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EsotericOrderGamers

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Game: **MAN O' WAR**

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IMPERIAL MAN O'WAR			MOVE		
GREATSHIP			SAIL 6" WIND BEHIND 9"		
CREW			CREW		
FOREMAST 5+		MAINMAST 5+		AFTMAST 5+	
4	No effect	5	No effect	6	No effect
Mast destroyed Speed reduced by 2*(3")		Mast destroyed Speed reduced by 2*(3")		Mast destroyed Speed reduced by 2*(3")	
Further hits no criticals		Further hits no criticals		Further hits no criticals	
FORECASTLE 4+		AFTCASTLE 4+		HONOURS	
2	Each hit destroys 1 fore cannon battery	3	Each hit destroys 1 aft cannon battery	HONOURS	
BOWS 4+		GUN DECK 4+		STERN 4+	
4	1 broadside cannon battery lost	5	1 broadside cannon battery lost	1 broadside cannon battery lost	
BELOW WATERLINE 4+		HONOURS		HONOURS	
WEAPONS		WEAPONS		WEAPONS	
Cannons: 2 firing ahead, 2 rearward, 3 broadside. All cannons may repel boarders.		Cannons: 2 firing ahead, 2 rearward, 3 broadside. All cannons may repel boarders.		Cannons: 2 firing ahead, 2 rearward, 3 broadside. All cannons may repel boarders.	
RAM		RAM		RAM	
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.		3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.		3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.	

IMPERIAL SHIP OF THE LINE			MOVE		
WARGALLEY			SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"		
CREW			CREW		
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"					
MAST 5+					
4	Mast lost Cannot move under sail	Further hits no criticals			
FORECASTLE 4+		OAR DECK 5+		HONOURS	
5	Cannon destroyed May not fire	6	Oars lost Cannot move under oars	HONOURS	
BELOW WATERLINE 5+		HONOURS		HONOURS	
WEAPONS		WEAPONS		WEAPONS	
Cannon: 1 firing ahead. Cannon may repel boarders.		Cannon: 1 firing ahead. Cannon may repel boarders.		Cannon: 1 firing ahead. Cannon may repel boarders.	
RAM		RAM		RAM	
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.		3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.		3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.	

IMPERIAL SHIP OF THE LINE			MOVE		
WARGALLEY			SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"		
CREW			CREW		
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"					
MAST 5+					
4	Mast lost Cannot move under sail	Further hits no criticals			
FORECASTLE 4+		OAR DECK 5+		HONOURS	
5	Cannon destroyed May not fire	6	Oars lost Cannot move under oars	HONOURS	
BELOW WATERLINE 5+		HONOURS		HONOURS	
WEAPONS		WEAPONS		WEAPONS	
Cannon: 1 firing ahead. Cannon may repel boarders.		Cannon: 1 firing ahead. Cannon may repel boarders.		Cannon: 1 firing ahead. Cannon may repel boarders.	
RAM		RAM		RAM	
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.		3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.		3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.	

IMPERIAL SHIP OF THE LINE			MOVE		
WARGALLEY			SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"		
CREW			CREW		
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"					
MAST 5+					
4	Mast lost Cannot move under sail	Further hits no criticals			
FORECASTLE 4+		OAR DECK 5+		HONOURS	
5	Cannon destroyed May not fire	6	Oars lost Cannot move under oars	HONOURS	
BELOW WATERLINE 5+		HONOURS		HONOURS	
WEAPONS		WEAPONS		WEAPONS	
Cannon: 1 firing ahead. Cannon may repel boarders.		Cannon: 1 firing ahead. Cannon may repel boarders.		Cannon: 1 firing ahead. Cannon may repel boarders.	
RAM		RAM		RAM	
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.		3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.		3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.	

IMPERIAL FLYER			MOVE			HONOURS		
GRIFFON RIDER			18"			1		
RIDER			WOUND TRACK			WOUND TRACK		
6	If Rider is killed, remove model from table.	1	WOUND TRACK		WOUND TRACK		WOUND TRACK	
GRIFFON			WOUND TRACK			WOUND TRACK		
4,5	Each hit causes 1 Wound. Further hits do not cause criticals.	2	WOUND TRACK		WOUND TRACK		WOUND TRACK	
ATTACKS			CLOSE COMBAT			CLOSE COMBAT		
			+2 modifier in close combat. If attacking, may re-roll own dice or force opponent to re-roll his.			+2 modifier in close combat. If attacking, may re-roll own dice or force opponent to re-roll his.		

IMPERIAL SHIP OF THE LINE			MOVE		
WOLFSHIP			SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"		
CREW			CREW		
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"					
FOREMAST 5+		MAINMAST 5+		AFTMAST 5+	
4	Mast lost Speed reduced by 2*(3")	5	Mast lost Speed reduced by 2*(3")	6	Mast lost Speed reduced by 2*(3")
Further hits no criticals		Further hits no criticals		Further hits no criticals	
FORECASTLE 4+		MAIN DECK 5+		HONOURS	
2	Each hit destroys 1 fore cannon battery	3	Broadside cannon batteries lost	HONOURS	
BOWS 4+		OAR DECK 4+		STERN 4+	
4	1 fore cannon battery lost	5	Oars lost. Cannot move under oars	6	
BELOW WATERLINE 4+		HONOURS		HONOURS	
WEAPONS		WEAPONS		WEAPONS	
Cannons: 3 firing ahead, 1 broadside. Cannons may repel boarders.		Cannons: 3 firing ahead, 1 broadside. Cannons may repel boarders.		Cannons: 3 firing ahead, 1 broadside. Cannons may repel boarders.	
RAM		RAM		RAM	
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.		3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.		3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.	

IMPERIAL SHIP OF THE LINE			MOVE		
WOLFSHIP			SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"		
CREW			CREW		
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"					
FOREMAST 5+		MAINMAST 5+		AFTMAST 5+	
4	Mast lost Speed reduced by 2*(3")	5	Mast lost Speed reduced by 2*(3")	6	Mast lost Speed reduced by 2*(3")
Further hits no criticals		Further hits no criticals		Further hits no criticals	
FORECASTLE 4+		MAIN DECK 5+		HONOURS	
2	Each hit destroys 1 fore cannon battery	3	Broadside cannon batteries lost	HONOURS	
BOWS 4+		OAR DECK 4+		STERN 4+	
4	1 fore cannon battery lost	5	Oars lost. Cannot move under oars	6	
BELOW WATERLINE 4+		HONOURS		HONOURS	
WEAPONS		WEAPONS		WEAPONS	
Cannons: 3 firing ahead, 1 broadside. Cannons may repel boarders.		Cannons: 3 firing ahead, 1 broadside. Cannons may repel boarders.		Cannons: 3 firing ahead, 1 broadside. Cannons may repel boarders.	
RAM		RAM		RAM	
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.		3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.		3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.	

IMPERIAL SHIP OF THE LINE			MOVE		
WOLFSHIP			SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"		
CREW			CREW		
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"					
FOREMAST 5+		MAINMAST 5+		AFTMAST 5+	
4	Mast lost Speed reduced by 2*(3")	5	Mast lost Speed reduced by 2*(3")	6	Mast lost Speed reduced by 2*(3")
Further hits no criticals		Further hits no criticals		Further hits no criticals	
FORECASTLE 4+		MAIN DECK 5+		HONOURS	
2	Each hit destroys 1 fore cannon battery	3	Broadside cannon batteries lost	HONOURS	
BOWS 4+		OAR DECK 4+		STERN 4+	
4	1 fore cannon battery lost	5	Oars lost. Cannot move under oars	6	
BELOW WATERLINE 4+		HONOURS		HONOURS	
WEAPONS		WEAPONS		WEAPONS	
Cannons: 3 firing ahead, 1 broadside. Cannons may repel boarders.		Cannons: 3 firing ahead, 1 broadside. Cannons may repel boarders.		Cannons: 3 firing ahead, 1 broadside. Cannons may repel boarders.	
RAM		RAM		RAM	
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.		3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.		3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.	

IMPERIAL SHIP OF THE LINE		MOVE	
IRONFIST		SAIL 6"	
CREW		OARS 4" NO TURNS 6"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
MAST		5+	
4 Mast lost Cannot move under sail		Further hits no criticals	
MORTAR 4+		OAR DECK 5+	
5 Mortar destroyed May not fire		6 Oars lost Cannot move under oars	
BELOW WATERLINE 5+		HONOURS	
WEAPONS			
Mortar: 1 firing ahead. Cannot repel boarders.			
MORTAR		1	
Elf range ruler: 0-6": cannot hit, 6-12": can hit target. Cannot be aimed at low locations. If a ship between firer and target, roll for deviation: 1: 1-6" short, 2-5: HIT, 6: 1-6" long. If a hit, any ship under 1" template may be hit. If location fails save, destroyed and location below can be hit (save +1), then below at +2, etc. Ball stops when a save is made.			

IMPERIAL SHIP OF THE LINE		MOVE	
IRONFIST		SAIL 6"	
CREW		OARS 4" NO TURNS 6"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
MAST		5+	
4 Mast lost Cannot move under sail		Further hits no criticals	
MORTAR 4+		OAR DECK 5+	
5 Mortar destroyed May not fire		6 Oars lost Cannot move under oars	
BELOW WATERLINE 5+		HONOURS	
WEAPONS			
Mortar: 1 firing ahead. Cannot repel boarders.			
MORTAR		1	
Elf range ruler: 0-6": cannot hit, 6-12": can hit target. Cannot be aimed at low locations. If a ship between firer and target, roll for deviation: 1: 1-6" short, 2-5: HIT, 6: 1-6" long. If a hit, any ship under 1" template may be hit. If location fails save, destroyed and location below can be hit (save +1), then below at +2, etc. Ball stops when a save is made.			

IMPERIAL SHIP OF THE LINE		MOVE	
IRONFIST		SAIL 6"	
CREW		OARS 4" NO TURNS 6"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
MAST		5+	
4 Mast lost Cannot move under sail		Further hits no criticals	
MORTAR 4+		OAR DECK 5+	
5 Mortar destroyed May not fire		6 Oars lost Cannot move under oars	
BELOW WATERLINE 5+		HONOURS	
WEAPONS			
Mortar: 1 firing ahead. Cannot repel boarders.			
MORTAR		1	
Elf range ruler: 0-6": cannot hit, 6-12": can hit target. Cannot be aimed at low locations. If a ship between firer and target, roll for deviation: 1: 1-6" short, 2-5: HIT, 6: 1-6" long. If a hit, any ship under 1" template may be hit. If location fails save, destroyed and location below can be hit (save +1), then below at +2, etc. Ball stops when a save is made.			

IMPERIAL SHIP OF THE LINE		MOVE	
HELLHAMMER		SAIL 6"	
CREW		OARS 4" NO TURNS 6"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
MAST		5+	
4 Mast lost Cannot move under sail		Further hits no criticals	
CANNON 4+		OAR DECK 5+	
5 Cannon destroyed May not fire		6 Oars lost Cannot move under oars	
BELOW WATERLINE 5+		HONOURS	
WEAPONS			
Hell-hammer cannon: 1 firing ahead. May repel boarders with +2 defence.			
HELL-HAMMER CANNON		1	
Can only fire 3 times per game. 2 pts damage if save failed. Elf range ruler: 0-6": -2 save, 6-12": -1 save. Firing recoil hurls ship back 3" (random low area hit for both ships in a collision). Cannon misfires on a hit roll of 1 (roll Critical Hit). After firing, place Reloading counter face up, next turn face down, next turn remove counter and may fire again.			

IMPERIAL SHIP OF THE LINE		MOVE	
HELLHAMMER		SAIL 6"	
CREW		OARS 4" NO TURNS 6"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
MAST		5+	
4 Mast lost Cannot move under sail		Further hits no criticals	
CANNON 4+		OAR DECK 5+	
5 Cannon destroyed May not fire		6 Oars lost Cannot move under oars	
BELOW WATERLINE 5+		HONOURS	
WEAPONS			
Hell-hammer cannon: 1 firing ahead. May repel boarders with +2 defence.			
HELL-HAMMER CANNON		1	
Can only fire 3 times per game. 2 pts damage if save failed. Elf range ruler: 0-6": -2 save, 6-12": -1 save. Firing recoil hurls ship back 3" (random low area hit for both ships in a collision). Cannon misfires on a hit roll of 1 (roll Critical Hit). After firing, place Reloading counter face up, next turn face down, next turn remove counter and may fire again.			

IMPERIAL SHIP OF THE LINE		MOVE	
HELLHAMMER		SAIL 6"	
CREW		OARS 4" NO TURNS 6"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
MAST		5+	
4 Mast lost Cannot move under sail		Further hits no criticals	
CANNON 4+		OAR DECK 5+	
5 Cannon destroyed May not fire		6 Oars lost Cannot move under oars	
BELOW WATERLINE 5+		HONOURS	
WEAPONS			
Hell-hammer cannon: 1 firing ahead. May repel boarders with +2 defence.			
HELL-HAMMER CANNON		1	
Can only fire 3 times per game. 2 pts damage if save failed. Elf range ruler: 0-6": -2 save, 6-12": -1 save. Firing recoil hurls ship back 3" (random low area hit for both ships in a collision). Cannon misfires on a hit roll of 1 (roll Critical Hit). After firing, place Reloading counter face up, next turn face down, next turn remove counter and may fire again.			

