

1st Battalion

Riverguard Sentinel [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	7	3+	4+	4+	1	4	13	2	[160]
Hann's Sanguinary Scripture									[10]
Javelin (12", Piercing (1))									
Special Rules: <i>Crushing Strength(1), Fly, Individual, Inspiring, Leaper, Pathfinder, Lifeleech(1)</i>									

Thuul Aquamage [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	-	4+	1	1	12	2	[170]
Surge (8)									[30]
Alchemist's Curse(4)									[45]
Special Rules: <i>Ensnare, Individual, Inspiring, Stealthy, Yielding Traits:</i> Spellcaster									

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

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

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

Water Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	7	4+	-	5+	2	18	17	3	[205]
Special Rules: <i>Crushing Strength(1), Fearless, Regeneration(5+), Shambling, Thunderous Charge(2) Traits:</i> Sea Monster									
Specialist Lrg Inf Regiment	7	4+	-	5+	2	18	17	3	[205]
Special Rules: <i>Crushing Strength(1), Fearless, Regeneration(5+), Shambling, Thunderous Charge(2) Traits:</i> Sea Monster									

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]
Special Rules: <i>Crushing Strength(2), Fly, Strider, Thunderous Charge(1) Traits:</i> Amphibian									
Specialist Lrg Cav Regiment	7	4+	-	5+	2	18	17	4	[250]
Blessing of the Gods									[25]
Special Rules: <i>Crushing Strength(2), Fly, Strider, Thunderous Charge(1), Elite Traits:</i> Amphibian									

Kraken	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	3+	-	4+	2	12	18	5	[235]
Special Rules: <i>Crushing Strength(1), Ensnare, Fearless, Rampage(8), Regeneration(4+), Strider Traits:</i> Sea Monster									

Total Units: 12 **Total Unit Strength:** 21
Total Points: 2300

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.
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.
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.
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.
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).
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.
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).
Lifefeech (n)	When this unit completes its to-hit and to-damage rolls in Combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of (n).
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.
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.

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
Alchemist's Curse Range: 12" Magical Missile	Add the target's Defence value to the (n) value of this spell (e.g. Casting Alchemist's Curse (2) against a Defence 4+ unit, will result in Alchemist's Curse (6),rolling 6 dice for the spell). Piercing (4). Roll to damage as normal.
Surge 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
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.