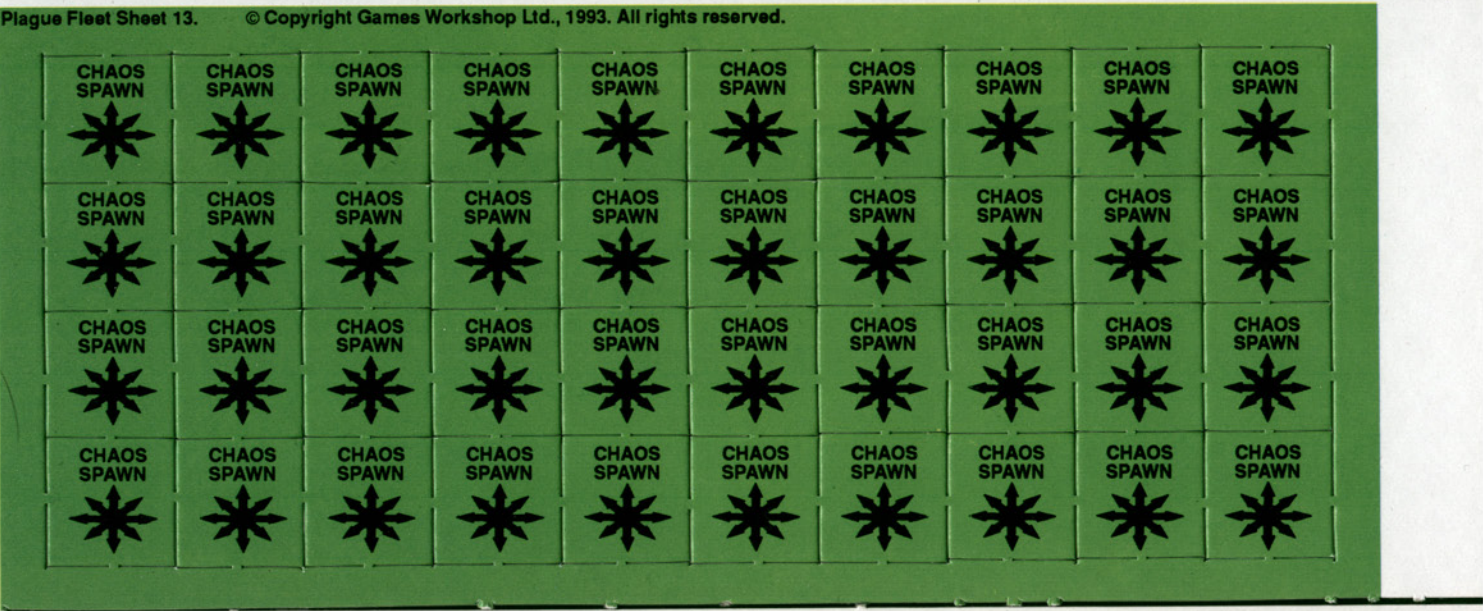
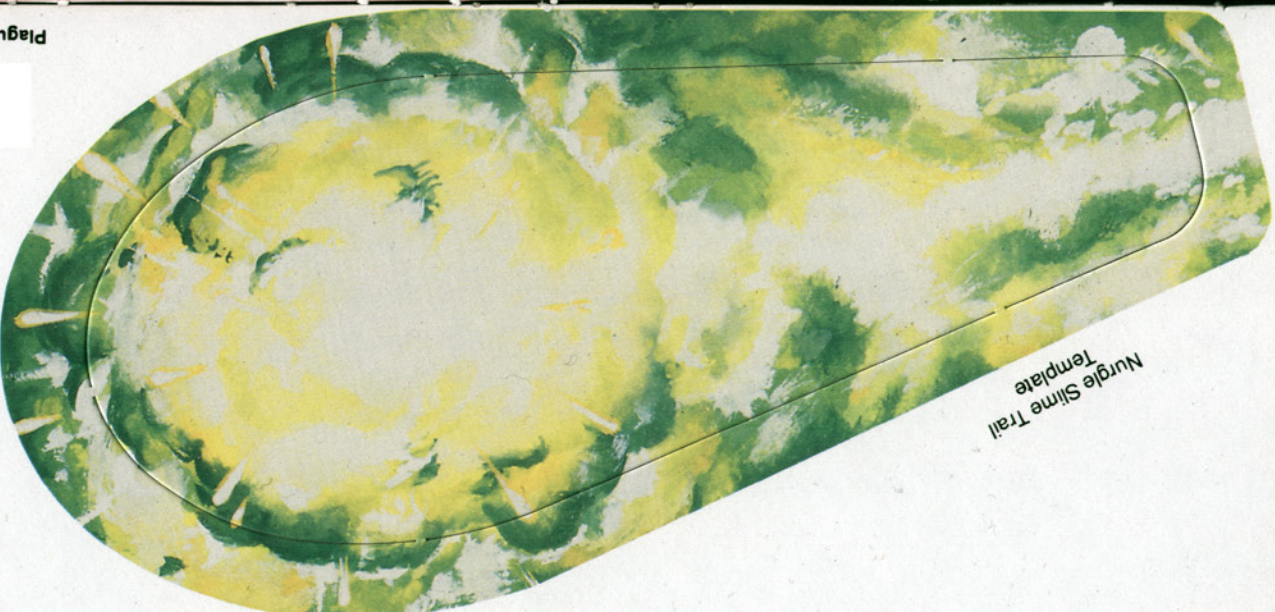




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Nurgle Slime Trail Template

KHORNE IRONSHARK

SHIP OF THE LINE

CREW
2
CHAOS
CULTISTS

3

SHARK HEAD

Save 4, 5 or 6

First hit no effect.

Second hit destroys shark head.

4

SAIL

Save 5 or 6

Mast lost.
Cannot move
under sail.
Any further hits
do not cause
critical damage.

6

AFTCASTLE

Save 4, 5 or 6

5

OARS

Save 5 or 6

Oars lost.
Cannot move
under oars.

**NO
EFFECT**

SINKS

BELOW WATERLINE

Save 5 or 6

First hit has no effect.
Second hit sinks ship.

OARS: 6"

SAIL: 6"

BATTLE HONOURS: 2

KHORNE IRONSHARK

SHIP OF THE LINE

CREW
2
CHAOS
CULTISTS

3

SHARK HEAD

Save 4, 5 or 6

First hit no effect.

Second hit destroys shark head.

4

SAIL

Save 5 or 6

Mast lost.
Cannot move
under sail.
Any further hits
do not cause
critical damage.

6

AFTCASTLE

Save 4, 5 or 6

5

OARS

Save 5 or 6

Oars lost.
Cannot move
under oars.

**NO
EFFECT**

SINKS

BELOW WATERLINE

Save 5 or 6

First hit has no effect.
Second hit sinks ship.

OARS: 6"

SAIL: 6"

BATTLE HONOURS: 2



SLAANESH
HELLRAMMER

SHIP OF THE LINE

CREW
2
CHAOS
CULTISTS

6				MAST Save 5 or 6 Mast lost. Cannot move under sail. Any further hits do not cause critical damage.	
2 RAM Save 4, 5 or 6 Ram destroyed. May not ram.	3 BOWS Save 5 or 6 Cannon lost.	4 OAR DECK Save 5 or 6 Oars lost. Cannot move under oars.	5 AFT-CASTLE Save 5 or 6		
NO EFFECT	SINKS	BELOW WATERLINE Save 5 or 6 First hit has no effect. Second hit sinks ship.			

OARS: 4"(6") SAIL: 6"(9") BATTLE HONOURS: 1



SLAANESH
HELLRAMMER

SHIP OF THE LINE

CREW
2
CHAOS
CULTISTS

6				MAST Save 5 or 6 Mast lost. Cannot move under sail. Any further hits do not cause critical damage.	
2 RAM Save 4, 5 or 6 Ram destroyed. May not ram.	3 BOWS Save 5 or 6 Cannon lost.	4 OAR DECK Save 5 or 6 Oars lost. Cannot move under oars.	5 AFT-CASTLE Save 5 or 6		
NO EFFECT	SINKS	BELOW WATERLINE Save 5 or 6 First hit has no effect. Second hit sinks ship.			

