



UNDEAD

FLOATING NECROPOLIS

MAN O' WAR

MAX. CREW

8

HIGH			LOW		
4	SKULL DECK Save 4, 5 or 6 Fore Screaming Skull Battery Lost	5	TOWERS Save 4, 5 or 6	3	REAR TOWERS Save 4, 5 or 6 Aft Screaming Skull Battery Lost
2	FOREDECK Save 3, 4, 5 or 6 Fore Screaming Skull Battery Lost	3			MAIN DECK Save 3, 4, 5 or 6 Each hit destroys one Broadside Screaming Skull Battery
4	BASTION Save 4, 5 or 6	5	KEEP Save 4, 5 or 6 Broadside Screaming Skull Battery Lost	3	AFT CASTLE Save 4, 5 or 6 Aft Screaming Skull Battery Lost
- 1" MOVE	- 1" MOVE	- 1" MOVE	- 1" MOVE	SINKS	BELOW THE WATERLINE Save 4, 5 or 6 First six hits each reduce the ship's speed by 1" Seventh hit sinks ship
MAGIC 6" (6")			NAME: GRIM FANTASIA		
BATTLE HONOURS 12					

Permission granted to photocopy for personal use. Images supplied by Grim Fanta fromYahoo Group The Sea of Claws.

 UNDEAD GHOSTSHIP MAN O' WAR		MAX. CREW 5			
4	FOREMAST Save 5 or 6 -2" Move No critical hits	5,6	MAIN MAST Save 5 or 6 Each hit reduces move by 2". No critical hit	HIGH LOW	
2	FOREDECK Save 4, 5 or 6 Lose one random crew counter	3	AFTDECK Save 4, 5 or 6 Broadside Screaming Skull Battery Lost		
4	BOWS Save 4, 5 or 6 Fore Screaming Skull Battery Lost	5	MAIN DECK Save 4, 5 or 6 Broadside Screaming Skull Battery Lost	6	STERN Save 4, 5 or 6
NO EFFECT	NO EFFECT	NO EFFECT	SINKS	BELOW THE WATERLINE Save 4, 5 or 6 First three hits have no effect Forth hit sinks ship	
SAIL 6"				BATTLE HONOURS 5	

Permission granted to photocopy for personal use. Images supplied by Grim Fanta from Yahoo Group The Sea of Claws.

 UNDEAD GHOSTSHIP MAN O' WAR		MAX. CREW 5			
4	FOREMAST Save 5 or 6 -2" Move No critical hits	5,6	MAIN MAST Save 5 or 6 Each hit reduces move by 2". No critical hit	HIGH LOW	
2	FOREDECK Save 4, 5 or 6 Lose one random crew counter	3	AFTDECK Save 4, 5 or 6 Broadside Screaming Skull Battery Lost		
4	BOWS Save 4, 5 or 6 Fore Screaming Skull Battery Lost	5	MAIN DECK Save 4, 5 or 6 Broadside Screaming Skull Battery Lost	6	STERN Save 4, 5 or 6
NO EFFECT	NO EFFECT	NO EFFECT	SINKS	BELOW THE WATERLINE Save 4, 5 or 6 First three hits have no effect Forth hit sinks ship	
SAIL 6"				BATTLE HONOURS 5	

Permission granted to photocopy for personal use. Images supplied by Grim Fanta from Yahoo Group The Sea of Claws.

UNDEAD

DEATH SHIP

SHIP OF THE LINE

MAX. CREW 3

BOWS Save 4, 5 or 6 Screaming Skull Battery Lost	MAST Save 4, 5 or 6 MastLost, cannot move. No criticals.	STERN Save 4, 5 or 6
3	4	5
	HULL Save 4, 5 or 6	6
NO EFFECT		
SINKS		
BELOW THE WATERLINE Save 5 or 6 First hit has no effect Second hit sinks ship		
SAIL 6"		
BATTLE HONOURS 2		

UNDEAD

DEATH SHIP

SHIP OF THE LINE

MAX. CREW 3

BOWS Save 4, 5 or 6 Screaming Skull Battery Lost	MAST Save 4, 5 or 6 MastLost, cannot move. No criticals.	STERN Save 4, 5 or 6
3	4	5
	HULL Save 4, 5 or 6	6
NO EFFECT		
SINKS		
BELOW THE WATERLINE Save 5 or 6 First hit has no effect Second hit sinks ship		
SAIL 6"		
BATTLE HONOURS 2		

Permission granted to photocopy for personal use. Images supplied by Grim Fanta fromYahoo Group The Sea of Claws.

UNDEAD

DEATH SHIP

SHIP OF THE LINE

MAX. CREW 3

BOWS Save 4, 5 or 6 Screaming Skull Battery Lost	MAST Save 4, 5 or 6 MastLost, cannot move. No criticals.	STERN Save 4, 5 or 6
3	4	5
	HULL Save 4, 5 or 6	6
NO EFFECT		
SINKS		
BELOW THE WATERLINE Save 5 or 6 First hit has no effect Second hit sinks ship		
SAIL 6"		
BATTLE HONOURS 2		

UNDEAD

SKULLRAMMER

SHIP OF THE LINE

MAX. CREW 3

RAM Save 3, 4, 5 or 6 1st hit no effect 2nd hit ram destroyed	TOWERS Save 4, 5 or 6 -2" Movement	STERN Save 4, 5 or 6 -2" Movement
3	4	5
	HULL Save 4, 5 or 6 -2" Movement	6
NO EFFECT		
SINKS		
BELOW THE WATERLINE Save 5 or 6 First hit has no effect Second hit sinks ship		
MAGIC 6" (6")		
BATTLE HONOURS 2		

Permission granted to photocopy for personal use. Images supplied by Grim Fanta fromYahoo Group The Sea of Claws.

