

DWARF
DREADNOUGHT
MAN O' WAR

CREW
4

FORE TURRETS
Save 3, 4, 5 or 6
Each hit destroys one of the fore turrets. The attacking player chooses which turret is destroyed: right or left

3
Left Turret
Right Turret

4
BRIDGE
Save 3, 4, 5 or 6

5
FUNNEL
Save 5 or 6

6
AFT TURRETS
Save 3, 4, 5 or 6
Each hit destroys one of the aft turrets. The attacking player chooses which turret is destroyed: right or left

6
Left Turret
Right Turret

2
BOWS
Save 3, 4, 5 or 6

3
BROADSIDE GUN DECK
Save 3, 4, 5 or 6
Each hit destroys a gun battery, reducing broadside by 1 dice

4
PADDLE
Save 4, 5 or 6
Reduces speed by 3"

5
BOILER
Save 3, 4, 5 or 6
Immobilised

6
PADDLE
Save 4, 5 or 6
Reduces speed by 3"

NO EFFECT
NO EFFECT
NO EFFECT

SINKS

BELOW WATERLINE
Save 3, 4, 5 or 6
First, second and third hits have no effect. Fourth hit sinks ship.

STEAM: 6"

BATTLE HONOURS: 8

NAME:

Nautilus

3 4 5 6 crew #: type: cannon

WL engine torpedoes cannon

Wolfpack:

Nautilus 1

3 4 5 6 crew #: type: cannon

WL engine torpedoes cannon

Nautilus 2

3 4 5 6 crew #: type: cannon

WL engine torpedoes cannon

Nautilus 3

3 4 5 6 crew #: type: cannon

WL engine torpedoes cannon

DWARF
NAUTILUS
INDEPENDENT

CREW
1

3
BOWS
Save 5 or 6
Torpedo tubes lost.

4
CONNING TOWER
Save 5 or 6
Turret gun lost.

5
HULL
Save 5 or 6

6
ENGINES
Save 5 or 6
Immobilised.

SINKS

BELOW WATERLINE
Save 6
First hit sinks ship.

STEAM: 6"

BATTLE HONOURS: 3

2 turrets
6" steam/ 8"(1) Warhammer Official Rumors, Nov. 1993

1 2 1
STEAM 6"

1 1 1 1
+ special bombs
wind affected
STEAM 6"

MITHRIL

DWARF

AIRSHIP

MAN O' WAR

CREW
3

2
FORE BALLOON
SAVE 3, 4, 5 or 6
Gas cell destroyed. Loses altitude and can no longer use bombs once 3 gas cells are destroyed.

3, 4
MID BALLOON
SAVE 3, 4, 5 or 6
Each hit destroys one gas cell. Loses altitude and can no longer use bombs once 3 gas cells are destroyed.

5
AFT BALLOON
SAVE 3, 4, 5 or 6
Gas cell destroyed. Loses altitude and can no longer use bombs once 3 gas cells are destroyed.

6
PROPELLER
SAVE 4, 5 or 6
Ship speed reduced by 3".

2
BRIDGE
SAVE 4, 5 or 6

3
FORE TURRETS
SAVE 3, 4, 5 or 6
Each hit destroys one turret.

4
BOMB RACK
SAVE 5, 6
May no longer use bombs.

5
AFT TURRETS
SAVE 3, 4, 5 or 6
Each hit destroys one turret.

6
BOILER
SAVE 4, 5 or 6
Ship speed reduced by 3".

NO EFFECT
NO EFFECT
DESTROYED

"BELOW WATERLINE"
CRITICAL STRUCTURE DAMAGE
SAVE 3, 4, 5 or 6
First and second hit no effect, third hit destroys airship.

STEAM: 6"(WIND AFFECTED)

BATTLE HONOURS: 8

NAME:

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Turrets 2 fore turrets & 2 aft turrets. Each with a 90° firing arc in a similar fashion to the Dreadnought's turrets. The attacker chooses which turret is aimed either left or right.

Turrets may be fired and bombs be dropped simultaneously.

Bombs May only drop 1 bomb/battle phase. Can only be used to attack targets at ground level (not flyers). Drop bomb at a specified high location & roll bomb chart. If 3 balloon sections are damaged bombs may not be used.

Bomb Chart: Save at -1, one damage, Nominate a target and location if above target, roll a dice:

1-2: Bomb misses/ 3 Bomb hits location in front of target location/ 4 Bomb hits location behind target location 5-6 Bomb hits specified location

Boarding Airship cannot climb all that high, but high enough to make boarding impossible when its balloon is in good repair. If 3 sections of the balloon are damaged then normal boarding possible. All of the Airship's turrets may be used to repel boarders provided that firing arc(s) cover area where the attack is coming from.

Special Rules Airship cannot be rammed since it is above water (and therefore may not ram itself). However, it is attacked as though it was a regular ship and not as a flyer since it cannot climb to high altitudes even with light Mithril. The Airship does have Engineers aboard and the standard Engineer rules apply.

CREW
3

IRONCLAD

DWARF
MAN O' WAR

3

FORE TURRET
Save 3, 4, 5 or 6
Fore turret guns lost.

4

BRIDGE
Save 4, 5 or 6

5

FUNNEL
Save 5 or 6

6

AFT TURRET
Save 3, 4, 5 or 6
Aft turret guns lost.

2

BOWS
Save 3, 4, 5 or 6
Ram lost. May not ram.

3

GUN DECK
Save 3, 4, 5 or 6
Broadside battery lost.

4

PADDLE
Save 4, 5 or 6
Immobilised.

5

BOILER
Save 3, 4, 5 or 6
Immobilised.

