

# Jackson Blakemore Brothermark Hoosier Storm

2300 / 2300 VALID

## The Order of the Brothermark [2300]

Paladin Monster Slayers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [155]	5	3+	-	5+	3	12	15/17	2	[155]
<i>Special Rules: Fury, Iron Resolve, Vicious(Melee - Monsters and Titans only) Keywords: Human, Order, Paladin</i>									
Regiment (20) [155]	5	3+	-	5+	3	12	15/17	2	[155]
<i>Special Rules: Fury, Iron Resolve, Vicious(Melee - Monsters and Titans only) Keywords: Human, Order, Paladin</i>									

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

Ogre Palace Guard Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [235]	6	3+	-	5+	3	18	15/17	3	[235]
<i>Special Rules: Brutal, Crushing Strength(2),Iron Resolve Keywords: Ogre</i>									
Horde (6) [235]	6	3+	-	5+	3	18	15/17	3	[235]
<i>Special Rules: Brutal, Crushing Strength(2),Iron Resolve Keywords: Ogre</i>									

Phoenix Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [175]	8	3+	4+	2+	1	3	16/18	6	[145]
Ancient Phoenix [30]									
Firesparks (18", Att: 10, Steady Aim)									
Heal (5) [0]									
<i>Special Rules: Crushing Strength(1),Fly, Regeneration(3+),Radiance of Life, Cloak of Death Keywords: Angelic, Flamebound, Majestic</i>									

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

Priest Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [120]	5	4+	-	4+	0	1	11/13	2	[75]
Shroud of the Saint [25]									
Heal (5) [0]									
Bane Chant (2) [20]									
<i>Special Rules: Crushing Strength(1),Individual, Inspiring, Iron Resolve, Cleanse Keywords: Human</i>									

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

[F] The Defenders of Righteousness (Paladin Knights - Defenders of Righteousness) [1] Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [210]	8	3+	-	5+	3	16	15/17	3	[210]
<i>Special Rules: Brutal, Headstrong, Iron Resolve, Thunderous Charge(2) Keywords: Human, Paladin</i>									

[F] The Defenders of Righteousness (Paladin Knights - Defenders of Righteousness) [1] Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [210] <i>Special Rules: Brutal, Headstrong, Iron Resolve, Thunderous Charge(2)</i> <b>Keywords:</b> Human, Paladin	8	3+	-	5+	3	16	15/17	3	[210]

[F] Sir Roderick Demonbane (High Paladin on Dragon - Defenders of Righteousness) [1] Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [365] Heal (4) <i>Special Rules: Brutal, Cloak of Death, Crushing Strength(3), Fly, Headstrong, Inspiring, Iron Resolve, Nimble</i> <b>Keywords:</b> Draconic, Human, Paladin	10	3+	4+	5+	1	10	17/19	6	[350] [15]

**Total Units:** 12      **Total Unit Strength:** 23  
**Total Primary Core Points:** 2300 (100.0%)

Special Rule	Description
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.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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.
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. 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 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.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per 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.

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.
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.
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> 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.	
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	

Artefact	Description
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.