



Trident Realm of Neritica [2300]

Gigas Monstrous Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [210] Staying Stone	5	3+	-	5+	3	12	16/17	2	[205] [5]
<i>Special Rules: Big Shield, Crushing Strength(2), Nimble, Vicious(Melee) Keywords: Crustacean</i>									
Horde (6) [220] Chalice of Wrath	5	3+	-	5+	3	12	15/17	2	[205] [15]
<i>Special Rules: Big Shield, Crushing Strength(2), Nimble, Vicious(Melee), Fury Keywords: Crustacean</i>									
Horde (6) [220] Dwarven Ale	5	3+	-	5+	3	12	15/17	2	[205] [15]
<i>Special Rules: Big Shield, Crushing Strength(2), Nimble, Vicious(Melee), Headstrong Keywords: Crustacean</i>									

Riverguard Dambusters Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) Spellcaster 0 [150] Entrhal (R:3/H:6)	7	4+	-	5+	2	9	12/14	4	[150] [0]
<i>Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(6+), Strider, Thunderous Charge(2), Sticky Tongue Keywords: Amphibian</i>									
Regiment (3) Spellcaster 0 [150] Entrhal (R:3/H:6)	7	4+	-	5+	2	9	12/14	4	[150] [0]
<i>Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(6+), Strider, Thunderous Charge(2), Sticky Tongue Keywords: Amphibian</i>									

Tidal Swarm* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [70] Special Rules: Ensnare, Nimble, Scout Keywords: Beast, Crustacean	5	5+	-	2+	1	12	-/12	1	[70]
Regiment (3) [70] Special Rules: Ensnare, Nimble, Scout Keywords: Beast, Crustacean	5	5+	-	2+	1	12	-/12	1	[70]

Coral Giant Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [215] Giant Club	7	4+	-	5+	1	D6+8	16/18	6	[215] [0]
<i>Special Rules: Brutal, Crushing Strength(3), Ensnare, Iron Resolve, Strider, Rampage(Melee D6) Keywords: Giant, Waterbound</i>									

Kraken Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [240] Special Rules: Crushing Strength(2), Ensnare, Rampage(Melee - D3), Regeneration(4+), Strider, Wild Charge(D3) Keywords: Beast, Cephalopod, Unleashed	7	4+	-	4+	1	12	17/19	6	[240]

Depth Horror Eternal Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [130] Trickster's Wand	6	3+	-	4+	1	5	14/16	3	[115] [15]
<i>Special Rules: Crushing Strength(2), Ensnare, Fury, Inspiring, Nimble Keywords: Deep One, Immortal</i>									
1 [115] Special Rules: Crushing Strength(2), Ensnare, Fury, Inspiring, Nimble Keywords: Deep One, Immortal	6	3+	-	4+	1	5	14/16	3	[115]

[F] The Hidden Ones (The Hidden Ones) [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [200] Brew of Strength	6	3+	-	3+	3	20	14/16	2	[170] [30]
<i>Special Rules: Ensnare, Pathfinder, Stealthy, Wild Charge(D3), Crushing Strength(1) Keywords: Cephalopod</i>									

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

[F] Ineesha (The Hidden Ones)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[1] Hero (Infantry)									
1 Spellcaster 2 [140]	6	3+	-	4+	0	5	11/13	2	[90]
Gnome-Glass Shield									[10]
Knowledgable[1]									[10]
Scorched Earth(3)									[30]
<i>Special Rules: Aura(Thunderous Charge (1) - Cephalopod only),Crushing Strength(1),Ensnare, Individual, Inspiring, Pathfinder, Stealthy, Wild Charge(D3) Keywords: Cephalopod</i>									

Total Units: 14 **Total Unit Strength:** 25
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Sticky Tongue	This unit's Enthral spell only has a range of 12". While casting Enthral, 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.
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
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.
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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
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 one point of damage previously suffered.
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 suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
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 on its profile until the end of the Turn.
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.
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 Crushing Strength (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.

Spell	Description	Special Rules
Enthral Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward 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 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.	
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Scorched Earth Range: 18" Enemy	If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit loses the Strider and Pathfinder special rules for the duration of its next Turn.	

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
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.
Chalice of Wrath	The unit gains the Fury special rule.
Dwarven Ale	The unit gains the Headstrong special rule.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.