



Trident Realm of Neritica [2300]

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

Placoderms	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment (20) [165] <i>Special Rules: Phalanx</i> Keywords: Placoderm	5	4+	-	6+	3	15	14/16	2	[165]

Oceanborne Naiad Wyrmliders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde (6) [295] Brew of Strength <i>Special Rules: Crushing Strength(2), Nimble, Pathfinder, Regeneration(4+)</i> Keywords: Naga, Naiad	8	3+	-	4+	3	18	16/18	4	[255] [40]

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

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

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

Thuul Aquamage	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [150] Rising Tides Sacred Horn Icy Breath (10) Veil of Shadows[1](3) <i>Special Rules: Ensnare, Individual, Inspiring, Stealthy, Aura(Wild Charge (+1))</i> Keywords: Cephalopod	6	4+	-	4+	0	1	10/12	2	[90] [15] [15] [0] [30]

Naiad Envoy	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 0 [90] Horn of Ocean's Fury Bastion (2) <i>Special Rules: Individual, Inspiring, Pathfinder, Regeneration(4+), Aura(Fury - Infantry & Heavy Infantry only)</i> Keywords: Naiad	5	4+	-	4+	0	1	9/11	2	[55] [15] [20]

Riverguard Dambuster Sentinel	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 Spellcaster 0 [150] Enthral (4) <i>Special Rules: Crushing Strength(2), Fly, Inspiring, Nimble, Regeneration(6+), Strider, Thunderous Charge(1), Sticky Tongue</i> Keywords: Amphibian	7	3+	-	5+	1	5	12/14	4	[150] [0]

Total Units:
Total Primary Core Points:

14
2300 (100.0%)

Total Unit Strength:

24

Custom Rule	Description
Trident of the Drowned Sea	Units that suffer damage from the Trident of the Drowned Sea are Disordered
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.

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.
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 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.
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.
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 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).

Spell	Description	Special Rules
Enthral 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.	
Icy Breath 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.
Bastion [1] Range: 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] Range: 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.	

Artefact	Description
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Boots of Levitation	The unit may still make Ranged attacks even after receiving an At the Double Movement order.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.