



## The Order of the Brothermark [2500]

| Villein Penitents Infantry  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts  |
|---|----|----|----|----|----|-----|-------|----|------|
| Regiment (20) [75]<br><i>Special Rules: Crushing Strength(1) Keywords: Expendable, Human, Villein</i> | 5  | 5+ | -  | 3+ | 2  | 12  | 11/14 | 2  | [75] |
| Regiment (20) [75]<br><i>Special Rules: Crushing Strength(1) Keywords: Expendable, Human, Villein</i> | 5  | 5+ | -  | 3+ | 2  | 12  | 11/14 | 2  | [75] |

| Men-at-Arms Swordsmen Infantry   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts                 |
|--|----|----|----|----|----|-----|-------|----|---------------------|
| Troop (10) [85]<br>Veteran Command<br>Skirmisher's Boots<br><i>Special Rules: Iron Resolve, Nimble Keywords: Human, Men-at-Arms, Villein</i> | 5  | 4+ | -  | 4+ | 1  | 10  | 10/12 | 2  | [70]<br>[5]<br>[10] |

| Paladin Monster Slayers Infantry  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts           |
|---|----|----|----|----|----|-----|-------|----|---------------|
| Horde (40) [295]<br>Brew of Strength<br><i>Special Rules: Fury, Iron Resolve, Vicious(Melee - Monsters and Titans only), Crushing Strength(1) Keywords: Human, Order, Paladin</i> | 5  | 3+ | -  | 5+ | 4  | 25  | 22/24 | 2  | [255]<br>[40] |
| Horde (40) [275]<br>Hammer of Measured Force<br><i>Special Rules: Fury, Iron Resolve, Vicious(Melee - Monsters and Titans only) Keywords: Human, Order, Paladin</i>               | 5  | 3+ | -  | 5+ | 4  | 25  | 22/24 | 2  | [255]<br>[20] |

| Order of the Abyssal Hunt Cavalry   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts           |
|---|----|----|----|----|----|-----|-------|----|---------------|
| Regiment (10) [245]<br>Sir Jesse's Boots of Striding<br><i>Special Rules: Crushing Strength(1), Fury, Iron Resolve, Slayer(Melee - D3), Thunderous Charge(1), Vicious Keywords: Human, Order, Tracker</i> | 8  | 3+ | -  | 5+ | 3  | 16  | 15/17 | 3  | [230]<br>[15] |
| Regiment (10) [245]<br>Helm of the Drunken Ram<br><i>Special Rules: Crushing Strength(1), Fury, Iron Resolve, Slayer(Melee - D3), Thunderous Charge(2), Vicious Keywords: Human, Order, Tracker</i>       | 8  | 3+ | -  | 5+ | 3  | 16  | 15/17 | 3  | [230]<br>[15] |

| Villein Skirmishers Cavalry   | Sp | Me | Ra | De | US | Att | Ne   | Ht | Pts  |
|---|----|----|----|----|----|-----|------|----|------|
| Troop (5) [95]<br><i>Special Rules: Nimble, Thunderous Charge(1) Keywords: Human, Villein</i> | 9  | 4+ | -  | 4+ | 1  | 7   | 9/11 | 3  | [95] |
| Troop (5) [95]<br><i>Special Rules: Nimble, Thunderous Charge(1) Keywords: Human, Villein</i> | 9  | 4+ | -  | 4+ | 1  | 7   | 9/11 | 3  | [95] |

| Phoenix Titan   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts          |
|---|----|----|----|----|----|-----|-------|----|--------------|
| 1 Spellcaster 0 [145]<br>Firesparks (18", Att: 10, Steady Aim)<br>Heal (5)<br><i>Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Angelic, Flamebound, Majestic</i> | 8  | 3+ | 4+ | 3+ | 1  | 3   | 16/18 | 6  | [145]<br>[0] |
| 1 Spellcaster 0 [145]<br>Firesparks (18", Att: 10, Steady Aim)<br>Heal (5)<br><i>Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Angelic, Flamebound, Majestic</i> | 8  | 3+ | 4+ | 3+ | 1  | 3   | 16/18 | 6  | [145]<br>[0] |
| 1 Spellcaster 0 [145]<br>Firesparks (18", Att: 10, Steady Aim)<br>Heal (5)<br><i>Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Angelic, Flamebound, Majestic</i> | 8  | 3+ | 4+ | 3+ | 1  | 3   | 16/18 | 6  | [145]<br>[0] |

| Exemplar Chaplain Hero (Cavalry)  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts                          |
|---|----|----|----|----|----|-----|-------|----|------------------------------|
| 1 Spellcaster 1 [115]<br>Horse Mount<br>Inspiring Talisman<br>Mindfog(2)<br><i>Special Rules: Crushing Strength(1), Elite(Melee), Individual, Iron Resolve, Rallying(1 - Villein only), Cleanse, Inspiring Keywords: Human, Paladin</i> | 8  | 3+ | -  | 5+ | 0  | 3   | 11/13 | 3  | [60]<br>[25]<br>[20]<br>[10] |

| High Chaplain Augustus [1]<br>Hero (Infantry)  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts                 |
|--|----|----|----|----|----|-----|-------|----|---------------------|
| 1 Spellcaster 2 [145]<br>Bane Chant (3)<br>Heal (5)<br><i>Special Rules:</i> Crushing Strength(1),Elite(Melee),Individual, Inspiring, Iron Resolve, Mighty, Rallying(1 - Human only),Cleanse <i>Keywords:</i> Human, Paladin | 5  | 3+ | -  | 5+ | 0  | 4   | 13/15 | 2  | [145]<br>[0]<br>[0] |

| High Paladin on Dragon Hero<br>(Titan)  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts                 |
|---|----|----|----|----|----|-----|-------|----|---------------------|
| 1 Spellcaster 0 [320]<br>Aegis Fragment<br>Healing Brew<br>Dragon's Breath (12", Steady Aim)<br><i>Special Rules:</i> Crushing Strength(3),Fly, Headstrong, Inspiring, Iron Resolve, Nimble, Aegis Fragment <i>Keywords:</i> Draconic, Human, Paladin | 10 | 3+ | 4+ | 5+ | 1  | 10  | 17/19 | 6  | [310]<br>[5]<br>[5] |

**Total Units:** 15      **Total Unit Strength:** 25  
**Total Primary Core Points:** 2500 (100.0%)

| Special Rule      | Description  |
|-------------------|--|
| Aegis Fragment    | Once per game, when this unit's Iron Resolve 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.   |
| Cleanse           | If one or more hits are scored by this unit's Heal spell, the target unit is no longer Weakened or Hexed.  |
| Crushing Strength | All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.   |
| 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 6 inches 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 one point of damage previously suffered.  |
| Mighty            | Individuals with the Mighty 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. 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.  |
| Rallying          | Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.   |
| 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.  |
| 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><br>Range: 12"<br>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>Heal</b><br>Range: 12"<br>Friendly, Self, CC | For each hit, the target unit regains a point of damage that it has previously suffered.  |               |
| <b>Mind Fog</b><br>Range: 36"<br>Enemy          | Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.                                    | Shattering    |

| Artefact                      | Description  |
|-------------------------------|--|
| Healing Brew                  | Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered. |
| Skirmisher's Boots            | Troops only. The unit gains the Nimble special rule.   |
| Helm of the Drunken Ram       | The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.  |
| Sir Jesse's Boots of Striding | Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.  |
| Hammer of Measured Force      | In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.  |
| Inspiring Talisman            | The unit gains the Inspiring special rule.   |
| Brew of Strength              | The unit gains the Crushing Strength (+1) special rule.  |