

Nature's New Groove

Trident Realm (Neutral)							
Naiad Ensnarers							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(40)	5	4+	-	3+	25	20/22	230
- Brew of Strength							30
Naiad Heartpiercers							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	5	5+	4+	3+	12	13/15	160
Ensnare, Harpoon-gun (Range 18"), Pathfinder, Piercing (1), Regeneration (4+)							
Regiment(20)	5	5+	4+	3+	12	13/15	160
Ensnare, Harpoon-gun (Range 18"), Pathfinder, Piercing (1), Regeneration (4+)							
Water Elementals							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	7	4+	-	5+	18	-/17	220
Crushing Strength (1), Pathfinder, Regeneration (5+), Shambling							
- Wine of Elvenkind							40
Depth Horrors							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	6	3+	-	3+	18	-/18	185
Crushing Strength (1), Ensnare							
Greater Water Elemental							Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	7	4+	-	5+	8	-/18	190
Crushing Strength (2), Pathfinder, Regeneration (5+), Shambling							
Naiad Centurion							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	3+	4+	5+	4	11/13	110
Hero (Inf), Crushing Strength (1), Ensnare, Individual, Inspiring, Pathfinder, Regeneration (4+)							
- Harpoon-gun (gain Piercing (1))							20
- Wings of Honey maze							40
Naiad Envoy							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	4+	-	4+	1	9/11	60
Hero (Inf), Ensnare, Heal (3), Individual, Inspiring, Pathfinder, Regeneration (4+), Teleport (3)							
- Heal (3)							20
- Teleport (3) (L)							15
- Shroud of the Saint							25
Thuul Mythican							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	3+	-	4+	5	10/12	75
Hero (Inf), Aura of Heroism (2), Crushing Strength (1), Ensnare, Individual, Inspiring (Thuul only),							

									Stealthy, Surge (7)
- Surge (7)								40	
- Aura of Heroism (2) (L)								15	
- Banner of the Griffin								25	
Naiad Wyrmrider Centurion								Hero (LrgCav)	
Unit Size	Sp	Me	Ra	De	At	Ne		Pts	
(1)	9	3+	-	5+	6	13/15		150	Hero (LrgCav), Crushing Strength (1), Inspiring, Pathfinder, Regeneration (4+), Thunderous Charge (1)
- Darklord's Onyx Ring								20	
Eckter[1]								Hero (Inf)	
Unit Size	Sp	Me	Ra	De	At	Ne		Pts	
(1)	5	3+	-	6+	6	12/14		155	Hero (Inf), Crushing Strength (2), Ensnare, Individual, Inspiring, Krakenmaw, Phalanx
Fury of the Sea[1]								Formation	
Unit Size	Sp	Me	Ra	De	At	Ne		Pts	
(0)	-	-	-	-	-	-/-		15	Formation: Fury of the Sea
								<u>2000</u>	

- Aura of Heroism** 12" Range. Friendly units and self only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored, the target increases its Waver and Rout Values by 1. The target also gains the Rallying (1) special rule, or Increases the value of its Rallying by 1, to a maximum of 2, until the start of its next turn.
- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Darklord's Onyx Ring** This artefact can only be used by Heroes with the Regeneration rule. The unit's Regeneration value is increased by 1. For example, a unit with Regeneration (5+) now has Regeneration (4+).
- Ensnare** When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
- Formation: Fury of the Sea** Formation must contain:
 1x Naiad Ensnarers Horde
 2x Naiad Heartpiercers Regiments
 1x Naiad Centurion
 Each unit in this formation is granted the Fury special rule. The Naiad Heartpiercers in this formation are granted the Steady Aim special rule.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Individual**
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
 Move Individuals have the Nimble special rule.
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Krakenmaw** This is a Windblast (8) spell. For each hit caused, in addition to moving the target, roll to damage as normal.
- Pathfinder** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.

- Phalanx** Units that charge this unit's front cannot use the Thunderous Charge special rule.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Regeneration (4+)** Every time this unit receives an 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 4+, the unit recovers a point of damage.
- Regeneration (5+)** Every time this unit receives an 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 5+, the unit recovers a point of damage.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Shroud of the Saint** Users with the Heal spell only. This item increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6).
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). 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 previously in that Shoot phase. 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 movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.
- Teleport** 12" Range. Friendly Infantry Heroes that do not possess the Fly special rule only. If one or more hits are scored, you may immediately pick up the target unit and place it entirely within 20" of its original position, facing any direction. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.
- Thunderous Charge** All melee hits inflicted by the 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 1 when Hindered.
- Wine of Elvenkind** The unit has the Nimble special rule.
- Wings of Honeymaze** This artefact can only be used by a Hero with the Individual rule. The Hero has the Fly special rule and increases their speed to 10.