

2300 CLASH BROTHERS



BROTHERHOOD: ORDER OF THE BROTHERMARK

GOOD

Men-at-Arms Spearmen

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	30	21/23	205
Upgrade with a Veteran Command, increasing the unit's rout & waver values by +1									15
Iron Resolve, Phalanx									[220]
Keywords: Human, Men-at-Arms									

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
Blessing of the Gods									20
The Gauntlet									10
Aegis Fragment									5
Crushing Strength (1), Fury, Iron Resolve, Thunderous Charge (1), Vicious (Melee - Monsters and Titans only), Duelist									[260]
Keywords: Human, Order, Tracker									
Regiment(10)	8	3	-	5	3	3	16	15/17	225
Brew of Strength									30
The Gauntlet									10
Aegis Fragment									5
Crushing Strength (1), Fury, Iron Resolve, Thunderous Charge (1), Vicious (Melee - Monsters and Titans only), Duelist									[270]
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									

Paladin Knights

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(20)	8	3	-	5	3	4	32	22/24	355
Maccwar's Potion of the Caterpillar									20
Aegis Fragment									5
Headstrong, Iron Resolve, Thunderous Charge (2)									[380]
Keywords: Human, Paladin									

Phoenix

Titan Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	3	6	1	5	14/16	[195]
Crushing Strength (1), Fly, Nimble, Radiance of Life, Regeneration (4+)									
Spells: Fireball (10), Heal (5)									
Keywords: Angelic, Flamebound, Majestic									

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	
Blade of the Beast Slayer The Gauntlet Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									20 10 35	
Crushing Strength (1), Elite (Melee), Headstrong, Individual, Inspiring, Iron Resolve, Mighty, Duelist Keywords: Human, Paladin									[170]	
Exemplar Hunter										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	4	12/14	90	
Inspiring Talisman The Gauntlet Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									20 10 35	
Crushing Strength (2), Dragon Slayer, Elite (Melee), Individual, Iron Resolve, Mighty, Duelist Keywords: Human, Paladin, Tracker									[155]	
Priest										Hero (Cav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	4	-	4	3	0	1	11/13	75	
Conjurer's Staff Bane Chant (2) Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									10 20 25	
Cleanse, Crushing Strength (1), Individual, Inspiring, Iron Resolve Spells: Heal (3), Bane Chant (2) Keywords: Human									[130]	
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	
Brew of Haste									20	
Crushing Strength (3), Fly, Headstrong, Inspiring, Iron Resolve, Nimble Dragon's Breath (12", Steady Aim) Keywords: Draconic, Human, Paladin									[330]	

Total Unit Strength: 18
 Total Core: 2300 (100%)

Total Units: 11



SPECIAL RULES AND SPELLS:

Aegis Fragment	Once per game, when this unit's <i>Iron Resolve</i> is used, it can regain a maximum of two points of damage previously suffered, instead of one. The unit's Aegis Fragment is then destroyed and cannot be used again for the remainder of the game.
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 the Beast Slayer	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
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.
Dragon Slayer	The unit gains Vicious (Melee - Monsters and Titans only) and doubles its attacks while attacking a Monster or Titan in melee.

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.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
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.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
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.