

AOFR - HOUSE OF COIN 1

UNOFFICIAL ARMY
FAN MADE

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Blackguards [12]	4+	3+	Spiked Flails (A1, Reap)	Fear	-	200pts
Cutthroats [12]	3+	5+	Ruthless Aggressions (A1, Reap)	Fear	A	175pts
Pirate Sellswords [12]	3+	5+	Pirate's Blades (A1)	Ambush	-	190pts
Storm Archers [12]	4+	5+	Longbows (24", A1)	-	-	155pts
Storm Dervishes [12]	3+	4+	Swift Blades (A2)	Ambush	-	265pts
Storm Mercenaries [12]	4+	4+	Long Swords (A1, Impact(1))	-	-	190pts
Bloody Skirmishers [12]	3+	5+	Quick Blades (A2, Rending)	-	-	220pts
Bloody Zebra Riders [4]	3+	5+	Motley Armaments (A1, Rending)	Fast, Tough(3)	-	165pts
Golden Crossbowmen [12]	3+	5+	Crossbows (9", A1)	Dug In	-	155pts
Golden Swordsmen [12]	3+	4+	Longswords (A1)	Dug In	-	195pts
Hound Handlers [12]	3+	6+	Tracker's Bows (12", A1), Blade and Fangs (A1, Reap)	Scout	-	230pts
Knights for Hire [4]	3+	4+	Long Swords (A1, Impact(1))	Fast, Tough(3)	-	200pts
Flayers [4]	3+	3+	War Flails (A1, Reap)	Fast, Fear, Tough(3)	-	230pts
Golden Elephant [1]	3+	3+	impact (A1, Blast(3), Impact(2))	Defense(1), Tough(6)	-	115pts

Special Rules

Dug In: Enemies charging this unit don't count as having charged for the purpose of special rules, and they must take a dangerous terrain test before attacking.

Reap: Enemies that roll to block hits from this weapon take one additional wound for each unmodified result of 1 that they roll.

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Bannerman [1]	4+	4+	Longsword (A1)	Banner, Hero	-	85pts
Unit Captain [1]	4+	4+	Longsword (A1)	Hero, War Cry	-	65pts
Captain of Storms [1]	2+	4+	Longsword (A2)	Hero, Inspire, Tough(3)	-	120pts
The Bastard [1]	3+	3+	Ruthless Agression (A1, Reap)	Absolute Power, Fear, Hero	-	65pts
Bastard's Father [1]	2+	3+	Ruthless Aggression (A1, Reap)	Absolute Power, Fear, Hero	-	70pts
The Goat [1]	3+	4+	Quick Blade (A2, Rending)	Fear, Hero	-	40pts
Brawny Sellsword [1]	2+	3+	Longsword (A2)	Combat Master, Hero, Tough(3)	-	60pts
Faceless Assassin [1]	2+	3+	Quick Blade (A2, Rending)	Ambush, Stealth, Tough(3)	-	90pts
The Maid [1]	3+	2+	Longsword (A1)	Advanced Tactics, Combat Master, Hero, Tough(3)	-	90pts

Special Rules

Absolute Power: Once per activation, before attacking, pick one enemy unit within 12", which gets -2 to its next morale test roll.

Advanced Tactics: Once per activation, before attacking, pick one other friendly unit within 12" of this model, which may move by up to 6".

Banner: The hero and its unit get the Regeneration special rule.

Combat Master: When in melee, roll one die and apply one bonus to models with this rule:

- 1-3: Attacks get Rending
- 4-6: Attacks get AP(+1)

Inspire: Once per activation, before attacking, pick one other friendly unit within 12" of this model, which may move by up to 6".

Reap: Enemies that roll to block hits from this weapon take one additional wound for each unmodified result of 1 that they roll.

War Cry: The hero and its unit move +2" on Advance, and +4" on Rush/Charge actions.