

KINGS OF WAR®



START COLLECTING
TRIDENT REALM



mantic

WHO ARE THE TRIDENT REALMS

A wind starts in the west, blowing in the mountains and sighing gently onto the plains below, following the paths carved by once-mighty rivers. The wind squalls across the ocean, churning the surface into a boiling and deadly surf that crashes onto the coast of island chains. As the storm unleashes its fury, lands are flooded, ships and lives are lost. It streams over the land, a lofty spectator as it soars over clashing armies and blood-stained fields. It howls through the deserted remains of a city ruined by earthquakes and villages devastated by flooding. The wind, which has travelled so far and seen so much, goes almost unnoticed by those below the surface of the waters of the world. The rivers, the seas, the oceans and the lakes – these are the domains of the Neriticans, known to simple land-folk as ‘fishmen’.

Deep beneath the seas of the known world lies the Trident Realm – a triumvirate of glittering underwater kingdoms, ruled by an aquatic race far beyond the ken of land-dwellers. Created

during the God War by the Dark Smith, the Neriticans are as capricious as the vast oceans that surround them, in parts gentle and nurturing, in others spiteful and full of wrath.

The great Kyron was a friend to all beasts of the land, air and sea. When his dark side helped reform the beasts of the earth and sky, the Dark Smith had also turned his cruelty on those of the sea. Hideous magic and dark powers roiled the waters of the world and man and beast were fused in terrible pain.

When the Lost were rescued by Brave Kyron, those of the sea fled to the dark depths of the oceans, sent away by their father to escape his brother’s evil curse. The beings that were now neither of land nor sea but a strange amalgam of both, hid themselves away in terror, not understanding what had become of them. Over the centuries that followed, the fishmen slowly, cautiously, emerged from their submarine retreat and began to explore their new world and identity. Of the races on the land, the fishmen identified most with their fellow sufferers, the beastmen. Like them, the fishmen began to fracture into tribes and clans, sometimes divided by type, sometimes by necessity. They too watched the Great Hunt in the skies as Kyron stalked his wicked self across the stars by night and day. But the fishmen felt the effects of the chase more keenly as the ocean tides responded to the wandering gods.

As with many races, the fishmen’s influence on the world has ebbed and flowed. They are fiercely territorial



and have clashed and sided with many land dwelling peoples, especially when their watery domain is encroached upon by the vile, filthy cities that are built on coasts and rivers. Their relative isolation and remoteness has given them a certain aloofness to the general woes and conflicts of the other races, but when their anger is roused, few can stand in the way of the hordes that pour forth from the ocean waters. They still feel the call in their hearts to protect the Mother world from the darkness from which they were rescued and this more than anything is what drives them to arms and to venture onto the land.

When the Trident Realm stirs the very seas boil – storms rage, waves crash upon coastlines and the tides rise only to retreat, revealing the Neritican host, water cascading off shells and armour and ready for war. Proud naiad warriors are joined by otherworldly thuul mages that conjure the very water to life. Once calm oceans or rivers become monstrous torrents known as water elementals that crash upon the enemy like a tsunami against a ship. Meanwhile, brave riverguard scouts strike their foes while riding gigantic toads that leap across the battlefield. To face the Trident Realm is to face the force of the ocean itself.

If you'd like to know more about the Trident Realm, hear the history of the Fenulian Mirror and the God-War that followed its destruction, or learn about the many other peoples and creatures that inhabit the world of Pannithor, you can read all the lore for free online! Just scan the QR code opposite, or visit the Mantic website at www.manticgames.com



WHY YOU SHOULD COLLECT TRIDENT REALM



Firstly, the Trident Realm are quite unlike anything else in wargaming. The unique mix of naiad soldiers covered in glittering armour made of shells, combined with the nimble frog-like riverguard and towering water elementals makes for a jaw-dropping army that looks spectacular on the tabletop.

You've also got the opportunity to do some exceptionally creative multibasing with your troops. There's the option of having your naiads marching across a sandy shore, with the waves lapping at their feet or what about a riverguard force emerging from the banks of a river, ready to strike their foe when they least expect it? The Trident Realm certainly gives you the opportunity to flex your creative muscle.

Of course, another fun element of the Trident Realm is the flexibility of creating a themed army, thanks to the variety of units. With the existing hard plastic naiads now joined by the spectacular new hard plastic riverguard, you've got a fantastic foundation on which to build the core of your army before moving on to monstrous additions, like the greater water elemental or new coral giant.

