Mirtakehrs Mangrove Myriads Banbury

2400 / 2400 VALID

1st Battalion

Depth Horror Eternal	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Mon Inf)	6	3+	-	4+	2	7	16	3	[175]
Blade of Slashing									[5]

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
Champion Hero (Inf)	6	4+	-	4+	1	1	12	2	[140]
Heal (3)									[15]
Scorched Earth(3)									[30]

Special Rules: *Ensnare, Individual, Inspiring, Stealthy, Yielding* ***Traits:*** *Spellcaster*

Champion Hero (Inf)	6	4+	-	4+	1	1	12	2	[170]
Banner of Command									[20]
Barkskin(5)									[25]
Host Shadowbeast(8)									[30]

Special Rules: *Ensnare, Individual, Inspiring, Stealthy, Yielding* ***Traits:*** *Spellcaster*

Naiad Ensnarers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	4+	-	3+	2	12	15	2	[115]

Special Rules: *Ensnare, Pathfinder, Regeneration(5+)* ***Traits:*** *Oceanspawn*

Riverguard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	7	4+	-	4+	2	15	16	2	[160]
Fire-Oil									[5]

Special Rules: *Crushing Strength(1 / +1 vs. units with Regeneration),Feint, Fly, Leaper, Pathfinder, Piercing(+1 vs. units with Regeneration)*
Traits: *Amphibian*

Placoderm Defenders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
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
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*

Naiad Heartpiercers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	6	5+	5+	3+	2	12	15	2	[145]
Harpoon Gun (18", Piercing (1))									

Special Rules: *Regeneration(5+)* ***Traits:*** *Oceanspawn*

Thuul	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	6	3+	-	3+	2	20	16	2	[155]

Special Rules: *Ensnare, Stealthy, Wild Charge(D3)* ***Traits:*** *Oceanspawn*

Specialist Inf Troop	6	3+	-	3+	1	15	12	2	[120]

Special Rules: *Ensnare, Stealthy, Wild Charge(D3)* ***Traits:*** *Oceanspawn*

Naiad Wyrmriders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Cav Troop	8	3+	-	4+	1	10	15	4	[150]

Special Rules: *Crushing Strength(1),Pathfinder, Regeneration(5+)* ***Traits:*** *Oceanspawn*

Riverguard Arbalest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	7	4+	5+	4+	2	2	13	4	[100]
Amphibian Arbalest (24", Blast (D3),Piercing (2),Shattering (1))									

Special Rules: *Fly, Height(4)* ***Traits:*** *Amphibian*

Kraken	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
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*									
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*									

Leviathan's Bane [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	5+	4+	1	2	12	2	[95]
Leviathan Bolts (48", Blast (D3+1),Piercing (3),Reload)									
Special Rules: *Harpoon*									

Total Units: 16 **Total Unit Strength:** 26
Total Points: 2400

Command Order	Target	Description
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
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.
Blast (n)	For each of the unit’s attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
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.
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.
Feint	If this unit decides to Withdraw! from Combat, it does so automatically, without taking a Nerve test. If a unit with Feint is not Wavering after its Withdraw! move, it may then perform a Change Facing! order.
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.
Harpoon	After dealing damage with this unit's Leviathan Bolts, you may choose to immediately move the enemy unit(n) inches as if Enthral had been cast on it by the war engine, where (n) is the amount of damage the bolts caused.
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.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
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.
Reload	The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase.
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.
Shattering (n)	If a unit is damaged by the ranged attacks of one or more units with this rule, add (n) to the subsequent Nerve test at the end of the Ranged Phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
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.
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.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Host Shadowbeast	This spell can be used even if the model is Engaged. For each hit scored, instead of causing damage, until the start

Range: 12" CC, Self, Friendly Hero/Inf, Hero/Cav only	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.
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.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 vs. units with Regeneration) and the Piercing special rule (+1 vs. units with Regeneration).
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.