BRETONNIAN MAN O'WAR			MOVE		
GALLEON			SAIL 9" WIND BEHIND 9"		
CREW			CREW		
FOREMAST 5+		MAINMAST 5+		AFTMAST 5+	
4 No effect Mast destroyed Speed reduced by 3*		5 No effect Mast destroyed Speed reduced by 3*		6 No effect Mast destroyed Speed reduced by 3*	
Further hits no criticals		Further hits no criticals		Further hits no criticals	
FORECASTLE 4+		AFTCASTLE 4+		HONOURS	
2 Broadside cannon battery destroyed		3 Broadside cannon battery destroyed		6	
BOWS 4+		GUN DECK 4+		STERN 4+	
4		5 Each destroys 1 broadside cannon battery		6	
BELOW WATERLINE 4+			HONOURS		
WEAPONS			WEAPONS		
Cannons: 4 broadside. All cannons may repel boarders.			Cannons: 4 broadside. All cannons may repel boarders.		
4			4		

BRETONNIAN SHIP OF THE LINE			MOVE		
CORSAIR			SAIL 9" WIND BEHIND 9"		
CREW			CREW		
FOREMAST 5+		AFTMAST 5+		HONOURS	
4 Mast lost Speed reduced by 3*		5,6 Speed reduced by 3*		4	
Further hits no criticals		Further hits no criticals			
FORECASTLE 5+		AFTCASTLE 5+		HONOURS	
2 1 broadside cannon battery lost		3 1 broadside cannon battery lost		4	
BOWS 4+		GUN DECK 4+		STERN 4+	
4		5 1 broadside cannon battery lost		6	
BELOW WATERLINE 4+			HONOURS		
WEAPONS			WEAPONS		
Cannons: 3 broadside. All cannons may repel boarders.			Cannons: 3 broadside. All cannons may repel boarders.		
3			3		

BRETONNIAN SHIP OF THE LINE			MOVE		
CORSAIR			SAIL 9" WIND BEHIND 9"		
CREW			CREW		
FOREMAST 5+		AFTMAST 5+		HONOURS	
4 Mast lost Speed reduced by 3*		5,6 Speed reduced by 3*		4	
Further hits no criticals		Further hits no criticals			
FORECASTLE 5+		AFTCASTLE 5+		HONOURS	
2 1 broadside cannon battery lost		3 1 broadside cannon battery lost		4	
BOWS 4+		GUN DECK 4+		STERN 4+	
4		5 1 broadside cannon battery lost		6	
BELOW WATERLINE 4+			HONOURS		
WEAPONS			WEAPONS		
Cannons: 3 broadside. All cannons may repel boarders.			Cannons: 3 broadside. All cannons may repel boarders.		
3			3		


BRETONNIAN SHIP OF THE LINE			MOVE		
CORSAIR			SAIL 9" WIND BEHIND 9"		
CREW			CREW		
FOREMAST 5+		AFTMAST 5+		HONOURS	
4 Mast lost Speed reduced by 3*		5,6 Speed reduced by 3*		4	
Further hits no criticals		Further hits no criticals			
FORECASTLE 5+		AFTCASTLE 5+		HONOURS	
2 1 broadside cannon battery lost		3 1 broadside cannon battery lost		4	
BOWS 4+		GUN DECK 4+		STERN 4+	
4		5 1 broadside cannon battery lost		6	
BELOW WATERLINE 4+			HONOURS		
WEAPONS			WEAPONS		
Cannons: 3 broadside. All cannons may repel boarders.			Cannons: 3 broadside. All cannons may repel boarders.		
3			3		


BRETONNIAN FLYER			MOVE			HONOURS		
PEGASUS RIDER			18"			1		
RIDER			WOUND TRACK			WOUND TRACK		
6 If Rider is killed, remove model from table.			1			2		
PEGASUS			WOUND TRACK			WOUND TRACK		
4,5 Each hit causes 1 Wound. Further hits do not cause criticals.			2			3		
ATTACKS			CLOSE COMBAT			WEAPONS		
			+2 modifier in close combat. If attacking, adds an additional +1 for a total of +3. If an unmodified 6 is rolled when making a close combat attack, the enemy automatically loses a wound or crew counter no matter what he rolls.			Catapult: 1 firing ahead. Catapult may not repel boarders, fire at close range or be aimed low. No save modifier at long range. If location fails save, it is destroyed and location below can be hit (save +1), then below at +2, etc. Rock stops when save is made or it passes through ship. A location already destroyed does not count and no critical.		
						1		


BRETONNIAN SHIP OF THE LINE			MOVE			HONOURS		
BUCCANEER			SAIL 9" WIND BEHIND 9"			1		
CREW			MAST			WOUND TRACK		
			4 Mast lost Cannot move			1		
			Further hits no criticals					
FORECASTLE 4+			AFTCASTLE 5+			HONOURS		
5 Catapult destroyed May not fire			6			1		
BELOW WATERLINE 5+			HONOURS			WEAPONS		
5			1			Catapult: 1 firing ahead. Catapult may not repel boarders, fire at close range or be aimed low. No save modifier at long range. If location fails save, it is destroyed and location below can be hit (save +1), then below at +2, etc. Rock stops when save is made or it passes through ship. A location already destroyed does not count and no critical.		
						1		


BRETONNIAN SHIP OF THE LINE			MOVE			HONOURS		
BUCCANEER			SAIL 9" WIND BEHIND 9"			1		
CREW			MAST			WOUND TRACK		
			4 Mast lost Cannot move			1		
			Further hits no criticals					
FORECASTLE 4+			AFTCASTLE 5+			HONOURS		
5 Catapult destroyed May not fire			6			1		
BELOW WATERLINE 5+			HONOURS			WEAPONS		
5			1			Catapult: 1 firing ahead. Catapult may not repel boarders, fire at close range or be aimed low. No save modifier at long range. If location fails save, it is destroyed and location below can be hit (save +1), then below at +2, etc. Rock stops when save is made or it passes through ship. A location already destroyed does not count and no critical.		
						1		


BRETONNIAN SHIP OF THE LINE			MOVE			HONOURS		
BUCCANEER			SAIL 9" WIND BEHIND 9"			1		
CREW			MAST			WOUND TRACK		
			4 Mast lost Cannot move			1		
			Further hits no criticals					
FORECASTLE 4+			AFTCASTLE 5+			HONOURS		
5 Catapult destroyed May not fire			6			1		
BELOW WATERLINE 5+			HONOURS			WEAPONS		
5			1			Catapult: 1 firing ahead. Catapult may not repel boarders, fire at close range or be aimed low. No save modifier at long range. If location fails save, it is destroyed and location below can be hit (save +1), then below at +2, etc. Rock stops when save is made or it passes through ship. A location already destroyed does not count and no critical.		
						1		


NORSE MAN O'WAR		MOVE	
KINGSHIP		SAIL 6" WIND BEHIND 9"	
CREW		OARS 6" NO TURNS 8"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
FHEAD 5+	MAIN MAST 4+	STERN 5+	
3	4,5 No effect Mast destroyed May not move under sail Further hits no criticals	6	
PROW 5+	OARDECK 4+	OARDECK 4+	AFT 5+
3	4 Oars lost Speed under oars reduced by 3" (4")	5 Oars lost Speed under oars reduced by 3" (4")	6
BELOW WATERLINE 4+		HONOURS	
NO RANGED WEAPONS		SPECIAL RULES	
Draw random 4 crew of Ulfwerener, Berserkers, Bonsmen or Huscarls (see rules for special abilities).		 <p>No Ranged Weapons</p>	
If ship runs aground and fails BW save, roll d6: 1: take 2 BW hits; 2-5: take 1 BW hit; 6: no damage. Then roll 3+ to move away freely.			


NORSE SHIP OF THE LINE		MOVE	
LONGSHIP		SAIL 6" WIND BEHIND 9"	
CREW		OARS 6" NO TURNS 8"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
PROW 5+	MAIN MAST 5+	STERN 5+	
4	5 Mast lost Cannot move under sail Further hits no criticals	6	
OAR DECK 4+		OAR DECK 4+	
3 Oars lost Cannot move under oars			
BELOW WATERLINE 5+		HONOURS	
NO RANGED WEAPONS		SPECIAL RULES	
All ships in a squadron touching each other at the start of a Battle Phase are lashed together . May not move under oars, sail 4". Act as one ship in boarding actions.		 <p>No Ranged Weapons</p>	
If ship runs aground and fails BW save, roll d6: 1: take 2 BW hits; 2-5: take 1 BW hit; 6: no damage. Then roll 3+ to move away freely.			


NORSE MAN O'WAR		MOVE	
KINGSHIP		SAIL 6" WIND BEHIND 9"	
CREW		OARS 6" NO TURNS 8"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
FHEAD 5+	MAIN MAST 4+	STERN 5+	
3	4,5 No effect Mast destroyed May not move under sail Further hits no criticals	6	
PROW 5+	OARDECK 4+	OARDECK 4+	AFT 5+
3	4 Oars lost Speed under oars reduced by 3" (4")	5 Oars lost Speed under oars reduced by 3" (4")	6
BELOW WATERLINE 4+		HONOURS	
NO RANGED WEAPONS		SPECIAL RULES	
Draw random 4 crew of Ulfwerener, Berserkers, Bonsmen or Huscarls (see rules for special abilities).		 <p>No Ranged Weapons</p>	
If ship runs aground and fails BW save, roll d6: 1: take 2 BW hits; 2-5: take 1 BW hit; 6: no damage. Then roll 3+ to move away freely.			

NORSE SHIP OF THE LINE		MOVE	
LONGSHIP		SAIL 6" WIND BEHIND 9"	
CREW		OARS 6" NO TURNS 8"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
PROW 5+	MAIN MAST 5+	STERN 5+	
4	5 Mast lost Cannot move under sail Further hits no criticals	6	
OAR DECK 4+		OAR DECK 4+	
3 Oars lost Cannot move under oars			
BELOW WATERLINE 5+		HONOURS	
NO RANGED WEAPONS		SPECIAL RULES	
All ships in a squadron touching each other at the start of a Battle Phase are lashed together . May not move under oars, sail 4". Act as one ship in boarding actions.		 <p>No Ranged Weapons</p>	
If ship runs aground and fails BW save, roll d6: 1: take 2 BW hits; 2-5: take 1 BW hit; 6: no damage. Then roll 3+ to move away freely.			

NORSE SHIP OF THE LINE		MOVE	
LONGSHIP		SAIL 6" WIND BEHIND 9"	
CREW		OARS 6" NO TURNS 8"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
PROW 5+	MAIN MAST 5+	STERN 5+	
4	5 Mast lost Cannot move under sail Further hits no criticals	6	
OAR DECK 4+		OAR DECK 4+	
3 Oars lost Cannot move under oars			
BELOW WATERLINE 5+		HONOURS	
NO RANGED WEAPONS		SPECIAL RULES	
All ships in a squadron touching each other at the start of a Battle Phase are lashed together . May not move under oars, sail 4". Act as one ship in boarding actions.		 <p>No Ranged Weapons</p>	
If ship runs aground and fails BW save, roll d6: 1: take 2 BW hits; 2-5: take 1 BW hit; 6: no damage. Then roll 3+ to move away freely.			

NORSE SHIP OF THE LINE		MOVE	
LONGSHIP		SAIL 6" WIND BEHIND 9"	
CREW		OARS 6" NO TURNS 8"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
PROW 5+	MAIN MAST 5+	STERN 5+	
4	5 Mast lost Cannot move under sail Further hits no criticals	6	
OAR DECK 4+		OAR DECK 4+	
3 Oars lost Cannot move under oars			
BELOW WATERLINE 5+		HONOURS	
NO RANGED WEAPONS		SPECIAL RULES	
All ships in a squadron touching each other at the start of a Battle Phase are lashed together . May not move under oars, sail 4". Act as one ship in boarding actions.		 <p>No Ranged Weapons</p>	
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OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
PROW 5+	MAIN MAST 5+	STERN 5+	
4	5 Mast lost Cannot move under sail Further hits no criticals	6	
OAR DECK 4+		OAR DECK 4+	
3 Oars lost Cannot move under oars			
BELOW WATERLINE 5+		HONOURS	
NO RANGED WEAPONS		SPECIAL RULES	
All ships in a squadron touching each other at the start of a Battle Phase are lashed together . May not move under oars, sail 4". Act as one ship in boarding actions.		 <p>No Ranged Weapons</p>	
If ship runs aground and fails BW save, roll d6: 1: take 2 BW hits; 2-5: take 1 BW hit; 6: no damage. Then roll 3+ to move away freely.			

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LONGSHIP		SAIL 6" WIND BEHIND 9"	
CREW		OARS 6" NO TURNS 8"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
PROW 5+	MAIN MAST 5+	STERN 5+	
4	5 Mast lost Cannot move under sail Further hits no criticals	6	
OAR DECK 4+		OAR DECK 4+	
3 Oars lost Cannot move under oars			
BELOW WATERLINE 5+		HONOURS	
NO RANGED WEAPONS		SPECIAL RULES	
All ships in a squadron touching each other at the start of a Battle Phase are lashed together . May not move under oars, sail 4". Act as one ship in boarding actions.		 <p>No Ranged Weapons</p>	
If ship runs aground and fails BW save, roll d6: 1: take 2 BW hits; 2-5: take 1 BW hit; 6: no damage. Then roll 3+ to move away freely.			

DWARF MAN O'WAR	MOVE
DREADNOUGHT	STEAM 6"
CREW	May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 4" as whole move.

SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

FORE TURRETS 3+	BRIDGE 3+	FUNNEL 5+	AFT TURRETS 3+
3 Left 3 Right	Each hit destroys a turret, attacker chooses.	4	5
6 Left 6 Right	Each hit destroys a turret, attacker chooses.		

BOWS 3+	B'SIDES 3+	PADDLE 4+	BOILER 3+	PADDLE 4+
2	3	4	5	6
Ram lost. May not ram	Each hit destroys a battery, reducing broadside by 1 die.	Speed -3"	Immobilised	Speed -3"

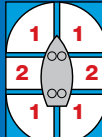
BELOW WATERLINE 3+	HONOURS
	8

WEAPONS

Cannons: 2 fore & 2 aft turrets, 2 broadsides. Cannons may repel boarders (cannot be boarded until damage taken)

RAM

3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 2-4: 2pts, 5-6: 3pts.



DWARF MAN O'WAR	MOVE
IRONCLAD	STEAM 6"
CREW	May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3" as whole move.

SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

FORE TURRET 3+	BRIDGE 4+	FUNNEL 5+	AFT TURRET 3+
3	4	5	6
Fore turret guns lost			Aft turret guns lost

BOWS 3+	GUN DECK 3+	PADDLE 4+	BOILER 3+	STERN 4+
2	3	4	5	6
Ram lost. May not ram	Broadside battery lost	Immobilised	Immobilised	


BELOW WATERLINE 3+	HONOURS
	6

WEAPONS

Cannons: 1 fore & 1 aft turrets, 2 broadsides. Cannons may repel boarders (cannot be boarded until damage taken)

RAM

3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.



DWARF MAN O'WAR	MOVE
IRONCLAD	STEAM 6"
CREW	May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3" as whole move.

SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

FORE TURRET 3+	BRIDGE 4+	FUNNEL 5+	AFT TURRET 3+
3	4	5	6
Fore turret guns lost			Aft turret guns lost

BOWS 3+	GUN DECK 3+	PADDLE 4+	BOILER 3+	STERN 4+
2	3	4	5	6
Ram lost. May not ram	Broadside battery lost	Immobilised	Immobilised	


BELOW WATERLINE 3+	HONOURS
	6

WEAPONS

Cannons: 1 fore & 1 aft turrets, 2 broadsides. Cannons may repel boarders (cannot be boarded until damage taken)

RAM

3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.



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CREW	May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3" as whole move.

SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

FORE TURRET 3+	BRIDGE 4+	FUNNEL 5+	AFT TURRET 3+
3	4	5	6
Fore turret guns lost			Aft turret guns lost

BOWS 3+	GUN DECK 3+	PADDLE 4+	BOILER 3+	STERN 4+
2	3	4	5	6
Ram lost. May not ram	Broadside battery lost	Immobilised	Immobilised	

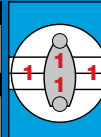
BELOW WATERLINE 3+	HONOURS
	6

WEAPONS

Cannons: 1 fore & 1 aft turrets, 2 broadsides. Cannons may repel boarders (cannot be boarded until damage taken)

RAM

3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.



DWARF MAN O'WAR	MOVE
DREADNOUGHT	STEAM 6"
CREW	May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 4" as whole move.

SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

FORE TURRETS 3+	BRIDGE 3+	FUNNEL 5+	AFT TURRETS 3+
3 Left 3 Right	Each hit destroys a turret, attacker chooses.	4	5
6 Left 6 Right	Each hit destroys a turret, attacker chooses.		

BOWS 3+	B'SIDES 3+	PADDLE 4+	BOILER 3+	PADDLE 4+
2	3	4	5	6
Ram lost. May not ram	Each hit destroys a battery, reducing broadside by 1 die.	Speed -3"	Immobilised	Speed -3"

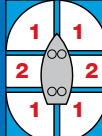
BELOW WATERLINE 3+	HONOURS
	8

WEAPONS

Cannons: 2 fore & 2 aft turrets, 2 broadsides. Cannons may repel boarders (cannot be boarded until damage taken)

RAM

3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1: 1pt, 2-4: 2pts, 5-6: 3pts.



DWARF SHIP OF THE LINE	MOVE
MONITOR	STEAM 6"
CREW	May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3" as whole move.

SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

BOWS 4+	TURRET 4+	PADDLE WHEEL 5+
3	4	6
Ram lost. May not ram	Gun lost	Immobilised

HULL 4+	
5	

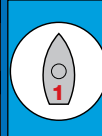
BELOW WATERLINE 4+	HONOURS
	3

WEAPONS

Cannon: 1 turret. Cannon may repel boarders (cannot be boarded until damage taken)

RAM

3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.



DWARF SHIP OF THE LINE	MOVE
MONITOR	STEAM 6"
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3	4	6
Ram lost. May not ram	Gun lost	Immobilised

HULL 4+	
5	

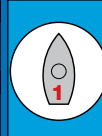
BELOW WATERLINE 4+	HONOURS
	3

WEAPONS

Cannon: 1 turret. Cannon may repel boarders (cannot be boarded until damage taken)

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BOWS 4+	TURRET 4+	PADDLE WHEEL 5+
3	4	6
Ram lost. May not ram	Gun lost	Immobilised

HULL 4+	
5	

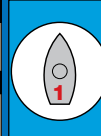
BELOW WATERLINE 4+	HONOURS
	3

WEAPONS

Cannon: 1 turret. Cannon may repel boarders (cannot be boarded until damage taken)

RAM

3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.



DWARF INDEPENDENT	MOVE
NAUTILUS	STEAM 6"
CREW	May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3' as whole move.

SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

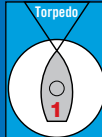
REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

DIVING
May dive at start of Battle Phase. When submerged cannot be attacked or have spells cast at it. Must surface at the start of its next Battle Phase and remain on the surface that entire turn. If damaged roll d6 for each damaged location—on any roll of a 1 Nautilus sinks.

BOWS 5+	TOWER 5+	PADDLE WHEEL 5+
3 Torpedo tubes lost	4 Turret gun lost	6 Immobilised
HULL 5+		
5		

BELOW WATERLINE 6+	HONOURS 3
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WEAPONS
Canon: 1 turret. 1 torpedo firing ahead when submerged. Cannon may repel boarders (cannot be boarded until damage taken).
TORPEDO
 Use torpedo template, 2 dice for range. If foe fails BTW save, roll for BTW damage: 1-2: 1pt, 3-4: 2pts, 5: 3pts, 6: d6pts.



DWARF INDEPENDENT	MOVE
NAUTILUS	STEAM 6"
CREW	May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3' as whole move.

SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

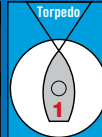
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BOWS 5+	TOWER 5+	PADDLE WHEEL 5+
3 Torpedo tubes lost	4 Turret gun lost	6 Immobilised
HULL 5+		
5		

BELOW WATERLINE 6+	HONOURS 3
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WEAPONS
Canon: 1 turret. 1 torpedo firing ahead when submerged. Cannon may repel boarders (cannot be boarded until damage taken).
TORPEDO
 Use torpedo template, 2 dice for range. If foe fails BTW save, roll for BTW damage: 1-2: 1pt, 3-4: 2pts, 5: 3pts, 6: d6pts.



DWARF SHIP OF THE LINE	MOVE
MONITOR	STEAM 6"
CREW	May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3' as whole move.

SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

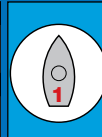
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DIVING
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BOWS 4+	TURRET 4+	PADDLE WHEEL 5+
3 Ram lost. May not ram	4 Gun lost	6 Immobilised
HULL 4+		
5		

BELOW WATERLINE 4+	HONOURS 3
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WEAPONS
Canon: 1 turret. Cannon may repel boarders (cannot be boarded until damage taken).
RAM
 3" straight to enemy. If foe fails Below the Waterline save, roll for BTW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.



DWARF MAN O'WAR	MOVE
DREADNOUGHT	STEAM 6"
CREW	May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 4' as whole move.

SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

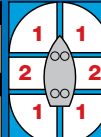
REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

DIVING
May dive at start of Battle Phase. When submerged cannot be attacked or have spells cast at it. Must surface at the start of its next Battle Phase and remain on the surface that entire turn. If damaged roll d6 for each damaged location—on any roll of a 1 Nautilus sinks.

FORE TURRETS 3+	BRIDGE 3+	FUNNEL 5+	AFT TURRETS 3+
3 Left 3 Right	4	5	6 Left 6 Right
BOWS 3+		B'SIDES 3+	PADDLE 4+
2		3	4
BOILER 3+		PADDLE 4+	
5		6	

BELOW WATERLINE 3+	HONOURS 8
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WEAPONS
Canons: 2 fore & 2 aft turrets, 2 broadsides. Canons may repel boarders (cannot be boarded until damage taken).
RAM
 3" straight to enemy. If foe fails Below the Waterline save, roll for BTW damage: 1: 1pt, 2-4: 2pts, 5-6: 3pts.



DWARF FLYER	MOVE	HONOURS 1
WAR BALLOON	12"	

BALLOON -	1	WOUND TRACK
6 Remove model from table.		
GONDOLA 4+	2	WOUND TRACK
4,5 Remove model from table.		
	3	WOUND TRACK

ATTACKS
Bombs: drop on a specified ship high location. Roll d6:
 1-2 Bombs miss.
 3 Bombs hit location in front of target location.
 4 Bombs hit location behind target location.
 5-6 Bombs are on target. -1 save modifier, 1 point of damage.
Gatling Cannon: 1 dice defensive fire vs. other flyers and if win, close combat/boarding action.

CLOSE COMBAT
 +1 modifier in close combat and boarding action. Cannot initiate boarding action/close combat.
 If the Balloon wins it doesn't cause damage and a crew counter to be lost; instead it may fire its gatling cannon.

DWARF FLYER	MOVE	HONOURS 1
GYROCOPTER	18"	

PILOT -	1	WOUND TRACK
6 Remove model from table.		
GYROCOPTER 6+	2	WOUND TRACK
4,5 Remove model from table.		
	3	WOUND TRACK

ATTACKS
 2 dice **gatling cannon** attack. May also be used for defensive fire against incoming flyers.

CLOSE COMBAT
 +1 modifier in close combat and boarding action. Cannot initiate close combat.
 Even if the gyrocopter wins, it doesn't cause damage and a crew counter to be lost; instead it may make another attack with its gatling cannon.

DWARF SHIP OF THE LINE	MOVE
MONITOR	STEAM 6"
CREW	May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3' as whole move.

SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

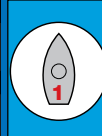
REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

DIVING
May dive at start of Battle Phase. When submerged cannot be attacked or have spells cast at it. Must surface at the start of its next Battle Phase and remain on the surface that entire turn. If damaged roll d6 for each damaged location—on any roll of a 1 Nautilus sinks.

BOWS 4+	TURRET 4+	PADDLE WHEEL 5+
3 Ram lost. May not ram	4 Gun lost	6 Immobilised
HULL 4+		
5		

BELOW WATERLINE 4+	HONOURS 3
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WEAPONS
Canon: 1 turret. Cannon may repel boarders (cannot be boarded until damage taken).
RAM
 3" straight to enemy. If foe fails Below the Waterline save, roll for BTW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.



DWARF SHIP OF THE LINE	MOVE
MONITOR	STEAM 6"
CREW	May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3' as whole move.

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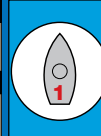
REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

DIVING
May dive at start of Battle Phase. When submerged cannot be attacked or have spells cast at it. Must surface at the start of its next Battle Phase and remain on the surface that entire turn. If damaged roll d6 for each damaged location—on any roll of a 1 Nautilus sinks.

BOWS 4+	TURRET 4+	PADDLE WHEEL 5+
3 Ram lost. May not ram	4 Gun lost	6 Immobilised
HULL 4+		
5		

BELOW WATERLINE 4+	HONOURS 3
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WEAPONS
Canon: 1 turret. Cannon may repel boarders (cannot be boarded until damage taken).
RAM
 3" straight to enemy. If foe fails Below the Waterline save, roll for BTW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.



ELF MAN O'WAR		MOVE	
DRAGONSHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
RIGHT MAST 5+	LEFTMAST 5+	TOWERS 4+	
4 No effect	5 No effect	6 1 fore Eagle Claw lost	
Mast destroyed Speed reduced by 3*	Mast destroyed Speed reduced by 3*	Further hits no criticals	
BRIDGE 4+		AFTCASTLE 4+	
2 1 fore Eagle Claw lost		3	
BOWS 4+	MIDSHIPS 4+	STERN 4+	
4 1 hit no effect. 2nd hit destroys both Dragonblades	5 Broadside Eagle Claws lost	6	
BELOW WATERLINE 4+		HONOURS	
WEAPONS		2	
Eagle Claws: 2 firing ahead, 1 broadside, range 12", no save modifier for range, may not repel boarders.		1 1	
Dragonblades: no ramming move required; counts as part of movement. If BTW save failed, d6 BTW damage. Ship sunk, Dragonship continuing moving. If not, impaled on ship and neither moves until it is sunk. Can move through wreckage.			

ELF MAN O'WAR		MOVE	
EAGLESHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
SAIL 4,5	BATTLE TOWERS 5+		6
Each hit reduces Speed by 2"	Further hits no criticals		
SAIL 2		BRIDGE 5+	
First hit has no effect. Second hit reduces Speed by 2"		3	
BOWS 4+	MIDSHIPS 4+	OUTRIGGER 4+	
4 1 broadside Eagle Claw lost	5 1 broadside Eagle Claw lost	6 1 broadside Eagle Claw lost	
BELOW WATERLINE 4+		HONOURS	
WEAPONS		3 3	
Eagle Claw Bolt Throwers: 3 broadsides, range 12", no save modifier for range, may not repel boarders.			

ELF MAN O'WAR		MOVE	
EAGLESHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
SAIL 4,5	BATTLE TOWERS 5+		6
Each hit reduces Speed by 2"	Further hits no criticals		
SAIL 2		BRIDGE 5+	
First hit has no effect. Second hit reduces Speed by 2"		3	
BOWS 4+	MIDSHIPS 4+	OUTRIGGER 4+	
4 1 broadside Eagle Claw lost	5 1 broadside Eagle Claw lost	6 1 broadside Eagle Claw lost	
BELOW WATERLINE 4+		HONOURS	
WEAPONS		3 3	
Eagle Claw Bolt Throwers: 3 broadsides, range 12", no save modifier for range, may not repel boarders.			

ELF MAN O'WAR		MOVE	
EAGLESHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
SAIL 4,5	BATTLE TOWERS 5+		6
Each hit reduces Speed by 2"	Further hits no criticals		
SAIL 2		BRIDGE 5+	
First hit has no effect. Second hit reduces Speed by 2"		3	
BOWS 4+	MIDSHIPS 4+	OUTRIGGER 4+	
4 1 broadside Eagle Claw lost	5 1 broadside Eagle Claw lost	6 1 broadside Eagle Claw lost	
BELOW WATERLINE 4+		HONOURS	
WEAPONS		3 3	
Eagle Claw Bolt Throwers: 3 broadsides, range 12", no save modifier for range, may not repel boarders.			

ELF MAN O'WAR		MOVE	
DRAGONSHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
RIGHT MAST 5+	LEFTMAST 5+	TOWERS 4+	
4 No effect	5 No effect	6 1 fore Eagle Claw lost	
Mast destroyed Speed reduced by 3*	Mast destroyed Speed reduced by 3*	Further hits no criticals	
BRIDGE 4+		AFTCASTLE 4+	
2 1 fore Eagle Claw lost		3	
BOWS 4+	MIDSHIPS 4+	STERN 4+	
4 1 hit no effect. 2nd hit destroys both Dragonblades	5 Broadside Eagle Claws lost	6	
BELOW WATERLINE 4+		HONOURS	
WEAPONS		2	
Eagle Claws: 2 firing ahead, 1 broadside, range 12", no save modifier for range, may not repel boarders.		1 1	
Dragonblades: no ramming move required; counts as part of movement. If BTW save failed, d6 BTW damage. Ship sunk, Dragonship continuing moving. If not, impaled on ship and neither moves until it is sunk. Can move through wreckage.			

ELF SHIP OF THE LINE		MOVE	
HAWKSHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
MAST 3		6+	
No effect		Further hits no criticals	
Mast destroyed Cannot move			
FORE CASTLE 5+	MIDSHIPS 4+	AFT CASTLE 5+	
4 1 fore Eagle Claw lost	5 1 fore Eagle Claw lost	6	
BELOW WATERLINE 4+		HONOURS	
WEAPONS		2	
Eagle Claw Bolt Throwers: 2 firing ahead, range 12", no save modifier for range, may not repel boarders.			
SPECIAL RULES		Highly Manoeuvrable: Use special 90° turn template.	

ELF SHIP OF THE LINE		MOVE	
HAWKSHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
MAST 3		6+	
No effect		Further hits no criticals	
Mast destroyed Cannot move			
FORE CASTLE 5+	MIDSHIPS 4+	AFT CASTLE 5+	
4 1 fore Eagle Claw lost	5 1 fore Eagle Claw lost	6	
BELOW WATERLINE 4+		HONOURS	
WEAPONS		2	
Eagle Claw Bolt Throwers: 2 firing ahead, range 12", no save modifier for range, may not repel boarders.			
SPECIAL RULES		Highly Manoeuvrable: Use special 90° turn template.	

ELF SHIP OF THE LINE		MOVE	
HAWKSHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
MAST 3		6+	
No effect		Further hits no criticals	
Mast destroyed Cannot move			
FORE CASTLE 5+	MIDSHIPS 4+	AFT CASTLE 5+	
4 1 fore Eagle Claw lost	5 1 fore Eagle Claw lost	6	
BELOW WATERLINE 4+		HONOURS	
WEAPONS		2	
Eagle Claw Bolt Throwers: 2 firing ahead, range 12", no save modifier for range, may not repel boarders.			
SPECIAL RULES		Highly Manoeuvrable: Use special 90° turn template.	

ELF FLYER		MOVE	HONOURS
WAR EAGLE		24"	1
RIDER	1	WOUND TRACK	
6 Remove model from table.		[] [] [] [] [] []	
EAGLE	2	WOUND TRACK	
4,5 Remove model from table.		[] [] [] [] [] []	
	3	WOUND TRACK	
		[] [] [] [] [] []	
ATTACKS	CLOSE COMBAT		
	+1 modifier in close combat. In the first round of combat, if attacking, adds an additional dice to its roll, for a total modifier of 2 dice +1.		

ELF FLYER		MOVE	HONOURS
WAR EAGLE		24"	1
RIDER	1	WOUND TRACK	
6 Remove model from table.		[] [] [] [] [] []	
EAGLE	2	WOUND TRACK	
4,5 Remove model from table.		[] [] [] [] [] []	
	3	WOUND TRACK	
		[] [] [] [] [] []	
ATTACKS	CLOSE COMBAT		
	+1 modifier in close combat. In the first round of combat, if attacking, adds an additional dice to its roll, for a total modifier of 2 dice +1.		

ELF SHIP OF THE LINE		MOVE	
HAWKSHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
MAST		6+	
3 No effect			
Mast destroyed Cannot move			
Further hits no criticals			
FORE CASTLE 5+	MIDSHIPS 4+	AFT CASTLE 5+	
4 1 fore Eagle Claw lost	5 1 fore Eagle Claw lost	6	
BELOW WATERLINE 4+		HONOURS 2	
WEAPONS		2	
Eagle Claw Bolt Throwers: 2 firing ahead, range 12", no save modifier for range, may not repel boarders.			
SPECIAL RULES			
Highly Manoeuvrable: Use special 90° turn template.			

