

## 1st Battalion

Pond Warden	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	7	3+	-	5+	2	7	16	4	[195]
<b>Special Rules:</b> <i>Crushing Strength(2), Duellist(2), Fly, Inspiring, Strider, Thunderous Charge(1)</i>									

Thuul Aquamage [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	-	4+	1	1	12	2	[145]
Banner of Command									[20]
Surge (8)									[30]
<b>Special Rules:</b> <i>Ensnare, Individual, Inspiring, Stealthy, Yielding Traits: Spellcaster</i>									

Riverguard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	7	4+	4+	4+	2	15	16	2	[155]
Javelins									[0]
Javelins (12", Piercing (1))									
<b>Special Rules:</b> <i>Feint, Fly, Leaper, Pathfinder Traits: Amphibian</i>									
Core Inf Regiment	7	4+	4+	4+	2	15	16	2	[155]
Javelins									[0]
Javelins (12", Piercing (1))									
<b>Special Rules:</b> <i>Feint, Fly, Leaper, Pathfinder Traits: Amphibian</i>									
Core Inf Regiment	7	4+	4+	4+	2	15	16	2	[155]
Javelins									[0]
Javelins (12", Piercing (1))									
<b>Special Rules:</b> <i>Feint, Fly, Leaper, Pathfinder Traits: Amphibian</i>									
Core (Aux) Inf Troop	7	4+	-	4+	1	12	12	2	[125]
<b>Special Rules:</b> <i>Crushing Strength(1), Feint, Fly, Leaper, Pathfinder Traits: Amphibian</i>									
Core (Aux) Inf Troop	7	4+	-	4+	1	12	12	2	[125]
<b>Special Rules:</b> <i>Crushing Strength(1), Feint, Fly, Leaper, Pathfinder Traits: Amphibian</i>									

Placoderm Defenders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	4+	-	6+	2	15	16	2	[155]
<b>Special Rules:</b> <i>Headstrong, Phalanx Traits: Oceanspawn</i>									
Core Hvy Inf Regiment	5	4+	-	6+	2	15	16	2	[155]
<b>Special Rules:</b> <i>Headstrong, Phalanx Traits: Oceanspawn</i>									
Core Hvy Inf Regiment	5	4+	-	6+	2	15	16	2	[155]
<b>Special Rules:</b> <i>Headstrong, Phalanx Traits: Oceanspawn</i>									

Tidal Swarm	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	12	12	1	[60]
<b>Special Rules:</b> <i>Height(1), Scout</i>									

Riverguard Dambusters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Cav Regiment	7	3+	-	5+	2	18	17	4	[270]
Brew of Sharpness									[45]
<b>Special Rules:</b> <i>Crushing Strength(2), Fly, Strider, Thunderous Charge(1) Traits: Amphibian</i>									

Greater Water Elemental	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	7	3+	-	5+	2	10	18	5	[225]
<b>Special Rules:</b> <i>Crushing Strength(1), Fearless, Regeneration(5+), Shambling, Strider, Thunderous Charge(3) Traits: Sea Monster</i>									
Support Mon	7	3+	-	5+	2	10	18	5	[225]
<b>Special Rules:</b> <i>Crushing Strength(1), Fearless, Regeneration(5+), Shambling, Strider, Thunderous Charge(3) Traits: Sea Monster</i>									

Total Units: 14  
Total Points: 2300

Total Unit Strength: 24

Command Order	Target	Description
Trawling	5	The unit gains the Enthral (5) spell.
Hardened Shell	4	Units with the Sea Monster Traits only. The unit gains n Barkskin Tokens (see the Barkskin Spell), where n is the number of successful dice rolled to issue this order. The tokens are removed at the start of the unit's next Turn if still present.

Aqua-venom	5	Units with the Oceanspawn or Amphibian Trait only. This unit damages the enemy on a 4+ with both Combat and Ranged attacks, regardless of modifiers.
Blood in the Water	5	This unit gains Vicious (Combat) on any attacks it allocates in Combat to an enemy unit that currently has one or more points of damage on it.
The Healing Tide	4	For each successful result on the dice rolled to issue this order, the unit removes one damage it previously suffered.

Special Rule	Description
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1), a roll of 4 would become a roll of 5.
Duellist (n)	When attacking an enemy Hero in Combat, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to. If the allocated target also has the Duellist special rule, no additional attacks are granted.
Ensnare	In Combat, attacks against this unit's front suffer an additional -1 to hit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Feint	If this unit decides to Withdraw! from Combat, it does so automatically, without taking a Nerve test. If a unit with Feint is not Wavering after its Withdraw! move, it may then perform a Change Facing! order.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.), as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
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 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12), its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!), that Nerve test must be rerolled. 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.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1), a roll of 4 would become a roll of 5.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, 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 Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. 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 as normal.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
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 (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed

that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
<b>Surge</b> Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.