



## The Order of the Green Lady [2300]

Naiad Ensnarers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [210]	5	4+	-	3+	4	25	20/22	2	[210]
<b>Special Rules:</b> Ensnare, Pathfinder, Regeneration(4+) <b>Keywords:</b> Naiad									
Inf Horde [230]	5	4+	-	3+	4	25	20/22	2	[210]
Hammer of Measured Force [20]									
<b>Special Rules:</b> Ensnare, Pathfinder, Regeneration(4+) <b>Keywords:</b> Naiad									

Earth Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [220]	5	4+	-	6+	3	18	-/18	3	[220]
<b>Special Rules:</b> Brutal, Crushing Strength(1), Pathfinder, Shambling <b>Keywords:</b> Earthbound, Elemental									

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

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

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

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

Devoted	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [120]	5	5+	-	4+	0	1	11/13	2	[40]
Inspiring Talisman [20]									
Knowledgable[1] [10]									
Surge (7) [25]									
Barkskin[1](5) [25]									
<b>Special Rules:</b> Headstrong, Individual, Channel the Sacred Water, Inspiring <b>Keywords:</b> Devoted, Human, Sacred Water									

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

Total Units:

12

Total Unit Strength:

27

Total Primary Core Points:

2300 (100.0%)

Order	Cost	Phase	Description
Accuracy	1	Any	When the unit rolls to hit in Melee or at Range, it can re-roll one of the dice that failed to hit. A unit given this Order may not use the Blast Special Rule for this Turn.
Strength	1	Any	When the unit rolls to damage in Melee or at Range, it can re-roll one of the dice that failed to damage.

Endurance	2	Movement	The unit regains one point of damage it previously suffered.
Reposition	3	Movement	When issuing a Sidestep Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Tactical Retreat	3	Movement	When issuing a Back Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Channel Power	3	Ranged	Increase the (n) value of one non-Unique Spell by +1 until the end of the Turn
Far Spell	3	Ranged	Add 3" of Range to a single non Unique spell ranged attack until the end of the Turn.
Stubborn	5	Movement	The Unit loses its Wavered Status but remains disordered and cannot issue a charge or countercharge order this Turn.
Vigilance	6	Melee	The unit may, after rolling to hit and to damage in the Melee phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Melee
By the Master's Will	4	Movement	This unit loses the Shambling Special Rule until the end of the Turn
Unshakeable Will	4	Movement	This unit gains Regeneration (5+) Special Rule until the end of the Turn. This Command Order may not be used on units that have Defense 6+

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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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 6inches 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.
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.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

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>Surge</b> Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This Movement may bring a Surged unit within 1" of enemy units. 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.	
<b>Barkskin [1]</b> Range: 12" Friendly, Self, CC	Unlike most spells that always hit on a 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5 unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules, but will still Disorder the target if the token was removed in Melee. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.	

Artefact	Description
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Inspiring Talisman	The unit gains the Inspiring special rule. If a unit already has the Inspiring Special Rule, replace it with the Very Inspiring Special Rule. Units with the Very Inspiring Special Rule gain no additional effect.