

Trident Realm (Neutral)								
<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
<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	Big Shield, Crushing Strength (3), Height (1)
- Staying Stone							5	
Horde(6)	4	3+	-	4+	12	15/17	190	Big Shield, Crushing Strength (3), Height (1)
<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
Regiment(3)	5	5+	-	2+	15	-/12	75	Ensnare, Height (0), Nimble
<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>Coral Giant</b>								<b>Monster</b>
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
<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), Aura of Heroism (2), Ensnare, Individual, Inspiring, Pathfinder, Regeneration (4+), Teleport (3)
- Aura of Heroism (2) (L)							15	
- Teleport (3) (L)							15	
- Banner of the Griffin							25	
<b>Siren[1]</b>								<b>Hero (Inf)</b>
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
<b>Eckter[1]</b>								<b>Hero (Inf)</b>
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
<b>Hidden Ones[1]</b>								<b>Infantry</b>
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

**Nak-ushi Wyrmrider Commander[1]**

**Hero (LrgCav)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	3+	-	5+	6	14/16	200	Hero (LrgCav), Crushing Strength (1), Heal (5), Inspiring, Nimble, Pathfinder, Regeneration (4+), Thunderous Charge (1)

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<b>Aura of Heroism</b>	12" Range. Friendly units and self only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored, the target increases its Waver and Rout Values by 1. The target also gains the Rallying (1) special rule, or Increases the value of its Rallying by 1, to a maximum of 2, until the start of its next turn.
<b>Banner of the Griffin</b>	This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
<b>Big Shield</b>	All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+.
<b>Brutal</b>	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.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	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.
<b>Ensnare</b>	When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
<b>Formation: King Crabs</b>	Formation must contain: 2x Gigas Hordes Each unit in this formation gains +1 Speed and is granted the Elite special rule.
<b>Heal</b>	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.
<b>Individual</b>	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.
<b>Inspiring</b>	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.
<b>Iron Resolve</b>	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.
- 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.
- 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.
- 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.