

THE DREAD CREW

Unlike the majority of the undead legions the world, the Lord of the Vampire Coast employs no necromancers. His Sires may keep undead bound but not raise any of their own, though this does not mean his armies are weaker, on the contrary, the Mad Dragon of the New World's mastery of the dark arts is phenomenal. Boosted by relics stolen from tombs of the Old Ones he is able to command massive armies of undead over thousands of miles, his reanimated servants move and act with more intelligence than their Old World cousins; using guns and rigging ships as if they were truly alive.

His Sires scour the world pond for fresh recruits; luring trading ships to their doom, hauling massive sea beasts back to the coast to be raised by Luther himself as rotting leviathans.

These dread crews most important mission is to retrieve artefacts for their broken lord. To search temples and islands for anything, a trinket, an inscription, that can mend his broken mind.

SPECIAL RULES

Blood Kiss: Vampires are always looking for strong and desperate warriors to share their eternal gift with, and Harkon has given express permission to his sires to bring any worthy warrior into the fold. After a battle in which the Vampire Captain took part in, if any enemy hero was captured or rolled Dead (11-15) on the serious injury table, the Vampire may attempt to give them the blood kiss. Roll 2D6, on a 9+ for any human hero and a 11+ for any non-human hero, adding +1 to the roll if warrior is a living captive, they are turned into a Vampire, the Captain loses 1 wound permanently, and the newly raised warrior joins the warband as a Hero.

The new hero keeps their current stats but gain all the Vampire special rules, maximum characteristics, and access to the Special Skill list. A Vampire Captain may only have one sire at a time

Death of a Vampire: If your vampire captain dies after a battle your Sire, if any will be become the leader and can sire a new vampire themselves. If you have no sire you may hire a new Vampire captain, as one is sent by Harkon to oversee the crew.

Cause Fear: Undead are terrifying creatures and so cause fear.

Immune to Poison: Undead are not affected by poison.

Immune to Psychology: Undead are not affected by psychology and never leave combat.

No Pain: Undead treat a stunned result on the injury chart as knocked down.

No Lungs: Undead do not breathe and cannot drown.

CHOICE OF WARRIORS

A Dread Crew warband must include a minimum three models. You have 500 Gold Crowns which you can use to recruit and equip your warband. Maximum number of warriors in the warband is 15.

Vampire Captain: your warband must include a Vampire Captain as the leader.

Syreen: your warband may include a single Syreen.

Ship Wights: your warband may include up to three Ship Wights.

Dead Decker: your warband may include any number of Dead Deckers

Rotten Rats: your warband may include any number of Rotten Rats

Mercreatures: your warband may include up to 3 mercreatures.

