



## TRIDENT REALM

NEUTRAL

### Riverguard Treeleapers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	7	4	-	4	2	1	10	10/12	[110]
Crushing Strength (1), Ensnare, Fly, Nimble, Pathfinder Keywords: Amphibian									
Troop(10)	7	4	-	4	2	1	10	10/12	[110]
Crushing Strength (1), Ensnare, Fly, Nimble, Pathfinder Keywords: Amphibian									
Troop(10)	7	4	-	4	2	1	10	10/12	[110]
Crushing Strength (1), Ensnare, Fly, Nimble, Pathfinder Keywords: Amphibian									

### Naiad Heartpiercers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	4	3	2	2	10	13/15	[160]
Regeneration (4+) Harpoon-gun (18", Piercing (1), Steady Aim) Keywords: 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) Keywords: Crustacean									
Regiment(3)	5	3	-	5	2	2	6	12/14	[125]
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									
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									

### Thuul Aquamage

Hero (Inf)  
Spellcaster: 2

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	4	2	0	1	10/12	90
Rising Tides [1] - Aura (Wild Charge (+1)) Library Barkskin [1](5)									
									15
									25
									[130]
Ensnare, Individual, Inspiring, Stealthy, Aura (Wild Charge (+1)) Spells: Icy Breath (10), Barkskin [1] (5) Keywords: Cephalopod									

<b>Thuul Mythican</b>										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	
Library Mindfog (2)										10
Crushing Strength (1), Ensnare, Individual, Inspiring, Stealthy, Wild Charge (D3)										[90]
Spells: Mind Fog (2)										
Keywords: Cephalopod										
<b>Riverguard Dambuster Sentinel</b>										Hero (Mon) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	4	1	5	12/14	[150]	
Crushing Strength (2), Fly, Inspiring, Nimble, Regeneration (6+), Sticky Tongue, Strider, Thunderous Charge (1)										
Spells: Enthral (4)										
Keywords: Amphibian										
<b>Eckter[1]</b>										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										
<b>The Hidden Ones [1]</b>										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
<b>Thuul (F)</b>										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	6	3	-	3	2	3	20	14/16	[170]	
Ensnare, Pathfinder, Stealthy, Wild Charge (D3)										
Keywords: Cephalopod										
Regiment(20)	6	3	-	3	2	3	20	14/16	[170]	
Ensnare, Pathfinder, Stealthy, Wild Charge (D3)										
Keywords: Cephalopod										
<b>Thuul Mythican (F)</b>										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	4	2	0	5	11/13	90	
Sacred Horn										15
Bane Chant (2)										20
Aura (Thunderous Charge (1) - Cephalopod only), Crushing Strength (1), Ensnare, Individual, Inspiring, Pathfinder, Stealthy, Wild Charge (D3)										[125]
Spells: Bane Chant (2)										
Keywords: Cephalopod										

Total Unit Strength: 23

Total Core: 2300 (100%)

Army notes:

DD Chariot: Ht 3, Sp 8, Me 3+, De 5+, Att 6, US 1, Ne -/14 Elite, Brutal, Vicious, CS (1), Inspiring (self), Nimble, TC (1), Lightning Bolt (3),

Spellcaster 0 Spell: 24", Enemy - Roll to damage as normal. Modifiers: Piercing (1), Hits on a 5+ against unit in Cover.

Total Units: 16



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(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.
<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>Barkskin [1]</b>	Unique Spell: Range 12", Friendly, Self, CC - Unlike most spells that always hit on a 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5 unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules, but will still Disorder the target if the token was removed in Melee. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.
<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>Enthral</b>	Spell: 18", Enemy - For each hit scored, the target Enemy unit is pulled 1" 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.
<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>Icy Breath</b>	Spell: 10", Enemy - Roll to damage the Enemy unit as normal. If one or more points of damage are dealt, the target Enemy unit is given the <i>Frozen</i> special rule.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<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>Krakenmaw</b>	While casting Wind Blast, in addition to moving the target, roll to damage for each hit scored.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Mind Fog</b>	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused. Modifiers: Shattering
<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>Phalanx</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<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>Sacred Horn</b>	The unit gains as additional 3" range to all of its Auras.
<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>Sticky Tongue</b>	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.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Thunderous Charge</b>	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).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Wild Charge</b>	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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (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.
<b>Wind Blast</b>	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.