This flexibility in unit options is mirrored by the Trident Realm's flexibility in combat.

There are numerous unit choices that can mirror your style of play. If you like to grind it out, then take advantage of the Ensare rule on the Naiads, which will reduce your opponent's effectiveness in melee, along with their ability to regenerate wounds.

When it comes to building your army, the new hard plastic riverguard are a great option. After all, who doesn't want some froggy fighters leaping toward the enemy? This kit can be built as the standard riverguard unit or treeleapers.

Due to sacred oaths older than most civilisations, the riverguard are the first defence for the Trident Realm, serving as sentinels, and carefully watching for danger passing through rivers and estuaries. In battle, they move in great, bounding leaps, crashing into the midst of the enemy before attacking with their poisoned weapons.

The riverguard can often be found riding gigantic toads that normally hide in swamps and bogs hidden deep inside Pannithor's ancient forests. These so-called dambusters are used to destroy the dams built by men, dwarfs and elves that divert the timeworn waterways from their true paths to power the noisy mills of their villages, towns and cities. Some land dwellers build the dams as a deterrent to the vengeful Trident Realm and to navigate the rivers and lakes away from the borders of their hard-fought fiefdoms. These efforts are in vain, however, as the powerful dambusters can leap over the defences and lay waste to these abhorrent structures.

The dambusters are now available in stunning hard plastic, which perfectly captures the moment these large toads leap toward the enemy. A regiment of these looks amazing on the tabletop.

Leading the dambusters, atop their own warty steeds are the warden knights. Almost as large as the amphibians they're riding, the warden knights are armed with mighty clubs bristling with the teeth of large swamp creatures they've felled in battle. If you see a warden knight bounding towards you, then you know you're in trouble.

As well as proving adept at close combat, the dambuster toads have also become a common sight as artillery in Trident Realm armies. The riverguard will strap powerful ballistas to the creatures, which can take down even the strongest of foes.

And all that is just the amphibious portion of your army, before you start adding awesome units like the coral giant, greater water elemental or the fearsome kraken.

"WETTING" YOUR APPETITE

The Trident Realm were first introduced in the original Uncharted Empires way back in 2015. However, their origins date back slightly further.

The concept of a naiad - the female warriors that make up the core of many Trident Realm armies - was actually introduced as part of the Dungeon Saga Kickstarter in 2014. Arianya was a naiad demonhunter who informed the look of these so-called 'water spirits'.

However, it wasn't until the Kings of War: Second Edition Kickstarter in 2015 that the naiads made their way into hard plastic and became a key unit in the Forces of Nature.

The naiads represented the different elements that came together in the Forces of Nature, alongside the fiery salamanders and leafy forest shamblers.

Then in 2015, Uncharted Empires gave the naiads the opportunity to shine as their own army. The Trident Realm was created as a standalone army and introduced other memorable units, like the riverguard, coral giant and wyrmriders.

You've now got the options of having the riverguard as the core of your Trident Realm army. This versatile kit can be used to build riverguard and treeleapers. What's more, the riverguard will often be found riding the powerful dambuster toads. The guides on these pages will help you build these hopping mad miniatures.



Naiad Centurion

TRIDENT REALM GALLERY



Pondwarden



Depth Horror Eternal



Riverguard Sentinel



Siren



Naiad Centurion



Thuul



Dambuster Arbalest



Riverguard



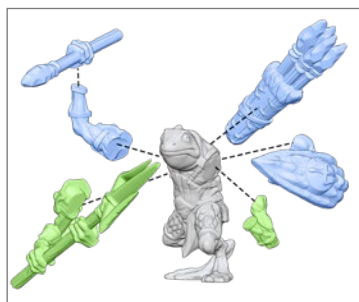
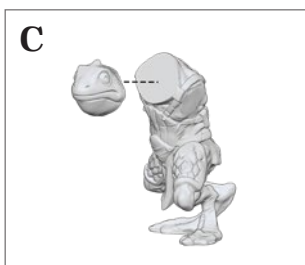
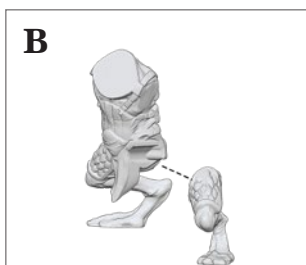
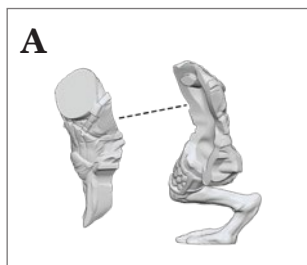
Dambusters