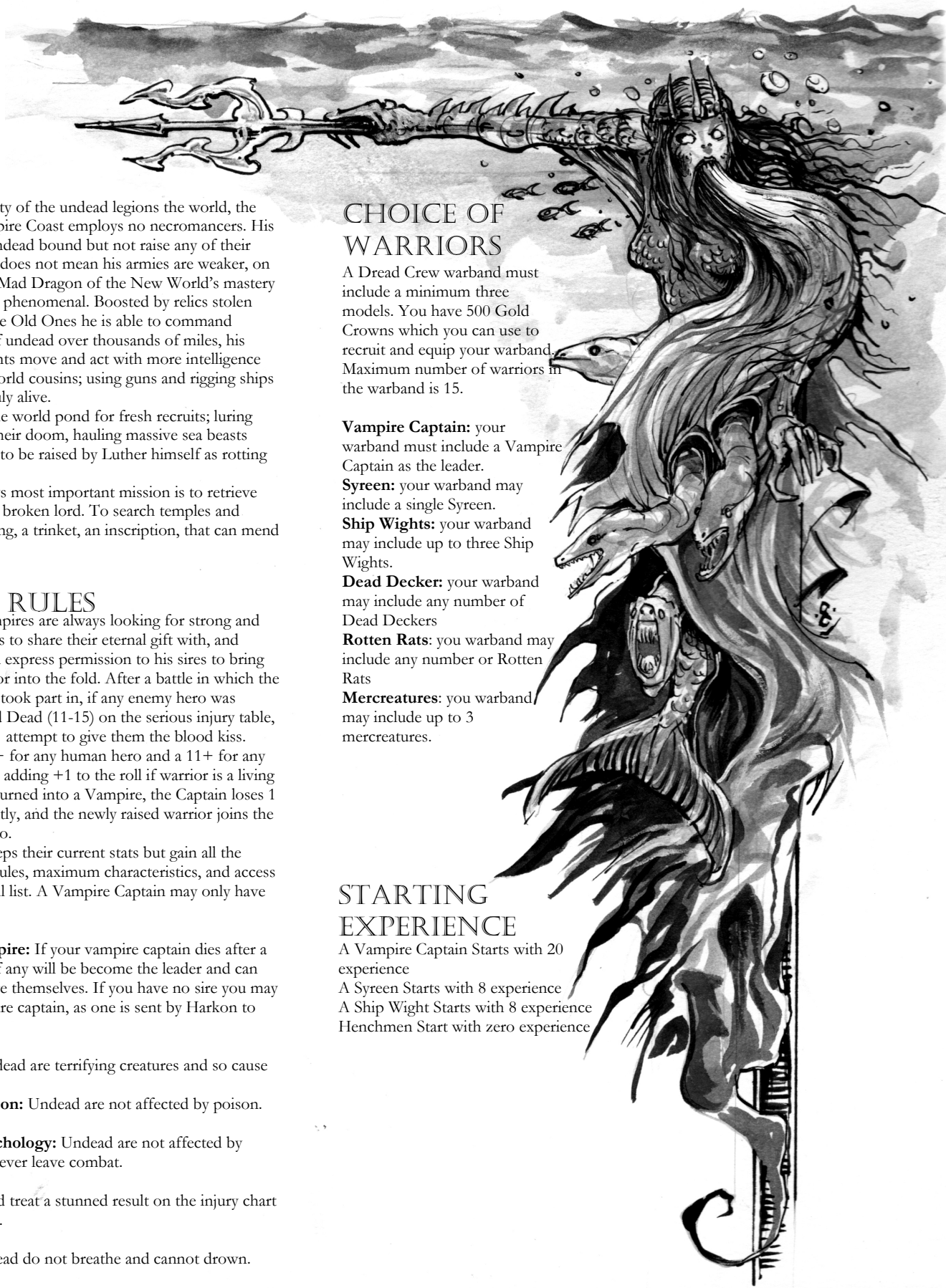
STARTING EXPERIENCE

A Vampire Captain Starts with 20 experience

A Syreen Starts with 8 experience

A Ship Wight Starts with 8 experience

Henchmen Start with zero experience



DREAD CREW EQUIPMENT LIST

The following list is used by Dread Crew warbands to pick their equipment.

Hand-to-Hand Weapons

Dagger.....	2GC
Spear.....	10GC
Cutlass (Sword).....	10GC
Stiletto.....	20GC
Rapier.....	15GC
Boat Hook.....	8GC
Veterans Hand.....	85GC

Missile Weapons

Pistol/Brace.....	15GC/30GC
Duelling Pistol/Brace*.....	30GC/60GC
Handgun.....	35GC
Belaying Pin.....	3GC
Swivel Gun.....	75GC
Carronade.....	100GC
Harpoon (Javelin)*.....	15GC

Armor

Toughened Leathers.....	5GC
Light Armour.....	20GC
Buckler.....	10GC
Helmet.....	10GC
Shield.....	5GC

Miscellaneous

Barge.....	150GC
Hook Hand.....	3GC
Spy Glass.....	20GC
Peg Leg.....	6GC
Compass.....	45GC

*Vampires only

DREAD CREW SKILL LIST

Heroes in a Dead Crew warband may choose from the skills below

	Combat	Shooting	Strength	Academic	Speed	Special
Vampire Captain	✓		✓	✓	✓	✓
Ship Wight	✓	✓			✓	✓
Syreen			✓		✓	✓

DREAD CREW SPECIAL SKILLS

HOLLOW

There's plenty of room for activities inside a Wights rotten ribcage. When a hero with this skill is taken OOA replace them with D3 Rotten Rats. Wight Only.