ELF MAN O'WAR		MOVE	
DRAGONSHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
RIGHT MAST 5+	LEFTMAST 5+	TOWERS 4+	
4 No effect	5 No effect	6 1 fore Eagle Claw lost	
Mast destroyed Speed reduced by 3"	Mast destroyed Speed reduced by 3"		
Further hits no criticals		Further hits no criticals	
BRIDGE 4+		AFTCASTLE 4+	
2 1 fore Eagle Claw lost		3	
BOWS 4+	MIDSHIPS 4+	STERN 4+	
4 1 hit no effect. 2nd hit destroys both Dragonblades	5 Broadside Eagle Claws lost	6	
BELOW WATERLINE 4+		HONOURS 8	
WEAPONS		2	
Eagle Claws: 2 firing ahead, 1 broadside. range 12", no save modifier for range, may not repel boarders.			
Dragonblades: no ramming move required; counts as part of movement. If BTW save failed, d6 BTW damage. Ship sunk, Dragonship continuing moving. If not, impaled on ship and neither moves until it is sunk. Can move through wreckage.			

ELF FLYER		MOVE	HONOURS
DRAGON RIDER		15"	3
RIDER	1	WOUND TRACK	
6 If rider is killed, remove model from table.		[] [] [] [] [] []	
DRAGON	4+	WOUND TRACK	
4,5 Each hit causes 1 Wound. Further hits do not cause criticals.		[] [] [] [] [] []	
ATTACKS	CLOSE COMBAT		
Makes a 1 dice breath weapon attack; any location hit must make 2 successful saves or be set ablaze (or takes a wound if the target is another flyer).	+4 modifier in close combat.		

ELF FLYER		MOVE	HONOURS
DRAGON RIDER		15"	3
RIDER	1	WOUND TRACK	
6 If rider is killed, remove model from table.		[] [] [] [] [] []	
DRAGON	4+	WOUND TRACK	
4,5 Each hit causes 1 Wound. Further hits do not cause criticals.		[] [] [] [] [] []	
ATTACKS	CLOSE COMBAT		
Makes a 1 dice breath weapon attack; any location hit must make 2 successful saves or be set ablaze (or takes a wound if the target is another flyer).	+4 modifier in close combat.		

ELF SHIP OF THE LINE		MOVE	
HAWKSHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
MAST		6+	
3 No effect			
Mast destroyed Cannot move			
Further hits no criticals			
FORE CASTLE 5+	MIDSHIPS 4+	AFT CASTLE 5+	
4 1 fore Eagle Claw lost	5 1 fore Eagle Claw lost	6	
BELOW WATERLINE 4+		HONOURS 2	
WEAPONS		2	
Eagle Claw Bolt Throwers: 2 firing ahead, range 12", no save modifier for range, may not repel boarders.			
SPECIAL RULES			
Highly Manoeuvrable: Use special 90° turn template.			

ELF SHIP OF THE LINE		MOVE	
HAWKSHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
MAST		6+	
3 No effect			
Mast destroyed Cannot move			
Further hits no criticals			
FORE CASTLE 5+	MIDSHIPS 4+	AFT CASTLE 5+	
4 1 fore Eagle Claw lost	5 1 fore Eagle Claw lost	6	
BELOW WATERLINE 4+		HONOURS 2	
WEAPONS		2	
Eagle Claw Bolt Throwers: 2 firing ahead, range 12", no save modifier for range, may not repel boarders.			
SPECIAL RULES			
Highly Manoeuvrable: Use special 90° turn template.			

ORC MAN O'WAR		MOVE	
HULK		TREADWHEEL 4" May not turn on spot May reverse up to 2" SAIL 4" WIND BEHIND 6"	
CREW			
HAMMERS 4+		SHOOTYBITZ 4+	
4 Smash-hammers lost		6 Fore big chukka lost	
5 No effect		Aft big chukka lost	
Mast destroyed Ship may not move under sail		Orc player chooses which is lost first	
Further hits no criticals			
IRON CLAWZ 4+		GUBBINZ 4+	
2 Iron clawz lost		3	
FRUNT 5+		TREADWHEEL 4+	
4		6 Wheel lost Ship may only move under sail	
SHOOTYBITZ 4+		BELOW WATERLINE 4+	
5 Broadside big chukka battery lost		6	
HONOURS			
6			
WEAPONS			
Iron Clawz: roll over range to grab enemy, move model into contact (if enemy ship bigger, Hulk moves up to it); target must roll 5-6 (if it repelled boarders or start of next move) to break away. Smash-hammers: attacks model in contact with bow, aim low only, no close range save mod (1 is a miss), d6 hits (roll save for each) on one location, if location destroyed extra hits cause criticals. Big Chukkas: no close range fire, aim high only, no long range save mod, -1 save for hits, can smash down through areas.			

ORC SHIP OF THE LINE		MOVE	
DRILLAKILLA		TREADWHEEL 3 DICE" Roll 3x 1 Drillakilla sinks	
CREW			
DRILL 4+		TREADWHEEL 4+	
4 Drill lost		6 Ship immobilised	
WORKY BITZ 4+		BELOW WATERLINE 4+	
5 Ship immobilised		6	
HONOURS			
2			
DRILL (NO RANGED WEAPONS)			
Move into contact with target; if target fails BTW save, roll d6 (see p65 for full details):			
1: Drillakilla sinks			
2: 1 random low location on target destroyed (no save), then Drillakilla sinks.			
3: 1 point of BTW damage to target.			
4: 1 point of damage to a target's low area (no save), DK crew fight boarding action (no cannons can be used to repel boarders). Orcs win: target ship sunk next Battle phase. Orcs lose: stay in place, if target was a beast, both it and DK are lost.			
5: As above, except 1 point of BTW damage. If orcs lose, leave DK on target's template. During each End phase, after checking for fires spreading, roll d6: on 1-3 target takes 1 point BTW damage; on 4+ DK removed. If target was a beast it dies, DK stays in play but movement ends.			
6: d6 points of BTW damage. If target ship sunk and enough movement left, DK may move on and attack again. If target not sunk, DK stuck in target; follow procedure for 5 above.			

ORC SHIP OF THE LINE		MOVE	
DRILLAKILLA		TREADWHEEL 3 DICE" Roll 3x 1 Drillakilla sinks	
CREW			
DRILL 4+		TREADWHEEL 4+	
4 Drill lost		6 Ship immobilised	
WORKY BITZ 4+		BELOW WATERLINE 4+	
5 Ship immobilised		6	
HONOURS			
2			
DRILL (NO RANGED WEAPONS)			
Move into contact with target; if target fails BTW save, roll d6 (see p65 for full details):			
1: Drillakilla sinks			
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ORC SHIP OF THE LINE		MOVE	
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CREW			
DRILL 4+		TREADWHEEL 4+	
4 Drill lost		6 Ship immobilised	
WORKY BITZ 4+		BELOW WATERLINE 4+	
5 Ship immobilised		6	
HONOURS			
2			
DRILL (NO RANGED WEAPONS)			
Move into contact with target; if target fails BTW save, roll d6 (see p65 for full details):			
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ORC FLYER		MOVE		HONOURS	
WYVERN RIDER		15"		2	
RIDER					
4+		1		WOUND TRACK	
6 Remove model from table.					
WYVERN 4+					
4,5		Each hit causes 1 Wound. Further hits do not cause criticals.			
ATTACKS			CLOSE COMBAT		
Drops 3 Squigbombz on adjacent high locations starting from the rear of the target. Roll a d6:			+3 modifier in close combat.		
1-2 Squigbomb misses.					
3 Squigbomb hits location in front of target location.					
4 Squigbomb hits location behind target location.					
5-6 Squigbomb is on target.					
The location takes 1 point of damage if it fails a saving throw.					

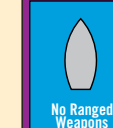
ORC SHIP OF THE LINE		MOVE	
BIGCHUKKA		TREADWHEEL 4" May not turn on spot May reverse up to 2" May not fire AND move	
CREW			
CHUKKA 5+		TREADWHEEL 5+	
4 Catapult lost		6 Ship immobilised	
WORKY BITZ 5+		BELOW WATERLINE 5+	
5		6	
HONOURS			
1			
WEAPONS			
1 Big Chukka catapult firing ahead, -1 save. May not repel boarders, fire at close range or be aimed low. If location fails save, it is destroyed and location below can be hit (save +1), then below at +2, etc. Rock stops when save is made or it passes through ship. A location already destroyed does not count and no critical.			

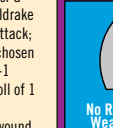
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CREW			
CHUKKA 5+		TREADWHEEL 5+	
4 Catapult lost		6 Ship immobilised	
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5		6	
HONOURS			
1			
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CREW			
CHUKKA 5+		TREADWHEEL 5+	
4 Catapult lost		6 Ship immobilised	
WORKY BITZ 5+		BELOW WATERLINE 5+	
5		6	
HONOURS			
1			
WEAPONS			
1 Big Chukka catapult firing ahead, -1 save. May not repel boarders, fire at close range or be aimed low. If location fails save, it is destroyed and location below can be hit (save +1), then below at +2, etc. Rock stops when save is made or it passes through ship. A location already destroyed does not count and no critical.			


DARK ELF MAN O'WAR			MOVE		
BLACK ARK OF NAGGAROTH			SAIL 9" WIND BEHIND 9" MAGIC 6" ANY DIRECTION, ANY FACING		
CREW					
FORE MAST 4+		MAIN MAST 4+		AFT MAST 4+	
4	No effect	5	No effect	6	No effect
Mast destroyed Speed reduced by 3"		Mast destroyed Speed reduced by 3"		Mast destroyed Speed reduced by 3"	
Further hits no criticals		Further hits no criticals		Further hits no criticals	
FWD BATTLE TOWERS 4+			AFT BATTLE TOWERS 4+		
2 Fore reaper battery lost			3 Aft reaper battery lost		
BOWS 4+		BATTLE PLATFORMS 4+		BEAST-PORTAL 4+	
4		5	Broadside reaper battery lost	6	Roll d6 for each Squadron inside. On 4-6 they escape
BELOW WATERLINE 4+					HONOURS
Lose 1" of magical movement per hit					10
WEAPONS					2-6
Reaper Batteries: 1 firing ahead, 1 rear, 1 broadside. Roll d6 to find number of shots (1 = jammed this turn).					2-6
SPECIAL RULES					2-6
Any attacks on Ark fail on d6: 1-2. Boarding actions roll d6 for each crew counter: on 1 it is lost. May push aside foes.					2-6

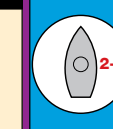
DARK ELF SHIP OF THE LINE		MOVE	
DOOMREAV		MONSTER 6" MAY TURN FREELY	
CREW Crew cannot board, but crew of 1 may be destroyed by spells, destroying 'ship'.			
HELLDRAKE 5+		DOOMREAV 5+	
4,5	Helldrake takes 1 wound	6	Helldrake goes out of control and dives (remove model)
WOUND TRACK Save vs Rams: 5+		HONOURS	
Lose 2" of movement per wound		2	
SPECIAL RULES			
When Helldrake moves into contact with enemy it may make a boarding attack (d6+remaining wounds) or a frenzy attack (roll d6): 1: opponent may move Helldrake up to 6" and attack with this table; 2: refuses to attack; 3: attacks chosen location; 4: attacks 2 different chosen locations; 5: attacks chosen location twice; 6: d6+1 attacks, roll for locations, saves at -1, then on a roll of 1 Helldrake removed from game. Any time Helldrake hits location on fire it takes 1 wound.			
			

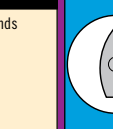
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WOUND TRACK Save vs Rams: 5+		HONOURS	
Lose 2" of movement per wound		2	
SPECIAL RULES			
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DARK ELF FLYER		MOVE		HONOURS	
MANTICORE LORD		15"		3	
RIDER 4+		1		WOUND TRACK	
6 Remove model from table.					
MANTICORE 4+		4,5		Each hit causes 1 Wound. Further hits do not cause criticals.	
ATTACKS		CLOSE COMBAT			
Drops a Deathfist on a specified high location. Roll a d6: 1-2 Deathfist misses. 3 Deathfist hits location in front of target location. 4 Deathfist hits location behind target location. 5-6 Deathfist is on target. The Deathfist has a -1 save modifier and causes 1 point of damage.		+3 modifier in close combat. If attacking, adds an additional +1 for a total of +4.			


DARK ELF INDEPENDENT		MOVE			
DEATH FORTRESS		MONSTER 6" MAY TURN FREELY			
CREW Crew cannot board, but crew of 1 may be destroyed by spells, destroying 'ship'.					
HEAD 4+		DEATH FORTRESS 3+		TAIL 4+	
4	Sea Dragon takes 1 wound	5	Sea Dragon goes out of control and dives (remove model)	6	Sea Dragon takes 1 wound
BODY 4+		3 Sea Dragon takes 1 wound			
WOUND TRACK Save vs Rams: 4+		HONOURS			
Lose 1" of movement per wound		4			
WEAPONS					
Reaper Battery Turret: 1 Roll d6 for # of shots, 1 = jammed.					
SPECIAL RULES					
May fight using a value of d6 plus remaining wounds when attacked in boarding action.					
					


DARK ELF INDEPENDENT		MOVE			
DEATH FORTRESS		MONSTER 6" MAY TURN FREELY			
CREW Crew cannot board, but crew of 1 may be destroyed by spells, destroying 'ship'.					
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WOUND TRACK Save vs Rams: 4+		HONOURS			
Lose 1" of movement per wound		4			
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Reaper Battery Turret: 1 Roll d6 for # of shots, 1 = jammed.					
SPECIAL RULES					
May fight using a value of d6 plus remaining wounds when attacked in boarding action.					
					


