



The Order of the Green Lady [2300]

Earth Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [130] <i>Special Rules: Brutal, Crushing Strength(1), Pathfinder, Shambling</i> Keywords: Earthbound, Elemental	5	4+	-	6+	2	9	-/15	3	[130]
Regiment (3) [130] <i>Special Rules: Brutal, Crushing Strength(1), Pathfinder, Shambling</i> Keywords: Earthbound, Elemental	5	4+	-	6+	2	9	-/15	3	[130]
Horde (6) [220] <i>Special Rules: Brutal, Crushing Strength(1), Pathfinder, Shambling</i> Keywords: Earthbound, Elemental	5	4+	-	6+	3	18	-/18	3	[220]
Horde (6) [220] <i>Special Rules: Brutal, Crushing Strength(1), Pathfinder, Shambling</i> Keywords: Earthbound, Elemental	5	4+	-	6+	3	18	-/18	3	[220]

Order of the Brotherhood Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (20) [355] Vial of Sacred Water Banner of the Green Lady <i>Special Rules: Headstrong, Thunderous Charge(2), Vial of Sacred Water, Pathfinder</i> Keywords: Human, Order	8	3+	-	5+	4	32	22/24	3	[330] [5] [20]

Order of Redemption* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [270] Blessing of the Gods <i>Special Rules: Crushing Strength(1), Headstrong, Inspiring, Regeneration(5+), Thunderous Charge(1), Elite</i> Keywords: Human, Order, Sacred Water	8	3+	-	5+	3	20	15/17	3	[250] [20]

Order of the Forsaken Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [270] Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(1), Fly, Headstrong, Thunderous Charge(1)</i> Keywords: Human, Order	10	3+	-	5+	3	18	15/17	4	[255] [15]

Beast of Nature Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [205] Wings Increase Attacks to 7 <i>Special Rules: Crushing Strength(2), Nimble, Pathfinder, Vicious, Fly</i> Keywords: Beast, Verdant	10	3+	-	5+	1	7	15/17	5	[160] [30] [15]

Pegasus Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [80] <i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1)</i> Keywords: Beast	10	3+	-	4+	1	3	10/12	4	[80]
1 [80] <i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1)</i> Keywords: Beast	10	3+	-	4+	1	3	10/12	4	[80]

Devoted Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [85] Heal (3) Surge (7) <i>Special Rules: Headstrong, Individual, Channel the Sacred Water</i> Keywords: Devoted, Human, Sacred Water	5	5+	-	4+	0	1	11/13	2	[60] [0] [25]

Druid Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [105] Conjurer's Staff Heal (2) Bane Chant (2) Surge (4) <i>Special Rules: Individual, Inspiring, Pathfinder</i> Keywords: Elemental, Verdant	5	5+	-	4+	0	1	10/12	2	[65] [10] [0] [20] [10]

Avatar of the Green Lady [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 3 [150] Heal (6) <i>Special Rules: Fly, Individual, Inspiring, Pathfinder, Regeneration(5+), Balance</i> Keywords: Phantasm, Verdant	10	5+	-	5+	0	1	13/15	2	[150] [0]

Total Units:
Total Primary Core Points:

13
2300 (100.0%)

Total Unit Strength:

23

Custom Rule	Description
Channel the Sacred Water	While within 6" of a Friendly Core Waterbound unit, this spellcaster adds 6" to the range of its Bane Chant, Heal, Icy Breath, and Surge spells.
Balance	At the start of each of your Turns, you may choose for this unit to have either Cloak of Death or Radiance of Life. Brutal

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fly	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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Headstrong	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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Regeneration	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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vial of Sacred Water	This unit gains the keyword: Sacred Water. In addition, once per game, when given an order, this unit may remove D2 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.
Vicious	Whenever the unit rolls to damage, it must re-roll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Surge	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just	

Range: 12"
Friendly – Shambling Only

out of contact from Friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.

Artefact	Description
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Blessing of the Gods	The unit gains the Elite special rule.