MYSTIC AIM

The Wights eye holes have mystical trinkets or coins stolen from temple cities lodged in them. Guns fired with the Soggy rule now hit on a 5 or 6 for this hero. Wight only.

BATTLE LUST

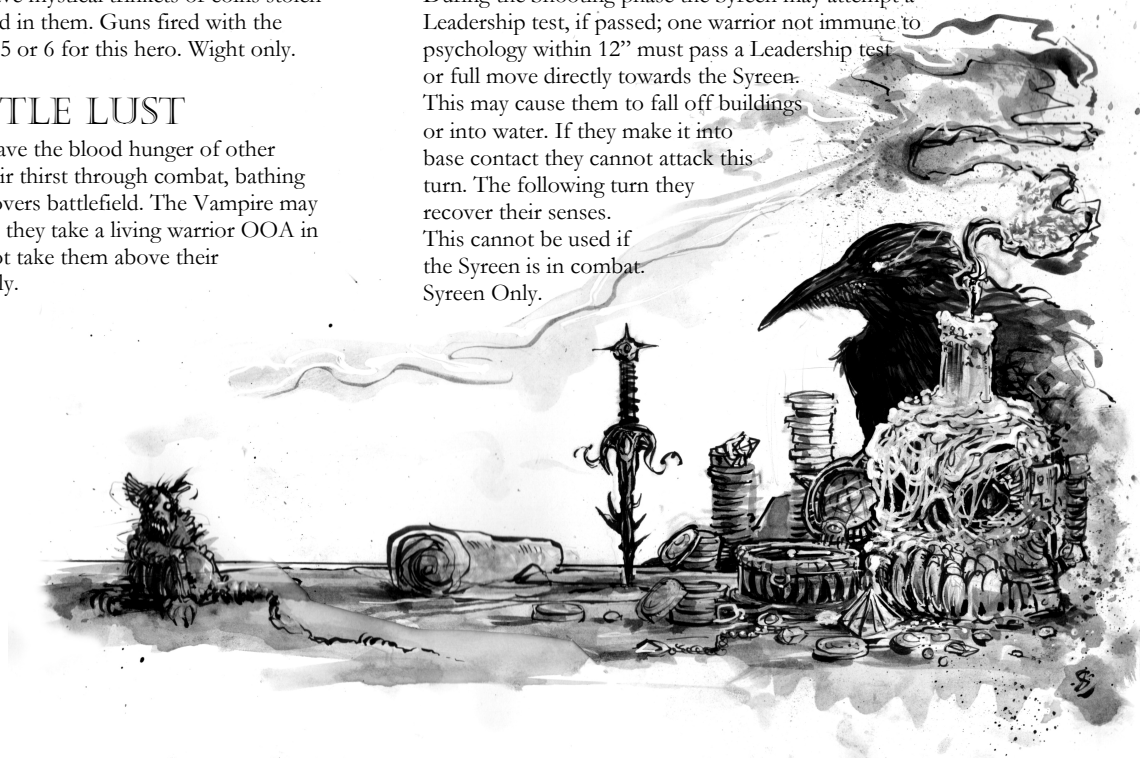
Blood dragons do not have the blood hunger of other Bloodlines, they sate their thirst through combat, bathing in the blood mist that covers battlefield. The Vampire may heal a wound every time they take a living warrior OOA in close combat, this cannot take them above their maximum. Vampires only.

SWASHBUCKLER

In life and undead the vampire home is his ship. When the Vampire successfully parries using a Cutlass they may make an additional attack. Vampire captain only.

SYREEN SAYS

During the Shooting phase the Syreen may attempt a Leadership test, if passed; one warrior not immune to psychology within 12" must pass a Leadership test or full move directly towards the Syreen. This may cause them to fall off buildings or into water. If they make it into base contact they cannot attack this turn. The following turn they recover their senses. This cannot be used if the Syreen is in combat. Syreen Only.



HEROES

1 VAMPIRE CAPTAIN

110 Gold Crowns

Harkon's captains are all carefully animated from the mariners that he captures. Given the Arch Grand Commodore's whimsical nature, they tend to be bloodthirsty souls whose grasp on rational thought is a little less than solid.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	4	2	5	2	8

Weapons and Armour: a Vampire Captain may be equipped with weapons and armour from the Undead Fleet equipment list.

