

THE IX AGE FANTASY BATTLES



DREAD FLEET

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Dread Fleet

Dread Elves Supplement Army Book

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The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are supplementary to the Core Rules of The 9th Age. They are produced by our teams and should be viable for use in any game, but you should seek permission from your opponent or tournament organiser to use, as they significantly increase the complexity of the game. All rules and feedback can be found and given at: the-ninth-age.com. Refer to the Rulebook for instructions on How to Read Unit Entries.

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The vessels of the elves are never friendly, even when flying the colours of the Pearl Throne. We expected the ship gaining on us to demand nothing more than a routine inspection of our cargo. But as soon as they were within bowshot, we saw a sight feared by all who sail the ocean. The Arandai colours vanished, suddenly replaced with the Black Flag of the Dread Fleets. We knew what it meant: a choice between a life of the harshest of slavery, or a watery grave. Some of the men have already chosen the latter. I leave this log here in the hope that our fate may be documented.

—Ship's log, Serember 12, 944 AS. Captain Adémar de Talhermé of the merchant vessel Irène

Army Specific Rules

Shrouded by Mist

Apply the following rules during the first Game Turn:

- For Shooting Attacks made against units that are more than 12" away, all units (friend and foe) are considered to be in Soft Cover.
- Charge Range rolls made against units that are more than 12" away are subject to Minimised Roll unless more than half of the Charging unit's models have Coastal Predator.

Army Model Rules

Universal Rules

Barbed Nets

At the start of each Round of Combat that the model's unit is fighting, each unit with one or more models with Barbed Nets must choose one enemy unit in base contact and roll a D6. On 2+, the chosen unit is Netted. Units Netted one or more times suffer -1 Strength and -1 Armour Penetration until the end of the Round of Combat.

Coastal Predator

The model gains **Strider (Water Terrain)**. In addition, units gain **Devastating Charge (+2" Adv)** and **Hard Target (1)** while both the following conditions are met:

- More than half of their models have Coastal Predator.
- More than half of their models have the centre of their base inside a Water Terrain Feature.

Characters without Coastal Predator that Charge out of a unit do not benefit from Coastal Predator.

Terrors of the Deep

The number of models with Terrors of the Deep in the army is restricted to 1 per 1500 Army Points, rounding fractions up.

Attack Attributes

Ruthless Efficiency – Close Combat

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

Armoury

Sea Serpent's Hide – Armour Equipment

The wearer gains +1 Armour.

Repeater Handbow [X] – Shooting Weapon

Range 12", Shots X, Str 3, AP 0, **Accurate, Quick to Fire**. When shooting from Short Range, the weapon gains +1 Armour Penetration.

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
H				
Tempest of the Storm Witch				
<6+> {7+}	18"	Augment	One Turn	The target may immediately perform a 12" Magical Move and loses Scoring. {In addition, the target gains Coastal Predator.}

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

Special Items

Weapon Enchantments

Lacerating Touch 65 pts
 Enchantment: Paired Weapons.
 Attacks made with this weapon gain +2 Armour Penetration. While using this weapon, the wielder gains +2 Attack Value and Fear.

Hurricane's Fury 40 pts
 Enchantment: Repeater Handbow.
 Range 18", Shots 2D6. Shooting Attacks of units that are hit by one or more attacks made with this weapon suffer -1 to hit until the end of the next Player Turn.

Banner Enchantments

Black Flag 50 pts
 Cannot be taken by units that count toward Core.
 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'.

Banner of Tides 30 pts
 0-2 per Army. Infantry models only.
 The bearer's unit gains **Feigned Flight**.

Artefacts

Veil of Harag 50 pts
 The bearer can cast *Tempest of the Storm Witch* (Hereditary Spell) as a Bound Spell with Power Level (4/8).

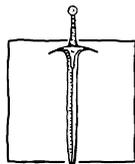
Storm Cloak 45 pts
 The bearer gains **Magic Resistance (2)** and **Hard Target (1)**.

Chest of Envoloping Fog 40 pts
 Models on foot only.
 One use only. The owner may activate this Artefact at the end of any friendly Movement Phase and place a Water Terrain Feature in contact with the bearer and at least 1" away from any enemy units and other Terrain Features. The Water Terrain **must** fit within a circle with a diameter of 6".

