

## 2300 / 2300 VALID



Naiad Ensnarers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [230]	5	4+	-	3+	4	25	20/22	2	[210]
Hammer of Measured Force									[20]
<b>Special Rules:</b> <i>Ensnare, Pathfinder, Regeneration(4+)</i> <b>Keywords:</b> <i>Naiad</i>									

Riverguard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [115]	7	4+	-	4+	1	12	10/12	2	[115]
<i><b>Special Rules:</b> Crushing Strength(1), Ensnare, Fly, Nimble, Pathfinder, Leaper, Ambush! <b>Keywords:</b> Amphibian, Tracker</i>									
Inf Troop [115]	7	4+	-	4+	1	12	10/12	2	[115]
<i><b>Special Rules:</b> Crushing Strength(1), Ensnare, Fly, Nimble, Pathfinder, Leaper, Ambush! <b>Keywords:</b> Amphibian, Tracker</i>									

Placoderms	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hv Inf Regiment [170]</b>	5	4+	-	6+	4	15	15/17	2	[165]
Guard of the Trident King									
<b>Special Rules:</b> <i>Phalanx</i> <b>Keywords:</b> <i>Placoderm, Royal Guard</i>									

Gigas	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [210]	5	3+	-	5+	3	12	16/17	2	[205]
Staying Stone <b>Special Rules:</b> Big Shield, Crushing Strength(2), Nimble, Vicious(Melee) <b>Keywords:</b> Crustacean, Royal Guard									

Riverguard Dambusters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [280]	7	3+	-	5+	3	18	15/17	4	[230]
Poison Frogs									[5]
Brew of Sharpness									[45]
<b>Special Rules:</b> <i>Crushing Strength(2),Fly, Strider, Thunderous Charge(1),Poison Frogs</i> <b>Keywords:</b> <i>Amphibian, Dambuster</i>									
Lrg Cav Horde [230]	7	4+	-	5+	3	18	15/17	4	[230]
<b>Special Rules:</b> <i>Crushing Strength(2),Fly, Strider, Thunderous Charge(1)</i> <b>Keywords:</b> <i>Amphibian, Dambuster</i>									

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

<b>Coral Giant</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Titan 1 [215]</b>	7	4+	-	5+	2	D6+8	16/18	6	[215]
Giant Club									[0]
<b>Special Rules:</b> Brutal, Crushing Strength(3), Ensnare, Iron Resolve, Strider, Rampage(Melee D6) <b>Keywords:</b> Giant, Waterbound									

Naiad Centurion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 [140]</b>	6	3+	3+	5+	0	5	12/14	2	[115]
Trident of the Drowned Sea Trident of the Drowned Sea (12", Ra: 3+, Piercing(1)) <b>Special Rules:</b> <i>Crushing Strength(1), Ensnare, Individual, Inspiring, Mighty, Pathfinder, Regeneration(4+), Command, Trident of the Drowned Sea</i> <b>Keywords:</b> <i>Naiad</i>									

Naiad Envoy	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1</b> Spellcaster 0 <b>[100]</b>	5	4+	-	4+	0	1	9/11	2	[55]
Shroud of the Saint									[25]
Heal (3)									
Bastion (2)									[20]
<b>Special Rules:</b> Aura(Fury - Infantry and Heavy Infantry only),Individual, Pathfinder, Regeneration(4+),Very Inspiring, Command <b>Keywords:</b>									
<i>Naiad</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]
<b>Special Rules:</b> <i>Ensnare, Individual, Inspiring, Stealthy, Command, Siren's Call</i> <b>Keywords:</b> <i>Naiad</i>									

Eckter [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 0 [165] Wind Blast (8) <b>Special Rules:</b> <i>Crushing Strength(2), Ensnare, Individual, Inspiring, Mighty, Phalanx, Command, Krakenmaw</i> <b>Keywords:</b> <i>Placoderm</i>	5	3+	-	6+	0	6	12/14	2	[165] [0]

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

Total Units:	14	Total Unit Strength:	23
Total Primary Core Points:	2300 (100.0%)		

Custom Rule	Description
Trident of the Drowned Sea	Units that suffer damage from the Trident of the Drowned Sea are Disordered
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.
Krakenmaw	While casting Wind Blast, in addition to moving the target, roll to damage for each hit scored.
Ambush!	While playing Kings of War Ambush! this unit counts as regular.

Special Rule	Description
Ambush!	While playing Kings of War Ambush! this unit counts as regular.
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+.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.
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.
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.
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 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).
Krakenmaw	While casting Wind Blast, in addition to moving the target, roll to damage for each hit scored.
Leaper	This unit treats its height as 3 (modified by terrain as normal) when drawing Line of Sight.

Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly 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.
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.
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 on its profile until the end of the Turn.
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.
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.
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.
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).
Trident of the Drowned Sea	Units that suffer damage from the Trident of the Drowned Sea are Disordered
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
<b>Enthral</b> 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.	
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Hex</b> 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.	
<b>Mind Fog</b> 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
<b>Weakness</b> Range: 24"	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	

Enemy, CC	six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.
<b>Wind Blast</b> Range: 18" Enemy	For each hit the target enemy unit is pushed 1inch directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.
<b>Bastion [1]</b> 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.

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.