

AOFR - HOUSE OF THE LION 1

UNOFFICIAL ARMY
FAN MADE

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Firebreathers [12]	3+	6+	Wildfires (9", A1, Blast(3))	Fear	-	180pts
Hounds of the Mountain [12]	4+	4+	Marauder's Blades (A1, Deadly(3))	Fear	-	220pts
Knights of the King [8]	2+	3+	Masterwork Blades (A1, Reap)	Fearless	-	185pts
Lion City Watch [12]	4+	4+	Spears (A1, Phalanx)	Shield Wall	-	200pts
Lion Crossbowmen [12]	3+	4+	Crossbows (9", A1, AP(1))	-	-	170pts
Lion Devout Knights [12]	3+	4+	Long Swords (A1)	Chosen Warrior	-	230pts
Lion Devout Rabble [12]	5+	6+	Torches and Pitchforks (A1, Reap)	Fearless	-	95pts
Lion Gold Capes [12]	5+	4+	Bludgeons (A1)	Phalanx	-	155pts
Lion Guardsmen [12]	4+	3+	Long Swords (A1)	-	-	170pts
Lion Halberdiers [12]	4+	4+	Halberds (A1, Rending)	-	-	160pts
Lion Honor Guard [12]	3+	3+	Long Swords (A1)	Regeneration	-	265pts
Lion Red Capes [12]	4+	4+	Long Swords (A1)	Defense(1), Fearless	-	180pts
Mounted Hounds [4]	3+	5+	Marauder's Blades (A1, Deadly(3))	Fast, Fear, Tough(3)	-	205pts
Mounted Lion Guardsmen [4]	3+	3+	Lances (A1, Impact(1))	Fast, Tough(3)	-	225pts
Trebuchet [1]	5+	5+	Trebuchet (36", A1, AP(2), Blast(6), Indirect), Crew (A3)	Artillery, Immobile, Tough(6)	-	145pts
Ballista [1]	4+	5+	Bolt Thrower (36", A1, AP(2), Deadly(3)), Crew (A3)	Artillery, Immobile, Tough(3)	-	75pts

Special Rules

Chosen Warrior: This model gets +1 to hit rolls in melee and shooting.

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

Shield Wall: Attacks targeting units where all models have this rule count as having AP(-1), to a min. of AP(0).

AOFR - HOUSE OF THE LION I

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Bannerman [1]	4+	4+	Long Sword (A1)	Banner, Hero	-	85pts
Unit Captain [1]	4+	4+	Long Sword (A1)	Hero, War Cry	-	65pts
Divine Champion [1]	4+	4+	Long Sword (A1)	Hero, Holy Chalice	-	75pts
Sentinel [1]	4+	4+	Long Sword (A1)	Battle Zeal, Hero	-	50pts
City Watch Commander [1]	4+	4+	Long Sword (A1)	Battle Ready, Hero	-	65pts
The Mountain Hound [1]	3+	3+	Long Sword (A2, Rending)	Bully, Hero, Tough(3)	-	75pts
Slayer of Kings [1]	2+	2+	Long Sword (A1, Deadly(3))	Chosen Veteran, Company Standard, Hero, Tough(3)	-	120pts
Petulant King [1]	5+	3+	Long Sword (A1)	Hero, Maintain Order	-	45pts
Protector of the Realm [1]	3+	3+	Long Sword (A1)	Advanced Tactics, Hero	-	50pts
High Holiness [1]	5+	6+	Divine Hands (A1)	Hero, Holy Chalice	-	70pts
The Imp [1]	4+	3+	Battle Axe (A1, AP(1))	Hero, Sergeant, Tough(3)	-	40pts
Lord of the Rock [1]	3+	2+	Long Sword (A1)	Advanced Tactics, Combat Master, Hero, Tough(3)	-	90pts
Guard of the King [1]	2+	3+	Long Sword (A1)	Counter, Hero, Tough(3)	-	50pts
Master of Firebreathers [1]	3+	6+	Wildfire (9", A1, Blast(3))	Experiments, Fearless, Hero	-	35pts
The Dog [1]	3+	3+	Long Sword (A2, Rending)	Fear, Hero, Tough(3)	-	65pts

Special Rules

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.

Battle Ready: The hero and its unit get the Scout special rule.

Battle Zeal: Once per activation, pick 2 friendly units within 6", which get +1 attack in melee next time they charge.

Bully: Whenever the hero's unit fails a morale test, it takes D3 wounds, and the morale test counts as passed instead.

Chosen Veteran: This model gets +1 to hit rolls in melee and shooting.

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)

Company Standard: Once per activation, pick 2 friendly units within 12", which get +1 to their next morale test roll.

Counter: Gets +1 attack with a weapon of your choice when charged.

Experiments: 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)

Holy Chalice: The hero and its unit get +1 to hit in melee and the Regeneration rule.

Maintain Order: Once per activation, before attacking, pick one enemy unit within 12" of this model, which you may move by up to 6" in any direction.

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