

# ORDER OF THE GREEN LADY ANVIL



## BROTHERHOOD: ORDER OF THE GREEN LADY

NEUTRAL

### 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<br>Headstrong, Thunderous Charge (2)<br>Keywords: Human, Order, Sacred Water  |    |    |    |    |   |    |    |       |     |
| Regiment(10)   | 8  | 3  | -  | 5  | 3 | 3  | 16 | 15/17 | 200 |
| Vial of Sacred Water<br>Upgrade with the Banner of the Green Lady [1] - The unit gains Pathfinder<br>Headstrong, Thunderous Charge (2), Pathfinder<br>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<br>Crushing Strength (1), Headstrong, Inspiring, Regeneration (5+), Thunderous Charge (1)<br>Keywords: Human, Order, Sacred Water |    |    |    |    |   |    |    |       |     |
| Regiment(10)  | 8  | 3  | -  | 5  | 3 | 3  | 20 | 15/17 | 250 |
| Brew of Sharpness<br>Crushing Strength (1), Headstrong, Inspiring, Regeneration (5+), Thunderous Charge (1)<br>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<br>Keywords: Earthbound, Elemental |    |    |    |    |   |    |    |      |       |
| Horde(6)  | 5  | 4  | -  | 6  | 3 | 3  | 18 | -/18 | [220] |
| Brutal, Crushing Strength (1), Pathfinder, Shambling<br>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)<br>Keywords: Beast |    |    |    |    |   |    |    |       |      |
| 1   | 10 | 3  | -  | 4  | 4 | 1  | 3  | 10/12 | [80] |
| Fly, Nimble, Pathfinder, Thunderous Charge (1)<br>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    |
| Conjuror's Staff<br>Gain Radiance of Life (Sacred Water only)<br>Bane Chant (2)<br>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)<br>Spells: Heal (3), Bane Chant (2)<br>Keywords: Devoted, Human, Sacred Water     |    |    |    |    |   |    |    |       |       |
|  |    |    |    |    |   |    |    |       | [130] |

| Unicorn   |    |    |    |    |   |    |    |       | Hero (Cav)<br>Spellcaster: 2 |
|---|----|----|----|----|---|----|----|-------|------------------------------|
| Unit Size   | Sp | Me | Ra | De | H | US | At | Ne    | Pts                          |
| 1   | 10 | 3  | -  | 5  | 3 | 0  | 3  | 12/14 | 120                          |
| Tome of Darkness  |    |    |    |    |   |    |    |       | 20                           |
| Crushing Strength (1), Individual, Inspiring, Pathfinder, Thunderous Charge (1) |    |    |    |    |   |    |    |       | [140]                        |
| Spells: Heal (5)  |    |    |    |    |   |    |    |       |                              |
| Keywords: Beast, Majestic   |    |    |    |    |   |    |    |       |                              |
| Avatar of the Green Lady[1]   |    |    |    |    |   |    |    |       | Hero (Inf)<br>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: 20  
Total Core: 1995 (100%)

Total Units: 11



## SPECIAL RULES AND SPELLS:

|                                      |   |
|--------------------------------------|---|
| <b>Balance</b>                       | At the start of each of your Turns, you may choose for this unit to have either Cloak of Death or Radiance of Life.   |
| <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>Brew of Sharpness</b>             | The unit has a +1 to hit modifier with Melee attacks.   |
| <b>Brutal</b>                        | 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.  |
| <b>Channel the Sacred Water</b>      | While within 6" of a Friendly Core <b>Waterbound</b> unit, this spellcaster adds 6" to the range of its Bane Chant, Heal, Icy Breath, and Surge spells.   |
| <b>Conjurer'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 (page 30 in gamers edition)   |
| <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>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>Radiance of Life</b>              | 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.<br>Units can only be affected by a single source of Radiance of Life per Turn.   |
| <b>Regeneration</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>Sir Jesse's Boots of Striding</b> | Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.   |
| <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 reduces this bonus by one when Hindered (to a minimum of zero).  |
| <b>Tome of Darkness</b>              | The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.  |
| <b>Vial of Sacred Water</b>          | 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.  |