



TRIDENT REALM

NEUTRAL

Riverguard Treeleapers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	7	4	-	4	2	1	10	10/12	[110]
Crushing Strength (1), Ensnare, Fly, Nimble, Pathfinder Keywords: Amphibian									
Troop(10)	7	4	-	4	2	1	10	10/12	[110]
Crushing Strength (1), Ensnare, Fly, Nimble, Pathfinder Keywords: Amphibian									
Troop(10)	7	4	-	4	2	1	10	10/12	[110]
Crushing Strength (1), Ensnare, Fly, Nimble, Pathfinder Keywords: Amphibian									

Tidal Swarm*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	5	5	-	2	1	1	12	-/12	[70]
Ensnare, Nimble, Scout Keywords: Beast, Crustacean									
Regiment(3)	5	5	-	2	1	1	12	-/12	[70]
Ensnare, Nimble, Scout Keywords: Beast, Crustacean									
Regiment(3)	5	5	-	2	1	1	12	-/12	[70]
Ensnare, Nimble, Scout Keywords: Beast, Crustacean									

Depth Horrors

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	3	-	3	3	3	18	-/18	185
Sir Jesse's Boots of Striding 15 [200]									
Crushing Strength (1), Ensnare Keywords: Deep One, Immortal									
Horde(6)	6	3	-	3	3	3	18	-/18	185
Maccwar's Potion of the Caterpillar 20 [205]									
Crushing Strength (1), Ensnare Keywords: Deep One, Immortal									

Naiad Wyrmridders

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	8	3	-	4	4	3	18	15/17	220
Blood of the Old King 15 [235]									
Crushing Strength (1), Pathfinder, Regeneration (4+) Keywords: Naga, Naiad									

Knucker

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	3	-	4	4	1	6	13/15	[150]
Crushing Strength (1), Ensnare, Nimble, Pathfinder, Stealthy, Thunderous Charge (1) Keywords: Naga									

Kraken

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	-	4	6	1	12	17/19	[240]
Crushing Strength (2), Ensnare, Regeneration (4+), Strider, Wild Charge (D3) Keywords: Beast, Cephalopod, Unleashed									

Naiad Envoy										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	Spellcaster: 0
1	5	4	-	4	2	0	1	9/11	55	
Lute of Insatiable Darkness										25
Individual, Inspiring, Pathfinder, Regeneration (4+)										[80]
Keywords: Naiad										

Riverguard Sentinel										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	4	5	2	0	4	11/13	135	
Healing Brew										5
Crushing Strength (1), Duelist, Ensnare, Fly, Individual, Inspiring (Amphibian only), Pathfinder										[140]
Javelin (12")										
Keywords: Amphibian, Tracker										

Trident King[1]										Hero (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	4	4	5	3	1	12	14/16	[230]	
Crushing Strength (1), Ensnare, Nimble, Regeneration (5+), Thunderous Charge (1), Very Inspiring										
Tidespray (12", Piercing (1), Steady Aim)										
Keywords: Masked, Naiad										

Total Unit Strength: 18
Total Core: 2020 (100%)

Total Units: 14



SPECIAL RULES AND SPELLS:

Blood of the Old King	Once per game, the unit gains <i>Elite</i> (Melee) and <i>Vicious</i> (Melee) for one Turn. This must be declared before the unit rolls any attacks. For each die re-rolled, the unit receives an immediate point of damage on itself. No Nerve test is required for this self-inflicted damage.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Individual	See page 34.
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Regeneration	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.

Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Very Inspiring	<p>This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i></p> <p>Inspiring: If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.</p>
Wild Charge	<p>Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away.</p> <p>In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.</p>