OARS: 4"(6") SAIL: 6"(9") BATTLE HONOURS: 1

LOSE 1-Save

MEDIUM

LONG 1+ Save

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SLAANESH HELLSLICER

SHIP OF THE LINE

CREW
2
CHAOS
CULTISTS

5,6

SCYTHE BLADES

Save 4, 5 or 6

First and second hits have no effect.
Third hit destroys scythe blades.

2

BOWS
Save 5 or 6

3

OAR DECK
Save 4, 5 or 6
Oars lost. Cannot
move under oars.

4

AFT-CASTLE
Save
4, 5 or 6

**NO
EFFECT**

SINKS

BELOW WATERLINE

Save 5 or 6

First hit has no effect.
Second hit sinks ship.

OARS: 6"

BATTLE HONOURS: 1

SKAVEN WARP-RAIDER

SHIP OF THE LINE

CREW

3

BOWS
Save 5 or 6

4

TURRET
Save 4, 5 or 6
Warpfire-thrower
Lost.

6

WARP-TANKS
Save 5 or 6
First hit causes
automatic critical.

5

**PADDLE
WHEEL**
Save 4, 5 or 6
Immobolised.

**NO
EFFECT**

SINKS

BELOW WATERLINE

Save 5 or 6

First hit has no effect.
Second hit sinks ship.

PADDLE WHEEL: 2 DICE INCHES

BATTLE HONOURS: 1

SKAVEN DOOMBRINGER

MAN O' WAR

SKAVEN
WARLORD

GREY
SEER

CREW

GREAT
BELL
VOLUME
TRACK

2

PADDLE WHEEL
Save 5 or 6
Ship speed
reduced by 1"

3,4

GREAT BELL
Save 4, 5 or 6
First and second hits
have no effect.
Third hit destroys
Great Bell.

5,6

PADDLE WHEEL
Save 5 or 6
Ship speed
reduced by 1"

2,3

PADDLE WHEEL
Save 4, 5 or 6
Ship speed
reduced by 2"

4,5

HULL
Save 4, 5 or 6

6

PADDLE WHEEL
Save 4, 5 or 6
Ship speed
reduced by 2"

NO
EFFECT

NO
EFFECT

NO
EFFECT

SINKS

BELOW WATERLINE
Save 4, 5 or 6

First , second and third hits have no effect.
Fourth hit sinks ship.

HIGH

LOW

PADDLE: 6"

BATTLE HONOURS: 8

**SAVE 1-
CLOSE**

WIDEW

**SAVE 1+
LONG**

SLAANESH HELLSLICER

SHIP OF THE LINE

CREW
2
CHAOS
CULTISTS

5,6

SCYTHE BLADES

Save 4, 5 or 6

First and second hits have no effect.
Third hit destroys scythe blades.

2

BOWS
Save 5 or 6

3

OAR DECK
Save 4, 5 or 6
Oars lost. Cannot
move under oars.

4

**AFT-
CASTLE**
Save
4, 5 or 6

**NO
EFFECT**

SINKS

BELOW WATERLINE

Save 5 or 6

First hit has no effect.
Second hit sinks ship.

OARS: 6"

BATTLE HONOURS: 1

SLAANESH HELLSLICER

SHIP OF THE LINE

CREW
2
CHAOS
CULTISTS

5,6

SCYTHE BLADES

Save 4, 5 or 6

First and second hits have no effect.
Third hit destroys scythe blades.

2

BOWS
Save 5 or 6

3

OAR DECK
Save 4, 5 or 6
Oars lost. Cannot
move under oars.

4

**AFT-
CASTLE**
Save
4, 5 or 6

**NO
EFFECT**

SINKS

BELOW WATERLINE

Save 5 or 6

First hit has no effect.
Second hit sinks ship.

OARS: 6"

BATTLE HONOURS: 1

SKAVEN GREY SEER

MASTERY
LEVEL



WARPSTONE

FAILING TO CAST SKAVEN MAGIC

Roll once on the following table for each warpstone counter consumed.

Roll Effect

- 1 With an anguished squeak, the Grey Seer is consumed by the Warp. All the remaining spells in his hand go off immediately.
- 2-4 Roll a dice; the Grey Seer consumes that many additional warpstone counters as he struggles to control the spell.
- 5-6 The Grey Seer's eyes glow and smoke curls from his mouth; he gains an extra +1 to his casting roll next turn.

SKAVEN WARP-RAIDER

SHIP OF THE LINE

CREW

3 BOWS Save 5 or 6	4 TURRET Save 4, 5 or 6 Warpfire-thrower Lost.	6 WARP-TANKS Save 5 or 6 First hit causes automatic critical.
NO EFFECT	5 PADDLE WHEEL Save 4, 5 or 6 Immobilised.	BELOW WATERLINE Save 5 or 6 First hit has no effect. Second hit sinks ship.

PADDLE WHEEL: 2 DICE INCHES

BATTLE HONOURS: 1

DARK ELF DOOMREAPER

MONSTER

WOUNDS

3

4,5

HELLDRAKE

Save 5 or 6

Helldrake takes 1 wound: place 1 wound counter on the wound track

6

DOOMREAPER

Save 5 or 6

The Helldrake goes out of control, dives, and is removed from play, taking the Doomreaver with it.

NO
EFFECT

NO
EFFECT

DEAD

WOUND TRACK

Save Against Rams: 5 or 6

Each wound reduces movement by 2".
Third wound kills Helldrake.

MONSTER: 6" - May turn freely.

BATTLE HONOURS: 2

PLAGUE FLEET SHEET 16.
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SKAVEN WARP-RAIDER

SHIP OF THE LINE

CREW

3

BOWS

Save 5 or 6

4

TURRET

Save 4, 5 or 6
Warpfire-thrower
Lost.

6

WARP-TANKS

Save 5 or 6
First hit causes
automatic critical.

5

PADDLE WHEEL

Save 4, 5 or 6
Immobilised.

NO
EFFECT

SINKS

BELOW WATERLINE

Save 5 or 6

First hit has no effect.
Second hit sinks ship.

PADDLE WHEEL: 2 DICE INCHES

BATTLE HONOURS: 1

PLAGUE FLEET SHEET 15.
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Boiling Mists



