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Game:	MAN O' WAR	v3.1 Sep 2014
Publisher:	Games Workshop (1993)	
	Shipcards: Page 1-2: IMPERIAL Page 3: BRETONNIAN Page 4: NORSE Page 5-6: DWARF Page 7-8: ELF Page 9: ORC Page 10: DARK ELF Page 11-12: CHAOS DWARF Page 13: SKAVEN Page 14: SHORE FORT Page 15: KHORNE Page 16-17: SLAANESH Page 18: TZEENTCH Page 19: NURGLE Page 20: CHAOS UNDIVIDED Page 21-22: UNDEAD Page 23: MONSTERS	
Print on card (ensure you are printing at 100% scale) laminate and trim to size.		

IMPERIAL MAN O'WAR			MOVE		
GREATSHIP			SAIL 6" WIND BEHIND 9"		
CREW					
FOREMAST 5+			MAINMAST 5+		
4 No effect			5 No effect		
Mast destroyed Speed reduced by 2"(3")			Mast destroyed Speed reduced by 2"(3")		
Further hits no criticals			Further hits no criticals		
FORECASTLE 4+			AFTCASTLE 4+		
2 Each hit destroys 1 fore cannon battery			3 Each hit destroys 1 aft cannon battery		
BOWS 4+			GUN DECK 4+		
4 1 broadside cannon battery lost			5 1 broadside cannon battery lost		
BELOW WATERLINE 4+			HONOURS		
WEAPONS			2		
Cannons: 2 firing ahead, 2 rearward, 3 broadside. All cannons may repel boarders.			3		

IMPERIAL SHIP OF THE LINE			MOVE		
WARGALLEY			SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"		
CREW					
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"					
MAST 5+					
4 Mast lost Cannot move under sail					
Further hits no criticals					
FORECASTLE 4+			OAR DECK 5+		
5 Cannon destroyed May not fire			6 Oars lost Cannot move under oars		
BELOW WATERLINE 5+			HONOURS		
WEAPONS			1		
Cannon: 1 firing ahead. Cannon may repel boarders.					
RAM					
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.					

IMPERIAL SHIP OF THE LINE			MOVE		
WARGALLEY			SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"		
CREW					
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"					
MAST 5+					
4 Mast lost Cannot move under sail					
Further hits no criticals					
FORECASTLE 4+			OAR DECK 5+		
5 Cannon destroyed May not fire			6 Oars lost Cannot move under oars		
BELOW WATERLINE 5+			HONOURS		
WEAPONS			1		
Cannon: 1 firing ahead. Cannon may repel boarders.					
RAM					
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.					

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MAST 5+					
4 Mast lost Cannot move under sail					
Further hits no criticals					
FORECASTLE 4+			OAR DECK 5+		
5 Cannon destroyed May not fire			6 Oars lost Cannot move under oars		
BELOW WATERLINE 5+			HONOURS		
WEAPONS			1		
Cannon: 1 firing ahead. Cannon may repel boarders.					
RAM					
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.					

IMPERIAL FLYER			MOVE		
GRIFFON RIDER			18"		
RIDER			HONOURS		
6 If Rider is killed, remove model from table.			1		
GRIFFON			2		
4,5 Each hit causes 1 Wound. Further hits do not cause criticals.			3		
ATTACKS			CLOSE COMBAT		
			+2 modifier in close combat. If attacking, may re-roll own dice or force opponent to re-roll his.		

IMPERIAL SHIP OF THE LINE			MOVE		
WOLFSHIP			SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"		
CREW					
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"					
FOREMAST 5+			MAINMAST 5+		
4 Mast lost Speed reduced by 2"(3")			5 Mast lost Speed reduced by 2"(3")		
Further hits no criticals			Further hits no criticals		
FORECASTLE 4+			MAIN DECK 5+		
2 Each hit destroys 1 fore cannon battery			3 Broadside cannon batteries lost		
BOWS 4+			OAR DECK 4+		
4 1 fore cannon battery lost			5 Oars lost. Cannot move under oars		
BELOW WATERLINE 4+			HONOURS		
WEAPONS			3		
Cannons: 3 firing ahead, 1 broadside. Cannons may repel boarders.			1		
RAM			1		
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.					

IMPERIAL SHIP OF THE LINE			MOVE		
WOLFSHIP			SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"		
CREW					
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"					
FOREMAST 5+			MAINMAST 5+		
4 Mast lost Speed reduced by 2"(3")			5 Mast lost Speed reduced by 2"(3")		
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FORECASTLE 4+			MAIN DECK 5+		
2 Each hit destroys 1 fore cannon battery			3 Broadside cannon batteries lost		
BOWS 4+			OAR DECK 4+		
4 1 fore cannon battery lost			5 Oars lost. Cannot move under oars		
BELOW WATERLINE 4+			HONOURS		
WEAPONS			3		
Cannons: 3 firing ahead, 1 broadside. Cannons may repel boarders.			1		
RAM			1		
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.					

IMPERIAL SHIP OF THE LINE			MOVE		
WOLFSHIP			SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"		
CREW					
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FOREMAST 5+			MAINMAST 5+		
4 Mast lost Speed reduced by 2"(3")			5 Mast lost Speed reduced by 2"(3")		
Further hits no criticals			Further hits no criticals		
FORECASTLE 4+			MAIN DECK 5+		
2 Each hit destroys 1 fore cannon battery			3 Broadside cannon batteries lost		
BOWS 4+			OAR DECK 4+		
4 1 fore cannon battery lost			5 Oars lost. Cannot move under oars		
BELOW WATERLINE 4+			HONOURS		
WEAPONS			3		
Cannons: 3 firing ahead, 1 broadside. Cannons may repel boarders.			1		
RAM			1		
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.					

IMPERIAL SHIP OF THE LINE		MOVE
IRONFIST		SAIL 6" OARS 4" NO TURNS 6"
CREW		
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"		
MAST		5+
4 Mast lost Cannot move under sail		
Further hits no criticals		
MORTAR	4+	OAR DECK 5+
5 Mortar destroyed May not fire		6 Oars lost Cannot move under oars
BELOW WATERLINE 5+		HONOURS
		
WEAPONS		
Mortar: 1 firing ahead. Cannot repel boarders.		
MORTAR		1
Elf range ruler: 0-6": cannot hit, 6-12": can hit target. Cannot be aimed at low locations. If a ship between firer and target, roll for deviation: 1: 1-6" short, 2-5: HIT, 6: 1-6" long. If a hit, any ship under 1" template may be hit. If location fails save, destroyed and location below can be hit (save +1), then below at +2, etc. Ball stops when a save is made.		

IMPERIAL SHIP OF THE LINE		MOVE
IRONFIST		SAIL 6" OARS 4" NO TURNS 6"
CREW		
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"		
MAST		5+
4 Mast lost Cannot move under sail		
Further hits no criticals		
MORTAR	4+	OAR DECK 5+
5 Mortar destroyed May not fire		6 Oars lost Cannot move under oars
BELOW WATERLINE 5+		HONOURS
		
WEAPONS		
Mortar: 1 firing ahead. Cannot repel boarders.		
MORTAR		1
Elf range ruler: 0-6": cannot hit, 6-12": can hit target. Cannot be aimed at low locations. If a ship between firer and target, roll for deviation: 1: 1-6" short, 2-5: HIT, 6: 1-6" long. If a hit, any ship under 1" template may be hit. If location fails save, destroyed and location below can be hit (save +1), then below at +2, etc. Ball stops when a save is made.		

IMPERIAL SHIP OF THE LINE		MOVE
IRONFIST		SAIL 6" OARS 4" NO TURNS 6"
CREW		
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"		
MAST		5+
4 Mast lost Cannot move under sail		
Further hits no criticals		
MORTAR	4+	OAR DECK 5+
5 Mortar destroyed May not fire		6 Oars lost Cannot move under oars
BELOW WATERLINE 5+		HONOURS
		
WEAPONS		
Mortar: 1 firing ahead. Cannot repel boarders.		
MORTAR		1
Elf range ruler: 0-6": cannot hit, 6-12": can hit target. Cannot be aimed at low locations. If a ship between firer and target, roll for deviation: 1: 1-6" short, 2-5: HIT, 6: 1-6" long. If a hit, any ship under 1" template may be hit. If location fails save, destroyed and location below can be hit (save +1), then below at +2, etc. Ball stops when a save is made.		

IMPERIAL SHIP OF THE LINE		MOVE
HELLHAMMER		SAIL 6" OARS 4" NO TURNS 6"
CREW		
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"		
MAST		5+
4 Mast lost Cannot move under sail		
Further hits no criticals		
CANNON	4+	OAR DECK 5+
5 Cannon destroyed May not fire		6 Oars lost Cannot move under oars
BELOW WATERLINE 5+		HONOURS
		
WEAPONS		
Hell-hammer cannon: 1 firing ahead. May repel boarders with +2 defence.		
HELL-HAMMER CANNON		1
Can only fire 3 times per game. 2 pts damage if save failed. Elf range ruler: 0-6": -2 save, 6-12": -1 save. Firing recoil hurls ship back 3" (random low area hit for both ships in a collision). Cannon misfires on a hit roll of 1 (roll Critical Hit). After firing, place Reloading counter face up, next turn face down, next turn remove counter and may fire again.		

IMPERIAL SHIP OF THE LINE		MOVE
HELLHAMMER		SAIL 6" OARS 4" NO TURNS 6"
CREW		
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"		
MAST		5+
4 Mast lost Cannot move under sail		
Further hits no criticals		
CANNON	4+	OAR DECK 5+
5 Cannon destroyed May not fire		6 Oars lost Cannot move under oars
BELOW WATERLINE 5+		HONOURS
		
WEAPONS		
Hell-hammer cannon: 1 firing ahead. May repel boarders with +2 defence.		
HELL-HAMMER CANNON		1
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CREW		
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"		
MAST		5+
4 Mast lost Cannot move under sail		
Further hits no criticals		
CANNON	4+	OAR DECK 5+
5 Cannon destroyed May not fire		6 Oars lost Cannot move under oars
BELOW WATERLINE 5+		HONOURS
		
WEAPONS		
Hell-hammer cannon: 1 firing ahead. May repel boarders with +2 defence.		
HELL-HAMMER CANNON		1
Can only fire 3 times per game. 2 pts damage if save failed. Elf range ruler: 0-6": -2 save, 6-12": -1 save. Firing recoil hurls ship back 3" (random low area hit for both ships in a collision). Cannon misfires on a hit roll of 1 (roll Critical Hit). After firing, place Reloading counter face up, next turn face down, next turn remove counter and may fire again.		

BRETONNIAN MAN O'WAR			MOVE		
GALLEON			SAIL 9" WIND BEHIND 9"		
CREW					
FOREMAST 5+	MAINMAST 5+	AFTMAST 5+			
4 No effect Mast destroyed Speed reduced by 3" Further hits no criticals	5 No effect Mast destroyed Speed reduced by 3" Further hits no criticals	6 No effect Mast destroyed Speed reduced by 3" Further hits no criticals			
FORECASTLE 4+	AFTCASTLE 4+				
2 Broadside cannon battery destroyed	3 Broadside cannon battery destroyed				
BOWS 4+	GUN DECK 4+	STERN 4+			
4	5 Each destroys 1 broadside cannon battery	6			
BELOW WATERLINE 4+			HONOURS		
			6		
WEAPONS					
Cannons: 4 broadside. All cannons may repel boarders.			4 4		

BRETONNIAN SHIP OF THE LINE			MOVE		
CORSAIR			SAIL 9" WIND BEHIND 9"		
CREW					
FOREMAST 5+	AFTMAST 5+				
4 Mast lost Speed reduced by 3" Further hits no criticals	5,6 Speed reduced by 3" Speed reduced by 3" Further hits no criticals				
FORECASTLE 5+	AFTCASTLE 5+				
2 1 broadside cannon battery lost	3 1 broadside cannon battery lost				
BOWS 4+	GUN DECK 4+	STERN 4+			
4	5 1 broadside cannon battery lost	6			
BELOW WATERLINE 4+			HONOURS		
			4		
WEAPONS					
Cannons: 3 broadside. All cannons may repel boarders.			3 3		

BRETONNIAN SHIP OF THE LINE			MOVE		
CORSAIR			SAIL 9" WIND BEHIND 9"		
CREW					
FOREMAST 5+	AFTMAST 5+				
4 Mast lost Speed reduced by 3" Further hits no criticals	5,6 Speed reduced by 3" Speed reduced by 3" Further hits no criticals				
FORECASTLE 5+	AFTCASTLE 5+				
2 1 broadside cannon battery lost	3 1 broadside cannon battery lost				
BOWS 4+	GUN DECK 4+	STERN 4+			
4	5 1 broadside cannon battery lost	6			
BELOW WATERLINE 4+			HONOURS		
			4		
WEAPONS					
Cannons: 3 broadside. All cannons may repel boarders.			3 3		

BRETONNIAN SHIP OF THE LINE			MOVE		
CORSAIR			SAIL 9" WIND BEHIND 9"		
CREW					
FOREMAST 5+	AFTMAST 5+				
4 Mast lost Speed reduced by 3" Further hits no criticals	5,6 Speed reduced by 3" Speed reduced by 3" Further hits no criticals				
FORECASTLE 5+	AFTCASTLE 5+				
2 1 broadside cannon battery lost	3 1 broadside cannon battery lost				
BOWS 4+	GUN DECK 4+	STERN 4+			
4	5 1 broadside cannon battery lost	6			
BELOW WATERLINE 4+			HONOURS		
			4		
WEAPONS					
Cannons: 3 broadside. All cannons may repel boarders.			3 3		

BRETONNIAN FLYER			MOVE			HONOURS		
PEGASUS RIDER			18"			1		
RIDER			1			WOUND TRACK		
6 If Rider is killed, remove model from table.								
GRIFFON			2			WOUND TRACK		
4,5 Each hit causes 1 Wound. Further hits do not cause criticals.								
			3			WOUND TRACK		
ATTACKS			CLOSE COMBAT					
			+2 modifier in close combat. If attacking, adds an additional +1 for a total of +3. If an unmodified 6 is rolled when making a close combat attack, the enemy automatically loses a wound or crew counter no matter what he rolls.					

