

The Order of the Brothermark [2300]

Villein Penitents Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [125]	5	5+	-	3+	3	25	18/21	2	[125]
<i>Special Rules: Crushing Strength(1) Keywords: Expendable, Human, Villein</i>									

Men-at-Arms Swordsmen Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [115]	5	4+	-	4+	3	12	14/16	2	[105]
Veteran Command [10]									
<i>Special Rules: Iron Resolve Keywords: Human, Men-at-Arms, Villein</i>									

Villein Bowmen Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [95]	5	6+	5+	3+	2	10	12/14	2	[95]
Bows (24")									
<i>Special Rules: Phalanx Keywords: Human, Villein</i>									
Regiment (20) [95]	5	6+	5+	3+	2	10	12/14	2	[95]
Bows (24")									
<i>Special Rules: Phalanx Keywords: Human, Villein</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>									

Order of the Abyssal Hunt Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [260]	8	3+	-	5+	3	16	15/17	3	[230]
Brew of Strength [30]									
<i>Special Rules: Crushing Strength(2), Fury, Iron Resolve, Slayer(Melee - D3), Thunderous Charge(1), Vicious Keywords: Human, Order, Tracker</i>									
Regiment (10) [230]	8	3+	-	5+	3	16	15/17	3	[230]
<i>Special Rules: Crushing Strength(1), Fury, Iron Resolve, Slayer(Melee - D3), Thunderous Charge(1), Vicious Keywords: Human, Order, Tracker</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 (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [125]	8	4+	-	4+	0	1	11/13	3	[75]
Horse Mount [25]									
Shroud of the Saint [25]									
Heal (5) [0]									
<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) [230]	8	3+	-	5+	3	16	15/17	3	[210]
Aegis Fragment [5]									
Helm of the Drunken Ram [15]									
<i>Special Rules: Brutal, Headstrong, Iron Resolve, Thunderous Charge(3), Aegis Fragment 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) [230] Aegis Fragment	8	3+	-	5+	3	16	15/17	3	[210] [5]
Sir Jesse's Boots of Striding									[15]
<i>Special Rules:</i> Brutal, Headstrong, Iron Resolve, Thunderous Charge(2), Aegis Fragment Keywords: Human, Paladin									

[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 [355] Aegis Fragment	10	3+	4+	5+	1	10	17/19	6	[350] [5]
Dragon's Breath (12", Steady Aim)									
<i>Special Rules:</i> Brutal, Cloak of Death, Crushing Strength(3), Fly, Headstrong, Inspiring, Iron Resolve, Nimble, Aegis Fragment Keywords: Draconic, Human, Paladin									

Total Units: 13 **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.
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 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.
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 unimpeded Charge against this unit's front suffer a -1 to hit modifier

in the subsequent Melee.

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.
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
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
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.
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.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.