

Trident Realm (Neutral)								
Thuul								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	3+	-	3+	20	14/16	140	Ensnare, Stealthy
Regiment(20)	6	3+	-	3+	20	14/16	140	Ensnare, Stealthy
Regiment(20)	6	3+	-	3+	20	14/16	140	Ensnare, Stealthy
Water Elementals								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	7	4+	-	5+	18	-/17	220	Crushing Strength (1), Pathfinder, Regeneration (5+), Shambling
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)
Horde(6)	4	3+	-	4+	12	15/17	190	Big Shield, Crushing Strength (3), Height (1)
Greater Water Elemental								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	8	-/18	190	Crushing Strength (2), Pathfinder, Regeneration (5+), Shambling
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)
Naiad Centurion								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	4+	5+	4	11/13	110	Hero (Inf), Crushing Strength (1), Ensnare, Individual, Inspiring, Pathfinder, Regeneration (4+)
- Wings of Honeymaze							40	
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+), Surge (5)
- Heal (3)							20	
- Surge (5)							35	
- Shroud of the Saint							25	
Thuul Mythican								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	4+	5	10/12	75	Hero (Inf), Bane-chant (2), Critter's Call (8), Crushing Strength (1), Ensnare, Individual, Inspiring (Thuul only), Stealthy
- Bane Chant (2)							15	
- Critter's Call (8) (L)							20	
Trident King[1]								Hero (LrgCav)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	4+	-	5+	12	14/16	220	Hero (LrgCav), Base Size: (50x100mm), Breath Attack (12), Crushing Strength (1), Ensnare, Nimble, Piercing (1), Regeneration (5+), Thunderous Charge (1), Very Inspiring

King Crabs [1] Formation

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	20	Formation: King Crabs

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Bane-chant Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.

Big Shield All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+.

Breath Attack The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

Critter's Call 24" Range. Roll to damage as normal. If one or more points of damage are scored, the target unit is Disordered. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.

Crushing Strength All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

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.

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.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- 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.
- Regeneration (5+)** 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 5+, the unit recovers a point of damage.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- 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.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken previously in that Shoot phase. If the Surge move took the unit over an obstacle or through difficult terrain then it will be hindered in the ensuing combat as normal. This movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.
- 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.
- Very Inspiring** This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.
- Wings of Honeycomb** This artefact can only be used by a Hero with the Individual rule. The Hero has the Fly special rule and increases their speed to 10.