



Trident Realm of Neritica [2300]

Riverguard Treeleapers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [170]	7	4+	-	4+	3	12	14/16	2	[170]
<i>Special Rules: Crushing Strength(1), Ensnare, Fly, Nimble, Pathfinder Keywords: Amphibian</i>									
Regiment (20) [170]	7	4+	-	4+	3	12	14/16	2	[170]
<i>Special Rules: Crushing Strength(1), Ensnare, Fly, Nimble, Pathfinder Keywords: Amphibian</i>									

Depth Horrors Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [185]	6	3+	-	3+	3	18	16/18	3	[185]
<i>Special Rules: Crushing Strength(1), Ensnare, Fury Keywords: Deep One, Immortal</i>									
Horde (6) [185]	6	3+	-	3+	3	18	16/18	3	[185]
<i>Special Rules: Crushing Strength(1), Ensnare, Fury Keywords: Deep One, Immortal</i>									

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

Thuul Mythican Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [165]	10	3+	-	3+	0	5	11/13	2	[80]
Wings of Honey maze									
Bane Chant (2)									
Veil of Shadows[1](2)									
<i>Special Rules: Crushing Strength(1), Ensnare, Individual, Inspiring, Stealthy, Wild Charge(D3), Fly Keywords: Cephalopod</i>									

Riverguard Dambuster Sentinel Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [165]	7	3+	-	5+	1	5	12/14	4	[150]
Trickster's Wand									
Hex (2)									
Enthral (4)									
<i>Special Rules: Crushing Strength(2), Fly, Inspiring, Nimble, Regeneration(6+), Strider, Thunderous Charge(1) Keywords: Amphibian</i>									
1 Spellcaster 0 [165]	7	3+	-	5+	1	5	12/14	4	[150]
Talisman of Silence									
Mind Fog (2)									
Enthral (4)									
<i>Special Rules: Crushing Strength(2), Fly, Inspiring, Nimble, Regeneration(6+), Strider, Thunderous Charge(1) Keywords: Amphibian</i>									

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

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

[F] Ineesha (The Hidden Ones) [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [110]	6	3+	-	4+	0	5	11/13	2	[90]
Bane Chant (2)									
<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:
Total Primary Core Points:

13
2300 (100.0%)

Total Unit Strength:

23

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.
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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
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.
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).
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
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	

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.	
Mind Fog 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
Veil of Shadows[1] Range: 0" Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.	

Artefact	Description
Talisman of Silence	The unit gains the Mindfog (2) spell.
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.
Wings of Honeymaze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.