



## The Order of the Green Lady [2300]

Naiad Heartpiercers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment [155]</b> Harpoon-gun (18", Piercing(1),Steady Aim) <b>Special Rules:</b> Regeneration(4+) <b>Keywords:</b> Naiad	5	5+	4+	3+	2	10	13/15	2	[155]
<b>Inf Regiment [155]</b> Harpoon-gun (18", Piercing(1),Steady Aim) <b>Special Rules:</b> Regeneration(4+) <b>Keywords:</b> Naiad	5	5+	4+	3+	2	10	13/15	2	[155]

Brotherhood Centaurs	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Troop [110]</b> Vial of Sacred Water <b>Special Rules:</b> Crushing Strength(1),Pathfinder, Thunderous Charge(1),Vial of Sacred Water <b>Keywords:</b> Centaur	8	3+	-	4+	1	6	11/13	3	[105] [5]
<b>Cav Regiment [165]</b> Vial of Sacred Water <b>Special Rules:</b> Crushing Strength(1),Pathfinder, Thunderous Charge(1),Vial of Sacred Water <b>Keywords:</b> Centaur	8	3+	-	4+	3	12	14/16	3	[160] [5]

Order of the Brotherhood	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Regiment [245]</b> Vial of Sacred Water Banner of the Green Lady Brew of Strength <b>Special Rules:</b> Headstrong, Thunderous Charge(2),Vial of Sacred Water, Pathfinder, Crushing Strength(1) <b>Keywords:</b> Human, Order	8	3+	-	5+	3	16	15/17	3	[195] [5] [15] [30]

Order of Redemption*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Regiment [265]</b> Sir Jesse's Boots of Striding <b>Special Rules:</b> Crushing Strength(1),Headstrong, Inspiring, Regeneration(5+),Thunderous Charge(1) <b>Keywords:</b> Human, Order, Sacred Water	8	3+	-	5+	3	20	15/17	3	[250] [15]

Exemplar Redeemer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Lrg Cav) 1 [210]</b> Winged Unicorn Blade of Slashing <b>Special Rules:</b> Crushing Strength(2),Headstrong, Inspiring, Regeneration(5+),Fly, Nimble <b>Keywords:</b> Human, Sacred Water	10	3+	-	5+	1	7	13/15	4	[180] [25] [5]

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

[F] Water Elementals (The Lurkers in the Lake) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Lrg Inf Horde [225]</b> <b>Special Rules:</b> Crushing Strength(1),Regeneration(5+),Shambling, Strider, Wild Charge(1) <b>Keywords:</b> Sacred Water, Waterbound	7	4+	-	5+	3	18	-/17	3	[225]

[F] Water Elementals (The Lurkers in the Lake) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Lrg Inf Horde [225]</b> <b>Special Rules:</b> Crushing Strength(1),Regeneration(5+),Shambling, Strider, Wild Charge(1) <b>Keywords:</b> Sacred Water, Waterbound	7	4+	-	5+	3	18	-/17	3	[225]

[F] Greater Water Elemental (The Lurkers in the Lake) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon 1 [185]</b> <b>Special Rules:</b> Crushing Strength(2),Regeneration(4+),Shambling, Strider, Wild Charge(1) <b>Keywords:</b> Elemental, Sacred Water, Waterbound	7	4+	-	5+	1	9	-/18	5	[185]

[F] Devoted (The Lurkers in the Lake) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Cav) 1</b> Spellcaster 1 [150]	9	5+	-	4+	0	1	11/13	3	[65]
Forest Steed									[25]
Radiance of Life (Sacred Water only)									[15]
Conjurer's Staff									[10]
Surge (7)									[25]
Mindfog(2)									[10]
<b>Special Rules:</b> Aura(Thunderous Charge (+1) - Waterbound only),Headstrong, Individual, Inspiring, Wild Charge(1),Channel the Sacred Water, Radiance of Life(Sacred Water only) <b>Keywords:</b> Devoted, Human, Sacred Water									

**Total Units:** 12      **Total Unit Strength:** 22  
**Total Primary Core Points:** 2300 (100.0%)

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.

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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 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.
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.
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.
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.

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.
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
<b>Mind Fog</b> Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering
<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.	

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.
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.
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 Strength	The unit gains the Crushing Strength (+1) special rule.