

Pond dipping NKGTT A Marshall

2300 / 2300 VALID

Trident Realm of Neritica (2024) [2300]

Riverguard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [175]	7	4+	-	4+	3	15	14/16	2	[175]
Special Rules: <i>Crushing Strength(1), Ensnare, Fly, Nimble, Pathfinder, Leaper, Ambush!</i> Keywords: <i>Amphibian, Tracker</i>									
Inf Regiment [175]	7	4+	-	4+	3	15	14/16	2	[175]
Special Rules: <i>Crushing Strength(1), Ensnare, Fly, Nimble, Pathfinder, Leaper, Ambush!</i> Keywords: <i>Amphibian, Tracker</i>									

Riverguard Dambusters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [275]	7	3+	-	5+	3	18	15/17	4	[230]
Brew of Sharpness									[45]
Special Rules: <i>Crushing Strength(1), Fly, Strider, Thunderous Charge(2)</i> Keywords: <i>Amphibian</i>									
Lrg Cav Horde [265]	7	4+	-	5+	3	18	15/17	4	[230]
Wine of Elvenkind									[35]
Special Rules: <i>Crushing Strength(1), Fly, Strider, Thunderous Charge(2), Nimble</i> Keywords: <i>Amphibian</i>									

Treeleaper Dambusters*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [165]	8	4+	4+	3+	2	6	12/14	4	[165]
Deadly Spitters (14", Att: 12, Piercing(1), Steady Aim)									
Special Rules: <i>Fly, Nimble, Strider, Thunderous Charge(2)</i> Keywords: <i>Amphibian</i>									
Lrg Cav Regiment [165]	8	4+	4+	3+	2	6	12/14	4	[165]
Deadly Spitters (14", Att: 12, Piercing(1), Steady Aim)									
Special Rules: <i>Fly, Nimble, Strider, Thunderous Charge(2)</i> Keywords: <i>Amphibian</i>									

Tidal Swarm*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [70]	5	5+	-	2+	1	12	-/12	1	[70]
Special Rules: <i>Ensnare, Nimble, Scout</i> Keywords: <i>Beast, Crustacean</i>									
Swm Regiment [70]	5	5+	-	2+	1	12	-/12	1	[70]
Special Rules: <i>Ensnare, Nimble, Scout</i> Keywords: <i>Beast, Crustacean</i>									

Thuul Aquamage	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [115]	6	4+	-	4+	0	1	10/12	2	[60]
Rising Tides									[15]
Lute of Insatiable Darkness									[25]
Bane Chant (2)									
Host Shadowbeast(2)									[15]
Special Rules: <i>Ensnare, Individual, Inspiring, Stealthy, Aura(Wild Charge (+1))</i> Keywords: <i>Deep One</i>									

Riverguard Sentinel	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [125]	7	3+	4+	5+	0	5	11/13	2	[125]
Javelin (12", Piercing(1))									
Special Rules: <i>Aura(Vicious - Amphibian only), Crushing Strength(1), Duelist, Ensnare, Fly, Individual, Inspiring, Pathfinder, Leaper</i> Keywords: <i>Amphibian, Tracker</i>									
Hero (Inf) 1 [125]	7	3+	4+	5+	0	5	11/13	2	[125]
Javelin (12", Piercing(1))									
Special Rules: <i>Aura(Vicious - Amphibian only), Crushing Strength(1), Duelist, Ensnare, Fly, Individual, Inspiring, Pathfinder, Leaper</i> Keywords: <i>Amphibian, Tracker</i>									

Riverguard Dambuster Sentinel	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [170]	8	3+	-	5+	1	5	13/15	4	[135]
Poison Frogs									[5]
Pond Warden									[10]
Brew of Haste									[20]
Special Rules: <i>Crushing Strength(2), Fly, Inspiring, Nimble, Strider, Thunderous Charge(1), Poison Frogs, Iron Resolve</i> Keywords: <i>Amphibian</i>									

[F] Riverguard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [120]	7	4+	-	4+	1	12	11/13	2	[120]
Special Rules: <i>Crushing Strength(1), Ensnare, Fly, Nimble, Pathfinder, Leaper</i> Keywords: <i>Amphibian, Tracker</i>									

[F] Riverguard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [120]	7	4+	-	4+	1	12	11/13	2	[120]
Special Rules: <i>Crushing Strength(1), Ensnare, Fly, Nimble, Pathfinder, Leaper</i> Keywords: <i>Amphibian, Tracker</i>									

[F] Riverguard Dambusters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [165]	7	4+	-	5+	2	9	13/15	4	[150]
Sacred Horn									[15]
Special Rules: Aura(Stealthy - Amphibian only),Crushing Strength(1),Fly, Strider, Thunderous Charge(2) Keywords: Amphibian									

Total Units: 15 **Total Unit Strength:** 23
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Ambush!	While playing Kings of War Ambush! this unit counts as regular.
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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.
Iron Resolve	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. If no value is specified, the unit has Iron Resolve (1).
Leaper	This unit treats its height as 3 (modified by terrain as normal) when drawing Line of Sight.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Poison Frogs	Once per game, After the unit rolls to damage in melee but before rolling a Nerve Test, you may choose to give the unit the Brutal special rule for the remainder of the turn. The unit's Poison Frog is then destroyed and cannot be used again for the remainder of the game.
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 Scout 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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged 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 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).

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Host Shadowbeast 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
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Brew of Haste	This unit increases its Speed stat by +1.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Wine of Elvenkind	The unit gains the Nimble special rule.