

## The Order of the Green Lady [2300]

Naiad Heartpiercers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [160] Harpoon-gun (18", Piercing(1),Steady Aim) <i>Special Rules: Regeneration(4+)</i> <b>Keywords: Naiad</b>	5	5+	4+	3+	2	10	13/15	2	[160]
Regiment (20) [160] Harpoon-gun (18", Piercing(1),Steady Aim) <i>Special Rules: Regeneration(4+)</i> <b>Keywords: Naiad</b>	5	5+	4+	3+	2	10	13/15	2	[160]

Water Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [130] <i>Special Rules: Crushing Strength(1),Regeneration(5+),Shambling, Strider</i> <b>Keywords: Sacred Water, Waterbound</b>	7	4+	-	5+	2	9	-/14	3	[130]

Order of the Brotherhood Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [210] Banner of the Green Lady <i>Special Rules: Headstrong, Thunderous Charge(2),Pathfinder</i> <b>Keywords: Human, Order</b>	8	3+	-	5+	3	16	15/17	3	[195] [15]
Regiment (10) [195] <i>Special Rules: Headstrong, Thunderous Charge(2)</i> <b>Keywords: Human, Order</b>	8	3+	-	5+	3	16	15/17	3	[195]

Order of Redemption* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [265] Helm of the Drunken Ram <i>Special Rules: Crushing Strength(1),Headstrong, Inspiring, Regeneration(5+),Thunderous Charge(2)</i> <b>Keywords: Human, Order, Sacred Water</b>	8	3+	-	5+	3	20	15/17	3	[250] [15]
Regiment (10) [270] Blessing of the Gods <i>Special Rules: Crushing Strength(1),Headstrong, Inspiring, Regeneration(5+),Thunderous Charge(1),Elite</i> <b>Keywords: Human, Order, Sacred Water</b>	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> <b>Keywords: Human, Order</b>	10	3+	-	5+	3	18	15/17	4	[255] [15]

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

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> <b>Keywords: Phantasm, Verdant</b>	10	5+	-	5+	0	1	13/15	2	[150] [0]

Unicorn Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [125] Blade of Slashing Lightning Bolt (5) <i>Special Rules: Crushing Strength(1),Individual, Inspiring, Pathfinder, Thunderous Charge(1)</i> <b>Keywords: Beast, Majestic</b>	10	3+	-	5+	0	3	12/14	3	[120] [5] [0]
1 Spellcaster 2 [125] Mace of Crushing Lightning Bolt (5) <i>Special Rules: Crushing Strength(1),Individual, Inspiring, Pathfinder, Thunderous Charge(1)</i> <b>Keywords: Beast, Majestic</b>	10	3+	-	5+	0	3	12/14	3	[120] [5] [0]

Total Units:

14

Total Unit Strength:

24

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
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
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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).

Spell	Description	Special Rules
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.