Poisoned
Wind Template

CHAOS
LORD

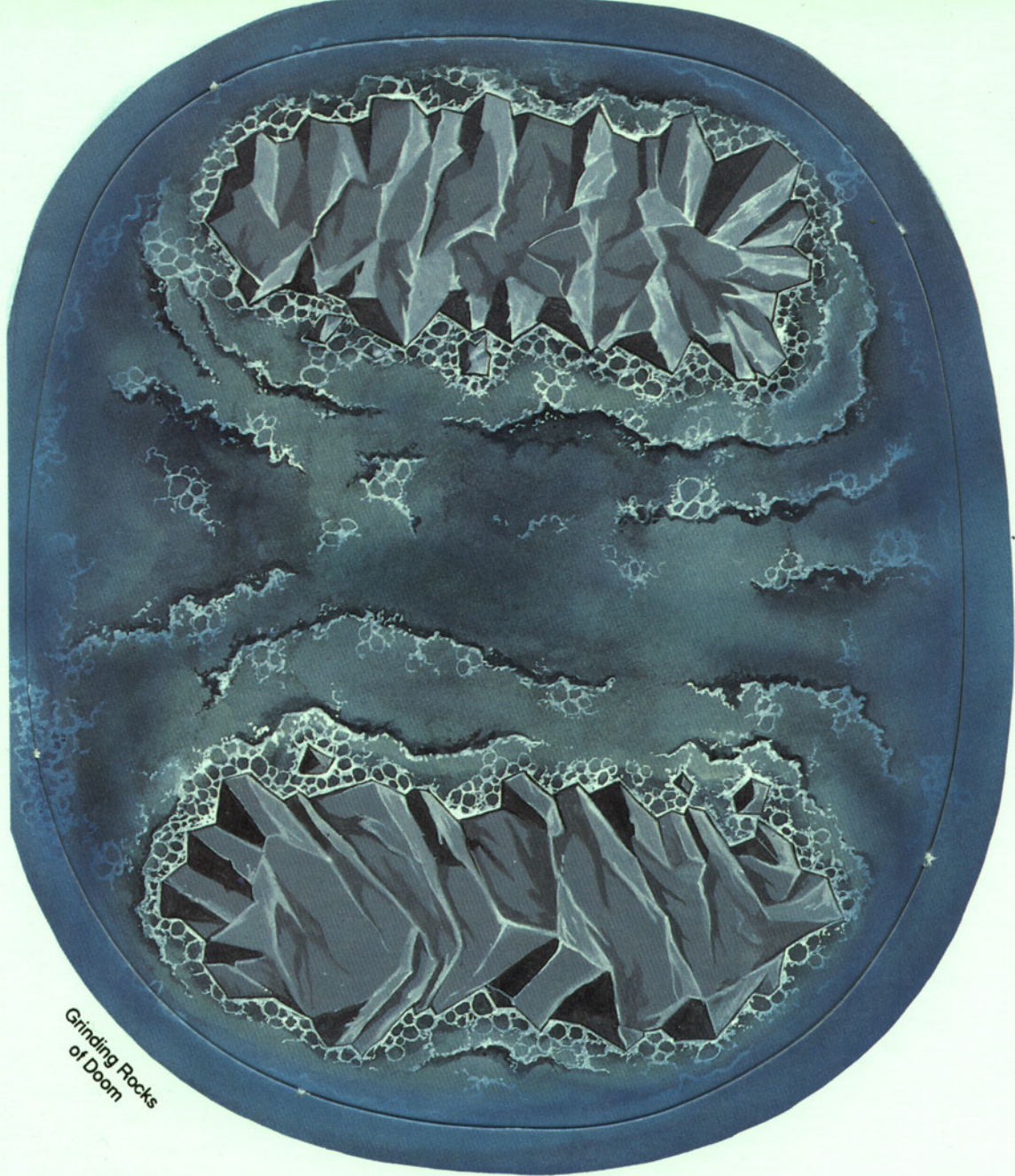


CHAOS DWARF
BATTLELORD



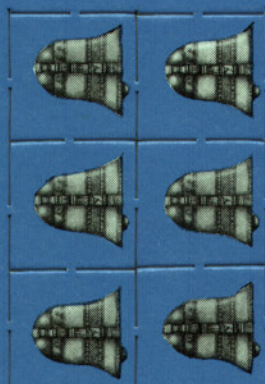
CHAOS
SORCERER

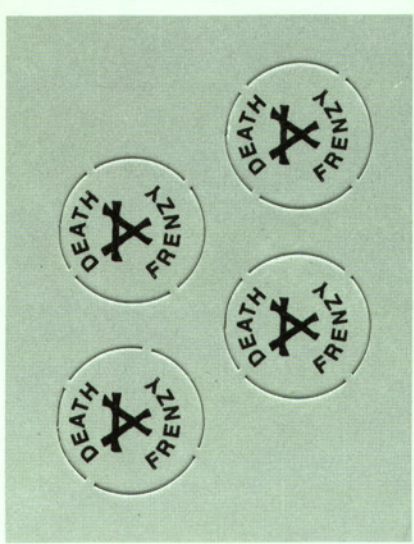
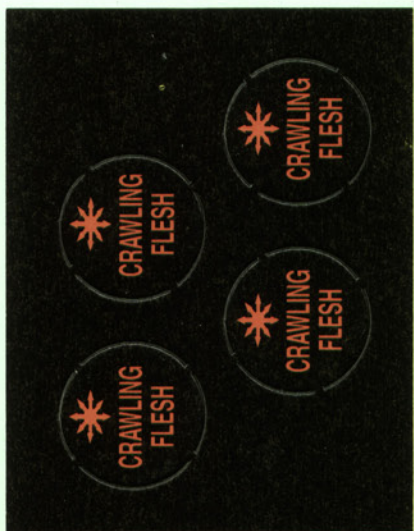
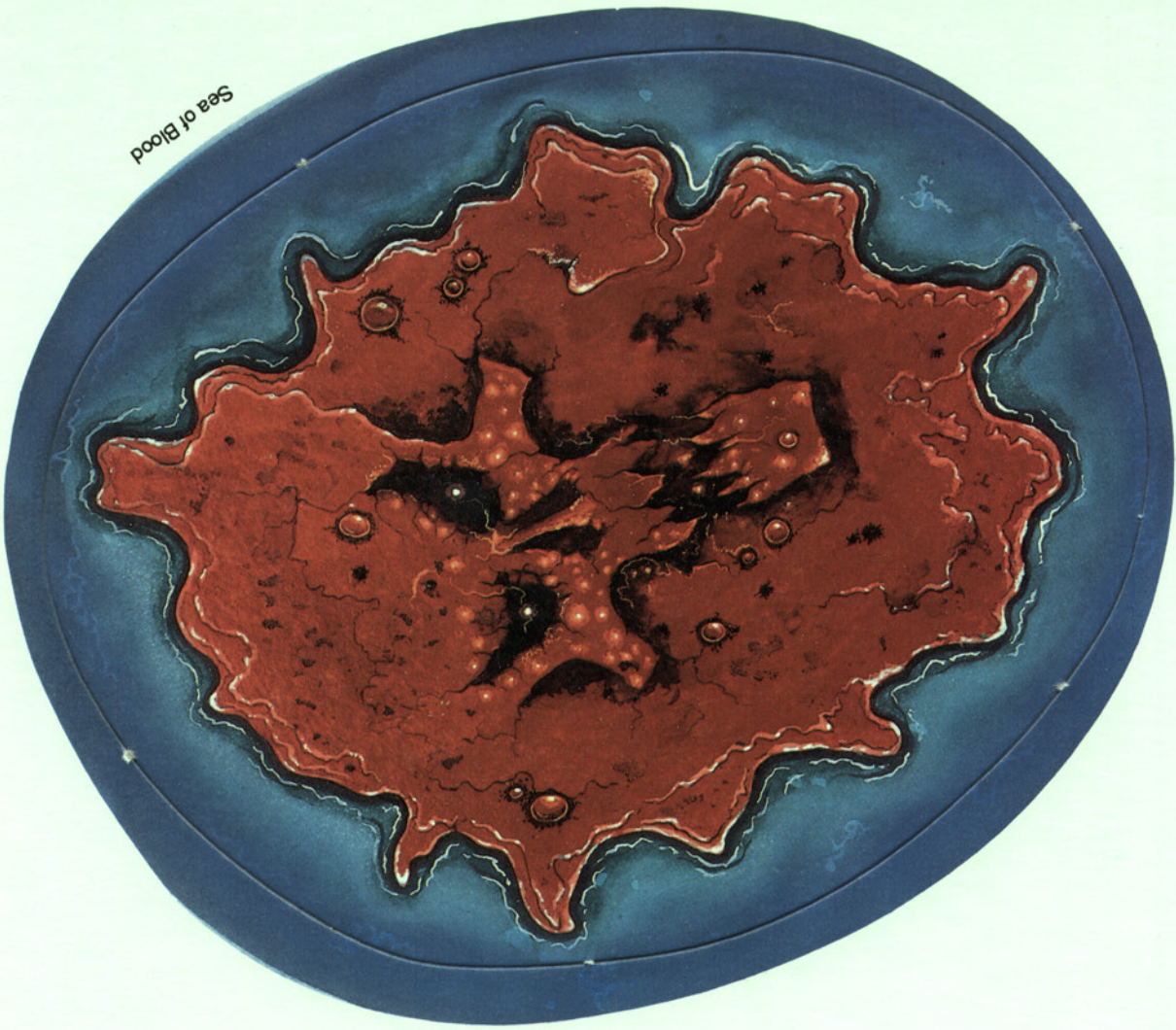




Grinding Rocks
of Doom

ENERGY OF TZEENTCH	ENERGY OF TZEENTCH	ENERGY OF TZEENTCH	ENERGY OF TZEENTCH	ENERGY OF TZEENTCH
ENERGY OF TZEENTCH	ENERGY OF TZEENTCH	ENERGY OF TZEENTCH	ENERGY OF TZEENTCH	ENERGY OF TZEENTCH
ENERGY OF TZEENTCH	ENERGY OF TZEENTCH	ENERGY OF TZEENTCH	ENERGY OF TZEENTCH	ENERGY OF TZEENTCH