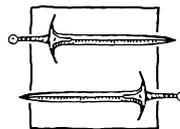
Army Organisation



Characters
 Max. 40%



Core
 Min. 25%



Special
 No limit



Fleet Menagerie
 Max. 40%

The warlike Princess Urchein has become the Consul of Conflict, and she has a sympathetic ally with the Slaver faction holding the Consul of Commerce. Therefore, it has become increasingly simple for the nobility to sanction Senate-approved raids. While we should expect Daeb incursions to increase in frequency, they will not likely attempt an invasion of the White Isles. This situation will remain until at least the next elections, where I predict that the Motherland faction will use its favours to muster support for a large-scale expedition.

—Intelligence gathered from Rathaen by an anonymous agent of the Pearl Throne

Characters (Max. 40%)



Dread Captain

145 pts

single model

Height Standard

Type Infantry

Base 20×20 mm



A mount marked with (FM) counts towards Fleet Menagerie. The mount and its rider also count towards Characters.

Urchein is a member of the Slaver faction. She is feared both as a duelist and a raider. Her prowess with a blade is legendary, and it's likely she was the captain of the vessel that sunk or captured the majority of our third squadron seven years ago off Gan Dareb. My sources have informed me that she is already amassing wealth, cutting deals with the taming schools and preparing ships and supplies. The Republic's navy will not support her, but she will likely sponsor an army of privateers, corsairs and freebooters from across the north of Silexia.

—Intelligence gathered from Rathaen by an anonymous agent of the Pearl Throne

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Fear, Strider (Water Terrain)		
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	pts	Mount Options	pts
Battle Standard Bearer	50	Fleet Pegasus	95
Obsidian Admiral (General only)	50	Ocean Terror (FM)	190
Special Items	up to 100	Colossal Kraken (FM)	390
Repeater Handbow [2] (2+)	5	—Optional Model Rules—	
One choice only:		Obsidian Admiral: Universal Rule.	
Paired Weapons	5	The model part gains +2 Attack Value and its Special	
Great Weapon	10	Item allowance is increased by 100 pts. In addition,	
Halberd	10	the army may modify the roll for choosing Deploy-	
Lance	15	ment Zones by -1.	



Renegade Assassin

165 pts

single model

0–2 Units/Army

Height Standard

Type Infantry

Base 20×20 mm

There is one black-clad figure among Urchein's party that even the most blooded warriors fear. They say he was taken at birth and moulded into the perfect killer, given no name, no family, no will but that of the Hunting Lodges of Caedhren (Cadaron) where he was kept. We have long known of the terrible efficiency and precision of these agents of death, reserved for sanctioned missions, and not permitted to join private armies or raiding fleets. Yet this one seems somehow to have broken through the best efforts of his masters and gained self-determination. Fugitive but finally free, he has taken Urchein's contract – presumably to get as far from Silexian shores as possible.

—Intelligence gathered from Rathaen by an anonymous agent of the Pearl Throne

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Hidden, Not a Leader, Professional Courtesy , Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	3	7	3	0		
Offensive	Att	Off	Str	AP	Agi	
Renegade Assassin	3	7	4	3	9	Artistry of Death , Lightning Reflexes, Multiple Wounds (2, against Character), Poison Attacks, Paired Weapons, Repeater Handbow [3] (2+)

—Model Rules—

Artistry of Death: Universal Rule.

The attack gains +1 to wound. Attacks with Artistry of Death lose Ruthless Efficiency if they had it.

Professional Courtesy: Universal Rule.

The model cannot join units that contain another model from the same unit entry.



Warlock Freebooter

240 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with (FM) counts towards Fleet Menagerie. The mount and its rider also count towards Characters.

Expect raids in the coming season. Urchein has already amassed a fleet of more than forty ships. Also be aware that at least six highly skilled wizards will be aboard. These fortune-seekers are mercenaries hired from outcast communities. Some are even traitorous graduates from our own colleges. The Throne can find a full report on these “warlocks” in its archives, but note that they wield considerable power.

—Intelligence gathered from Rathaen by an anonymous agent of the Pearl Throne

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Irresistible Will, Mistrusted, Strider (Water Terrain), Wizard Adept		
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

—Model Rules—

Irresistible Will: Universal Rule.

