

2250 Rumble 19

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+)
- Brew of Strength							30	
Naiad Heartpiercers								Infantry
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+)
- Brew of Keen-eyeness							30	
Regiment(20)	5	5+	4+	3+	12	13/15	160	Ensnare, Harpoon-gun (Range 18"), Pathfinder, Piercing (1), Regeneration (4+)
- Jar of the Four Winds							35	
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+)
Tidal Swarm*								Large Infantry
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
Regiment(3)	5	5+	-	2+	15	-/12	75	Ensnare, Height (0), Nimble
Regiment(3)	5	5+	-	2+	15	-/12	75	Ensnare, Height (0), Nimble
- Mace of Crushing							5	
Naiad Wyrmliders								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)
- Wine of Elvenkind							40	
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)
Naiad Centurion								Hero (Inf)
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	
Naiad Envoy								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

(1)	6	4+	-	4+	1	9/11	60	Hero (Inf), Blizzard (2), Ensnare, Heal (3), Individual, Inspiring, Pathfinder, Regeneration (4+)
- Heal (3)							20	
- Blizzard (2) (L)							30	
- Heart-seeking Chant							30	
(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	

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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Blizzard	36" Range, Blast (D6). Indirect.
Brew of Keen-eyeness	The unit has +1 to hit with 'normal' ranged Attacks. May not be used by Hordes or Legions.
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.
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.
Heart-seeking Chant	The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.
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.
Jar of the Four Winds	The unit's 'normal' ranged attacks gain 12" to their range.
Krakenmaw	This is a Windblast (8) spell. For each hit caused, in addition to moving the target, roll to damage as normal.
Mace of	Whenever the unit rolls to damage in melee, it can re-roll one of the dice that failed to damage.

Crushing

- 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.
- 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.
- 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.
- Wine of Elvenkind** The unit has the Nimble special rule.
- 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.