




DREAD FLEET

CAPTAIN - 865 POINTS




610 pts (14.00 %) 0 pts (0.00 %) 255 pts (6.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Fleet Menagerie**
 (40 Max) (25 Least) (0 NoLimit) (40 Max)

Characters




DREAD CAPTAIN #1
Dread Captain - Standard - Infantry - 20x20

185 POINTS




Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Fear, Strider (waterterrain)		
Defensive	HP	Def	Res	Arm		
	3	6	3	0	Heavy Armour, Sea Serpent's Hide	
Offensive	Att	Off	Str	Ap	Agi	
Dread Captain	3	7	4	1	8	Lightning Reflexes, Ruthless Efficiency

Options	Crown of the Wizard King
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DREAD CAPTAIN #2
Dread Captain - Standard - Infantry - 20x20

185 POINTS




Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Fear, Strider (waterterrain)		
Defensive	HP	Def	Res	Arm		
	3	6	3	0	Heavy Armour, Sea Serpent's Hide	
Offensive	Att	Off	Str	Ap	Agi	
Dread Captain	3	7	4	1	8	Lightning Reflexes, Ruthless Efficiency

Options	Crown of the Wizard King
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WARLOCK FREEBOOTER #1
Warlock Freebooter - Standard - Infantry - 20x20

240 POINTS




Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Strider (waterterrain), Wizard Adept, Irresistible Will, Mistrusted		
Defensive	HP	Def	Res	Arm		
	3	4	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Warlock Freebooter	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

Special



DREAD MARINERS #1
Dread Mariners x10 - Standard - Infantry - 20x20

255 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	9	Fearless, Scoring, Strider (waterterrain)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	Light Armour, Sea Serpent's Hide
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Dread Mariner	2	5	3	1	5
Lightning Reflexes, Ruthless Efficiency, Great Weapon					

Options	Standard Bearer • Black Flag
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Magics

Racial Trait Spell

Harag, the Storm Witch, is one of the chief deities of the elves of Silexia. Goddess of the sea and of storms, She is both fickle and vengeful. The worship of Harag is dramatic to say the least, and can even include extraordinary sacrificial rituals in which victims are cast into the ocean. Some say that the mists that envelop elven vessels are evidence of Her priests' spellcraft, and their seaborne raids often employ sudden gusts of fog to cover their approach.

—From The Gods of the Elves by Damsel Guérarde
Stockmunde

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
Tempest of the Storm Witch				
<i>Mf</i>	(6+) {7+}	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn
<i>The target may immediately perform a 12" Magical Move and loses Scoring. {In addition, the target gains Coastal Predator.}</i>				

Magic items

Crown of the Wizard King: During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

Magic banners

Black Flag: The bearer's unit gains **Fear**, and while in base contact with the bearer's unit, enemy units gain **Maximised (Fear Tests)**. In addition, friendly units Engaged in the same Combat as the bearer's unit **must** reroll natural to-wound rolls of '1'.

Model Rules

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

Heavy Armour: +2 Armor

Irresistible Will: The model's Casting Attempts with 4 or more Magic Dice are subject to the following rules: • Total Casting Modifiers may not exceed +1.
• Dispelling rolls suffer a -2 Dispelling Modifier.

Light Armour: Armor +1

Lightning Reflexes: Close Combat

A Close Combat Attack with Lightning Reflexes gains a +1 to-hit modifier. Model parts with this Attack Attribute wielding Great Weapons do not gain this +1 to-hit modifier, but strike with the Great Weapon at the Initiative Step corresponding to their Agility instead of always striking at Initiative Step 0.

Mistrusted: If the model is the General, Discipline Tests using its Commanding Presence suffer -1 Discipline.

Ruthless Efficiency: The attack gains +1 to wound during the First Round of Combat.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Sea Serpent's Hide: Armour Equipment
The wearer gains +1 Armour.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.
If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.
Sometimes Strider is linked to a specific type of Terrain, stated in brackets.
In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Wizard Adept: - Knows 2 spells.
- Can select from the Learned Spells 1, 2, 3, and 4 of its chosen Path and the Hereditary Spell of its army.
The Wizard gains Channel (1) and selects its spells as described in Spell Selection.

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Dread Captain #1



Dread Captain #2



Dread Mariners #1



Warlock Freebooter #1

