

TRITONS

Tritons belong to the faction called "Evil".

Allies:

- Triton armies can have one Allied Command from any of the following races:
 - Chaos, Dark Damned Elves, Goblins and Hobgoblins, Orcs.

Mercenaries:

- Tritons may not enlist mercenaries.

Auxiliaries:

- Armies of Tritons may be part of an Army of Darkness as an Allied army of Chaos, provided that there are no Demons, Undead, Vampires or Ratmen in it.
- Tritons & Cyclops Fomori can be used in an army of Dark Damned Elves where they will be treated as regular troops.
- If Tritons and Cyclops Fomori are organized in an Allied Command they can be controlled by their own Battle Leader or a Dark Damned Elf Battle Leader.
- Tritons will never be part of an army of which contains Ratmen.

INFANTRY

Small Tritoni (base size 2 x 2cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Med	T/F	-	-	1	light	sp	20	no	no	night	1	+1med	10	40
Infantry	Med	T/F	-	-	1	light	hw	20	no	no	night	1	+1med	10	40
Infantry	Med	T/F	-	-	1	light	2hw	20	no	no	night	2	+1med	10	40

Notes:

- Units with spears/hw may have shields for +1 pt per figure.

Tritoni (base size 2.5 x 2.5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Med	T/F	-	-	1	light	sp	20	no	no	night	2	+3vet	10	40
Infantry	Med	T/F	-	-	1	light	hw	20	no	no	night	2	+3vet	10	40
Infantry	Med	T/F	-	-	1	light	2hw	20	no	no	night	3	+3vet	10	40

Notes:

- Units with spears/hw may have shields for +1 pt per figure.

Sauromen (base size 2.5 x 2.5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Med	T/F	+1	-	1	lt/sh	sp	20	no	no	night	4	+3vet	5	30
Infantry	Med	T/F	+1	-	1	lt/sh	hw	20	no	no	night	4	+3vet	5	30
Infantry	Med	T/F	+1	-	1	light	2hw	20	no	no	night	4	+3vet	5	30

Nekthurs (base size 2 x 2cm)

The Nekthurs are mainly used in small units for exploration. They are nocturnal creatures so, unlike the other Tritons, suffer bad light during the day.

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Med	T/F	-1	-	1	lt/sh	hw	20	no	no	day	3	+3vet	3	6
Infantry	Med	T/F	-1	-	1	lt	2hw	20	no	no	day	3	+3vet	3	6
Infantry	Med	T/F	-1	-	1	lt/sh	sp	20	no	no	day	3	+3vet	3	6

Notes:

- Max 3 units per command.
- Nekthurs can be deployed in an army of Chaos, provided there are no dwarves or gnomes.
- They can be part of a Drakonti Mercenary Command commanded by a General of Drakonti.
- At a cost of +53 points the entire unit counts as a scout for the purposes of testing for exploration (this applies only if the unit is deployed in a command exploring).

Serpent Swarm (base size 4 x 4cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Serpents	Med	Fan	-	-	2	-	t&c	25	no	no	night	27	-	2	10

Notes:

- The bite of poisonous snakes means an opponent must take -1 to any save roll (except vampires, undead and demons).
- Max: 1 swarm for every Infantry unit (each swarm can consist of 2 to 10 bases)
- Swarms of serpents may use "Transiting the impracticable terrain".
- The swarm will not be routed if its command is routed.
- They will always act as an unit with Attack order.
- The swarms do not give any type of cover to the units behind them and do not block line of sight to missile weapons.

Microsaur Swarm (base size 4 x 4cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Microsaur	Med	Fan	-	-	2	-	t&c	25	no	no	night	7	-	2	10

Notes:

- Max: 1 swarm for every Infantry unit (each swarm can consist of 2 to 10 bases)
- Swarms of microsaur may use "Transiting the impracticable terrain".
- The swarm will not be routed if its command is routed.
- They will always act as an unit with Attack order.
- The swarms do not give any type of cover to the units behind them and do not block line of sight to missile weapons.

