

**NERITICAN WARBAND SPECIAL ABILITY**

RISING TIDES (2) – Use this ability during one one of your Turns. Until the end of the Round, all models in the warband of Race NERITICAN increase their Speed stat by 2 when making any basic movement action (Walk and Run only). This excludes climbing. Alternatively, instead of gaining the extra Speed, any NERITICAN model that knocked-down can perform a Stand Up action for free when they are activated.

<b>Name</b>	Thuul		<b>Pts</b>	16	20mm	
<b>Race</b>	Neritican		<b>Type</b>	Warrior		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	7+	3+	6+	5+	2	2
<b>Ranged</b>	-		<b>Equipment</b>			
<b>Melee</b>	1D8					
<b>NOTES</b>						

<b>Name</b>	Riverguard		<b>Pts</b>	14	20mm	
<b>Race</b>	Neritican		<b>Type</b>	Warrior		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
6	6+	5+	6+	6+	2	2
<i>Pathfinder, Scout</i>						
<b>Ranged</b>	2D8		<b>Equipment</b>			
<b>Melee</b>	1D8		Javelin (Range 9")			
<b>SPECIAL ABILITY</b>						
BOUNDER (1) - Use this ability when this model is activated. Grants this model the Fly ability until the end of the Round.						

<b>Name</b>	Otter Bevy		<b>Pts</b>	12	40mm	
<b>Race</b>	Neritican, Beast		<b>Type</b>	Grunt		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
6	-	4+	7+	6+	2	1
<i>Vicious, Swarm</i>						
<b>Ranged</b>	-		<b>Equipment</b>			
<b>Melee</b>	3D8					
<b>NOTES</b>						

<b>Name</b>	Naiaid Ensnarer		<b>Pts</b>	18	20mm	
<b>Race</b>	Neritican		<b>Type</b>	Support		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
6	5+	5+	6+	5+	2	2
<i>Regenerate</i>						
<b>Ranged</b>	1D8		<b>Equipment</b>			
<b>Melee</b>	2D8		Net Trident			
<b>NOTES</b>						
Trident - For each 8 this model scores when making a Melee attack, roll another dice as normal with all 8's being resolved at Crushing Strength (1).						
Net - Break away actions from this model are made rolling 2 dice for the armour roll rather than the normal 1. each failed roll causes a wound as normal.						

<b>Name</b>	Sea Stalker		<b>Pts</b>	28	20mm	
<b>Race</b>	Neritican		<b>Type</b>	Support		
<b>Power Dice 1x R</b>						
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
6	4+	4+	6+	4+	3	2
<i>Regenerate, Stealthy, Sneaky</i>						
<b>Ranged</b>	2D8		<b>Equipment</b>			
<b>Melee</b>	3D8		Trident			
<b>NOTES</b>						
Trident - For each 8 this model scores when making a Melee attack, roll another dice as normal with all 8's being resolved at Crushing Strength (1).						

<b>Name</b>	Water Elemental		<b>Pts</b>	36	40mm	
<b>Race</b>	Elemental		<b>Type</b>	Large		
<b>Power Dice</b>						
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	-	5+	4+	4+	4	3
<i>Regenerate, Steady, Crushing Strength (2)</i>						
<b>Ranged</b>	-		<b>Equipment</b>			
<b>Melee</b>	5D8					
<b>NOTES</b>						

<b>Name</b>	Naiaid Centurion		<b>Pts</b>	44	20mm	
<b>Race</b>	Neritican		<b>Type</b>	Command		
<b>Power Dice 1x B</b>						
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
6	4+	3+	5+	4+	3	2
<i>Regenerate, Inspiring, Crushing Strength (1)</i>						
<b>Ranged</b>	2D8		<b>Equipment</b>			
<b>Melee</b>	4D8		Harpoon-gun (Range: 9". Piercing (1))			
<b>SPECIAL ABILITY</b>						
BATTLE FRENZY (2) - If this model can Engage an enemy model with a follow-up move, it may Engage that model and initiate another Fight by using the ability to go into a Battle Frenzy. The Centurion will not get any bonus dice for charging however. Once this second Fight has been resolved, mark the Centurion as Fatigued.						

<b>Name</b>	Naiaid Heartpiercer		<b>Pts</b>	18	20mm	
<b>Race</b>	Neritican		<b>Type</b>	Warrior		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
6	5+	5+	6+	5+	2	2
<i>Regenerate</i>						
<b>Ranged</b>	2D8		<b>Equipment</b>			
<b>Melee</b>	1D8		Harpoon-gun (Range: 9". Piercing (1))			
<b>NOTES</b>						
Combined Fire – When involved in a Group Shoot Action, Heartpiercer and Centurion models add +1 dice to their Ranged Attack roll for each other Heartpiercer or Centurion model in the group firing at the same target.						