



The Order of the Brothermark [2300]

Villein Penitents	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [75] <i>Special Rules:</i> Crushing Strength(1) <i>Keywords:</i> Expendable, Human, Villein	5	5+	-	3+	2	12	11/14	2	[75]
Inf Regiment (20) [75] <i>Special Rules:</i> Crushing Strength(1) <i>Keywords:</i> Expendable, Human, Villein	5	5+	-	3+	2	12	11/14	2	[75]
Inf Regiment (20) [75] <i>Special Rules:</i> Crushing Strength(1) <i>Keywords:</i> Expendable, Human, Villein	5	5+	-	3+	2	12	11/14	2	[75]
Inf Regiment (20) [75] <i>Special Rules:</i> Crushing Strength(1) <i>Keywords:</i> Expendable, Human, Villein	5	5+	-	3+	2	12	11/14	2	[75]
Inf Regiment (20) [75] <i>Special Rules:</i> Crushing Strength(1) <i>Keywords:</i> Expendable, Human, Villein	5	5+	-	3+	2	12	11/14	2	[75]
Inf Regiment (20) [75] <i>Special Rules:</i> Crushing Strength(1) <i>Keywords:</i> Expendable, Human, Villein	5	5+	-	3+	2	12	11/14	2	[75]
Inf Legion (60) [190] <i>Special Rules:</i> Crushing Strength(1) <i>Keywords:</i> Expendable, Human, Villein	5	5+	-	3+	4	30	24/27	2	[190]
Inf Legion (60) [190] <i>Special Rules:</i> Crushing Strength(1) <i>Keywords:</i> Expendable, Human, Villein	5	5+	-	3+	4	30	24/27	2	[190]
Inf Legion (60) [190] <i>Special Rules:</i> Crushing Strength(1) <i>Keywords:</i> Expendable, Human, Villein	5	5+	-	3+	4	30	24/27	2	[190]

Oathsworn Guardians [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [180] <i>Special Rules:</i> Crushing Strength(1), Duelist, Elite(Melee), Inspiring, Iron Resolve, Rampage(D3) <i>Keywords:</i> Human, Order, Paladin	5	3+	-	4+	3	12	-/17	2	[180]

Order of the Abyssal Hunt	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [250] Blessing of the Gods <i>Special Rules:</i> Crushing Strength(1), Fury, Iron Resolve, Slayer(Melee - D3), Thunderous Charge(1), Vicious, Elite <i>Keywords:</i> Human, Order, Tracker	8	3+	-	5+	3	16	15/17	3	[230] [20]
Cav Regiment (10) [230] <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]

Exemplar Paladin	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [115] Lead from the Front <i>Special Rules:</i> Crushing Strength(1), Elite(Melee), Headstrong, Individual, Inspiring, Iron Resolve, Mighty, Rallying(1 - Infantry only) <i>Keywords:</i> Human, Paladin	5	3+	-	5+	0	5	13/15	2	[105] [10]

Exemplar Chaplain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [65] Battle Hymns <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] [5]
Hero (Inf) 1 Spellcaster 1 [65] Battle Hymns <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] [5]
Hero (Inf) 1 Spellcaster 1 [65] Battle Hymns <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] [5]

Dictator	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [90] Iron Discipline <i>Special Rules:</i> Crushing Strength(2), Duelist, Individual, Inspiring, Iron Resolve, Mighty, Iron Discipline <i>Keywords:</i> Human	5	3+	-	5+	0	4	12/14	2	[75] [15]
Hero (Inf) 1 [75] <i>Special Rules:</i> Crushing Strength(2), Duelist, Individual, Inspiring, Iron Resolve, Mighty <i>Keywords:</i> Human	5	3+	-	5+	0	4	12/14	2	[75]

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

Total Units: 19 **Total Unit Strength:** 33
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Iron Discipline	Unless Disordered, at the start of each of your Ranged phases, you may select a single Friendly Core unit with the Human keyword within 12" of the Dictator and Line of Sight. This unit immediately suffers D3 points of damage and gains Vicious (Melee) and Inspiring (Self) until the start of their following Turn. No Nerve tests are required for damage caused in this way.

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.
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.
Duelist	While attacking enemy Individuals in Melee, this unit doubles 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.
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 one point of damage previously suffered.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
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.
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
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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.

Heal

Range: 12"
Friendly, Self, CC

For each hit, the target unit regains a point of damage that it has previously suffered.

Artefact**Description**

Blessing of the Gods

The unit gains the Elite special rule.