

# ORDER OF THE GREEN LADY 1000



## BROTHERHOOD: ORDER OF THE GREEN LADY

NEUTRAL

### Men-at-Arms Retainers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	4	2	3	12	13/15	105
Vial of Sacred Water									10
Headstrong									[115]
Keywords: Devoted, Human, Sacred Water									

### Naiad Ensnarers\*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	4	-	3	2	1	10	9/11	[90]
Ensnare, Pathfinder, Regeneration (4+)									
Keywords: Naiad									

### Order of the Brotherhood

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	16	15/17	200
Vial of Sacred Water									10
Headstrong, Thunderous Charge (2)									[210]
Keywords: Human, Order, Sacred Water									

### Order of Redemption\*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	8	3	-	5	3	1	10	12/14	[165]
Headstrong, Inspiring, Regeneration (5+), Thunderous Charge (2)									
Keywords: Human, Order, Sacred Water									

### Order of the Forsaken\*

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	10	3	-	5	4	2	9	12/14	155
Vial of Sacred Water									10
Fly, Headstrong, Thunderous Charge (2)									[165]
Keywords: Human, Order, Sacred Water									

### Beast of Nature

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	-	5	5	1	5	15/17	[150]
Crushing Strength (2), Pathfinder, Vicious									
Keywords: Beast, Verdant									

### Devoted

Hero (Cav)  
Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	5	-	4	3	0	1	11/13	60
Gain Radiance of Life (Sacred Water only) [1]									15
Mount on a Forest Steed, increasing Speed to 9 and changing to Hero (Cav - Height: 3)									25
Headstrong, Individual, Radiance of Life (Sacred Water only)									[100]
Spells: Heal (3)									
Keywords: Devoted, Human, Sacred Water									





## SPECIAL RULES AND SPELLS:

<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Ensnare</b>	Melee attacks against the target unit's front suffer an additional -1 to hit.
<b>Fly</b>	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Headstrong</b>	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
<b>Heal Individual</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered. See page 34.
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Pathfinder</b>	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
<b>Radiance of Life</b>	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
<b>Regeneration</b>	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
<b>Vial of Sacred Water</b>	This unit gains the keyword: Sacred Water. In addition, once per game, when given an order, this unit may remove D3 points of damage previously suffered. The unit's Vial of Sacred Water is then depleted and cannot be used again for the remainder of the game, though the unit retains the Sacred Water keyword.
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<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.