CHAOS DWARF MAN O' WAR		MOVE	
THUNDERFIRE BATTLEBARGE		STEAM 6" May turn on spot 90° per 1/2 move May reverse up to 2'	
CREW			
ROCKET BATTERY 4+		BRIDGE 5+	STERN 5+
3,4	1st & 2nd hits no effect. 3rd hit halves number of rockets fired (divide artillery dice roll by 2). 4th hit destroys battery.	5	6
HIGH			
BOWS 4+	MAGAZINE 3+	ENGINES 4+	ENGINES 4+
2	Automatic critical	4	5
		Speed -3"	Speed -3"
BELOW WATERLINE 4+		HONOURS	
[] [] [] []		[] [] [] []	
WEAPONS		[] [] [] []	
<p>Thunderfire Rocket Battery: uses artillery dice, range 12", number rolled is # hits scored. May not repel boarders.</p> <p>Misfire indicates malfunction (roll d6): 1: Roll dice again, battery location takes that many hits, misfire means Barge explodes; 2: Roll dice again, Barge takes that many hits (opponent decides high or low), misfire means Barge explodes; 3: Barge takes d6 hits (opponent decides high or low); 4: Place 1 damage marker on Battery location; 5: Battery fails to fire this turn and next turn; 6: Battery fails to fire this turn.</p>			
		 Special	


CHAOS DWARF SHIP OF THE LINE		MOVE	
HULL-DESTROYER		STEAM 6" May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 2'	
CREW			
RAM 4+	BOWS 5+	WINCH 4+	ENGINES 5+
2	3	5	6
1st hit no effect		Target's save now -1 rather than -2.	Speed -3"
2nd hit destroys ram			
		BOILERS 4+	
		4	Speed -3"
BELOW WATERLINE 4+		HONOURS	
[] [] [] []		[] [] [] []	
WEAPONS		[] [] [] []	
No ranged weapons.			
RAM			
If ship comes into contact with enemy, may use ram to strike a single low location (save -2). If target fails save, it is pushed away up to 3" (HD may remain in contact.)			
		 No Ranged Weapons	


CHAOS DWARF SHIP OF THE LINE		MOVE	
HULL-DESTROYER		STEAM 6" May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 2'	
CREW			
RAM 4+	BOWS 5+	WINCH 4+	ENGINES 5+
2	3	5	6
1st hit no effect		Target's save now -1 rather than -2.	Speed -3"
2nd hit destroys ram			
		BOILERS 4+	
		4	Speed -3"
BELOW WATERLINE 4+		HONOURS	
[] [] [] []		[] [] [] []	
WEAPONS		[] [] [] []	
No ranged weapons.			
RAM			
If ship comes into contact with enemy, may use ram to strike a single low location (save -2). If target fails save, it is pushed away up to 3" (HD may remain in contact.)			
		 No Ranged Weapons	

CHAOS DWARF SHIP OF THE LINE		MOVE	
HULL-DESTROYER		STEAM 6" May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 2'	
CREW			
RAM 4+	BOWS 5+	WINCH 4+	ENGINES 5+
2	3	5	6
1st hit no effect		Target's save now -1 rather than -2.	Speed -3"
2nd hit destroys ram			
		BOILERS 4+	
		4	Speed -3"
BELOW WATERLINE 4+		HONOURS	
[] [] [] []		[] [] [] []	
WEAPONS		[] [] [] []	
No ranged weapons.			
RAM			
If ship comes into contact with enemy, may use ram to strike a single low location (save -2). If target fails save, it is pushed away up to 3" (HD may remain in contact.)			
		 No Ranged Weapons	

CHAOS DWARF MAN O' WAR		MOVE	
GREAT LEVELLER BATTLEBARGE		STEAM 4" May turn on spot 90° per 1/2 move May reverse up to 2'	
CREW			
GREAT LEVELLER 4+		BRIDGE 5+	STERN 5+
3,4	1st & 2nd hits no effect	5	6
HIGH			
BOWS 5+	AMMUNITION 3+	ENGINES 4+	ENGINES 4+
2	Automatic critical	4	5
		Speed -2"	Speed -2"
BELOW WATERLINE 4+		HONOURS	
[] [] [] []		[] [] [] []	
WEAPONS		[] [] [] []	
<p>Great Leveller Mortar: uses artillery and scatter dice, min. range 6", max. range 24". Any ship under special template takes 4 hits (re-roll misses). May not repel boarders.</p> <p>Misfire indicates malfunction (roll d6): 1: Place template over Barge, resolve normally; 2: Roll twice on the Critical Hit Chart and apply more serious result to Barge; 3: Roll on the Critical Hit Chart and apply result to Barge; 4: Mortar location takes 2 hits, normal saves; 5: Mortar location takes 1 hit, normal saves; 6: Mortar may not fire this turn.</p>			
		 Special	

CHAOS DWARF SHIP OF THE LINE		MOVE	
THUNDER-ROLLER		STEAM 6" NO TURNS 9" May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3'	
CREW			
CANNON 4+		BRIDGE 5+	
5	Gun lost	6	
THUNDER-ROLLER 4+		SUPERSTRUCTURE 4+	ENGINES 5+
2	Roller lost	3	4
			1st hit no effect
			2nd hit immobilises ship
BELOW WATERLINE 4+		HONOURS	
[] [] [] []		[] [] [] []	
WEAPONS		[] [] [] []	
<p>Cannon: 1 firing ahead. Cannon may repel boarders.</p>			
SPECIAL RULES			
For each full inch of movement the Roller moves in a straight line before ramming, make a single dice attack against a low location.			
		 Special	

CHAOS DWARF SHIP OF THE LINE		MOVE	
THUNDER-ROLLER		STEAM 6" NO TURNS 9" May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3'	
CREW			
CANNON 4+		BRIDGE 5+	
5	Gun lost	6	
THUNDER-ROLLER 4+		SUPERSTRUCTURE 4+	ENGINES 5+
2	Roller lost	3	4
			1st hit no effect
			2nd hit immobilises ship
BELOW WATERLINE 4+		HONOURS	
[] [] [] []		[] [] [] []	
WEAPONS		[] [] [] []	
<p>Cannon: 1 firing ahead. Cannon may repel boarders.</p>			
SPECIAL RULES			
For each full inch of movement the Roller moves in a straight line before ramming, make a single dice attack against a low location.			
		 Special	

CHAOS DWARF SHIP OF THE LINE		MOVE	
THUNDER-ROLLER		STEAM 6" NO TURNS 9" May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3'	
CREW			
CANNON 4+		BRIDGE 5+	
5	Gun lost	6	
THUNDER-ROLLER 4+		SUPERSTRUCTURE 4+	ENGINES 5+
2	Roller lost	3	4
			1st hit no effect
			2nd hit immobilises ship
BELOW WATERLINE 4+		HONOURS	
[] [] [] []		[] [] [] []	
WEAPONS		[] [] [] []	
<p>Cannon: 1 firing ahead. Cannon may repel boarders.</p>			
SPECIAL RULES			
For each full inch of movement the Roller moves in a straight line before ramming, make a single dice attack against a low location.			
		 Special	

CHAOS DWARF FLYER

GREAT TAURUS RIDER

MOVE **18"** HONOURS **2**

RIDER **5+**

6 If Rider is killed, remove model from table.

1 WOUND TRACK

GREAT TAURUS **-**

4,5 Each hit causes 1 Wound. Further hits do not cause criticals.

ATTACKS

Against other flyers, makes a 1 dice **blunderbuss** attack. May use a blunderbuss as defensive fire against incoming flyers.

Against ships, rather than causing damage, roll d6: on 6 remove 1 crew counter from the target.

CLOSE COMBAT

+3 modifier in close combat.

CHAOS DWARF FLYER

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MOVE **18"** HONOURS **2**

RIDER **5+**

6 If Rider is killed, remove model from table.

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ATTACKS

Against other flyers, makes a 1 dice **blunderbuss** attack. May use a blunderbuss as defensive fire against incoming flyers.

Against ships, rather than causing damage, roll d6: on 6 remove 1 crew counter from the target.

CLOSE COMBAT

+3 modifier in close combat.

SKAVEN MAN O'WAR		MOVE	
DOOMBRINGER		PADDLES 6"	
CREW PURCHASED		Backwards/forwards; unaffected by wind; may reverse during move USE STANDARD TURNING TEMPLATE	
VOLUME TRACK		GREY SEER	SKAVEN WARLORD
CREW Skaven crew must check morale if the ship takes a critical hit.			
PADDLE 5+	GREAT BELL 4+	PADDLE 5+	
2 Speed reduced by 1"	3,4 No effect	5,6 Speed reduced by 1"	
	No effect		
	Bell destroyed		
PADDLE 4+	HULL 4+	PADDLE 4+	
2,3 Speed reduced by 2"	4,5	6 Speed reduced by 2"	
BELOW WATERLINE 4+		HONOURS	
		1	
WEAPONS			
Great Bell: 1 firing 360°, may not repel boarders. #Attack Dice: 2d6+ #dice on Volume Track. Increase volume by 1 each time bell is rung, decrease by 1 every turn it is not rung. Apply all doubles, highest first (rolls of 2-6 affect enemy ships in range of highest double). 1: bell explodes; 2: unmoved ships cannot move this turn; 3: unfired ships cannot fire this turn; 4: ships take 1 random hit, normal save; 5: ships lose 1 crew; 6: ships roll for critical damage.			

SKAVEN SHIP OF THE LINE		MOVE	
WARP-RAIDER		PADDLES 2 DICE"	
CREW PURCHASED		Backwards/forwards; unaffected by wind; may reverse during move USE STANDARD TURNING TEMPLATE	
MOVEMENT If 2 dice come up a double, vessel may not move or fire this turn. CREW Skaven crew must check morale if the ship takes a critical hit			
BOWS 5+	TURRET 4+	WARP-TANKS 5+	
3	4 Warfire-thrower lost	6 Automatic critical Subsequent hits only 1 critical roll	
	PADDLE 4+		
	5 Immobilised		
BELOW WATERLINE 5+		HONOURS	
		1	
WEAPONS			
Warp-fire Thrower: 1 firing ahead, may not repel boarders. Range 4", use special template. First target even partially under the template is hit with a 3 dice attack at -1 save. A location failing its save is set alight. If a double is rolled on the 3 attack dice the Warp-Raider explodes and sinks.			

SKAVEN SHIP OF THE LINE		MOVE	
WARP-RAIDER		PADDLES 2 DICE"	
CREW PURCHASED		Backwards/forwards; unaffected by wind; may reverse during move USE STANDARD TURNING TEMPLATE	
MOVEMENT If 2 dice come up a double, vessel may not move or fire this turn. CREW Skaven crew must check morale if the ship takes a critical hit			
BOWS 5+	TURRET 4+	WARP-TANKS 5+	
3	4 Warfire-thrower lost	6 Automatic critical Subsequent hits only 1 critical roll	
	PADDLE 4+		
	5 Immobilised		
BELOW WATERLINE 5+		HONOURS	
		1	
WEAPONS			
Warp-fire Thrower: 1 firing ahead, may not repel boarders. Range 4", use special template. First target even partially under the template is hit with a 3 dice attack at -1 save. A location failing its save is set alight. If a double is rolled on the 3 attack dice the Warp-Raider explodes and sinks.			

SKAVEN SHIP OF THE LINE		MOVE	
WARP-RAIDER		PADDLES 2 DICE"	
CREW PURCHASED		Backwards/forwards; unaffected by wind; may reverse during move USE STANDARD TURNING TEMPLATE	
MOVEMENT If 2 dice come up a double, vessel may not move or fire this turn. CREW Skaven crew must check morale if the ship takes a critical hit			
BOWS 5+	TURRET 4+	WARP-TANKS 5+	
3	4 Warfire-thrower lost	6 Automatic critical Subsequent hits only 1 critical roll	
	PADDLE 4+		
	5 Immobilised		
BELOW WATERLINE 5+		HONOURS	
		1	
WEAPONS			
Warp-fire Thrower: 1 firing ahead, may not repel boarders. Range 4", use special template. First target even partially under the template is hit with a 3 dice attack at -1 save. A location failing its save is set alight. If a double is rolled on the 3 attack dice the Warp-Raider explodes and sinks.			

SKAVEN SHIP OF THE LINE		MOVE	
WARP-RAIDER		PADDLES 2 DICE"	
CREW PURCHASED		Backwards/forwards; unaffected by wind; may reverse during move USE STANDARD TURNING TEMPLATE	
MOVEMENT If 2 dice come up a double, vessel may not move or fire this turn. CREW Skaven crew must check morale if the ship takes a critical hit			
BOWS 5+	TURRET 4+	WARP-TANKS 5+	
3	4 Warfire-thrower lost	6 Automatic critical Subsequent hits only 1 critical roll	
	PADDLE 4+		
	5 Immobilised		
BELOW WATERLINE 5+		HONOURS	
		1	
WEAPONS			
Warp-fire Thrower: 1 firing ahead, may not repel boarders. Range 4", use special template. First target even partially under the template is hit with a 3 dice attack at -1 save. A location failing its save is set alight. If a double is rolled on the 3 attack dice the Warp-Raider explodes and sinks.			

SKAVEN SHIP OF THE LINE		MOVE	
CLAN PESTILENS DEATHBURNER		PADDLES 8"	
CREW PURCHASED		Backwards/forwards; unaffected by wind; may reverse during move USE STANDARD TURNING TEMPLATE	
CREW Skaven crew must check morale if the ship takes a critical hit.			
PLAGUE-BURNER 4+	WINCH 5+	ENGINE 4+	PADDLE 5+
3 No effect	4	5 Speed reduced by 4"	6 Speed reduced by 4"
Plague-burner destroyed			
BELOW WATERLINE 5+		HONOURS	
		2	
WEAPONS			
Plagueburner: 1 firing ahead, may not repel boarders. Once the Deathburner has finished moving, place the Plagueburner template at the front of the ship and roll d6 for each vessel under it: 1-4: no effect; 5-6: ship loses 1 crew counter. Also make a 1 dice attack against each ship (aim high or low; normal save). Also affects friendly vessels.			

SKAVEN SHIP OF THE LINE		MOVE	
CLAN PESTILENS DEATHBURNER		PADDLES 8"	
CREW PURCHASED		Backwards/forwards; unaffected by wind; may reverse during move USE STANDARD TURNING TEMPLATE	
CREW Skaven crew must check morale if the ship takes a critical hit.			
PLAGUE-BURNER 4+	WINCH 5+	ENGINE 4+	PADDLE 5+
3 No effect	4	5 Speed reduced by 4"	6 Speed reduced by 4"
Plague-burner destroyed			
BELOW WATERLINE 5+		HONOURS	
		2	
WEAPONS			
Plagueburner: 1 firing ahead, may not repel boarders. Once the Deathburner has finished moving, place the Plagueburner template at the front of the ship and roll d6 for each vessel under it: 1-4: no effect; 5-6: ship loses 1 crew counter. Also make a 1 dice attack against each ship (aim high or low; normal save). Also affects friendly vessels.			

SKAVEN SHIP OF THE LINE		MOVE	
CLAN PESTILENS DEATHBURNER		PADDLES 8"	
CREW PURCHASED		Backwards/forwards; unaffected by wind; may reverse during move USE STANDARD TURNING TEMPLATE	
CREW Skaven crew must check morale if the ship takes a critical hit.			
PLAGUE-BURNER 4+	WINCH 5+	ENGINE 4+	PADDLE 5+
3 No effect	4	5 Speed reduced by 4"	6 Speed reduced by 4"
Plague-burner destroyed			
BELOW WATERLINE 5+		HONOURS	
		2	
WEAPONS			
Plagueburner: 1 firing ahead, may not repel boarders. Once the Deathburner has finished moving, place the Plagueburner template at the front of the ship and roll d6 for each vessel under it: 1-4: no effect; 5-6: ship loses 1 crew counter. Also make a 1 dice attack against each ship (aim high or low; normal save). Also affects friendly vessels.			

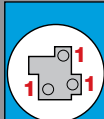
INDEPENDENT TERRAIN PIECE	MOVE
SHORE FORT	MAY NOT MOVE
CREW	

LEFT CANNON BATTERY 3+	CENTRE CANNON BATTERY 3+	RIGHT CANNON BATTERY 3+
4 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	5 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	6 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter

STRUCTURAL DAMAGE	HONOURS
C C Immune against rams: rammers run aground.	5

RANGED WEAPONS
Cannons: 3 turrets, 360°.

CAPTURING A SHOREFORT
Move ship so it is touching the fort and roll d6; on a 5+ it has run aground. In any case may board. In a boarding action, an undamaged standard shorefort rolls 1 die and adds +3 for its crew, +3 for its guns and +1 for its stone walls in defence for a total of +7.



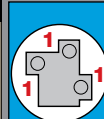
INDEPENDENT TERRAIN PIECE	MOVE
SHORE FORT	MAY NOT MOVE
CREW	

LEFT CANNON BATTERY 3+	CENTRE CANNON BATTERY 3+	RIGHT CANNON BATTERY 3+
4 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	5 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	6 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter

STRUCTURAL DAMAGE	HONOURS
C C Immune against rams: rammers run aground.	5

RANGED WEAPONS
Cannons: 3 turrets, 360°.

