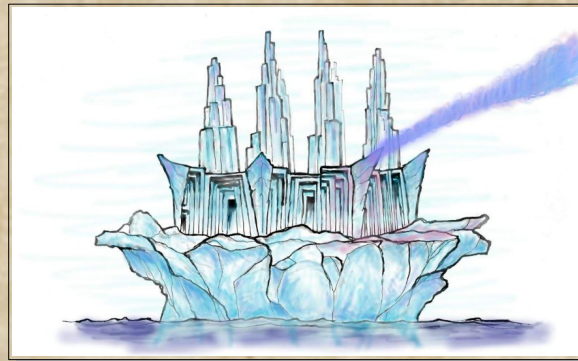


NADVIDIAN WARFLEET

UNDEAD



GLACIER FORTRESS – FLAGSHIP

Along the coasts of frozen realm dominated by the Frost Necroreges, the Glacier Fortresses are a common sight serving both as observation points and first line of defense against enemy war fleets reaching from the sea.

When the Frost Dead warships emerge from the coastal ice caves in which they lurk waiting to be called to arms, the Glacier Fortress, moved by magical energies, detaches itself from the frozen seaboard ready to lead the Navidian fleet into battle.

The Fortress is unlike any other common warship, appearing as a huge iceberg surmounted by a walled construction surrounded by high spires.

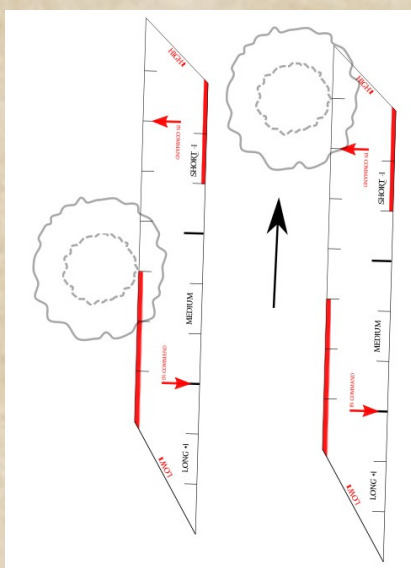
The spikes protruding from the bastions can unleash magical Frost Rays capable of striking at multiple enemy ships with a single attack.

Even if the structure of the Fortress is relatively fragile the vessel is almost impossible to sink as the majority of its monumental mass is submerged underwater and the same power that fuels its Frost Rays weapons can be diverted to repair its bulk keeping it floating even after it has suffered a great deal of punishment from enemy fire.

A Fortress can initiate boarding actions against enemy vessels using its weapons to create frozen floating packs that the undead warriors lurking in the depths of its belly can easily cross to engage their foes.

The hardened ice forming these planks ensnares the assaulted vessels in a frozen grip making almost impossible for them to escape from their ultimate fate.

SPECIAL RULES



Maneuvering

The massive Glacier Fortress can move in any direction up to 4" measuring from the bottom rim of its base.

To move, place the Ruler Template in contact with the Fortress base pointing in the desired direction and slide along it the Flagship model by 4".

If the Frost Sorcerer on board is killed the Fortress cannot move for the rest of the game drifting by 1D3" during the End Phase of each Turn.

Frost Ray Weapons

The magical Frost Rays projected by the bastion spikes of the Glacier Fortress can strike multiple targets at the same time.

Each Turn the Fortress can fire Frost Rays at up to three different targets within Medium Range measured from the border of the walls of its central citadel.

Due to the intense cold caused by these attacks when a Critical Hit is scored in addition to its effects the target vessel loses one Crew unit.

A Frost Ray attacks cannot set targets on fire: treat a **Gain 1 Fire Damage** result on the Critical Hit Table as **Lose 1D3 Crew and roll on the Officers Table**.

The Frost Rays have 3 Hard Attack Dice and after they take 4 hits the Fortress cannot fire for the rest of the game.

In the same way if Frost Sorcerer on board is killed the Fortress becomes unable to make further attacks.

Critical Hits

The icy mass of the Glacier Fortress is totally impervious to fire damage.

Gain 1 Fire Damage Critical Hits on the Fortress are treated as **Lose 1D3 Crew and roll on the Officers Table**.

Unsinkable

Most of the massive Nadvidian admiral ship is actually submerged underwater making the Fortress virtually unsinkable.

When the Glacier Fortress has lost all its Hull it does not sink but cannot move for the rest of the game, drifting by 1D3" during the End Phase of each Turn.

