AOFS - HOUSE OF THE LION 1

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
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
Lion City Watch [1]	4+	4+	Spear (A1, Phalanx)	Shield Wall	-	15pts
Lion Crossbowman [1]	3+	4+	Crossbow (9", A1, AP(1))	-	-	15pts
Lion Gold Cape [1]	5+	4+	Bludgeon (A1)	Phalanx	-	15pts
Lion Guardsman [1]	4+	3+	Long Sword (A1)	-	-	15pts
Lion Halberdier [1]	4+	4+	Halberd (A1, Rending)	-	-	15pts
Lion Red Cape [1]	4+	4+	Long Sword (A1)	Defense(1), Fearless	-	15pts
Lion Devout Knight [1]	3+	4+	Long Sword (A1)	Chosen Warrior	-	20pts
Lion Honor Guard [1]	3+	3+	Long Sword (A1)	Regeneration	-	20pts
Knights of the King [1]	2+	3+	Masterwork Blade (A1, Reap)	Fearless	-	25pts
Lion Devout Rabble [3]	5+	6+	Torches and Pitchforks (A1, Reap)	Fearless	-	25pts
Firebreather [1]	3+	6+	Wildfire (9", A1, Blast(3))	Fear	-	35pts
Hounds of the Mountain [1]	4+	4+	Marauder's Blade (A1, Deadly(3))	Fear	-	35pts
Mounted Lion Guardsman [1]	3+	3+	Lance (A1, Impact(1))	Fast, Tough(3)	-	55pts
Mounted Hound [1]	3+	5+	Marauder's Blade (A1, Deadly(3))	Fast, Fear, 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: this model and all friendly units that activate within 12" get the Regeneration special rule.
Battle Ready: this model and all friendly units that activate within 12" get the Scout special rule.
Battle Zeal: Once per activation, pick 2 friendly units within 6". Those units, and all friendly units within 6" get +1 attack in melee next time they charge.
Bully: Whenever a friendly unit within 12" fails a morale test, it takes D3 wounds, and then all friendly units within 12" of the killed model automatically pass morale tests until the end of the round.
Chosen Warrior: 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)

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: this model and all friendly units that activate within 12" 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. That unit, and all enemy unit within 6" you may move by up to 6" in any direction.
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)

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