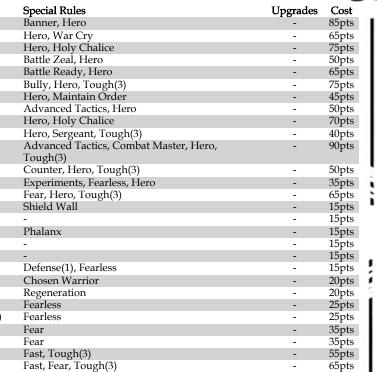
## AOFS - HOUSE OF THE LION 1

Name [size] Bannerman [1] 4+ Unit Captain [1] 4 +Divine Champion [1] 4 +Sentinel [1] 4+ City Watch Commander [1] 4+ The Mountain Hound [1] 3+ Petulant King [1] 5+ Protector of the Realm [1] 3+ 5+ High Holiness [1] The Imp [1] 4+ Lord of the Rock [1] 3 +2+ Guard of the King [1] Master of Firebreathers [1] 3 +The Dog [1] 3+Lion City Watch [1] 4+ Lion Crossbowman [1] 3+Lion Gold Cape [1] 5+Lion Guardsman [1] 4 +Lion Halberdier [1] 4+ Lion Red Cape [1] 4 +Lion Devout Knight [1] 3+ Lion Honor Guard [1] 3+Knights of the King [1] 2 +Lion Devout Rabble [3] 5+ Firebreather [1] 3+ Hounds of the Mountain [1] 4 +Mounted Lion Guardsman [1] 3+Mounted Hound [1] 3+

Qua Def Equipment Long Sword (A1) 4+ Long Sword (A1) 4 +Long Sword (A1) 4 +Long Sword (A1) Long Sword (A1) 4 +4 +Long Sword (A2, Rending) 3 +Long Sword (A1) 3 +Long Sword (A1) 3 +6+ Divine Hands (A1) 3 +Battle Axe (A1, AP(1)) 2 +Long Sword (A1) 3+Long Sword (A1) Wildfire (9", A1, Blast(3)) 6+ 3+Long Sword (A2, Rending) 4+Spear (A1, Phalanx) Crossbow (9", A1, AP(1)) 4+ 4+ Bludgeon (A1) Long Sword (A1) 3+4+Halberd (A1, Rending) Long Sword (A1) 4+ 4+Long Sword (A1) Long Sword (A1) 3+3 +Masterwork Blade (A1, Reap) Torches and Pitchforks (A1, Reap) 6 +Wildfire (9", A1, Blast(3)) 6+ 4 +Marauder's Blade (A1, Deadly(3)) Lance (A1, Impact(1)) 3+5+Marauder's Blade (A1, Deadly(3))



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

## 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)

of AP(0)

**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 wapon 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

2