

Night Hawk / Mist ship

Ulthuan have many enemies, and all elves are trained to take up weapon if the need should arise. The standing army of the elves are small but well trained and disciplined, and all the fighters of Ulthuan are some of the best the world knows. Amongst these great warriors some are trained even further. They form the Elite corps of the elves, and are known as The Shadow Warriors. The Shadow Warriors are masters of ambush and guerilla warfare, elite warriors even among other Elves with rigorous training and a mental health that are unequaled amongst any other race. Shadow warriors travel the width and breadth of Ulthuan, constantly on the lookout for invasions from some of the less civilised species. The Norse are frequent raiders on the northern coast, where the elves of Cothique must stay ever alert and be ready to stop the raiders even before they reach the coast. The hated dark brethren from Naggaroth are also a threat. Many times have they tried to gain a foothold to reclaim their lost kingdom on north western Ulthuan and every time have they been defeated.

But Ulthuan are large, and travelling the coast on foot is a hard duty, and it would never be possible to give warning in time if the enemy was spotted. So the Shadow Warriors went to Lothorn and had small, fast ships constructed. These ships were then taken to the mages of Saphery and the mages helped the Shadow Warriors make the small vessels able to travel without being seen. Inspired by the swirling mists of Yvresse, the south eastern kingdom of Ulthuan the Night Hawks are almost impossible to see clearly from a distance, making it very hard for the enemy to spot the elven scout vessel.

Night Hawk

Independent, 75 pts.

Move: Sail, 2*6 Uses hawkship turn template

Armament: 1 broadside eagle claw.

Crew: 1 shadow warriors. Ship can never have wardancers.

Locations:

4: Mast and sail. Save 5+. 1 hit. 1st hit destroys mast. No movement.

5: Hull. Save 5+. 1 hit. Broadside Eagle claw lost.

6: Bridge. Save 5+. 1 hit.

BW: Save 5+. 1 hit. First hit sinks ship.

Special abilities:

Mist's of Yvresse: Enemy ships more than 1 away from the Night Hawk have trouble seeing and targeting the ship. When an enemy ship tries to fire at the Night Hawk roll 1d6, on 3+ the ship can be targeted as usual, on 1 or 2 the enemies cannot target the ship this turn.

Shadow warriors: These are the elven version of the Navy Seals, The Special Air Service and that ilk. They gain a +1 in all boarding actions. If the ship's movement ends within 1 of an enemy ship, the specially trained shadow warriors will swim towards that enemy ship and place a preprepared explosive package on the hull just below the waterline. The enemy ship must make a below waterline save, if the save is failed it takes BW damage. The elven player rolls 1d6. 1-4: 1 BW damage, 5 or 6: 2 BW damage.