



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
Chalice of Wrath									
Ensnare, Pathfinder, Regeneration (4+)									
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									

Gigas

Monstrous Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	5	3	-	5	2	3	12	15/17	[205]
Big Shield, Crushing Strength (2), Nimble, Vicious (Melee)									
Keywords: Crustacean									
Horde(6)	5	3	-	5	2	3	12	15/17	[205]
Big Shield, Crushing Strength (2), Nimble, Vicious (Melee)									
Keywords: Crustacean									

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									

Kraken

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	-	4	6	1	12	17/19	[240]
Crushing Strength (2), Ensnare, Rampage (Melee - D3), Regeneration (4+), Strider, Wild Charge (D3)									
Keywords: Beast, Cephalopod, Unleashed									
1	7	4	-	4	6	1	12	17/19	[240]
Crushing Strength (2), Ensnare, Rampage (Melee - D3), Regeneration (4+), Strider, Wild Charge (D3)									
Keywords: Beast, Cephalopod, Unleashed									

Naiad Envoy

Hero (Inf)
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	-	4	2	0	1	9/11	55
Bastion (2) [1]									
Individual, Inspiring, Pathfinder, Regeneration (4+)									
Spells: Bastion [1] (2)									
Keywords: 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									



NIGHTSTALKERS

Fiends							Large Cavalry			
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	8	4	-	4	4	3	24	16/18	[215]	
Crushing Strength (1), Mindthirst, Stealthy, Vicious (Melee) Keywords: Cunning, Nightmare										
Void Lurker							Hero (Ttn)			
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	4	6	1	10	17/19	[270]	
Crushing Strength (2), Fly, Mindthirst, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1) Keywords: Phantasm, Voracious										

Total Unit Strength: 20
Total Core: 1815 (78.9%)
Total Ally: 485 (21.1%)

Total Units: 13



SPECIAL RULES AND SPELLS:

Bastion [1]	Unique Spell: Range 12", Friendly, Self, CC - If one or more hits are scored, until the start of its next Turn, the target increases its Waver and Rout stat values by 1 and gains the Rallying (+1) special rule, to a maximum of 2.
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
Chalice of Wrath	The unit gains the <i>Fury</i> special rule.
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.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
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.
Mindthirst	If this unit is within 12" of an enemy unit with the <i>Inspiring</i> or <i>Very Inspiring</i> special rule and it is Routed, the opponent must re-roll that Nerve test. The second result stands.
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.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks.
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.
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	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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Wild Charge

Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, 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, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

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.