearless units (cannot Waver) is affected by Rallying! (UE p5)

**Shroud of the Saint:** [CoK]: Users with the Heal spell only. This item increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6). (CoK19 p28)

**Thunderous Charge (n):** All melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This is in addition to the unit's Crushing Strength (if any), [CoK]: However, this unit loses this bonus when Disordered and reduces this bonus by 1 (to a minimum of zero) when Hindered. (KoW p75)

**Valiant:** Amongst the Brotherhood force, some units have the Valiant special rule. This is identical to the Rallying! (1) special rule, and can stack with it to a maximum of 2, except only Villeins can benefit from it. (UE p8)

**Vicious:** Whenever this unit rolls to damage, it can re-roll all dice that score a natural, unmodified 1. (KoW p75)

**Whip of Celerity:** [CoK]: While declaring and measuring a charge, the unit has an additional 1" added onto their maximum charge distance. For example, a unit with Speed 5 has a maximum charge distance of 11". (CoK19 p27)