

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+)
<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)
Horde(6)	4	3+	-	4+	12	15/17	190	Big Shield, Crushing Strength (3), Height (1)
<b>Naiad Wyrmridders</b>								<b>Large Cavalry</b>
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)
- Brew of Haste							15	
<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
<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)
<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), Ensnare, Individual, Inspiring, Pathfinder, Regeneration (4+), Teleport (3)
- Teleport (3) (L)							15	
<b>Naiad Wyrmrider Centurion</b>								<b>Hero (LrgCav)</b>
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)
<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)
<b>King Crabs [1]</b>								<b>Formation</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	20	Formation: King Crabs
							<u>2000</u>	

- Big Shield** All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+.
- Brew of Haste** The unit has +1 Speed.
- 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.
- Formation: King Crabs** Formation must contain:  
2x Gigas Hordes  
Each unit in this formation gains +1 Speed and is granted the Elite special rule.
- 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.
- 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.