CAPTURING A SHOREFORT
Move ship so it is touching the fort and roll d6; on a 5+ it has run aground. In any case may board. In a boarding action, an undamaged standard shorefort rolls 1 die and adds +3 for its crew, +3 for its guns and +1 for its stone walls in defence for a total of +7.



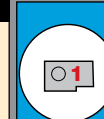
INDEPENDENT TERRAIN PIECE	MOVE
DEFENCE TOWER	MAY NOT MOVE
CREW	

CANNON BATTERY 3+
5,6 Cannon battery destroyed Further hits cause structural damage

STRUCTURAL DAMAGE	HONOURS
C Immune against rams: rammers run aground.	2

RANGED WEAPONS
Cannon: 1 turret, 360°.

CAPTURING A DEFENCE TOWER
Move ship so it is touching the tower and roll d6; on a 5+ it has run aground. In any case may board. In a boarding action, an undamaged standard shorefort rolls 1 die and adds +1 for its crew, +1 for its guns and +1 for its stone walls in defence for a total of +3.



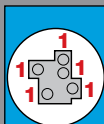
INDEPENDENT TERRAIN PIECE	MOVE
COASTAL BASTION	MAY NOT MOVE
CREW	

UPPER LEFT CANNON 3+	UPPER RIGHT CANNON 3+	
5 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	6 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	
LEFT CANNON 3+	CENTRE CANNON 3+	RIGHT CANNON 3+
2 1 cannon destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	3 1 cannon destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	4 1 cannon destroyed Further hits cause 1 point of structural damage and kill 1 crew counter

STRUCTURAL DAMAGE	HONOURS
C C C C Immune against rams: rammers run aground.	10

RANGED WEAPONS
Cannons: 5 turrets, 360°.

CAPTURING A COASTAL BASTION
Move ship so it is touching the bastion and roll d6; on a 5+ it has run aground. In any case may board. In a boarding action, an undamaged standard shorefort rolls 1 die and adds +5 for its crew, +5 for its guns and +1 for its stone walls in defence for a total of +11.



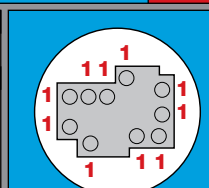
INDEPENDENT TERRAIN PIECE	MOVE
SEA FORTRESS	MAY NOT MOVE
CREW	

GARRISON TOWER 3+	GATETOWER 3+	KING'S TOWER 3+	PRISON TOWER 3+	FLAG TOWER 3+
2 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	3 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	4 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	5 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	6 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter
SEA WALL 3+	MAIN GATE 3+	CURTAIN WALL 3+	COURTYARD WALL 3+	DUNGEON WALL 3+
2 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	3 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	4 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	5 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	6 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter

STRUCTURAL DAMAGE	HONOURS
C C C C C C C C C C Immune against rams: rammers run aground.	20

RANGED WEAPONS
Cannons: 10 turrets, 360°.

CAPTURING A SEA FORTRESS
Move ship so it is touching the bastion and roll d6; on a 5+ it has run aground. In any case may board. In a boarding action, an undamaged standard shorefort rolls 1 die and adds +10 for its crew, + for its guns and +1 for its stone walls in defence for a total of +17.



KHORNE MAN O'WAR					MOVE				
BLOODSHIP					OARS 6" NO TURNS 9"				
CREW					May turn on spot 90° per 1/2 move May reverse up to 2"				
CHAOS WARRIORS									
PROW	GUN DECKS	BLOOD CAULDRONS	BRIDGE	STERN	HIGH				
4+	4+	4+	4+	4+					
2	3	4	5	6	Both locations destroyed: Burning Skulls lost				
HAMMER OF KHORNE	OAR DECK	OAR DECK	OAR DECK	AFT	LOW				
3+	4+	4+	4+	4+					
2	3	4	5	6	May not ram/fire Hammer of Khorne Speed -2"(3") Speed -2"(3") Speed -2"(3")				
BELOW WATERLINE					HONOURS				
4+					6				
WEAPONS & RAM					Special				
<p>Burning Skulls: Cannon. 1 dice attack, range 6", -1 to save. If target fails save, the location is also set ablaze.</p> <p>Hammer of Khorne: Cannon. 1 dice attack, range 6". If target fails save, the location is also set ablaze and all adjacent locations above the waterline must make save or also be set ablaze. Ram. 3" straight under oars. Roll for hit location: 1-3: low (location hit -2 save), 4-6: BW (-1 save, roll: 1-2: 1 pt BW damage; 3-5: 2 pts BW damage; 6: 3 pts BW damage.</p>									

KHORNE SHIP OF THE LINE					MOVE				
DEATHGALLEY					SAIL 6" WIND BEHIND 9"				
CREW					May turn on spot 90° per 1/2 move May reverse up to 2"				
CHAOS CULTISTS									
OARS 6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"					CHAOS REWARD Starts the game with one Chaos Reward of Khorne card.				
MAST					5+				
4 Mast lost Cannot move under sail					Further hits no criticals				
FORECASTLE									
4+					5+				
5 Cannon destroyed May not fire					6 Oars lost Cannot move under oars				
BELOW WATERLINE					HONOURS				
5+					2				
WEAPONS					1				
Cannon: 1 firing ahead. Cannon may repel boarders.					No Ranged Weapons				
RAM									
3" straight under oars. If foe fails Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.									

KHORNE SHIP OF THE LINE					MOVE				
DEATHGALLEY					SAIL 6" WIND BEHIND 9"				
CREW					May turn on spot 90° per 1/2 move May reverse up to 2"				
CHAOS CULTISTS									
OARS 6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"					CHAOS REWARD Starts the game with one Chaos Reward of Khorne card.				
MAST					5+				
4 Mast lost Cannot move under sail					Further hits no criticals				
FORECASTLE									
4+					5+				
5 Cannon destroyed May not fire					6 Oars lost Cannot move under oars				
BELOW WATERLINE					HONOURS				
5+					2				
WEAPONS					1				
Cannon: 1 firing ahead. Cannon may repel boarders.					No Ranged Weapons				
RAM									
3" straight under oars. If foe fails Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.									


KHORNE SHIP OF THE LINE					MOVE				
DEATHGALLEY					SAIL 6" WIND BEHIND 9"				
CREW					May turn on spot 90° per 1/2 move May reverse up to 2"				
CHAOS CULTISTS									
OARS 6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"					CHAOS REWARD Starts the game with one Chaos Reward of Khorne card.				
MAST					5+				
4 Mast lost Cannot move under sail					Further hits no criticals				
FORECASTLE									
4+					5+				
5 Cannon destroyed May not fire					6 Oars lost Cannot move under oars				
BELOW WATERLINE					HONOURS				
5+					2				
WEAPONS					1				
Cannon: 1 firing ahead. Cannon may repel boarders.					No Ranged Weapons				
RAM									
3" straight under oars. If foe fails Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.									


KHORNE MAN O'WAR					MOVE				
BLOODSHIP					OARS 6" NO TURNS 9"				
CREW					May turn on spot 90° per 1/2 move May reverse up to 2"				
CHAOS WARRIORS									
PROW	GUN DECKS	BLOOD CAULDRONS	BRIDGE	STERN	HIGH				
4+	4+	4+	4+	4+					
2	3	4	5	6	Both locations destroyed: Burning Skulls lost				
HAMMER OF KHORNE	OAR DECK	OAR DECK	OAR DECK	AFT	LOW				
3+	4+	4+	4+	4+					
2	3	4	5	6	May not ram/fire Hammer of Khorne Speed -2"(3") Speed -2"(3") Speed -2"(3")				
BELOW WATERLINE					HONOURS				
4+					6				
WEAPONS & RAM					Special				
<p>Burning Skulls: Cannon. 1 dice attack, range 6", -1 to save. If target fails save, the location is also set ablaze.</p> <p>Hammer of Khorne: Cannon. 1 dice attack, range 6". If target fails save, the location is also set ablaze and all adjacent locations above the waterline must make save or also be set ablaze. Ram. 3" straight under oars. Roll for hit location: 1-3: low (location hit -2 save), 4-6: BW (-1 save, roll: 1-2: 1 pt BW damage; 3-5: 2 pts BW damage; 6: 3 pts BW damage.</p>									


KHORNE SHIP OF THE LINE					MOVE									
IRONSHARK					SAIL 6" OARS 6"									
CREW					May turn on spot 90° per 1/2 move May reverse up to 2"									
CHAOS CULTISTS														
SHARK HEAD 4+					SAIL 5+					AFTCASTLE 4+				
3 No effect					4 Mast lost Cannot move under sail					6				
Shark head destroyed					Further hits no criticals					OARS 5+				
BELOW WATERLINE					HONOURS									
5+					2									
WEAPONS					1									
Shark Head: Jaws must be in contact with enemy ship. Roll 1 d6 attack to low location with a save of -1. If enemy rolls a 1 when making saving throw, bite inflicts 2 points of damage instead of 1.					No Ranged Weapons									
SPECIAL RULES														
On a roll of 6 (d6) any spell cast against the Ironshark fails.														

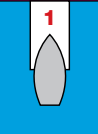
KHORNE SHIP OF THE LINE					MOVE									
IRONSHARK					SAIL 6" OARS 6"									
CREW					May turn on spot 90° per 1/2 move May reverse up to 2"									
CHAOS CULTISTS														
SHARK HEAD 4+					SAIL 5+					AFTCASTLE 4+				
3 No effect					4 Mast lost Cannot move under sail					6				
Shark head destroyed					Further hits no criticals					OARS 5+				
BELOW WATERLINE					HONOURS									
5+					2									
WEAPONS					1									
Shark Head: Jaws must be in contact with enemy ship. Roll 1 d6 attack to low location with a save of -1. If enemy rolls a 1 when making saving throw, bite inflicts 2 points of damage instead of 1.					No Ranged Weapons									
SPECIAL RULES														
On a roll of 6 (d6) any spell cast against the Ironshark fails.														

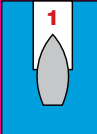
KHORNE SHIP OF THE LINE					MOVE									
IRONSHARK					SAIL 6" OARS 6"									
CREW					May turn on spot 90° per 1/2 move May reverse up to 2"									
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SHARK HEAD 4+					SAIL 5+					AFTCASTLE 4+				
3 No effect					4 Mast lost Cannot move under sail					6				
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5+					2									
WEAPONS					1									
Shark Head: Jaws must be in contact with enemy ship. Roll 1 d6 attack to low location with a save of -1. If enemy rolls a 1 when making saving throw, bite inflicts 2 points of damage instead of 1.					No Ranged Weapons									
SPECIAL RULES														
On a roll of 6 (d6) any spell cast against the Ironshark fails.														

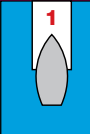
SLAANESH MAN O'WAR		MOVE	
HELLSHIP		SAIL 9"	
CREW		CHAOS WARRIORS	
FOREMAST 5+	RREAR MAST 4+	LREAR MAST 4+	
4 No effect Mast destroyed Speed reduced by 3"	5 No effect Mast destroyed Speed reduced by 3"	6 No effect Mast destroyed Speed reduced by 3"	
Further hits no criticals		Further hits no criticals	
FORECASTLE 4+		AFTCASTLE 4+	
2 Radiance of Slaanesh lost when both locations destroyed		3	
BOWS 4+	BURNERS 4+	STERN 4+	
4	5 2nd hit destroys Incense of Slaanesh	6	
BELOW WATERLINE 4+		HONOURS 6	
WEAPONS			
<p>Radiance of Slaanesh: may not repel boarders; range 9", 360° arc of fire; roll for each crew counter on enemy ship to <i>entrance</i>. Range 0-3: 4-6; 3-6: 5-6; 6-9: 6.</p> <p>Entranced counters attack crewmates; fight boarding action between two sides; if captured by traitors treated as captured vessel. Ship that boards or is boarded by Hellship is affected by Incense of Slaanesh: roll d6 for each crew counter; on 5-6 remove it and place on Hellship (max 6).</p>		Special	

SLAANESH MAN O'WAR		MOVE	
HELLSHIP		SAIL 9"	
CREW		CHAOS WARRIORS	
FOREMAST 5+	RREAR MAST 4+	LREAR MAST 4+	
4 No effect Mast destroyed Speed reduced by 3"	5 No effect Mast destroyed Speed reduced by 3"	6 No effect Mast destroyed Speed reduced by 3"	
Further hits no criticals		Further hits no criticals	
FORECASTLE 4+		AFTCASTLE 4+	
2 Radiance of Slaanesh lost when both locations destroyed		3	
BOWS 4+	BURNERS 4+	STERN 4+	
4	5 2nd hit destroys Incense of Slaanesh	6	
BELOW WATERLINE 4+		HONOURS 6	
WEAPONS			
<p>Radiance of Slaanesh: may not repel boarders; range 9", 360° arc of fire; roll for each crew counter on enemy ship to <i>entrance</i>. Range 0-3: 4-6; 3-6: 5-6; 6-9: 6.</p> <p>Entranced counters attack crewmates; fight boarding action between two sides; if captured by traitors treated as captured vessel. Ship that boards or is boarded by Hellship is affected by Incense of Slaanesh: roll d6 for each crew counter; on 5-6 remove it and place on Hellship (max 6).</p>		Special	

SLAANESH MAN O'WAR		MOVE	
HELLSHIP		SAIL 9"	
CREW		CHAOS WARRIORS	
FOREMAST 5+	RREAR MAST 4+	LREAR MAST 4+	
4 No effect Mast destroyed Speed reduced by 3"	5 No effect Mast destroyed Speed reduced by 3"	6 No effect Mast destroyed Speed reduced by 3"	
Further hits no criticals		Further hits no criticals	
FORECASTLE 4+		AFTCASTLE 4+	
2 Radiance of Slaanesh lost when both locations destroyed		3	
BOWS 4+	BURNERS 4+	STERN 4+	
4	5 2nd hit destroys Incense of Slaanesh	6	
BELOW WATERLINE 4+		HONOURS 6	
WEAPONS			
<p>Radiance of Slaanesh: may not repel boarders; range 9", 360° arc of fire; roll for each crew counter on enemy ship to <i>entrance</i>. Range 0-3: 4-6; 3-6: 5-6; 6-9: 6.</p> <p>Entranced counters attack crewmates; fight boarding action between two sides; if captured by traitors treated as captured vessel. Ship that boards or is boarded by Hellship is affected by Incense of Slaanesh: roll d6 for each crew counter; on 5-6 remove it and place on Hellship (max 6).</p>		Special	

SLAANESH SHIP OF THE LINE		MOVE	
DEATHGALLEY		SAIL 6" WIND BEHIND 9"	
CREW		CHAOS CULTISTS	
		OARS 4" NO TURNS 6"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
CHAOS REWARD Starts the game with one Chaos Reward of Slaanesh card.			
MAST 5+			
4 Mast lost Cannot move under sail		Further hits no criticals	
FORECASTLE 4+	OAR DECK 5+		
5 Cannon destroyed May not fire	6 Oars lost Cannot move under oars		
BELOW WATERLINE 5+		HONOURS 2	
WEAPONS			
<p>Cannon: 1 firing ahead. Cannon may repel boarders.</p> <p>RAM</p> <p>3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.</p>		Special	

SLAANESH SHIP OF THE LINE		MOVE	
DEATHGALLEY		SAIL 6" WIND BEHIND 9"	
CREW		CHAOS CULTISTS	
		OARS 4" NO TURNS 6"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
CHAOS REWARD Starts the game with one Chaos Reward of Slaanesh card.			
MAST 5+			
4 Mast lost Cannot move under sail		Further hits no criticals	
FORECASTLE 4+	OAR DECK 5+		
5 Cannon destroyed May not fire	6 Oars lost Cannot move under oars		
BELOW WATERLINE 5+		HONOURS 2	
WEAPONS			
<p>Cannon: 1 firing ahead. Cannon may repel boarders.</p> <p>RAM</p> <p>3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.</p>		Special	

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WEAPONS			
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SLAANESH SHIP OF THE LINE		MOVE	
HELLRAMMER		SAIL 6" 9° wind behind OARS 4" 6° straight May turn on spot 90° per 1/2 move May reverse up to 3"	
CREW		CHAOS CUTLISTS	

SLAANESH SHIP OF THE LINE		MOVE	
HELLRAMMER		SAIL 6" 9° wind behind OARS 4" 6° straight May turn on spot 90° per 1/2 move May reverse up to 3"	
CREW		CHAOS CUTLISTS	

SLAANESH SHIP OF THE LINE		MOVE	
HELLRAMMER		SAIL 6" 9° wind behind OARS 4" 6° straight May turn on spot 90° per 1/2 move May reverse up to 3"	
CREW		CHAOS CUTLISTS	

MAST 5+			
6 Mast lost Cannot move under sail			
Further hits no criticals			
RAM 4+	BOWS 5+	OAR DECK 5+	AFTCASTLE 5+
2 May not ram	3 Cannon lost	4 Oars lost No oars move	5
BELOW WATERLINE 5+			HONOURS
WEAPONS			1
Cannon: 1 firing ahead.			
RAM			
3" straight no turns; if contact made, random low area hit no save. If in contact, cultists must fight boarding action with +2 on first roll. Fight continues until capture or death.			