Naiad Wyrms Riders

ASSEMBLING THE RIVERGUARD AND TREELEAPERS

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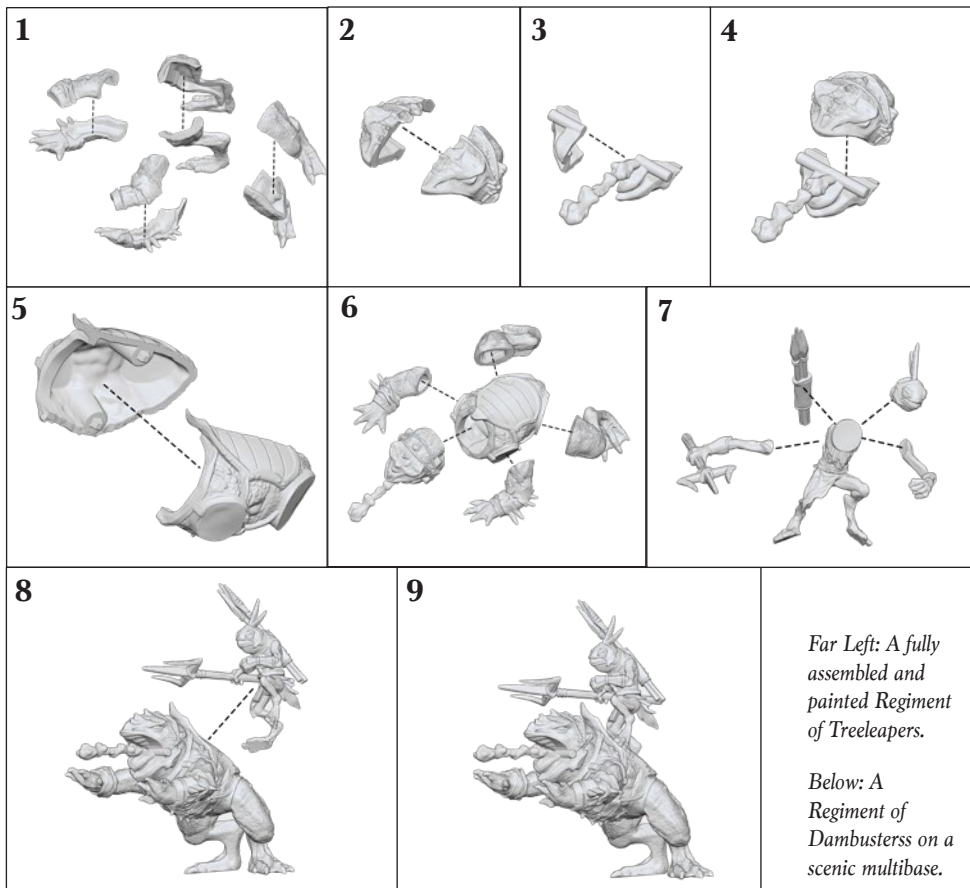


RIVERGUARD



TREELEAPER





Far Left: A fully assembled and painted Regiment of Treeleapers.

Below: A Regiment of Dambusters on a scenic multibase.

BASING

Since **KINGS OF WAR** doesn't remove individual models as casualties, it's possible to mount your units on a single large base that matches that unit's 'footprint' - a technique called Multibasing. This allows you to build your miniatures in dynamic poses that would normally prevent them from arranging into neat ranks if they were based individually. You can even turn the multibase into an eye-catching diorama!



TRIDENT REALM

BATTLE TACTICS

Playing a new army can sometimes be a daunting prospect, but don't worry because we've got some tips and tricks for your first few battles with the heroic Trident Realm.

LEAPING INTO ACTION

The great thing about the Trident Realm is that you've plenty of options, not only to theme your army but to suit your play style too. With the mega army and army sets you've got a froggy flourish to your battleforce, but you can adapt this with the addition of naiads or more thuul. The choice is yours!

Focusing on the riverguard then, these come in troops and regiments with the option to build them as riverguard or treeleapers.

