

# Ben Johnson's Trident Realms

2300 / 2300 VALID

## Trident Realm of Neritica [2300]

Gigas Monstrous Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [210] Staying Stone	5	3+	-	5+	3	12	16/17	2	[205] [5]
<i>Special Rules: Big Shield, Crushing Strength(2), Nimble, Vicious(Melee) Keywords: Crustacean</i>									
Horde (6) [205] Brew of Haste	5	3+	-	5+	3	12	15/17	2	[205]
<i>Special Rules: Big Shield, Crushing Strength(2), Nimble, Vicious(Melee) Keywords: Crustacean</i>									

Oceanborne Naiad Wyrmliders Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [275] Brew of Haste	9	3+	-	4+	3	18	16/18	4	[255] [20]
<i>Special Rules: Crushing Strength(1), Nimble, Pathfinder, Regeneration(4+) Keywords: Naga, Naiad</i>									

Tidal Swarm* Swarm Regiment (3) [70]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
	5	5+	-	2+	1	12	-/12	1	[70]
<i>Special Rules: Ensnare, Nimble, Scout Keywords: Beast, Crustacean</i>									

Knucker Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [150] Special Rules: Crushing Strength(1), Ensnare, Nimble, Pathfinder, Stealthy, Thunderous Charge(1) Keywords: Naga	9	3+	-	4+	1	6	13/15	4	[150]
1 [150] Special Rules: Crushing Strength(1), Ensnare, Nimble, Pathfinder, Stealthy, Thunderous Charge(1) Keywords: Naga	9	3+	-	4+	1	6	13/15	4	[150]

Coral Giant Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [215] Giant Cleaver Special Rules: Brutal, Crushing Strength(3), Ensnare, Iron Resolve, Strider, Slayer(Melee D6) Keywords: Giant, Waterbound	7	4+	-	5+	1	D6+8	16/18	6	[215] [0]
1 [215] Giant Cleaver Special Rules: Brutal, Crushing Strength(3), Ensnare, Iron Resolve, Strider, Slayer(Melee D6) Keywords: Giant, Waterbound	7	4+	-	5+	1	D6+8	16/18	6	[215] [0]

Thuul Mythican Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [90] Torc of Dissonance Special Rules: Crushing Strength(1), Ensnare, Individual, Inspiring, Stealthy, Wild Charge(D3) Keywords: Cephalopod	6	3+	-	4+	0	5	11/13	2	[80] [10]

Eckter [1] Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [165] Wind Blast (8) Special Rules: Crushing Strength(2), Ensnare, Individual, Inspiring, Mighty, Phalanx, Krakenmaw Keywords: Placoderm	5	3+	-	6+	0	6	12/14	2	[165] [0]

Depth Horror Eternal Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [115] Special Rules: Crushing Strength(2), Ensnare, Fury, Inspiring, Nimble Keywords: Deep One, Immortal	6	3+	-	4+	1	5	14/16	3	[115]

[F] The Hidden Ones (The Hidden Ones) [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [170] Special Rules: Ensnare, Pathfinder, Stealthy, Wild Charge(D3) Keywords: Cephalopod	6	3+	-	3+	3	20	14/16	2	[170]

[F] The Hidden Ones (The Hidden Ones) [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [170] Special Rules: Ensnare, Pathfinder, Stealthy, Wild Charge(D3) Keywords: Cephalopod	6	3+	-	3+	3	20	14/16	2	[170]

[F] Ineesha (The Hidden Ones) [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [100] Gnome-Glass Shield	6	3+	-	4+	0	5	11/13	2	[90] [10]

**Special Rules:** *Aura(Thunderous Charge (1) - Cephalopod only),Crushing Strength(1),Ensnare, Individual, Inspiring, Pathfinder, Stealthy, Wild Charge(D3) Keywords: Cephalopod*

**Total Units:** 14 **Total Unit Strength:** 21  
**Total Primary Core Points:** 2300 (100.0%)

Custom Rule	Description
Krakenmaw	While casting Wind Blast, in addition to moving the target, roll to damage for each hit scored.
Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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. 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 in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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 Scout 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.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).

Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	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 Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (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.

Spell	Description	Special Rules
<b>Wind Blast</b> Range: 18" Enemy	For each hit the target enemy unit is pushed 1inch directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.	
Artefact	Description	
Staying Stone	The unit gains +1 to its Wavering stat value.	
Gnome-Glass Shield	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.	
Torc of Dissonance	Once per game, at the start of your Ranged phase, choose an enemy unit with a spellcaster tier within 12". Choose one of the spells known to that unit. During the enemy player's following Turn, the unit may not use the chosen spell.	
Brew of Haste	This unit increases its Speed stat by +1.	