

 The Order of the Green Lady [2300]

Naiad Heartpiercers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [115] Harpoon-gun (18", Piercing(1),Steady Aim) Special Rules: Regeneration(4+) Keywords: Naiad	5	5+	4+	3+	1	8	9/11	2	[115]
Inf Troop [115] Harpoon-gun (18", Piercing(1),Steady Aim) Special Rules: Regeneration(4+) Keywords: Naiad	5	5+	4+	3+	1	8	9/11	2	[115]
Inf Troop [115] Harpoon-gun (18", Piercing(1),Steady Aim) Special Rules: Regeneration(4+) Keywords: Naiad	5	5+	4+	3+	1	8	9/11	2	[115]
Inf Troop [115] Harpoon-gun (18", Piercing(1),Steady Aim) Special Rules: Regeneration(4+) Keywords: Naiad	5	5+	4+	3+	1	8	9/11	2	[115]

Brotherhood Centaurs	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [165] Vial of Sacred Water Special Rules: Crushing Strength(1),Pathfinder, Thunderous Charge(1),Vial of Sacred Water Keywords: Centaur	8	3+	-	4+	3	12	14/16	3	[160] [5]
Cav Regiment [165] Vial of Sacred Water Special Rules: Crushing Strength(1),Pathfinder, Thunderous Charge(1),Vial of Sacred Water Keywords: Centaur	8	3+	-	4+	3	12	14/16	3	[160] [5]

Order of Redemption*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [255] Blade of Slashing Special Rules: Crushing Strength(1),Headstrong, Inspiring, Regeneration(5+),Thunderous Charge(1) Keywords: Human, Order, Sacred Water	8	3+	-	5+	3	20	15/17	3	[250] [5]

Order of the Forsaken	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [260] Vial of Sacred Water Special Rules: Crushing Strength(1),Fly, Headstrong, Thunderous Charge(1),Vial of Sacred Water Keywords: Human, Order	10	3+	-	5+	3	18	15/17	4	[255] [5]
Lrg Cav Horde [260] Vial of Sacred Water Special Rules: Crushing Strength(1),Fly, Headstrong, Thunderous Charge(1),Vial of Sacred Water Keywords: Human, Order	10	3+	-	5+	3	18	15/17	4	[255] [5]

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

Greater Earth Elemental	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [230] Special Rules: Brutal, Crushing Strength(3),Shambling, Strider Keywords: Earthbound, Elemental	6	4+	-	6+	2	12	-/19	6	[230]

Devoted	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [115] Radiance of Life (Sacred Water only) Inspiring Talisman Heal (3) Bane Chant (2) Special Rules: Headstrong, Individual, Channel the Sacred Water, Radiance of Life(Sacred Water only),Inspiring Keywords: Devoted, Human, Sacred Water	5	5+	-	4+	0	1	11/13	2	[40] [15] [20] [20] [20]

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

Total Units:
Total Primary Core Points:

15
2300 (100.0%)

Total Unit Strength:

24

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.

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.
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. This includes Difficult Terrain the unit started in. 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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	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.
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).
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.

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	For each hit, the target unit regains a point of damage that it has previously suffered.	

Range: 12"
Friendly, Self, CC

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.
Inspiring Talisman	The unit gains the Inspiring special rule.