



## The Order of the Brothermark [2300]

Villein Penitents Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [75] <i>Special Rules: Crushing Strength(1) Keywords: Expendable, Human, Villein</i>	5	5+	-	3+	2	12	11/14	2	[75]
Regiment (20) [75] <i>Special Rules: Crushing Strength(1) Keywords: Expendable, Human, Villein</i>	5	5+	-	3+	2	12	11/14	2	[75]
Horde (40) [125] <i>Special Rules: Crushing Strength(1) Keywords: Expendable, Human, Villein</i>	5	5+	-	3+	3	25	18/21	2	[125]
Horde (40) [125] <i>Special Rules: Crushing Strength(1) Keywords: Expendable, Human, Villein</i>	5	5+	-	3+	3	25	18/21	2	[125]
Horde (40) [125] <i>Special Rules: Crushing Strength(1) Keywords: Expendable, Human, Villein</i>	5	5+	-	3+	3	25	18/21	2	[125]

Heavy Arbalest War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [75] Heavy Arbalest (48", Blast(D3),Piercing(2),Reload, Shattering) <i>Special Rules: Iron Resolve Keywords: Human, Men-at-Arms</i>	5	0+	4+	4+	0	2	10/12	2	[75]
1 [75] Heavy Arbalest (48", Blast(D3),Piercing(2),Reload, Shattering) <i>Special Rules: Iron Resolve Keywords: Human, Men-at-Arms</i>	5	0+	4+	4+	0	2	10/12	2	[75]

Phoenix Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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+	1	3	16/18	6	[145] [0]
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+	1	3	16/18	6	[145] [0]
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+	1	3	16/18	6	[145] [0]

Exemplar Chaplain Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [75] Battle Hymns Mindfog(2) <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] [10]

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

High Paladin on Dragon Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [320] Aegis Fragment Blade of Slashing Dragon's Breath (12", Steady Aim) <i>Special Rules: Crushing Strength(3), Fly, Headstrong, Inspiring, Iron Resolve, Nimble, Aegis Fragment</i> <b>Keywords: Draconic, Human, Paladin</b>	10	3+	4+	5+	1	10	17/19	6	[310] [5] [5]
1 Spellcaster 0 [325] Aegis Fragment Mead of Madness Dragon's Breath (12", Steady Aim) <i>Special Rules: Crushing Strength(3), Fly, Headstrong, Inspiring, Iron Resolve, Nimble, Aegis Fragment, Wild Charge(1)</i> <b>Keywords: Draconic, Human, Paladin</b>	10	3+	4+	5+	1	10	17/19	6	[310] [5] [10]
1 Spellcaster 0 [325] Aegis Fragment Pipes of Terror Dragon's Breath (12", Steady Aim) <i>Special Rules: Crushing Strength(3), Fly, Headstrong, Inspiring, Iron Resolve, Nimble, Aegis Fragment, Brutal</i> <b>Keywords: Draconic, Human, Paladin</b>	10	3+	4+	5+	1	10	17/19	6	[310] [5] [10]

**Total Units:** 15      **Total Unit Strength:** 19  
**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.
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.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
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.
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. 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.
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.

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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

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.	
<b>Mind Fog</b> Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Pipes of Terror	This unit gains the Brutal special rule.