

| | | | | | | | | |
|-----------------------|---|----|---|----|---|------|----|---|
| (1) | 6 | 4+ | - | 4+ | 1 | 9/11 | 60 | Hero (Inf), Blizzard (2), Ensnare, Individual, Inspiring, Pathfinder, Regeneration (4+) |
| - Blizzard (2) (L) | | | | | | | 30 | |
| - Heart-seeking Chant | | | | | | | 30 | |

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 |

2000

| | |
|-----------------------------------|---|
| Blizzard | 36" Range, Blast (D6). Indirect. |
| Brew of Keen-eyeness | The unit has +1 to hit with 'normal' ranged Attacks. May not be used by Hordes or Legions. |
| 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. |
| 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. |
| Heart-seeking Chant | The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1. |
| 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. |
| Jar of the Four Winds | The unit's 'normal' ranged attacks gain 12" to their range. |
| Krakenmaw | This is a Windblast (8) spell. For each hit caused, in addition to moving the target, roll to damage as normal. |
| 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.
- 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.
- 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.
- 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.