

# Simon Cooper "When the fish have you for lunch"

2300 / 2300 VALID



## Trident Realm of Neritica [2300]

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

Thuul	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [175]	6	3+	-	3+	3	20	14/16	2	[160]
Helm of the Drunken Ram									[15]
<i>Special Rules: Ensnare, Stealthy, Wild Charge(D3),Thunderous Charge(1) Keywords: Cephalopod</i>									

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

Knucker	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 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>									
Mon 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	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 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>									
Titan 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>									

Thuul Aquamage	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [135]	6	4+	-	4+	0	1	10/12	3	[90]
Rising Tides									[15]
Ej Periscope									[5]
Icy Breath (10)									[0]
Barkskin[1](5)									[25]
<i>Special Rules: Ensnare, Individual, Inspiring, Stealthy, Aura(Wild Charge (+1)) Keywords: Cephalopod</i>									

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

[F] The Hidden Ones (The Hidden Ones) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [200]	6	3+	-	3+	3	20	14/16	2	[170]
Brew of Strength									[30]
<i>Special Rules: Ensnare, Pathfinder, Stealthy, Wild Charge(D3),Crushing Strength(1) Keywords: Cephalopod</i>									

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

[F] Ineesha (The Hidden Ones) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 Spellcaster 2 [130]</b>	6	3+	-	4+	0	5	11/13	2	[90]
Gnome-Glass Shield									[10]
Knowledgeable[1]									[10]
Host Shadowbeast(3)									[20]
<b>Special Rules:</b> Aura(Thunderous Charge (1) - Cephalopod only),Crushing Strength(1),Ensnare, Individual, Inspiring, Pathfinder, Stealthy, Wild Charge(D3) <b>Keywords:</b> Cephalopod									

**Total Units:** 13 **Total Unit Strength:** 21  
**Total Primary Core Points:** 2300 (100.0%)

Custom Rule	Description
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.
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.
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. This includes Difficult Terrain the unit started in. 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.
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 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.
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.
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).
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.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

Spell	Description	Special Rules
<b>Enthral</b> Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1inch 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.	
<b>Icy Breath</b> Range: 10" Enemy	Roll to damage the Enemy unit as normal. If one or more points of damage are dealt, the target Enemy unit is given the Frozen special rule.	Hits on a 5+ against units in Cover.
<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.	
<b>Barkskin [1]</b> Range: 12" Friendly, Self, CC	Unlike most spells that always hit on a 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5 unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules, but will still Disorder the target if the token was removed in Melee. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.	
<b>Host Shadowbeast</b> Range: 12" Friendly Individuals or Self (individuals only),CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	

Artefact	Description
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
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.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.

Brew of Strength

The unit gains the Crushing Strength (+1) special rule.

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Brew of Sharpness

The unit has a +1 to hit modifier with Melee attacks.