Hull Regeneration

The magical energy that fuels the Frost Rays is redirected to the Fortress itself to repair its structure.

If during the Firing Phase the onboard Sorcerer instead of using its power to fire the Frost Rays rolls a successfully Mastery Test, the Glacier Fortress can recover one Hull hit.

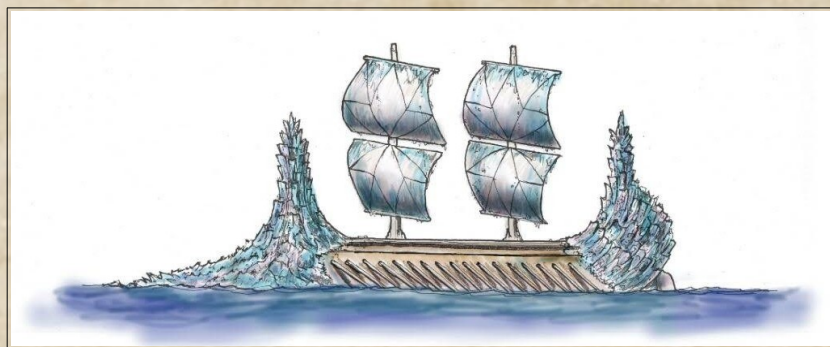
This is the only way a Glacier Fortress can be repaired as the Crew is unable to replenish its ice structure.

Boarding Pack

The Fortress can initiate boarding actions using its weapons to create frozen bridges on which the undead warriors lurking in the depths of its belly can easily cross sea waters to engage their foes.

The Glacier Fortress can initiate Boarding Actions from a distance of 3" measured from the bottom rim of its base to any enemy vessels. Grappling is automatic and a Crew Quality Test is not required.

FROZEN GALLEY – INDEPENDENT WARSHIP



The long and slender shape of the Frozen Galley, moved by both oars and sails, is interrupted by two high ice spires glowing from their inside with a pale blue light.

The bow spires reaches to the water surface becoming one with a massive ram of hardened ice.

These two eerie lanterns radiate an icy chilliness that encrusts with frost and icicles almost every surface of the vessel structure creating a dense mist that engulfs the warship decks in a deep cold blanket.

When the Galley rams an enemy ship its bow lantern projects a Frost Ray that sweeps its decks with a cold wave that freezes everything in its wake.

The Galley can aim the light of its lanterns to the surface of the sea waters creating ice masses that are pushed by the same Frost Rays that have created them to crash violently against enemy vessels.

When a lookout sights from the crow's nest a far fog bank his eyes searches for the dim presence of a couple of glowing lights that may reveal the presence among the mists of an approaching Frozen Galley an enemy that no lone warship is prepared to face in battle.

SPECIAL RULES

Icy Mist

The Galley is permanently engulfed in an icy mist that obscures its decks and protects the crew from boarding actions by enemies unable to sustain deep cold.

Before resolving a Boarding Action the Nadvidian player rolls a dice and if the result is a 6 or better the enemy Crew must remove one dice from its dice pool.

Frost Lanterns

The bow and stern lanterns of the galley are a diminutive version of the Cold Ray projectors of the Glacier Fortress.

Each Frost Lanterns has 2 Attack Dice and can only fire at targets within Short Range.

If the Frost Sorcerer on board is killed the Galley cannot fire with its Frost Lanterns for the rest of the game.

Aiming the light of the lanterns directly to the surface of sea creates ice masses that can be pushed by the same cold rays to crash violently against enemy vessels with devastating effects.

During the Maneuvering and Firing Phase one of the Frost Lamp can create a small iceberg. Roll two Attack Dice as per a normal attack and if at least one rolls a 6 or better place an Iceberg Marker within Short Range from the bow (use the cross on the Marker to measure) or the stern of the Galley.

Any Frozen Galley with the exception of the one that has created the iceberg in the same Firing Phase, or the Glacier Fortress, can fire to the iceberg to push it against enemy vessels.

If one or more 6 or better is rolled the iceberg is pushed in the direction opposed to the line between the iceberg itself and the firing vessel by 5" (use the Ruler Template and the cross on the Marker to measure).

If one or more 1 are rolled the iceberg shatters into pieces and the marker is immediately removed from the game table.

