

# SINBAD'S CREW

204 ratings



## Sinbad and the Plaque of Destiny

The sands of time are running out for the Vizier of Baghdad. A terrible curse has befallen his family and their only hope is to enlist the aid of Sinbad in reaching the fabled Plaque of Destiny. Reputed to contain great secrets that enable the reader to determine fate, the Vizier hopes to rewrite his destiny. Sparing not only himself, but also his only Daughter, the next potential victim.

Kouran, the usurper who inflicted the curse, has other plans however. After an arduous voyage, both parties now stand before the mist shrouded and seemingly forsaken temple that harbours the Plaque. Can Sinbad claim the Plaque and break the Vizier's curse before the next sunrise? Or will Kouran seal the fate of all and use the Plaque to gain ultimate power?

MODEL	MOVE	DEF	HITS	STR	AGJ	INT	MOR	SPECIAL EFFECTS	WEAPON	RANGE	HIT	STR	NOTES	RATINGS
Sinbad	6	4	3	4	4	3	5	Unique Effects: A Loveable Rogue, Free Spirit  Climbing, Daring Leap, Disarm, Dodge, Leader (1), Luck (2), Seduce, Swimming, Tumbling, Wanted	Brawl	Melee	4+	4	Stuns, Disarm	60
									Sword	Melee	3+	4	Parry, Disarm	
The Cursed Vizier	6	3	2	2	3	4	3	Damned, Healer, Leader (1), Luck (1), Magic (2)  Spells: Beacon Of Hope (8), Kindle Inspiration (8)	Brawl	Melee	5+	2	Stuns	30
The Vizier's Daughter	6	3	1	3	3	3	3	Luck (1)	Brawl	Melee	5+	3	Stuns	21
									Sling	12"	5+	3	Two Shots	
Cyclops	7	5	3	5	2	2	5	Clumsy, Fearsome, Hurl, Large, Roar, Slow, Titanic Blow	Brawl	Melee	4+	6	Stuns	60
									Club	Melee	4+	5	Brutal, Stuns	
Sea Dogs x 3	6	3	1	3	3	3	3	Dodge, Swimming	Brawl	Melee	4+	3	Stuns	33
									Sword	Melee	4+	3	Parry	
									Axe	Melee	4+	3	Brutal	

## Sinbad

### Unique Effects

#### A Loveable Rogue

If Sinbad is in your cast, gain an additional token when determining Audience Appreciation.

#### Free Spirit

Sinbad can ignore the usual penalties for moving over rough ground or obstacles, moving as normal up to his Move value in inches, and he is unaffected by the *Blocker* special effect. Sinbad can also remove the Captured status on any die roll of 5 or 6, instead of the usual 6.

### Special Effects

#### Climbing

Sinbad can climb without requiring an Agi test.

#### Daring Leap

If Sinbad needs to cross an obstacle or a gap, they can roll an additional 1D6 and use the highest die to determine the distance moved.

#### Dodge

Models can attempt to dodge the first successful melee hit made against them each turn. The attack is counted as a miss if the model can succeed at an Agi test.

#### Disarm

Models in melee may attempt to disarm an opponent who is using a weapon. The disarm attempt must be stated before the to hit roll is made. On a successful hit the attack causes no damage, but the opponent's weapon can no longer be used for the remainder of this melee. If the disarmed model survives, they may collect their weapon as a free action.

#### Leader (1)

When Sinbad is activated, you receive one Leader Activation token. This additional Activation tokens can only be placed on

friendly models within 6" of the *Leader*, who have not activated already this turn and do not already have a token.

#### Luck (2)

Once per turn, Sinbad can remove a token from the Luck Pool to re-roll any single D6 directly affecting them or another model from your cast within 6". This could be a hit or damage roll, statistic or Morale test, or roll to remove a status.

#### Seduce

Sinbad can captivate an opponent with their charms! As a special action, he can attempt to seduce an Extra within 2". If the target fails an opposed Morale test it will receive the Confused status.

#### Swimming

This model can swim through deep water without requiring a Str test.

