

<div> <div>KHORNE</div> <div>BLOODSHIP</div> <div>MAN O' WAR</div> </div> <div> <div>CREW</div> <div>3</div> <div>CHAOS WARRIORS</div> </div>				
<div>2</div> <div>PROW</div> <div>Save 4, 5 or 6</div>	<div>3</div> <div>GUN DECKS</div> <div>Save 4, 5 or 6</div>	<div>4</div> <div>BLOOD CAULDRONS</div> <div>Save 4, 5 or 6</div>	<div>5</div> <div>BRIDGE</div> <div>Save 4, 5 or 6</div>	<div>6</div> <div>STERN</div> <div>Save 4, 5 or 6</div>
<div>Burning Skulls lost when both locations destroyed.</div>				
<div>2</div> <div>HAMMER OF KHORNE</div> <div>Save 3, 4, 5 or 6</div> <div>Hammer of Khorne may not ram or fire.</div>	<div>3</div> <div>OAR DECK</div> <div>Save 4, 5 or 6</div> <div>Oars lost. Speed reduced by 2"(3").</div>	<div>4</div> <div>OAR DECK</div> <div>Save 4, 5 or 6</div> <div>Oars lost. Speed reduced by 2"(3").</div>	<div>5</div> <div>OAR DECK</div> <div>Save 4, 5 or 6</div> <div>Oars lost. Speed reduced by 2"(3").</div>	<div>6</div> <div>AFT</div> <div>Save 4, 5 or 6</div>
<div>BELOW WATERLINE</div> <div>Save 4, 5 or 6</div> <div>First, second and third hits have no effect. Fourth hit sinks ship.</div>				
NO EFFECT	NO EFFECT	NO EFFECT	SINKS	
<div>OARS: 6"(9")</div> <div>BATTLE HONOURS: 6</div>				

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Bloodship

Burning Skulls: 1 dice attack 6", save-1, blaze

Hammer: 1 dice attack 6", if save fails blaze and roll for adjacent locations if ablaze as well with 3"move ramming, roll

1-3: low hit, with save -2, 1damage

4-6: waterline hit, save -1

1-2: 1WL, 3-5: 2WL, 6: 3WL

Ironshark

bow-contact, 1dice attack low with save -1,

If enemy saving throw is 1, then 2 damage with critical possible

<div> <div>KHORNE</div> <div>IRONSHARK</div> <div>SHIP OF THE LINE</div> </div> <div> <div>CREW</div> <div>2</div> <div>CHAOS CULTISTS</div> </div>		
<div>3</div> <div>SHARK HEAD</div> <div>Save 4, 5 or 6</div> <div>First hit no effect. Second hit destroys shark head.</div>	<div>4</div> <div>SAIL</div> <div>Save 5 or 6</div> <div>Mast lost. Cannot move under sail. Any further hits do not cause critical damage.</div>	<div>6</div> <div>AFTCASTLE</div> <div>Save 4, 5 or 6</div>
<div>5</div> <div>OARS</div> <div>Save 5 or 6</div> <div>Oars lost. Cannot move under oars.</div>		
<div>BELOW WATERLINE</div> <div>Save 5 or 6</div> <div>First hit has no effect. Second hit sinks ship.</div>		
NO EFFECT	SINKS	
<div>OARS: 6" SAIL: 6" BATTLE HONOURS: 2</div>		

Squad 1

Do not forget determination of respective flagship!

Ironshark 1 _____

3	3	sails oars sharkhead
4	5	6
		WL WL

crew #: type: _____

Ironshark 2 _____

3	3	sails oars sharkhead
4	5	6
		WL WL

crew #: type: _____

Ironshark 3 _____

3	3	sails oars sharkhead
4	5	6
		WL WL

crew #: type: _____

Squad 2

Ironshark 1 _____

3	3	sails oars sharkhead
4	5	6
		WL WL

crew #: type: _____

Ironshark 2 _____

3	3	sails oars sharkhead
4	5	6
		WL WL

crew #: type: _____

Ironshark 3 _____

3	3	sails oars sharkhead
4	5	6
		WL WL

crew #: type: _____

Squad 3

Ironshark 1 _____

3	3	sails oars sharkhead
4	5	6
		WL WL

crew #: type: _____

Ironshark 2 _____

3	3	sails oars sharkhead
4	5	6
		WL WL

crew #: type: _____

Ironshark 3 _____

3	3	sails oars sharkhead
4	5	6
		WL WL

crew #: type: _____