

Tyler Schulz - Brothermark - Adepticon
2025

2300 / 2300 VALID

 The Order of the Brothermark [2300]

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

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

Paladin Monster Slayers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [255] <i>Special Rules:</i> Fury, Iron Resolve, Vicious(Melee - Monsters and Titans only) <i>Keywords:</i> Human, Order, Paladin	5	3+	-	5+	4	25	22/24	2	[255]
Inf Horde [295] Brew of Strength <i>Special Rules:</i> Fury, Iron Resolve, Vicious(Melee - Monsters and Titans only),Crushing Strength(1) <i>Keywords:</i> Human, Order, Paladin	5	3+	-	5+	4	25	22/24	2	[255] [40]

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

Phoenix	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [175] Ancient Phoenix Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules:</i> Crushing Strength(1),Fly, Regeneration(3+),Radiance of Life, Cloak of Death <i>Keywords:</i> Angelic, Flamebound, Majestic	8	3+	4+	2+	2	3	16/18	6	[145] [30] [0]
Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules:</i> Crushing Strength(1),Fly, Nimble, Regeneration(4+) <i>Keywords:</i> Angelic, Flamebound, Majestic	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:</i> Crushing Strength(1),Fly, Nimble, Regeneration(4+) <i>Keywords:</i> Angelic, Flamebound, Majestic	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 [130] Lead from the Front Trickster's Wand Hex (2) <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	5	3+	-	5+	0	5	13/15	2	[105] [10] [15]

Exemplar Chaplain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [115] Battle Hymns Lute of Insatiable Darkness Bane Chant (2) Veil of Shadows[1](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	5	3+	-	5+	0	3	11/13	2	[60] [5] [25] [25]

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: Command, 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]

Ogre Palace Guard Captain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [115] Special Rules: Brutal, Command, Crushing Strength(2),Inspiring, Iron Resolve, Nimble Keywords: Ogre	6	3+	-	5+	1	5	13/15	3	[115]
Hero (Lrg Inf) 1 [115] Special Rules: Brutal, Command, Crushing Strength(2),Inspiring, Iron Resolve, Nimble Keywords: Ogre	6	3+	-	5+	1	5	13/15	3	[115]
Hero (Lrg Inf) 1 [115] Special Rules: Brutal, Command, Crushing Strength(2),Inspiring, Iron Resolve, Nimble Keywords: Ogre	6	3+	-	5+	1	5	13/15	3	[115]

Total Units:	15	Total Unit Strength:	29
Total Primary Core Points:	2300 (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.
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.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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.
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.
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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.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn. Note that Radiance of Life may have a further qualifier, in which case Radiance of Life will only remove damage from units with that name or Keyword in addition to the unit with the Radiance of Life Special Rule itself.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.	
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Veil of Shadows [1] Range: 0" Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.	

Artefact	Description
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.