

<b>Trident Realm (Neutral)</b>							
<b>Water Elementals</b>							<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	7	4+	-	5+	18	-/17	220
- Fire-Oil							5
							Crushing Strength (1), Pathfinder, Regeneration (5+), Shambling
<b>Depth Horrors</b>							<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	6	3+	-	3+	18	-/18	185
- Maccwar's Potion of the Caterpillar							20
							Crushing Strength (1), Ensnare
<b>Gigas</b>							<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	4	3+	-	4+	12	15/17	190
- Staying Stone							5
							Big Shield, Crushing Strength (3), Height (1)
Horde(6)	4	3+	-	4+	12	15/17	190
- Chalice of Wrath							15
							Big Shield, Crushing Strength (3), Height (1)
<b>Kraken</b>							<b>Monster</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	7	4+	-	4+	15	17/19	230
							Base Size: (50x100mm or 75x75mm), Crushing Strength (2), Ensnare, Regeneration (4+), Strider
<b>Knucker</b>							<b>Monster</b>
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)
<b>Naiad Centurion</b>							<b>Hero (Inf)</b>
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+)
- Wings of Honeymaze							40
<b>Naiad Envoy</b>							<b>Hero (Inf)</b>
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+)
- Heal (3)							20
- Shroud of the Saint							25
(1)	6	4+	-	4+	1	9/11	60
							Hero (Inf), Ensnare, Individual, Inspiring, Pathfinder, Regeneration (4+), Surge (5), Weakness (2)
- Surge (5)							35
- Weakness (2)							20
- Myrddin's Amulet of the Fire-heart							10

**Thuul Mythican** **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	4+	5	10/12	75	Hero (Inf), Bane-chant (2), Crushing Strength (1), Ensnare, Individual, Inspiring (Thuul only), Stealthy
- Bane Chant (2)							15	

**Hidden Ones[1]** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	3+	-	3+	20	14/16	160	Ensnare, Pathfinder, Stealthy, Thunderous Charge (1)

**King Crabs [1]** **Formation**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	20	Formation: King Crabs

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**Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.

**Big Shield** All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+.

**Chalice of Wrath** The unit gains the Fury Special Rule.

**Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

**Ensnare** When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.

**Fire-Oil** Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.

**Formation:** Formation must contain:  
**King Crabs** 2x Gigas Hordes  
Each unit in this formation gains +1 Speed and is granted the Elite 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.

**Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.

**Myrddin's Amulet of the Fire-** Once per game, after using a ranged attack or spell, this unit may immediately use another different ranged attack or spell it possesses, against the same or a different target.

heart

- 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.
- 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.
- 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).
- Staying Stone** The unit has +1 to its Waver/Nerve value.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- Strider** The unit never suffers the penalty for Hindered charges.
- 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.
- 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.
- Weakness** 24" Range. May target enemy units that are engaged in combat. Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage however). This effect only applies once – multiple castings on the same target have no effect.
- 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.