



TRIDENT REALM

NEUTRAL

Placoderms

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	6	2	3	15	14/16	165
Hammer of Measured Force									20
Phalanx									[185]
Keywords: Placoderm									

Tidal Swarm*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	5	5	-	2	1	1	12	-/12	[70]
Ensnare, Nimble, Scout									
Keywords: Beast, Crustacean									
Regiment(3)	5	5	-	2	1	1	12	-/12	[70]
Ensnare, Nimble, Scout									
Keywords: Beast, Crustacean									

Depth Horrors

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	3	-	3	3	3	18	16/18	[185]
Crushing Strength (1), Ensnare, Fury									
Keywords: Deep One, Immortal									
Horde(6)	6	3	-	3	3	3	18	16/18	[185]
Crushing Strength (1), Ensnare, Fury									
Keywords: Deep One, Immortal									

Knucker

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	3	-	4	4	1	6	13/15	[150]
Crushing Strength (1), Ensnare, Nimble, Pathfinder, Stealthy, Thunderous Charge (1)									
Keywords: Naga									

Coral Giant

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	-	5	6	1	D6+8	16/18	[215]
Brutal, Crushing Strength (3), Ensnare, Iron Resolve, Slayer (Melee - D6), Strider									
Keywords: Giant, Waterbound									
1	7	4	-	5	6	1	D6+8	16/18	[215]
Brutal, Crushing Strength (3), Ensnare, Iron Resolve, Slayer (Melee - D6), Strider									
Keywords: Giant, Waterbound									

Depth Horror Eternal

Hero (LrgInf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	4	3	1	5	14/16	[115]
Crushing Strength (2), Ensnare, Fury, Inspiring, Nimble									
Keywords: Deep One, Immortal									

Thuul Aquamage

Hero (Inf)
Spellcaster: 2

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	4	2	0	1	10/12	90
Library Veil of Shadows [1](3)									30
Ensnare, Individual, Inspiring, Stealthy									[120]
Spells: Icy Breath (10), Veil of Shadows [1] (3)									
Keywords: Cephalopod									

The Hidden Ones [1]										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)										[0]
Thuul (F)										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	6	3	-	3	2	3	20	14/16		[170]
Ensnare, Pathfinder, Stealthy, Wild Charge (D3) Keywords: Cephalopod										
Regiment(20)	6	3	-	3	2	3	20	14/16		[170]
Ensnare, Pathfinder, Stealthy, Wild Charge (D3) Keywords: Cephalopod										
Thuul Mythican (F)										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	4	2	0	5	11/13		90
Bane Chant (2) Knowledgeable [1] - Spellcaster tier +1 Library Barkskin [1](5)										20
Aura (Thunderous Charge (1) - Cephalopod only), Crushing Strength (1), Ensnare, Individual, Inspiring, Pathfinder, Stealthy, Wild Charge (D3) Spells: Bane Chant (2), Barkskin [1] (5) Keywords: Cephalopod										10
										25
										[145]

Total Unit Strength: 21
Total Core: 1995 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note 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 keyword in addition to the unit with the Aura itself.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Barkskin [1]	Unique Spell: Range 12", Friendly, Self, CC - Unlike most spells that always hit on a 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, 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, but will still Disorder the target if the token was removed in Melee. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fury	While Wavering, this unit may still declare a Counter Charge.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Icy Breath	Spell: 10", Enemy - Roll to damage the Enemy unit as normal. If one or more points of damage are dealt, the target Enemy unit is given the <i>Frozen</i> special rule.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.

Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. 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 in Round one as normal.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks.
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	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Veil of Shadows [1]	Unique spell: Self - If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.