BRETONNIAN SHIP OF THE LINE			MOVE		
BUCCANEER			SAIL 9" WIND BEHIND 9"		
CREW					
MAST 5+					
4 Mast lost Cannot move Further hits no criticals					
FORECASTLE 4+			AFTCASTLE 5+		
5 Catapult destroyed May not fire			6		
BELOW WATERLINE 5+			HONOURS		
			1		
WEAPONS					
Catapult: 1 firing ahead. Catapult may not repel boarders, fire at close range or be aimed low. No save modifier at long range. If location fails save, it is destroyed and location below can be hit (save +1), then below at +2, etc. Rock stops when save is made or it passes through ship. A location already destroyed does not count and no critical.			1		

BRETONNIAN SHIP OF THE LINE			MOVE		
BUCCANEER			SAIL 9" WIND BEHIND 9"		
CREW					
MAST 5+					
4 Mast lost Cannot move Further hits no criticals					
FORECASTLE 4+			AFTCASTLE 5+		
5 Catapult destroyed May not fire			6		
BELOW WATERLINE 5+			HONOURS		
			1		
WEAPONS					
Catapult: 1 firing ahead. Catapult may not repel boarders, fire at close range or be aimed low. No save modifier at long range. If location fails save, it is destroyed and location below can be hit (save +1), then below at +2, etc. Rock stops when save is made or it passes through ship. A location already destroyed does not count and no critical.			1		

BRETONNIAN SHIP OF THE LINE			MOVE		
BUCCANEER			SAIL 9" WIND BEHIND 9"		
CREW					
MAST 5+					
4 Mast lost Cannot move Further hits no criticals					
FORECASTLE 4+			AFTCASTLE 5+		
5 Catapult destroyed May not fire			6		
BELOW WATERLINE 5+			HONOURS		
			1		
WEAPONS					
Catapult: 1 firing ahead. Catapult may not repel boarders, fire at close range or be aimed low. No save modifier at long range. If location fails save, it is destroyed and location below can be hit (save +1), then below at +2, etc. Rock stops when save is made or it passes through ship. A location already destroyed does not count and no critical.			1		

NORSE MAN O'WAR			MOVE		
KINGSHIP			SAIL 6" WIND BEHIND 9"		
CREW			OARS 6" NO TURNS 8"		
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"					
FHEAD 5+	MAIN MAST 4+		STERN 5+		HIGH
3	4,5 No effect Mast destroyed May not move under sail Further hits no criticals		6		
PROW 5+	OARDECK 4+	OARDECK 4+	AFT 5+		
3	4 Oars lost Speed under oars reduced by 3" (4")	5 Oars lost Speed under oars reduced by 3" (4")	6		
BELOW WATERLINE 4+			HONOURS		
NO RANGED WEAPONS			SPECIAL RULES		
Draw random 4 crew of Ulfwerener, Berserkers, Bonsmen or Huscarls (see rules for special abilities). If ship runs aground and fails BTW save, roll d6: 1: take 2 BTW hits; 2-5: take 1 BTW hit; 6: no damage. Then roll 3+ to move away freely.					

NORSE SHIP OF THE LINE			MOVE		
LONGSHIP			SAIL 6" WIND BEHIND 9"		
CREW			OARS 6" NO TURNS 8"		
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"					
PROW 5+	MAIN MAST 5+		STERN 5+		HIGH
4	5 Mast lost Cannot move under sail Further hits no criticals		6		
OAR DECK 4+		3 Oars lost Cannot move under oars			
BELOW WATERLINE 5+		HONOURS			
NO RANGED WEAPONS					
SPECIAL RULES					
All ships in a squadron touching each other at the start of a Battle Phase are lashed together. May not move under oars, sail 4". Act as one ship in boarding actions. If ship runs aground and fails BTW save, roll d6: 1: take 2 BTW hits; 2-5: take 1 BTW hit; 6: no damage. Then roll 3+ to move away freely.					

NORSE MAN O'WAR			MOVE		
KINGSHIP			SAIL 6" WIND BEHIND 9"		
CREW			OARS 6" NO TURNS 8"		
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"					
FHEAD 5+	MAIN MAST 4+		STERN 5+		HIGH
3	4,5 No effect Mast destroyed May not move under sail Further hits no criticals		6		
PROW 5+	OARDECK 4+	OARDECK 4+	AFT 5+		
3	4 Oars lost Speed under oars reduced by 3" (4")	5 Oars lost Speed under oars reduced by 3" (4")	6		
BELOW WATERLINE 4+			HONOURS		
NO RANGED WEAPONS					
SPECIAL RULES					
Draw random 4 crew of Ulfwerener, Berserkers, Bonsmen or Huscarls (see rules for special abilities). If ship runs aground and fails BTW save, roll d6: 1: take 2 BTW hits; 2-5: take 1 BTW hit; 6: no damage. Then roll 3+ to move away freely.					

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PROW 5+	MAIN MAST 5+		STERN 5+		HIGH
4	5 Mast lost Cannot move under sail Further hits no criticals		6		
OAR DECK 4+		3 Oars lost Cannot move under oars			
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PROW 5+	MAIN MAST 5+		STERN 5+		HIGH
4	5 Mast lost Cannot move under sail Further hits no criticals		6		
OAR DECK 4+		3 Oars lost Cannot move under oars			
BELOW WATERLINE 5+		HONOURS			
NO RANGED WEAPONS					
SPECIAL RULES					
All ships in a squadron touching each other at the start of a Battle Phase are lashed together. May not move under oars, sail 4". Act as one ship in boarding actions. If ship runs aground and fails BTW save, roll d6: 1: take 2 BTW hits; 2-5: take 1 BTW hit; 6: no damage. Then roll 3+ to move away freely.					

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PROW 5+	MAIN MAST 5+		STERN 5+		HIGH
4	5 Mast lost Cannot move under sail Further hits no criticals		6		
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BELOW WATERLINE 5+		HONOURS			
NO RANGED WEAPONS					
SPECIAL RULES					
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PROW 5+	MAIN MAST 5+		STERN 5+		HIGH
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OAR DECK 4+		3 Oars lost Cannot move under oars			
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SPECIAL RULES					
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OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"					
PROW 5+	MAIN MAST 5+		STERN 5+		HIGH
4	5 Mast lost Cannot move under sail Further hits no criticals		6		
OAR DECK 4+		3 Oars lost Cannot move under oars			
BELOW WATERLINE 5+		HONOURS			
NO RANGED WEAPONS					
SPECIAL RULES					
All ships in a squadron touching each other at the start of a Battle Phase are lashed together. May not move under oars, sail 4". Act as one ship in boarding actions. If ship runs aground and fails BTW save, roll d6: 1: take 2 BTW hits; 2-5: take 1 BTW hit; 6: no damage. Then roll 3+ to move away freely.					

DWARF MAN O'WAR		MOVE	
DREADNOUGHT		STEAM 6"	
CREW May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 4" as whole move.			
SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect. REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.			
FORE TURRETS 3+ Each hit destroys a turret; attacker chooses. 3 Left Right	BRIDGE 3+ 4 FUNNEL 5+ 5	AFT TURRETS 3+ Each hit destroys a turret; attacker chooses. 6 Left Right	HIGH
BOWS 3+ 2 B'SIDES 3+ Each hit destroys a battery, reducing broadside by 1 die. 3	PADDLE 4+ 4 Speed -3"	BOILER 3+ 5 Immobilised	PADDLE 4+ 6 Speed -3"
BELOW WATERLINE 3+		HONOURS 8	
WEAPONS Cannons: 2 fore & 2 aft turrets, 2 broadsides. Cannons may repel boarders (cannot be boarded until damage taken) RAM 3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1-1pt, 2-4: 2pts, 5-6: 3pts.			

DWARF MAN O'WAR		MOVE	
IRONCLAD		STEAM 6"	
CREW May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3" as whole move.			
SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect. REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.			
FORE TURRET 3+ 3 Fore turret guns lost	BRIDGE 4+ 4	FUNNEL 5+ 5	AFT TURRET 3+ 6 Aft turret guns lost
BOWS 3+ 2 Ram lost. May not ram	GUN DECK 3+ 3 Broadside battery lost	PADDLE 4+ 4 Immobilised	BOILER 3+ 5 Immobilised
BELOW WATERLINE 3+		HONOURS 6	
WEAPONS Cannons: 1 fore & 1 aft turrets, 2 broadsides. Cannons may repel boarders (cannot be boarded until damage taken) RAM 3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.			

DWARF MAN O'WAR		MOVE	
IRONCLAD		STEAM 6"	
CREW May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3" as whole move.			
SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect. REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.			
FORE TURRET 3+ 3 Fore turret guns lost	BRIDGE 4+ 4	FUNNEL 5+ 5	AFT TURRET 3+ 6 Aft turret guns lost
BOWS 3+ 2 Ram lost. May not ram	GUN DECK 3+ 3 Broadside battery lost	PADDLE 4+ 4 Immobilised	BOILER 3+ 5 Immobilised
BELOW WATERLINE 3+		HONOURS 6	
WEAPONS Cannons: 1 fore & 1 aft turrets, 2 broadsides. Cannons may repel boarders (cannot be boarded until damage taken) RAM 3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.			

DWARF MAN O'WAR		MOVE	
IRONCLAD		STEAM 6"	
CREW May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3" as whole move.			
SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect. REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.			
FORE TURRET 3+ 3 Fore turret guns lost	BRIDGE 4+ 4	FUNNEL 5+ 5	AFT TURRET 3+ 6 Aft turret guns lost
BOWS 3+ 2 Ram lost. May not ram	GUN DECK 3+ 3 Broadside battery lost	PADDLE 4+ 4 Immobilised	BOILER 3+ 5 Immobilised
BELOW WATERLINE 3+		HONOURS 6	
WEAPONS Cannons: 1 fore & 1 aft turrets, 2 broadsides. Cannons may repel boarders (cannot be boarded until damage taken) RAM 3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.			

DWARF MAN O'WAR		MOVE	
DREADNOUGHT		STEAM 6"	
CREW May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 4" as whole move.			
SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect. REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.			
FORE TURRETS 3+ Each hit destroys a turret; attacker chooses. 3 Left Right	BRIDGE 3+ 4 FUNNEL 5+ 5	AFT TURRETS 3+ Each hit destroys a turret; attacker chooses. 6 Left Right	HIGH
BOWS 3+ 2 B'SIDES 3+ Each hit destroys a battery, reducing broadside by 1 die. 3	PADDLE 4+ 4 Speed -3"	BOILER 3+ 5 Immobilised	PADDLE 4+ 6 Speed -3"
BELOW WATERLINE 3+		HONOURS 8	
WEAPONS Cannons: 2 fore & 2 aft turrets, 2 broadsides. Cannons may repel boarders (cannot be boarded until damage taken) RAM 3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1: 1pt, 2-4: 2pts, 5-6: 3pts.			

DWARF SHIP OF THE LINE		MOVE	
MONITOR		STEAM 6"	
CREW May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3" as whole move.			
SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect. REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.			
BOWS 4+ 3 Ram lost. May not ram	TURRET 4+ 4 Gun lost	PADDLE WHEEL 5+ 6 Immobilised	
BELOW WATERLINE 4+		HULL 4+ 5	HONOURS 3
WEAPONS Cannon: 1 turret. Cannon may repel boarders (cannot be boarded until damage taken) RAM 3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.			

DWARF SHIP OF THE LINE		MOVE	
MONITOR		STEAM 6"	
CREW May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3" as whole move.			
SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect. REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.			
BOWS 4+ 3 Ram lost. May not ram	TURRET 4+ 4 Gun lost	PADDLE WHEEL 5+ 6 Immobilised	
BELOW WATERLINE 4+		HULL 4+ 5	HONOURS 3
WEAPONS Cannon: 1 turret. Cannon may repel boarders (cannot be boarded until damage taken) RAM 3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.			

DWARF SHIP OF THE LINE		MOVE	
MONITOR		STEAM 6"	
CREW May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3" as whole move.			
SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect. REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.			
BOWS 4+ 3 Ram lost. May not ram	TURRET 4+ 4 Gun lost	PADDLE WHEEL 5+ 6 Immobilised	
BELOW WATERLINE 4+		HULL 4+ 5	HONOURS 3
WEAPONS Cannon: 1 turret. Cannon may repel boarders (cannot be boarded until damage taken) RAM 3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.			

DWARF INDEPENDENT

MOVE

NAUTILUS

CREW

STEAM 6"

May turn on spot 90° per 1/2 move unless side paddles are destroyed.
May reverse up to 3" as whole move.

SPILLS

Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

REPAIR

After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

DIVING

May dive at start of Battle Phase. When submerged cannot be attacked or have spells cast at it. Must surface at the start of its next Battle Phase and remain on the surface that entire turn. If damaged roll d6 for each damaged location—on any roll of a 1 Nautilus sinks.

BOWS

5+

3

Torpedo tubes lost

TOWER

5+

4

Turret gun lost

PADDLE WHEEL

5+

6

Immobilised

HULL

5+

5

BELOW WATERLINE

6+

HONOURS

3

WEAPONS

Cannon: 1 turret. 1 torpedo firing ahead when submerged
Cannon may repel boarders (cannot be boarded until damage taken).

TORPEDO

Use torpedo template, 2 dice for range. If foe fails BtW save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5: 3pts, 6: 6pts.

Torpedo

1

DWARF INDEPENDENT

MOVE

NAUTILUS

CREW

STEAM 6"

May turn on spot 90° per 1/2 move unless side paddles are destroyed.
May reverse up to 3" as whole move.

SPILLS

Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

REPAIR

After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

DIVING

May dive at start of Battle Phase. When submerged cannot be attacked or have spells cast at it. Must surface at the start of its next Battle Phase and remain on the surface that entire turn. If damaged roll d6 for each damaged location—on any roll of a 1 Nautilus sinks.

BOWS

5+

3

Torpedo tubes lost

TOWER

5+

4

Turret gun lost

PADDLE WHEEL

5+

6

Immobilised

HULL

5+

5

BELOW WATERLINE

6+

HONOURS

3

WEAPONS

Cannon: 1 turret. 1 torpedo firing ahead when submerged
Cannon may repel boarders (cannot be boarded until damage taken).

TORPEDO

Use torpedo template, 2 dice for range. If foe fails BtW save, roll for BtW damage: 1-2: 1pt, 3-4: 2pts, 5: 3pts, 6: 6pts.

Torpedo

1

DWARF SHIP OF THE LINE

MOVE

MONITOR

CREW

STEAM 6"

May turn on spot 90° per 1/2 move unless side paddles are destroyed.
May reverse up to 3" as whole move.

SPILLS

Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

REPAIR

After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

BOWS

4+

3

Ram lost.
May not ram

TURRET

4+

4

Gun lost

PADDLE WHEEL

5+

6

Immobilised

HULL

4+

5

BELOW WATERLINE

4+

HONOURS

3

WEAPONS

Cannon: 1 turret.
Cannon may repel boarders (cannot be boarded until damage taken)

RAM

3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.

1

DWARF MAN O'WAR

MOVE

DREADNOUGHT

CREW

STEAM 6"

May turn on spot 90° per 1/2 move unless side paddles are destroyed.
May reverse up to 4" as whole move.

SPILLS

Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

REPAIR

After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

FORE TURRETS

3+

3

Left

Each hit destroys a turret; attacker chooses.

BRIDGE

3+

4

FUNNEL

5+

5

AFT TURRETS

3+

6

Left

Each hit destroys a turret; attacker chooses.

BOWS

3+

2

B'SIDES

3+

3

Each hit destroys a battery, reducing broadside by 1 die.