Great
Leveller
Template





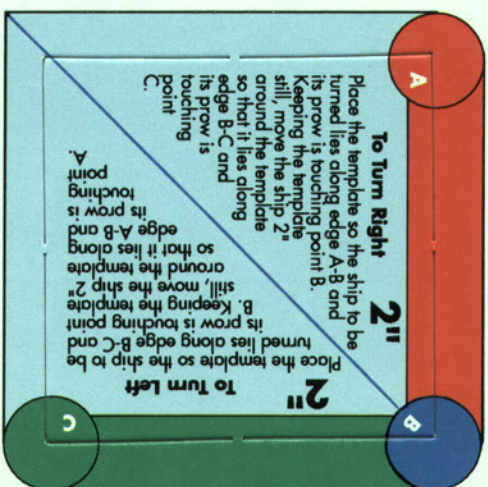
Sea of Fire



Wind of Chaos
Template



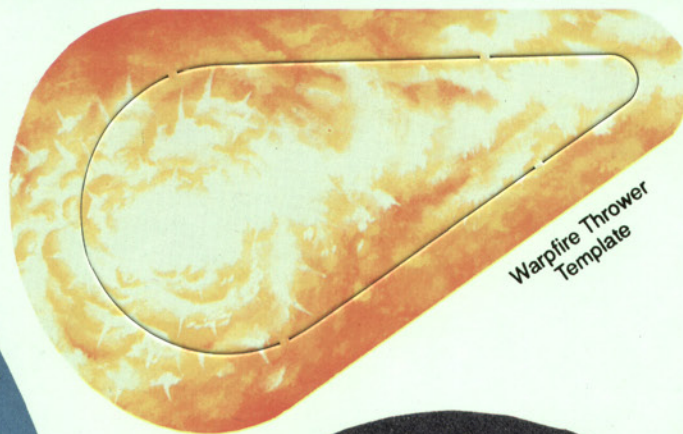
Iron Crag



Eit Hawkship Turn
Template



Sea of Change



Warpfire Thrower Template



Howling Insanity Template

Plague Fleet Sheet 2.

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Plague Fleet Sheet 3.

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Iron Crags



Vortex Template

1. The Vortex dissipates.
 2. The Vortex remains still.
 3. The Vortex moves north 1-6".
 4. The Vortex moves east 1-6".
 5. The Vortex moves south 1-6".
 6. The Vortex moves west 1-6".
- Any ship touched by the Vortex suffers 2 hits. If the Vortex stops on a ship it takes four hits. Roll for location and damage as for cannonfire.

CHAOS DEATHGALLEY

SHIP OF THE LINE

CREW
2
CHAOS
CULTISTS

4

MAST
Save 5 or 6

Mast lost.
Cannot move under sail.
Any further hits
do not cause critical
damage.

5

FORE CASTLE
Save 4, 5 or 6
Cannon destroyed.
May not fire.

OAR DECK
Save 5 or 6
Oars lost. Cannot
move under oars.

6

**NO
EFFECT**

SINKS

BELOW WATERLINE
Save 5 or 6

First hit has no effect.
Second hit sinks ship.

OARS: 4"(6") SAIL: 6"(9")

BATTLE HONOURS: 2

CHAOS REWARDS

CHAOS BANE TOWER OF TZEENTCH

INDEPENDENT

CHAOS
SORCERER

CREW
2
CHAOS
CULTISTS

4

MAIN TOWER
Save 4, 5 or 6
Further hits
do not cause
critical damage.

5

FORE TOWER
Save 4, 5 or 6
Further hits
do not cause
critical damage.

AFT TOWER
Save 4, 5 or 6
Further hits
do not cause
critical damage.

6

ENERGY TRACK
Each hit above
reduces power by 1.
Remove one counter
from the energy track.

UP TO 3 DICE " MOVEMENT

BATTLE HONOURS: 2

CHAOS SORCERER'S SPELLS

CHAOS DWARF THUNDERFIRE BATTLEBARGE

MAN O' WAR

CREW
4

3,4		THUNDERFIRE ROCKET BATTERY Save 4, 5 or 6 First and second hits have no effect. Third hit halves number of rockets fired. (Divide artillery dice roll by two). Fourth hit destroys Thunderfire Rocket Battery		5	BRIDGE Save 5 or 6		6	STERN Save 5 or 6		HIGH
2	3	4	5	6						
BOWS Save 4, 5 or 6		ROCKET MAGAZINE Save 3, 4, 5 or 6 First hit causes automatic critical.		ENGINES Save 4, 5 or 6 Reduces speed by 3"		ENGINES Save 4, 5 or 6 Reduces speed by 3"		AFT Save 4, 5 or 6		LOW
NO EFFECT		NO EFFECT		NO EFFECT		SINKS		BELOW WATERLINE Save 4, 5 or 6 First, second and third hits have no effect. Fourth hit sinks ship.		

STEAM: 6"

BATTLE HONOURS: 6

SKAVEN
CLAN PESTILENS DEATHBURNER

SHIP OF THE LINE

CREW

3	4	5	6
PLAGUEBURNER Save 4, 5 or 6 First hit no effect. Second hit destroys Plagueburner.	WINCH Save 5 or 6	ENGINE Save 4, 5 or 6 Speed reduced by 4".	PADDLE WHEEL Save 5 or 6 Speed reduced by 4".
NO EFFECT	SINKS	BELOW WATERLINE Save 5 or 6 First hit has no effect. Second hit sinks ship.	

PADDLE WHEEL: 8"

BATTLE HONOURS: 2

SKAVEN
CLAN PESTILENS DEATHBURNER

SHIP OF THE LINE

CREW

3	4	5	6
PLAGUEBURNER Save 4, 5 or 6 First hit no effect. Second hit destroys Plagueburner.	WINCH Save 5 or 6	ENGINE Save 4, 5 or 6 Speed reduced by 4".	PADDLE WHEEL Save 5 or 6 Speed reduced by 4".
NO EFFECT	SINKS	BELOW WATERLINE Save 5 or 6 First hit has no effect. Second hit sinks ship.	

PADDLE WHEEL: 8"

BATTLE HONOURS: 2

CHAOS DEATHGALLEY

SHIP OF THE LINE

CREW

2

CHAOS
CULTISTS

4

MAST

Save 5 or 6

Mast lost.
Cannot move under sail.
Any further hits
do not cause critical
damage.

5

FORE CASTLE

Save 4, 5 or 6

Cannon destroyed.
May not fire.

OAR DECK

Save 5 or 6

Oars lost. Cannot
move under oars.

6

NO
EFFECT

SINKS

BELOW WATERLINE

Save 5 or 6

First hit has no effect.
Second hit sinks ship.

OARS: 4"(6")

SAIL: 6"(9")

BATTLE HONOURS: 2

CHAOS REWARDS

CHAOS DEATHGALLEY

SHIP OF THE LINE

CREW

2

CHAOS
CULTISTS

4

MAST

Save 5 or 6

Mast lost.
Cannot move under sail.
Any further hits
do not cause critical
damage.

5

FORE CASTLE

Save 4, 5 or 6

Cannon destroyed.
May not fire.

OAR DECK

Save 5 or 6

Oars lost. Cannot
move under oars.

6

NO
EFFECT

SINKS

BELOW WATERLINE

Save 5 or 6

First hit has no effect.
Second hit sinks ship.

OARS: 4"(6")

SAIL: 6"(9")

BATTLE HONOURS: 2

CHAOS REWARDS

CHAOS DWARF HULL-DESTROYER

SHIP OF THE LINE

CREW
2

2

RAM

Save 4, 5 or 6

First hit has no effect.

Second hit destroys ram.

3

BOWS

Save 5 or 6

5

WINCH

Save 4, 5 or 6

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

6

ENGINES

Save 5 or 6

Reduce speed by 3".

4

BOILERS

Save 4, 5 or 6

Reduce speed by 3".

NO
EFFECT

SINKS

BELOW WATERLINE

Save 4, 5 or 6

First hit has no effect.

Second hit sinks ship.

STEAM: 6"

BATTLE HONOURS: 2

CHAOS DWARF HULL-DESTROYER

SHIP OF THE LINE

CREW
2

2

RAM

Save 4, 5 or 6

First hit has no effect.

Second hit destroys ram.

3

BOWS

Save 5 or 6

5

WINCH

Save 4, 5 or 6

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

6

ENGINES

Save 5 or 6

Reduce speed by 3".

4

BOILERS

Save 4, 5 or 6

Reduce speed by 3".

