

## TR SH Clash of Kings 2019

<b>Trident Realm (Neutral)</b>								
<b>Naiad Ensnarers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	3+	25	20/22	230	Ensnare, Pathfinder, Regeneration (4+)
- Hammer of Measured Force							20	
<b>Thuul</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	3+	-	3+	20	14/16	140	Ensnare, Stealthy
Regiment(20)	6	3+	-	3+	20	14/16	140	Ensnare, Stealthy
<b>Naiad Heartpiercers</b>								<b>Infantry</b>
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+)
<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	Crushing Strength (1), Ensnare
- Orcish Skullpole							5	
<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), Blood Boil, Ensnare, Individual, Inspiring, Pathfinder, Regeneration (4+), Teleport (3)
- Teleport (3) (L)							15	
- Blood Boil (L)							30	
<b>Thuul Mythican</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	4+	5	10/12	75	Hero (Inf), Alchemist's Curse (10), Crushing Strength (1), Ensnare, Individual, Inspiring (Thuul only),

- Alchemist's Curse (10) (L)

Stealthy

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

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**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+.

**Blood Boil** 12" range. When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Roll to damage with Piercing(1). When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

**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:** Formation must contain:  
**Fury of the Sea** 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.

**Hammer of Measured Force** This unit will always damage the enemy on a 4+ in melee, regardless of modifiers.

### **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.

**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.
- 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.
- 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.