PADDLE

4+

4

Speed -3"

BOILER

3+

5

Immobilised

PADDLE

4+

6

Speed -3"

BELOW WATERLINE

3+

HONOURS

8

WEAPONS

Cannons: 2 fore & 2 aft turrets, 2 broadsides.
Cannons may repel boarders (cannot be boarded until damage taken)

RAM

3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1: 1pt, 2-4: 2pts, 5-6: 3pts.

1

1

2

2

1

1

DWARF FLYER

MOVE

WAR BALLOON

12"

HONOURS

1

BALLOON

-

6

Remove model from table.

1

WOUND TRACK

2

WOUND TRACK

3

WOUND TRACK

ATTACKS

Drops a bomb on a specified high location. Roll a d6:
1-2 Bomb misses.
3 Bomb hits location in front of target location.
4 Bomb hits location behind target location.
5-6 Bomb is on target.
There is no save modifier and the bomb causes 1 point of damage.
Gatling Cannon: defensive fire vs. other flyers.

CLOSE COMBAT

+1 modifier in close combat.
If the Balloon wins it doesn't cause a crew counter to be lost; instead it may fire its gatling cannon.

DWARF FLYER

MOVE

GYROCOPTER

18"

HONOURS

1

PILOT

-

6

Remove model from table.

1

WOUND TRACK

2

WOUND TRACK

3

WOUND TRACK

ATTACKS

2 dice gatling cannon attack.
May also be used for defensive fire against incoming flyers.

CLOSE COMBAT

+1 modifier in close combat.
Even if the gyrocopter wins, it doesn't cause damage; instead it may make another attack with its cannons.

DWARF SHIP OF THE LINE

MOVE

MONITOR

CREW

STEAM 6"

May turn on spot 90° per 1/2 move unless side paddles are destroyed.
May reverse up to 3" as whole move.

SPILLS

Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

REPAIR

After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

BOWS

4+

3

Ram lost.
May not ram

TURRET

4+

4

Gun lost

PADDLE WHEEL

5+

6

Immobilised

HULL

4+

5

BELOW WATERLINE

4+

HONOURS

3

WEAPONS

Cannon: 1 turret.
Cannon may repel boarders (cannot be boarded until damage taken)

RAM

3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.

1

DWARF SHIP OF THE LINE

MOVE

MONITOR

CREW

STEAM 6"

May turn on spot 90° per 1/2 move unless side paddles are destroyed.
May reverse up to 3" as whole move.

SPILLS

Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

REPAIR

After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

BOWS

4+

3

Ram lost.
May not ram

TURRET

4+

4

Gun lost

PADDLE WHEEL

5+

6

Immobilised

HULL

4+

5

BELOW WATERLINE

4+

HONOURS

3

WEAPONS

Cannon: 1 turret.
Cannon may repel boarders (cannot be boarded until damage taken)

RAM

3" straight to enemy. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.

1

ELF MAN O'WAR		MOVE	
DRAGONSHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
RIGHT MAST 5+	LEFTMAST 5+	TOWERS 4+	
4 No effect	5 No effect	6 1 fore Eagle Claw lost	
Mast destroyed Speed reduced by 3"	Mast destroyed Speed reduced by 3"		
Further hits no criticals	Further hits no criticals		
BRIDGE 4+		AFTCASTLE 4+	
2 1 fore Eagle Claw lost		3	
BOWS 4+	MIDSHIPS 4+	STERN 4+	
4 1 hit no effect. 2nd hit destroys both Dragonblades	5 Broadside Eagle Claws lost	6	
BELOW WATERLINE 4+		HONOURS	
		8	
WEAPONS		2	
Eagle Claws: 2 firing ahead, 1 broadside, range 12", no save modifier for range, may not repel boarders.		1 1	
Dragonblades: no ramming move required; counts as part of movement. If BtW save failed, d6 BtW damage. Ship sunk, Dragonship continuing moving. If not, impaled on ship and neither moves until it is sunk. Can move through wreckage.			

ELF MAN O'WAR		MOVE	
EAGLESHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
SAIL 5+	BATTLE TOWERS 5+		
4,5 Each hit reduces Speed by 2"	6		
Further hits no criticals			
SAIL 4+	BRIDGE 5+		
2	3		
BOWS 4+	MIDSHIPS 4+	OUTRIGGER 4+	
4 1 broadside Eagle Claw lost	5 1 broadside Eagle Claw lost	6 1 broadside Eagle Claw lost	
BELOW WATERLINE 4+		HONOURS	
		6	
WEAPONS		3 3	
Eagle Claw Bolt Throwers: 3 broadsides, range 12", no save modifier for range, may not repel boarders.			

ELF MAN O'WAR		MOVE	
EAGLESHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
SAIL 5+	BATTLE TOWERS 5+		
4,5 Each hit reduces Speed by 2"	6		
Further hits no criticals			
SAIL 4+	BRIDGE 5+		
2	3		
BOWS 4+	MIDSHIPS 4+	OUTRIGGER 4+	
4 1 broadside Eagle Claw lost	5 1 broadside Eagle Claw lost	6 1 broadside Eagle Claw lost	
BELOW WATERLINE 4+		HONOURS	
		6	
WEAPONS		3 3	
Eagle Claw Bolt Throwers: 3 broadsides, range 12", no save modifier for range, may not repel boarders.			

ELF MAN O'WAR		MOVE	
EAGLESHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
SAIL 5+	BATTLE TOWERS 5+		
4,5 Each hit reduces Speed by 2"	6		
Further hits no criticals			
SAIL 4+	BRIDGE 5+		
2	3		
BOWS 4+	MIDSHIPS 4+	OUTRIGGER 4+	
4 1 broadside Eagle Claw lost	5 1 broadside Eagle Claw lost	6 1 broadside Eagle Claw lost	
BELOW WATERLINE 4+		HONOURS	
		6	
WEAPONS		3 3	
Eagle Claw Bolt Throwers: 3 broadsides, range 12", no save modifier for range, may not repel boarders.			

ELF MAN O'WAR		MOVE	
DRAGONSHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
RIGHT MAST 5+	LEFTMAST 5+	TOWERS 4+	
4 No effect	5 No effect	6 1 fore Eagle Claw lost	
Mast destroyed Speed reduced by 3"	Mast destroyed Speed reduced by 3"		
Further hits no criticals	Further hits no criticals		
BRIDGE 4+		AFTCASTLE 4+	
2 1 fore Eagle Claw lost		3	
BOWS 4+	MIDSHIPS 4+	STERN 4+	
4 1 hit no effect. 2nd hit destroys both Dragonblades	5 Broadside Eagle Claws lost	6	
BELOW WATERLINE 4+		HONOURS	
		8	
WEAPONS		2	
Eagle Claws: 2 firing ahead, 1 broadside, range 12", no save modifier for range, may not repel boarders.		1 1	
Dragonblades: no ramming move required; counts as part of movement. If BtW save failed, d6 BtW damage. Ship sunk, Dragonship continuing moving. If not, impaled on ship and neither moves until it is sunk. Can move through wreckage.			

ELF SHIP OF THE LINE		MOVE	
HAWKSHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
MAST 6+			
3 No effect			
Mast destroyed Cannot move			
Further hits no criticals			
FORE CASTLE 5+	MIDSHIPS 4+	AFT CASTLE 5+	
4 1 fore Eagle Claw lost	5 1 fore Eagle Claw lost	6	
BELOW WATERLINE 4+		HONOURS	
		2	
WEAPONS		2	
Eagle Claw Bolt Throwers: 2 firing ahead, range 12", no save modifier for range, may not repel boarders.			
SPECIAL RULES			
Highly Manoeuvrable: Use special 90° turn template.			

ELF SHIP OF THE LINE		MOVE	
HAWKSHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
MAST 6+			
3 No effect			
Mast destroyed Cannot move			
Further hits no criticals			
FORE CASTLE 5+	MIDSHIPS 4+	AFT CASTLE 5+	
4 1 fore Eagle Claw lost	5 1 fore Eagle Claw lost	6	
BELOW WATERLINE 4+		HONOURS	
		2	
WEAPONS		2	
Eagle Claw Bolt Throwers: 2 firing ahead, range 12", no save modifier for range, may not repel boarders.			
SPECIAL RULES			
Highly Manoeuvrable: Use special 90° turn template.			

ELF SHIP OF THE LINE		MOVE	
HAWKSHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase	
MAST 6+			
3 No effect			
Mast destroyed Cannot move			
Further hits no criticals			
FORE CASTLE 5+	MIDSHIPS 4+	AFT CASTLE 5+	
4 1 fore Eagle Claw lost	5 1 fore Eagle Claw lost	6	
BELOW WATERLINE 4+		HONOURS	
		2	
WEAPONS		2	
Eagle Claw Bolt Throwers: 2 firing ahead, range 12", no save modifier for range, may not repel boarders.			
SPECIAL RULES			
Highly Manoeuvrable: Use special 90° turn template.			

ELF FLYER	MOVE	HONOURS
WAR EAGLE	24"	1
RIDER	1	WOUND TRACK
6 Remove model from table.		
EAGLE	2	WOUND TRACK
4,5 Remove model from table.		
	3	WOUND TRACK
ATTACKS	CLOSE COMBAT	
	+1 modifier in close combat. In the first round of combat, if attacking, adds an additional dice to its roll, for a total modifier of 2 dice +1.	

ELF FLYER	MOVE	HONOURS
WAR EAGLE	24"	1
RIDER	1	WOUND TRACK
6 Remove model from table.		
EAGLE	2	WOUND TRACK
4,5 Remove model from table.		
	3	WOUND TRACK
ATTACKS	CLOSE COMBAT	
	+1 modifier in close combat. In the first round of combat, if attacking, adds an additional dice to its roll, for a total modifier of 2 dice +1.	

ELF SHIP OF THE LINE	MOVE
HAWKSHIP	SAIL 6" (x2)
CREW	MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase
MAST	6+
3 No effect	
Mast destroyed Cannot move	
Further hits no criticals	
FORE CASTLE	5+
4 1 fore Eagle Claw lost	
MIDSHIPS	4+
5 1 fore Eagle Claw lost	
AFT CASTLE	5+
6	
BELOW WATERLINE	4+
WEAPONS	2
Eagle Claw Bolt Throwers: 2 firing ahead, range 12", no save modifier for range, may not repel boarders.	
SPECIAL RULES	
Highly Manoeuvrable: Use special 90° turn template.	

ELF MAN O'WAR	MOVE
DRAGONSHIP	SAIL 6" (x2)
CREW	MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase
RIGHT MAST	5+
4 No effect	
Mast destroyed Speed reduced by 3"	
Further hits no criticals	
LEFTMAST	5+
5 No effect	
Mast destroyed Speed reduced by 3"	
Further hits no criticals	
TOWERS	4+
6 1 fore Eagle Claw lost	
BRIDGE	4+
2 1 fore Eagle Claw lost	
BOWS	4+
4 1 hit no effect. 2nd hit destroys both Dragonblades	
MIDSHIPS	4+
5 Broadside Eagle Claws lost	
STERN	4+
6	
BELOW WATERLINE	4+
WEAPONS	2
Eagle Claws: 2 firing ahead, 1 broadside. range 12", no save modifier for range, may not repel boarders.	
Dragonblades: no ramming move required; counts as part of movement. If BTW save failed, d6 BTW damage. Ship sunk, Dragonship continuing moving. If not, impaled on ship and neither moves until it is sunk. Can move through wreckage.	

ELF FLYER	MOVE	HONOURS
DRAGON RIDER	15"	3
RIDER	1	WOUND TRACK
6 If rider is killed, remove model from table.		
DRAGON	4+	
4,5 Each hit causes 1 Wound. Further hits do not cause criticals.		
ATTACKS	CLOSE COMBAT	
Makes a 1 dice breath weapon attack; any location hit must make 2 successful saves or be set ablaze (or takes a wound if the target is another flyer).	+4 modifier in close combat.	

ELF FLYER	MOVE	HONOURS
DRAGON RIDER	15"	3
RIDER	1	WOUND TRACK
6 If rider is killed, remove model from table.		
DRAGON	4+	
4,5 Each hit causes 1 Wound. Further hits do not cause criticals.		
ATTACKS	CLOSE COMBAT	
Makes a 1 dice breath weapon attack; any location hit must make 2 successful saves or be set ablaze (or takes a wound if the target is another flyer).	+4 modifier in close combat.	

ELF SHIP OF THE LINE	MOVE
HAWKSHIP	SAIL 6" (x2)
CREW	MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase
MAST	6+
3 No effect	
Mast destroyed Cannot move	
Further hits no criticals	
FORE CASTLE	5+
4 1 fore Eagle Claw lost	
MIDSHIPS	4+
5 1 fore Eagle Claw lost	
AFT CASTLE	5+
6	
BELOW WATERLINE	4+
WEAPONS	2
Eagle Claw Bolt Throwers: 2 firing ahead, range 12", no save modifier for range, may not repel boarders.	
SPECIAL RULES	
Highly Manoeuvrable: Use special 90° turn template.	

ELF SHIP OF THE LINE	MOVE
HAWKSHIP	SAIL 6" (x2)
CREW	MOVE>ATTACK>MOVE or MOVEx2>ATTACK each Battle Phase
MAST	6+
3 No effect	
Mast destroyed Cannot move	
Further hits no criticals	
FORE CASTLE	5+
4 1 fore Eagle Claw lost	
MIDSHIPS	4+
5 1 fore Eagle Claw lost	
AFT CASTLE	5+
6	
BELOW WATERLINE	4+
WEAPONS	2
Eagle Claw Bolt Throwers: 2 firing ahead, range 12", no save modifier for range, may not repel boarders.	
SPECIAL RULES	
Highly Manoeuvrable: Use special 90° turn template.	

ORC MAN O'WAR		MOVE	
HULK		TREADWHEEL 4" May not turn on spot May reverse up to 2" SAIL 4" WIND BEHIND 6"	
CREW			
HAMMERS 4+		MAINMAST 5+	
4 Smash-hammers lost	5 No effect	SHOOTYBITZ 4+	
	Mast destroyed Ship may not move under sail	6 Fore big chukka lost	
	Further hits no criticals	Aft big chukka lost	
IRON CLAWZ 4+		GUBBINZ 4+	
2 Iron clawz lost	3		
FRUNT 5+		SHOOTYBITZ 4+	
4	5 Broadside big chukka battery lost	TREADWHEEL 4+	
4	6 Wheel lost Ship may only move under sail		
BELOW WATERLINE 4+		HONOURS	
		6	
WEAPONS			
Big Chukkas: 1 firing ahead, 1 rear, 1 broadside. Iron Clawz and Smash-hammers to fore. Iron Clawz: roll over range to target to grab foe, move models into contact (if foe ship bigger Orc ship move ups to it); target must roll 5-6 during boarding action or start of next turn to break away. Models in contact may be attacked with Smash-hammers: always aims low, d6 attacks (roll saves for each) on one location, multiple hits can cause criticals. Big Chukkas: as catapults with -1 save.		1 1 1	

ORC SHIP OF THE LINE		MOVE	
DRILLAKILLA		TREADWHEEL 3 DICE" Roll 3x 1 Drillakilla sinks	
CREW			
DRILL 4+		WORKY BITZ 4+	
4 Drill lost	5 Ship immobilised	TREADWHEEL 4+	
		6 Ship immobilised	
BELOW WATERLINE 4+		HONOURS	
		2	
WEAPONS			
The Drill: move into contact with target and roll d6: 1: DK sinks 2: One random low location on target destroyed (no save), then DK sinks 3: One point of BTW damage, no save 4: One point of damage to a low area, then fight boarding action—if orcs win, target is sunk, DK carries on next turn 5: as 4, plus one point of BTW damage (target may leak) 6: d6 points of BTW damage (may go straight through target and attack again).		No Ranged Weapons	
See page 65 for detailed table.			