NO
EFFECT

SINKS

BELOW WATERLINE

Save 4, 5 or 6

First hit has no effect.

Second hit sinks ship.

STEAM: 6"

BATTLE HONOURS: 2

CHAOS DWARF HULL-DESTROYER

CREW
2

SHIP OF THE LINE

2		3	5	6
RAM Save 4, 5 or 6 First hit has no effect. Second hit destroys ram.		BOWS Save 5 or 6	WINCH Save 4, 5 or 6 Target's save now -1 rather than -2.	ENGINES Save 5 or 6 Reduce speed by 3".
			4	
			BOILERS Save 4, 5 or 6 Reduce speed by 3".	
NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6 First hit has no effect. Second hit sinks ship.		

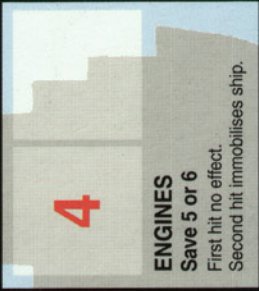
STEAM: 6"

BATTLE HONOURS: 2

CHAOS DWARF THUNDER-ROLLER

CREW
2

SHIP OF THE LINE

 5	 6
CANNON Save 4, 5 or 6 Gun lost.	BRIDGE Save 5 or 6
 2	 3
THUNDER-ROLLER Save 4, 5 or 6 Roller lost.	SUPERSTRUCTURE Save 4, 5 or 6
 4	ENGINES Save 5 or 6 First hit no effect. Second hit immobilises ship.
NO EFFECT	SINKS
BELOW WATERLINE Save 4, 5 or 6 First hit has no effect. Second hit sinks ship.	
STEAM: 6"(9")	
BATTLE HONOURS: 2	

CREW
2
CHAOS
WARRIORS

SLAANESH
HELLSHIP
MAN O' WAR

HIGH			LOW		
4	5	6	2	3	6
FORE MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 3". Any further hits do not cause critical damage.	RIGHT REAR MAST Save 4, 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 3". Any further hits do not cause critical damage.	LEFT REAR MAST Save 4, 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 3". Any further hits do not cause critical damage.	FORECASTLE Save 4, 5 or 6 Radiance of Slaanesh lost when both locations destroyed.	AFTCASTLE Save 4, 5 or 6	STERN Save 4, 5 or 6
			BOWS Save 4, 5 or 6	BURNERS Save 4, 5 or 6 First hit no effect. Second hit destroys Incense of Slaanesh.	
			NO EFFECT	NO EFFECT	SINKS
			BELOW WATERLINE Save 4, 5 or 6 First and second hits have no effect. Third hit sinks ship.		

BATTLE HONOURS: 6

SAIL: 9"

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KHORNE
BLOODSHIP
MAN O' WAR

CREW
3
CHAOS
WARRIORS

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

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CHAOS DWARF THUNDER-ROLLER

SHIP OF THE LINE

CREW
2

5 CANNON Save 4, 5 or 6 Gun lost.		6 BRIDGE Save 5 or 6
2 THUNDER-ROLLER Save 4, 5 or 6 Roller lost.	3 SUPERSTRUCTURE Save 4, 5 or 6	4 ENGINES Save 5 or 6 First hit no effect. Second hit immobilises ship.
NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6 First hit has no effect. Second hit sinks ship.

STEAM: 6"(9")

BATTLE HONOURS: 2

CHAOS DWARF THUNDER-ROLLER

SHIP OF THE LINE

CREW
2

5 CANNON Save 4, 5 or 6 Gun lost.		6 BRIDGE Save 5 or 6
2 THUNDER-ROLLER Save 4, 5 or 6 Roller lost.	3 SUPERSTRUCTURE Save 4, 5 or 6	4 ENGINES Save 5 or 6 First hit no effect. Second hit immobilises ship.
NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6 First hit has no effect. Second hit sinks ship.

STEAM: 6"(9")

BATTLE HONOURS: 2

CHAOS DWARF GREAT LEVELLER BATTLEBARGE

MAN O' WAR

CREW
4

3,4		GREAT LEVELLER Save 4, 5 or 6 First and second hits have no effect. Third hit destroys Great Leveller.		5	BRIDGE Save 5 or 6	6	STERN Save 5 or 6
2	3	4	5	6			
BOWS Save 5 or 6	AMMUNITION Save 3, 4, 5 or 6 First hit causes automatic critical.	ENGINES Save 4, 5 or 6 Reduces speed by 2".	ENGINES Save 4, 5 or 6 Reduces speed by 2".	AFT Save 5 or 6			
NO EFFECT	NO EFFECT	NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6 First, second and third hits have no effect. Fourth hit sinks ship.			

HIGH

LOW

STEAM: 4"

BATTLE HONOURS: 6



TZEENTCH GREAT WINGED TERROR

MAN O' WAR

CREW
2
CHAOS
WARRIORS

2

FORECASTLE

Save 5 or 6

Further hits do not
cause critical damage.

3

SAIL

Save 5 or 6

Further hits do not
cause critical damage.

4

AFTCASTLE

Save 5 or 6

Further hits do not
cause critical damage.

5

PROW

Save 4, 5 or 6

Further hits do not
cause critical damage.

6

WINGS

Save 4, 5 or 6

Further hits do not
cause critical damage.

--	--	--	--	--	--

ENERGY TRACK

Each hit above
reduces energy by 1.
Remove one counter
from energy track.

UP TO 6 DICE " MOVEMENT (1 PER ENERGY COUNTER)

BATTLE HONOURS: 6

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SKAVEN CLAN PESTILENS DEATHBURNER

SHIP OF THE LINE

CREW

3

PLAGUEBURNER

Save 4, 5 or 6

First hit no effect.
Second hit destroys
Plagueburner.

4

WINCH

Save 5 or 6

5

ENGINE

Save 4, 5 or 6

Speed reduced by 4".

6

PADDLE WHEEL

Save 5 or 6

Speed reduced by 4".

NO
EFFECT

SINKS

BELOW WATERLINE

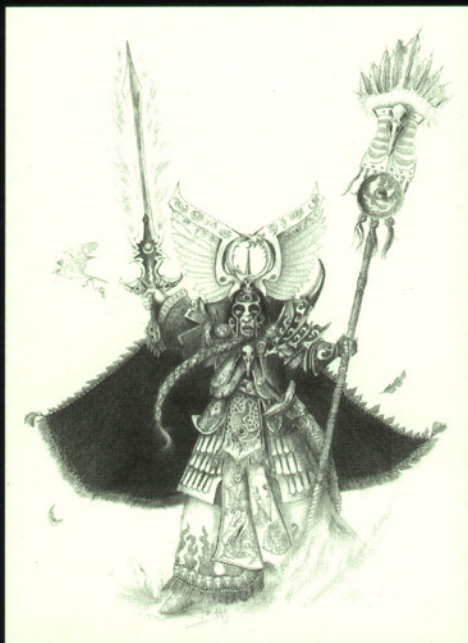
Save 5 or 6

First hit has no effect.
Second hit sinks ship.

PADDLE WHEEL: 8"

BATTLE HONOURS: 2

CHAOS SORCERER'S POWER TRACK



FAILING TO CAST CHAOS MAGIC

Roll once on the following table for each Power Card you used to augment the spell.

Roll Effect

- 1 With an anguished scream, the Chaos Sorcerer is consumed by the Warp.
- 2-3 The strain of the Warp shrivels the flesh of the Sorcerer. Move the power counter down 1 space on the power track.
If the Chaos Sorcerer reaches zero power the seething stuff of raw Chaos claims him.
- 4-6 The Chaos Sorcerer suffers no ill-effects.

6

5

4

3

2

1

0

SLAANESH HELLRAMMER

SHIP OF THE LINE

CREW
2
CHAOS
CULTISTS

6

MAST
Save 5 or 6

Mast lost.
Cannot move under sail.
Any further hits
do not cause critical
damage.

2

RAM
Save 4, 5 or 6
Ram destroyed.
May not ram.

3

BOWS
Save
5 or 6
Cannon lost.

4

OAR DECK
Save 5 or 6
Oars lost.
Cannot move
under oars.

5

**AFT-
CASTLE**
Save
5 or 6

**NO
EFFECT**

SINKS

BELOW WATERLINE
Save 5 or 6

First hit has no effect.
Second hit sinks ship.