Special Rules: Causes Fear, Immune to Psychology, Immune to Poison, No Pain, No Lungs, Leader

SPECIAL RULES

Leader: Any models in the warband within 6" of the Vampire may use his Leadership instead of their own.

Mesmerising: The mere sight of a vampire to a regular human is transfixing and enthralling, the Vampire may search for 2 items in the trading phase if they are not taken out of action

0-3 SHIP WIGHTS

35 Gold Crowns

Expert Mariners that refused to bend to harkons will are simply raised a Wights bound to the very ship that once sailed forever in its service. Some never leave the vampire coast put to task rebuilding the great hulls of broken ships into Harkon's Castle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	0	3	3	1	2	1	6

Weapons and Armour: a Ship Wight may be equipped with weapons and armour from the Undead Fleet equipment list.

Special Rules: Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, No Lungs, No Deal, Wight Blades

SPECIAL RULES

Wight Blades: Ship Wights carry weapons laden with evil magic. All close combat weapon 'to hit' rolls of a 6 will automatically wound. You may roll 'to wound' as normal to determine if it is a 'critical hit', but even a failed 'to wound' roll will still cause a wound if a 6 was rolled first 'to hit'.

Artillery Expert: Ship Wights can operate Artillery weapons.

No deal: Ship Wights may not search for rare items.

May not Run: Undead are slow undead creatures and may not run (but can charge normally).

Soggy: Though Zombies are not normally known for their ability to shoot straight (or at all), Harkon long ago wove an enchantment that allows them to do just that. However, even the misused magics of the Slann have a hard time making soggy and waterlogged black powder weapons discharge with any reliability.

All black powder weapons (including blunderbusses) fired by Zombies and Wights will only hit on a roll of 6, regardless of any modifiers. Due to mainly magic and not black powder making them shoot, they cannot misfire.

0-1 SYREEN

40 Gold Crowns

Tales speak of the Syreens that lure mariners to their doom on the rocks along the Vampire Coast. These wretched creatures are much akin to the Banshees of the Old World and are as feared on dry land as they are on the seas.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	3	3	1	4	2	6

Weapons and Armour: A Syreen is not entirely of this realm, and fights unarmed without penalty.

Special Rules: Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, No Lungs, No Deal, Ethereal.