Dispelling rolls against spells cast by the model suffer a -2 Dispelling Modifier if the Casting Attempt was performed with 4 or more Magic Dice.

Mistrusted: Universal Rule.

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

—Magic Options—

Wizard Master 170



Cosmology



Shamanism



Witchcraft

—Options—

Special Items	up to 100
If Wizard Master	up to 200
Paired Weapons	10
Light Armour	5

—Mount Options—

Fleet Pegasus	50
Ocean Terror (FM) (Wizard Master only)	80
Colossal Kraken (FM) (Wizard Master only)	375



Seaboard Exarch

340 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

I was roughly forced to kneel. The appearance of the Storm Witch's priestess was savage: one with the wind and brine, dressed in immaculate robes of disdainful elegance, yet deadly, well-worn and set with whalebone. Unable and unwilling to maintain eye contact, I bowed my head as she approached, bare feet passing inches in front of my nose before gliding to a halt. The sailor's death was silent and sudden. The crimson liquid made little contrast on the galley's deeply bloodstained decks. A horrific reminder of centuries of Harag's victims.

—Excerpt from a survivor's account

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Mist Weaver , Not a Leader, Wizard Adept		
Defensive	HP	Def	Res	Arm		
	3	5	3	0	Aegis (4+, against Melee Attacks), Sea Serpent's Hide, Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Seaboard Exarch	3	5	4	1	6	Lightning Reflexes, Ruthless Efficiency

Model Rules

Mist Weaver: Universal Rule.

The model's unit gains **Coastal Predator** and **Devastating Charge (Lethal Strike)**.

Magic Options



Shamanism



Witchcraft

Options

Storm Singer (0–1 Units/Army)	40
Special Items	up to 100
One choice only:	
Great Weapon	10
Halberd	10
Paired Weapons	10
Spear	10

Optional Model Rules

Storm Singer: Universal Rule.

The model can select its spells from all the Learned Spells of its chosen Path and the Hereditary Spell. This rule overrides the Spell Selection rules connected to being a Wizard Adept.

Character Mounts



Fleet Pegasus

Height **Large**
Type **Cavalry**
Base **40×40 mm**
0–3 Mounts/Army

Built for flight, pegasi are light and ideal mounts for seaborne action, especially for slim Daeb ships built for speed, unable to carry conventional cavalry. Their strategic value in naval action is obvious. Maritime pegasi undergo different training regimens to the rest of their kind, though they suffer no less from these altered methods. Expect them to accompany any oceanic assault.

—Intelligence gathered from Rathaen by an anonymous agent of the Pearl Throne

Global	Adv	Mar	Dis	Model Rules		
Ground	7"	14"	C	Fly (8", 16"), Light Troops, Vanguard		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	C	C	4	C+1	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Fleet Pegasus	2	4	4	1	4	Devastating Charge (+1 Str, +1 AP), Harnessed



Ocean Terror

Height **Large**
Type **Cavalry**
Base **50×75 mm**
0–2 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Fleet Menagerie.

There be many strange'n wondrous beasts in the briny deeps, me hearties. More'n you's'll e'er know – and ain't a-one o'em that wouldn't suck the blood o'yer quick as spit! Crustaceans! Mollusks! Clams walking! Things composed o'teeth'n only teeth! Things what's been changed foul'n ugly by the maelstrom o'the Shattered Sea! Argh, listen'a ol' Jack, yous lubbers, there be monsters!

—Spoken at the sign of the Last Anchor tavern in Bradpole harbour

Global	Adv	Mar	Dis	Model Rules		
	8"	14"	C	Coastal Predator, Fear, Terror, Towering Presence		
Defensive	HP	Def	Res	Arm		
	4	C	5	C	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Ocean Terror	4	4	6	2	4	Devastating Charge (Distracting), Harnessed, Poison Attacks, Stomp Attacks (D3)



Colossal Kraken

Height **Gigantic**
 Type **Beast**
 Base **100×150 mm**

0–1 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Fleet Menagerie.

