

Ed Herzig Trident Realm 1995

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+)							
Depth Horrors							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	6	3+	-	3+	18	-/18	185
- Orcish Skullpole							5
Horde(6)	6	3+	-	3+	18	-/18	185
- Whip of Celerity							10
Knucker							Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	9	3+	-	4+	6	13/15	145
Ensnare, Nimble, Pathfinder, Stealthy, Thunderous Charge (3)							
(1)	9	3+	-	4+	6	13/15	145
Ensnare, Nimble, Pathfinder, Stealthy, Thunderous Charge (3)							
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
- Banner of the Griffin							25
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
- Lute of Insatiable Darkness							25
(1)	6	4+	-	4+	1	9/11	60
Hero (Inf), Alchemist's Curse (10), Ensnare, Individual, Inspiring, Pathfinder, Regeneration (4+), Spell Siphon (2)							
- Spell Siphon (2) (L)							25
- Alchemist's Curse (10) (L)							30

Siren[1] Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	3+	1	12/14	140	Hero (Inf), Drain Life (6), Ensnare, Individual, Inspiring, Siren's Call, Stealthy

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

- Alchemist's Curse** 12" Range. Instead of rolling to damage as normal, each roll under the target's Defence, including rolls of a 1, cause a point of damage. This roll cannot be re-rolled or modified in any way. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- 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.
- Drain Life** 6" range. May target enemy units that are engaged in combat. Roll to damage as normal with Piercing(1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit with 6". Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into melee, the target will not take a Nerve test at the end of the Shoot phase.
- 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.

Lute of Insatiable Darkness	This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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.
Orcish Skullpole	The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
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.
Siren's Call	This is a Wind Blast (8) spell, but moves the target unit towards the Siren rather than away (for example, if the Siren is in the enemy's front arc then it will move forwards rather than backwards). Any enemy unit hit with the Wind Blast spell is automatically Disordered during its next turn. Units with the Shambling special rule cannot be targeted by Siren's Call.
Spell Siphon	18" Range. Enemy units that have the ability to cast a spell only, including those who can cast due to a magic artefact. Hits do not cause damage. Instead, if one or more hits are scored, choose one of the target unit's spells (excluding Surge), this spell is stolen and cannot be cast by the target unit in its next turn. Your unit may then immediately cast the stolen spell, using the same number of spell dice available to the target, including additional dice from artefacts, but excluding any special rules which grant the target additional spell dice.
Stealthy	Enemies shooting against the unit suffer an additional -1 to hit modifier.
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.
Whip of Celerity	While declaring and measuring a charge, the unit has an additional 1" added onto their maximum charge distance. For example, a unit with Speed 5 has a maximum charge distance of 11".
Wings of	This artefact can only be used by a Hero with the Individual rule. The Hero has the Fly special

Honeymaze rule and increases their speed to 10.