

Razig - Final Public Beta

Faction Doctrines

A Razig player may choose one, and only one, of the Doctrines below. You gain all of the benefits of the chosen Doctrine.

Dead Men Tell No Tales Doctrine

Dead Fish

Models in B2B with a Nauseating model need to pass a DIS check in order to conduct a Fight Action, even if the attacker started the activation in B2B with the Nauseating model.

Marooned

At the beginning of the game, after deployment but before play has begun, Player may choose any one enemy model to designate as 'marooned'. This model is removed from the table, along with any initiative cards that model provided. At the end of each game turn, the marooned model makes a return roll. A 10+ roll adding +1 for each DT that model has as well as +2 for each turn completed. If successful, the model is returned to the table anywhere in its deployment zone, and may play as normal from there starting in the next game turn. If not successful, then another roll is made at the end of the next game turn.

Walk the Plank Doctrine

Broadside

On a troop by troop basis basis, during their activation, models with the slow fire SA, may choose to treat slow fire as a single action ability instead of the double action that it normally requires. Either all models in the troop do it or none do. If the single action version is chosen then the weapon also only does a single point of damage. In either case, slow fire weapons may still not make defensive shots as normal.

Headshot

When models with Slow Fire spend both their action shooting (i.e., they do not use the Broadside doctrine ability above) and kill an enemy model with the Tough SA, that enemy model gets a -2 penalty to their Tough roll.

Warlord Benefits

Warlords bring a certain presence with them to the battlefield. When fielding a Warlord, the following benefits are gained:

Warlord:	Benefit:	Notes:
Razig	Pirate Loyalty	Razig's crew remains loyal to him to the end, and even beyond. While Razig is still on the battlefield, any models in Razig's Troop with both the Undead and the Tough SAs that are destroyed and removed from the battlefield may continue to make Tough checks during each End Phase (including the turn they were destroyed). On a successful Tough check, the model is placed back on the battlefield in Razig's troop (ignoring Troop Capacity), on their last DT, anywhere within 3" of Razig.
Dark Maiden	Shore Bombardment	Once per game, the Maiden may use a Free Action to call a Shore Bombardment from the ship. Treat this as a 3" AoE ranged attack with a RAV of 6 and the Pierce SA. No LOS is needed for this attack, and it can target any point on the board, or any model on the board, that is not inside the enemy's deployment zone.

Equipment

Equipment for Leaders, Elites, & Solitaires

Name:	Type:	Cost:	Notes:
Mast of the Maiden	Special	15	UNIQUE Razig only: The Dark Maiden may be fielded as a Unq. Solitaire. She does retain her Warlord Benefits when fielded this way.
Bottle of Rum	Special	20	May be drank as a free action, by the carrier on their activation, to heal himself 2 point of damage. But, as a result of the rum, the drinker also suffers a -1 to all their rolls during their next combat. One use item.
Treasure Map	Special	10	One use item. May be used anytime an initiative card is Spied to negate the effect of that Spy. The Spy ability is still considered to have been used but the card is not delayed.

Spells

Any Spellcasters with access to the appropriate Tomes may chose from these spells as well

DEATH

Name: Stench of Dead Fish
Cost: 2
Type: Non-Attack
Range: N/A
AoE: Caster's troop
Affected: All
Affect: All models in the casters troop gain the nauseating SA until the end of the next game turn.

ENCHANT

Name: Mesmerize
Cost: 4
Type: Attack
Range: 18
AoE: 3"
Affected: All enemy models
Affect: Models become Stunned.

STORM

Name: Fog
Cost: 3
Type: Non-Attack
Range: Caster
AoE: 5"
Affected: All non-Undead
Affect: UNIQUE: A dense fog surrounds the caster blocking LOS in or out for any model without the SA Undead. The fog travels with the caster and lasts until the end of the casters next activation. It has no affect on melee attacks or spells that do not require LOS.