

Trident Realm (Neutral)								
Thuul							Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10) - Mace of Crushing	6	3+	-	3+	15	10/12	105 5	Ensnare, Stealthy
Troop(10) - Blade of Slashing	6	3+	-	3+	15	10/12	105 5	Ensnare, Stealthy
Regiment(20) - Staying Stone	6	3+	-	3+	20	14/16	140 5	Ensnare, Stealthy
Depth Horrors							Large Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6) - Healing Brew	6	3+	-	3+	18	-/18	185 5	Crushing Strength (1), Ensnare
Horde(6) - Maccwar's Potion of the Caterpillar	6	3+	-	3+	18	-/18	185 20	Crushing Strength (1), Ensnare
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)
Naiad Wyrmliders							Large Cavalry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6) - Dwarven Ale	8	3+	-	4+	18	15/17	240 10	Crushing Strength (1), Pathfinder, Regeneration (4+), Thunderous Charge (1)
Kraken							Monster	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	4+	15	17/19	230	Base Size: (50x100mm), Crushing Strength (2), Ensnare, Regeneration (4+), Strider
Knucker							Monster	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	4+	-	4+	6	13/15	145	Ensnare, Nimble, Pathfinder, Thunderous Charge (3)
(1)	9	4+	-	4+	6	13/15	145	Ensnare, Nimble, Pathfinder, Thunderous Charge (3)
Thuul Mythican							Hero (Inf)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) - Bane Chant (2)	6	3+	-	4+	5	10/12	75 15	Hero (Inf), Crushing Strength (1), Ensnare, Individual, Inspiring (Thuul only), Stealthy
(1)	6	3+	-	4+	5	10/12	75	Hero (Inf), Crushing Strength (1), Ensnare, Individual, Inspiring (Thuul only), Stealthy

- Lightning Bolt (3)	20
- Wings of Honeymaze	40

Siren[1] Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	3+	1	12/14	140	Hero (Inf), Drain Life (6), Ensnare, Individual, Inspiring, Siren's Call, Stealthy

Thuul Tidal Scourge[1] Formation

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	25	Formation: Thuul Tidal Scourge

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

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	5+	6	14/16	200	Hero (LrgCav), Crushing Strength (1), Inspiring, Martyr's Prayer (7), Nimble, Pathfinder, Regeneration (4+), Thunderous Charge (1)

2500

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+.

Blade of Slashing Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.

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

Drain Life 6" range. May target enemy units that are in melee. Roll to damage as normal with Piercing(1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit with 6". Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into melee, the target will not take a Nerve test at the end of the Shoot phase.

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: Formation must contain:
Thuul Tidal Scourge 1x Thuul Regiment
2x Thuul Troops
1x Thuul Mythican
Each unit in this formation gains +1 Speed.

Healing Brew Once per game, when given an order, this unit may remove D2 points of damage 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.

- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.
- Mace of Crushing** Whenever the unit rolls to damage in melee, it can re-roll one of the dice that failed to damage.
- Martyr's Prayer** 12" range. Target friendly units only, including units engaged in combat. Instead of causing damage, for each hit scored remove one point of damage which has been previously taken by the target and transfer it to the caster. The caster will not take a nerve test for damage taken in this way.
- 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.
- 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.
- Siren's Call** This is a Wind Blast (8) spell, but moves the target unit towards the Siren rather than away (for example, if the Siren is in the enemy's front arc then it will move forwards rather than backwards). Any enemy unit hit with the Wind Blast spell is automatically Disordered during its next turn. Units with the Shambling special rule cannot be targeted by Siren's Call.
- Staying Stone** The unit has +1 to its Waver/Nerve value.
- 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 (to a minimum of zero) when Hindered.
- Wings of Honeymaze** 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.