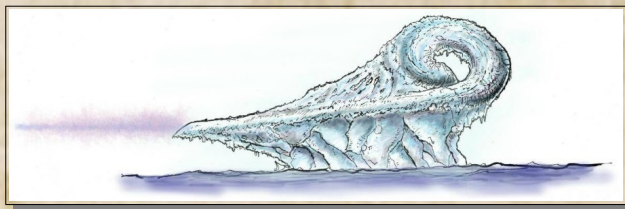
Enemy ships that collide with a pushed iceberg suffers two Hull hits regardless of Armour.

Icebergs are removed during the End Phase of the Turn in which they are created.

When the Galley rams an enemy vessel the bow Frost Lantern strikes at the vessel crew decimating its ranks.

When a Frozen Galley rams an enemy vessel the Nadvidian player rolls a dice. If the result a 6 or better the enemy ship loses 1D3 Crew units.

STORMBARGE – INDEPENDENT WARSHIP



Stormbarges are vessels made out of pure ice built around the on board presence of a powerful Frost Necromage whose magical powers are extended and focused by the very structure of these bizarre warships.

On top of a small iceberg lies a warped conical conduit capable to enormously amplify the effects of of a Frost Wind spell cast by an undead sorcerer sitting on an ice throne in the command chamber placed where the base of the cone joins the stern of the vessel.

When the sorcerers uses its magic a raging gust of freezing air is channeled through a narrow aperture on the ship bow blasting everything in its path and pushing intervening enemy vessels one against the other or towards rocks and other impeding obstacles.

The freezing air that sweeps enemy vessels caught by the magical wind can penetrate into the tiniest apertures turning its crew into eerie statues forever frozen in the action they were undertaking at the moment of the Stormbarge attack.

The magical power of the Necromage can also be diffused through the hull of the Stormbarge creating a storming whirlwind of ice shards centered on the ship itself.

These razor sharp splinters can shred sails and damage and disrupt the most robust enemy warships as their crew members caught into the storm are literally torn apart by tiny sharp icy fragments.

While the strange shape of the Stormbarge is functional to its capability to funnel mystical energy its movement is fueled by the very same magic that powers its weapons depleting the Frost Necromage magical energy that in the heat of battle may be unable to coordinate its efforts causing the warship to behave erratically.

SPECIAL RULES

Frost Sanctum

The strange shape of the Stormbarge swells on its stern forming the Frost Sanctum, a vast inner chamber hosting the Necromage that manipulates the magical energy that fuels both the weapons and the movement of the warship.

If the onboard Necromage is injured the Stormbarge must limit its movement to spinning on itself by up to 90° per Turn firing its Stormblast as normal.

This actions are possible even if the Stormbarge with the wounded Sorcerer is beyond IN COMMAND distance becoming a Straggler.

When the Necromage is killed the Stormbarge cannot move or fire for the rest of the game, drifting by 1D3" during the End Phase of every Turn without changing its facing.

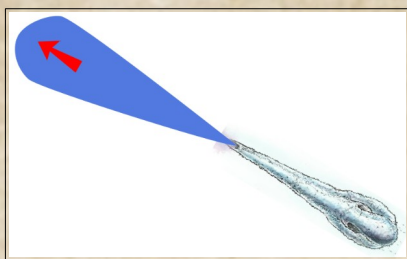
Stormblast

When the sorcerers on board of the Stormbarge casts a Frost Wind spell a raging gust of freezing air is channeled through a narrow aperture on the ship bow blasting everything in its path.

The freezing air sweeping enemy vessels caught by the magical wind can penetrate their tiniest apertures turning its crew members into eerie statues forever frozen in the action they were undertaking when the Stormbarge stroked.

The Stormbarge movement is fueled by the very same magic that powers its weapons stressing the Frost Necromage concentration that in the heat of battle may be unable to coordinate its efforts causing the warship to behave erratically.

In order to fire during the Maneuvering and Firing Phase the Stormbarge the Sorcerer on board must roll a successful Mastery Test.



If the Test fails the Stormbarge cannot fire and must wait for the next Turn to try to fire again.

If the Mastery Test is successful place the Stormblast template in front of the Stormbarge as shown.

Every ship under the template is pushed without changing facing in the direction of the arrow by 3", losing one Crew box and suffering a 3 Dice attack.

Shardstorm

The Necromage can diffuse his magical power from the depth of the Frost Sanctum to the hull of the Stormbarge creating a whirlwind of ice shards centered on the ship itself.

These razor sharp splinters can shred sails and disrupt even the most robust of enemy warships, as enemy sailors caught into the storm are literally torn apart by tiny sharp icy fragments.

