

Trident Realm (Neutral)								
<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+)
- Brew of Strength							30	
<b>Nokken</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	5+	-	3+	10	9/11	105	Breath Attack (10), Ensnare, Regeneration (5+), Vanguard
<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
- Brew of Haste							15	
<b>Tidal Swarm*</b>								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	5	5+	-	2+	15	-/12	75	Ensnare, Height (0), Nimble
<b>Leviathan's Bane</b>								<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	5+	4+	2	10/12	95	Blast (D3+1), Ensnare, Piercing (4), Reload!
(1)	5	-	5+	4+	2	10/12	95	Blast (D3+1), Ensnare, Piercing (4), Reload!
<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
(1)	7	4+	-	4+	15	17/19	230	Base Size: (50x100mm or 75x75mm), Crushing Strength (2), Ensnare, Regeneration (4+), Strider
<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+)
- Harpoon-gun (gain Piercing (1))							20	
<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
- Banner of the Griffin								25

**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

**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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- 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.
- Blast** If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- 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.
- 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.
- 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.
- 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.
- 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.
- Reload!** The unit can fire only if it received a Halt order that turn.
- 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.
- Strider** The unit never suffers the penalty for Hindered charges.
- Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.