Mighty Molluscs

2000 / 2000 VALID

1st Battalion

Eckter [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	3+	-	6+	2	5	15	2	[210]
Wind Blast (8)									[0]
Special Rules: *Crushing Strength(2),Elite, Headstrong, Individual, Inspiring, Krakenmaw*									

Siren [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	-	3+	1	1	13	2	[175]
Banner of Command									[20]
Enthral (7)									[0]
Special Rules: *Ensnare, Individual, Inspiring, Stealthy, Siren's Call* ***Traits:*** *Spellcaster*									

Thuul Aquamage [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	-	4+	1	1	12	2	[140]
Barkskin(5)									[25]
Scorched Earth(2)									[20]
Special Rules: *Ensnare, Individual, Inspiring, Stealthy, Yielding* ***Traits:*** *Spellcaster*									

Placoderm Razorswords	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	3+	-	5+	2	15	16	2	[155]
Special Rules: *Crushing Strength(1),Headstrong* ***Traits:*** *Oceanspawn*									

Tidal Swarm	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	5	5+	-	2+	1	12	12	1	[60]
Special Rules: *Height(1),Scout*									
Core (Aux) Lrg Inf Troop	5	5+	-	2+	1	12	12	1	[60]
Special Rules: *Height(1),Scout*									

Depth Horrors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Mon Inf Regiment	6	3+	-	4+	2	18	18	3	[190]
Special Rules: *Crushing Strength(2),Rampage(3)* ***Traits:*** *Oceanspawn*									
Core Mon Inf Regiment	6	3+	-	4+	2	18	18	3	[190]
Special Rules: *Crushing Strength(2),Rampage(3)* ***Traits:*** *Oceanspawn*									

Thuul	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	6	3+	-	3+	2	20	16	2	[170]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Ensnare, Stealthy, Wild Charge(D3)* ***Traits:*** *Oceanspawn*									

Gigas	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Mon Inf Troop	5	3+	-	5+	1	6	14	2	[140]
Special Rules: *Big Shield, Crushing Strength(3),Height(2),Vicious(Combat)* ***Traits:*** *Sea Monster*									
Specialist Mon Inf Troop	5	3+	-	5+	1	6	14	2	[140]
Special Rules: *Big Shield, Crushing Strength(3),Height(2),Vicious(Combat)* ***Traits:*** *Sea Monster*									

Knucker	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	9	3+	-	4+	2	6	15	5	[175]
Special Rules: *Ensnare, Nimble, Pathfinder, Stealthy, Strider, Thunderous Charge(3)* ***Traits:*** *Sea Monster*									

Coral Giant	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	6	4+	-	5+	2	D6+8	19	5	[195]
Special Rules: *Crushing Strength(3),Fearless, Iron Resolve(3),Shambling, Strider* ***Traits:*** *Sea Monster*									

Total Units: 13 **Total Unit Strength:** 20
Total Points: 2000

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.

Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Trawling	5	The unit gains the Enthral (5) spell.
Hardened Shell	4	Units with the Sea Monster Traits only. The unit gains n Barkskin Tokens (see the Barkskin Spell),where n is the number of successful dice rolled to issue this order. The tokens are removed at the start of the unit's next Turn if still present.
Aqua-venom	5	Units with the Oceanspawn or Amphibian Trait only. This unit damages the enemy on a 4+ with both Combat and Ranged attacks, regardless of modifiers.
Blood in the Water	5	This unit gains Vicious (Combat) on any attacks it allocates in Combat to an enemy unit that currently has one or more points of damage on it.
The Healing Tide	4	For each successful result on the dice rolled to issue this order, the unit removes one damage it previously suffered.

Special Rule	**Description**
Big Shield	All attacks (Ranged and Combat) against the target unit’s front facing treat its defence as 6+.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Ensnare	In Combat, attacks against this unit’s front suffer an additional -1 to hit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Headstrong	If a unit with this rule begins its Turn Wavering, roll a die before declaring a Movement order (including Halt!) for this unit. On a 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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 (n)	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3.
Krakenmaw	Exckter's Wind Blast does damage as normal for each hit scored, in addition to moving the target.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Scout	The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. 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 as normal.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
Siren's Call	The Siren may cast its Enthral spell twice in each of its Turns, on two different targets within 6” of each other. The Enthral does damage as normal for each hit scored, in addition to moving the target.
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 (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.

Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	**Description**
Barkskin Range: 12" Friendly, Self, CC	Instead of hitting on 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, instead of causing damage, 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. At the start of the caster’s following Turn, all remaining Barkskin tokens on the target unit are removed from play.
Enthral Range: 18" Target	For each hit scored, instead of causing damage, the target enemy unit is pulled 1” directly forward if the spellcaster is in the target unit’s front arc, directly sideways (on the side of 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 1mm away from enemy units (so it is not Engaged) or just in contact with Blocking Terrain and friendly units. This spell has no effect on units with Speed 0.
Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.
Wind Blast Range: 18" Target	For each hit scored, instead of causing damage, the target enemy unit is pushed 1” directly backward if the spellcaster is in the target unit’s front arc, directly sideways (on the side opposite 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 just out of contact with enemy units (so it is not Engaged) or just in contact with Blocking Terrain and friendly units. This spell has no effect on Speed 0 units.

Artefact	Description
Sir Jesse’s Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.