

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

### 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, 1 damage  
 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

KHORNE IRONSHARK					CREW 2 CHAOS CULTISTS
SHIP OF THE LINE					
3 SHARK HEAD Save 4, 5 or 6 First hit no effect. Second hit destroys shark head.	4 AFTCASTLE Save 4, 5 or 6	SAIL Save 5 or 6 Mast lost. Cannot move under sail. Any further hits do not cause critical damage.		OARS 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: 6" SAIL: 6"		BATTLE HONOURS: 2	

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BATTLE HONOURS: 6							

### Squad 1

Ironshark 1  

3	3	
4	5	6

 sails oars sharkhead  

WL	WL
----	----

  
 crew #: type: \_\_\_\_\_

Ironshark 2  

3	3	
4	5	6

 sails oars sharkhead  

WL	WL
----	----

  
 crew #: type: \_\_\_\_\_

Ironshark 3  

3	3	
4	5	6

 sails oars sharkhead  

WL	WL
----	----

  
 crew #: type: \_\_\_\_\_

### Squad 2

Ironshark 1  

3	3	
4	5	6

 sails oars sharkhead  

WL	WL
----	----

  
 crew #: type: \_\_\_\_\_

Ironshark 2  

3	3	
4	5	6

 sails oars sharkhead  

WL	WL
----	----

  
 crew #: type: \_\_\_\_\_

Ironshark 3  

3	3	
4	5	6

 sails oars sharkhead  

WL	WL
----	----

  
 crew #: type: \_\_\_\_\_

### Squad 3

Ironshark 1  

3	3	
4	5	6

 sails oars sharkhead  

WL	WL
----	----

  
 crew #: type: \_\_\_\_\_

Ironshark 2  

3	3	
4	5	6

 sails oars sharkhead  

WL	WL
----	----

  
 crew #: type: \_\_\_\_\_

Ironshark 3  

3	3	
4	5	6

 sails oars sharkhead  

WL	WL
----	----

  
 crew #: type: \_\_\_\_\_