

# Trident realms event

1995 / 1995 VALID



## Trident Realm of Neritica [1995]

Naiad Ensnarers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [210]	5	4+	-	3+	4	25	20/22	2	[210]
<i>Special Rules: Ensnare, Pathfinder, Regeneration(4+) Keywords: Naiad</i>									

Depth Horrors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [225]	6	3+	-	3+	3	18	16/18	3	[185]
Brew of Strength									[40]
<i>Special Rules: Crushing Strength(2), Ensnare, Fury Keywords: Deep One, Immortal</i>									
Lrg Inf Horde [205]	6	3+	-	3+	3	18	16/18	3	[185]
Helm of the Drunken Ram									[20]
<i>Special Rules: Crushing Strength(1), Ensnare, Fury, Thunderous Charge(1) Keywords: Deep One, Immortal</i>									

Gigas	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Regiment [125]	5	3+	-	5+	2	6	12/14	2	[125]
<i>Special Rules: Big Shield, Crushing Strength(2), Nimble, Vicious(Melee) Keywords: Crustacean</i>									
Mon Inf Horde [205]	5	3+	-	5+	3	12	15/17	2	[205]
<i>Special Rules: Big Shield, Crushing Strength(2), Nimble, Vicious(Melee) Keywords: Crustacean</i>									

Knucker	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [150]	9	3+	-	4+	1	6	13/15	4	[150]
<i>Special Rules: Crushing Strength(1), Ensnare, Nimble, Pathfinder, Stealthy, Thunderous Charge(1) Keywords: Naga</i>									
Mon 1 [150]	9	3+	-	4+	1	6	13/15	4	[150]
<i>Special Rules: Crushing Strength(1), Ensnare, Nimble, Pathfinder, Stealthy, Thunderous Charge(1) Keywords: Naga</i>									

Thuul Aquamage	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [100]	6	4+	-	4+	0	1	10/12	2	[60]
Rising Tides									[15]
Barkskin[1](5)									[25]
<i>Special Rules: Ensnare, Individual, Inspiring, Stealthy, Aura(Wild Charge (+1)) Keywords: Cephalopod</i>									

Naiad Wyrmrider Centurion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [165]	8	3+	-	5+	1	5	13/15	4	[160]
Blade of Slashing									[5]
<i>Special Rules: Crushing Strength(1), Inspiring, Nimble, Pathfinder, Regeneration(4+), Thunderous Charge(1) Keywords: Naga, Naiad</i>									

[F] The Hidden Ones (The Hidden Ones) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [170]	6	3+	-	3+	3	20	14/16	2	[170]
<i>Special Rules: Ensnare, Pathfinder, Stealthy, Wild Charge(D3) Keywords: Cephalopod</i>									

[F] The Hidden Ones (The Hidden Ones) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [170]	6	3+	-	3+	3	20	14/16	2	[170]
<i>Special Rules: Ensnare, Pathfinder, Stealthy, Wild Charge(D3) Keywords: Cephalopod</i>									

[F] Ineesha (The Hidden Ones) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [120]	6	3+	-	4+	0	5	11/13	2	[90]
Knowledgable[1]									[10]
Host Shadowbeast(3)									[20]
<i>Special Rules: Aura(Thunderous Charge (1) - Cephalopod only), Crushing Strength(1), Ensnare, Individual, Inspiring, Pathfinder, Stealthy, Wild Charge(D3) Keywords: Cephalopod</i>									

Total Units:

12

Total Unit Strength:

24

Total Primary Core Points:

1995 (100.0%)

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.

Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
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 the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
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. 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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
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 Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

Spell	Description	Special Rules
<b>Barkskin [1]</b> 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.	
<b>Host Shadowbeast</b> Range: 12" Friendly Individuals or Self (individuals only),CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	

Artefact	Description
----------	-------------

---

Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.

---