

# TRIDENT REALM OF NERITICA: TRIDENT REALMS - 2300

2300 / 2300 (Valid)

| Naiad Ensnarers   |    |    |    |    |    |     |       |    |       | Infantry        |
|---|----|----|----|----|----|-----|-------|----|-------|-----------------|
|   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |                 |
| Horde (40)  | 5  | 4+ | -  | 3+ | 4  | 25  | 20/22 | 2  | [230] |                 |
| ★ <b>Special Rules:</b> Ensnare, Pathfinder, Regeneration(4+) <b>Keywords:</b> Naiad  |    |    |    |    |    |     |       |    |       |                 |
| Horde (40)  | 5  | 4+ | -  | 3+ | 4  | 25  | 20/22 | 2  | [230] |                 |
| ★ <b>Special Rules:</b> Ensnare, Pathfinder, Regeneration(4+) <b>Keywords:</b> Naiad  |    |    |    |    |    |     |       |    |       |                 |
| Horde (40)  | 5  | 4+ | -  | 3+ | 4  | 25  | 20/22 | 2  | [230] |                 |
| ★ <b>Special Rules:</b> Ensnare, Pathfinder, Regeneration(4+) <b>Keywords:</b> Naiad  |    |    |    |    |    |     |       |    |       |                 |
| Horde (40)  | 5  | 4+ | -  | 3+ | 4  | 25  | 20/22 | 2  | [230] |                 |
| ★ <b>Special Rules:</b> Ensnare, Pathfinder, Regeneration(4+) <b>Keywords:</b> Naiad  |    |    |    |    |    |     |       |    |       |                 |
| Tidal Swarm*  |    |    |    |    |    |     |       |    |       | Swarm           |
|   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |                 |
| Regiment (3)  | 5  | 5+ | -  | 2+ | 1  | 12  | -/12  | 1  | [70]  |                 |
| ★ <b>Special Rules:</b> Ensnare, Nimble, Scout <b>Keywords:</b> Beast, Crustacean   |    |    |    |    |    |     |       |    |       |                 |
| Regiment (3)  | 5  | 5+ | -  | 2+ | 1  | 12  | -/12  | 1  | [70]  |                 |
| ★ <b>Special Rules:</b> Ensnare, Nimble, Scout <b>Keywords:</b> Beast, Crustacean   |    |    |    |    |    |     |       |    |       |                 |
| Knucker   |    |    |    |    |    |     |       |    |       | Monster         |
|   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |                 |
| Single  | 9  | 3+ | -  | 4+ | 1  | 6   | 13/15 | 4  | [150] |                 |
| ★ <b>Special Rules:</b> Crushing Strength(1), Ensnare, Nimble, Pathfinder, Stealthy, Thunderous Charge(1) <b>Keywords:</b> Naga                 |    |    |    |    |    |     |       |    |       |                 |
| Kraken  |    |    |    |    |    |     |       |    |       | Titan           |
|   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |                 |
| Single  | 7  | 4+ | -  | 4+ | 1  | 12  | 17/19 | 6  | [240] |                 |
| ★ <b>Special Rules:</b> Crushing Strength(2), Ensnare, Rampage(Melee - D3), Regeneration(4+), Strider, Wild Charge(D3) <b>Keywords:</b> Beast,  |    |    |    |    |    |     |       |    |       |                 |
| Cephalopod, Unleashed   |    |    |    |    |    |     |       |    |       |                 |
|   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |                 |
| Single  | 7  | 4+ | -  | 4+ | 1  | 12  | 17/19 | 6  | [240] |                 |
| ★ <b>Special Rules:</b> Crushing Strength(2), Ensnare, Rampage(Melee - D3), Regeneration(4+), Strider, Wild Charge(D3) <b>Keywords:</b> Beast,  |    |    |    |    |    |     |       |    |       |                 |
| Cephalopod, Unleashed   |    |    |    |    |    |     |       |    |       |                 |
| Thuul Mythican  |    |    |    |    |    |     |       |    |       | Hero (Infantry) |
|   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |                 |
| Spellcaster 1   | 6  | 3+ | -  | 4+ | 0  | 5   | 11/13 | 2  | [155] |                 |
| ☞ Conjurer's Staff  |    |    |    |    |    |     |       |    |       | 10              |
| ⚡ Bane Chant (2)  |    |    |    |    |    |     |       |    |       | 20              |
| ⚡ Wind Blast (5)  |    |    |    |    |    |     |       |    |       | 20              |
| 📖 Veil of Shadows[1](2)   |    |    |    |    |    |     |       |    |       | 25              |
| ★ <b>Special Rules:</b> Crushing Strength(1), Ensnare, Individual, Inspiring, Stealthy, Wild Charge(D3) <b>Keywords:</b> Cephalopod             |    |    |    |    |    |     |       |    |       |                 |
| Spellcaster 1   | 6  | 3+ | -  | 4+ | 0  | 5   | 11/13 | 2  | [135] |                 |
| ⚡ Bane Chant (2)  |    |    |    |    |    |     |       |    |       | 20              |
| ⚡ Wind Blast (5)  |    |    |    |    |    |     |       |    |       | 20              |
| 📖 Hex(2)  |    |    |    |    |    |     |       |    |       | 15              |
| ★ <b>Special Rules:</b> Crushing Strength(1), Ensnare, Individual, Inspiring, Stealthy, Wild Charge(D3) <b>Keywords:</b> Cephalopod             |    |    |    |    |    |     |       |    |       |                 |
| Naiad Envoy   |    |    |    |    |    |     |       |    |       | Hero (Infantry) |
|   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |                 |
| Spellcaster 0   | 5  | 4+ | -  | 4+ | 0  | 1   | 9/11  | 2  | [90]  |                 |
| 📖 Horn of Ocean's Fury  |    |    |    |    |    |     |       |    |       | 15              |
| ⚡ Bastion (2)   |    |    |    |    |    |     |       |    |       | 20              |
| ★ <b>Special Rules:</b> Individual, Inspiring, Pathfinder, Regeneration(4+), Aura(Fury - Infantry & Heavy Infantry only) <b>Keywords:</b> Naiad |    |    |    |    |    |     |       |    |       |                 |