#### Tumbling

If this model passes an Agi test when falling one or more levels they are not harmed and can continue their activation as normal.

#### Wanted

If Sinbad has the Captured status at the end of the game, they are worth an additional +2 VP. If you have any *Wanted* models in your cast you must declare them at the start of a scene.

## The Cursed Visier

### Special Effects

#### Damned

This model causes Fear in Civilian Extras.

#### Healer

Wounded models not reduced to 0 Hits can be treated, as can models reduced to 0 Hits in this turn. While in base contact with a wounded model, as a special action, the Healer can attempt an Int test. If the Int test is passed one lost Hit is restored.

If an incapacitated model is healed, turn the model face up so that it is Prone.

#### Leader (1)

As above.

#### Luck (1)

As above.

#### Magic (2)

The Visier is able to perform Spells. On his activation he receives 2D6 which becomes his Magic Pool for that activation.

## The Visier's Daughter

### Special Effects

#### Luck (1)

As above.

## Cyclops

### Special Effects

#### Clumsy

The model is ham-fisted and uncoordinated in their actions. Whenever they attempt an Agi test, they must roll an additional die and choose the worst result.

#### Fearsome

If a model that doesn't already have the Scared status is activated or finishes any move action they take within 6" of an enemy model with the *Fearsome* special

effect, they must make an immediate Morale test. If this test is passed, the model may continue as normal. If the test is failed, the model suffers the Scared status. Models in base contact with one or more enemy models, or models possessing the *Fearsome* special effect themselves, are not required to make Fear tests.

#### Hurl

The model is incredibly powerful in its attacks. On a successful damage roll, they may choose to knock the damaged model 2" directly away and knock them Prone in addition to the wounds caused.

#### Large

The model is so huge that any attacks against it receive a +1 to hit bonus. *Large* models suffer no movement penalties for travelling over difficult ground or obstacles.

#### Roar

The model can emit a terrifying bellow, freezing the hearts of weak-willed opponents. If they spend a special action roaring, opposing models within 6" must pass a Fear test.

#### Slow

The model is so slow, clumsy or shambling that it cannot take two move actions in the same turn. However, so deliberate are their steps that *Slow* models suffer no movement penalties for travelling over difficult ground.

#### Titanic Blow

This model hits with the force of a Titan. They count all of their unarmed, Brawl attacks as being at +1 Str.

## Sea Dogs

### Special Effects

#### Dodge

As above.

#### Swimming

As above.

# KOURAN'S ALLIES

199 ratings



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The sands of time are running out for the Vizier of Baghdad. A terrible curse has befallen his family and their only hope is to enlist the aid of Sinbad in reaching the fabled Plaque of Destiny. Reputed to contain great secrets that enable the reader to determine fate, the Vizier hopes to rewrite his destiny. Sparing not only himself, but also his only Daughter, the next potential victim.

Kouran, the usurper who inflicted the curse, has other plans however. After an arduous voyage, both parties now stand before the mist shrouded and seemingly forsaken temple that harbours the Plaque. Can Sinbad claim the Plaque and break the Vizier's curse before the next sunrise? Or will Kouran seal the fate of all and use the Plaque to gain ultimate power?

MODEL	MOVE	DEF	HITS	STR	AGJ	INT	MOR	SPECIAL EFFECTS	WEAPON	RANGE	HIT	STR	NOTES	RATINGS
Kouran	6	3	3	3	3	5	4	Unique Effects: Treacherous Ally	Brawl	Melee	5+	3	Stuns	70
								Force of Will, Hypnotise, Leader (1), Love to Hate, Luck (1), Magic (3), Obey Me!	Sword	Melee	4+	3	Parry	
Kali Statue	5	4	3	5	1	0	0	A Good Offence, Animated, Clumsy, Blocker, Fearsome, Invulnerable: All (2), Large, Slow	Brawl	Melee	4+	5	Stuns	65
									Rend	Melee	5+	5	1D3 Wounds	
Native Chieftain	6	3	2	3	3	2	3	Concealment, Dodge, Leader (1)	Brawl	Melee	4+	3	Stuns	22
									Spear	Melee	4+	3	Thrust	
									Net	4"	4+	1	Entangle	
Natives x 6	6	3	1	3	3	2	3	Concealment	Brawl	Melee	4+	3	Stuns	42
									Spear	Melee	4+	3	Thrust	
									Net	4"	4+	1	Entangle	