UNDEAD ZOMBIE DRAGON

POINTS COST: 75 BATTLE HONOURS: 3

1

6

RIDER
Save 4, 5 or 6
If Rider is killed,
remove model
from table.

4,5

DRAGON
Save 4, 5 or 6
Each hit to this
location causes
1 wound. Further hits
do not cause
criticals.

ATTACKS
Makes a 1 dice breath weapon attack,
hitting on a roll of 5 or 6 and if
successful killing one crew counter.

CLOSE COMBAT
Gets a +4 modifier in combat as it has
four wounds.

MOVE: 15"

NO EFFECT

NO EFFECT

NO EFFECT

DEAD

UNDEAD ZOMBIE DRAGON

POINTS COST: 75 BATTLE HONOURS: 3

2

6

RIDER
Save 4, 5 or 6
If Rider is killed,
remove model
from table.

4,5

DRAGON
Save 4, 5 or 6
Each hit to this
location causes
1 wound. Further hits
do not cause
criticals.

ATTACKS
Makes a 1 dice breath weapon attack,
hitting on a roll of 5 or 6 and if
successful killing one crew counter.

CLOSE COMBAT
Gets a +4 modifier in combat as it has
four wounds.

MOVE: 15"

NO EFFECT

NO EFFECT

NO EFFECT

DEAD

UNDEAD SKULLRAMMER

SHIP OF THE LINE

3

RAM
Save 3, 4, 5 or 6
1st hit no effect
2nd hit ram
destroyed

4

TOWERS
Save 4, 5 or 6
-2" Movement

5

STERN
Save 4, 5 or 6
-2" Movement

6

HULL
Save 4, 5 or 6
-2" Movement

NO EFFECT

SINKS

BELOW THE WATERLINE
Save 5 or 6
First hit has no effect
Second hit sinks ship

MAGIC 6" (6")

BATTLE HONOURS 2

UNDEAD SKULLRAMMER

SHIP OF THE LINE

3

RAM
Save 3, 4, 5 or 6
1st hit no effect
2nd hit ram
destroyed

4

TOWERS
Save 4, 5 or 6
-2" Movement

5

STERN
Save 4, 5 or 6
-2" Movement

6

HULL
Save 4, 5 or 6
-2" Movement

NO EFFECT

SINKS

BELOW THE WATERLINE
Save 5 or 6
First hit has no effect
Second hit sinks ship

MAGIC 6" (6")

BATTLE HONOURS 2

Permission granted to photocopy for personal use. Images supplied by Grim Fanta from Yahoo Group The Sea of Claws.

Permission granted to photocopy for personal use. Images supplied by Grim Fanta from Yahoo Group The Sea of Claws.

1

UNDEAD
CARRION
POINTS COST: 100 FOR 3 BATTLE HONOURS: 1

4,5,6

CARRION
Save 5 or 6
Each hit to this location causes 1 wound. Further hits do not cause criticals.



CLOSE COMBAT
Gets a +2 modifier in close combat as it has two wounds. 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.

MOVE: 18"

NO EFFECT

DEAD

2

UNDEAD
CARRION
POINTS COST: 100 FOR 3 BATTLE HONOURS: 1

4,5,6

CARRION
Save 5 or 6
Each hit to this location causes 1 wound. Further hits do not cause criticals.



CLOSE COMBAT
Gets a +2 modifier in close combat as it has two wounds. 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.

MOVE: 18"

NO EFFECT

DEAD

3

UNDEAD
CARRION
POINTS COST: 100 FOR 3 BATTLE HONOURS: 1

4,5,6

CARRION
Save 5 or 6
Each hit to this location causes 1 wound. Further hits do not cause criticals.



CLOSE COMBAT
Gets a +2 modifier in close combat as it has two wounds. 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.

MOVE: 18"

NO EFFECT

DEAD

Permission granted to photocopy for personal use. Images supplied by Grim Fanta from Yahoo Group The Sea of Claws.

NECROMANCER



LICHE



Wight	Skeleton	Zombie	Zombie	Curse of Years	SKELETON ARCHER REGIMENT Range: 3" Makes a 4 dice attack against Flyers.		
Wight	Skeleton	Zombie	Zombie	Curse of Years			
Wight	Skeleton	Zombie	Zombie	Curse of Years			
Wight	Skeleton	Zombie	Zombie	Curse of Years	SKELETON ARCHER REGIMENT Range: 3" Makes a 4 dice attack against Flyers.		
Wight	Skeleton	Zombie	Zombie	Curse of Years			
Wight	Skeleton	Zombie	Zombie	Curse of Years			
Wight	Skeleton	Zombie	Zombie	Curse of Years	SKELETON ARCHER REGIMENT Range: 3" Makes a 4 dice attack against Flyers.		
Wight	Skeleton	Zombie	Zombie	Curse of Years			
Wight	Skeleton	Zombie	Zombie	Curse of Years			
Wight	Skeleton	Zombie	Zombie	Curse of Years	Tomb King	Necromancer	Liche
Wight	Skeleton	Zombie	Zombie	Skeleton	Skeleton	Skeleton	Skeleton

Permission granted to photocopy for personal use. Images supplied by Grim Fanta from Yahoo Group The Sea of Claws.