

# AOFS - HOUSE OF COIN 1

UNOFFICIAL ARMY  
FAN MADE

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Bannerman [1]	4+	4+	Longsword (A1)	Banner, Hero	-	85pts
Unit Captain [1]	4+	4+	Longsword (A1)	Hero, War Cry	-	65pts
The Bastard [1]	3+	3+	Ruthless Aggression (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
The Maid [1]	3+	2+	Longsword (A1)	Advanced Tactics, Combat Master, Hero, Tough(3)	-	90pts
Pirate Sellsword [1]	3+	5+	Pirate's Blade (A1)	Ambush	-	15pts
Storm Archer [1]	4+	5+	Longbow (24", A1)	-	-	15pts
Storm Mercenary [1]	4+	4+	Long Sword (A1, Impact(1))	-	-	15pts
Bloody Skirmisher [1]	3+	5+	Quick Blade (A2, Rending)	-	-	20pts
Hound Handler [1]	3+	6+	Tracker's Bow (12", A1), Blade and Fang (A1, Reap)	Scout	-	20pts
Storm Dervish [1]	3+	4+	Swift Blade (A2)	Ambush	-	20pts
Blackguard [1]	4+	3+	Spiked Flail (A1, Reap)	Fear	-	35pts
Cutthroat [1]	3+	5+	Ruthless Aggression (A1, Reap)	Fear	-	35pts
Golden Crossbowman [1]	3+	5+	Crossbow (9", A1)	Dug In	-	35pts
Bloody Zebra Rider [1]	3+	5+	Motley Armament (A1, Rending)	Fast, Tough(3)	-	40pts
Golden Swordsman [1]	3+	4+	Longsword (A1)	Dug In	-	40pts
Knights for Hire [1]	3+	4+	Long Sword (A1, Impact(1))	Fast, Tough(3)	-	50pts
Flayer [1]	3+	3+	War Flail (A1, Reap)	Fast, Fear, Tough(3)	-	75pts
Faceless Assassin [1]	2+	3+	Quick Blade (A2, Rending)	Ambush, Stealth, Tough(3)	-	90pts

## Special Rules

**Absolute Power:** Once per activation, before attacking, pick one enemy unit within 12". That unit, and all enemy unit within 6" 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:** this model and all friendly units that activate within 12" 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)

**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.

**War Cry:** this model and all friendly units that activate within 12" move +2" on Advance, and +4" on Rush/Charge actions.