ORC SHIP OF THE LINE		MOVE	
DRILLAKILLA		TREADWHEEL 3 DICE" Roll 3x 1 Drillakilla sinks	
CREW			
DRILL 4+		WORKY BITZ 4+	
4 Drill lost	5 Ship immobilised	TREADWHEEL 4+	
		6 Ship immobilised	
BELOW WATERLINE 4+		HONOURS	
		2	
WEAPONS			
The Drill: move into contact with target and roll d6: 1: DK sinks 2: One random low location on target destroyed (no save), then DK sinks 3: One point of BTW damage, no save 4: One point of damage to a low area, then fight boarding action—if orcs win, target is sunk, DK carries on next turn 5: as 4, plus one point of BTW damage (target may leak) 6: d6 points of BTW damage (may go straight through target and attack again).		No Ranged Weapons	
See page 65 for detailed table.			

ORC SHIP OF THE LINE		MOVE	
DRILLAKILLA		TREADWHEEL 3 DICE" Roll 3x 1 Drillakilla sinks	
CREW			
DRILL 4+		WORKY BITZ 4+	
4 Drill lost	5 Ship immobilised	TREADWHEEL 4+	
		6 Ship immobilised	
BELOW WATERLINE 4+		HONOURS	
		2	
WEAPONS			
The Drill: move into contact with target and roll d6: 1: DK sinks 2: One random low location on target destroyed (no save), then DK sinks 3: One point of BTW damage, no save 4: One point of damage to a low area, then fight boarding action—if orcs win, target is sunk, DK carries on next turn 5: as 4, plus one point of BTW damage (target may leak) 6: d6 points of BTW damage (may go straight through target and attack again).		No Ranged Weapons	
See page 65 for detailed table.			

ORC FLYER		MOVE		HONOURS	
WYVERN RIDER		15"		2	
RIDER 4+		1		WOUND TRACK	
6 Remove model from table.					
WYVERN 4+					
4,5 Each hit causes 1 Wound. Further hits do not cause criticals.					
ATTACKS		CLOSE COMBAT			
Drops 3 Squigbombs at adjacent high locations starting from the rear of the target. Roll a d6: 1-2 Squigbomb misses. 3 Squigbomb hits location in front of target location. 4 Squigbomb hits location behind target location. 5-6 Squigbomb is on target. The location takes 1 point of damage if it fails a saving throw.		+3 modifier in close combat.			

ORC SHIP OF THE LINE		MOVE	
BIGCHUKKA		TREADWHEEL 4" May not turn on spot May reverse up to 2" May not fire AND move	
CREW			
CHUKKA 5+			
4 Catapult lost			
WORKY BITZ 5+		TREADWHEEL 5+	
5	6 Ship immobilised		
BELOW WATERLINE 5+		HONOURS	
		1	
WEAPONS			
1 Big Chukka catapult firing ahead, -1 save. May not repel boarders, fire at close range or be aimed low. If location fails save, it is destroyed and location below can be hit (save +1), then below at +2, etc. Rock stops when save is made or it passes through ship. A location already destroyed does not count and no critical.		1	

ORC SHIP OF THE LINE		MOVE	
BIGCHUKKA		TREADWHEEL 4" May not turn on spot May reverse up to 2" May not fire AND move	
CREW			
CHUKKA 5+			
4 Catapult lost			
WORKY BITZ 5+		TREADWHEEL 5+	
5	6 Ship immobilised		
BELOW WATERLINE 5+		HONOURS	
		1	
WEAPONS			
1 Big Chukka catapult firing ahead, -1 save. May not repel boarders, fire at close range or be aimed low. If location fails save, it is destroyed and location below can be hit (save +1), then below at +2, etc. Rock stops when save is made or it passes through ship. A location already destroyed does not count and no critical.		1	

ORC SHIP OF THE LINE		MOVE	
BIGCHUKKA		TREADWHEEL 4" May not turn on spot May reverse up to 2" May not fire AND move	
CREW			
CHUKKA 5+			
4 Catapult lost			
WORKY BITZ 5+		TREADWHEEL 5+	
5	6 Ship immobilised		
BELOW WATERLINE 5+		HONOURS	
		1	
WEAPONS			
1 Big Chukka catapult firing ahead, -1 save. May not repel boarders, fire at close range or be aimed low. If location fails save, it is destroyed and location below can be hit (save +1), then below at +2, etc. Rock stops when save is made or it passes through ship. A location already destroyed does not count and no critical.		1	

DARK ELF MAN O' WAR

BLACK ARK

OF NAGGAROTH

CREW

MOVE

SAIL 9"

WIND BEHIND 9"

MAGIC 6"

ANY DIRECTION, ANY FACING

FORE MAST 4+

4 No effect

Mast destroyed

Speed reduced by 3"

Further hits no criticals

MAIN MAST 4+

5 No effect

Mast destroyed

Speed reduced by 3"

Further hits no criticals

AFT MAST 4+

6 No effect

Mast destroyed

Speed reduced by 3"

Further hits no criticals

FWD BATTLE TOWERS 4+

2 Fore reaper battery lost

AFT BATTLE TOWERS 4+

3 Aft reaper battery lost

BOWS 4+

4

BATTLE PLATFORMS 4+

5 Broadside reaper battery lost

BEAST PORTAL 4+

6 Roll d6 for each Squadron inside: On 4-6 they escape

BELOW WATERLINE 4+

Lose 1" of magical movement per hit

HONOURS

10

WEAPONS

Reaper Batteries: 1 firing ahead, 1 rear, 1 broadside. Roll d6 to find number of shots (1 = jammed this turn).

SPECIAL RULES

Any attacks on Ark fail on d6: 1-2. Boarding actions roll d6 for each crew counter: on 1 it is lost. May push aside foes.

2-6

2-6

2-6

DARK ELF INDEPENDENT MONSTER

DOOMREAPER

CREW

Crew cannot board, but crew of 1 may be destroyed by spells, destroying 'ship'.

MOVE

MONSTER 6"

MAY TURN FREELY

HELLDRAKE 5+

4,5 Helldrake takes 1 wound

DOOMREAPER 5+

6 Helldrake goes out of control and dives (remove model)

WOUND TRACK Save vs Rams: 5+

Lose 2" of movement per wound

HONOURS

2

SPECIAL RULES

When Helldrake moves into contact with enemy it may make a **boarding attack** (d6+remaining wounds) or a **frenzy attack** (roll d6): 1: opponent may move Helldrake up to 6" and attack with this table; 2: refuses to attack; 3: attacks chosen location; 4: attacks 2 different chosen locations; 5: attacks chosen location twice; 6: d6+1 attacks, roll for locations, saves at -1, then on a roll of 1 Helldrake removed from game. Any time Helldrake hits location on fire it takes 1 wound.

No Ranged Weapons

DARK ELF INDEPENDENT MONSTER

DOOMREAPER

CREW

Crew cannot board, but crew of 1 may be destroyed by spells, destroying 'ship'.

MOVE

MONSTER 6"

MAY TURN FREELY

HELLDRAKE 5+

4,5 Helldrake takes 1 wound

DOOMREAPER 5+

6 Helldrake goes out of control and dives (remove model)

WOUND TRACK Save vs Rams: 5+

Lose 2" of movement per wound

HONOURS

2

SPECIAL RULES

When Helldrake moves into contact with enemy it may make a **boarding attack** (d6+remaining wounds) or a **frenzy attack** (roll d6): 1: opponent may move Helldrake up to 6" and attack with this table; 2: refuses to attack; 3: attacks chosen location; 4: attacks 2 different chosen locations; 5: attacks chosen location twice; 6: d6+1 attacks, roll for locations, saves at -1, then on a roll of 1 Helldrake removed from game. Any time Helldrake hits location on fire it takes 1 wound.

No Ranged Weapons

DARK ELF INDEPENDENT MONSTER

DOOMREAPER

CREW

Crew cannot board, but crew of 1 may be destroyed by spells, destroying 'ship'.

MOVE

MONSTER 6"

MAY TURN FREELY

HELLDRAKE 5+

4,5 Helldrake takes 1 wound

DOOMREAPER 5+

6 Helldrake goes out of control and dives (remove model)

WOUND TRACK Save vs Rams: 5+

Lose 2" of movement per wound

HONOURS

2

SPECIAL RULES

When Helldrake moves into contact with enemy it may make a **boarding attack** (d6+remaining wounds) or a **frenzy attack** (roll d6): 1: opponent may move Helldrake up to 6" and attack with this table; 2: refuses to attack; 3: attacks chosen location; 4: attacks 2 different chosen locations; 5: attacks chosen location twice; 6: d6+1 attacks, roll for locations, saves at -1, then on a roll of 1 Helldrake removed from game. Any time Helldrake hits location on fire it takes 1 wound.

No Ranged Weapons

DARK ELF FLYER

MANTICORE LORD

RIDER

6 Remove model from table.

MOVE

15"

HONOURS

3

WOUND TRACK

1

MANTICORE 4+

4,5 Each hit causes 1 Wound. Further hits do not cause criticals.

ATTACKS

Drops a **Deathfist** on a specified high location. **Roll a d6:**
1-2 Deathfist misses.
3 Deathfist hits location in front of target location.
4 Deathfist hits location behind target location.
5-6 Deathfist is on target.
The Deathfist has a -1 save modifier and causes 1 point of damage.

CLOSE COMBAT

+3 modifier in close combat. If attacking, adds an additional +1 for a total of +4.

DARK ELF INDEPENDENT MONSTER

DEATH FORTRESS

CREW

Crew cannot board, but crew of 1 may be destroyed by spells, destroying 'ship'.

MOVE

MONSTER 6"

MAY TURN FREELY

HEAD 4+

4 Sea Dragon takes 1 wound

DEATH FORTRESS 3+

5 Sea Dragon goes out of control and dives (remove model)

TAIL 4+

6 Sea Dragon takes 1 wound

BODY 4+

3 Sea Dragon takes 1 wound

WOUND TRACK Save vs Rams: 4+

Lose 1" of movement per wound

HONOURS

4

WEAPONS

Reaper Battery Turret: 1 Roll d6 for # of shots, 1 = jammed.

SPECIAL RULES

May fight using a value of d6 plus remaining wounds when attacked in boarding action.

2-6

DARK ELF INDEPENDENT MONSTER

DEATH FORTRESS

CREW

Crew cannot board, but crew of 1 may be destroyed by spells, destroying 'ship'.

MOVE

MONSTER 6"

MAY TURN FREELY

HEAD 4+

4 Sea Dragon takes 1 wound

DEATH FORTRESS 3+

5 Sea Dragon goes out of control and dives (remove model)

TAIL 4+

6 Sea Dragon takes 1 wound

BODY 4+

3 Sea Dragon takes 1 wound

WOUND TRACK Save vs Rams: 4+

Lose 1" of movement per wound

HONOURS

4

WEAPONS

Reaper Battery Turret: 1 Roll d6 for # of shots, 1 = jammed.

SPECIAL RULES

May fight using a value of d6 plus remaining wounds when attacked in boarding action.

2-6

DARK ELF INDEPENDENT MONSTER

DEATH FORTRESS

CREW

Crew cannot board, but crew of 1 may be destroyed by spells, destroying 'ship'.

MOVE

MONSTER 6"

MAY TURN FREELY

HEAD 4+

4 Sea Dragon takes 1 wound

DEATH FORTRESS 3+

5 Sea Dragon goes out of control and dives (remove model)

TAIL 4+

6 Sea Dragon takes 1 wound

BODY 4+

3 Sea Dragon takes 1 wound

WOUND TRACK Save vs Rams: 4+

Lose 1" of movement per wound

HONOURS

4

WEAPONS

Reaper Battery Turret: 1 Roll d6 for # of shots, 1 = jammed.

SPECIAL RULES

May fight using a value of d6 plus remaining wounds when attacked in boarding action.

2-6

CHAOS DWARF MAN O'WAR

THUNDERFIRE BATTLEBARGE

CREW

ROCKET BATTERY

4+

1st & 2nd hits no effect. 3rd hit halves number of rockets fired (divide artillery dice roll by 2). 4th hit destroys battery.

3,4

BRIDGE

5+

5

STERN

5+

6

BOWS

4+

2

MAGAZINE

3+

3

ENGINES

4+

4

ENGINES

4+

5

AFT

4+

6

SPEED

-3"

BELOW WATERLINE

4+

HONOURS

6

WEAPONS

Thunderfire Rocket Battery: uses artillery dice, range 12", number rolled is # hits scored. May not repel boards.

Misfire indicates malfunction (roll d6): 1: Roll dice again, battery location takes that many hits, misfire means Barge explodes; 2: Roll dice again, Barge takes that many hits (opponent decides high or low), misfire means Barge explodes; 3: Barge takes d6 hits (opponent decides high or low); 4: Place 1 damage marker on Battery location; 5: Battery fails to fire this turn and next turn; 6: Battery fails to fire this turn.

Special

CHAOS DWARF SHIP OF THE LINE

HULL-DESTROYER

CREW

STEAM 6"

May turn on spot 90° per 1/2 move unless side paddles are destroyed.

May reverse up to 2"

RAM

4+

2

1st hit no effect

2nd hit destroys ram

BOWS

5+

3

WINCH

4+

5

Target's save now -1 rather than -2.

ENGINES

5+

6

Speed -3"

BOILERS

4+

4

Speed -3"

BELOW WATERLINE

4+

HONOURS

2

WEAPONS

No ranged weapons.

RAM

If ship comes into contact with enemy, may use ram to strike a single low location (save -2). If target fails save, it is pushed away up to 3" (HD may remain in contact.)

No Ranged Weapons

CHAOS DWARF SHIP OF THE LINE

HULL-DESTROYER

CREW

STEAM 6"

May turn on spot 90° per 1/2 move unless side paddles are destroyed.

May reverse up to 2"

RAM

4+

2

1st hit no effect

2nd hit destroys ram

BOWS

5+

3

WINCH

4+

5

Target's save now -1 rather than -2.