The true and greatest kraken, it is said, is a boneless giant that dwells in the black depths of the ocean and eats whales like hors d'oeuvre. If such squid exist, they are almost never seen, however. Instead, the largest verified species known by the name kraken is the giant amphibious titan that lives primarily in the Southern Seas. Like all coastal krakens, it defies easy categorisation; its movement hints at skeletal stature, yet it also uses great tentacles... and it is a highly prestigious prey of the western elves. It is said that their most ferocious sailors have even been known to ride such giants as battle mounts.

—From *De Monstri Corporis Fabrica* by Grégoire Kléber

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C	Coastal Predator, Terrors of the Deep		
Defensive	HP	Def	Res	Arm		
	7	5	5	3	Distracting, Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Colossal Kraken	4	5	7	3	3	Harnessed, Hatred (against Large, Gigantic), Multiple Wounds (D3)

Core (Min. 25%)



Corsairs

170 pts + 14 pts/extra model

10–25 models

Height Standard
Type Infantry
Base 20×20 mm

Alike to the pack of wolves who stalk sheep pens at night, corsairs hunt the coasts from Destria to Tsuandan. They're our predators. Lightning fast and deadly. Their eyes are keen and their hide cloaks tough. As fearsome raiders as ever did sail the seas. None knows when they'll strike, but you can be sure that they're out there. Aye, lad. All sailors know of the elven corsairs who sail under the Black Flag. And rightly so.

—Overheard warning from a fisherman to his son

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Light Armour, Sea Serpent's Hide	
Offensive	Att	Off	Str	AP	Agi	
Corsair	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Paired Weapons

—Options—

Must choose (one choice only):

Corsair Boarders	free
Corsair Ravagers (0–3 Units/Army)	free
Repeater Handbow [2] (4+)	2/model
Vanguard (0–2 Units/Army)*	1/model

*Characters joined to this unit gain Vanguard

—Command Group Options—

Champion	10
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

—Optional Model Rules—

Corsair Boarders: Universal Rule.

The model gains Heavy Armour and **Scoring**.

Corsair Ravagers: Universal Rule.

The model gains **Extra Support (2)**, **Hard Target (1)**, **Light Troops** and **Skirmisher**. In addition, enemy models that are not immune to the effects of Fear in units in base contact with one or more models with Corsair Ravagers suffer –1 Discipline.



Sea Wolves

150 pts + 12 pts/extra model

5–10 models

0–2 Units/Army

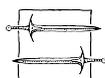
Height Standard
Type Beast
Base 25×50 mm

Delirious. Temperature high. Shallow puncture wounds on the lower thigh. I will administer antivenom and attempt to bring her temperature down. The patient remains in delirium. She screams at night and babbles about sea serpents with forked tongues. Deceased. Her comrades claim the elven raiders drove packs of some sort of aquatic reptile against them. Others called them lobos – I don't know if this is merely a name, or a description. I will continue to study her corpse in the hope of learning more.

—Medical notes from a Santa Genoveva infirmary

Global	Adv	Mar	Dis	Model Rules		
	5"	14"	6	Coastal Predator, Insignificant, Vanguard		
Defensive	HP	Def	Res	Arm		
	1	3	4	2		
Offensive	Att	Off	Str	AP	Agi	
Sea Wolf	2	4	4	0	4	Poison Attacks

Special (No limit)



Dread Mariners

195 pts + 16 pts/extra model

10-20 models



0-5 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

After the grapnels had snagged our rigging we repelled the first wave of boarders after heavy fighting. The second wave was different. Calm and collected, with a discipline of years or possibly centuries at sea, stalwart elven marines launched themselves with unnatural elegance onto the deck of the Irène. They were clad in semi-translucent kraken hide that seemed to blend with their surroundings. Wielding wicked two-handed blades, they carved through the sailors with ease. I survived to tell this tale only by throwing myself into the ocean, joining my compatriots and putting myself at the mercy of the sea.

—Ship's log, Serember 12, 944 AS. Captain Adémar de Talharmé of the merchant vessel Irène

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Fearless, Scoring, Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Light Armour, Sea Serpent's Hide	
Offensive	Att	Off	Str	AP	Agi	
Dread Mariner	2	5	3	1	5	Lightning Reflexes, Ruthless Efficiency, Great Weapon
Options			pts-	Command Group Options		pts-
Vanguard (0-2 Units/Army)*			2/model	Champion		10
				Musician		10
				Standard Bearer		10
				Banner Enchantment		no limit



Thunder Riders

260 pts + 63 pts/extra model

3-4 models

0-8 Models/Army

Height Large
Type Cavalry
Base 40×40 mm

Urchein has been busy growing her support. As we were aware, the Daeb taming schools are partners in many of her raiding expeditions. The coming ventures will be no different. She has recruited from the lesser nobility, known for using naval pegasi and embracing the cult of Harag to curry favour with the sailors, calling themselves harbingers of storm and tempest. I can testify to the psychological and practical advantages they bring to any raiding fleet.

