

HARRY GARROTT - SCUTTLIN' REALM



TRIDENT REALM

NEUTRAL

Placoderms

Heavy Infantry

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

Naiad Heartpiercers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20) Regeneration (4+) Harpoon-gun (18", Piercing (1), Steady Aim) Keywords: Naiad	5	5	4	3	2	2	10	13/15	[160]
Regiment(20) Regeneration (4+) Harpoon-gun (18", Piercing (1), Steady Aim) Keywords: Naiad	5	5	4	3	2	2	10	13/15	[160]
Regiment(20) Regeneration (4+) Harpoon-gun (18", Piercing (1), Steady Aim) Keywords: Naiad	5	5	4	3	2	2	10	13/15	[160]
Regiment(20) Regeneration (4+) Harpoon-gun (18", Piercing (1), Steady Aim) Keywords: Naiad	5	5	4	3	2	2	10	13/15	[160]

Water Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6) Brew of Strength Crushing Strength (1), Regeneration (5+), Shambling, Strider Keywords: Waterbound	7	4	-	5	3	3	18	-/17	220 40 [260]

Coral Giant

Titan

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

Kraken

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1 Crushing Strength (2), Ensnare, Rampage (Melee - D3), Regeneration (4+), Strider, Wild Charge (D3) Keywords: Beast, Cephalopod, Unleashed	7	4	-	4	6	1	12	17/19	[240]
1 Crushing Strength (2), Ensnare, Rampage (Melee - D3), Regeneration (4+), Strider, Wild Charge (D3) Keywords: Beast, Cephalopod, Unleashed	7	4	-	4	6	1	12	17/19	[240]
1 Crushing Strength (2), Ensnare, Rampage (Melee - D3), Regeneration (4+), Strider, Wild Charge (D3) Keywords: Beast, Cephalopod, Unleashed	7	4	-	4	6	1	12	17/19	[240]

Naiad Centurion										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	2	0	5	12/14	115	
Blade of the Beast Slayer									20	
Crushing Strength (1), Ensnare, Individual, Inspiring, Mighty, Pathfinder, Regeneration (4+)									[135]	
Keywords: Naiad										
1	6	3	-	5	2	0	5	12/14	115	
Axe of the Giant Slayer									15	
Crushing Strength (1), Ensnare, Individual, Inspiring, Mighty, Pathfinder, Regeneration (4+)									[130]	
Keywords: Naiad										
Naiad Envoy										Hero (Inf) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	2	0	1	9/11	55	
Bastion (2) [1]									20	
Horn of Ocean's Fury [1] - Gain Aura (Fury - Infantry & Heavy Infantry only). This unique upgrade cannot be taken in conjunction with a magical artefact.									15	
Individual, Inspiring, Pathfinder, Regeneration (4+), Aura (Fury - Infantry & Heavy Infantry only)									[90]	
Spells: Bastion [1] (2)										
Keywords: Naiad										
1	5	4	-	4	2	0	1	9/11	55	
Lute of Insatiable Darkness									25	
Individual, Inspiring, Pathfinder, Regeneration (4+)									[80]	
Keywords: Naiad										

Total Unit Strength: 21
Total Core: 2600 (100%)

Total Units: 15



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.
Axe of the Giant Slayer	Individuals only. The unit gains the Slayer (D3) special rule.
Bastion [1]	Unique Spell: Range 12", Friendly, Self, CC - If one or more hits are scored, until the start of its next Turn, the target increases its Waver and Rout stat values by 1 and gains the Rallying (+1) special rule, to a maximum of 2.
Blade of the Beast Slayer	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
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.
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.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks.
Regeneration	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
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.