

**Brotherhood: Order of the Green Lady (Neutral)**

<b>Men-at-Arms Retainers</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	4	-	4	2	3	12	13/15	[105]	
Headstrong Keywords: Devoted, Human										
Regiment(20)	5	4	-	4	2	3	12	13/15	[105]	
Headstrong Keywords: Devoted, Human										
<b>Order of Redemption*</b>										<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(10)	8	3	-	5	3	3	20	15/17	250	
Brew of Sharpness										
Headstrong, Inspiring, Regeneration (5+), Thunderous Charge (2) Keywords: Human, Order, Sacred Water										
<b>Water Elementals</b>										<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	7	4	-	5	3	3	18	-/17	[220]	
Crushing Strength (1), Regeneration (5+), Shambling, Strider Keywords: Sacred Water, Waterbound										
Horde(6)	7	4	-	5	3	3	18	-/17	[220]	
Crushing Strength (1), Regeneration (5+), Shambling, Strider Keywords: Sacred Water, Waterbound										
<b>Woodland Critters*</b>										<b>Swarm</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	5	-	2	1	1	24	12/14	[130]	
Fly, Nimble, Pathfinder, Vicious (Melee) Keywords: Beast										
Horde(6)	6	5	-	2	1	1	24	12/14	[130]	
Fly, Nimble, Pathfinder, Vicious (Melee) Keywords: Beast										
<b>Greater Water Elemental</b>										<b>Monster</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	4	-	5	5	1	8	-/18	[180]	
Crushing Strength (2), Regeneration (5+), Shambling, Strider Keywords: Sacred Water, Waterbound										
<b>Beast of Nature</b>										<b>Monster</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	5	1	7	15/17	150	
Upgrade with Wings, increasing Speed to 10 and gaining Fly and Nimble Increase Attacks to 7										
Crushing Strength (2), Pathfinder, Vicious, Fly, Nimble Keywords: Beast, Verdant										

Exemplar Redeemer										Hero (Lrg Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	4	1	7	13/15	180	
Blade of Slashing Mount on a Winged Unicorn, losing Individual and Mighty, gaining Fly and Nimble as well as increasing Speed to 10 and changing to Hero (Lrg Cav - Height: 4, Unit Strength: 1)									5 25	
Crushing Strength (2), Headstrong, Inspiring, Regeneration (5+), Fly, Nimble Keywords: Human, Sacred Water									[210]	
1	10	3	-	5	4	1	7	13/15	180	
Mount on a Winged Unicorn, losing Individual and Mighty, gaining Fly and Nimble as well as increasing Speed to 10 and changing to Hero (Lrg Cav - Height: 4, Unit Strength: 1)									25	
Crushing Strength (2), Headstrong, Inspiring, Regeneration (5+), Fly, Nimble Keywords: Human, Sacred Water									[205]	
Druid										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	10/12	65	
Conjuror's Staff Bane Chant (2) Surge (4)									10 20 10	
Individual, Inspiring, Pathfinder Spells: Heal (2), Bane Chant (2), Surge (4) Keywords: Verdant									[105]	
Druid										Hero (Cav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	9	5	-	4	3	0	1	10/12	65	
Tome of Darkness Bane Chant (2) Lightning Bolt (2) Mount on a Forest Steed, increasing Speed to 9 and changing to Hero (Cav - Height: 3) Surge (4)									20 20 10 25 10	
Individual, Inspiring, Pathfinder Spells: Heal (2), Bane Chant (2), Lightning Bolt (2), Surge (4) Keywords: Verdant									[150]	

#### Special Rules and Spells:

<b>Bane Chant</b>	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Conjuror's Staff</b>	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Fly</b>	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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Headstrong</b>	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.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34.
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Nimble</b>	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.

<b>Pathfinder</b>	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
<b>Regeneration (5+)</b>	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.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Surge</b>	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> 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.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and resumes this bonus by one when Hindered (to a minimum of zero).
<b>Tome of Darkness</b>	The unit gains the Surge (4) spell, or if the unit already has a Surge spell, its value is increased by 4.
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.