

BROTHER MARK 2300-7



BROTHERHOOD: ORDER OF THE BROTHERMARK

GOOD

Paladin Foot Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	5	2	3	12	15/17	150
Upgrade to Paladin Defenders [1] (Regiment only) - Gain Aura (Elite (Melee) - Paladin Infantry only)									15
Headstrong, Iron Resolve, Aura (Elite (Melee) - Paladin Infantry only)									[165]
Keywords: Human, Paladin									
Regiment(20)	5	3	-	4	2	3	12	15/17	150
Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (1)									0
Headstrong, Iron Resolve, Crushing Strength (1)									[150]
Keywords: Human, Paladin									
Regiment(20)	5	3	-	4	2	3	12	15/17	150
Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (1)									0
Headstrong, Iron Resolve, Crushing Strength (1)									[150]
Keywords: Human, Paladin									

Order of the Abyssal Hunt

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	16	15/17	[225]
Crushing Strength (1), Fury, Iron Resolve, Thunderous Charge (1), Vicious (Melee - Monsters and Titans only)									
Keywords: Human, Order, Tracker									
Regiment(10)	8	3	-	5	3	3	16	15/17	225
Sir Jesse's Boots of Striding									15
									[240]
Crushing Strength (1), Fury, Iron Resolve, Thunderous Charge (1), Vicious (Melee - Monsters and Titans only)									
Keywords: Human, Order, Tracker									

Villein Skirmishers

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	9	4	-	4	3	1	7	9/11	[95]
Nimble, Thunderous Charge (1)									
Keywords: Human, Villein									
Troop(5)	9	4	-	4	3	1	7	9/11	[95]
Nimble, Thunderous Charge (1)									
Keywords: Human, Villein									

Ogre Palace Guard

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	3	-	5	3	3	18	15/17	[235]
Brutal, Crushing Strength (2), Iron Resolve									
Keywords: Ogre									
Horde(6)	6	3	-	5	3	3	18	15/17	[235]
Brutal, Crushing Strength (2), Iron Resolve									
Keywords: Ogre									

Exemplar Paladin										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	5	13/15	105	
Lute of Insatiable Darkness Lead from the Front [1] - Gain Rallying (1 - Infantry only) - this upgrade cannot be taken in addition to a Horse mount. Crushing Strength (1), Elite (Melee), Headstrong, Individual, Inspiring, Iron Resolve, Mighty, Rallying (1 - Infantry only) Keywords: Human, Paladin									25 10 [140]	
Exemplar Paladin										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	5	13/15	105	
The Gauntlet Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3) Crushing Strength (1), Elite (Melee), Headstrong, Individual, Inspiring, Iron Resolve, Mighty, Duelist Keywords: Human, Paladin									10 35 [150]	
Priest										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	2	0	1	11/13	75	
Conjurer's Staff Bane Chant (2) Cleanse, Crushing Strength (1), Individual, Inspiring, Iron Resolve Spells: Heal (3), Bane Chant (2) Keywords: Human									10 20 [105]	
High Paladin on Dragon										Hero (Ttn) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	4	5	6	1	10	17/19	310	
Blade of Slashing Crushing Strength (3), Fly, Headstrong, Inspiring, Iron Resolve, Nimble Dragon's Breath (12", Steady Aim) Keywords: Draconic, Human, Paladin									5 [315]	

Total Unit Strength: 24
 Total Core: 2300 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Cleanse	If one or more hits are scored by this unit's Heal spell, the target unit is no longer Weakened or Hexed.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.

Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.