ENGINES

5+

6

Speed -3"

BOILERS

4+

4

Speed -3"

BELOW WATERLINE

4+

HONOURS

2

WEAPONS

No ranged weapons.

RAM

If ship comes into contact with enemy, may use ram to strike a single low location (save -2). If target fails save, it is pushed away up to 3" (HD may remain in contact.)

No Ranged Weapons

CHAOS DWARF SHIP OF THE LINE

HULL-DESTROYER

CREW

STEAM 6"

May turn on spot 90° per 1/2 move unless side paddles are destroyed.

May reverse up to 2"

RAM

4+

2

1st hit no effect

2nd hit destroys ram

BOWS

5+

3

WINCH

4+

5

Target's save now -1 rather than -2.

ENGINES

5+

6

Speed -3"

BOILERS

4+

4

Speed -3"

BELOW WATERLINE

4+

HONOURS

2

WEAPONS

No ranged weapons.

RAM

If ship comes into contact with enemy, may use ram to strike a single low location (save -2). If target fails save, it is pushed away up to 3" (HD may remain in contact.)

No Ranged Weapons

CHAOS DWARF MAN O'WAR

GREAT LEVELLER BATTLEBARGE

CREW

STEAM 4"

May turn on spot 90° per 1/2 move

May reverse up to 2"

GREAT LEVELLER

4+

3,4

1st & 2nd hits no effect

3rd hit destroys mortar

BRIDGE

5+

5

STERN

5+

6

BOWS

5+

2

AMMUNITION

3+

3

ENGINES

4+

4

ENGINES

4+

5

AFT

5+

6

SPEED

-2"

BELOW WATERLINE

4+

HONOURS

6

WEAPONS

Great Leveller Mortar: uses artillery and scatter dice, min. range 6", max. range 24". Any ship under special template takes 4 hits (re-roll misses). May not repel boards.

Misfire indicates malfunction (roll d6): 1: Place template over Barge, resolve normally; 2: Roll twice on the Critical Hit Chart and apply more serious result to Barge; 3: Roll on the Critical Hit Chart and apply result to Barge; 4: Mortar location takes 2 hits, normal saves; 5: Mortar location takes 1 hit, normal saves; 6: Mortar may not fire this turn.

Special

CHAOS DWARF SHIP OF THE LINE

THUNDER-ROLLER

CREW

STEAM 6"

NO TURNS 9"

May turn on spot 90° per 1/2 move unless side paddles are destroyed.

May reverse up to 3"

CANNON

4+

5

Gun lost

BRIDGE

5+

6

THUNDER-ROLLER

4+

2

Roller lost

SUPERSTRUCTURE

4+

3

ENGINES

5+

4

1st hit no effect

2nd hit immobilises ship

BELOW WATERLINE

4+

HONOURS

2

WEAPONS

Cannon: 1 firing ahead. Cannon may repel boards.

SPECIAL RULES

For each full inch of movement the Roller moves in a straight line before ramming, make a single dice attack against a low location.

Special

CHAOS DWARF SHIP OF THE LINE

THUNDER-ROLLER

CREW

STEAM 6"

NO TURNS 9"

May turn on spot 90° per 1/2 move unless side paddles are destroyed.

May reverse up to 3"

CANNON

4+

5

Gun lost

BRIDGE

5+

6

THUNDER-ROLLER

4+

2

Roller lost

SUPERSTRUCTURE

4+

3

ENGINES

5+

4

1st hit no effect

2nd hit immobilises ship

BELOW WATERLINE

4+

HONOURS

2

WEAPONS

Cannon: 1 firing ahead. Cannon may repel boards.

SPECIAL RULES

For each full inch of movement the Roller moves in a straight line before ramming, make a single dice attack against a low location.

Special

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STEAM 6"

NO TURNS 9"

May turn on spot 90° per 1/2 move unless side paddles are destroyed.

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CANNON

4+

5

Gun lost

BRIDGE

5+

6

THUNDER-ROLLER

4+

2

Roller lost

SUPERSTRUCTURE

4+

3

ENGINES

5+

4

1st hit no effect

2nd hit immobilises ship

BELOW WATERLINE

4+

HONOURS

2

WEAPONS

Cannon: 1 firing ahead. Cannon may repel boards.

SPECIAL RULES

For each full inch of movement the Roller moves in a straight line before ramming, make a single dice attack against a low location.

Special

CHAOS DWARF FLYER

GREAT TAURUS RIDER

MOVE

18"

HONOURS

2

RIDER

5+

6

If Rider is killed, remove model from table.

1

WOUND TRACK

1

1

1

GREAT TAURUS

-

4,5

Each hit causes 1 Wound. Further hits do not cause criticals.

ATTACKS

Against other flyers, makes a 1 dice blunderbuss attack. May use a blunderbuss as defensive fire against incoming flyers.

Against ships, rather than causing damage, roll d6: on 6 remove 1 crew counter from the target.

CLOSE COMBAT

+3 modifier in close combat.

CHAOS DWARF FLYER

GREAT TAURUS RIDER

MOVE

18"

HONOURS

2

RIDER

5+

6

If Rider is killed, remove model from table.

1

WOUND TRACK

1

1

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GREAT TAURUS

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4,5

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MOVE

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HONOURS

2

RIDER

5+

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If Rider is killed, remove model from table.

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GREAT TAURUS RIDER

MOVE

18"

HONOURS

2

RIDER

5+

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If Rider is killed, remove model from table.

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WOUND TRACK

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ATTACKS

Against other flyers, makes a 1 dice blunderbuss attack. May use a blunderbuss as defensive fire against incoming flyers.

Against ships, rather than causing damage, roll d6: on 6 remove 1 crew counter from the target.

CLOSE COMBAT

+3 modifier in close combat.

SKAVEN MAN O'WAR

DOOMBRINGER

MOVE

PADDLES 6"

Backwards/forwards; unaffected by wind; may reverse during move
USE STANDARD TURNING TEMPLATE

CREW PURCHASED

VOLUME TRACK

GREY SEER

SKAVEN WARLORD

CREW

Skaven crew must check morale if the ship takes a critical hit.

PADDLE 5+

GREAT BELL 4+

PADDLE 5+

2

Speed reduced by 1"

3,4

No effect

No effect

Bell destroyed

5,6

Speed reduced by 1"

PADDLE 4+

HULL 4+

PADDLE 4+

2,3

Speed reduced by 2"

4,5

6

Speed reduced by 2"

BELOW WATERLINE 4+

HONOURS

3

WEAPONS

Great Bell: 1 firing 360°, may not repel boarders. #Attack Dice: 2d6+ #dice on Volume Track. Increase volume by 1 each time bell is rung, decrease by 1 every turn it is not rung. Apply all doubles, highest first (rolls of 2-6 affect enemy ships in range of highest double). 1: bell explodes; 2: unmoved ships cannot move this turn; 3: unfired ships cannot fire this turn; 4: ships take 1 random hit, normal save; 5: ships lose 1 crew; 6: ships roll for critical damage.

SKAVEN SHIP OF THE LINE

WARP-RAIDER

MOVE

PADDLES 2 DICE"

Backwards/forwards; unaffected by wind; may reverse during move
USE STANDARD TURNING TEMPLATE

CREW PURCHASED

MOVEMENT

CREW

If 2 dice come up a double, vessel may not move or fire this turn. Skaven crew must check morale if the ship takes a critical hit

BOWS 5+

TURRET 4+

WARP-TANKS 5+

3

4

Warpfire-thrower lost

6

Automatic critical

Subsequent hits only 1 critical roll

PADDLE 4+

5

Immobilised

BELOW WATERLINE 5+

HONOURS

1

WEAPONS

Warp-fire Thrower: 1 firing ahead, may not repel boarders. Range 4", use special template. First target even partially under the template is hit with a 3 dice attack at -1 save. A location failing its save is set alight. If a double is rolled on the 3 attack dice the Warp-Raider explodes and sinks.

Special

SKAVEN SHIP OF THE LINE

WARP-RAIDER

MOVE

PADDLES 2 DICE"

Backwards/forwards; unaffected by wind; may reverse during move
USE STANDARD TURNING TEMPLATE

CREW PURCHASED

MOVEMENT

CREW

If 2 dice come up a double, vessel may not move or fire this turn. Skaven crew must check morale if the ship takes a critical hit

BOWS 5+

TURRET 4+

WARP-TANKS 5+

3

4

Warpfire-thrower lost

6

Automatic critical

Subsequent hits only 1 critical roll

PADDLE 4+

5

Immobilised

BELOW WATERLINE 5+

HONOURS

1

WEAPONS

Warp-fire Thrower: 1 firing ahead, may not repel boarders. Range 4", use special template. First target even partially under the template is hit with a 3 dice attack at -1 save. A location failing its save is set alight. If a double is rolled on the 3 attack dice the Warp-Raider explodes and sinks.

Special

SKAVEN SHIP OF THE LINE

WARP-RAIDER

MOVE

PADDLES 2 DICE"

Backwards/forwards; unaffected by wind; may reverse during move
USE STANDARD TURNING TEMPLATE

CREW PURCHASED

MOVEMENT

CREW

If 2 dice come up a double, vessel may not move or fire this turn. Skaven crew must check morale if the ship takes a critical hit

BOWS 5+

TURRET 4+

WARP-TANKS 5+

3

4

Warpfire-thrower lost

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Subsequent hits only 1 critical roll

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Immobilised

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MOVE

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Backwards/forwards; unaffected by wind; may reverse during move
USE STANDARD TURNING TEMPLATE

CREW PURCHASED

MOVEMENT

CREW

If 2 dice come up a double, vessel may not move or fire this turn. Skaven crew must check morale if the ship takes a critical hit

BOWS 5+

TURRET 4+

WARP-TANKS 5+

3

4

Warpfire-thrower lost

6

Automatic critical

Subsequent hits only 1 critical roll

PADDLE 4+

5

Immobilised

BELOW WATERLINE 5+

HONOURS

1

WEAPONS

Warp-fire Thrower: 1 firing ahead, may not repel boarders. Range 4", use special template. First target even partially under the template is hit with a 3 dice attack at -1 save. A location failing its save is set alight. If a double is rolled on the 3 attack dice the Warp-Raider explodes and sinks.

Special

SKAVEN SHIP OF THE LINE

CLAN PESTILENS
DEATHBURNER

MOVE

PADDLES 8"

Backwards/forwards; unaffected by wind; may reverse during move
USE STANDARD TURNING TEMPLATE

CREW PURCHASED

CREW

Skaven crew must check morale if the ship takes a critical hit.

PLAGUE-BURNER 4+

WINCH 5+

ENGINE 4+

PADDLE 5+

3

No effect

Plague-burner destroyed

4

5

Speed reduced by 4"

6

Speed reduced by 4"

BELOW WATERLINE 5+

HONOURS

2

WEAPONS

Plagueburner: 1 firing ahead, may not repel boarders. Once the Deathburner has finished moving, place the Plagueburner template at the front of the ship and roll d6 for each vessel under it: 1-4: no effect; 5-6: ship loses 1 crew counter. Also make a 1 dice attack against each ship (aim high or low; normal save). Also affects friendly vessels.

Special

SKAVEN SHIP OF THE LINE

CLAN PESTILENS
DEATHBURNER

MOVE

PADDLES 8"

Backwards/forwards; unaffected by wind; may reverse during move
USE STANDARD TURNING TEMPLATE

CREW PURCHASED

CREW

Skaven crew must check morale if the ship takes a critical hit.

PLAGUE-BURNER 4+

WINCH 5+

ENGINE 4+

PADDLE 5+

3

No effect

Plague-burner destroyed

4

5

Speed reduced by 4"

6

Speed reduced by 4"

BELOW WATERLINE 5+

HONOURS

2

WEAPONS

Plagueburner: 1 firing ahead, may not repel boarders. Once the Deathburner has finished moving, place the Plagueburner template at the front of the ship and roll d6 for each vessel under it: 1-4: no effect; 5-6: ship loses 1 crew counter. Also make a 1 dice attack against each ship (aim high or low; normal save). Also affects friendly vessels.

Special

SKAVEN SHIP OF THE LINE

CLAN PESTILENS
DEATHBURNER

MOVE

PADDLES 8"

Backwards/forwards; unaffected by wind; may reverse during move
USE STANDARD TURNING TEMPLATE

CREW PURCHASED

CREW

Skaven crew must check morale if the ship takes a critical hit.

PLAGUE-BURNER 4+

WINCH 5+

ENGINE 4+

PADDLE 5+

3

No effect

Plague-burner destroyed

4

5

Speed reduced by 4"

6

Speed reduced by 4"

BELOW WATERLINE 5+

HONOURS

2

WEAPONS

Plagueburner: 1 firing ahead, may not repel boarders. Once the Deathburner has finished moving, place the Plagueburner template at the front of the ship and roll d6 for each vessel under it: 1-4: no effect; 5-6: ship loses 1 crew counter. Also make a 1 dice attack against each ship (aim high or low; normal save). Also affects friendly vessels.

Special

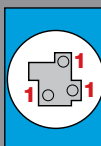
INDEPENDENT TERRAIN PIECE	MOVE
SHORE FORT	MAY NOT MOVE
CREW	

LEFT CANNON BATTERY 3+	CENTRE CANNON BATTERY 3+	RIGHT CANNON BATTERY 3+
4 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	5 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	6 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter

STRUCTURAL DAMAGE	HONOURS
Immune against rams: rammers run aground.	5

RANGED WEAPONS
Cannons: 3 turrets, 360°.

CAPTURING A SHOREFORT
Move ship so it is touching the fort and roll d6; on a 5+ it has run aground. In any case may board. In a boarding action, an undamaged standard shorefort rolls 1 die and adds +3 for its crew, +3 for its guns and +1 for its stone walls in defence for a total of +7.



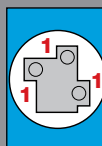
INDEPENDENT TERRAIN PIECE	MOVE
SHORE FORT	MAY NOT MOVE
CREW	

LEFT CANNON BATTERY 3+	CENTRE CANNON BATTERY 3+	RIGHT CANNON BATTERY 3+
4 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	5 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	6 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter

STRUCTURAL DAMAGE	HONOURS
Immune against rams: rammers run aground.	5

RANGED WEAPONS
Cannons: 3 turrets, 360°.

CAPTURING A SHOREFORT
Move ship so it is touching the fort and roll d6; on a 5+ it has run aground. In any case may board. In a boarding action, an undamaged standard shorefort rolls 1 die and adds +3 for its crew, +3 for its guns and +1 for its stone walls in defence for a total of +7.



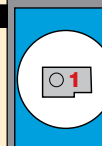
INDEPENDENT TERRAIN PIECE	MOVE
DEFENCE TOWER	MAY NOT MOVE
CREW	

CANNON BATTERY 3+
5,6 Cannon battery destroyed Further hits cause structural damage

STRUCTURAL DAMAGE	HONOURS
Immune against rams: rammers run aground.	2

RANGED WEAPONS
Cannon: 1 turret, 360°.

