

Last Stand of Brookmere Tom Ziegler

2300 / 2300 VALID



Kingdoms of Men [2300]

Pole-Arms Block	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [105] <i>Special Rules: Crushing Strength(1) Keywords: Human</i>	5	4+	-	3+	3	12	13/15	2	[105]
Inf Regiment [105] <i>Special Rules: Crushing Strength(1) Keywords: Human</i>	5	4+	-	3+	3	12	13/15	2	[105]
Inf Regiment [105] <i>Special Rules: Crushing Strength(1) Keywords: Human</i>	5	4+	-	3+	3	12	13/15	2	[105]

Foot Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [135] Two-handed Weapons <i>Special Rules: Crushing Strength(1) Keywords: Human, Knight</i>	5	3+	-	4+	3	12	14/16	2	[135] [0]
Inf Regiment [135] Two-handed Weapons <i>Special Rules: Crushing Strength(1) Keywords: Human, Knight</i>	5	3+	-	4+	3	12	14/16	2	[135] [0]

Militia Mob*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [65] <i>Keywords: Expendable, Human</i>	5	5+	-	3+	2	12	11/14	2	[65]
Inf Regiment [65] <i>Keywords: Expendable, Human</i>	5	5+	-	3+	2	12	11/14	2	[65]

Fanatics	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [160] Helm of the Drunken Ram <i>Special Rules: Crushing Strength(1), Wild Charge(D3), Thunderous Charge(1) Keywords: Berserker, Human</i>	5	3+	-	3+	3	15	-/15	2	[145] [15]

Bowmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [100] Bows (24") <i>Keywords: Human</i>	5	5+	5+	3+	2	10	13/15	2	[100]
Inf Regiment [100] Bows (24") <i>Keywords: Human</i>	5	5+	5+	3+	2	10	13/15	2	[100]
Inf Regiment [100] Bows (24") <i>Keywords: Human</i>	5	5+	5+	3+	2	10	13/15	2	[100]

Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 Spellcaster 2 [150] Pegasus Mount Boots of Levitation Knowledgable[1] Lightning Bolt (3) Alchemist's Curse[1](2) <i>Special Rules: Fly, Nimble Keywords: Human</i>	10	5+	-	4+	1	1	10/12	4	[50] [35] [30] [10] [0] [25]
Hero (Lrg Cav) 1 Spellcaster 1 [105] Pegasus Mount Lightning Bolt (3) Heal (3) <i>Special Rules: Fly, Nimble Keywords: Human</i>	10	5+	-	4+	1	1	10/12	4	[50] [35] [0] [20]

The Captain [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [120] <i>Special Rules: Crushing Strength(1), Individual, Mighty, Rallying(1), Very Inspiring, Master Tactician Keywords: Human</i>	5	3+	-	5+	0	5	13/15	2	[120]

Hero on Pegasus	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [90] <i>Special Rules: Crushing Strength(1), Fly, Nimble Keywords: Beast, Human</i>	10	3+	-	5+	1	3	10/12	4	[90]
Hero (Lrg Cav) 1 [90] <i>Special Rules: Crushing Strength(1), Fly, Nimble Keywords: Beast, Human</i>	10	3+	-	5+	1	3	10/12	4	[90]

General on Winged Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [190] <i>Special Rules: Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring</i> Keywords: Beast, Human	10	3+	-	5+	1	7	14/16	5	[190]
Hero (Mon) 1 [190] <i>Special Rules: Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring</i> Keywords: Beast, Human	10	3+	-	5+	1	7	14/16	5	[190]
Hero (Mon) 1 [190] <i>Special Rules: Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring</i> Keywords: Beast, Human	10	3+	-	5+	1	7	14/16	5	[190]

Total Units:

19

Total Unit Strength:

35

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Master Tactician	: You can redeploy D3 of your own units after deployment is finished, but before Scout moves are made.

Special Rule	Description
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Individual	See the Rules Chapter for Individuals
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.
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.
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).
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

Spell	Description	Special Rules
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Alchemist's Curse [1] Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6), rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover

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.
Boots of Levitation	The unit may still make Ranged attacks even after receiving an At the Double Movement order.