

## The Order of the Brothermark [2300]

Paladin Monster Slayers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [295]	5	3+	-	5+	4	25	22/24	2	[255]
Brew of Strength									[40]
<b>Special Rules:</b> Fury, Iron Resolve, Vicious(Melee - Monsters and Titans only),Crushing Strength(1) <b>Keywords:</b> Human, Order, Paladin									

Oathsworn Guardians [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [180]	5	3+	-	4+	3	12	-/17	2	[180]
<b>Special Rules:</b> Crushing Strength(1),Duelist, Elite(Melee),Inspiring, Iron Resolve, Rampage(D3) <b>Keywords:</b> Human, Order, Paladin									

Order of the Abyssal Hunt	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [230]	8	3+	-	5+	3	16	15/17	3	[230]
<b>Special Rules:</b> Crushing Strength(1),Fury, Iron Resolve, Slayer(Melee - D3),Thunderous Charge(1),Vicious <b>Keywords:</b> Human, Order, Tracker									
Cav Regiment [230]	8	3+	-	5+	3	16	15/17	3	[230]
<b>Special Rules:</b> Crushing Strength(1),Fury, Iron Resolve, Slayer(Melee - D3),Thunderous Charge(1),Vicious <b>Keywords:</b> Human, Order, Tracker									
Cav Regiment [230]	8	3+	-	5+	3	16	15/17	3	[230]
<b>Special Rules:</b> Crushing Strength(1),Fury, Iron Resolve, Slayer(Melee - D3),Thunderous Charge(1),Vicious <b>Keywords:</b> Human, Order, Tracker									
Cav Regiment [230]	8	3+	-	5+	3	16	15/17	3	[230]
<b>Special Rules:</b> Crushing Strength(1),Fury, Iron Resolve, Slayer(Melee - D3),Thunderous Charge(1),Vicious <b>Keywords:</b> Human, Order, Tracker									

Villein Skirmishers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [95]	9	4+	-	4+	1	7	9/11	3	[95]
<b>Special Rules:</b> Nimble, Thunderous Charge(1) <b>Keywords:</b> Human, Villein									
Cav Troop [95]	9	4+	-	4+	1	7	9/11	3	[95]
<b>Special Rules:</b> Nimble, Thunderous Charge(1) <b>Keywords:</b> Human, Villein									

Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 Spellcaster 1 [125]	8	4+	-	4+	0	1	11/13	3	[55]
Horse Mount									[25]
Bane Chant (2)									[20]
Alchemist's Curse[1](0)									[25]
<b>Special Rules:</b> Command, Crushing Strength(1),Individual, Inspiring, Iron Resolve, Cleanse <b>Keywords:</b> Human									
Hero (Cav) 1 Spellcaster 1 [105]	8	4+	-	4+	0	1	11/13	3	[55]
Horse Mount									[25]
War-Bow of Kaba									[5]
War-Bow of Kaba (24", Att: 1, Ra: 4+, Piercing(1),Steady Aim)									
Bane Chant (2)									[20]
<b>Special Rules:</b> Command, Crushing Strength(1),Individual, Inspiring, Iron Resolve, Cleanse <b>Keywords:</b> Human									

War Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [85]	5	5+	-	4+	0	1	10/12	2	[35]
Lightning Bolt (4)									[30]
Bane Chant (2)									[20]
<b>Special Rules:</b> Individual, Iron Resolve <b>Keywords:</b> Human									
Hero (Inf) 1 Spellcaster 2 [85]	5	5+	-	4+	0	1	10/12	2	[35]
Inspiring Talisman									[20]
Lightning Bolt (4)									[30]
<b>Special Rules:</b> Individual, Iron Resolve, Inspiring <b>Keywords:</b> Human									

High Paladin on Dragon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 0 [315]	10	3+	4+	5+	2	10	18/19	6	[310]
Staying Stone									[5]
Dragon's Breath (12", Steady Aim)									
<b>Special Rules:</b> Command, Crushing Strength(3),Fly, Headstrong, Inspiring, Iron Resolve, Nimble <b>Keywords:</b> Draconic, Human, Paladin									

Total Units: 13      Total Unit Strength: 23  
 Total Primary Core Points: 2300 (100.0%)

Special Rule	Description
Cleanse	If one or more hits are scored by this unit's Heal spell, the target unit is no longer Weakened or Hexed.

Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit triples 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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble 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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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 Inspiring 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 (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile 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 Crushing Strength (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.

Spell	Description	Special Rules
<b>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
<b>Alchemist's Curse [1]</b> Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6),rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
War-Bow of Kaba	The unit gains the following Ranged attack: War-Bow of Kaba: 24inches, Att: 1, Ra: 4+, Piercing (1),Steady Aim.
Inspiring Talisman	The unit gains the Inspiring special rule. If a unit already has the Inspiring Special Rule, replace it with the Very Inspiring Special Rule. Units with the Very Inspiring Special Rule gain no additional effect.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.