

1st Battalion

Naiad Centurion	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	6	3+	-	5+	2	5	15	2	[195]
Special Rules: <i>Crushing Strength(1),Ensnare, Individual, Inspiring, Pathfinder, Rallying(Oceanspawn only),Regeneration(5+)</i>									

Thuul Aquamage [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	-	4+	1	1	12	2	[175]
Banner of Command									[20]
Surge (8)									[30]
Scorched Earth(3)									[30]
Special Rules: <i>Ensnare, Individual, Inspiring, Stealthy, Yielding Traits: Spellcaster</i>									

Riverguard Dambuster Sentinel [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Cav)	7	3+	-	5+	1	5	14	4	[165]
Special Rules: <i>Crushing Strength(2),Fly, Inspiring, Strider, Thunderous Charge(1)</i>									

Tidal Swarm	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	5	5+	-	2+	1	12	12	1	[60]
Special Rules: <i>Height(1),Scout</i>									
Core (Aux) Lrg Inf Troop	5	5+	-	2+	1	12	12	1	[60]
Special Rules: <i>Height(1),Scout</i>									

Depth Horrors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Mon Inf Regiment	6	3+	-	4+	2	18	18	3	[190]
Special Rules: <i>Crushing Strength(2),Rampage(3) Traits: Oceanspawn</i>									
Core Mon Inf Regiment	6	3+	-	4+	2	18	18	3	[190]
Special Rules: <i>Crushing Strength(2),Rampage(3) Traits: Oceanspawn</i>									

Naiad Heartpiercers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	5+	5+	3+	2	12	15	2	[145]
Harpoon Gun (18", Piercing (1))									
Special Rules: <i>Regeneration(5+) Traits: Oceanspawn</i>									
Core Inf Regiment	6	5+	5+	3+	2	12	15	2	[145]
Harpoon Gun (18", Piercing (1))									
Special Rules: <i>Regeneration(5+) Traits: Oceanspawn</i>									
Core Inf Regiment	6	5+	5+	3+	2	12	15	2	[145]
Harpoon Gun (18", Piercing (1))									
Special Rules: <i>Regeneration(5+) Traits: Oceanspawn</i>									

Gigas	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Mon Inf Regiment	5	3+	-	5+	2	12	17	2	[205]
Blade of Slashing									[5]
Special Rules: <i>Big Shield, Crushing Strength(3),Height(2),Vicious(Combat) Traits: Sea Monster</i>									

Coral Giant	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	6	4+	-	5+	2	D6+8	19	5	[195]
Special Rules: <i>Crushing Strength(3),Fearless, Iron Resolve(3),Shambling, Strider Traits: Sea Monster</i>									
Support Ti	6	4+	-	5+	2	D6+8	19	5	[195]
Special Rules: <i>Crushing Strength(3),Fearless, Iron Resolve(3),Shambling, Strider Traits: Sea Monster</i>									

Kraken	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	3+	-	4+	2	12	18	5	[235]
Special Rules: <i>Crushing Strength(1),Ensnare, Fearless, Rampage(8),Regeneration(4+),Strider Traits: Sea Monster</i>									

Total Units:14Total Unit Strength:24

Total Points:2300

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.

Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Trawling	5	The unit gains the Enthral (5) spell.
Hardened Shell	4	Units with the Sea Monster Traits only. The unit gains n Barkskin Tokens (see the Barkskin Spell), where n is the number of successful dice rolled to issue this order. The tokens are removed at the start of the unit's next Turn if still present.
Aqua-venom	5	Units with the Oceanspawn or Amphibian Trait only. This unit damages the enemy on a 4+ with both Combat and Ranged attacks, regardless of modifiers.
Blood in the Water	5	This unit gains Vicious (Combat) on any attacks it allocates in Combat to an enemy unit that currently has one or more points of damage on it.
The Healing Tide	5	For each successful result on the dice rolled to issue this order, the unit removes one damage it previously suffered.

Special Rule	Description
Big Shield	All attacks (Ranged and Combat) against the target unit's front facing treat its defence as 6+.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1), a roll of 4 would become a roll of 5.
Ensnare	In Combat, attacks against this unit's front suffer an additional -1 to hit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.), as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12), its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!), that Nerve test must be rerolled. 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.
Iron Resolve (n)	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1), a roll of 4 would become a roll of 5.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, 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.
Scout	The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. 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 as normal.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
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 (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.

Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.