

Brothermark Gem City Tourney

1995 / 1995 VALID



The Order of the Brothermark [1995]

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

Men-at-Arms Spearmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [125] Veteran Command <i>Special Rules: Iron Resolve, Phalanx Keywords: Human, Men-at-Arms, Villein</i>	5	4+	-	4+	3	15	14/16	2	[115] [10]
Inf Regiment [125] Veteran Command <i>Special Rules: Iron Resolve, Phalanx Keywords: Human, Men-at-Arms, Villein</i>	5	4+	-	4+	3	15	14/16	2	[115] [10]
Inf Regiment [125] Veteran Command <i>Special Rules: Iron Resolve, Phalanx Keywords: Human, Men-at-Arms, Villein</i>	5	4+	-	4+	3	15	14/16	2	[115] [10]

Villein Bowmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [170] Fire-Oil Bows (24") <i>Special Rules: Phalanx, Crushing Strength(+1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration) Keywords: Human, Villein</i>	5	6+	5+	3+	3	20	19/21	2	[165] [5]

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

Phoenix	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Angelic, Flamebound, Majestic</i>	8	3+	4+	3+	2	3	15/17	6	[145] [0]
Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Angelic, Flamebound, Majestic</i>	8	3+	4+	3+	2	3	15/17	6	[145] [0]

Exemplar Paladin	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [115] Lead from the Front <i>Special Rules: Crushing Strength(1), Elite(Melee), Headstrong, Individual, Inspiring, Iron Resolve, Mighty, Rallying(1 - Infantry only) Keywords: Human, Paladin</i>	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: Crushing Strength(1), Elite(Melee), Individual, Iron Resolve, Rallying(1 - Villein only), Cleanse, Aura(Fury - Villein only) Keywords: Human, Paladin</i>	5	3+	-	5+	0	3	11/13	2	[60] [5]
Hero (Inf) 1 Spellcaster 1 [65] Battle Hymns <i>Special Rules: Crushing Strength(1), Elite(Melee), Individual, Iron Resolve, Rallying(1 - Villein only), Cleanse, Aura(Fury - Villein only) Keywords: Human, Paladin</i>	5	3+	-	5+	0	3	11/13	2	[60] [5]

Bearer of the Holy Icon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [80] Diadem of Dragonkind Fireball (8) <i>Special Rules: Aura(Lifeleech (+1) - Infantry Only), Individual, Iron Resolve, Very Inspiring Keywords: Human</i>	5	5+	-	4+	0	1	10/12	2	[50] [30]

War Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [65] Fireball (10) Special Rules: Individual, Iron Resolve Keywords: Human	5	5+	-	4+	0	1	10/12	2	[35] [30]

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

Total Units: 16 **Total Unit Strength:** 26
Total Primary Core Points: 1995 (100.0%)

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.
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.
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.

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).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	

Artefact	Description
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).
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Diadem of Dragonkind	The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6.