

## 1st Battalion

| Depth Horror Eternal   | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|--|----|----|----|----|----|-----|----|----|-------|
| [Mr Krabs] Warlord Hero (Mon Inf)  | 6  | 3+ | -  | 4+ | 2  | 7   | 16 | 3  | [190] |
| Tome of Darkness   |    |    |    |    |    |     |    |    | [20]  |
| Surge (5)  |    |    |    |    |    |     |    |    |       |
| <b>Special Rules:</b> Aura(Wild Charge (2) – Oceanspawn Trait only),Crushing Strength(2),Inspiring, Rampage(3) |    |    |    |    |    |     |    |    |       |

| Thuul Aquamage [2]  | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|---|----|----|----|----|----|-----|----|----|-------|
| [Squidward] Champion Hero (Inf)   | 6  | 4+ | -  | 4+ | 1  | 1   | 12 | 2  | [170] |
| Banner of Command   |    |    |    |    |    |     |    |    | [20]  |
| Surge (8)   |    |    |    |    |    |     |    |    | [30]  |
| Barkskin(5)   |    |    |    |    |    |     |    |    | [25]  |
| <b>Special Rules:</b> Ensnare, Individual, Inspiring, Stealthy, Yielding <b>Traits:</b> Spellcaster |    |    |    |    |    |     |    |    |       |

| Axel Tricklebrook [U]  | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|--|----|----|----|----|----|-----|----|----|-------|
| [Spongebob] Champion Hero (Lrg Inf)  | 6  | 4+ | 4+ | 4+ | 1  | 5   | 14 | 3  | [185] |
| Icy Waters (18", Frostbite, Piercing (1))  |    |    |    |    |    |     |    |    |       |
| <b>Special Rules:</b> Aura(Elite (Combat) – Sea Monster Trait only),Crushing Strength(1),Inspiring, Pathfinder, Regeneration(4+) |    |    |    |    |    |     |    |    |       |

| Naiad Ensnarers   | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|---|----|----|----|----|----|-----|----|----|-------|
| [Anchovies] Core Inf Horde  | 6  | 4+ | -  | 3+ | 5  | 25  | 23 | 2  | [205] |
| Orb of Towering Presence  |    |    |    |    |    |     |    |    | [15]  |
| <b>Special Rules:</b> Ensnare, Pathfinder, Regeneration(5+) <b>Traits:</b> Oceanspawn |    |    |    |    |    |     |    |    |       |

| Tidal Swarm                                      | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts  |
|--|----|----|----|----|----|-----|----|----|------|
| [Jellyfish Fields] Core (Aux) Lrg Inf Troop      | 6  | 5+ | -  | 2+ | 1  | 12  | 12 | 1  | [75] |
| Pipes of Terror                                  |    |    |    |    |    |     |    |    | [15] |
| <b>Special Rules:</b> Height(1),Scout, Brutal(1) |    |    |    |    |    |     |    |    |      |

| Depth Horrors   | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|---|----|----|----|----|----|-----|----|----|-------|
| [Patrick with Krusty Krab] Core Mon Inf Regiment                                | 6  | 3+ | -  | 4+ | 2  | 18  | 18 | 3  | [205] |
| Sir Jesse's Boots of Striding   |    |    |    |    |    |     |    |    | [15]  |
| <b>Special Rules:</b> Crushing Strength(2),Rampage(3) <b>Traits:</b> Oceanspawn |    |    |    |    |    |     |    |    |       |
| [Patricks with Krabby Patty] Core Mon Inf Regiment                              | 7  | 3+ | -  | 4+ | 2  | 18  | 18 | 3  | [210] |
| Brew of Haste   |    |    |    |    |    |     |    |    | [20]  |
| <b>Special Rules:</b> Crushing Strength(2),Rampage(3) <b>Traits:</b> Oceanspawn |    |    |    |    |    |     |    |    |       |

| Water Elementals   | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|--|----|----|----|----|----|-----|----|----|-------|
| [Bubble Buddies] Specialist Lrg Inf Regiment   | 7  | 3+ | -  | 5+ | 2  | 18  | 17 | 3  | [250] |
| Brew of Sharpness  |    |    |    |    |    |     |    |    | [45]  |
| <b>Special Rules:</b> Crushing Strength(1),Fearless, Regeneration(5+),Shambling, Thunderous Charge(2) <b>Traits:</b> Sea Monster |    |    |    |    |    |     |    |    |       |

| Gigas   | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|---|----|----|----|----|----|-----|----|----|-------|
| [Muscle Beach with Spongebob] Specialist Mon Inf Regiment   | 5  | 3+ | -  | 5+ | 2  | 12  | 18 | 2  | [215] |
| Staying Stone   |    |    |    |    |    |     |    |    | [15]  |
| <b>Special Rules:</b> Big Shield, Crushing Strength(3),Height(2),Vicious(Combat) <b>Traits:</b> Sea Monster |    |    |    |    |    |     |    |    |       |
| [Muscle Beach] Specialist Mon Inf Regiment  | 5  | 3+ | -  | 5+ | 2  | 12  | 17 | 2  | [205] |
| Blade of Slashing   |    |    |    |    |    |     |    |    | [5]   |
| <b>Special Rules:</b> Big Shield, Crushing Strength(3),Height(2),Vicious(Combat) <b>Traits:</b> Sea Monster |    |    |    |    |    |     |    |    |       |

| Coral Giant  | Sp | Me | Sh | De | US | Att  | Ne | Ht | Pts   |
|--|----|----|----|----|----|------|----|----|-------|
| Support Ti   | 6  | 4+ | -  | 5+ | 2  | D6+8 | 19 | 5  | [195] |
| <b>Special Rules:</b> Crushing Strength(3),Fearless, Iron Resolve(3),Shambling, Strider <b>Traits:</b> Sea Monster |    |    |    |    |    |      |    |    |       |
| Support Ti   | 6  | 4+ | -  | 5+ | 2  | D6+8 | 19 | 5  | [195] |
| <b>Special Rules:</b> Crushing Strength(3),Fearless, Iron Resolve(3),Shambling, Strider <b>Traits:</b> Sea Monster |    |    |    |    |    |      |    |    |       |

Total Units: 12  
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  |
|-----------------------|--|
| Aura (n)              | (n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6" of the unit. 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 Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6" with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit's profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can't add it again!). 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 Combat) against the target unit's front facing treat its defence as 6+.  |
| Brutal (n)            | When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.   |
| 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.  |
| Elite                 | Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.  |
| 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.  |
| Frostbite             | If one or more points of damage are scored with this unit's attack, the target enemy unit is given the Frozen status (see page 47).  |
| 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.  |
| Iron Resolve (n)      | If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3.   |
| Pathfinder            | The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.   |
| 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.  |
| Rampage (n)           | When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, 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.   |
| 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.  |
| Vicious               | Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.  |
| 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>Barkskin</b><br>Range: 12"<br>Friendly, Self, CC    | Instead of hitting on 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, instead of causing damage, 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. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.   |
| <b>Surge</b><br>Range: 12"<br>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  |
|-------------------------------|--|
| Blade of Slashing             | Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.                               |
| Orb of Towering Presence      | May not be taken by units with the Individual or Fly special rules. Increase the unit's Unit Strength (see page 67) by +1. |
| Sir Jesse's Boots of Striding | Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.                    |
| Staying Stone                 | The unit gains +1 to its Nerve stat value.   |
| Brew of Haste                 | This unit increases its Speed stat by +1.  |
| Pipes of Terror               | This unit gains the Brutal (+1) special rule.  |
| 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.                                |

