

EMPIRE GREATSHIP

MAN O' WAR

CREW **5**

4 FORE MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	5 MAIN MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	6 AFT MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.
2 FORECASTLE Save 4, 5 or 6 Each hit destroys 1 fore cannon battery.	3 AFTCASTLE Save 4, 5 or 6 Each hit destroys 1 aft cannon battery.	
4 BOWS Save 4, 5 or 6 1 broadside cannon battery lost.	5 GUN DECK Save 4, 5 or 6 1 broadside cannon battery lost.	6 STERN Save 4, 5 or 6 1 broadside cannon battery lost.
NO EFFECT	NO EFFECT	NO EFFECT
BELOW WATERLINE Save 4, 5 or 6 First, second and third hits have no effect. Fourth hit sinks ship.		

SAIL: 6"(9")
BATTLE HONOURS: 6
NAME: _____

2
3
2
SAIL 6"(9")

2 front, 3 broadside, 2 rear cannons repelling boarders

May not turn on spot, may not ram

OARS SAIL
 4"(6") 6"

1 front mortar, not repelling boarders 6"-12", place template, may shoot over ships, deviation roll:
 1: 1-6" short
 2-5: on target
 6: 1-6" too far
 May turn on spot, 90deg for 1/2 move
 May reverse 2"
 May not ram

OARS SAIL
 4"(6") 6"

1 front cannon, repelling boarders on 1-6" save -2 on 7-12" save -1 recoil by 3", on 1 misfire, roll critical 3 shots, 1 round reload
 May turn on spot, 90deg for 1/2 move
 May reverse 2"
 May not ram

EMPIRE IRONFIST

SHIP OF THE LINE

CREW **1**

4	5 MORTAR Save 4, 5 or 6 Mortar destroyed. May not fire.	6 OAR DECK Save 5 or 6 Oars lost. Cannot move under oars.
NO EFFECT	SINKS	BELOW WATERLINE Save 5 or 6 First hit has no effect. Second hit sinks ship.

OARS: 4"(6")
SAIL: 6"
BATTLE HONOURS: 1

EMPIRE HELL-HAMMER

SHIP OF THE LINE

CREW **1**

4	5 CANNON Save 4, 5 or 6 Cannon destroyed. May not fire.	6 OAR DECK Save 5 or 6 Oars lost. Cannot move under oars.
NO EFFECT	SINKS	BELOW WATERLINE Save 5 or 6 First hit has no effect. Second hit sinks ship.

OARS: 4"(6")
SAIL: 6"
BATTLE HONOURS: 2

Squad 1:

Ironfist 1 _____

4	5	6
WL	WL	

crew #: _____ type: _____
 sail oar mortar

Ironfist 2 _____

4	5	6
WL	WL	

crew #: _____ type: _____
 sail oar mortar

Ironfist 3 _____

4	5	6
WL	WL	

crew #: _____ type: _____
 sail oar mortar

Squad 2:

Ironfist 1 _____

4	5	6
WL	WL	

crew #: _____ type: _____
 sail oar mortar

Ironfist 2 _____

4	5	6
WL	WL	

crew #: _____ type: _____
 sail oar mortar

Ironfist 3 _____

4	5	6
WL	WL	

crew #: _____ type: _____
 sail oar mortar

Do not forget determination of respective flagships!

Squad 1:

Hellhammer 1 _____

4	5	6
WL	WL	

crew #: _____ type: _____
 sail oar cannon shot: | | |

Hellhammer 2 _____

4	5	6
WL	WL	

crew #: _____ type: _____
 sail oar cannon shot: | | |

Hellhammer 3 _____

4	5	6
WL	WL	

crew #: _____ type: _____
 sail oar cannon shot: | | |

Squad 1:

Hellhammer 1 _____

4	5	6
WL	WL	

crew #: _____ type: _____
 sail oar cannon shot: | | |

Hellhammer 2 _____

4	5	6
WL	WL	

crew #: _____ type: _____
 sail oar cannon shot: | | |

Hellhammer 3 _____

4	5	6
WL	WL	

crew #: _____ type: _____
 sail oar cannon shot: | | |

EMPIRE

WOLFSHIP

SHIP OF THE LINE

CREW 3

4 FORE MAST Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	5 MAIN MAST Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	6 AFT MAST Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	HIGH
2	FORECASTLE Save 4, 5 or 6 Each hit destroys 1 fore cannon battery.	3 MAIN DECK Save 5 or 6 Broadside cannon batteries lost.	LOW
4 BOWS Save 4, 5 or 6 1 fore cannon battery lost.	5 OAR DECK Save 4, 5 or 6 Oars lost. Cannot move under oars.	6 STERN Save 4, 5 or 6	LOW
NO EFFECT	NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6 First and second hits have no effect. Third hit sinks ship.

