



BLACK ARK FLEETMASTER



Fleetmasters are rulers of the high seas, Corsair lords who command the marauding Black Arks of the Scourge Privateers. Peerless swordfighters, they delight in seeking out worthy foes against whom to test their skill.

| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-------------------|-------|---------|--------|----------|------|--------|
| Black Ark Cutlass | 1" | 3 | 3+ | 4+ | - | 1 |
| Murder Hook | 1" | 2 | 4+ | 3+ | -1 | 1 |

DESCRIPTION

A Black Ark Fleetmaster is a single model armed with a Black Ark Cutlass and Murder Hook.

ABILITIES

Murderous Swashbuckler: *Fleetmasters are master duellists who carve their foes apart one graceful strike at a time.*

If the unmodified hit roll for an attack made with a Black Ark Cutlass is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Sea Dragon Cloak: *These cloaks of scaly hide protect the bearer from arrows and other projectiles.*

Add 1 to save rolls for attacks made with missile weapons that target this model.

COMMAND ABILITY

At Them, You Curs!: *Under the command of their captain, Scourge Corsairs slaughter the enemy without mercy.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **SCOURGE PRIVATEERS** unit wholly within 12" of a friendly **HERO** with this command ability. Add 1 to the Attacks characteristic of that unit's melee weapons until the end of that phase. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, SCOURGE PRIVATEERS, HERO, BLACK ARK FLEETMASTER