

 Trident Realm of Neritica [2345]

Thuul	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [160]	6	3+	-	3+	3	20	14/16	2	[160]
<i>Special Rules: Ensnare, Stealthy, Wild Charge(D3) Keywords: Cephalopod</i>									

Naiad Heartpiercers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [155]	5	5+	4+	3+	2	10	13/15	2	[155]
Harpoon-gun (18", Piercing(1),Steady Aim)									
<i>Special Rules: Regeneration(4+) Keywords: Naiad</i>									
Inf Regiment [155]	5	5+	4+	3+	2	10	13/15	2	[155]
Harpoon-gun (18", Piercing(1),Steady Aim)									
<i>Special Rules: Regeneration(4+) Keywords: Naiad</i>									

Depth Horrors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [200]	6	3+	-	3+	3	18	16/18	3	[185]
Sir Jesse's Boots of Striding									
<i>Special Rules: Crushing Strength(1),Ensnare, Fury Keywords: Deep One, Immortal</i>									

Water Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [130]	7	4+	-	5+	2	9	-/14	3	[130]
<i>Special Rules: Crushing Strength(1),Regeneration(5+),Shambling, Strider Keywords: Waterbound</i>									
Lrg Inf Horde [220]	7	4+	-	5+	3	18	-/17	3	[220]
<i>Special Rules: Crushing Strength(1),Regeneration(5+),Shambling, Strider Keywords: Waterbound</i>									

Tidal Swarm*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [70]	5	5+	-	2+	1	12	-/12	1	[70]
<i>Special Rules: Ensnare, Nimble, Scout Keywords: Beast, Crustacean</i>									
Swm Regiment [70]	5	5+	-	2+	1	12	-/12	1	[70]
<i>Special Rules: Ensnare, Nimble, Scout Keywords: Beast, Crustacean</i>									

Greater Water Elemental	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [180]	7	4+	-	5+	1	9	-/18	5	[180]
<i>Special Rules: Crushing Strength(2),Regeneration(4+),Shambling, Strider Keywords: Waterbound</i>									

Coral Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [215]	7	4+	-	5+	2	D6+8	16/18	6	[215]
Giant Cleaver									
<i>Special Rules: Brutal, Crushing Strength(3),Ensnare, Iron Resolve, Strider, Slayer(Melee D6) Keywords: Giant, Waterbound</i>									

Naiad Envoy	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 0 [80]	5	4+	-	4+	0	1	9/11	2	[55]
Lute of Insatiable Darkness									
Bane Chant (2)									
<i>Special Rules: Aura(Fury - Infantry and Heavy Infantry only),Individual, Pathfinder, Regeneration(4+),Very Inspiring Keywords: Naiad</i>									
Hero (Inf) 1 Spellcaster 0 [75]	5	4+	-	4+	0	1	9/11	2	[55]
Tome of Darkness									
Surge (5)									
<i>Special Rules: Aura(Fury - Infantry and Heavy Infantry only),Individual, Pathfinder, Regeneration(4+),Very Inspiring Keywords: Naiad</i>									

Eckter [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 0 [165]	5	3+	-	6+	0	6	12/14	2	[165]
Wind Blast (8)									
<i>Special Rules: Crushing Strength(2),Ensnare, Individual, Inspiring, Mighty, Phalanx, Krakenmaw Keywords: Placoderm</i>									

[F] The Hidden Ones (The Hidden Ones) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [170]	6	3+	-	3+	3	20	14/16	2	[170]
<i>Special Rules: Ensnare, Pathfinder, Stealthy, Wild Charge(D3) Keywords: Cephalopod</i>									

[F] The Hidden Ones (The Hidden Ones) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [170] <i>Special Rules: Ensnare, Pathfinder, Stealthy, Wild Charge(D3) Keywords: Cephalopod</i>	6	3+	-	3+	3	20	14/16	2	[170]

[F] Ineesha (The Hidden Ones) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [130] Gnome-Glass Shield Knowledgable[1] Host Shadowbeast(3) <i>Special Rules: Aura(Thunderous Charge (1) - Cephalopod only),Crushing Strength(1),Ensnare, Individual, Inspiring, Pathfinder, Stealthy, Wild Charge(D3) Keywords: Cephalopod</i>	6	3+	-	4+	0	5	11/13	2	[90] [10] [10] [20]

Total Units: 16 **Total Unit Strength:** 26
Total Primary Core Points: 2345 (100.0%)

Custom Rule	Description
Krakenmaw	While casting Wind Blast, in addition to moving the target, roll to damage for each hit scored.

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note 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 keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. 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.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
Mighty	Individuals with the Mighty 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly 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 Scout 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.

Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Surge Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.	
Wind Blast Range: 18" Enemy	For each hit the target enemy unit is pushed 1inch 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 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.	
Host Shadowbeast Range: 12" Friendly Individuals or Self (individuals only),CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. 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
Gnome-Glass Shield	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.

Lute of Insatiable
Darkness

The unit gains the Bane Chant (2) spell.