

2300 / 2300 VALID



Naiad Ensnarers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [215]	5	4+	-	3+	4	25	21/22	2	[210]
Staying Stone									[5]
Special Rules: <i>Ensnare, Pathfinder, Regeneration(4+)</i> Keywords: <i>Naiad</i>									

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>									

Naiad Heartpiercers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [155] Harpoon-gun (18", Piercing(1),Steady Aim)	5	5+	4+	3+	2	10	13/15	2	[155]
Special Rules: Regeneration(4+) Keywords: Naiad									
Inf Regiment [155] Harpoon-gun (18", Piercing(1),Steady Aim)	5	5+	4+	3+	2	10	13/15	2	[155]
Special Rules: Regeneration(4+) Keywords: Naiad									

Oceanborne Naiad Wyrmridders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [275]	8	3+	-	4+	3	20	16/18	4	[235]
Brew of Strength									[40]
Special Rules: <i>Crushing Strength(2), Nimble, Pathfinder, Regeneration(4+)</i> Keywords: <i>Naga, Naiad</i>									

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

Greater Water Elemental	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [180]	7	4+	-	5+	1	9	-/18	5	[180]
Special Rules: <i>Crushing Strength(2),Radiance of Life(Naiads Only),Regeneration(4+),Shambling, Strider</i> Keywords: <i>Waterbound</i>									

Kraken	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [255]	7	4+	-	4+	2	12	17/19	6	[240] [15]
K'thtur 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>									

Thuu! Aquamage	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [130]	6	4+	-	4+	0	1	10/12	2	[60]
Rising Tides									[15]
Amulet of the Fireheart									[10]
Barkskin[1](5)									[25]
Scorched Earth(2)									[20]
Special Rules: <i>Crushing Strength(1), Ensnare, Individual, Inspiring, Stealthy, Wild Charge(D3), Command, Aura(Wild Charge (+1))</i> Keywords: <i>Deep One</i>									

Thuu! Mythican	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [150]	6	3+	-	4+	0	5	11/13	2	[80]
Blade of the Beast Slayer									[20]
Knowledgeable[1]									[10]
Lightning Bolt (3)									[20]
Host Shadowbeast(3)									[20]
Special Rules: <i>Crushing Strength(1 / +2 vs Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans),Ensnare, Individual, Inspiring, Stealthy, Wild Charge(D3),Command</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: Ensnare, Individual, Inspiring, Stealthy, Command, Siren's Call Keywords: Naiad									

Trident King [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 1 [235]	8	3+	4+	5+	1	10	14/16	3	[215]
King of Medu'Syth									[20]
Tidespray (12", Piercing(1),Shattering, Steady Aim)									
Special Rules: Crushing Strength(1),Ensnare, Nimble, Regeneration(5+),Thunderous Charge(2),Very Inspiring, Command, Aura(Elite - Royal Guard Only) Keywords: Masked, Naiad									

Total Units:

14

Total Unit Strength:

23

Total Primary Core Points:

2300 (100.0%)

Special Rules, Spells and Artefact descriptions are available with a Kings of War Bronze, Silver or Gold subscription.