



## TRIDENT REALM

**NEUTRAL**

### Naiad Ensnarers

**Infantry**

| Unit Size   | Sp | Me | Ra | De | H | US | At | Ne    | Pts   |
|---|----|----|----|----|---|----|----|-------|-------|
| Regiment(20)  | 5  | 4  | -  | 3  | 2 | 3  | 12 | 13/15 | [140] |
| Ensnare, Pathfinder, Regeneration (4+)<br>Keywords: Naiad |    |    |    |    |   |    |    |       |       |
| Regiment(20)  | 5  | 4  | -  | 3  | 2 | 3  | 12 | 13/15 | [140] |
| Ensnare, Pathfinder, Regeneration (4+)<br>Keywords: Naiad |    |    |    |    |   |    |    |       |       |

### Thuul

**Infantry**

| Unit Size                                 | Sp | Me | Ra | De | H | US | At | Ne    | Pts   |
|---|----|----|----|----|---|----|----|-------|-------|
| Troop(10)                                 | 6  | 3  | -  | 3  | 2 | 1  | 15 | 10/12 | [105] |
| Ensnare, Stealthy<br>Keywords: Cephalopod |    |    |    |    |   |    |    |       |       |

### Riverguard\*

**Infantry**

| Unit Size  | Sp | Me | Ra | De | H | US | At | Ne   | Pts   |
|--|----|----|----|----|---|----|----|------|-------|
| Troop(10)  | 7  | 5  | 5  | 4  | 2 | 1  | 10 | 9/11 | 115   |
| Poison Frog  |    |    |    |    |   |    |    |      |       |
| Ensnare, Fly, Nimble, Pathfinder<br>Javelins (12", Steady Aim)<br>Keywords: Amphibian, Tracker |    |    |    |    |   |    |    |      |       |
|  |    |    |    |    |   |    |    |      | 5     |
|  |    |    |    |    |   |    |    |      | [120] |

### Naiad Wyrmliders

**Large Cavalry**

| Unit Size   | Sp | Me | Ra | De | H | US | At | Ne    | Pts   |
|---|----|----|----|----|---|----|----|-------|-------|
| Regiment(3)   | 8  | 3  | -  | 4  | 4 | 2  | 9  | 12/14 | [130] |
| Crushing Strength (1), Pathfinder, Regeneration (4+)<br>Keywords: Naga, Naiad |    |    |    |    |   |    |    |       |       |

### Gigas

**Monstrous Infantry**

| Unit Size  | Sp | Me | Ra | De | H | US | At | Ne    | Pts   |
|--|----|----|----|----|---|----|----|-------|-------|
| Regiment(3)  | 5  | 3  | -  | 5  | 2 | 2  | 6  | 12/14 | [125] |
| Big Shield, Crushing Strength (2), Nimble, Vicious (Melee)<br>Keywords: Crustacean |    |    |    |    |   |    |    |       |       |

### Naiad Centurion

**Hero (Inf)**

| Unit Size  | Sp | Me | Ra | De | H | US | At | Ne    | Pts   |
|--|----|----|----|----|---|----|----|-------|-------|
| 1  | 6  | 3  | -  | 5  | 2 | 0  | 5  | 12/14 | [115] |
| Crushing Strength (1), Individual, Inspiring, Mighty, Pathfinder, Regeneration (4+)<br>Keywords: Naiad |    |    |    |    |   |    |    |       |       |

### Thuul Mythican

**Hero (Inf)  
Spellcaster: 1**

| Unit Size   | Sp | Me | Ra | De | H | US | At | Ne    | Pts   |
|---|----|----|----|----|---|----|----|-------|-------|
| 1   | 6  | 3  | -  | 4  | 2 | 0  | 5  | 11/13 | 80    |
| Bane Chant (2)<br>Lightning Bolt (3)  |    |    |    |    |   |    |    |       |       |
|   |    |    |    |    |   |    |    |       | 20    |
|   |    |    |    |    |   |    |    |       | 20    |
|   |    |    |    |    |   |    |    |       | [120] |
| Crushing Strength (1), Ensnare, Individual, Inspiring (Cephalopod only), Stealthy<br>Spells: Bane Chant (2), Lightning Bolt (3)<br>Keywords: Cephalopod |    |    |    |    |   |    |    |       |       |





## SPECIAL RULES AND SPELLS:

|                          |   |
|--------------------------|---|
| <b>Bane Chant</b>        | Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.   |
| <b>Big Shield</b>        | All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.  |
| <b>Crushing Strength</b> | All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.  |
| <b>Ensnare</b>           | Melee attacks against the target unit's front suffer an additional -1 to hit.   |
| <b>Fly</b>               | 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. |
| <b>Individual</b>        | See page 34.  |
| <b>Inspiring</b>         | 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.  |
| <b>Lightning Bolt</b>    | Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.   |
| <b>Mighty</b>            | Individuals with the <i>Mighty</i> special rule are no longer Yielding.   |
| <b>Nimble</b>            | 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.  |
| <b>Pathfinder</b>        | 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.   |
| <b>Poison Frog</b>       | Once per game, before the unit rolls to damage in melee, you may choose to give the unit the <i>Brutal</i> special rule for the remainder of the turn. The unit's Poison Frog is then destroyed and cannot be used again for the remainder of the game.   |
| <b>Regeneration</b>      | 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.   |
| <b>Steady Aim</b>        | The unit does not suffer from the -1 Moving modifier when making Ranged attacks.  |
| <b>Stealthy</b>          | Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.  |
| <b>Vicious</b>           | Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.  |