

| Trident Realm (Neutral) | | | | | | | | |
|---------------------------|----|----|----|----|------|-------|----------------|---|
| Gigas | | | | | | | Large Infantry | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| Horde(6) | 4 | 3+ | - | 4+ | 12 | 15/17 | 190 | Big Shield, Crushing Strength (3), Height (1) |
| - Chalice of Wrath | | | | | | | 15 | |
| Horde(6) | 4 | 3+ | - | 4+ | 12 | 15/17 | 190 | Big Shield, Crushing Strength (3), Height (1) |
| - Dwarven Ale | | | | | | | 10 | |
| Tidal Swarm* | | | | | | | Large Infantry | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| Regiment(3) | 5 | 5+ | - | 2+ | 15 | -/12 | 75 | Ensnare, Height (0), Nimble |
| Regiment(3) | 5 | 5+ | - | 2+ | 15 | -/12 | 75 | Ensnare, Height (0), Nimble |
| Naiad Wyrmridders | | | | | | | Large Cavalry | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| Horde(6) | 9 | 3+ | - | 4+ | 18 | 15/17 | 240 | Crushing Strength (1), Pathfinder, Regeneration (4+), Thunderous Charge (1) |
| Horde(6) | 9 | 3+ | - | 4+ | 18 | 15/17 | 240 | Crushing Strength (1), Pathfinder, Regeneration (4+), Thunderous Charge (1) |
| - Brew of Strength | | | | | | | 30 | |
| Knucker | | | | | | | Monster | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| (1) | 9 | 3+ | - | 4+ | 6 | 13/15 | 145 | Ensnare, Nimble, Pathfinder, Stealthy, Thunderous Charge (3) |
| (1) | 9 | 3+ | - | 4+ | 6 | 13/15 | 145 | Ensnare, Nimble, Pathfinder, Stealthy, Thunderous Charge (3) |
| (1) | 9 | 3+ | - | 4+ | 6 | 13/15 | 145 | Ensnare, Nimble, Pathfinder, Stealthy, Thunderous Charge (3) |
| Coral Giant | | | | | | | Monster | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| (1) | 7 | 4+ | - | 5+ | D6+5 | 16/18 | 200 | Brutal, Crushing Strength (3), Ensnare, Iron Resolve, Strider |
| Naiad Envoy | | | | | | | Hero (Inf) | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| (1) | 6 | 4+ | - | 4+ | 1 | 9/11 | 60 | Hero (Inf), Ensnare, Heal (3), Individual, Inspiring, Pathfinder, Regeneration (4+) |
| - Heal (3) | | | | | | | 20 | |
| - Banner of the Griffin | | | | | | | 25 | |
| (1) | 6 | 4+ | - | 4+ | 1 | 9/11 | 60 | Hero (Inf), Ensnare, Heal (3), Individual, Inspiring, Pathfinder, Regeneration (4+) |
| - Heal (3) | | | | | | | 20 | |
| - Shroud of the Saint | | | | | | | 25 | |
| Naiad Wyrmrider Centurion | | | | | | | Hero (LrgCav) | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |

| | | | | | | | | |
|-----|---|----|---|----|---|-------|-----|---|
| (1) | 9 | 3+ | - | 5+ | 6 | 13/15 | 150 | Hero (LrgCav), Crushing Strength (1), Inspiring, Pathfinder, Regeneration (4+), Thunderous Charge (1) |
|-----|---|----|---|----|---|-------|-----|---|

- Darklord's Onyx Ring

20

King Crabs [1] Formation

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
|-----------|----|----|----|----|----|----|-----|--|
|-----------|----|----|----|----|----|----|-----|--|

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|-----|---|---|---|---|---|-----|----|-----------------------|
| (0) | - | - | - | - | - | -/- | 20 | Formation: King Crabs |
|-----|---|---|---|---|---|-----|----|-----------------------|

Nak-ushi Wyrmrider Commander[1] Hero (LrgCav)

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
|-----------|----|----|----|----|----|----|-----|--|
|-----------|----|----|----|----|----|----|-----|--|

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|-----|---|----|---|----|---|-------|-----|---|
| (1) | 9 | 3+ | - | 5+ | 6 | 14/16 | 200 | Hero (LrgCav), Crushing Strength (1), Heal (5), Inspiring, Nimble, Pathfinder, Regeneration (4+), Thunderous Charge (1) |
|-----|---|----|---|----|---|-------|-----|---|

2300

- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- Big Shield** All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+.
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Chalice of Wrath** The unit gains the Fury Special Rule.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Darklord's Onyx Ring** This artefact can only be used by Heroes with the Regeneration rule. The unit's Regeneration value is increased by 1. For example, a unit with Regeneration (5+) now has Regeneration (4+).
- Dwarven Ale** The unit has the Headstrong special rule.
- Ensnare** When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
- Formation: King Crabs** Formation must contain:
2x Gigas Hordes
Each unit in this formation gains +1 Speed and is granted the Elite special rule.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Individual**
Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
Move Individuals have the Nimble special rule.
Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

- Iron Resolve** If this unit is Steady as a result of a nerve test, it regains 1 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 move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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. Pathfinder units are not Hindered for charging through difficult terrain.
- Regeneration (4+)** Every time this unit receives an 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 4+, the unit recovers a point of damage.
- Shroud of the Saint** Users with the Heal spell only. This item increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6).
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- Strider** The unit never suffers the penalty for Hindered charges.
- Thunderous Charge** All melee hits inflicted by the 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 1 when Hindered.