

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.

Name	Thuul		Pts	8	20mm		
Race	Neritican		Type	Warrior			
Sp	Ra	Me	Ar	Ne	Wn	H	
5	7+	3+	6+	5+	2	2	
Ranged	-		Equipment				
Melee	1D8						
NOTES							

Name	Riverguard		Pts	7	20mm		
Race	Neritican		Type	Warrior			
Sp	Ra	Me	Ar	Ne	Wn	H	
6	6+	5+	6+	6+	2	2	
<i>Pathfinder, Scout</i>							
Ranged	2D8		Equipment				
Melee	1D8		Javelin (Range 9")				
SPECIAL ABILITY							
BOUNDER (1) - Use this ability when this model is activated. Grants this model the Fly ability until the end of the Round.							

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

Name	Naiaid Ensnarer		Pts	9	20mm		
Race	Neritican		Type	Support			
Sp	Ra	Me	Ar	Ne	Wn	H	
6	5+	5+	6+	5+	2	2	
<i>Regenerate</i>							
Ranged	1D8		Equipment				
Melee	2D8		Net Trident				
NOTES							
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.							

Name	Sea Stalker		Pts	14	20mm		
Race	Neritican		Type	Support			
Power Dice 1x R							
Sp	Ra	Me	Ar	Ne	Wn	H	
6	4+	4+	6+	4+	3	2	
<i>Regenerate, Stealthy, Sneaky</i>							
Ranged	2D8		Equipment				
Melee	3D8		Trident				
NOTES							
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).							

Name	Water Elemental		Pts	18	40mm		
Race	Elemental		Type	Large			
Power Dice							
Sp	Ra	Me	Ar	Ne	Wn	H	
5	-	5+	4+	4+	4	3	
<i>Regenerate, Steady, Crushing Strength (2)</i>							
Ranged	-		Equipment				
Melee	5D8						
NOTES							

Name	Naiaid Centurion		Pts	22	20mm		
Race	Neritican		Type	Command			
Power Dice 1 x B							
Sp	Ra	Me	Ar	Ne	Wn	H	
6	4+	3+	5+	4+	3	2	
<i>Regenerate, Inspiring, Crushing Strength (1)</i>							
Ranged	2D8		Equipment				
Melee	4D8		Harpoon-gun (Range: 9". Piercing (1))				
SPECIAL ABILITY							
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.							

Name	Naiaid Heartpiercer		Pts	9	20mm		
Race	Neritican		Type	Warrior			
Sp	Ra	Me	Ar	Ne	Wn	H	
6	5+	5+	6+	5+	2	2	
<i>Regenerate</i>							
Ranged	2D8		Equipment				
Melee	1D8		Harpoon-gun (Range: 9". Piercing (1))				
NOTES							
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.							