UNITS WITH MISSILE WEAPONS

Archers (base size 2 x 2cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Small Triton	poor	T/F	-	-	1	light	bow/ hw	20	no	no	night	4	+1med	10	40
Small Chameleon	Med	T/F	-1	-	1	light	bpipe /t&c	20	no	no	night	13	+3vet	5	10

Archers (base size 2.5 x 2.5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Triton Archer	Med	T/F	-1	-	1	light	lb/ hw	20	no	no	night	5	+3vet	5	10
Chameleon Archer	Med	T/F	-	-	1	light	bpipe /t&c	20	no	no	night	13	+3vet	5	10

Special abilities of Chameleons

- Skin chameleon.
 - Chameleon skin can change color adapting to any environment.
 - This makes more difficult to see them and hit them from a distance.
 - If Chameleon are in heavy cover may not be targeted.
 - If they are in light cover are considered in heavy cover.
 - If in the open are considered in light cover.
- Skilled explorers.
 - Each Chameleon unit which scouts adds 1D6 bonus.
- Blowpipe.
 - The Chameleons use the blowgun for their attacks, this weapon has range 5-15 cm and damage like a spear.
 - Darts can be poisoned with the rules set out for poison arrows.

CAVALRY

Triton on Raptor (base size 2.5x5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Triton	Med	T/F	-	-	1	light	hw	37	7	yes	night	23	+7vet	3	10
Raptor	"	"	+2	-2	2	-	z&a	"	"	"	"	"	"	"	"

Notes:

- May have 2x javelin for +1pt per figure.
- May have shield at a cost of +4 points per model.

Sauroman on Raptor (base size 2.5x5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Triton	Med	T/F	-	-	1	light	2h	37	7	yes	night	23	+7vet	3	10
Raptor	"	"	+2	-2	2	-	z&a	"	"	"	"	"	"	"	"

Notes:

- They may have a lance at a cost of +1 point per model.
- They may have a shield for +4 points per model, in that case replace the 2h weapon with a hw.
- Max one unit per 1,000 points army.

Tritoni on Pterodactyl (base size 5x5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Small Triton	Poor	T/F	-	-	1	light	hw	20	no	no	night	22	+7vet	3	10
Pterodactyl	"	"	+2	-2	3	"	z&a	"	"	"	"	"	"	"	"

Notes:

- They may have two volleys of javelins at a cost of +1 point per model.
- They may have a shield at a cost of +6 points per model.
- They may have a short bow at a cost of +2 points per model, when using the bow cannot protect themselves with the shield.
- Units are flying.

ARTILLERY

Salamander with Acid Thrower (base size 2.5x5cm or 2 2.5x2.5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Acid Thrower	-	-	+3	-	3	-	art		no	no	-	42	-	2	5
Salamander	Vet	T/F	+1	-	1	light	hw	20	7	no	night	-	-	1	1
Small Triton	Poor	T/F	-	-	1	light	hw	20	no	no	night	-	-	1	1

Notes:

- Max 1 unit for every 1,000 points army.
- The cost of a leader is already included in the Unit.
- Both crew are required to operate the weapon.
- If single-based, the loss of the small triton should be marked. The salamander can fight as an infantry figure.
- In combat the salamander's profile will be used but the small triton will be the first loss.

TERRIBLE CREATURES

Monitor lizards (base size 4 x 4cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Serpents	Med	Fan	+3	-2	2	light	2h	20	7	yes	night	27	-	4	10

Notes:

- Max one unit per 1,000 points army.

Herds of Giant Iguanas (*base size 4 x 4cm, trainers 2x2cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Iguana		Fan	+3	-1-	2	light	z&a	20	7	no	night	18	-	2	10
Keeper	Med	"	-		1	"	sp?	"	no	no	"	3	"	6	30

Notes:

- For every Iguana must be three keepers.
- The Head of Unit must be a keeper, the Champion an iguana.
- The models fighting with their separate profiles.
- If targeted by missile weapons, for each wound throw D6: 1-3: the shot hits the iguana, 4-6 hits a keeper.
- The moral test should be done with the quality of the type of model that is present in greatest numbers in the unit.

War Triceratops (*base size 5x10cm*)

Tritons use Triceratops as fighting animals; on the back of these beasts is mounted a turret on which is installed a heavy crossbow. The crew consists of Lizardmen, normally consisting of a leader, two gunners for the crossbows, a warrior with spear, which acts as a standard bearer, and two archers. (For a maximum of 339pts)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Triceratops	Med	T/F	+9	-4	10	light	z&a	20	6 4W	yes	night	302	-	1	1
Ballista	Med	-	+2		3	-	bal	-	-	-	-	15	-	1	1
Crew	Med	T/F			1	-	hw	-	-	-	night	3	-	2	8

Notes:

- Each member of the crew can be armed with short bow (+2 points), javelins (+1 point).
- Two crew members may be assigned to operate the crossbow. The crossbow shoots at veteran quality veteran regardless of the quality of the crew. Those crew will not be able to use other missile weapons.
- The crossbow follows the rules of giant catapults and crossbows.
- The Triceratops has two wounds and can survive 2 hits before dying.
- The following special rules apply:
 - "giant creature"
 - "difficult to control"
 - "linebreaker"

