Pond Stars - Clash UK '26

2300 / 2300 VALID

1st Battalion

Depth Horror Eternal	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Junior Chief Officer of Interdepartmental Snack Logistics] Warlord Hero (Mon Inf)	6	3+	-	4+	2	7	16	3	[170]
Special Rules: *Aura(Wild Charge (2) – Oceanspawn Trait only),Crushing Strength(2),Inspiring, Rampage(3)*									

Thuul Aquamage [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Hydration Break Specialist] Champion Hero (Inf)	6	4+	-	4+	1	1	12	2	[180]
Banner of Command									[20]
Blizzard(3)									[35]
Host Shadowbeast(8)									[30]
Special Rules: *Ensnare, Individual, Inspiring, Stealthy, Yielding* ***Traits:*** *Spellcaster*									

Axel Tricklebrook [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[The Moist Maker] Champion Hero (Lrg Inf)	6	4+	4+	4+	1	5	14	3	[185]
Icy Waters (18", Frostbite, Piercing (1))									
Special Rules: *Aura(Elite (Combat) – Sea Monster Trait only),Crushing Strength(1),Inspiring, Pathfinder, Regeneration(4+)*									

Placoderm Defenders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Reflecting Pool Maintenance Crew] Core Hvy Inf Regiment	5	4+	-	6+	2	15	16	2	[155]
Special Rules: *Headstrong, Phalanx* ***Traits:*** *Oceanspawn*									
[Certified Algae Inspectors] Core Hvy Inf Regiment	5	4+	-	6+	2	15	16	2	[155]
Special Rules: *Headstrong, Phalanx* ***Traits:*** *Oceanspawn*									

Tidal Swarm	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[PondHub's Content Moderators] Core (Aux) Lrg Inf Troop	5	5+	-	2+	1	12	12	1	[60]
Special Rules: *Height(1),Scout*									
[Croak Dealers] 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
[Duck Feeders Union – Executive Committee for Unauthorised Biting] Core Mon Inf Regiment	6	3+	-	4+	2	18	18	3	[190]
Special Rules: *Crushing Strength(2),Rampage(3)* ***Traits:*** *Oceanspawn*									
[The Pondfluencers] Core Mon Inf Regiment	6	3+	-	4+	2	18	18	3	[190]
Special Rules: *Crushing Strength(2),Rampage(3)* ***Traits:*** *Oceanspawn*									

Gigas	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Taste Like Crab, Talk Like People] Specialist Mon Inf Regiment	5	3+	-	5+	2	12	17	2	[200]
Special Rules: *Big Shield, Crushing Strength(3),Height(2),Vicious(Combat)* ***Traits:*** *Sea Monster*									

Riverguard Dambusters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[OnlyFrogs ??] Specialist Lrg Cav Regiment	7	4+	-	5+	2	18	17	4	[250]
Blessing of the Gods									[25]
Special Rules: *Crushing Strength(2),Fly, Strider, Thunderous Charge(1),Elite* ***Traits:*** *Amphibian*									
[The Croak Street Boys] Specialist Lrg Cav Regiment	7	**3+**	-	5+	2	18	17	4	[270]
Brew of Sharpness									[45]
Special Rules: *Crushing Strength(2),Fly, Strider, Thunderous Charge(1)* ***Traits:*** *Amphibian*									

Kraken	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Steve the Kraken, Acting Deputy Director of Unnecessary Swamp Meetings] Support Ti	7	3+	-	4+	2	12	18	5	[235]
Special Rules: *Crushing Strength(1),Ensnare, Fearless, Rampage(8),Regeneration(4+),Strider* ***Traits:*** *Sea Monster*									

Total Units: 13 **Total Unit Strength:** 22
Total Points: 2300

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	5	For each successful result on the dice rolled to issue this order, the unit removes one damage it previously suffered.

Special Rule	**Description**
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. 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 Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). 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.
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.
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.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit’s entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Frostbite	If one or more points of damage are scored with this unit’s attack, the target enemy unit is given the Frozen status (see page 47).
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.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit’s front are Hindered.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.

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.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, 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 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.
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.
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**
Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).
Host Shadowbeast Range: 12" CC, Self, Friendly Hero/Inf, Hero/Cav only	This spell can be used even if the model is Engaged. For each hit scored, instead of causing damage, until the start of its following Turn, the target may make an additional attack when attacking in Combat. These attacks are rolled separately from their normal attacks and always hit on a 3+, with the Crushing Strength (3) special rule. These attacks are never doubled or trebled or affected by artefacts, spells or any other special rules (including additional Crushing Strength above 3). 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
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.