

The Order of the Green Lady

2300 / 2300 VALID

The Order of the Green Lady [2300]

Order of the Thorn	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [155] <i>Special Rules: Headstrong, Phalanx</i> Keywords: Human, Order	5	3+	-	5+	3	15	15/17	2	[155]
Inf Regiment [155] <i>Special Rules: Headstrong, Phalanx</i> Keywords: Human, Order	5	3+	-	5+	3	15	15/17	2	[155]

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

Order of the Forsaken	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [255] <i>Special Rules: Crushing Strength(1), Fly, Headstrong, Thunderous Charge(1)</i> Keywords: Human, Order	10	3+	-	5+	3	18	15/17	4	[255]
Lrg Cav Horde [255] <i>Special Rules: Crushing Strength(1), Fly, Headstrong, Thunderous Charge(1)</i> Keywords: Human, Order	10	3+	-	5+	3	18	15/17	4	[255]
[Peg Banner] Lrg Cav Horde [275] Brew of Haste <i>Special Rules: Crushing Strength(1), Fly, Headstrong, Thunderous Charge(1)</i> Keywords: Human, Order	11	3+	-	5+	3	18	15/17	4	[255] [20]
[Minotaur] Lrg Cav Horde [265] Mead of Madness <i>Special Rules: Crushing Strength(1), Fly, Headstrong, Thunderous Charge(1), Wild Charge(1)</i> Keywords: Human, Order	10	3+	-	5+	3	18	15/17	4	[255] [10]

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

Avatar of the Green Lady [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 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]

Champion of the Green Lady [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [210] <i>Special Rules: Crushing Strength(2), Individual, Inspiring, Mighty, Rallying(1 - Sacred Water only), Regeneration(4+), Strider</i> Keywords: Human, Sacred Water, Verdant	8	3+	-	5+	0	7	-/15	3	[210]

Total Units: 12 Total Unit Strength: 26
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.

Special Rule	Description
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
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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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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.
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).
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Artefact	Description	
Mead of Madness	The unit gains the Wild Charge (+1) special rule.	
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.	
Brew of Haste	This unit increases its Speed stat by +1.	