

The Order of the Brothermark [1600]

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

Men-at-Arms Swordsmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [105]	5	4+	-	4+	3	12	13/15	2	[105]
<i>Special Rules:</i> Iron Resolve <i>Keywords:</i> Human, Men-at-Arms, Villein									

Men-at-Arms Spearmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [205]	5	4+	-	4+	4	30	21/23	2	[190] [15]
Veteran Command <i>Special Rules:</i> Iron Resolve, Phalanx <i>Keywords:</i> Human, Men-at-Arms, Villein									

Paladin Monster Slayers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [255]	5	3+	-	4+	4	25	22/24	2	[255] [0]
Two-handed Weapons <i>Special Rules:</i> Fury, Iron Resolve, Vicious(Melee - Monsters and Titans only),Crushing Strength(1) <i>Keywords:</i> Human, Order, Paladin									

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

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

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

Villein Skirmishers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [95]	9	4+	-	4+	1	7	9/11	3	[95]
<i>Special Rules:</i> Nimble, Thunderous Charge(1) <i>Keywords:</i> Human, Villein									
Cav Troop [95]	9	4+	-	4+	1	7	9/11	3	[95]
<i>Special Rules:</i> Nimble, Thunderous Charge(1) <i>Keywords:</i> Human, Villein									

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

Exemplar Chaplain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [100]	5	3+	-	5+	0	3	11/13	2	[60] [5] [25]
Battle Hymns Lute of Insatiable Darkness Bane Chant (2) Heal (2) <i>Special Rules:</i> Command, Crushing Strength(1),Elite(Melee),Individual, Iron Resolve, Rallying(1 - Villein only),Cleanse, Aura(Fury - Villein only) <i>Keywords:</i> Human, Paladin									

Total Units:11Total Unit Strength:24

Total Primary Core Points:1600 (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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
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 triples its number of Attacks.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fury	While Wavering, this unit may still declare a Counter Charge.
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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.
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.
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
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Lute of Insatiable
Darkness

The unit gains the Bane Chant (2) spell.