

# Brothermark LGT 2024 - Purge the Heretic

2300 / 2300 VALID



## The Order of the Brothermark [2300]

| Villein Penitents   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts          |
|---|----|----|----|----|----|-----|-------|----|--------------|
| Inf Regiment [75]<br><i>Special Rules:</i> Crushing Strength(1) <i>Keywords:</i> Expendable, Human, Villein   | 5  | 5+ | -  | 3+ | 2  | 12  | 11/14 | 2  | [75]         |
| Inf Legion [190]<br><i>Special Rules:</i> Crushing Strength(1) <i>Keywords:</i> Expendable, Human, Villein  | 5  | 5+ | -  | 3+ | 4  | 30  | 24/27 | 2  | [190]        |
| Inf Legion [195]<br>Fire-Oil<br><i>Special Rules:</i> Crushing Strength(1 / +1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration) <i>Keywords:</i> Expendable, Human, Villein | 5  | 5+ | -  | 3+ | 4  | 30  | 24/27 | 2  | [190]<br>[5] |

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

| Villein Bowmen   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|--|----|----|----|----|----|-----|-------|----|-------|
| Inf Horde [165]<br>Bows (24")<br><i>Special Rules:</i> Phalanx <i>Keywords:</i> Human, Villein | 5  | 6+ | 5+ | 3+ | 3  | 20  | 19/21 | 2  | [165] |

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

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

| Heavy Arbalest  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts  |
|---|----|----|----|----|----|-----|-------|----|------|
| WE 1 [75]<br>Heavy Arbalest (48", Blast(D3), Piercing(2), Reload, Shattering)<br><i>Special Rules:</i> Iron Resolve <i>Keywords:</i> Human, Men-at-Arms | 5  | 0+ | 4+ | 4+ | 0  | 2   | 10/12 | 2  | [75] |
| WE 1 [75]<br>Heavy Arbalest (48", Blast(D3), Piercing(2), Reload, Shattering)<br><i>Special Rules:</i> Iron Resolve <i>Keywords:</i> Human, Men-at-Arms | 5  | 0+ | 4+ | 4+ | 0  | 2   | 10/12 | 2  | [75] |

| Exemplar Chaplain   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts                                |
|---|----|----|----|----|----|-----|-------|----|------------------------------------|
| Hero (Inf) 1 Spellcaster 1 [95]<br>Battle Hymns<br>Blade of Slashing<br>Heal (2)<br>Host Shadowbeast(2)<br><i>Special Rules:</i> Crushing Strength(1), Elite(Melee), Individual, Iron Resolve, Rallying(1 - Villein only), Cleanse, Aura(Fury - Villein only) <i>Keywords:</i> Human, Paladin | 5  | 3+ | -  | 5+ | 0  | 3   | 11/13 | 2  | [60]<br>[5]<br>[5]<br>[10]<br>[15] |

| Priest   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts          |
|--|----|----|----|----|----|-----|-------|----|--------------|
| Hero (Inf) 1 Spellcaster 1 [75]<br>Bane Chant (2)<br><i>Special Rules:</i> Crushing Strength(1), Individual, Inspiring, Iron Resolve, Cleanse <i>Keywords:</i> Human | 5  | 4+ | -  | 4+ | 0  | 1   | 11/13 | 2  | [55]<br>[20] |

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

| High Paladin on Dragon  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|---|----|----|----|----|----|-----|-------|----|-------|
| <b>Hero (Titan) 1</b> Spellcaster 0 [330]   | 10 | 3+ | 4+ | 5+ | 2  | 10  | 17/19 | 6  | [310] |
| Aegis Fragment  |    |    |    |    |    |     |       |    | [5]   |
| Aegis of the Elohi  |    |    |    |    |    |     |       |    | [15]  |
| Dragon's Breath (12", Steady Aim)   |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> <i>Crushing Strength(3),Fly, Headstrong, Inspiring, Iron Resolve(2),Nimble, Aegis Fragment</i> <b>Keywords:</b> <i>Draconic, Human, Paladin</i> |    |    |    |    |    |     |       |    |       |

**Total Units:** 14      **Total Unit Strength:** 26  
**Total Primary Core Points:** 2300 (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.   |
| 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. |
| Blast             | If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.   |
| 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 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).  |
| 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.  |
| Phalanx           | Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.   |
| Piercing          | All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.   |

|                   |  |
|-------------------|--|
| 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. |
| Reload            | The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.  |
| Shattering        | If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.   |
| 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>Host Shadowbeast</b><br>Range: 12"<br>Friendly Individuals or Self (individuals only), CC | If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3) Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect. |               |

| Artefact                      | Description  |
|-------------------------------|--|
| Blade of Slashing             | Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.  |
| Fire-Oil                      | The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration). |
| Aegis of the Elohi            | The unit gains the Iron Resolve (+1) Special Rule.   |
| Helm of Confidence            | The unit gains the Inspiring (Self) special rule.  |
| Sir Jesse's Boots of Striding | Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.  |
| Brew of Strength              | The unit gains the Crushing Strength (+1) special rule.  |