

Trident Realm (Neutral)								
Naiad Ensnarers								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	3+	25	20/22	230	Ensnare, Pathfinder, Regeneration (4+)
Horde(40)	5	4+	-	3+	25	20/22	230	Ensnare, Pathfinder, Regeneration (4+)
- Brew of Strength							30	
Thuul								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	3+	-	3+	20	14/16	140	Ensnare, Stealthy
Riverguard								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	4+	5+	4+	10	10/12	120	Ensnare, Fly (Speed remains as 6), Pathfinder, Throwing Weapons, Vicious
Naiad Wyrmridders								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	9	3+	-	4+	18	15/17	240	Crushing Strength (1), Pathfinder, Regeneration (4+), Thunderous Charge (1)
- Helm of Confidence							20	
Kraken								Monster
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
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)
Coral Giant								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	D6 +5	16/18	200	Brutal, Crushing Strength (3), Ensnare, Iron Resolve, Strider
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	
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)

- Brew of Haste

15

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

2000

Brew of Haste	The unit has +1 Speed.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
Brutal	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
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.
Fly	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
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.
Helm of Confidence	You must always re-roll a rout result for this unit even if they are not in range of a unit with inspiring.
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.
Iron Resolve	If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
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.
- 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.
- Strider** The unit never suffers the penalty for Hindered charges.
- 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.
- Throwing Weapons** Range 12"
- 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.