—Intelligence gathered from Rathaen by an anonymous agent of the Pearl Throne

Global	Adv	Mar	Dis	Model Rules		
Ground	7"	14"	9	Fly (8", 16"), Light Troops, Skirmisher, Vanguard		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	2	5	4	1	Hard Target (1), Light Armour, Sea Serpent's Hide	
Offensive	Att	Off	Str	AP	Agi	
Thunder Rider	1	5	4	1	5	Devastating Charge (+1 Att), Lightning Reflexes, Ruthless Efficiency, Light Lance, Repeater Handbow [2] (3+)
Fleet Pegasus	2	4	4	1	4	Devastating Charge (+1 Str, +1 AP), Harnessed
Options			pts-	Command Group Options		pts-
Barbed Nets			50	Champion		10
				Musician		10
				Standard Bearer		10
				Banner Enchantment		no limit



Salt Veterans

150 pts + 25 pts/extra model

5–12 models

0–2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

I have infiltrated a crew sailing north, posing as an apprentice to a squadron of veteran corsairs. I have never seen warriors as cruel in manner and appearance. As well as the thick, salt-stained ocean leathers common to all members of the fleet, the skin of the chattel they capture adorns their armour, paired with trophies of past kills. Silence surrounds them as they swagger through the streets of Rathaen, flaunting elaborately wicked blades. Feared even by their own crew, their countenance is grim and resolute. Similar groups are not rare among the fleets and are to be considered highly dangerous.

—Intelligence gathered from Rathaen by an anonymous agent of the Pearl Throne

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Captain's Orders , Fear, Scout, Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Light Armour, Sea Serpent's Hide	
Offensive	Att	Off	Str	AP	Agi	
Salt Veteran	2	5	3	1	5	Barbed Nets, Lightning Reflexes, Ruthless Efficiency, Halberd

—Model Rules—

Captain's Orders: Universal Rule.

At step 8 of the Pre-Game Sequence (after Spell Selection), the owner **must** choose one of the following options and apply its effect to all models with Captain's Orders in the army:

- **Give no Quarter:** The model gains **Scoring**.
- **Loot and Pillage:** The model gains **Light Troops**.

—Options—

Repeater Handbow [2] (4+) pts-
4/model

—Command Group Options—

Champion pts-
10
Musician 10

Fleet Menagerie (Max. 40%)



Tritons

230 pts + 100 pts/extra model

2-4 models

0-2 Units/Army
0-6 Models/Army

Height Large
Type Beast
Base 40x40 mm

We know that the gorgons were created by the Temple of Yema using a ritual merging of supernal and elf, but most Daeb have shunned such practices for their high risk and waste of life. The only other cult known to attempt the unholy union is a certain militant sect devoted to the Storm Witch. Harag's immortal minions, when successfully bonded, take the form of fey witches able to breathe both air and water. As befits such children of the waves, these tritons are changeable and capricious, known to perform works of magic and weave cruel temptations in small pods. I can hear them at night from the sea, following our ship day by day.

—Intelligence gathered from Rathaen by an anonymous agent of the Pearl Throne

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Coastal Predator, Fear, Fearless, Siren's Song , Supernal, Wizard Conclave		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Triton	3	5	4	1	5	Lightning Reflexes, Ruthless Efficiency
—Model Rules—				—Wizard Conclave—		
Siren's Song: Universal Rule. Combat Reform Tests and March Tests of enemy units within 8" of one or more models with Siren's Song suffer -2 Discipline.				Must select 2 spells from: <ul style="list-style-type: none"> • <i>Fate's Judgement</i> (Divination) • <i>Chilling Howl</i> (Shamanism) • <i>Will-o'-the-Wisp</i> (Witchcraft) • <i>Tempest of the Storm Witch</i> (Hereditary Spell) 		
—Options— pts-				—Command Group Options— pts-		
One choice only: Paired Weapons 5/model Halberd 15/model				Champion 120		



