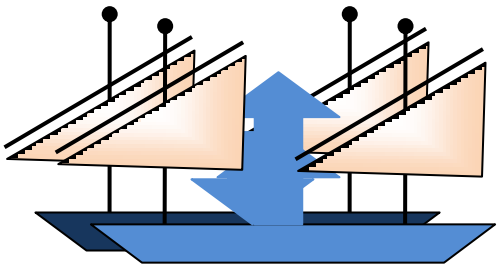
Sea Lions of Chrace

Ship of the line, 300 pts pr sqn.

The kingdom of Chrace was once much larger than it is now. In the days before the sundering the elves of Chrace were succesfull merchants, trading over all of the known world. Today the Kingdom of Chrace is diminished, and the former fertile country with lots of great forests are now a kingdom of rock and stone. But still the last remnants of the Chrace fleet serves in the defense of Ulthuan. The sea lions of Chrace are based on earlier days' merchant vessels, but are not less deadly for that! As many other elven ships, it is based on a twin hull design. Both hulls have masts fore and aft, and slightly to the aft of center a tall battle towers stands and bridges the two hulls.

The Sealions of Chrace are armed with the standard elven bolt thrower. The bolts themselves, however, are enchanted in a different way than the usual elven missiles. When the bolts leave the bolt thrower they immediately engulfed in roaring flames. The enemies will hear the roar of the approaching bolt even above the usual sound of battle, giving the bolts their name, "Lions roar".



Sea Lions of Chrace.
Ship of the line, 300 pts. Squadron.

Crew: 3.
Move: 6" (6") Double move, normal move template.

High Areas: 3,4,5 and 6.
3: Front masts, save 5+, 1 location, mast destroyed movement reduced by 2". No critical.
4: Battle tower, save 5+, 1 location, broadside lions roar lost.
5: Starboard aft mast, save 5+, 1 location, mast destroyed movement reduced by 2". No critical.
6: Starboard aft mast, save 5+, 1 location, mast destroyed movement reduced by 2". No critical.

Low ares: 2, 3, 4, 5 and 6.
2: Port bow, save 4+, 1 location, 1 fore lions roar lost.
3: Starboard Bow, save 4+, 1 fore lions roar lost.
4: Midships and lower battle tower, save 4+, 1 location, broadside lions roar lost.
5: Port stern, save 5+, 1 location.
6: Star board stern, save 5+, 1 location.

Lions roar bolts: The bolts are fired from the standard eagle claw, and uses the standard elven range ruler. No modifier for range. Upon impact the enemy must make a saving throw as normal. If saving throw is failed the enemy places a damage marker on the location, and must make another saving throw at +1. If the second saving throw is also failed, a blaze marker is placed atop of the damage marker. Blaze follows normal rules.