MAST 5+			
6 Mast lost Cannot move under sail			
Further hits no criticals			
RAM 4+	BOWS 5+	OAR DECK 5+	AFTCASTLE 5+
2 May not ram	3 Cannon lost	4 Oars lost No oars move	5
BELOW WATERLINE 5+			HONOURS
WEAPONS			1
Cannon: 1 firing ahead.			
RAM			
3" straight no turns; if contact made, random low area hit no save. If in contact, cultists must fight boarding action with +2 on first roll. Fight continues until capture or death.			

MAST 5+			
6 Mast lost Cannot move under sail			
Further hits no criticals			
RAM 4+	BOWS 5+	OAR DECK 5+	AFTCASTLE 5+
2 May not ram	3 Cannon lost	4 Oars lost No oars move	5
BELOW WATERLINE 5+			HONOURS
WEAPONS			1
Cannon: 1 firing ahead.			
RAM			
3" straight no turns; if contact made, random low area hit no save. If in contact, cultists must fight boarding action with +2 on first roll. Fight continues until capture or death.			

SLAANESH SHIP OF THE LINE		MOVE	
HELLSLICER		OARS 6" May turn on spot 90° per 1/2 move May reverse up to 3"	
CREW		CHAOS CUTLISTS	

SLAANESH SHIP OF THE LINE		MOVE	
HELLSLICER		OARS 6" May turn on spot 90° per 1/2 move May reverse up to 3"	
CREW		CHAOS CUTLISTS	

SLAANESH SHIP OF THE LINE		MOVE	
HELLSLICER		OARS 6" May turn on spot 90° per 1/2 move May reverse up to 3"	
CREW		CHAOS CUTLISTS	

SCYTHE BLADES 4+			
5,6 <input type="checkbox"/> 1st & 2nd hits no effect			
<input type="checkbox"/> 3rd hit Scythe blades destroyed			
BOWS 5+	OAR DECK 4+	AFTCASTLE 4+	
2	3 Oars lost No oars move	4	
BELOW WATERLINE 5+			HONOURS
WEAPONS			1
Hellslicer: can only attach high locations; sails -1 save. 2 dice attack: for each that misses roll d6: 1: All ships within 3" take 1 low hit with -1 save; 2: scythe blades location takes 1 damage; 3-5: no effect; 6: roll the attack again, but may try to hit low location.			 No ranged weapons

SCYTHE BLADES 4+			
5,6 <input type="checkbox"/> 1st & 2nd hits no effect			
<input type="checkbox"/> 3rd hit Scythe blades destroyed			
BOWS 5+	OAR DECK 4+	AFTCASTLE 4+	
2	3 Oars lost No oars move	4	
BELOW WATERLINE 5+			HONOURS
WEAPONS			1
Hellslicer: can only attach high locations; sails -1 save. 2 dice attack: for each that misses roll d6: 1: All ships within 3" take 1 low hit with -1 save; 2: scythe blades location takes 1 damage; 3-5: no effect; 6: roll the attack again, but may try to hit low location.			 No ranged weapons

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BOWS 5+	OAR DECK 4+	AFTCASTLE 4+	
2	3 Oars lost No oars move	4	
BELOW WATERLINE 5+			HONOURS
WEAPONS			1
Hellslicer: can only attach high locations; sails -1 save. 2 dice attack: for each that misses roll d6: 1: All ships within 3" take 1 low hit with -1 save; 2: scythe blades location takes 1 damage; 3-5: no effect; 6: roll the attack again, but may try to hit low location.			 No ranged weapons

TZEENTCH MAN O'WAR		MOVE	
GREAT WINGED TERROR		UP TO 6 DICE™ 1 DICE PER ENERGY COUNTER	
CREW		CHAOS WARRIORS	
FORECASTLE	SAIL	AFTCASTLE	
5+	5+	5+	
2 Further hits no criticals	3 Further hits no criticals	4 Further hits no criticals	
PROW		WINGS	
4+		4+	
5 Further hits no criticals		6 Further hits no criticals	
ENERGY TRACK		HONOURS	
Each hit above reduces energy by 1		2	
MOVEMENT			
Take dice equal to number of Energy of Tzeentch counters (starts with 6). Choose and roll a number of them for movement. Ignores wind effects. May skim over sand banks and islands but is damaged and loses an Energy counter on a roll of 1 on a d6.			
COMBAT			
For every Energy of Tzeentch counter not used for movement may fire a Bolt of Tzeentch. Range 9", 360° arc, 1 dice attack. All hit locations get a normal save regardless of range.			
SPECIAL RULES			
Destroyed or captured ships vanish. May use dice to repair an Energy counter on a roll of 5-6. 'Killed' enemy crew in boarding actions are transformed into Pink Horrors on a roll of 5+ (up to maximum crew limit).			
			 Special

CHAOS INDEPENDENT		MOVE	
BANE TOWER OF TZEENTCH		UP TO 3 DICE™ 1 DICE PER ENERGY COUNTER USE STANDARD TURNING TEMPLATE	
CREW		2 CHAOS CULTISTS CHAOS SORCEROR	
MAIN TOWER			
4 Further hits no criticals			
FORE TOWER		AFT TOWER	
4+		4+	
5 Further hits no criticals		6 Further hits no criticals	
ENERGY TRACK		HONOURS	
Each hit above reduces energy by 1		2	
MOVEMENT			
Take dice equal to number of Energy of Tzeentch counters (starts with 3). Choose and roll a number of them for movement. Ignores wind effects. May skim over sand banks and islands but is damaged and loses an Energy counter on a roll of 1 on a d6.			
COMBAT			
For every Energy of Tzeentch counter not used for movement may fire a Bolt of Tzeentch. Range 9", 360° arc, 1 dice attack. May not repel boarders. Does not cause criticals. Hit locations get a normal save regardless of range.			
SPECIAL RULES			
Destroyed or captured towers vanish. May use dice to repair an Energy counter on a roll of 5-6. 'Killed' enemy crew in boarding actions are transformed into Pink Horrors on a roll of 4+ (up to maximum crew limit).			
			 Special

CHAOS FLYER		MOVE		HONOURS	
CHAOS LORD OF CHANGE		24"		4	
RIDER		1		WOUND TRACK	
4-6		Each hit causes 1 Wound. Further hits do not cause criticals.			
ATTACKS		CLOSE COMBAT			
May donate magic power to the Chaos Sorcerer at any point during the Magic Phase. Roll a d6:		+4 modifier in close combat. Opponent must roll greater than 1 on a dice to be able to attack back or use defensive fire.			
1 Lord sent back to the Warp.					
2 Lord overloaded, loses 1 wound.					
3 Sorcerer receives 1 pt magic.					
4 Sorcerer receives 2 pts magic.					
5 Sorcerer receives 3 pts magic.					
6 Sorcerer receives 4 pts magic.					

TZEENTCH SHIP OF THE LINE		MOVE	
DEATHGALLEY		SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"	
CREW		CHAOS CULTISTS	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
CHAOS REWARD Starts the game with one Chaos Reward of Tzeentch card.			
MAST			
4 Mast lost Cannot move under sail			
Further hits no criticals			
FORECASTLE		OAR DECK	
4+		5+	
5 Cannon destroyed May not fire		6 Oars lost Cannot move under oars	
BELOW WATERLINE		HONOURS	
5+		2	
WEAPONS		1	
Cannon: 1 firing ahead. Cannon may repel boarders.			
RAM			
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.			

TZEENTCH SHIP OF THE LINE		MOVE	
DEATHGALLEY		SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"	
CREW		CHAOS CULTISTS	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
CHAOS REWARD Starts the game with one Chaos Reward of Tzeentch card.			
MAST			
4 Mast lost Cannot move under sail			
Further hits no criticals			
FORECASTLE		OAR DECK	
4+		5+	
5 Cannon destroyed May not fire		6 Oars lost Cannot move under oars	
BELOW WATERLINE		HONOURS	
5+		2	
WEAPONS		1	
Cannon: 1 firing ahead. Cannon may repel boarders.			
RAM			
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.			

TZEENTCH SHIP OF THE LINE		MOVE	
DEATHGALLEY		SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"	
CREW		CHAOS CULTISTS	
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MAST			
4 Mast lost Cannot move under sail			
Further hits no criticals			
FORECASTLE		OAR DECK	
4+		5+	
5 Cannon destroyed May not fire		6 Oars lost Cannot move under oars	
BELOW WATERLINE		HONOURS	
5+		2	
WEAPONS		1	
Cannon: 1 firing ahead. Cannon may repel boarders.			
RAM			
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.			

NURGLE MAN O'WAR		MOVE	
PLAGUESHIP		SAIL 6" PADDLES 4" May turn on spot 90° per 1/2 move	
CREW		CHAOS WARRIORS	
FOREMAST 5+	MAINMAST 4+	AFTMAST 5+	
4 No effect Mast destroyed Speed reduced by 2" Further hits no criticals	5 No effect Mast destroyed Speed reduced by 2" Further hits no criticals	6 No effect Mast destroyed Speed reduced by 2" Further hits no criticals	
FORE CATAPULT 4+	AFT CATAPULT 4+		
2 Fore catapult lost	3 Aft catapult lost		
BOWS 4+	PADDLES 4+	STERN 5+	
4 Broadside catapult lost	5 2nd hit destroys paddles	6	
BELOW WATERLINE 4+		HONOURS	
[Icons]		[Icon]	
WEAPONS		[Icon]	
<p>Plague Catapults: 1 ahead, 1 rear, 1 broadside, may not repel boarders; cannot fire at close range, cannot be aimed high, no save for long range. If location damaged, location below can be hit (save +1), then below at +2, etc. A location already destroyed does not count and no critical. Once stopped, on 5-6 (d6)</p> <p>Nurgle's Rot: see Plaguecrusher. Slime Trail: lay Trail behind ship after move; any ship touching receives Nurgle's Rot on 1-3 (d6).</p>		[Icon]	

NURGLE SHIP OF THE LINE		MOVE	
PLAGUECRUSHER		SAIL 6" PADDLES 6" May turn on spot 90° per 1/2 move May reverse up to 3"	
CREW		CHAOS CULTISTS	
CATAPULTS 4+	SAIL 5+		
5 Each hit destroys 1 catapult	6 Mast lost Ship cannot move under sail Further hits no criticals		
TOWER 4+	PADDLES 4+	AFTCASTLE 4+	
2 If tower destroyed, crew no longer protected from enemy grapeshot	3 Paddles lost Cannot move under paddles	4	
BELOW WATERLINE 4+		HONOURS	
[Icons]		[Icon]	
WEAPONS		[Icon]	
<p>Plague Catapults: 2 ahead, may not repel boarders. 1 dice attack; cannot fire at close range, cannot be aimed high, no save for long range. (see Plagueship).</p> <p>Nurgle's Rot: place a Nurgle's Rot counter on the ship's template. During the End Phase, roll d6 for each counter in play: 1-2: remove counter; 3: no effect this turn; 4-5: remove 1 crew counter; 6: ship takes 1 point of below the waterline damage. Place one counter per round on any ship involved in a boarding action against a Plagueship or Plaguecrusher. A ship boarded by a Plaguecrusher receives no cannon defense bonus.</p>		[Icon]	

NURGLE SHIP OF THE LINE		MOVE	
PLAGUECRUSHER		SAIL 6" PADDLES 6" May turn on spot 90° per 1/2 move May reverse up to 3"	
CREW		CHAOS CULTISTS	
CATAPULTS 4+	SAIL 5+		
5 Each hit destroys 1 catapult	6 Mast lost Ship cannot move under sail Further hits no criticals		
TOWER 4+	PADDLES 4+	AFTCASTLE 4+	
2 If tower destroyed, crew no longer protected from enemy grapeshot	3 Paddles lost Cannot move under paddles	4	
BELOW WATERLINE 4+		HONOURS	
[Icons]		[Icon]	
WEAPONS		[Icon]	
<p>Plague Catapults: 2 ahead, may not repel boarders. 1 dice attack; cannot fire at close range, cannot be aimed high, no save for long range. (see Plagueship).</p> <p>Nurgle's Rot: place a Nurgle's Rot counter on the ship's template. During the End Phase, roll d6 for each counter in play: 1-2: remove counter; 3: no effect this turn; 4-5: remove 1 crew counter; 6: ship takes 1 point of below the waterline damage. Place one counter per round on any ship involved in a boarding action against a Plagueship or Plaguecrusher. A ship boarded by a Plaguecrusher receives no cannon defense bonus.</p>		[Icon]	

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CREW		CHAOS CULTISTS	
CATAPULTS 4+	SAIL 5+		
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BELOW WATERLINE 4+		HONOURS	
[Icons]		[Icon]	
WEAPONS		[Icon]	
<p>Plague Catapults: 2 ahead, may not repel boarders. 1 dice attack; cannot fire at close range, cannot be aimed high, no save for long range. (see Plagueship).</p> <p>Nurgle's Rot: place a Nurgle's Rot counter on the ship's template. During the End Phase, roll d6 for each counter in play: 1-2: remove counter; 3: no effect this turn; 4-5: remove 1 crew counter; 6: ship takes 1 point of below the waterline damage. Place one counter per round on any ship involved in a boarding action against a Plagueship or Plaguecrusher. A ship boarded by a Plaguecrusher receives no cannon defense bonus.</p>		[Icon]	

NURGLE MAN O'WAR		MOVE	
PLAGUESHIP		SAIL 6" PADDLES 4" May turn on spot 90° per 1/2 move	
CREW		CHAOS WARRIORS	
FOREMAST 5+	MAINMAST 4+	AFTMAST 5+	
4 No effect Mast destroyed Speed reduced by 2" Further hits no criticals	5 No effect Mast destroyed Speed reduced by 2" Further hits no criticals	6 No effect Mast destroyed Speed reduced by 2" Further hits no criticals	
FORE CATAPULT 4+	AFT CATAPULT 4+		
2 Fore catapult lost	3 Aft catapult lost		
BOWS 4+	PADDLES 4+	STERN 5+	
4 Broadside catapult lost	5 2nd hit destroys paddles	6	
BELOW WATERLINE 4+		HONOURS	
[Icons]		[Icon]	
WEAPONS		[Icon]	
<p>Plague Catapults: 1 ahead, 1 rear, 1 broadside, may not repel boarders; cannot fire at close range, cannot be aimed high, no save for long range. If location damaged, location below can be hit (save +1), then below at +2, etc. A location already destroyed does not count and no critical. Once stopped, on 5-6 (d6)</p> <p>Nurgle's Rot: see Plaguecrusher. Slime Trail: lay Trail behind ship after move; any ship touching receives Nurgle's Rot on 1-3 (d6).</p>		[Icon]	

NURGLE SHIP OF THE LINE		MOVE	
DEATHGALLEY		SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"	
CREW		CHAOS CULTISTS	
OARS 6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"			
CHAOS REWARD Starts the game with one Chaos Reward of Nurgle card.			
MAST 5+			
4 Mast lost Cannot move under sail Further hits no criticals			
FORECASTLE 4+	OAR DECK 5+		
5 Cannon destroyed May not fire	6 Oars lost Cannot move under oars		
BELOW WATERLINE 5+		HONOURS	
[Icons]		[Icon]	
WEAPONS		[Icon]	
<p>Cannon: 1 firing ahead. Cannon may repel boarders.</p> <p>RAM</p> <p>3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.</p>		[Icon]	

NURGLE SHIP OF THE LINE		MOVE	
DEATHGALLEY		SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"	
CREW		CHAOS CULTISTS	
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BELOW WATERLINE 5+	HONOURS 2		

WEAPONS	1
Cannon: 1 firing ahead. Cannon may repel boarders.	
RAM	
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.	

