



## BROTHERHOOD: ORDER OF THE BROTHERMARK

GOOD

### Men-at-Arms Spearmen

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	4	2	3	15	14/16	125
Upgrade with a Veteran Command, increasing the unit's rout & waver values by +1									10
Iron Resolve, Phalanx Keywords: Human, Men-at-Arms, Villein									[135]
Regiment(20)	5	4	-	4	2	3	15	14/16	125
Upgrade with a Veteran Command, increasing the unit's rout & waver values by +1									10
Iron Resolve, Phalanx Keywords: Human, Men-at-Arms, Villein									[135]

### Paladin Monster Slayers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	3	-	5	2	4	25	22/24	255
Brew of Strength									40
Fury, Iron Resolve, Vicious (Melee - Monsters and Titans only) Keywords: Human, Order, Paladin									[295]

### 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	235
Blessing of the Gods									20
Crushing Strength (1), Fury, Iron Resolve, Slayer (Melee - D3), Thunderous Charge (1), Vicious Keywords: Human, Order, Tracker									[255]
Regiment(10)	8	3	-	5	3	3	16	15/17	235
Maccwar's Potion of the Caterpillar									20
Crushing Strength (1), Fury, Iron Resolve, Slayer (Melee - D3), Thunderous Charge (1), Vicious Keywords: Human, Order, Tracker									[255]
Regiment(10)	8	3	-	5	3	3	16	15/17	235
Brew of Sharpness									35
Crushing Strength (1), Fury, Iron Resolve, Slayer (Melee - D3), Thunderous Charge (1), Vicious Keywords: Human, Order, Tracker									[270]

### 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									
Regiment(10)	9	3	-	4	3	3	14	13/15	145
Upgrade to Initiates of the Brothermark (Regiments only) - Melee 3+, Waver/Route +1									20
Nimble, Thunderous Charge (1) Keywords: Human, Villein									[165]

<b>Ogre Palace Guard</b>										<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	3	-	5	3	3	18	15/17	235	
Sir Jesse's Boots of Striding									15	
Brutal, Crushing Strength (2), Iron Resolve									[250]	
Keywords: Ogre										
<b>Priest</b>										<b>Hero (Inf) Spellcaster: 1</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	2	0	1	11/13	75	
The Boomstick									25	
Bane Chant (2)									20	
Cleanse, Crushing Strength (1), Individual, Inspiring, Iron Resolve									[120]	
Spells: Heal (3), Bane Chant (2)										
Keywords: Human										
<b>War-Wizard</b>										<b>Hero (Inf) Spellcaster: 2</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	10/12	75	
Conjurer's Staff									10	
Replace Fireball with Lightning Bolt (4)									0	
Individual, Iron Resolve									[85]	
Spells: Lightning Bolt (4)										
Keywords: Human										
<b>High Chaplain Augustus [1]</b>										<b>Hero (Inf) Spellcaster: 2</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	4	13/15	[145]	
Crushing Strength (1), Elite (Melee), Individual, Inspiring, Iron Resolve, Mighty, Rallying (1 - Human only)										
Spells: Bane Chant (3), Heal (5)										
Keywords: Human, Paladin										

Total Unit Strength: 27  
Total Core: 2300 (100%)

Total Units: 13



## SPECIAL RULES AND SPELLS:

<b>Bane Chant</b>	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.
<b>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Brew of Strength</b>	The unit gains the <i>Crushing Strength</i> (+1) special rule.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Cleanse</b>	If one or more hits are scored by this unit's Heal spell, the target unit is no longer Weakened or Hexed.
<b>Conjurer's Staff</b>	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	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.
<b>Iron Resolve</b>	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.

<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	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.
<b>Phalanx</b>	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.
<b>Rallying</b>	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 <i>Rallying</i> are in range.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>Slayer</b>	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.
<b>The Boomstick</b>	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.
<b>Thunderous Charge</b>	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).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.