



The Order of the Brothermark [1495]

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

Ogre Palace Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [240]	6	3+	-	5+	3	18	16/17	3	[235]
Staying Stone									[5]
Special Rules: <i>Brutal, Crushing Strength(2), Iron Resolve</i> Keywords: <i>Ogre</i>									

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]
Special Rules: <i>Crushing Strength(1), Fury, Iron Resolve, Slayer(Melee - D3), Thunderous Charge(1), Vicious</i> Keywords: <i>Human, Order, Tracker</i>									
Cav Regiment [230]	8	3+	-	5+	3	16	15/17	3	[230]
Special Rules: <i>Crushing Strength(1), Fury, Iron Resolve, Slayer(Melee - D3), Thunderous Charge(1), Vicious</i> Keywords: <i>Human, Order, Tracker</i>									
Cav Regiment [230]	8	3+	-	5+	3	16	15/17	3	[230]
Special Rules: <i>Crushing Strength(1), Fury, Iron Resolve, Slayer(Melee - D3), Thunderous Charge(1), Vicious</i> Keywords: <i>Human, Order, Tracker</i>									
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Special Rules: <i>Crushing Strength(1), Fury, Iron Resolve, Slayer(Melee - D3), Thunderous Charge(1), Vicious</i> Keywords: <i>Human, Order, Tracker</i>									

Bearer of the Holy Icon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [55]	5	5+	-	4+	0	1	10/12	2	[50]
War-Bow of Kaba									[5]
War-Bow of Kaba (24", Att: 1, Ra: 4+, Piercing(1), Steady Aim)									
Special Rules: <i>Aura(Lifeleech +1) – Infantry Only, Command, Individual, Iron Resolve, Very Inspiring</i> Keywords: <i>Human</i>									

Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 Spellcaster 1 [100]	8	4+	-	4+	0	1	11/13	3	[55]
Horse Mount									[25]
Bane Chant (2)									[20]
Special Rules: <i>Command, Crushing Strength(1), Individual, Inspiring, Iron Resolve, Cleanse</i> Keywords: <i>Human</i>									

Total Units: 8 **Total Unit Strength:** 18
Total Primary Core Points: 1495 (100.0%)

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread 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.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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).
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).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Bane Chant 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.	

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.