

Trident Realms of Neritica

**Trident Realm (Neutral)**

**Naiad Ensnarers** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	3+	12	13/15	140	Ensnare, Pathfinder, Regeneration (4+)

**Thuul** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	3+	-	3+	15	10/12	105	Ensnare, Stealthy

**Naiad Heartpiercers** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	5+	4+	3+	10	9/11	120	Harpoon-gun (Range 18"), Pathfinder, Piercing (1), Regeneration (4+)

**Riverguard** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	4+	5+	4+	10	10/12	120	Ensnare, Fly (Speed remains as 6), Pathfinder, Throwing Weapons, Vicious

**Gigas** **Large Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	4	3+	-	4+	6	12/14	125	Big Shield, Crushing Strength (3), Height (1)

**Naiad Wyrmliders** **Large Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	8	3+	-	4+	9	12/14	155	Crushing Strength (1), Pathfinder, Regeneration (4+), Thunderous Charge (1)

**Thuul Mythican** **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	4+	5	10/12	75	Hero (Inf), Crushing Strength (1), Ensnare, Individual, Inspiring (Thuul only), Stealthy

**Naiad Wyrmlider Centurion** **Hero (LrgCav)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	5+	6	13/15	150	Hero (LrgCav), Crushing Strength (1), Inspiring, Pathfinder, Regeneration (4+), Thunderous Charge (1)

- Big Shield** All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Ensnare** When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Individual**  
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.  
 Move Individuals have the Nimble special rule.  
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.  
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Pathfinder** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Regeneration (4+)** Every time this unit receives an 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 4+, the unit recovers a point of damage.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- Throwing Weapons** Range 12"
- Thunderous Charge** All melee hits inflicted by the 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 1 (to a minimum of zero) when Hindered.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.