



The Order of the Green Lady [1995]

Men-at-Arms Retainers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [105] <i>Special Rules: Headstrong</i> Keywords: Devoted, Human	5	4+	-	4+	3	12	13/15	2	[105]

Centaur Bray Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [120] Shortbows (18", Steady Aim) <i>Special Rules: Nimble, Pathfinder, Thunderous Charge(1)</i> Keywords: Centaur, Tracker	8	4+	4+	3+	1	7	11/13	3	[120]

Order of Redemption*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [255] Blade of Slashing <i>Special Rules: Crushing Strength(1), Headstrong, Inspiring, Regeneration(5+), Thunderous Charge(1)</i> Keywords: Human, Order, Sacred Water	8	3+	-	5+	3	20	15/17	3	[250] [5]

Order of the Forsaken	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Green Banner] Lrg Cav Horde [275] Vial of Sacred Water Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(1), Fly, Headstrong, Thunderous Charge(1), Vial of Sacred Water</i> Keywords: Human, Order	10	3+	-	5+	3	18	15/17	4	[255] [5] [15]
[White Banner] Lrg Cav Horde [270] Vial of Sacred Water Mead of Madness <i>Special Rules: Crushing Strength(1), Fly, Headstrong, Thunderous Charge(1), Vial of Sacred Water, Wild Charge(1)</i> Keywords: Human, Order	10	3+	-	5+	3	18	15/17	4	[255] [5] [10]

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

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]

Exemplar Redeemer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [205] Winged Unicorn <i>Special Rules: Crushing Strength(2), Headstrong, Inspiring, Regeneration(5+), Fly, Nimble</i> Keywords: Human, Sacred Water	10	3+	-	5+	1	7	13/15	4	[180] [25]
Hero (Lrg Cav) 1 [205] Winged Unicorn <i>Special Rules: Crushing Strength(2), Headstrong, Inspiring, Regeneration(5+), Fly, Nimble</i> Keywords: Human, Sacred Water	10	3+	-	5+	1	7	13/15	4	[180] [25]

Total Units: 10
Total Primary Core Points: 1995 (100.0%)

Total Unit Strength: 17

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 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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
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
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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.