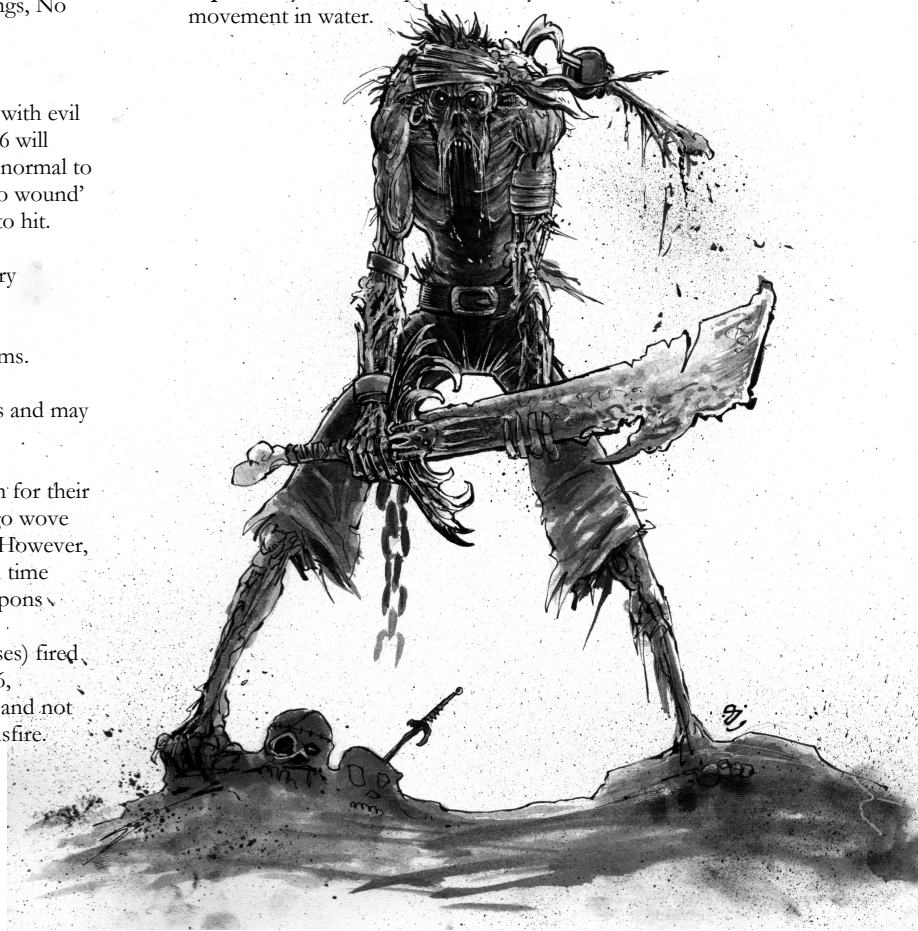
SPECIAL RULES

No deal: Syreen may not search for rare items.

May not Run: Undead are slow undead creatures and may not run (but can charge normally).

Ethereal: Spirits live in the space between the world of the living and the world of the dead, flickering between each. They have a 5+ unmodifiable save against all attacks, which is taken after the To Hit roll. It may not be used with Dodge or Step Aside, and has no affect against magical attacks (Spells, Prayers, Artifacts,). Any missile attacks that fail to hit an ethereal model because of the save, will pass through them, hitting the next closest target directly behind them. The model is unaffected by terrain, also the model may take a leadership test in the movement phase: If successful, they may through any terrain piece and/or on top of water. If the model starts his next turn in the middle of a terrain piece, they must take another Leadership test in the movement phase: if the test fails, the model is instantly taken out of action.

Aquatic: Syreen are Aquatic and may double their movement in water.



HENCHMEN

ZOMBIE DECK HANDS

15 gold crowns to hire

Festooned with all manner of rusty and corroded weaponry, Zombie Pirates make up the bulk of Harkon's damned followers. Unlike most reanimated vassals, some vicious spark of personality resides deep within the rotten souls of the Deckhands, making them all the more formidable in combat.

Zombies are the most common of the undead: creatures animated by the will of their Necromantic masters to be slaves in their undeath.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	0	3	3	1	1	1	5

Weapons and Armour: a Zombie may be equipped with weapons and armour from the Undead Fleet equipment list.

Special Rules: Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, No Lungs, No Brain, Soggy.

SPECIAL RULES

Soggy: Though Zombies are not normally known for their ability to shoot straight (or at all), Harkon long ago wove an enchantment that allows them to do just that. However, even the misused magics of the Slann have a hard time making soggy and waterlogged black powder weapons discharge with any reliability.

All black powder weapons (including blunderbusses) fired by Zombies and Wights will only hit on a roll of 6, regardless of any modifiers. Due to mainly magic and not black powder making them shoot, they cannot misfire.

No Brain: Zombies never gain experience

May not Run: Undead are slow undead creatures and may not run (but can charge normally).

ROTTEN RATS

10 gold crowns

Most rats abandon a sinking ship, but the cadaverous rodents that scuttle about the bilges of Harkon's fleet are more than content to forsake their vessel even before it has foundered. Rotten Rats are driven by an undying hunger for the flesh of the living

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	0	3	2	1	4	1	4

Weapons and Armour: Rotten rats are/were animals, they fight unarmed without penalty, scratching and biting their enemies.

Special Rules: Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, No Lungs, No Brain



SPECIAL RULES

May not Run: Undead are slow undead creatures and may not run (but can charge normally).

0-3 DEAD MERCREATURES

50 Gold Crowns

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	3	4	1	2	2	6

Special Rules: Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, No Lungs, No Brain, No Legs, Feeding Frenzy, Aquatic

SPECIAL RULES

No Legs: Mercreatures have no legs and can only crawl half speed on land, moving 3" each turn.

May not Run: Undead are slow undead creatures and may not run (but can charge normally).

Feeding Frenzy: despite being immune to psychology Mercreatures follow the rules for frenzy whilst in water.

Aquatic: Mercreatures are Aquatic and may double their movement in water.