Titanosaurus (*base size 7.5x7.5cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Titanosaurus	Med	Fan	+7	-5	8	md	2h	20	6 2w	yes	night	180	+24vet	1	1

Notes:

- The titanosaur may be armed with a huge spear.
 - The cost is +10 points (average) or +13 points (veteran).
 - This spear can be used as a throwing weapon and uses the spear table.
 - The range of the spear is 20-60 cm and it uses Str = 7.
 - It can be used only once.
- The titanosaur has two wounds and can survive 2 hits before dying.
- The following special rules apply:
 - "giant creature"
 - "difficult to control"
 - "linebreaker"

Tyrannosaur (base size 5x5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Tyrannosaur	Med	Fan	+6	-4	6	md	z&a	20	6 2W	yes	night	124	-	1	1

Notes:

- The tyrannosaur has two wounds and can survive 2 hits before dying.
- The following special rules apply:
 - "giant creature"
 - "difficult to control"
 - "linebreaker"

INDIVIDUALS

Warchief & Battle Leaders

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
WC/BL	El	T/F	+2	-	2	lt/sh	hw	20	7	no	night	29+C	-	-	-
on Raptor	"	"	+3	-2	5	"	"	37	6	yes	night	94+C	-	-	-

Notes:

- Can replace the hand weapon and shield with two-handed weapon.

Individuals

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	EL	T/F	+2	-1	5	lt/sh	hw	20	7 4w	no	night	86	-	-	-
on Raptor	El	T/F	+2	-2	9	"	"	27	6 2w	yes	night	220	-	-	-
Courier	Vet	T/F	-	-	1	light	hw	30	7	no	night	42	-	-	-
Scout	Vet	T/F	-	-	1	light	hw	20	7	no	night	64	-	-	-
Herald	Vet	T/F	+1	-	1	light	hw	20	7	no	night	39	-	-	-
on Raptor	Vet	T/F	+2	-2	2	"	"	37	7	yes	night	356	--	-	-
Banner	Vet	T/F	+1	-	1	light	hw	20	7	no	night	49	-	-	-
on Raptor	Vet	T/F	+2	-2	2	light	"	37	7	yes	night	66	-	-	-

Notes:

- Heralds and bearer must be no more than 10 cm away from their General or Leader.
- Heroes and their mounts have wounds and can survive several hits before dying.

Magic Users

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wizard	Med	T/F	-	-	1	lt	hw	20	7	no	night	8+M	-	-	-
on Raptor	"	"	+2	-2	4	"	"	37	6	yes	night	46+M	-	-	-
Priest	Med	T/F	-	-	1	lt	hw	20	7	no	night	83	-	-	-
Elementalist	Vet	T/F	-	-	1	lt	hw	20	7	no	no	64+M	-	-	-
Soothsayer	Poor	T/F	-	-	1	lt	hw	20	7	no	night	51	-	-	-
Shaman	Med	T/F	-	-	1	lt	hw	20	7	no	night	8+M	-	-	-
Cleric	Poor	T/F	-	-	1	lt	hw	20	8	no	night	49	-	-	-

Notes:

- Up to 2 clerics can accompany each priest.

SPECIAL RULES

Deadly poisons

- ❑ The lizardmen poison their weapons with exotic toxins extracted from snakes or other animals.
- ❑ The venomous weapons will give a Str+1 to those who use them.
- ❑ They cost the user's Worth in points.

Double nature

- ❑ The Tritons have a dual nature, they are Fanatics by day and Tribals by night.

Amphibious

- ❑ The Tritons (but not Salamanders, Raptors or Triceratops) are amphibious creatures.
- ❑ On foot they may cross watercourses as if difficult terrain.
- ❑ In marshes Tritons and Salamanders suffer no penalty.

Defending terrain

- ❑ The Tritons are not an aggressive people and normally fight for the defence of their lands when they are trespassed upon, which means they are more able to exploit knowledge of the land.
- ❑ If Tritons out-scout their enemy, they may add a swamp or jungle to the terrain.
- ❑ If they out-maneuver as well, they may add a second swamp, jungle or a deep jungle.
- ❑ These new terrain features must be at least 12"/30cm from the enemy's deployment zone.
- ❑ Elements of the scouting command may be deployed in those terrain features.

Moving and fighting in jungle terrain

- ❑ Tritons may move through jungles/deep jungles without becoming disorganised.
- ❑ Tritons may carry out missile attacks in jungles/deep jungles without terrain penalties.