CAPTURING A DEFENCE TOWER
Move ship so it is touching the tower and roll d6; on a 5+ it has run aground. In any case may board. In a boarding action, an undamaged standard shorefort rolls 1 die and adds +1 for its crew, +1 for its guns and +1 for its stone walls in defence for a total of +3.



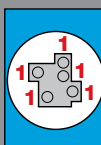
INDEPENDENT TERRAIN PIECE	MOVE
COASTAL BASTION	MAY NOT MOVE
CREW	

UPPER LEFT CANNON 3+	UPPER RIGHT CANNON 3+	
5 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	6 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	
LEFT CANNON 3+	CENTRE CANNON 3+	RIGHT CANNON 3+
2 1 cannon destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	3 1 cannon destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	4 1 cannon destroyed Further hits cause 1 point of structural damage and kill 1 crew counter

STRUCTURAL DAMAGE	HONOURS
Immune against rams: rammers run aground.	10

RANGED WEAPONS
Cannons: 5 turrets, 360°.

CAPTURING A COASTAL BASTION
Move ship so it is touching the bastion and roll d6; on a 5+ it has run aground. In any case may board. In a boarding action, an undamaged standard shorefort rolls 1 die and adds +5 for its crew, +5 for its guns and +1 for its stone walls in defence for a total of +11.



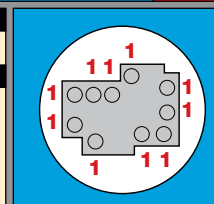
INDEPENDENT TERRAIN PIECE		MOVE
SEA FORTRESS		MAY NOT MOVE
CREW		

GARRISON TOWER 3+	GATETOWER 3+	KING'S TOWER 3+	PRISON TOWER 3+	FLAG TOWER 3+
2 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	3 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	4 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	5 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	6 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter
SEA WALL 3+	MAIN GATE 3+	CURTAIN WALL 3+	COURTYARD WALL 3+	DUNGEON WALL 3+
2 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	3 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	4 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	5 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	6 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter

STRUCTURAL DAMAGE	HONOURS
Immune against rams: rammers run aground.	20

RANGED WEAPONS
Cannons: 10 turrets, 360°.

CAPTURING A SEA FORTRESS
Move ship so it is touching the bastion and roll d6; on a 5+ it has run aground. In any case may board. In a boarding action, an undamaged standard shorefort rolls 1 die and adds +10 for its crew, + for its guns and +1 for its stone walls in defence for a total of +17.



KHORNE MAN O'WAR

BLOODSHIP

MOVE

OARS 6"
NO TURNS 9"

May turn on spot 90° per 1/2 move
May reverse up to 2"

CREW

CHAOS WARRIORS

PROW

4+

2

GUN DECKS

4+

3

BLOOD CAULDRONS

4+

4

BRIDGE

4+

5

STERN

4+

6

Both locations destroyed: Burning Skulls lost

HAMMER OF KHORNE

3+

2

OAR DECK

4+

3

OAR DECK

4+

4

OAR DECK

4+

5

AFT

4+

6

May not ram/fire
Hammer of Khorne

Speed -2"(3")

Speed -2"(3")

Speed -2"(3")

BELOW WATERLINE

4+

HONOURS

6

WEAPONS & RAM

Burning Skulls: Cannon. 1 dice attack, range 6", -1 to save. If target fails save, the location is also set ablaze.

Hammer of Khorne: Cannon. 1 dice attack, range 6". If target fails save, the location is also set ablaze and all adjacent locations above the waterline must make save or also be set ablaze. **Ram.** 3" straight under oars. Roll for hit location: 1-3: low (location hit -2 save), 4-6: BW (-1 save, roll: 1-2: 1 pt BW damage; 3-5: 2 pts BW damage; 6: 3 pts BW damage.

Special

KHORNE SHIP OF THE LINE

DEATHGALLEY

MOVE

SAIL 6"
WIND BEHIND 9"

OARS 4"
NO TURNS 6"

CREW

CHAOS CULTISTS

OARS

6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"

CHAOS REWARD

Starts the game with one Chaos Reward of Khorne card.

MAST

4

5+

4

Mast lost
Cannot move under sail

Further hits no criticals

FORECASTLE

4+

5

5

Cannon destroyed
May not fire

OAR DECK

5+

6

6

Oars lost
Cannot move under oars

BELOW WATERLINE

5+

HONOURS

2

WEAPONS

Cannon: 1 firing ahead. Cannon may repel boarders.

RAM

3" straight under oars. If foe fails Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.

1

KHORNE SHIP OF THE LINE

DEATHGALLEY

MOVE

SAIL 6"
WIND BEHIND 9"

OARS 4"
NO TURNS 6"

CREW

CHAOS CULTISTS

OARS

6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"

CHAOS REWARD

Starts the game with one Chaos Reward of Khorne card.

MAST

4

5+

4

Mast lost
Cannot move under sail

Further hits no criticals

FORECASTLE

4+

5

5

Cannon destroyed
May not fire

OAR DECK

5+

6

6

Oars lost
Cannot move under oars

BELOW WATERLINE

5+

HONOURS

2

WEAPONS

Cannon: 1 firing ahead. Cannon may repel boarders.

RAM

3" straight under oars. If foe fails Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.

1

KHORNE SHIP OF THE LINE

DEATHGALLEY

MOVE

SAIL 6"
WIND BEHIND 9"

OARS 4"
NO TURNS 6"

CREW

CHAOS CULTISTS

OARS

6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"

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Mast lost
Cannot move under sail

Further hits no criticals

FORECASTLE

4+

5

5

Cannon destroyed
May not fire

OAR DECK

5+

6

6

Oars lost
Cannot move under oars

BELOW WATERLINE

5+

HONOURS

2

WEAPONS

Cannon: 1 firing ahead. Cannon may repel boarders.

RAM

3" straight under oars. If foe fails Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.

1

KHORNE MAN O'WAR

BLOODSHIP

MOVE

OARS 6"
NO TURNS 9"

May turn on spot 90° per 1/2 move
May reverse up to 2"

CREW

CHAOS WARRIORS

PROW

4+

2

GUN DECKS

4+

3

BLOOD CAULDRONS

4+

4

BRIDGE

4+

5

STERN

4+

6

Both locations destroyed: Burning Skulls lost

HAMMER OF KHORNE

3+

2

OAR DECK

4+

3

OAR DECK

4+

4

OAR DECK

4+

5

AFT

4+

6

May not ram/fire
Hammer of Khorne

Speed -2"(3")

Speed -2"(3")

Speed -2"(3")

BELOW WATERLINE

4+

HONOURS

6

WEAPONS & RAM

Burning Skulls: Cannon. 1 dice attack, range 6", -1 to save. If target fails save, the location is also set ablaze.

Hammer of Khorne: Cannon. 1 dice attack, range 6". If target fails save, the location is also set ablaze and all adjacent locations above the waterline must make save or also be set ablaze. **Ram.** 3" straight under oars. Roll for hit location: 1-3: low (location hit -2 save), 4-6: BW (-1 save, roll: 1-2: 1 pt BW damage; 3-5: 2 pts BW damage; 6: 3 pts BW damage.

Special

KHORNE SHIP OF THE LINE

IRONSHARK

MOVE

SAIL 6"
OARS 6"

May turn on spot 90° per 1/2 move
May reverse up to 2"

CREW

CHAOS CULTISTS

SHARK HEAD

4+

3

3

No effect

SHARK HEAD DESTROYED

SAIL

5+

4

4

Mast lost
Cannot move under sail

Further hits no criticals

OARS

5+

5

5

Oars lost
No oars move

AFTCASTLE

4+

6

BELOW WATERLINE

5+

HONOURS

2

WEAPONS

Shark Head: Jaws must be in contact with enemy ship. Roll 1 d6 attack to low location with a save of -1. If enemy rolls a 1 when making saving throw, bite inflicts 2 points of damage instead of 1.

SPECIAL RULES

On a roll of 6 (d6) any spell cast against the Ironshark fails.

No Ranged Weapons

KHORNE SHIP OF THE LINE

IRONSHARK

MOVE

SAIL 6"
OARS 6"

May turn on spot 90° per 1/2 move
May reverse up to 2"

CREW

CHAOS CULTISTS

SHARK HEAD

4+

3

3

No effect

SHARK HEAD DESTROYED

SAIL

5+

4

4

Mast lost
Cannot move under sail

Further hits no criticals

OARS

5+

5

5

Oars lost
No oars move

AFTCASTLE

4+

6

BELOW WATERLINE

5+

HONOURS

2

WEAPONS

Shark Head: Jaws must be in contact with enemy ship. Roll 1 d6 attack to low location with a save of -1. If enemy rolls a 1 when making saving throw, bite inflicts 2 points of damage instead of 1.

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KHORNE SHIP OF THE LINE

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MOVE

SAIL 6"
OARS 6"

May turn on spot 90° per 1/2 move
May reverse up to 2"

CREW

CHAOS CULTISTS

SHARK HEAD

4+

3

3

No effect

SHARK HEAD DESTROYED

SAIL

5+

4

4

Mast lost
Cannot move under sail

Further hits no criticals

OARS

5+

5

5

Oars lost
No oars move

AFTCASTLE

4+

6

BELOW WATERLINE

5+

HONOURS

2

WEAPONS

Shark Head: Jaws must be in contact with enemy ship. Roll 1 d6 attack to low location with a save of -1. If enemy rolls a 1 when making saving throw, bite inflicts 2 points of damage instead of 1.

SPECIAL RULES

On a roll of 6 (d6) any spell cast against the Ironshark fails.

No Ranged Weapons

SLAANESH MAN O'WAR			MOVE		
HELLSHIP			SAIL 9"		
CREW CHAOS WARRIORS					
FOREMAST 5+	RRREAR MAST 4+	LREAR MAST 4+			
4 No effect Mast destroyed Speed reduced by 3"	5 No effect Mast destroyed Speed reduced by 3"	6 No effect Mast destroyed Speed reduced by 3"	HIGH		
Further hits no criticals					
FORECASTLE 4+	AFTCASTLE 4+				
2 Radiance of Slaanesh lost when both locations destroyed	3				
BOWS 4+	BURNERS 4+	STERN 4+			
4	5 2nd hit destroys Incense of Slaanesh	6	LOW		
BELOW WATERLINE 4+			HONOURS 6		
WEAPONS			Special		
Radiance of Slaanesh: may not repel boarders; range 9", 360° arc of fire; roll for each crew counter on enemy ship to entrance: Range 0-3: 4-6; 3-6: 5-6; 6-9: 6. Entranced counters attack crewmates; fight boarding action between two sides; if captured by traitors treated as captured vessel. Ship that boards or is boarded by Hellship is affected by Incense of Slaanesh: roll d6 for each crew counter: on 5-6 remove it and place on Hellship (max 6).					

SLAANESH MAN O'WAR			MOVE		
HELLSHIP			SAIL 9"		
CREW CHAOS WARRIORS					
FOREMAST 5+	RRREAR MAST 4+	LREAR MAST 4+			
4 No effect Mast destroyed Speed reduced by 3"	5 No effect Mast destroyed Speed reduced by 3"	6 No effect Mast destroyed Speed reduced by 3"	HIGH		
Further hits no criticals					
FORECASTLE 4+	AFTCASTLE 4+				
2 Radiance of Slaanesh lost when both locations destroyed	3				
BOWS 4+	BURNERS 4+	STERN 4+			
4	5 2nd hit destroys Incense of Slaanesh	6	LOW		
BELOW WATERLINE 4+			HONOURS 6		
WEAPONS			Special		
Radiance of Slaanesh: may not repel boarders; range 9", 360° arc of fire; roll for each crew counter on enemy ship to entrance: Range 0-3: 4-6; 3-6: 5-6; 6-9: 6. Entranced counters attack crewmates; fight boarding action between two sides; if captured by traitors treated as captured vessel. Ship that boards or is boarded by Hellship is affected by Incense of Slaanesh: roll d6 for each crew counter: on 5-6 remove it and place on Hellship (max 6).					

SLAANESH MAN O'WAR			MOVE		
HELLSHIP			SAIL 9"		
CREW CHAOS WARRIORS					
FOREMAST 5+	RRREAR MAST 4+	LREAR MAST 4+			
4 No effect Mast destroyed Speed reduced by 3"	5 No effect Mast destroyed Speed reduced by 3"	6 No effect Mast destroyed Speed reduced by 3"	HIGH		
Further hits no criticals					
FORECASTLE 4+	AFTCASTLE 4+				
2 Radiance of Slaanesh lost when both locations destroyed	3				
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4	5 2nd hit destroys Incense of Slaanesh	6	LOW		
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WEAPONS			Special		
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SLAANESH SHIP OF THE LINE			MOVE		
DEATHGALLEY			SAIL 6" WIND BEHIND 9"		
CREW CHAOS CULTISTS			OARS 4" NO TURNS 6"		
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"					
CHAOS REWARD Starts the game with one Chaos Reward of Slaanesh card.					
MAST 5+					
4 Mast lost Cannot move under sail					
Further hits no criticals					
FORECASTLE 4+			OAR DECK 5+		
5 Cannon destroyed May not fire			6 Oars lost Cannot move under oars		
BELOW WATERLINE 5+			HONOURS 2		
WEAPONS			1		
Cannon: 1 firing ahead. Cannon may repel boarders.					
RAM					
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.					

SLAANESH SHIP OF THE LINE			MOVE		
DEATHGALLEY			SAIL 6" WIND BEHIND 9"		
CREW CHAOS CULTISTS			OARS 4" NO TURNS 6"		
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MAST 5+					
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Further hits no criticals					
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5 Cannon destroyed May not fire			6 Oars lost Cannot move under oars		
BELOW WATERLINE 5+			HONOURS 2		
WEAPONS			1		
Cannon: 1 firing ahead. Cannon may repel boarders.					
RAM					
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.					

SLAANESH SHIP OF THE LINE			MOVE		
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5 Cannon destroyed May not fire			6 Oars lost Cannot move under oars		
BELOW WATERLINE 5+			HONOURS 2		
WEAPONS			1		
Cannon: 1 firing ahead. Cannon may repel boarders.					
RAM					
3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.					

SLAANESH SHIP OF THE LINE		MOVE	
HELLRAMMER		SAIL 6" 9" wind behind OARS 4" 6" straight May turn on spot 90° per 1/2 move May reverse up to 3"	
CREW CHAOS CUTLISTS			

SLAANESH SHIP OF THE LINE		MOVE	
HELLRAMMER		SAIL 6" 9" wind behind OARS 4" 6" straight May turn on spot 90° per 1/2 move May reverse up to 3"	
CREW CHAOS CUTLISTS			

SLAANESH SHIP OF THE LINE		MOVE	
HELLRAMMER		SAIL 6" 9" wind behind OARS 4" 6" straight May turn on spot 90° per 1/2 move May reverse up to 3"	
CREW CHAOS CUTLISTS			

MAST 5+			
6 Mast lost Cannot move under sail Further hits no criticals			
RAM 4+	BOWS 5+	OAR DECK 5+	AFTCASTLE 5+
2 May not ram	3 Cannon lost	4 Oars lost No oars move	5
BELOW WATERLINE 5+			HONOURS
WEAPONS			1
Cannon: 1 firing ahead. RAM 3" straight no turns; if contact made, random low area hit no save. If in contact, cultists must fight boarding action with +2 on first roll. Fight continues until capture or death.			