OARS: 4"(6") SAIL: 6"(9")
BATTLE HONOURS: 4

EMPIRE

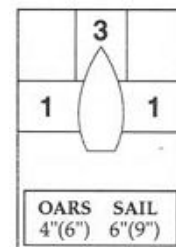
WOLFSHIP

SHIP OF THE LINE

CREW 3

4 FORE MAST Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	5 MAIN MAST Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	6 AFT MAST Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	HIGH
2	FORECASTLE Save 4, 5 or 6 Each hit destroys 1 fore cannon battery.	3 MAIN DECK Save 5 or 6 Broadside cannon batteries lost.	LOW
4 BOWS Save 4, 5 or 6 1 fore cannon battery lost.	5 OAR DECK Save 4, 5 or 6 Oars lost. Cannot move under oars.	6 STERN Save 4, 5 or 6	LOW
NO EFFECT	NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6 First and second hits have no effect. Third hit sinks ship.

OARS: 4"(6") SAIL: 6"(9")
BATTLE HONOURS: 4



3 front cannons
1 broadside
repelling boarders
May turn on spot
90deg for 1/2 move
May reverse 2"
May ram, when
straight 3" under
oars
If enemy fails
waterline save:
1-2: 1pt wl dmg
3-4: 2pts wl dmg
5-6: 3pts wl dmg

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WOLFSHIP

SHIP OF THE LINE

CREW 3

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2	FORECASTLE Save 4, 5 or 6 Each hit destroys 1 fore cannon battery.	3 MAIN DECK Save 5 or 6 Broadside cannon batteries lost.	LOW
4 BOWS Save 4, 5 or 6 1 fore cannon battery lost.	5 OAR DECK Save 4, 5 or 6 Oars lost. Cannot move under oars.	6 STERN Save 4, 5 or 6	LOW
NO EFFECT	NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6 First and second hits have no effect. Third hit sinks ship.

OARS: 4"(6") SAIL: 6"(9")
BATTLE HONOURS: 4

EMPIRE

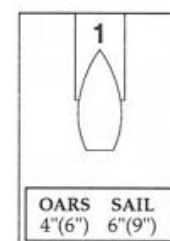
WARGALLEY

SHIP OF THE LINE

CREW 2

4	MAST Save 5 or 6 Mast lost. Cannot move under sail. Any further hits do not cause critical damage.
5 FORE CASTLE Save 4, 5 or 6 Cannon destroyed. May not fire.	6 OAR DECK Save 5 or 6 Oars lost. Cannot move under oars.
NO EFFECT	SINKS
BELOW WATERLINE Save 5 or 6 First hit has no effect. Second hit sinks ship.	

OARS: 4"(6") SAIL: 6"(9")
BATTLE HONOURS: 2



1 front cannon,
repelling boarders
May turn on spot
90deg for 1/2 move
May reverse 2"
May ram, when
straight 3" under
oars
If enemy fails
waterline save:
1-3: 1pt wl dmg
4-5: 2pts wl dmg
6: 3pts wl dmg

Do not forget determination of respective flagship!

Squad 1:

Wargalley 1

4	5	6	crew #:	type:
WL	WL		sail	oar cannon

Wargalley 2

4	5	6	crew #:	type:
WL	WL		sail	oar cannon

Wargalley 3

4	5	6	crew #:	type:
WL	WL		sail	oar cannon

Squad 2:

Wargalley 1

4	5	6	crew #:	type:
WL	WL		sail	oar cannon

Wargalley 2

4	5	6	crew #:	type:
WL	WL		sail	oar cannon

Wargalley 3

4	5	6	crew #:	type:
WL	WL		sail	oar cannon

Squad 3:

Wargalley 1

4	5	6	crew #:	type:
WL	WL		sail	oar cannon

Wargalley 2

4	5	6	crew #:	type:
WL	WL		sail	oar cannon

Wargalley 3

4	5	6	crew #:	type:
WL	WL		sail	oar cannon