Kraken

375 pts

single model 0–3 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

On it came, sudden, roiling and vast from the shallows to our lee, just when we thought we were safe. The water churned as it surged forward with white mane foaming, its great baleful eye fixed upon us with all the loathing of a malicious intelligence. Before we could roll out the guns, it gripped the bowsprit and foremast and heaved bodily onto the deck, laying waste with long whipping arms on all sides. A midshipman was seized by the ankles and deposited into its gnashing maw, even as the mast cracked and came down around us.

—From the memoirs of Admiral Egberta van Lutem

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Coastal Predator, Terrors of the Deep		
Defensive	HP	Def	Res	Arm		
	5	5	5	3	Distracting, Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Kraken	4	5	7	3	3	Harnessed, Hatred (against Large, Gigantic), Multiple Wounds (D3)
Lashmaster (2)	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

Options

Colossal Kraken (0–1 Units/Army)

pts—
65

Optional Model Rules

Colossal Kraken: Universal Rule.

The model gains +2 Health Points, 2 additional Lashmasters, and its base size is changed to 100×150 mm.



Avatar of Harag

380 pts

single model 0–1 Units/Army

Height Large
Type Beast
Base 50×75 mm

Supernals loyal to Harag are said to be able to possess certain sea monsters, or even manifest new forms in areas of high magic deep within the oceans. If called by her priests, they will sometimes come to shore for battle: the incarnation of their mistress' un pitying caprice and changeability. Many believe they can turn the very land to sea – or at least salt-water marsh – in advance of Daeb attacks. Perhaps this is merely a folk explanation for the phenomenon of localised tidal waves behind which corsair raiders have been known to arrive.

—From The Gods of the Elves by Damsel Guérarde Stockmunde

Global	Adv	Mar	Dis	Model Rules		
	6"	14"	9	Coastal Predator, Fear, Fearless, Omen of the Dread Fleet , Special Ambush (Water Terrain), Supernal, Terrors of the Deep		
Defensive	HP	Def	Res	Arm		
	5	5	5	2	Aegis (5+), Fortitude (5+)	
Offensive	Att	Off	Str	AP	Agi	
Avatar of Harag	5	5	5	3	5	Hatred (against non-Supernal), Toxic Scum

Model Rules

Omen of the Dread Fleet: Universal Rule.

After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), you may choose a single Field, Ruins, or Forest Terrain Feature that becomes Water Terrain. In addition, while the model is on the Battlefield, all Water Terrain Features on the Battlefield are considered Dangerous Terrain (1) for all models.

Toxic Scum: Universal Rule.

At Initiative Step 10, all other units (friend and foe) Engaged in the same Combat as the model suffer D6+1 hits with Toxic Attacks.



Sea-Fog Leviathan

230 pts

single model

0-2 Units/Army

Height Gigantic

Type Beast

Base 100×100 mm

As the tale progressed, the contours of his wrinkled visage in the pallid light made horrendous grimaces. “The mist was like pea soup, rolling off the sea, over the docks, over the whole town; most unnatural, most uncanny fast it came, so you could not e’en see your hand before your face. The screaming started on the pier, as a great dark shape came floating from the waves, like the devil’s own cutter. Then it was on us. Billhooks and harpoons no good against the deathly touch of slimy tendrils, turning spine to jelly so’s you couldn’t move, except to holler from the agony”.

—Excerpt from *The Glaucan’s Revenge* by Antigoni Tassiades

Global	Adv	Mar	Dis	Model Rules		
Ground	2"	4"	8	Advancing Gloom , Fly (7", 14"), Light Troops, Terrors of the Deep		
Fly	7"	14"				
Defensive	HP	Def	Res	Arm		
	8	3	5	0	Distracting	
Offensive	Att	Off	Str	AP	Agi	
Sea-Fog Leviathan	4	3	4	3	3	Harnessed
Lashmaster (4)	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

—Model Rules—

Advancing Gloom: Universal Rule.

Enemy units within 8" of one or more Sea-Fog Leviathans suffer -1 to hit for Shooting Attacks. In addition, the duration of Shrouded by Mist is extended until the end of the second Game Turn.

