

TRIDENT REALM 2300 TOURNAMENT



TRIDENT REALM

NEUTRAL

Naiad Ensnarers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	3	2	4	25	20/22	230
Healing Brew									5
Ensnare, Pathfinder, Regeneration (4+)									[235]
Keywords: Naiad									

Naiad Heartpiercers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	4	3	2	2	10	13/15	[160]
Regeneration (4+)									
Harpoon-gun (18", Piercing (1), Steady Aim)									
Keywords: Naiad									
Regiment(20)	5	5	4	3	2	2	10	13/15	[160]
Regeneration (4+)									
Harpoon-gun (18", Piercing (1), Steady Aim)									
Keywords: Naiad									
Regiment(20)	5	5	4	3	2	2	10	13/15	[160]
Regeneration (4+)									
Harpoon-gun (18", Piercing (1), Steady Aim)									
Keywords: Naiad									

Tidal Swarm*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	5	5	-	2	1	1	12	-/12	[70]
Ensnare, Nimble, Scout									
Keywords: Beast, Crustacean									
Regiment(3)	5	5	-	2	1	1	12	-/12	[70]
Ensnare, Nimble, Scout									
Keywords: Beast, Crustacean									

Naiad Wyrmliders

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	8	3	-	4	4	3	18	15/17	[220]
Crushing Strength (1), Pathfinder, Regeneration (4+)									
Keywords: Naga, Naiad									
Horde(6)	8	3	-	4	4	3	18	15/17	[220]
Crushing Strength (1), Pathfinder, Regeneration (4+)									
Keywords: Naga, Naiad									

Knucker

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	3	-	4	4	1	6	13/15	[150]
Crushing Strength (1), Ensnare, Nimble, Pathfinder, Stealthy, Thunderous Charge (1)									
Keywords: Naga									
1	9	3	-	4	4	1	6	13/15	[150]
Crushing Strength (1), Ensnare, Nimble, Pathfinder, Stealthy, Thunderous Charge (1)									
Keywords: Naga									
1	9	3	-	4	4	1	6	13/15	[150]
Crushing Strength (1), Ensnare, Nimble, Pathfinder, Stealthy, Thunderous Charge (1)									
Keywords: Naga									

Naiad Wyrmrider Centurion										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	4	1	5	13/15	[160]	
Crushing Strength (1), Inspiring, Nimble, Pathfinder, Regeneration (4+), Thunderous Charge (1) Keywords: Naga, Naiad										

Eckter[1]										Hero (Hv Inf) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	6	2	0	6	12/14	[165]	
Crushing Strength (2), Ensnare, Individual, Inspiring, Krakenmaw, Mighty, Phalanx Spells: Wind Blast (8) Keywords: Placoderm										

Trident King[1]										Hero (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	4	4	5	3	1	12	14/16	[230]	
Crushing Strength (1), Ensnare, Nimble, Regeneration (5+), Thunderous Charge (1), Very Inspiring Tidespray (12", Piercing (1), Steady Aim) Keywords: Masked, Naiad										

Total Unit Strength: 23

Total Units: 14

Total Core: 2300 (100%)

Army notes:

this is my current army list



SPECIAL RULES AND SPELLS:

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.
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Krakenmaw	While casting Wind Blast, in addition to moving the target, roll to damage for each hit scored.
Mighty	Individuals with the <i>Mighty</i> 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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> 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 <i>Scout</i> 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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).

Very Inspiring

This is the same as the *Inspiring* special rule, except that it has a range of 9". Any rule that affects *Inspiring* also affects *Very Inspiring*

Inspiring: If this unit, or any Friendly Core unit within 6" 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.

Wind Blast

Spell: 18", Enemy - For each hit the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from 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 1" away from enemy units or just out of contact with blocking terrains and friends.

This spell has no effect on Speed 0 units.