MAST 5+			
6 Mast lost Cannot move under sail Further hits no criticals			
RAM 4+	BOWS 5+	OAR DECK 5+	AFTCASTLE 5+
2 May not ram	3 Cannon lost	4 Oars lost No oars move	5
BELOW WATERLINE 5+			HONOURS
WEAPONS			1
Cannon: 1 firing ahead. RAM 3" straight no turns; if contact made, random low area hit no save. If in contact, cultists must fight boarding action with +2 on first roll. Fight continues until capture or death.			

MAST 5+			
6 Mast lost Cannot move under sail Further hits no criticals			
RAM 4+	BOWS 5+	OAR DECK 5+	AFTCASTLE 5+
2 May not ram	3 Cannon lost	4 Oars lost No oars move	5
BELOW WATERLINE 5+			HONOURS
WEAPONS			1
Cannon: 1 firing ahead. RAM 3" straight no turns; if contact made, random low area hit no save. If in contact, cultists must fight boarding action with +2 on first roll. Fight continues until capture or death.			

SLAANESH SHIP OF THE LINE		MOVE	
HELLSLICER		OARS 6" May turn on spot 90° per 1/2 move May reverse up to 3"	
CREW CHAOS CUTLISTS			

SLAANESH SHIP OF THE LINE		MOVE	
HELLSLICER		OARS 6" May turn on spot 90° per 1/2 move May reverse up to 3"	
CREW CHAOS CUTLISTS			

SLAANESH SHIP OF THE LINE		MOVE	
HELLSLICER		OARS 6" May turn on spot 90° per 1/2 move May reverse up to 3"	
CREW CHAOS CUTLISTS			

SCYTHE BLADES 4+			
5,6 1st & 2nd hits no effect 3rd hit Scythe blades destroyed			
BOWS 5+	OAR DECK 4+	AFTCASTLE 4+	
2	3 Oars lost No oars move	4	
BELOW WATERLINE 5+			HONOURS
WEAPONS			No ranged weapons
Hellslicer: can only attach high locations; sails -1 save. 2 dice attack: for each that misses roll d6: 1: All ships within 3" take 1 low hit with -1 save; 2: scythe blades location takes 1 damage; 3-5: no effect; 6: roll the attack again, but may try to hit low location.			

SCYTHE BLADES 4+			
5,6 1st & 2nd hits no effect 3rd hit Scythe blades destroyed			
BOWS 5+	OAR DECK 4+	AFTCASTLE 4+	
2	3 Oars lost No oars move	4	
BELOW WATERLINE 5+			HONOURS
WEAPONS			No ranged weapons
Hellslicer: can only attach high locations; sails -1 save. 2 dice attack: for each that misses roll d6: 1: All ships within 3" take 1 low hit with -1 save; 2: scythe blades location takes 1 damage; 3-5: no effect; 6: roll the attack again, but may try to hit low location.			

SCYTHE BLADES 4+			
5,6 1st & 2nd hits no effect 3rd hit Scythe blades destroyed			
BOWS 5+	OAR DECK 4+	AFTCASTLE 4+	
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WEAPONS			No ranged weapons
Hellslicer: can only attach high locations; sails -1 save. 2 dice attack: for each that misses roll d6: 1: All ships within 3" take 1 low hit with -1 save; 2: scythe blades location takes 1 damage; 3-5: no effect; 6: roll the attack again, but may try to hit low location.			

TZEENTCH MAN O'WAR		MOVE	
GREAT WINGED TERROR		UP TO 6 DICE™ 1 DICE PER ENERGY COUNTER	
CREW CHAOS WARRIORS			
FORECASTLE 5+	SAIL 5+	AFTCASTLE 5+	
2 Further hits no criticals	3 Further hits no criticals	4 Further hits no criticals	
PROW 5 Further hits no criticals		WINGS 6 Further hits no criticals	
ENERGY TRACK Each hit above reduces energy by 1		HONOURS	
		6	
MOVEMENT			
Take dice equal to number of Energy of Tzeentch counters (starts with 6). Choose and roll a number of them for movement. Ignores wind effects. May skim over sand banks and islands but is damaged and loses an Energy counter on a roll of 1 on a d6.			
COMBAT			
For every Energy of Tzeentch counter not used for movement may fire a Bolt of Tzeentch. Range 9", 360° arc, 1 dice attack. All hit locations get a normal save regardless of range.			
SPECIAL RULES			
Destroyed or captured ships vanish. May use dice to repair an Energy counter on a roll of 5-6. 'Killed' enemy crew in boarding actions are transformed into Pink Horrors on a roll of 5+ (up to maximum crew limit).			

CHAOS INDEPENDENT		MOVE	
BANE TOWER OF TZEENTCH		UP TO 3 DICE™ 1 DICE PER ENERGY COUNTER USE STANDARD TURNING TEMPLATE	
CREW 2 CHAOS CULTISTS CHAOS SORCEROR			
MAIN TOWER 4 Further hits no criticals		4+	
FORE TOWER 5 Further hits no criticals	AFT TOWER 6 Further hits no criticals		4+
ENERGY TRACK Each hit above reduces energy by 1		HONOURS	
		2	
MOVEMENT			
Take dice equal to number of Energy of Tzeentch counters (starts with 3). Choose and roll a number of them for movement. Ignores wind effects. May skim over sand banks and islands but is damaged and loses an Energy counter on a roll of 1 on a d6.			
COMBAT			
For every Energy of Tzeentch counter not used for movement may fire a Bolt of Tzeentch. Range 9", 360° arc, 1 dice attack. May not repel boarders. Does not cause criticals. Hit locations get a normal save regardless of range.			
SPECIAL RULES			
Destroyed or captured towers vanish. May use dice to repair an Energy counter on a roll of 5-6. 'Killed' enemy crew in boarding actions are transformed into Pink Horrors on a roll of 4+ (up to maximum crew limit).			

CHAOS FLYER		MOVE		HONOURS	
CHAOS LORD OF CHANGE		24"		4	
RIDER 4-6 Each hit causes 1 Wound. Further hits do not cause criticals.		1		WOUND TRACK 	
ATTACKS		CLOSE COMBAT			
May donate magic power to the Chaos Sorcerer at any point during the Magic Phase. Roll a d6: 1 Lord sent back to the Warp. 2 Lord overloaded, loses 1 wound. 3 Sorcerer receives 1 pt magic. 4 Sorcerer receives 2 pts magic. 5 Sorcerer receives 3 pts magic. 6 Sorcerer receives 4 pts magic.		+4 modifier in close combat. Opponent must roll greater than 1 on a dice to be able to attack back or use defensive fire.			

TZEENTCH SHIP OF THE LINE		MOVE	
DEATHGALLEY		SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"	
CREW CHAOS CULTISTS			
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
CHAOS REWARD Starts the game with one Chaos Reward of Tzeentch card.			
MAST 4 Mast lost Cannot move under sail Further hits no criticals		5+	
FORECASTLE 5 Cannon destroyed May not fire	OAR DECK 6 Oars lost Cannot move under oars		5+
BELOW WATERLINE 5+		HONOURS	
		2	
WEAPONS		1	
Cannon: 1 firing ahead. Cannon may repel boarders.			
RAM 3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.			

TZEENTCH SHIP OF THE LINE		MOVE	
DEATHGALLEY		SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"	
CREW CHAOS CULTISTS			
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
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MAST 4 Mast lost Cannot move under sail Further hits no criticals		5+	
FORECASTLE 5 Cannon destroyed May not fire	OAR DECK 6 Oars lost Cannot move under oars		5+
BELOW WATERLINE 5+		HONOURS	
		2	
WEAPONS		1	
Cannon: 1 firing ahead. Cannon may repel boarders.			
RAM 3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.			

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BELOW WATERLINE 5+		HONOURS	
		2	
WEAPONS		1	
Cannon: 1 firing ahead. Cannon may repel boarders.			
RAM 3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.			

NURGLE MAN O'WAR			MOVE		
PLAGUESHIP			SAIL 6" PADDLES 4" May turn on spot 90° per 1/2 move		
CREW CHAOS WARRIORS					
FOREMAST 5+	MAINMAST 4+	AFTMAST 5+			
4 No effect Mast destroyed Speed reduced by 2"	5 No effect Mast destroyed Speed reduced by 2"	6 No effect Mast destroyed Speed reduced by 2"			
Further hits no criticals					
FORE CATAPULT 4+	AFT CATAPULT 4+				
2 Fore catapult lost	3 Aft catapult lost				
BOWS 4+	PADDLES 4+	STERN 5+			
4 Broadside catapult lost	5 2nd hit destroys paddles	6			
BELOW WATERLINE 4+			HONOURS		
			2		
WEAPONS					
Plague Catapults: 1 ahead, 1 rear, 1 broadside, may not repel boarders; cannot fire at close range, cannot be aimed high, no save for long range. If location damaged, location below can be hit (save +1), then below at +2, etc. A location already destroyed does not count and no critical. Once stopped, on 5-6 (d6) Nurgle's Rot: see Plaguecrusher. Slime Trail: lay Trail behind ship after move; any ship touching receives Nurgle's Rot on 1-3 (d6).			1 1 1		

NURGLE SHIP OF THE LINE			MOVE		
PLAGUECRUSHER			SAIL 6" PADDLES 6" May turn on spot 90° per 1/2 move May reverse up to 3"		
CREW CHAOS CULTISTS					
CATAPULTS 4+	SAIL 5+				
5 Each hit destroys 1 catapult	6 Mast lost Ship cannot move under sail				
Further hits no criticals					
TOWER 4+	PADDLES 4+	AFTCASTLE 4+			
2 If tower destroyed, crew no longer protected from enemy grapeshot	3 Paddles lost Cannot move under paddles	4			
BELOW WATERLINE 4+			HONOURS		
			2		
WEAPONS					
Plague Catapults: 2 ahead, may not repel boarders. 1 dice attack; cannot fire at close range, cannot be aimed high, no save for long range. (see Plagueship). Nurgle's Rot: place a Nurgle's Rot counter on the ship's template. During the End Phase, roll d6 for each counter in play: 1-2: remove counter; 3: no effect this turn; 4-5: remove 1 crew counter; 6: ship takes 1 point of below the waterline damage. Place one counter per round on any ship involved in a boarding action against a Plagueship or Plaguecrusher. A ship boarded by a Plaguecrusher receives no cannon defense bonus.			2		

NURGLE SHIP OF THE LINE			MOVE		
PLAGUECRUSHER			SAIL 6" PADDLES 6" May turn on spot 90° per 1/2 move May reverse up to 3"		
CREW CHAOS CULTISTS					
CATAPULTS 4+	SAIL 5+				
5 Each hit destroys 1 catapult	6 Mast lost Ship cannot move under sail				
Further hits no criticals					
TOWER 4+	PADDLES 4+	AFTCASTLE 4+			
2 If tower destroyed, crew no longer protected from enemy grapeshot	3 Paddles lost Cannot move under paddles	4			
BELOW WATERLINE 4+			HONOURS		
			2		
WEAPONS					
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NURGLE MAN O'WAR			MOVE		
PLAGUESHIP			SAIL 6" PADDLES 4" May turn on spot 90° per 1/2 move		
CREW CHAOS WARRIORS					
FOREMAST 5+	MAINMAST 4+	AFTMAST 5+			
4 No effect Mast destroyed Speed reduced by 2"	5 No effect Mast destroyed Speed reduced by 2"	6 No effect Mast destroyed Speed reduced by 2"			
Further hits no criticals					
FORE CATAPULT 4+	AFT CATAPULT 4+				
2 Fore catapult lost	3 Aft catapult lost				
BOWS 4+	PADDLES 4+	STERN 5+			
4 Broadside catapult lost	5 2nd hit destroys paddles	6			
BELOW WATERLINE 4+			HONOURS		
			2		
WEAPONS					
Plague Catapults: 1 ahead, 1 rear, 1 broadside, may not repel boarders; cannot fire at close range, cannot be aimed high, no save for long range. If location damaged, location below can be hit (save +1), then below at +2, etc. A location already destroyed does not count and no critical. Once stopped, on 5-6 (d6) Nurgle's Rot: see Plaguecrusher. Slime Trail: lay Trail behind ship after move; any ship touching receives Nurgle's Rot on 1-3 (d6).			1 1 1		

NURGLE SHIP OF THE LINE			MOVE		
DEATHGALLEY			SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"		
CREW CHAOS CULTISTS					
OARS 6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"					
CHAOS REWARD Starts the game with one Chaos Reward of Nurgle card.					
MAST 5+					
4 Mast lost Cannot move under sail					
Further hits no criticals					
FORECASTLE 4+			OAR DECK 5+		
5 Cannon destroyed May not fire			6 Oars lost Cannot move under oars		
BELOW WATERLINE 5+			HONOURS		
			2		
WEAPONS					
Cannon: 1 firing ahead. Cannon may repel boarders. RAM 3" straight under oars. If foe fails Below the Waterline save, roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.			1		

NURGLE SHIP OF THE LINE			MOVE		
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FORECASTLE 4+			OAR DECK 5+		
5 Cannon destroyed May not fire			6 Oars lost Cannot move under oars		
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CHAOS SHIP OF THE LINE

DEATHGALLEY

CREW

CHAOS CULTISTS

MOVE

SAIL 6"
WIND BEHIND 9"

OARS 4"
NO TURNS 6"

OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"

CHAOS REWARD Starts the game with one Chaos Reward card.

MAST 5+

4 Mast lost
Cannot move under sail

Further hits no criticals

FORECASTLE 4+

OAR DECK 5+

5 Cannon destroyed
May not fire

6 Oars lost
Cannot move under oars

BELOW WATERLINE 5+

HONOURS

2

WEAPONS

Cannon: 1 firing ahead.
Cannon may repel boarders.

RAM

3" straight under oars. If foe fails Below the Waterline save,
roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.

1

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DEATHGALLEY

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May not fire

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HONOURS

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OAR DECK 5+

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May not fire

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Cannot move under oars

BELOW WATERLINE 5+

HONOURS

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roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.

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OAR DECK 5+

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May not fire

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HONOURS

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CHAOS SHIP OF THE LINE

DEATHGALLEY

CREW

CHAOS CULTISTS

MOVE

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WIND BEHIND 9"

OARS 4"
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MAST 5+

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Further hits no criticals

FORECASTLE 4+

OAR DECK 5+

5 Cannon destroyed
May not fire

6 Oars lost
Cannot move under oars

BELOW WATERLINE 5+

HONOURS

2

WEAPONS

Cannon: 1 firing ahead.
Cannon may repel boarders.

