



BROTHERHOOD: ORDER OF THE GREEN LADY

NEUTRAL

Naiad Ensnarers*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	3	2	4	25	20/22	[230]
Ensnare, Pathfinder, Regeneration (4+) Keywords: Naiad									

Order of the Brotherhood

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	16	15/17	200
Vial of Sacred Water Upgrade with the Banner of the Green Lady [1] - The unit gains Pathfinder Headstrong, Thunderous Charge (2), Pathfinder Keywords: Human, Order, Sacred Water									
Regiment(10)	8	3	-	5	3	3	16	15/17	200
Pipes of Terror Vial of Sacred Water Headstrong, Thunderous Charge (2) Keywords: Human, Order, Sacred Water									

Order of Redemption*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	20	15/17	250
Sir Jesse's Boots of Striding Crushing Strength (1), Headstrong, Inspiring, Regeneration (5+), Thunderous Charge (1) Keywords: Human, Order, Sacred Water									
Regiment(10)	8	3	-	5	3	3	20	15/17	250
Maccwar's Potion of the Caterpillar Crushing Strength (1), Headstrong, Inspiring, Regeneration (5+), Thunderous Charge (1) Keywords: Human, Order, Sacred Water									

Earth Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	5	4	-	6	3	3	18	-/18	[220]
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound, Elemental									
Horde(6)	5	4	-	6	3	3	18	-/18	[220]
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound, Elemental									

Pegasus

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	4	4	1	3	10/12	[80]
Fly, Nimble, Pathfinder, Thunderous Charge (1) Keywords: Beast									
1	10	3	-	4	4	1	3	10/12	[80]
Fly, Nimble, Pathfinder, Thunderous Charge (1) Keywords: Beast									

Devoted

Hero (Cav)
Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	5	-	4	3	0	1	11/13	60
Conjurer's Staff Gain Radiance of Life (Sacred Water only) Bane Chant (2) Mount on a Forest Steed, increasing Speed to 9 and changing to Hero (Cav - Height: 3) Channel the Sacred Water, Headstrong, Individual, Radiance of Life (Sacred Water only) Spells: Heal (3), Bane Chant (2) Keywords: Devoted, Human, Sacred Water									
									[130]

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	
Surge (4) Library Scorched Earth (2)									10 20	
Individual, Inspiring, Pathfinder Spells: Heal (2), Surge (4), Scorched Earth (2) Keywords: Elemental, Verdant									[95]	

Unicorn										Hero (Cav) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	3	0	3	12/14	120	
Blade of Slashing									5	
Crushing Strength (1), Individual, Inspiring, Pathfinder, Thunderous Charge (1) Spells: Heal (5) Keywords: Beast, Majestic									[125]	

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

Total Unit Strength: 24
Total Core: 2300 (100%)

Total Units: 13



SPECIAL RULES AND 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.
Bane Chant	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.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
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.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
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. 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.
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.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	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.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.
Pathfinder	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.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
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.

Scorched Earth	Spell: 18", Enemy - If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit loses the Strider and Pathfinder special rules for the duration of its next Turn.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Surge	<p>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.</p> <p>If, and only if, the surging 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.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>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.</p> <p>This spell has no effect on units with Speed 0.</p>
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 <i>Crushing Strength</i> (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.