

For The Lady!!! Northern Kings Heath Barnes

2300 / 2300 VALID



The Order of the Green Lady [2300]

Order of the Brotherhood Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [240] Banner of the Green Lady	8	3+	-	5+	3	16	15/17	3	[195] [15]
Brew of Strength									[30]
<i>Special Rules: Headstrong, Thunderous Charge(2), Pathfinder, Crushing Strength(1) Keywords: Human, Order</i>									

Order of Redemption* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [250]	8	3+	-	5+	3	20	15/17	3	[250]
<i>Special Rules: Crushing Strength(1), Headstrong, Inspiring, Regeneration(5+), Thunderous Charge(1) Keywords: Human, Order, Sacred Water</i>									
Regiment (10) [270]	8	3+	-	5+	3	20	15/17	3	[250] [20]
Blessing of the Gods									[20]
<i>Special Rules: Crushing Strength(1), Headstrong, Inspiring, Regeneration(5+), Thunderous Charge(1), Elite Keywords: Human, Order, Sacred Water</i>									

Order of the Forsaken Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [270]	10	3+	-	5+	3	18	15/17	4	[255] [15]
Sir Jesse's Boots of Striding									[15]
<i>Special Rules: Crushing Strength(1), Fly, Headstrong, Thunderous Charge(1) Keywords: Human, Order</i>									
Horde (6) [275]	11	3+	-	5+	3	18	15/17	4	[255] [20]
Brew of Haste									[20]
<i>Special Rules: Crushing Strength(1), Fly, Headstrong, Thunderous Charge(1) Keywords: Human, Order</i>									

Woodland Critters* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [80]	6	5+	-	2+	1	12	9/11	1	[80]
<i>Special Rules: Fly, Nimble, Pathfinder, Vicious(Melee) Keywords: Beast</i>									
Regiment (3) [80]	6	5+	-	2+	1	12	9/11	1	[80]
<i>Special Rules: Fly, Nimble, Pathfinder, Vicious(Melee) Keywords: Beast</i>									

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

Pegasus Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [80]	10	3+	-	4+	1	3	10/12	4	[80]
<i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1) Keywords: Beast</i>									

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

Unicorn Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [135]	10	3+	-	5+	0	3	12/14	3	[120] [0] [15]
Lightning Bolt (5)									[0]
Host Shadowbeast(2)									[15]
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Pathfinder, Thunderous Charge(1) Keywords: Beast, Majestic</i>									

Total Units:

12

Total Unit Strength:

21

Total Primary Core Points:

2300 (100.0%)

Special Rule	Description
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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 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 suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through 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.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Host Shadowbeast Range: 12" Friendly Individuals or Self (individuals only),CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	

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.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.