RAM

3" straight under oars. If foe fails Below the Waterline save,
roll for BtW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.

1

UNDEAD MAN O'WAR		MOVE	
FLOATING NECROPOLIS		MAGIC 6"	
ANY DIRECTION, ANY FACING			
CREW			
SKULL DECK 4+ 4 Fore Screaming Skull battery lost			
TOWERS 4+ 5			
REAR TOWERS 4+ 6 Aft Screaming Skull battery lost			
HIGH			
FOREDECK		MAIN DECK	
2 Fore Screaming Skull battery lost		3 Each hit destroys 1 broadside Screaming Skull battery	
BASTION 4+		AFT CASTLE 4+	
4		6 Aft Screaming Skull battery lost	
KEEP 4+		5 Broadside Screaming Skull battery lost	
BELOW WATERLINE 4+		HONOURS	
1 2 3 4 5 6		12 Lose 1" of movement per hit	
WEAPONS			
Screaming Skull Catapults: 1 firing ahead, 2 rear, 3 broadside.			
SPECIAL RULES			
Necromantic spellcasters +1 Spell card while on board. Each killed crew counter regenerates on 5-6 (d6).			

UNDEAD SHIP OF THE LINE		MOVE	
SKULLRAMMER		MAGIC 6"	
TURN 6 MOVE NORMALLY			
CREW			
RAM 3+		TOWERS 4+	
3 No effect		4 Speed reduced by 2"	
Ram destroyed		5 Speed reduced by 2"	
HULL 4+		STERN 4+	
6 Speed reduced by 2"			
BELOW WATERLINE 4+		HONOURS	
1 2		2	
WEAPONS			
No ranged weapons.			
RAM			
3" straight under oars. If foe fails Below the Waterline save, roll for BTW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.			
Also, target suffers hits to locations as follows(make unmodified save or put Blaze marker on location): 1-2: 1 low location, 3-5: 2 low locations, 6: 3 low locations.			
Special			

UNDEAD SHIP OF THE LINE		MOVE	
SKULLRAMMER		MAGIC 6"	
TURN 6 MOVE NORMALLY			
CREW			
RAM 3+		TOWERS 4+	
3 No effect		4 Speed reduced by 2"	
Ram destroyed		5 Speed reduced by 2"	
HULL 4+		STERN 4+	
6 Speed reduced by 2"			
BELOW WATERLINE 4+		HONOURS	
1 2		2	
WEAPONS			
No ranged weapons.			
RAM			
3" straight under oars. If foe fails Below the Waterline save, roll for BTW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.			
Also, target suffers hits to locations as follows(make unmodified save or put Blaze marker on location): 1-2: 1 low location, 3-5: 2 low locations, 6: 3 low locations.			
Special			

UNDEAD SHIP OF THE LINE		MOVE	
SKULLRAMMER		MAGIC 6"	
TURN 6 MOVE NORMALLY			
CREW			
RAM 3+		TOWERS 4+	
3 No effect		4 Speed reduced by 2"	
Ram destroyed		5 Speed reduced by 2"	
HULL 4+		STERN 4+	
6 Speed reduced by 2"			
BELOW WATERLINE 4+		HONOURS	
1 2		2	
WEAPONS			
No ranged weapons.			
RAM			
3" straight under oars. If foe fails Below the Waterline save, roll for BTW damage: 1-2: 1pt, 3-4: 2pts, 5-6: 3pts.			
Also, target suffers hits to locations as follows(make unmodified save or put Blaze marker on location): 1-2: 1 low location, 3-5: 2 low locations, 6: 3 low locations.			
Special			

UNDEAD MAN O'WAR		MOVE	
GHOSTSHIP		SAIL 6"	
CREW			
FOREMAST 5+		AFTMAST 5+	
4 Speed reduced by 2"		5,6 Speed reduced by 2"	
Further hits no criticals		Speed reduced by 2"	
FOREDECK 4+		AFTDECK 4+	
2 Lose 1 random crew counter		3 Broadside Screaming Skull battery lost	
BOWS 4+		MAIN DECK 4+	
4 Fore Screaming Skull battery lost		5 Broadside Screaming Skull battery lost	
STERN 4+		6	
BELOW WATERLINE 4+		HONOURS	
1 2 3 4 5		5	
WEAPONS			
Screaming Skull Catapults: 1 firing ahead, 2 broadside.			
SPECIAL RULES			
Any attempts to board, ram or shoot at a Ghostship are automatically unsuccessful on a roll of 1 (attacking ship can do nothing else for the remainder of the turn).			

UNDEAD SHIP OF THE LINE		MOVE	
DEATHSHIP		SAIL 6"	
CREW			
BOWS 4+		MAST 4+	
3 Screaming Skull battery lost		4 Mast lost Cannot move	
Further hits no criticals		5	
HULL 4+		STERN 4+	
6			
BELOW WATERLINE 4+		HONOURS	
1 2		2	
WEAPONS			
Screaming Skull Catapults: 1 firing ahead.			
Special			

UNDEAD SHIP OF THE LINE		MOVE	
DEATHSHIP		SAIL 6"	
CREW			
BOWS 4+		MAST 4+	
3 Screaming Skull battery lost		4 Mast lost Cannot move	
Further hits no criticals		5	
HULL 4+		STERN 4+	
6			
BELOW WATERLINE 4+		HONOURS	
1 2		2	
WEAPONS			
Screaming Skull Catapults: 1 firing ahead.			
Special			

UNDEAD SHIP OF THE LINE		MOVE	
DEATHSHIP		SAIL 6"	
CREW			
BOWS 4+		MAST 4+	
3 Screaming Skull battery lost		4 Mast lost Cannot move	
Further hits no criticals		5	
HULL 4+		STERN 4+	
6			
BELOW WATERLINE 4+		HONOURS	
1 2		2	
WEAPONS			
Screaming Skull Catapults: 1 firing ahead.			
Special			

UNDEAD MAN O' WAR		MOVE	
GHOSTSHIP CREW		SAIL 6"	
FOREMAST 5+ 4 Speed reduced by 2" Further hits no criticals	AFTMAST 5+ 5,6 Speed reduced by 2" Speed reduced by 2"	HIGH	
FOREDECK 4+ 2 Lose 1 random crew counter	AFTDECK 4+ 3 Broadside Screaming Skull battery lost		
BOWS 4+ 4 Fore Screaming Skull battery lost	MAIN DECK 4+ 5 Broadside Screaming Skull battery lost	STERN 4+ 6	LOW
BELOW WATERLINE 4+ 			
WEAPONS Screaming Skull Catapults: 1 firing ahead, 2 broadside.			HONOURS 5
SPECIAL RULES Any attempts to board, ram or shoot at a Ghostship are automatically unsuccessful on a roll of 1 (attacking ship can do nothing else for the remainder of the turn).			

UNDEAD FLYER	MOVE	HONOURS
ZOMBIE DRAGON RIDER 4+ 6 If rider is killed, remove model from table.	15"	3
DRAGON 4+ 4,5 Each hit causes 1 Wound. Further hits do not cause criticals.	1	WOUND TRACK
ATTACKS Makes a 1 dice breath weapon attack; hitting on a roll of 5 or 6 and if successful killing one Crew counter.	CLOSE COMBAT +4 modifier in close combat.	

UNDEAD MAN O' WAR		MOVE	
GHOSTSHIP CREW		SAIL 6"	
FOREMAST 5+ 4 Speed reduced by 2" Further hits no criticals	AFTMAST 5+ 5,6 Speed reduced by 2" Speed reduced by 2"	HIGH	
FOREDECK 4+ 2 Lose 1 random crew counter	AFTDECK 4+ 3 Broadside Screaming Skull battery lost		
BOWS 4+ 4 Fore Screaming Skull battery lost	MAIN DECK 4+ 5 Broadside Screaming Skull battery lost	STERN 4+ 6	LOW
BELOW WATERLINE 4+ 			
WEAPONS Screaming Skull Catapults: 1 firing ahead, 2 broadside.			HONOURS 5
SPECIAL RULES Any attempts to board, ram or shoot at a Ghostship are automatically unsuccessful on a roll of 1 (attacking ship can do nothing else for the remainder of the turn).			

UNDEAD FLYER	MOVE	HONOURS
CARRION 5+ 4+ Each hit causes 1 Wound. Further hits do not cause criticals.	18"	1
	2	WOUND TRACK
	3	WOUND TRACK
ATTACKS	CLOSE COMBAT +2 modifier in close combat. When the Carrion successfully wins a round of combat it gains a +1 modifier to its boarding or combat roll in the next round. This is cumulative.	

SEA MONSTER	MOVE
KRAKEN	2D6" Change facing and turn as desired. If double rolled, roll on the Sea Monster Reaction table.
TO HIT	
All Ranges: 4, 5 or 6	
SPECIAL ATTACK	
Makes a 2d6 attack against a ship's crew or any high locations. Crew: Roll above ship's current BtW hits to remove 1 crew counter. Ship: Always aims high and attack has -1 save modifier.	



WOUND TRACK	5+	HONOURS
		2

Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn. If rammed, and save failed, takes a wounds equal to the number of BtW hits.

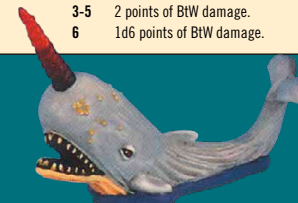
SEA MONSTER	MOVE
BLACK LEVIATHAN	3D6" Change facing and turn as desired. If double rolled, roll on the Sea Monster Reaction table.
TO HIT	
Close Range: 3, 4, 5 or 6 Medium Range: 5 or 6 Long Range: 6	
SPECIAL ATTACK	
Makes a 3d6 attack with a -1 save modifier which always aims low. If all attacks cause damage, target must make a BtW save or take 1 point of BtW damage.	



WOUND TRACK	4+	HONOURS
		4

Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn. If rammed, and save failed, takes a wounds equal to the number of BtW hits.

SEA MONSTER	MOVE						
BEHEMOTH	3D6" Change facing and turn as desired. If double rolled, roll on the Sea Monster Reaction table.						
TO HIT							
All Ranges: 5 or 6							
SPECIAL ATTACK							
Makes a 1d6 attack with a -1 save to the enemy's BtW location. If attack is successful, roll a dice: <table border="0"> <tr> <td>1-2</td> <td>1 point of BtW damage.</td> </tr> <tr> <td>3-5</td> <td>2 points of BtW damage.</td> </tr> <tr> <td>6</td> <td>1d6 points of BtW damage.</td> </tr> </table>		1-2	1 point of BtW damage.	3-5	2 points of BtW damage.	6	1d6 points of BtW damage.
1-2	1 point of BtW damage.						
3-5	2 points of BtW damage.						
6	1d6 points of BtW damage.						



WOUND TRACK	6+	HONOURS
		2

Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn. If rammed, and save failed, takes a wounds equal to the number of BtW hits.

SEA MONSTER	MOVE
PROMETHEAN	3D6" Change facing and turn as desired. If double rolled, roll on the Sea Monster Reaction table.
TO HIT	
All Ranges: 4, 5 or 6	
SPECIAL ATTACK	
Makes a 4 dice attack and always aims high.	



WOUND TRACK	4+	HONOURS
		3

Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn. If rammed, and save failed, takes a wounds equal to the number of BtW hits.

SEA MONSTER	MOVE
MEGALADON	2D6" Change facing and turn as desired. If double rolled, roll on the Sea Monster Reaction table.
TO HIT	
All Ranges: 4, 5 or 6	
SPECIAL ATTACK	
Roll a d6: - Other player moves Megaladon up to 6" and attacks any ship it comes into contact with. - Megaladon refuses to attack this turn. - Hits 1 location – pick 1 location, normal save. - Hits 2 locations – pick 2 locations, normal saves. - Attacks same location twice – pick 1 location, enemy must make 2 saves. - Hits (1 dice + 1) low locations, -1 save. Roll a second d6 after making the attack. On a 1 remove the Megaladon from the game.	



WOUND TRACK	5+	HONOURS
		3

Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn. If rammed, and save failed, takes a wounds equal to the number of BtW hits.

SEA MONSTER	MOVE
GARGANTUAN	2D6" Change facing and turn as desired. If double rolled, roll on the Sea Monster Reaction table.
TO HIT	
All Ranges: 5 or 6	
SPECIAL ATTACK	
Makes a 2d6 attack. If either attack is successful the enemy ship is grappled, gets -1 in all boarding actions, and is immobilised until the Gargantuan is dead, disengages or the ship sinks. Each subsequent turn, the Gargantuan gets an additional attack dice.	



WOUND TRACK	5+	HONOURS
		3

Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn. If rammed, and save failed, takes a wounds equal to the number of BtW hits.

SEA MONSTER

SEA DRAGON

MOVE

2d6"

Change facing and turn as desired.
If double rolled, roll on the
Sea Monster Reaction table.

TO HIT

All Ranges: 4, 5 or 6

SPECIAL ATTACK

Makes a 2d6 attack and damaged locations are set ablaze.



WOUND TRACK

4+

HONOURS

3

Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn.
If rammed, and save failed, takes a wounds equal to the number of BtW hits.

SEA MONSTER

TRITON

MOVE

2d6"

Change facing and turn as desired.
If double rolled, roll on the
Sea Monster Reaction table.

TO HIT

All Ranges: 4, 5 or 6

SPECIAL ATTACK

Does 2 points of damage if Triton hits chosen location on a 3-6.

MAGIC

At the start of the game, Triton receives 1 random spell. The first drawn may be discarded and another drawn if desired.
In any Magic Phase after all other magic has been cast, Triton may cast his spell. It is automatically successful, the enemy gets no save and it cannot be dispelled. Once cast it is discarded.

SPECIAL ABILITY

At the start of player's Battle Phase, Triton may banish 1 enemy sea monster on a roll of 5-6. If successful, the creature is returned to its lair and may be returned to the table at the start of the next turn (no summoning necessary).

WOUND TRACK

5+

HONOURS

4

Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn.
If rammed, and save failed, takes a wounds equal to the number of BtW hits.

SEA MONSTER

SEA ELEMENTAL

MOVE

3d6"

Change facing and turn as desired.
If double rolled, roll on the
Sea Monster Reaction table.

TO HIT

All Ranges: 5 or 6

SPECIAL ATTACK

After moving, may attack any single target within 9" with a tidal wave.
Roll 4 dice; on any double all fires on the ship are put out and it takes a 4 dice attack.
OR, at the start of the turn, on a roll of 5 or 6, move the Wind Compass to point in any desired direction.



WOUND TRACK

5+

HONOURS

4

Never takes critical hits or is set on fire. If wounded by a flyer, dives for a turn.
If rammed, and save failed, takes a wounds equal to the number of BtW hits.