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BELOW WATERLINE 5+	HONOURS 2		

WEAPONS	1
Cannon: 1 firing ahead. Cannon may repel boarders.	
RAM	
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.	

UNDEAD MAN O'WAR		MOVE	
FLOATING NECROPOLIS		MAGIC 6" ANY DIRECTION. ANY FACING	
CREW			
SKULL DECK 4+	TOWERS 4+	REAR TOWERS 4+	
4 Fore Screaming Skull catapult lost	5	6 Aft Screaming Skull catapult lost	
FOREDECK 3+		MAIN DECK 3+	
2 Fore Screaming Skull catapult lost	3 Each hit destroys 1 broadside Skull catapult		
BASTION 4+	KEEP 3+	AFT CASTLE 4+	
4	5 Broadside Screaming Skull catapult lost	6 Aft Screaming Skull catapult lost	
BELOW WATERLINE 4+			HONOURS
			2
WEAPONS			
No ranged weapons.			
RAM			
3" straight under oars. If foe fails Below the Waterline save, roll for BW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.			
Also, target suffers hits to locations as follows(make unmodified save or put Blaze marker on location): 1-2: 1 low location, 3-5: 2 low locations, 6: 3 low locations.			
Special			

UNDEAD SHIP OF THE LINE		MOVE	
SKULLRAMMER		MAGIC 6" TURN 6 MOVE NORMALLY	
CREW			
RAM 3+	TOWERS 4+	STERN 4+	
3 No effect	4 Speed reduced by 2"	5 Speed reduced by 2"	
Ram destroyed			
HULL 4+			
6 Speed reduced by 2"			
BELOW WATERLINE 4+			HONOURS
			2
WEAPONS			
No ranged weapons.			
RAM			
3" straight under oars. If foe fails Below the Waterline save, roll for BW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.			
Also, target suffers hits to locations as follows(make unmodified save or put Blaze marker on location): 1-2: 1 low location, 3-5: 2 low locations, 6: 3 low locations.			
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UNDEAD SHIP OF THE LINE		MOVE	
SKULLRAMMER		MAGIC 6" TURN 6 MOVE NORMALLY	
CREW			
RAM 3+	TOWERS 4+	STERN 4+	
3 No effect	4 Speed reduced by 2"	5 Speed reduced by 2"	
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RAM 3+	TOWERS 4+	STERN 4+	
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Ram destroyed			
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6 Speed reduced by 2"			
BELOW WATERLINE 4+			HONOURS
			2
WEAPONS			
No ranged weapons.			
RAM			
3" straight under oars. If foe fails Below the Waterline save, roll for BW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.			
Also, target suffers hits to locations as follows(make unmodified save or put Blaze marker on location): 1-2: 1 low location, 3-5: 2 low locations, 6: 3 low locations.			
Special			

UNDEAD MAN O'WAR		MOVE	
GHOSTSHIP		SAIL 6"	
CREW			
FOREMAST 5+	AFTMAST 5+		
4 Speed reduced by 2"	5,6 Speed reduced by 2"		
Further hits no criticals			
FOREDECK 4+		AFTDECK 4+	
2 Lose 1 random crew counter	3 Broadside Screaming Skull catapult lost		
BOWS 4+	MAIN DECK 4+	STERN 4+	
4 Fore Screaming Skull catapult lost	5 Broadside Screaming Skull catapult lost	6	
BELOW WATERLINE 4+			HONOURS
			5
WEAPONS			
Screaming Skull Catapults: 1 firing ahead.			
SPECIAL RULES			
Any attempts to board, ram or shoot at a Ghostship are automatically unsuccessful on a roll of 1 (attacking ship can do nothing else for the remainder of the turn).			

UNDEAD SHIP OF THE LINE		MOVE	
DEATHSHIP		SAIL 6"	
CREW			
BOWS 4+	MAST 4+	STERN 4+	
3 Screaming Skull catapult lost	4 Mast lost Cannot move	5	
Further hits no criticals			
HULL 4+			
6			
BELOW WATERLINE 4+			HONOURS
			2
WEAPONS			
Screaming Skull Catapults: 1 firing ahead.			

UNDEAD SHIP OF THE LINE		MOVE	
DEATHSHIP		SAIL 6"	
CREW			
BOWS 4+	MAST 4+	STERN 4+	
3 Screaming Skull catapult lost	4 Mast lost Cannot move	5	
Further hits no criticals			
HULL 4+			
6			
BELOW WATERLINE 4+			HONOURS
			2
WEAPONS			
Screaming Skull Catapults: 1 firing ahead.			

UNDEAD SHIP OF THE LINE		MOVE	
DEATHSHIP		SAIL 6"	
CREW			
BOWS 4+	MAST 4+	STERN 4+	
3 Screaming Skull catapult lost	4 Mast lost Cannot move	5	
Further hits no criticals			
HULL 4+			
6			
BELOW WATERLINE 4+			HONOURS
			2
WEAPONS			
Screaming Skull Catapults: 1 firing ahead.			

UNDEAD MAN O'WAR		MOVE	
GHOSTSHIP		SAIL 6"	
CREW			
FOREMAST 5+		AFTMAST 5+	
4 Speed reduced by 2" Further hits no criticals		5,6 Speed reduced by 2" Speed reduced by 2" Further hits no criticals	
FOREDECK 4+		AFTDECK 4+	
2 Lose 1 random crew counter		3 Broadside Screaming Skull catapult lost	
BOWS 4+	MAIN DECK 4+	STERN 4+	
4 Fore Screaming Skull catapult lost	5 Broadside Screaming Skull catapult lost	6	
BELOW WATERLINE 4+			HONOURS 5
WEAPONS			1
Screaming Skull Catapults: 1 firing ahead, 2 broadside.			2
SPECIAL RULES			2
Any attempts to board, ram or shoot at a Ghostship are automatically unsuccessful on a roll of 1 (attacking ship can do nothing else for the remainder of the turn).			

UNDEAD FLYER		MOVE		HONOURS	
ZOMBIE DRAGON		15"		3	
RIDER 4+		1		WOUND TRACK	
6 If rider is killed, remove model from table.				[] [] [] []	
DRAGON 4+					
4,5 Each hit causes 1 Wound. Further hits do not cause criticals.					
ATTACKS			CLOSE COMBAT		
Makes a 1 dice breath weapon attack; hitting on a roll of 5 or 6 and if successful killing one Crew counter.			+4 modifier in close combat.		

UNDEAD MAN O'WAR		MOVE	
GHOSTSHIP		SAIL 6"	
CREW			
FOREMAST 5+		AFTMAST 5+	
4 Speed reduced by 2" Further hits no criticals		5,6 Speed reduced by 2" Speed reduced by 2" Further hits no criticals	
FOREDECK 4+		AFTDECK 4+	
2 Lose 1 random crew counter		3 Broadside Screaming Skull catapult lost	
BOWS 4+	MAIN DECK 4+	STERN 4+	
4 Fore Screaming Skull catapult lost	5 Broadside Screaming Skull catapult lost	6	
BELOW WATERLINE 4+			HONOURS 5
WEAPONS			1
Screaming Skull Catapults: 1 firing ahead, 2 broadside.			2
SPECIAL RULES			2
Any attempts to board, ram or shoot at a Ghostship are automatically unsuccessful on a roll of 1 (attacking ship can do nothing else for the remainder of the turn).			

UNDEAD FLYER		MOVE		HONOURS	
CARRION		18"		1	
CARRION 5+		1		WOUND TRACK	
4+ Each hit causes 1 Wound. Further hits do not cause criticals.				[] [] [] []	
		2		WOUND TRACK	
				[] [] [] []	
		3		WOUND TRACK	
				[] [] [] []	
ATTACKS			CLOSE COMBAT		
			+2 modifier in close combat. When the Carrion successfully wins a round of combat it gains a +1 modifier to its boarding or combat roll in the next round. This is cumulative.		

SEA MONSTER	MOVE
KRAKEN	2D6" Change facing and turn as desired. If double rolled, roll on the Sea Monster Reaction table.

TO HIT
All Ranges: 4, 5 or 6

SPECIAL ATTACK
Makes a **2d6 attack** against a ship's crew or any high locations.
Crew: Roll above ship's current BTW hits to remove 1 crew counter.
Ship: Always aims high and attack has -1 save modifier.



WOUND TRACK	5+	HONOURS
□ □ □	☠	2

Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn. If rammed, and save failed, takes a wounds equal to the number of BTW hits.

SEA MONSTER	MOVE
BLACK LEVIATHAN	3D6" Change facing and turn as desired. If double rolled, roll on the Sea Monster Reaction table.

TO HIT
Close Range: 3, 4, 5 or 6
Medium Range: 5 or 6
Long Range: 6

SPECIAL ATTACK
Makes a **3d6 attack** with a -1 save modifier which always aims low.
If all attacks cause damage, target must make a BTW save or take 1 point of BTW damage.



WOUND TRACK	4+	HONOURS
□ □ □ □	☠	4

Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn. If rammed, and save failed, takes a wounds equal to the number of BTW hits.

SEA MONSTER	MOVE
BEHEMOTH	3D6" Change facing and turn as desired. If double rolled, roll on the Sea Monster Reaction table.

TO HIT
All Ranges: 5 or 6

SPECIAL ATTACK
Makes a **1d6 attack** with a -1 save to the enemy's BTW location. If attack is successful, roll a dice:

1-2	1 point of BTW damage.
3-5	2 points of BTW damage.
6	1d6 points of BTW damage.



WOUND TRACK	6+	HONOURS
□ □	☠	2

Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn. If rammed, and save failed, takes a wounds equal to the number of BTW hits.

SEA MONSTER	MOVE
PROMETHEAN	3D6" Change facing and turn as desired. If double rolled, roll on the Sea Monster Reaction table.

TO HIT
All Ranges: 4, 5 or 6

SPECIAL ATTACK
Makes a **4 dice attack** and always aims high.



WOUND TRACK	4+	HONOURS
□ ☠		3

Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn. If rammed, and save failed, takes a wounds equal to the number of BTW hits.

SEA MONSTER	MOVE
MEGALADON	2D6" Change facing and turn as desired. If double rolled, roll on the Sea Monster Reaction table.

TO HIT
All Ranges: 4, 5 or 6

SPECIAL ATTACK
Roll a **d6**:

- Other player moves Megaladon up to 6" and attacks any ship it comes into contact with.
- Megaladon refuses to attack this turn.
- Hits 1 location – pick 1 location, normal save.
- Hits 2 locations – pick 2 locations, normal saves.
- Attacks same location twice – pick 1 location, enemy must make 2 saves.
- Hits (1 dice + 1) low locations, -1 save.

Roll a **second d6 after making the attack**. On a 1 remove the Megaladon from the game.



WOUND TRACK	5+	HONOURS
□ □ □	☠	3

Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn. If rammed, and save failed, takes a wounds equal to the number of BTW hits.

SEA MONSTER	MOVE
GARGANTUAN	2D6" Change facing and turn as desired. If double rolled, roll on the Sea Monster Reaction table.

TO HIT
All Ranges: 5 or 6

SPECIAL ATTACK
Makes a **2d6 attack**.
If either attack is successful the enemy ship is **grappled**, gets -1 in all boarding actions, and is immobilised until the Gargantuan is dead, disengages or the ship sinks.
Each subsequent turn, the Gargantuan gets an additional attack dice.



WOUND TRACK	5+	HONOURS
□ □ □	☠	3

Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn. If rammed, and save failed, takes a wounds equal to the number of BTW hits.

SEA MONSTER

MOVE

SEA DRAGON

2d6"

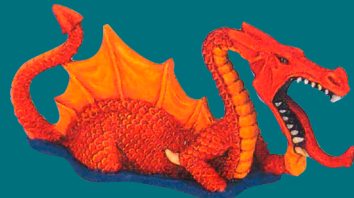
Change facing and turn as desired.
If double rolled, roll on the Sea Monster Reaction table.

TO HIT

All Ranges: 4, 5 or 6

SPECIAL ATTACK

Makes a 2d6 attack and damaged locations are set ablaze.



WOUND TRACK

4+



HONOURS



Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn. If rammed, and save failed, takes a wounds equal to the number of BTW hits.

SEA MONSTER

MOVE

SEA ELEMENTAL

3d6"

Change facing and turn as desired.
If double rolled, roll on the Sea Monster Reaction table.

TO HIT

All Ranges: 5 or 6

SPECIAL ATTACK

After moving, may attack any single target within 9" with a tidal wave.

Roll 4 dice; on any double all fires on the ship are put out and it takes a 4 dice attack.

OR, at the start of the turn, on a roll of 5 or 6, move the Wind Compass to point in any desired direction.



WOUND TRACK

5+



HONOURS



Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn. If rammed, and save failed, takes a wounds equal to the number of BTW hits.

SEA MONSTER

MOVE

TRITON

2d6"

Change facing and turn as desired.
If double rolled, roll on the Sea Monster Reaction table.

There may only ever be 1 Triton in a game.

TO HIT

All Ranges: 4, 5 or 6

SPECIAL ATTACK

Does 2 points of damage if Triton hits chosen location on a 3-6.

MAGIC

At the start of the game, Triton receives 1 random spell. The first drawn may be discarded and another drawn if desired.

In any Magic Phase after all other magic has been cast, Triton may cast his spell. It is automatically successful, the enemy gets no save and it cannot be dispelled. Once cast it is discarded.

SPECIAL ABILITY

At the start of player's Battle Phase, Triton may banish 1 enemy sea monster on a roll of 5-6. If successful, the creature is returned to its lair and may be returned to the table at the start of the next turn (no summoning necessary).

WOUND TRACK

5+



HONOURS



Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn. If rammed, and save failed, takes a wounds equal to the number of BTW hits.