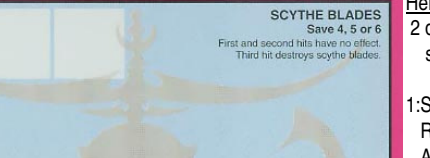


SLAANESH HELLRAMMER SHIP OF THE LINE					CREW 2 CHAOS CULTISTS
6					MAST Save 5 or 6 Mast lost. Cannot move under sail. Any further hits do not cause critical damage.
2	RAM Save 4, 5 or 6 Ram destroyed. May not ram.	3	BOWS Save 5 or 6 Cannon lost.	4	OAR DECK Save 5 or 6 Oars lost. Cannot move under oars.
					5
					AFT-CASTLE Save 5 or 6
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: 1					

SLAANESH HELLSLICER SHIP OF THE LINE					CREW 2 CHAOS CULTISTS
5,6					SCYTHE BLADES Save 4, 5 or 6 First and second hits have no effect. Third hit destroys scythe blades.
2	BOWS Save 5 or 6	3	OAR DECK Save 4, 5 or 6 Oars lost. Cannot move under oars.	4	AFT-CASTLE Save 4, 5 or 6
NO EFFECT		SINKS		BELOW WATERLINE Save 5 or 6 First hit has no effect. Second hit sinks ship.	
OARS: 6" BATTLE HONOURS: 1					

Hellrammer ram
 3" straight move, low
 hit with **no** save

Hellslicer Skythe blades
 2 dice attack high,
 sails at -1 save
 if **miss**, roll 1D6:
 1: Slicer explodes,
 Replace with debris,
 All ships within 3"
 take 1 random low hit
 with -1 save
 2: Blades halt, apply 1
 damage to blades
 3-5: Gear slip, attack
 futile
 6: Unexpected hit, roll
 once more for a **low**
 location

Squad 1: _____ Do not forget determination of respective flagship!

Hellrammer 1 _____

2	3	4	5	6
---	---	---	---	---

 crew #: _____
 type: _____

WL	WL
----	----

 sails oars ram fires

Hellrammer 2 _____

2	3	4	5	6
---	---	---	---	---

 crew #: _____
 type: _____

WL	WL
----	----

 sails oars ram fires

Hellrammer 3 _____

2	3	4	5	6
---	---	---	---	---

 crew #: _____
 type: _____

WL	WL
----	----

 sails oars ram fires

Squad 2: _____

Hellrammer 1 _____

2	3	4	5	6
---	---	---	---	---

 crew #: _____
 type: _____

WL	WL
----	----

 sails oars ram fires

Hellrammer 2 _____

2	3	4	5	6
---	---	---	---	---

 crew #: _____
 type: _____

WL	WL
----	----

 sails oars ram fires

Hellrammer 3 _____

2	3	4	5	6
---	---	---	---	---

 crew #: _____
 type: _____

WL	WL
----	----

 sails oars ram fires

Squad 3: _____

Hellrammer 1 _____

2	3	4	5	6
---	---	---	---	---

 crew #: _____
 type: _____

WL	WL
----	----

 sails oars ram fires

Hellrammer 2 _____

2	3	4	5	6
---	---	---	---	---

 crew #: _____
 type: _____

WL	WL
----	----

 sails oars ram fires

Hellrammer 3 _____

2	3	4	5	6
---	---	---	---	---

 crew #: _____
 type: _____

WL	WL
----	----

 sails oars ram fires

Squad 1: _____

Hellslicer 1 _____

5,6		
-----	--	--

 crew #: _____

2	3	4
---	---	---

 type: _____

WL	WL
----	----

 oars skythe blades

Hellslicer 2 _____

5,6		
-----	--	--

 crew #: _____

2	3	4
---	---	---

 type: _____

WL	WL
----	----

 oars skythe blades

Hellslicer 3 _____

5,6		
-----	--	--

 crew #: _____

2	3	4
---	---	---

 type: _____

WL	WL
----	----

 oars skythe blades

Squad 2: _____

Hellslicer 1 _____

5,6		
-----	--	--

 crew #: _____

2	3	4
---	---	---

 type: _____

WL	WL
----	----

 oars skythe blades

Hellslicer 2 _____

5,6		
-----	--	--

 crew #: _____

2	3	4
---	---	---

 type: _____

WL	WL
----	----

 oars skythe blades

Hellslicer 3 _____

5,6		
-----	--	--

 crew #: _____

2	3	4
---	---	---

 type: _____

WL	WL
----	----

 oars skythe blades

Squad 3: _____

Hellslicer 1 _____

5,6		
-----	--	--

 crew #: _____

2	3	4
---	---	---

 type: _____

WL	WL
----	----

 oars skythe blades

Hellslicer 2 _____

5,6		
-----	--	--

 crew #: _____

2	3	4
---	---	---

 type: _____

WL	WL
----	----

 oars skythe blades

Hellslicer 3 _____

5,6		
-----	--	--

 crew #: _____

2	3	4
---	---	---

 type: _____

WL	WL
----	----

 oars skythe blades