OARS: 4"(6") SAIL: 6"(9")

BATTLE HONOURS: 1

KHORNE IRONSHARK

SHIP OF THE LINE

CREW
2
CHAOS
CULTISTS

3

SHARK HEAD
Save 4, 5 or 6
First hit no effect.
Second hit destroys shark head.

4

SAIL
Save 5 or 6
Mast lost.
Cannot move
under sail.
Any further hits
do not cause
critical damage.

6

AFTCASTLE
Save 4, 5 or 6

5

OARS
Save 5 or 6
Oars lost.
Cannot move
under oars.

**NO
EFFECT**

SINKS

BELOW WATERLINE
Save 5 or 6
First hit has no effect.
Second hit sinks ship.

OARS: 6" SAIL: 6"

BATTLE HONOURS: 2

DARK ELF **BLACK ARK OF NAGGAROTH** MAN O' WAR

CREW
6

4 FORE MAST Save 4, 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 3" (3"). Any further hits do not cause critical damage.		5 MAIN MAST Save 4, 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 3" (3"). Any further hits do not cause critical damage.		6 AFT MAST Save 4, 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 3" (3"). Any further hits do not cause critical damage.	
2 FORWARD BATTLE TOWERS Save 4, 5 or 6 Fore reaper battery lost.			3 REAR BATTLE TOWERS Save 4, 5 or 6 Aft reaper battery lost.		
4 BOWS Save 4, 5 or 6 First and second hits have no effect. Third hit causes normal critical.		5 BATTLE PLATFORMS Save 4, 5 or 6 Broadside reaper battery lost.		6 BEAST-PORTAL Save 4, 5 or 6 Roll a dice for each Squadron inside. On a 4, 5 or 6 they escape.	
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SAIL: 9"(9") MAGIC: 6"(6")