6

STERN
Save 4, 5 or 6

NO EFFECT

SINKS

BELOW WATERLINE
Save 3, 4, 5 or 6
First and second hits have no effect.
Third hit sinks ship.

STEAM: 6"

BATTLE HONOURS: 6

CREW
3

IRONCLAD

DWARF
MAN O' WAR

3

FORE TURRET
Save 3, 4, 5 or 6
Fore turret guns lost.

4

BRIDGE
Save 4, 5 or 6

5

FUNNEL
Save 5 or 6

6

AFT TURRET
Save 3, 4, 5 or 6
Aft turret guns lost.

2

BOWS
Save 3, 4, 5 or 6
Ram lost. May not ram.

3

GUN DECK
Save 3, 4, 5 or 6
Broadside battery lost.

4

PADDLE
Save 4, 5 or 6
Immobilised.

5

BOILER
Save 3, 4, 5 or 6
Immobilised.

6

STERN
Save 4, 5 or 6

NO EFFECT

SINKS

BELOW WATERLINE
Save 3, 4, 5 or 6
First and second hits have no effect.
Third hit sinks ship.

STEAM: 6"

BATTLE HONOURS: 6

CREW
3

IRONCLAD

DWARF
MAN O' WAR

3

FORE TURRET
Save 3, 4, 5 or 6
Fore turret guns lost.

4

BRIDGE
Save 4, 5 or 6

5

FUNNEL
Save 5 or 6

6

AFT TURRET
Save 3, 4, 5 or 6
Aft turret guns lost.

2

BOWS
Save 3, 4, 5 or 6
Ram lost. May not ram.

3

GUN DECK
Save 3, 4, 5 or 6
Broadside battery lost.

4

PADDLE
Save 4, 5 or 6
Immobilised.

5

BOILER
Save 3, 4, 5 or 6
Immobilised.

6

STERN
Save 4, 5 or 6

NO EFFECT

SINKS

BELOW WATERLINE
Save 3, 4, 5 or 6
First and second hits have no effect.
Third hit sinks ship.

STEAM: 6"

BATTLE HONOURS: 6

CREW
2

MONITOR

DWARF
SHIP OF THE LINE

3

BOWS
Save 4, 5 or 6
Ram lost.
May not ram.

4

TURRET
Save 4, 5 or 6
Gun lost.

5

HULL
Save 4, 5 or 6

6

PADDLE
WHEEL
Save 5 or 6
Immobilised.

NO EFFECT

SINKS

BELOW WATERLINE
Save 4, 5 or 6
First hit sinks ship.

STEAM: 6"

BATTLE HONOURS: 3

Squad 1:

Monitor 1

3 4 5 6

crew #:

3 4 5 6

crew #:

3 4 5 6

type:

WL

paddle ram cannon

type:

WL

paddle ram cannon

Squad 2:

Monitor 1

3 4 5 6

crew #:

3 4 5 6

crew #:

3 4 5 6

type:

WL

paddle ram cannon

type:

WL

paddle ram cannon

Squad 3:

Monitor 1

3 4 5 6

crew #:

3 4 5 6

crew #:

3 4 5 6

type:

WL

paddle ram cannon

type:

WL

paddle ram cannon

Do not forget determination of respective flagships!

Monitor 3

3 4 5 6

crew #:

3 4 5 6

crew #:

3 4 5 6

type:

WL

paddle ram cannon

type:

WL

paddle ram cannon

Monitor 3

3 4 5 6

crew #:

3 4 5 6

crew #:

3 4 5 6

type:

WL

paddle ram cannon

type:

WL

paddle ram cannon

Monitor 3

3 4 5 6

crew #:

3 4 5 6

crew #:

3 4 5 6

type:

WL

paddle ram cannon

type:

WL

paddle ram cannon

FORWARD TURRETS Save 4, 5 or 6 Each hit causes loss of one turret attack 6 PORT 6 STARBOARD	BATTERY DECKS Save 4, 5 or 6 One broadside attack lost 5	THUNDER-GUN Save 3, 4, 5 or 6 First hit: no effect Second hit: range reduced by 3" Third hit: -1 dice attack Fourth hit: Thunder Gun destroyed 4 4 4 4	BRIDGE Save 4, 5 or 6 5	CRANES Save 4, 5 or 6 Mine laying or Hauling of ships not longer possible <i>Any hauled ships are adrift</i> 6
FORWARD TURRETS Save 4, 5 or 6 Each hit causes loss of one turret attack Determined by angle of attack 3 PORT 3 STARBOARD	BOILER ROOMS Save 3, 4, 5 or 6 First hit: no effect Second hit: Ship immobilised 2 2	THUNDER-GUN AMMUNITION STORAGE Save 3, 4, 5 or 6 First hit causes automatic critical 2 3	REAR TURRETS Save 4, 5 or 6 Each hit causes loss of one turret attack Determined by angle of attack 3 3	PADDLE WHEEL Save 4, 5 or 6 Ship speed reduced by 2" 6
BOWS Save 4, 5 or 6 Ramming ability lost 6	BATTERY DECKS Save 3, 4, 5 or 6 One broadside attack lost 5	PADDLE WHEEL Save 4, 5 or 6 Ship speed reduced by 2" 4	BATTERY DECKS Save 3, 4, 5 or 6 One broadside attack lost 5	PADDLE WHEEL Save 4, 5 or 6 Ship speed reduced by 2" 6
NO EFFECT	NO EFFECT	NO EFFECT	NO EFFECT	SINKS

BELOW WATERLINE
Save 4, 5 or 6
 First to sixth hit have no effect
 Seventh hit sinks ship