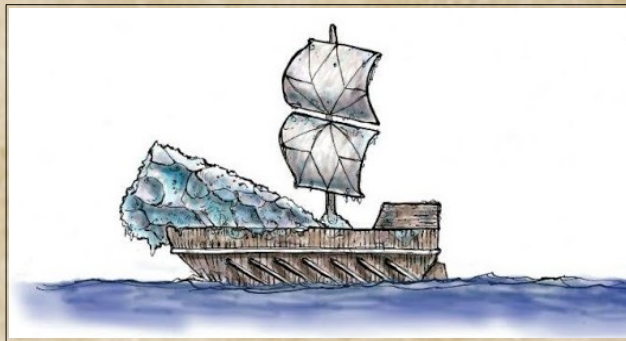
During the Boarding Phase, if the Sorcerer makes a successful Mastery Test, center the circular 2" template on the Stormbarge. Every non-Nadvidian ship under the template loses 1 Crew box and suffers a 3 Dice attack.

Critical Hits

The icy mass of the Stormbarge is totally impervious to fire damage.

Gain 1 Fire Damage Critical Hits on the Fortress are treated as **Lose 1D3 Crew** and roll on the **Officers Table**.

THE HAILSTONE MORTAR - SQUADRON WARSHIP



SPECIAL RULES

Hailstone Mortar

The Hailstone Mortar is a small warship named after the huge cannon it brings to battle.

This massive weapon, with proportions that almost dwarf its carrying ship, is capable of firing at long distances clusters of frozen ice chunks that rains on enemy vessels causing extensive damage and reaping casualties among their crews.

This powerful artillery warship was devised by the Frost Necromages to remedy to the short range of the magical weapons of the Nadvidian fleet even if its effectiveness is only second to its unpredictability as its projectiles often deviate from their intended target despite the efforts of the sorcerer operating the weapon.

Similarly to the Frozen Galley the Hailstone Mortar is moved by both oars and sails, a combination that allows the ship to remain capable of maneuvering at its best partially making up for the inaccuracy of its powerful weapon.

Place the 2" Circular Template with its center (the red cross) within Long Range of the bow of the Hailstone Mortar on the intended target and roll a Mastery Test for the Sorcerer on board.

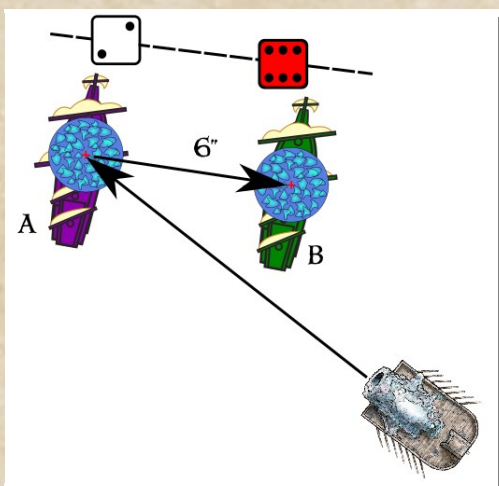
If the test is passed the hit is spot on and the vessel under the template takes a 2 Dice Attack.



If the test fails roll two differently colored dice choosing one of the two colors before rolling.



Treat the roll of the dice of the chosen color as the number of inches the template scatters (measured from its center) in the direction of the line connecting the other dice to the one of the chosen color.

If the two dice roll the same the projectile does not leave the Mortar bore that automatically loses one Attack Dice.

If the commanding Sorcerer is killed the mortar cannot be fired for the rest of the game.



The Hailstone Mortar fires at vessel A and the 2" Circular Template is placed directly on the target as the Caster on board of the Mortar fails its Mastery Test getting  .

A white and a red dice (the chosen color) are rolled getting respectively  and .

The template scatters by 6", as rolled on the red dice, in the direction of the line connecting the two dice towards the red one landing on vessel B.

Slow

The Hailstone Mortar is a massive vessel with a small Crew and as such can only move under oars at Slow Speed.

NADVIDIAN FLEET LIST

| QTY | WARSHIP | TYPE | POINTS |
|-----|------------------|-------------|--------|
| 1 | Glacier Fortress | Admiral | X |
| 1-2 | Frozen Galley | Independent | X |
| 1-3 | Stormbarges | Independent | X |
| 0-2 | Hailstone Mortar | Squadron | X |

OFFICERS UPGRADES

| OFFICER | TO ELITE/MASTER |
|----------|-----------------|
| Admiral | + x Points |
| Crew | + x Points |
| Sorcerer | + x Points |