



Nurgl's Rot, contracted on 5-6, even if no damage caused (roll in endphase for each counter)

1-2 remove counter  
3 nothing happens  
4-5 remove 1 crew  
6 1 waterline damage

**Squad 1** \_\_\_\_\_

Do not forget determination of respective flagship!

Plaguecr. 1 \_\_\_\_\_

5	5	6
2	3	4

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

Plaguecr. 2 \_\_\_\_\_

5	5	6
2	3	4

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

Plaguecr. 3 \_\_\_\_\_

5	5	6
2	3	4

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

**Squad 2** \_\_\_\_\_

Plaguecr. 1 \_\_\_\_\_

5	5	6
2	3	4

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

Plaguecr. 2 \_\_\_\_\_

5	5	6
2	3	4

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

Plaguecr. 3 \_\_\_\_\_

5	5	6
2	3	4

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

**Plaguecr.**

Sail 6" or Paddles 4" resp. 2" for 90, 4" for 180  
Turn, No reverse

**Plague catapults**

3-9", only high, if damage, crushing further down with save +1

**Slime trail**

Lay at end of move, any ship in contact with it, gets on a roll of 1-3 one Nurgl's rot.

**Boarding**

Every ship in contact, gets 1 Nurgl's rot for every round of combat

**Plaguecrusher**

Sail 6" or Paddles 6" resp. 3" for 90, 6" for 180 turn or Paddles 3" backwards

**Plague catapults / Boarding Towers**

Allowed to fire over obstacles within first 3", 3-9", only high, if damage, crushing further down with save +1

**Boarding**

Every ship in contact, gets 1 Nurgl's rot for every round of combat

Crew **protected** against grapeshot, as long as tower functional