

Simon Cooper "When the fish have you for lunch"

1995 / 1995 VALID



Trident Realm of Neritica [1995]

Naiad Ensnarers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [250]	5	4+	-	3+	4	25	20/22	2	[230]
Hammer of Measured Force									[20]
<i>Special Rules: Ensnare, Pathfinder, Regeneration(4+) Keywords: Naiad</i>									

Gigas Monstrous Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [220]	5	3+	-	5+	3	12	15/17	2	[205]
Chalice of Wrath									[15]
<i>Special Rules: Big Shield, Crushing Strength(2), Nimble, Vicious(Melee), Fury Keywords: Crustacean</i>									

Riverguard Dambusters Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) Spellcaster 0 [295]	7	3+	-	5+	3	18	15/17	4	[250]
Brew of Sharpness									[45]
Enthral (R:3/H:6)									[0]
<i>Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(6+), Strider, Thunderous Charge(2), Sticky Tongue Keywords: Amphibian</i>									

Tidal Swarm* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [75]	5	5+	-	2+	1	12	-/12	1	[70]
Healing Brew									[5]
<i>Special Rules: Ensnare, Nimble, Scout Keywords: Beast, Crustacean</i>									

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

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

Kraken Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [240]	7	4+	-	4+	1	12	17/19	6	[240]
<i>Special Rules: Crushing Strength(2), Ensnare, Rampage(Melee - D3), Regeneration(4+), Strider, Wild Charge(D3) Keywords: Beast, Cephalopod, Unleashed</i>									
1 [240]	7	4+	-	4+	1	12	17/19	6	[240]
<i>Special Rules: Crushing Strength(2), Ensnare, Rampage(Melee - D3), Regeneration(4+), Strider, Wild Charge(D3) Keywords: Beast, Cephalopod, Unleashed</i>									

Naiad Centurion Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [170]	6	3+	3+	5+	0	5	12/14	2	[115]
Trident of the Drowned Sea									[25]
Boots of Levitation									[30]
<i>Trident of the Drowned Sea (12", Ra: 3+, Piercing(1))</i>									
<i>Special Rules: Crushing Strength(1), Ensnare, Individual, Inspiring, Mighty, Pathfinder, Regeneration(4+), Trident of the Drowned Sea</i>									
<i>Keywords: Naiad</i>									

Kyroqsh, the Hunter in the Deep [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [140]	7	3+	-	4+	0	5	12/14	2	[140]
Lightning Bolt (3)									[0]
<i>Special Rules: Crushing Strength(1), Ensnare, Individual, Inspiring, Scout, Stealthy, Wild Charge(D3), Hunter in the Deep Keywords: Cephalopod</i>									

Total Units:

10

Total Unit Strength:

15

Total Primary Core Points:

1995 (100.0%)

Custom Rule	Description
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Sticky Tongue	This unit's Enthral spell only has a range of 12". While casting Enthral, in addition to moving the target, roll to damage for each hit scored.
Trident of the Drowned Sea	Units that suffer damage from the Trident of the Drowned Sea are Disordered
Hunter in the Deep	Kyroqsh gains Vicious (Melee) and has Double attacks vs Large Cavalry, Monsters, and Titans only.

Special Rule	Description
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.
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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
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 6 inches 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.
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.
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
Enthral Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1 inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
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.
Chalice of Wrath	The unit gains the Fury special rule.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Boots of Levitation	The unit may still make Ranged attacks even after receiving an At the Double Movement order.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.