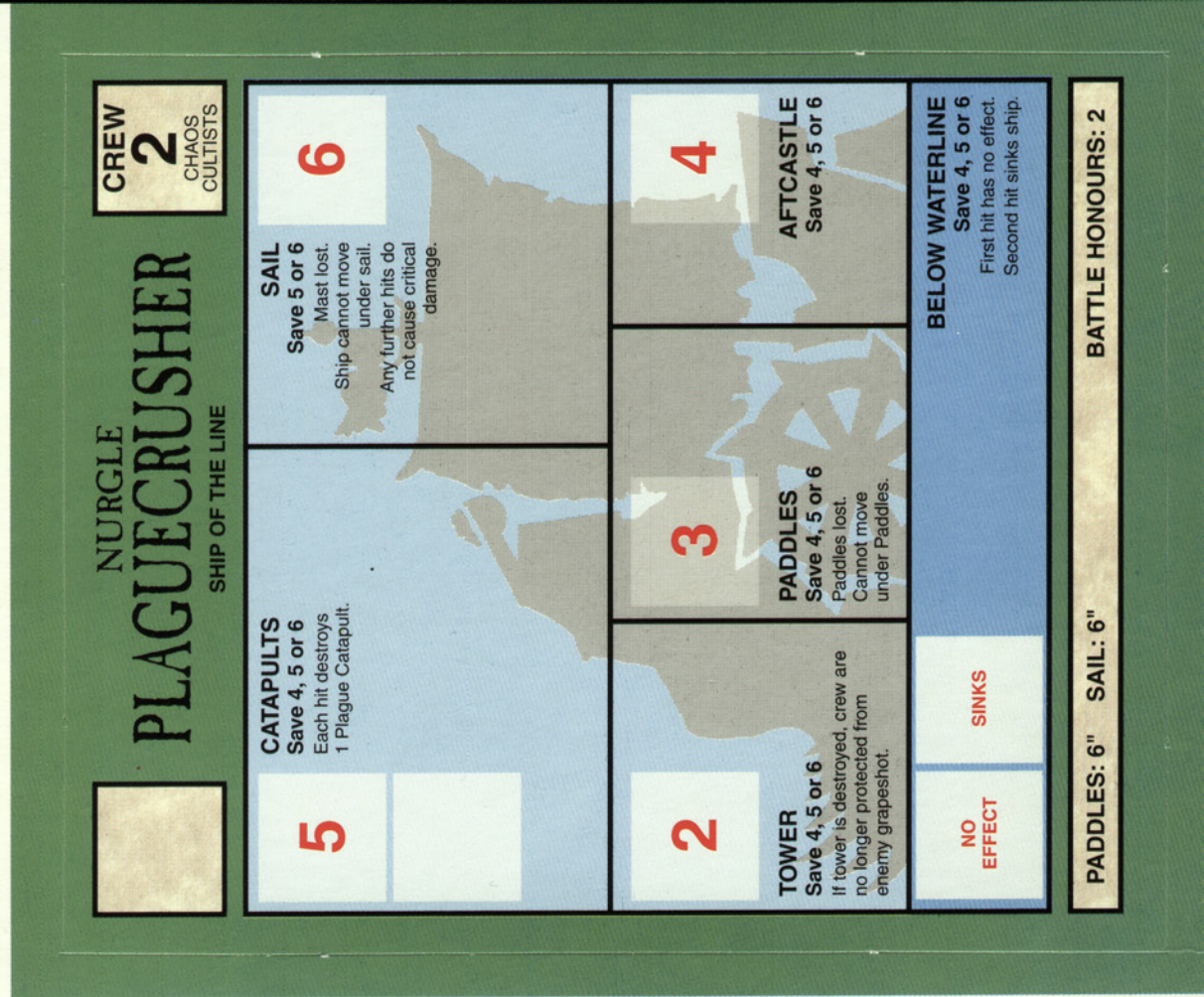
BATTLE HONOURS: 10

HIGH

LOW

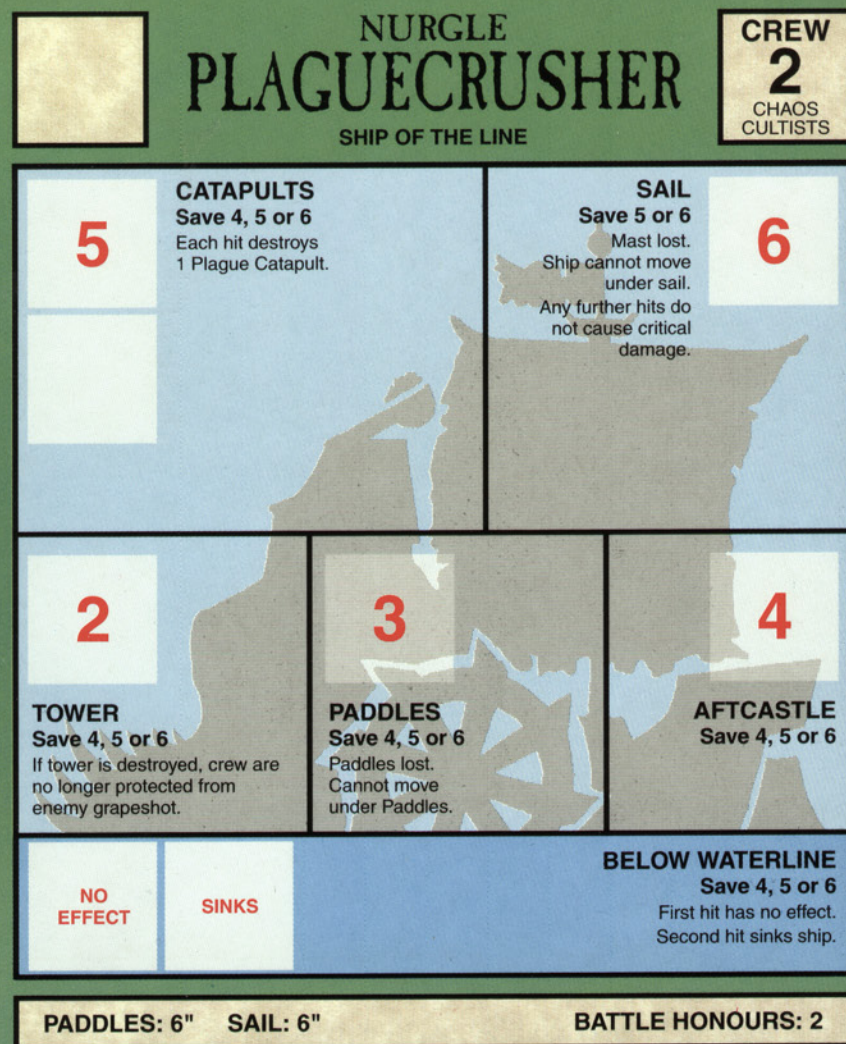
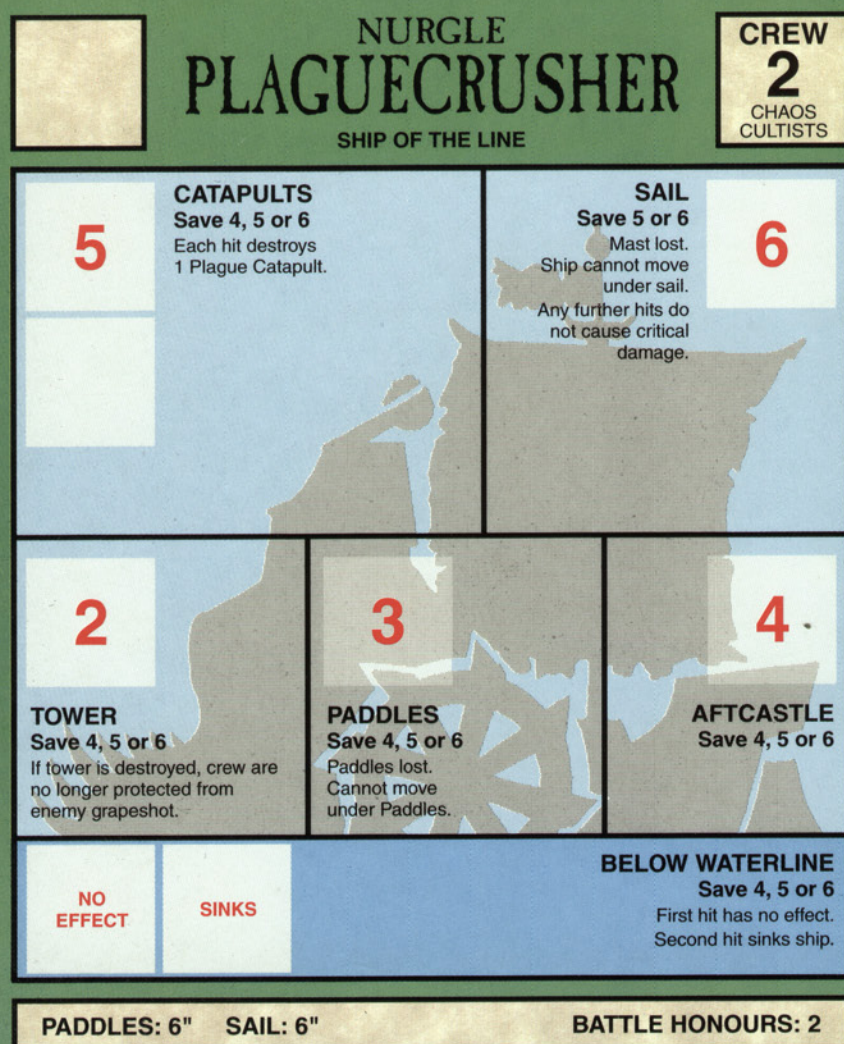
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WOUND WOUND WOUND WOUND WOUND WOUND WOUND WOUND WOUND WOUND WOUND



PLAGUE FLEET SHEET 33.