| Trident King [1]   |    |    |    |    |    |     |       |    | Hero (Chariot) |
|--|----|----|----|----|----|-----|-------|----|----------------|
|  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts            |
| <b>Single</b>  | 8  | 4+ | 4+ | 5+ | 1  | 12  | 14/16 | 3  | [230]          |
| © Tidespray (12", Piercing(1), Steady Aim)   |    |    |    |    |    |     |       |    |                |
| ★ <b>Special Rules:</b> Crushing Strength(1), Ensnare, Nimble, Regeneration(5+), Thunderous Charge(1), Very Inspiring <b>Keywords: Masked,</b> |    |    |    |    |    |     |       |    |                |
| <b>Naiad</b>   |    |    |    |    |    |     |       |    |                |

|  |                 |                             |    |
|--|-----------------|-----------------------------|----|
| <b>Total Units:</b>  | 13              | <b>Total Unit Strength:</b> | 22 |
| <b>Total Primary Core Points:</b>  | [2300] (100.0%) |                             |    |
| <b>Artefacts Points:</b>   | [10]            | <b>Inspiring Units:</b>     | 4  |
| <b>Troops &amp; Irregulars:</b>  | 2               |                             |    |
| <b>Infantry Hordes &amp; Legions:</b>  | 4               |                             |    |
| <b>Monsters:</b>   | 1               |                             |    |
| <b>Titans:</b>   | 2               |                             |    |
| <b>Heros:</b>  | 4               |                             |    |
| <b>Slots:</b> Any(0), Hero Only(4), War Engine Only(4), Monster/Titan Only(4), Large+ Horde Unlocks(0), Large+ Legion Unlocks(0) |                 |                             |    |
| <b>Average Defense:</b>  | 3.63            | <b>Ranged Shots</b>         | 12 |

## Special & Custom Rules

| 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. |
| 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.  |
| 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.  |
| 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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.   |
| Piercing          | All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.   |
| Rampage           | When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.   |
| 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.   |
| 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 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).  |
| Very Inspiring    | This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).  |
| 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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.   |

## Spells

| Spell              | Range | Targets            | Description  | ★<br>Special Rules |
|--------------------|-------|--------------------|--|--------------------|
| Bane Chant         | 12"   | Friendly, CC       | If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.  |                    |
| Hex                | 30"   | Enemy              | Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.   |                    |
| Wind Blast         | 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. |                    |
| Bastion[1]         | 12"   | Friendly, Self, CC | If one or more hits are scored, until the start of its next Turn, the target increases its Waver and Rout stat values by 1 and gains the Rallying (+1) special rule, to a maximum of 2.  |                    |
| Veil of Shadows[1] | 0"    | Self               | If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.  |                    |

## Artefacts

| Artefact         | Description   |
|------------------|---|
| Conjurer's Staff | Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit. |