

Brotherhood 1000

| Brotherhood (Good)   |    |    |    |    |    |       |             |   |
|--|----|----|----|----|----|-------|-------------|---|
| <b>Villein Bowmen</b>  |    |    |    |    |    |       |             | <b>Infantry</b>   |
| Unit Size  | Sp | Me | Ra | De | At | Ne    | Pts         |   |
| Regiment(20)   | 5  | 6+ | 5+ | 3+ | 10 | 12/14 | 115         | Bows (Range 24"), Phalanx, Piercing (1), Reload!                |
| <b>Order of the Brotherhood</b>                                      |    |    |    |    |    |       |             | <b>Cavalry</b>  |
| Unit Size  | Sp | Me | Ra | De | At | Ne    | Pts         |   |
| Regiment(10)   | 8  | 3+ | -  | 5+ | 16 | 15/17 | 205         | Headstrong, Thunderous Charge (2), Valiant (Villeins only)      |
| <b>Order of Redemption*</b>  |    |    |    |    |    |       |             | <b>Cavalry</b>  |
| Unit Size  | Sp | Me | Ra | De | At | Ne    | Pts         |   |
| Troop(5)   | 8  | 3+ | -  | 5+ | 10 | 12/14 | 170         | Headstrong, Inspiring, Regeneration (5+), Thunderous Charge (2) |
| <b>Villein Reconnoiterers</b>  |    |    |    |    |    |       |             | <b>Cavalry</b>  |
| Unit Size  | Sp | Me | Ra | De | At | Ne    | Pts         |   |
| Troop(5)   | 9  | 4+ | -  | 4+ | 7  | 9/11  | 100         | Nimble, Thunderous Charge (1)                                   |
| <b>Order of the Forsaken</b>   |    |    |    |    |    |       |             | <b>Large Cavalry</b>  |
| Unit Size  | Sp | Me | Ra | De | At | Ne    | Pts         |   |
| Regiment(3)  | 10 | 3+ | -  | 5+ | 9  | 12/14 | 170         | Fly, Headstrong, Thunderous Charge (2), Valiant (Villeins only) |
| <b>Forsaken Beast</b>  |    |    |    |    |    |       |             | <b>Monster</b>  |
| Unit Size  | Sp | Me | Ra | De | At | Ne    | Pts         |   |
| (1)  | 6  | 4+ | -  | 5+ | 8  | 15/17 | 125         | Crushing Strength (2)   |
| <b>Devoted</b>   |    |    |    |    |    |       |             | <b>Hero (Inf)</b>   |
| Unit Size  | Sp | Me | Ra | De | At | Ne    | Pts         |   |
| (1)  | 9  | 5+ | -  | 4+ | 1  | 11/13 | 60          | Hero (Inf), Heal (2), Individual                                |
| - Lightning Bolt (3)   |    |    |    |    |    |       | 20          |   |
| - Mount on a horse, increasing Speed to 9 and changing to Hero (Cav) |    |    |    |    |    |       | 15          |   |
| - Heal (4)   |    |    |    |    |    |       | 20          |   |
|  |    |    |    |    |    |       | <u>1000</u> |   |

- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule.
- Headstrong** Whenever the unit begins a turn Wavering, it rolls a die. On a 4+ it shrugs off the effects of Wavering and is Disordered instead.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Individual**  
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.  
 Move Individuals have the Nimble special rule.  
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.  
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual (including against Individual War Engines). Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6 directly forward
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal.
- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.
- Phalanx** Units that charge this unit's front cannot use the Thunderous Charge special rule.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Regeneration (5+)** Every time this unit receives an 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 5+, the unit recovers a point of damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Thunderous Charge** All melee hits inflicted by the 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 or during Hindered charges.

**Valiant** Identical to Rallying!(1) except only Villeins can benefit. Rallying!(1) - Friendly non-allied units within 6" have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range.