

JG ORDER OF THE DARK GREEN LADY - CLASH



BROTHERHOOD: ORDER OF THE GREEN LADY

NEUTRAL

Men-at-Arms Retainers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	25	20/22	175
Custom name: Annually Retaintives Hammer of Measured Force									20
Headstrong Keywords: Devoted, Human									[195]

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
Custom name: Greys Brew of Sharpness									35
Crushing Strength (1), Headstrong, Inspiring, Regeneration (5+), Thunderous Charge (1) Keywords: Human, Order, Sacred Water									[285]
Regiment(10)	8	3	-	5	3	3	20	15/17	250
Custom name: Blues Brew of Strength									30
Crushing Strength (1), Headstrong, Inspiring, Regeneration (5+), Thunderous Charge (1) Keywords: Human, Order, Sacred Water									[280]

Water Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	4	-	5	3	3	18	-/17	220
Custom name: Hot Wet Brew of Haste									20
Crushing Strength (1), Regeneration (5+), Shambling, Strider Keywords: Sacred Water, Waterbound									[240]

Order of the Forsaken

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	10	3	-	5	4	3	18	15/17	255
Custom name: Fly Guys Maccwar's Potion of the Caterpillar Vial of Sacred Water									20
Crushing Strength (1), Fly, Headstrong, Thunderous Charge (1) Keywords: Human, Order, Sacred Water									5
									[280]

Beast of Nature

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	5	1	7	15/17	150
Custom name: The Thing Upgrade with Wings, increasing Speed to 10 and gaining Fly and Nimble Increase Attacks to 3									40
Crushing Strength (2), Pathfinder, Vicious, Fly, Nimble Keywords: Beast, Verdant									15
									[205]

Pegasus										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	4	4	1	3	10/12	[80]	
Custom name: Pink Panther Fly, Nimble, Pathfinder, Thunderous Charge (1) Keywords: Beast										
1	10	3	-	4	4	1	3	10/12	[80]	
Custom name: Brown Panther Fly, Nimble, Pathfinder, Thunderous Charge (1) Keywords: Beast										
Exemplar Redeemer										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	4	1	7	13/15	180	
Custom name: Bruce Banner Trickster's Wand 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)										15 25
Crushing Strength (2), Headstrong, Inspiring, Regeneration (5+), Fly, Nimble Keywords: Human, Sacred Water										[220]
1	10	3	-	5	4	1	7	13/15	180	
Custom name: Un - Bruce Blade of the Beast Slayer 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)										20 25
Crushing Strength (2), Headstrong, Inspiring, Regeneration (5+), Fly, Nimble Keywords: Human, Sacred Water										[225]
Champion of the Green Lady [1]										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	7	-/15	[210]	
Custom name: Sir Gawaine, the Green Knight Crushing Strength (2), Individual, Inspiring, Mighty, Rallying (1 - Sacred Water only), Regeneration (4+), Strider Keywords: Human, Sacred Water, Verdant										

Total Unit Strength: 21
 Total Core: 2300 (100%)

Total Units: 11



SPECIAL RULES AND SPELLS:

Blade of the Beast Slayer	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
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. 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.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
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 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.
Mighty	Individuals with the <i>Mighty</i> 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.
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.
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 <i>Rallying</i> are in range.
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 <i>Scout</i> 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 <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).
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.
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.