

2300 / 2300 VALID



Thuul	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [155]	6	3+	-	3+	3	20	14/16	2	[155]
<i>Special Rules: Ensnare, Stealthy, Wild Charge(D3) Keywords: Cephalopod, Deep One</i>									
Inf Regiment [155]	6	3+	-	3+	3	20	14/16	2	[155]
<i>Special Rules: Ensnare, Stealthy, Wild Charge(D3) Keywords: Cephalopod, Deep One</i>									

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

Gigas	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [210] Healing Brew	5	3+	-	5+	3	12	15/17	2	[205] [5]
Special Rules: Big Shield, Crushing Strength(2), Nimble, Vicious(Melee) Keywords: Crustacean, Royal Guard									
Mon Inf Horde [210] Blade of Slashing	5	3+	-	5+	3	12	15/17	2	[205] [5]
Special Rules: Big Shield, Crushing Strength(2), Nimble, Vicious(Melee) Keywords: Crustacean, Royal Guard									

Oceanborne Naiad Wyrmridders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [260]	8	3+	-	4+	3	20	16/18	4	[235]
Blood of the Old King									[25]
Special Rules: <i>Crushing Strength(1), Nimble, Pathfinder, Regeneration(4+)</i> Keywords: <i>Naga, Naiad</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>									

Kraken	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [255]	7	4+	-	4+	2	12	17/19	6	[240]
K'thtr the Tidebringer									
Special Rules: <i>Crushing Strength(2), Ensnare, Regeneration(4+), Slayer(3), Strider, Wild Charge(D3), Aura(Thunderous Charge (1) - Deep One only), Inspiring</i>									
Keywords: <i>Unleashed, Deep One</i>									

Thuul Aquamage	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [105]	6	4+	-	4+	0	1	10/12	3	[60]
Rising Tides									[15]
Ej Periscope									[5]
Barkskin[1](5)									[25]
Special Rules: <i>Crushing Strength(1), Ensnare, Individual, Inspiring, Stealthy, Wild Charge(D3), Command, Aura(Wild Charge (+1))</i> Keywords: <i>Deep One</i>									

Siren [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [100]	6	4+	-	3+	0	1	11/13	2	[100]
Enthral (7)									[0]
Weakness (3)									[0]
Mind Fog (2)									[0]
Hex (3)									[0]
Special Rules: <i>Ensnare, Individual, Inspiring, Stealthy, Command, Siren's Call</i> Keywords: <i>Naiad</i>									

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

Total Units:
Total Primary Core Points:

13
2300 (100.0%)

Total Unit Strength:

26

Custom Rule	Description
Siren's Call	: After using a spell, the Siren may immediately use another different spell against the same or a different target. They may continue to do this until they have used each of their spells once in each of their Ranged phases.

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+.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
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.
Siren's Call	: After using a spell, the Siren may immediately use another different spell against the same or a different target. They may continue to do this until they have used each of their spells once in each of their Ranged phases.
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 on its profile until the end of the Turn.
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).
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.

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.

Spell	Description	Special Rules
Enthral Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.	
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Mind Fog Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering
Weakness Range: 24" Enemy, CC	Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.	
Barkskin [1] 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.	

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.
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Blood of the Old King	Once per game, the unit gains Elite (Melee) and Vicious (Melee) for one Turn. This must be declared before the unit rolls any attacks.
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.