There once was a ship that put to sea The name of the ship was the Good Marie She was fast and when she put to sail We’d escape the elven foe. Hey! Oh-hey, it’s the Good Marie Al-ways bringing us rum and tea She could outrun the Daeb Navy Back to our good Port Roig!

She’d not been two weeks from shore When down on her a Blacksail bore The captain called all hands and swore Put up the sails and run! Go!

Oh-hey, it’s the Good Marie Al-ways bringing us rum and tea She could outrun the Daeb Navy Back to our good Port Roig!

The elven vessel was swift and fleet Their vicious minds were filled with greed But Good Marie, meant to be free She left their ship behind. Hey!

Oh-hey, it’s the Good Marie Al-ways bringing us rum and tea She could outrun the Daeb Navy Back to our good Port Roig!

For Fourteen days and fourteen more The western wind at sails did roar The elves were fast but we were more Over the sea we go. Hey!

Oh-hey, it’s the Good Marie Al-ways bringing us rum and tea She could outrun the Daeb Navy Back to our good Port Roig!

Good Marie flew ’cross the water From underneath a terror caught-her There was no hope for Destria’s Daughter The Kraken had been called! Hey!

There was no luck for Good Marie The last time she brought us rum and tea Tried to outrun the Daeb Navy Back to our good Port Roig!

—Destrian sea shanty

Fleet Menagerie

Tritons	<i>Adv</i>	7"	<i>Mar</i>	14"	<i>Dis</i>	8				Coastal Predator, Fear, Fearless, Siren's Song, Supernal, Wizard Conclave	
Large, Beast	<i>HP</i>	3	<i>Def</i>	5	<i>Res</i>	4	<i>Arm</i>	0		Aegis (5+)	
Triton	<i>Att</i>	3	<i>Off</i>	5	<i>Str</i>	4	<i>AP</i>	1	<i>Agi</i>	5	Lightning Reflexes, Ruthless Efficiency
Kraken	<i>Adv</i>	6"	<i>Mar</i>	12"	<i>Dis</i>	8				Coastal Predator, Terrors of the Deep	
Gigantic, Beast	<i>HP</i>	5	<i>Def</i>	5	<i>Res</i>	5	<i>Arm</i>	3		Distracting, Hard Target (1)	
Kraken	<i>Att</i>	4	<i>Off</i>	5	<i>Str</i>	7	<i>AP</i>	3	<i>Agi</i>	3	Harnessed, Hatred (against Large, Gigantic), Multiple Wounds (D3)
Lashmaster (2)	<i>Att</i>	1	<i>Off</i>	4	<i>Str</i>	3	<i>AP</i>	0	<i>Agi</i>	5	Lightning Reflexes, Ruthless Efficiency
Avatar of Harag	<i>Adv</i>	6"	<i>Mar</i>	14"	<i>Dis</i>	9				Coastal Predator, Fear, Fearless, Omen of the Dread Fleet, Special Ambush (Water Terrain), Supernal, Terrors of the Deep	
Large, Beast	<i>HP</i>	5	<i>Def</i>	5	<i>Res</i>	5	<i>Arm</i>	2		Aegis (5+), Fortitude (5+)	
Avatar of Harag	<i>Att</i>	5	<i>Off</i>	5	<i>Str</i>	5	<i>AP</i>	3	<i>Agi</i>	5	Hatred (against non-Supernal), Toxic Scum
Sea-Fog Leviathan	<i>Adv</i>	2"	<i>Mar</i>	4"	<i>Dis</i>	8				Advancing Gloom, Fly (7", 14"), Light Troops, Terrors of the Deep	
Gigantic, Beast	<i>HP</i>	8	<i>Def</i>	3	<i>Res</i>	5	<i>Arm</i>	0		Distracting	
Sea-Fog Leviathan	<i>Att</i>	4	<i>Off</i>	3	<i>Str</i>	4	<i>AP</i>	3	<i>Agi</i>	3	Harnessed
Lashmaster (4)	<i>Att</i>	1	<i>Off</i>	4	<i>Str</i>	3	<i>AP</i>	0	<i>Agi</i>	5	Lightning Reflexes, Ruthless Efficiency