

 Trident Realm of Neritica [1995]

Water Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [245]	7	4+	-	5+	3	18	-/17	3	[220]
Blood of the Old King									[25]
<b>Special Rules:</b> Crushing Strength(1), Regeneration(5+), Shambling, Strider <b>Keywords:</b> Waterbound									

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

Tidal Swarm*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Horde [140]	5	5+	-	2+	1	24	-/15	1	[120]
Hammer of Measured Force									[20]
<b>Special Rules:</b> Ensnare, Nimble, Scout <b>Keywords:</b> Waterbound									

Kraken	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [240]	7	4+	-	4+	2	12	17/19	6	[240]
<b>Special Rules:</b> Crushing Strength(2), Ensnare, Regeneration(4+), Slayer(3), Strider, Wild Charge(D3) <b>Keywords:</b> Unleashed, Deep One									
Titan 1 [240]	7	4+	-	4+	2	12	17/19	6	[240]
<b>Special Rules:</b> Crushing Strength(2), Ensnare, Regeneration(4+), Slayer(3), Strider, Wild Charge(D3) <b>Keywords:</b> Unleashed, Deep One									

Thuul Mythican	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [145]	6	3+	-	4+	0	5	11/13	2	[80]
Amulet of the Fireheart									[10]
Knowledgeable[1]									[10]
Surge (6)									[20]
Barkskin[1](5)									[25]
<b>Special Rules:</b> Crushing Strength(1), Ensnare, Individual, Inspiring, Stealthy, Wild Charge(D3), Command <b>Keywords:</b> Deep One									

Siren [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [100]	6	4+	-	3+	0	1	11/13	2	[100]
Enthrall (7)									
Weakness (3)									[0]
Mind Fog (2)									[0]
Hex (3)									[0]
<b>Special Rules:</b> Ensnare, Individual, Inspiring, Stealthy, Command, Siren's Call <b>Keywords:</b> Naiad									

Trident King [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 1 [235]	8	3+	4+	5+	1	10	14/16	3	[215]
King of Medu'Syth									
Tidespray (12", Piercing(1), Shattering, Steady Aim)									[20]
<b>Special Rules:</b> Crushing Strength(1), Ensnare, Nimble, Regeneration(5+), Thunderous Charge(2), Very Inspiring, Command, Aura(Elite - Royal Guard Only) <b>Keywords:</b> Masked, Naiad									

Total Units: 10 Total Unit Strength: 18  
 Total Primary Core Points: 1995 (100.0%)

Custom Rule	Description
Siren's Call	: After using a spell, the Siren may immediately use another different spell against the same or a different target. They may continue to do this until they have used each of their spells once in each of their Ranged phases.

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 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+.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
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.
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.
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.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one 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	: After using a spell, the Siren may immediately use another different spell against the same or a different target. They may continue to do this until they have used each of their spells once in each of their Ranged phases.
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.
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).
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).
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, 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	
<b>Knowledgable [1]</b>	Spellcaster Tier +1	
Spell	Description	Special Rules
<b>Enthral</b> 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.	
<b>Hex</b> 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.	
<b>Mind Fog</b> Range: 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.	Shattering
<b>Surge</b> 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. This Movement may bring a Surged unit within 1" of enemy units. 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.	
<b>Weakness</b> Range: 24" Enemy, CC	Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.	
<b>Barkskin [1]</b> 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.	
Artifact	Description	
Staying Stone	The unit gains +1 to its Wavering stat value.	
Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.	
Blood of the Old King	Once per game, the unit gains Elite (Melee) and Vicious (Melee) for one Turn. This must be declared before the unit rolls any attacks.	
Chalice of Wrath	The unit gains the Fury special rule.	
Dwarven Ale	The unit gains the Headstrong special rule.	
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.	