

2400 / 2400 VALID

| Siren [2]                                                                                                             | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|-----------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|----|----|-------|
| Champion Hero (Inf)                                                                                                   | 6  | 4+ | -  | 3+ | 1  | 1   | 13 | 2  | [200] |
| Enthral (7)                                                                                                           |    |    |    |    |    |     |    |    | [0]   |
| Alchemist's Curse(4)                                                                                                  |    |    |    |    |    |     |    |    | [45]  |
| <b>Special Rules:</b> <i>Ensnare, Individual, Inspiring, Stealthy, Siren's Call</i> <b>Traits:</b> <i>Spellcaster</i> |    |    |    |    |    |     |    |    |       |
| Champion Hero (Inf)                                                                                                   | 6  | 4+ | -  | 3+ | 1  | 1   | 13 | 2  | [185] |
| Enthral (7)                                                                                                           |    |    |    |    |    |     |    |    | [0]   |
| Bloodboil(0)                                                                                                          |    |    |    |    |    |     |    |    | [30]  |
| <b>Special Rules:</b> <i>Ensnare, Individual, Inspiring, Stealthy, Siren's Call</i> <b>Traits:</b> <i>Spellcaster</i> |    |    |    |    |    |     |    |    |       |

| Riverguard                                                      | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|-----------------------------------------------------------------|----|----|----|----|----|-----|----|----|-------|
| Core Inf Regiment                                               | 7  | 4+ | 4+ | 4+ | 2  | 15  | 16 | 2  | [215] |
| Javelins                                                        |    |    |    |    |    |     |    |    | [60]  |
| Javelins (12", Piercing (1))                                    |    |    |    |    |    |     |    |    |       |
| Special Rules: Feint, Fly, Leaper, Pathfinder Traits: Amphibian |    |    |    |    |    |     |    |    |       |
| Core Inf Regiment                                               | 7  | 4+ | 4+ | 4+ | 2  | 15  | 16 | 2  | [215] |
| Javelins                                                        |    |    |    |    |    |     |    |    | [60]  |
| Javelins (12", Piercing (1))                                    |    |    |    |    |    |     |    |    |       |
| Special Rules: Feint, Fly, Leaper, Pathfinder Traits: Amphibian |    |    |    |    |    |     |    |    |       |
| Core Inf Regiment                                               | 7  | 4+ | 4+ | 4+ | 2  | 15  | 16 | 2  | [215] |
| Javelins                                                        |    |    |    |    |    |     |    |    | [60]  |
| Javelins (12", Piercing (1))                                    |    |    |    |    |    |     |    |    |       |
| Special Rules: Feint, Fly, Leaper, Pathfinder Traits: Amphibian |    |    |    |    |    |     |    |    |       |
| Core Inf Regiment                                               | 7  | 4+ | 4+ | 4+ | 2  | 15  | 16 | 2  | [215] |
| Javelins                                                        |    |    |    |    |    |     |    |    | [60]  |
| Javelins (12", Piercing (1))                                    |    |    |    |    |    |     |    |    |       |
| Special Rules: Feint, Fly, Leaper, Pathfinder Traits: Amphibian |    |    |    |    |    |     |    |    |       |

| Water Elementals                                                                                                                               | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|------------------------------------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|----|----|-------|
| Specialist Lrg Inf Regiment                                                                                                                    | 7  | 4+ | -  | 5+ | 2  | 18  | 17 | 3  | [235] |
| Diadem of Dragonkind                                                                                                                           |    |    |    |    |    |     |    |    | [30]  |
| Fireball (4)                                                                                                                                   |    |    |    |    |    |     |    |    |       |
| <b>Special Rules:</b> <i>Crushing Strength(1),Fearless, Regeneration(5+),Shambling, Thunderous Charge(2)</i> <b>Traits:</b> <i>Sea Monster</i> |    |    |    |    |    |     |    |    |       |
| Specialist Lrg Inf Regiment                                                                                                                    | 7  | 4+ | -  | 5+ | 2  | 18  | 17 | 3  | [220] |
| Sir Jesse's Boots of Striding                                                                                                                  |    |    |    |    |    |     |    |    | [15]  |
| <b>Special Rules:</b> <i>Crushing Strength(1),Fearless, Regeneration(5+),Shambling, Thunderous Charge(2)</i> <b>Traits:</b> <i>Sea Monster</i> |    |    |    |    |    |     |    |    |       |

|                                                                                                                                                  |           |           |           |           |           |            |           |           |            |
|--------------------------------------------------------------------------------------------------------------------------------------------------|-----------|-----------|-----------|-----------|-----------|------------|-----------|-----------|------------|
| <b>Riverguard Arbalest [2]</b>                                                                                                                   | <b>Sp</b> | <b>Me</b> | <b>Sh</b> | <b>De</b> | <b>US</b> | <b>Att</b> | <b>Ne</b> | <b>Ht</b> | <b>Pts</b> |
| Support Mon<br>Amphibian Arbalest (24", Blast (D3),Piercing (2),Shattering (1))<br><b>Special Rules:</b> Fly, Height(4) <b>Traits:</b> Amphibian | 7         | 4+        | 5+        | 4+        | 2         | 2          | 13        | 4         | [100]      |
| Support Mon<br>Amphibian Arbalest (24", Blast (D3),Piercing (2),Shattering (1))<br><b>Special Rules:</b> Fly, Height(4) <b>Traits:</b> Amphibian | 7         | 4+        | 5+        | 4+        | 2         | 2          | 13        | 4         | [100]      |

**Total Units:**  
**Total Points:**

15  
2400

**Total Unit Strength:**

24

| 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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|-----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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.                                                                          |
| 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).                                                                                                                                                                                                                                                                                                                                                               |
| 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.                                                                                                                                                                                                                                                                                                                                                                                                 |
| 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.                                                                                                                                                                                                                                          |
| 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.                                                                              |
| 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.                                                                                                                                                                                                                                                                                                                              |

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| 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.                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 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.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| 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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
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| <b>Alchemist's Curse</b><br>Range: 12"<br>Magical Missile | Add the target's Defence value to the (n) value of this spell (e.g. Casting Alchemist's Curse (2) against a Defence 4+ unit, will result in Alchemist's Curse (6),rolling 6 dice for the spell). Piercing (4). Roll to damage as normal.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>Bloodboil</b><br>Range: 12"<br>Magical Missile         | When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Then roll to damage as normal. Piercing (1).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Enthral</b><br>Range: 18"<br>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.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Fireball</b><br>Range: 12"<br>Magical Missile          | Blast (D3),Shattering (1).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Lightning Bolt</b><br>Range: 24"<br>Magical Missile    | Piercing (1)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Surge</b><br>Range: 12"<br>Friendly, Shambling only    | For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw! |

| 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.          |
| Diadem of Dragonkind          | The unit gains the Fireball (4) spell, or if the unit already has a Fireball spell, its value is increased by 2. |