As standard, riverguard and treeleapers both come with the Fly and Nimble special rules, which makes them exceptionally manoeuvrable on the battlefield. You can easily jump over terrain to avoid becoming hindered or pivot while charging to get those crucial flanks. In combat, the riverguard are hitting on 4+ with 12 attacks for troops and 15 for a regiment. For just 115pts, the troop is a great option that may

get overlooked by your opponent but has the capability to put out some serious damage.

These units have an interesting new rule that allows them to modify their Height stat to 3, rather than 2, when drawing line of sight. This means you can screen them behind a Height 2 unit while you get close to the enemy, before

jumping up and throwing their javelins, which have a 12" range.

Talking of treeleapers, we're introducing a brand-new unit to take advantage of the awesome hard plastics: treeleaper dambusters. Armed with a dangerous 14" ranged attack and rolling 12 dice, these can pack a serious punch. The dambusters have a 22-inch threat range too, thanks to their speed 8 and the Steady Aim special rule, which means they don't suffer a penalty for moving and shooting. However, you'll need to choose your timing carefully, as the treeleaper dambusters only have a defence of 3+, which means they'll croak it if you leave them exposed.

You can combine the riverguard and dambusters in the new Medu'Syth formation, which includes two troops of riverguard/treeleapers and a regiment of dambusters. The latter gains Aura (Stealthy - Amphibian only), which is great because there are so many units that have the Amphibian keyword and the large footprint of the dambusters means numerous units will benefit from the Aura.

SIREN'S SONG

In the new Trident Realm army set, you'll also find the siren, which has received a major overhaul. Now a Living Legend - so you can only take one in your list - the siren has the capability to cast up to FOUR spells in a single Ranged Phase.

The siren's spells include Enthral, Hex, Mind Fog and Weakness, which gives you plenty of





tactical options. With Enthral you can pull an enemy off an objective in the final moments of a game. Hex can be used to reliably disadvantage enemy spellcasters, while Mind Fog has the capability of taking out a foe that's already received some damage. Then, finally, you can reduce the effectiveness of a key rival unit with Weakness.

And remember, you can cast all of the above spells each Ranged Phase and the Siren only costs a measly 100pts!

Above: Trident Realm Heroes

Left: Riverguard Sentinel

Right: Kraken

YOU'RE KRAKEN ME UP

The Trident Realm isn't short of monsters, with the coral giant - now finally available as a mighty resin miniature - fighting against the greater water elemental for a position in your army list.

However, one of the most impressive options in your monstrous arsenal is the kraken. With Ensnare and Regeneration (4+), your opponent is going to have to throw everything they've got at the kraken to try and take it out in one turn. Otherwise, it could just regenerate its health and hit back with 12 attacks.

Even better, you've now got the option of upgrading a single kraken to K'ththur the Tidebringer, which not only gives it Inspiring but also adds Aura (Thunderous Charge (1)) for units with the Deep One keyword, which includes thuul and depth horrors. Considering that a thuul regiment already hits on 3+ with 20 attacks, the addition of Thunderous Charge is just nasty!

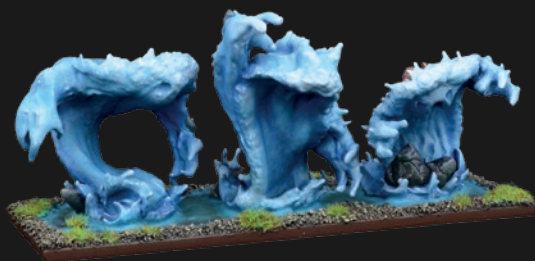


COLLECTING TRIDENT REALM NEXT STEPS



NAIADS

The naiads are a fantastic option to bulk out the infantry in your force. You can build them as ensnarers, which can really slow down the enemy, or heartpiercers, if you want a nasty ranged option. Either way, the naiads are fearsome fighters that perfectly complement the riverguard.



GREAT WATER ELEMENTAL

Another great option for a titanic unit is the formidable greater water elemental, which grants the Radiance of Life special rule to your naiad units. Plus, the ability to Surge into flanks can devastate even the strongest of opponents.



CORAL GIANT

Although the coral giant has been in the Trident Realm list since it was first introduced, this towering creature has finally been brought to life with a spectacular resin miniature. Covered in barnacles and sealife, the coral giant is a majestic Titan that will become the centrepiece of your army.



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