## Kouran

### Unique Effects

#### Treacherous Ally

Not above using an ally as a distraction or a shield, when Kouran suffers a wound while in base contact with a friendly model roll 1D6, on a 1-4 Kouran suffers the wound as normal, on a 5 or 6 the friendly model suffers the wound instead. Wounds passed on by Kouran to friendly models in this way cannot be prevented by any means.

### Special Effects

#### Force of Will

Kouran can make the following attack as a shooting action:

Range	Hit	Str	Notes
12"	4+	N/A	If the target fails an opposed Int test it will receive the Confused status.

#### Hypnotise

As a special action, this model can attempt to hypnotise an Extra within 2". If the target fails an opposed Int test it will receive the Dominated status. A dominating model can only control one hypnotised model at a time.

#### Leader (1)

When this model is activated, you receive one Leader Activation token. This additional Activation token can only be placed on friendly models within 6" of the *Leader*, who have not activated already this turn and do not already have a token.

#### Love to Hate

This character is particularly loathed by the audience. Each turn, their cast receives one less Audience Appreciation token for every model with this special effect.

#### Luck (1)

Once per turn, Kouran can remove a token from the Luck Pool to re-roll any single D6 directly effecting them or another model from your cast within 6". This could be a hit or damage roll, statistic or Morale test, or roll to remove a status.

#### Magic (3)

Kouran is able to perform Spells. On his activation he receives 3D6, which becomes his Magic Pool for that activation.

#### Obey Me!

Once per turn, when an enemy model is activated, but before they take any actions, Kouran may immediately command a friendly model within 6" to take a free move action, which may be a charge.

## Kali Statue

### Special Effects

#### A Good Offence

Kali can re-roll one unsuccessful to hit roll per turn.

#### Animated

This model may not activate until the relevant Animating Spell is successfully performed by a member of their cast. Until then they can't be harmed by any means, nor can they affect or hinder any other model.

#### Clumsy

The model is ham-fisted and uncoordinated in their actions. Whenever they attempt an Agi test, they must roll an additional die and choose the worst result.

#### Blocker

Opposing models moving to within 2" of this model must either move into base contact or stop immediately. Models within this distance can only move away or into base contact with the *Blocker*. Models in melee or suffering the Stunned status lose their *Blocker* special effect.

#### Fearsome

If a model that doesn't already have the Scared status is activated or finishes any move action they take within 6" of an enemy model with the *Fearsome* special effect, they must make an immediate Morale test. If this test is passed, the model may continue as normal. If the test is failed, the model suffers the Scared status. Models in base contact with one or more enemy models, or models possessing the *Fearsome* special effect themselves, are not required to make Fear tests.

#### Invulnerable: All (2)

The model reduces the Str of all attacks by 2. Spell or Otherworldly attacks are never reduced by *Invulnerable (x)*.

#### Large

The model is so huge that any attacks against it receive a +1 to hit bonus. *Large* models suffer no movement penalties for travelling over difficult ground or obstacles.

#### Slow

The model is so slow, clumsy or shambling that it cannot take two move actions in the same turn. However, so deliberate are their steps that *Slow* models suffer no movement penalties for travelling over difficult ground.

## Native Chieftain

### Special Effects

#### Concealment

If this model is in cover or behind an obstacle, an attacker cannot target them with any ranged attacks if the distance to the target is more than the attacking model's Int x2 in inches.

#### Dodge

Models can attempt to dodge the first successful melee hit made against them each turn. The attack is counted as a miss if the model can succeed at an Agi test.

#### Leader (1)

As above.

## Natives

### Special Effects

#### Concealment

As above.