

## 1st Battalion

<b>Siren [2]</b>	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> Ensnare, Individual, Inspiring, Stealthy, Siren's Call <b>Traits:</b> Spellcaster									

<b>Thuul Aquamage [2]</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	-	4+	1	1	12	2	[140]
Heal (3)									[15]
Bloodboil(0)									[30]
<b>Special Rules:</b> Ensnare, Individual, Inspiring, Stealthy, Yielding <b>Traits:</b> Spellcaster									

<b>Riverguard</b>	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))									
<b>Special Rules:</b> Feint, Fly, Leaper, Pathfinder <b>Traits:</b> Amphibian									
Core Inf Regiment	7	4+	4+	4+	2	15	16	2	[215]
Javelins									[60]
Javelins (12", Piercing (1))									
<b>Special Rules:</b> Feint, Fly, Leaper, Pathfinder <b>Traits:</b> Amphibian									
Core Inf Regiment	7	4+	4+	4+	2	15	16	2	[215]
Javelins									[60]
Javelins (12", Piercing (1))									
<b>Special Rules:</b> Feint, Fly, Leaper, Pathfinder <b>Traits:</b> Amphibian									
Core Inf Regiment	7	4+	4+	4+	2	15	16	2	[215]
Javelins									[60]
Javelins (12", Piercing (1))									
<b>Special Rules:</b> Feint, Fly, Leaper, Pathfinder <b>Traits:</b> Amphibian									

<b>Tidal Swarm</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	5	5+	-	2+	1	12	12	1	[60]
<b>Special Rules:</b> Height(1), Scout									
Core (Aux) Lrg Inf Troop	5	5+	-	2+	1	12	12	1	[60]
<b>Special Rules:</b> Height(1), Scout									
Core (Aux) Lrg Inf Troop	5	5+	-	2+	1	12	12	1	[60]
<b>Special Rules:</b> Height(1), Scout									

<b>Riverguard Arbalest [2]</b>	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))									
<b>Special Rules:</b> Fly, Height(4) <b>Traits:</b> Amphibian									
Support Mon	7	4+	5+	4+	2	2	13	4	[100]
Amphibian Arbalest (24", Blast (D3), Piercing (2), Shattering (1))									
<b>Special Rules:</b> Fly, Height(4) <b>Traits:</b> Amphibian									

## 2nd Battalion

<b>Siren [2]</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	-	3+	1	1	13	2	[190]
Enthral (7)									[0]
Blizzard(3)									[35]
<b>Special Rules:</b> Ensnare, Individual, Inspiring, Stealthy, Siren's Call <b>Traits:</b> Spellcaster									



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.
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.
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
<b>Alchemist's Curse</b> Range: 12" 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>Blizzard</b> Range: 30" Magical Missile	Blast (D3), Frostbite, Piercing (1).
<b>Bloodboil</b> Range: 12" 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> Range: 18" 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>Heal</b> Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.