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NURGLE PLAGUESHIP

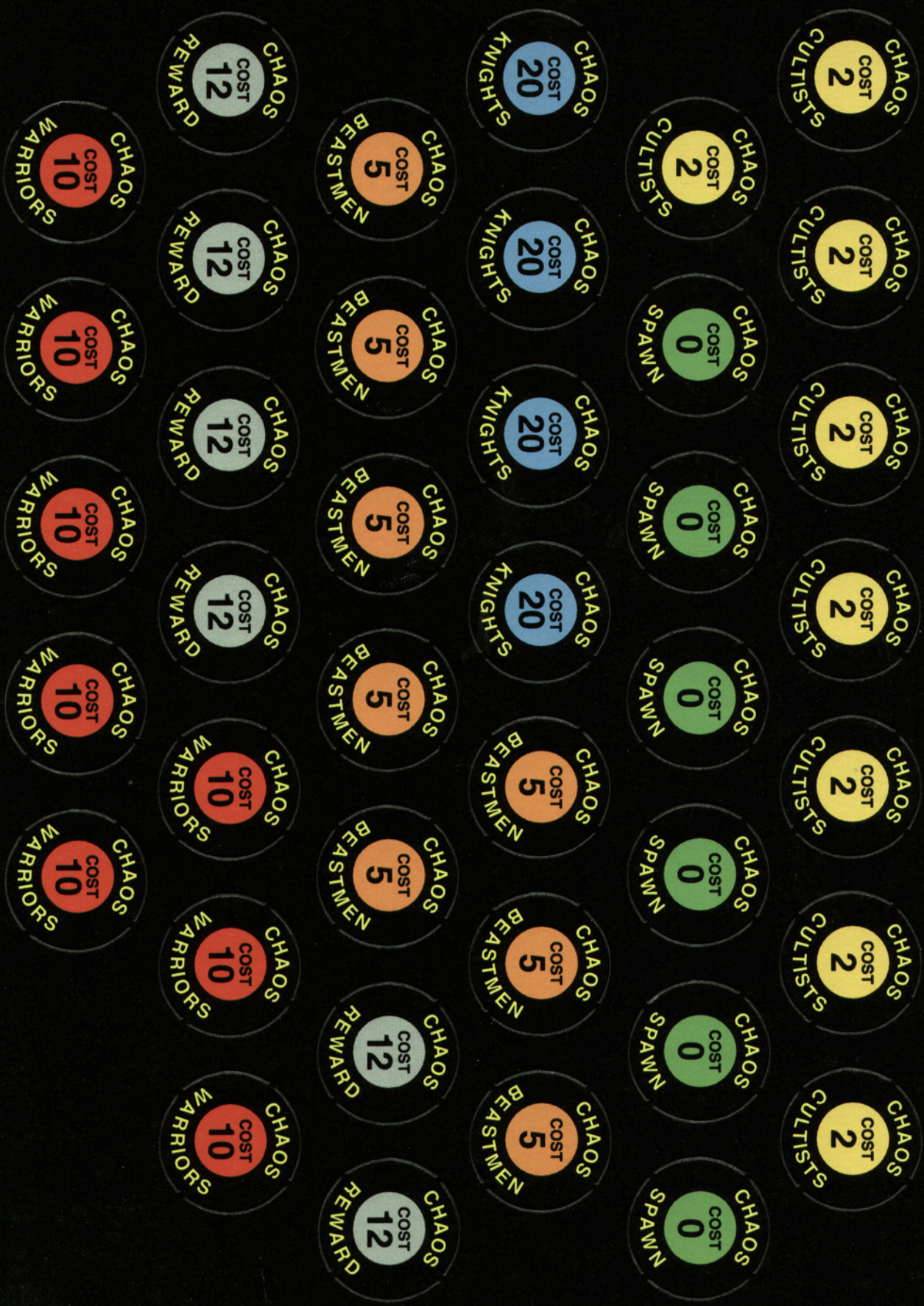
MAN O' WAR

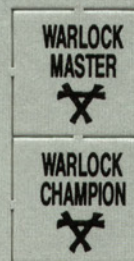
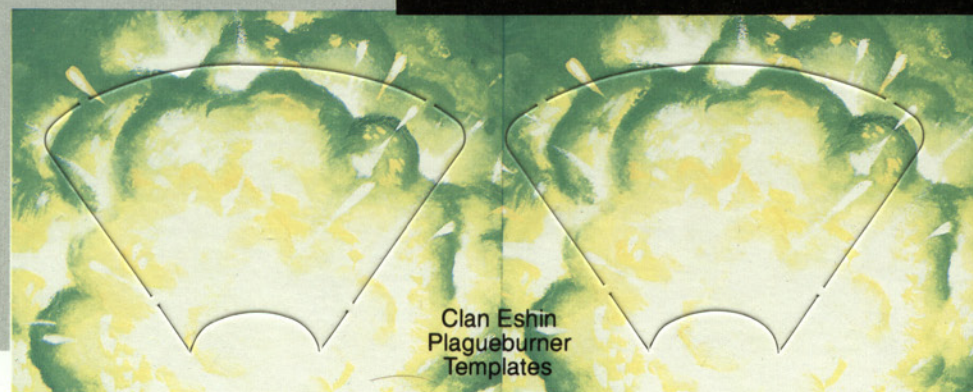
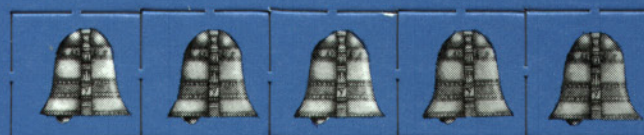
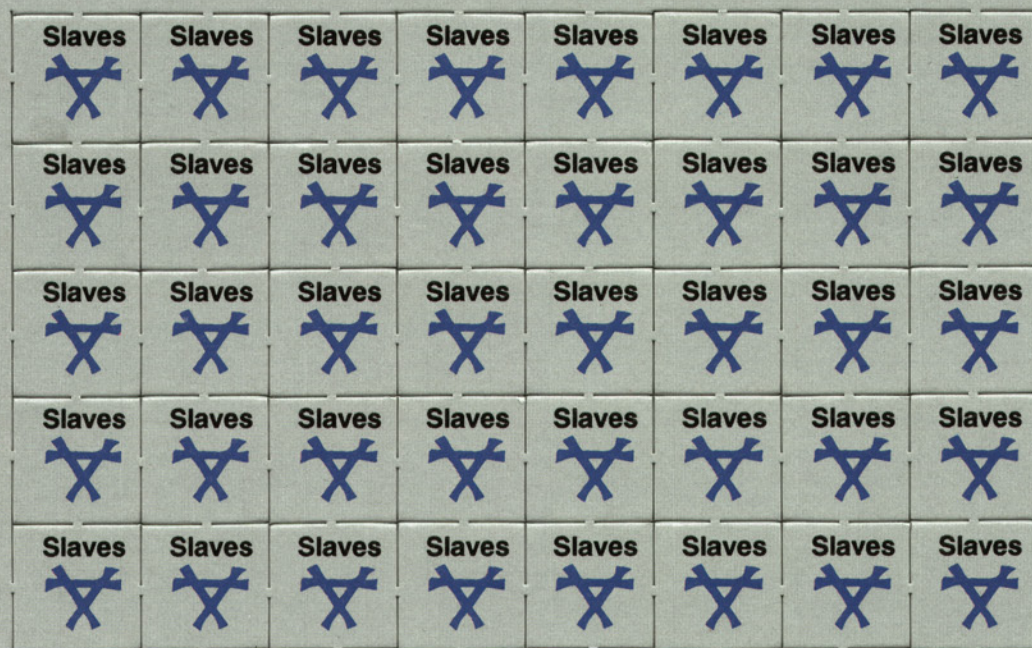
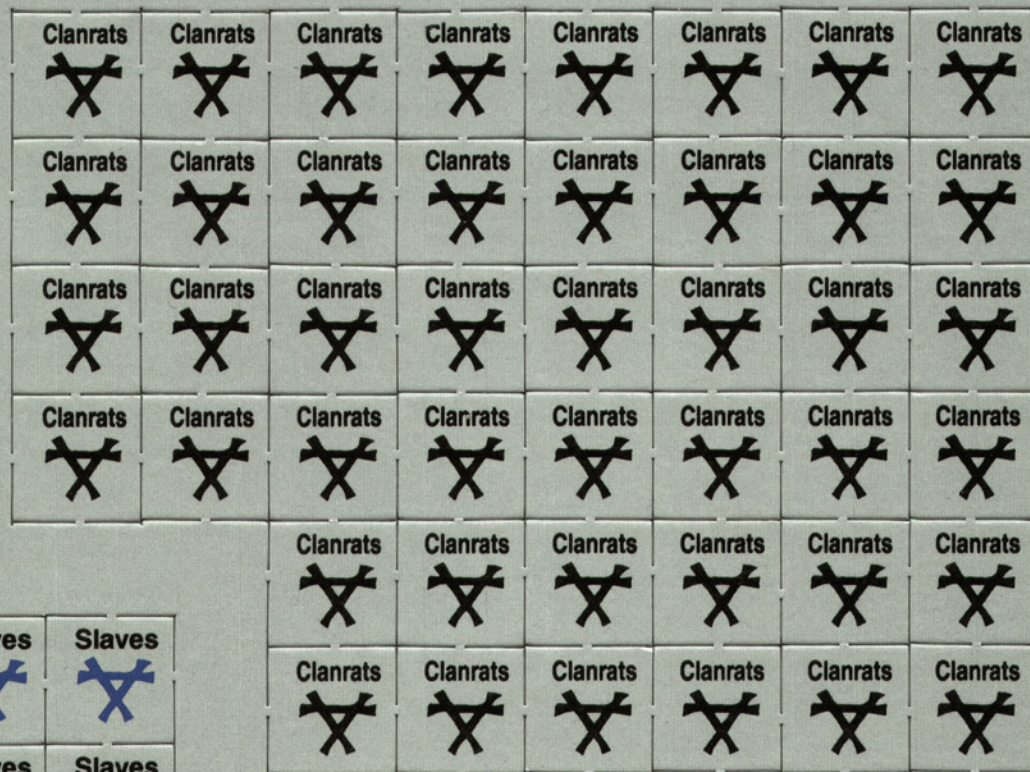
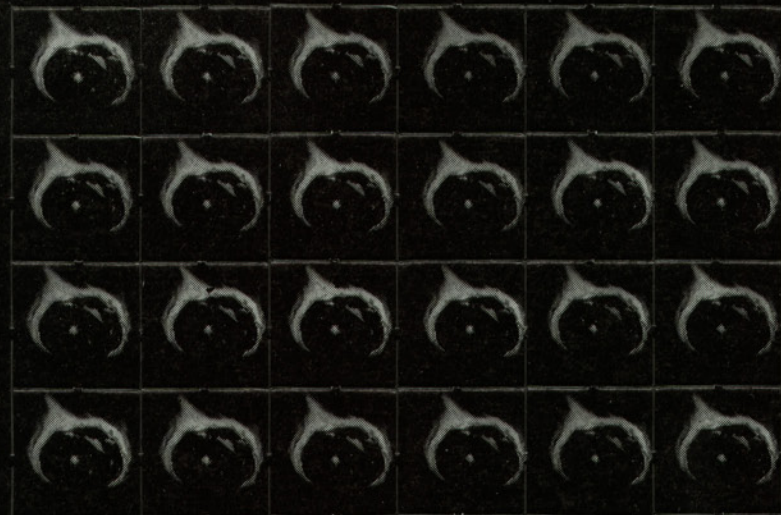
CREW
3
CHAOS
WARRIORS

4 FORE MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 2". Any further hits do not cause critical damage.	5 MAIN MAST Save 4, 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 2". Any further hits do not cause critical damage.	6 AFT MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 2". Any further hits do not cause critical damage.
HIGH		
2 FORE PLAGUE CATAPULT Save 4, 5 or 6 Fore Plague Catapult lost.	3 AFT PLAGUE CATAPULT Save 4, 5 or 6 Aft Plague Catapult lost.	
4 BOWS Save 4, 5 or 6 Broadside Plague Catapult lost.	5 PADDLES Save 4, 5 or 6 First hit no effect. Second hit destroys paddles.	6 STERN Save 5 or 6
LOW		
NO EFFECT	NO EFFECT	SINKS
BELOW WATERLINE Save 4, 5 or 6 First and second hits have no effect. Third hit sinks ship.		

SAIL: 6" PADDLES: 4"

BATTLE HONOURS: 6



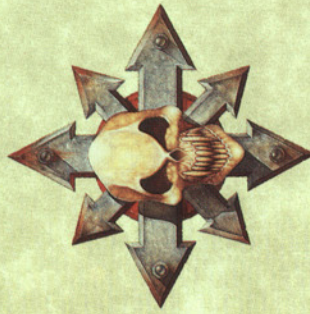


CHAOS



MAGIC

P P



POWER



20 x

Power Cards

5+



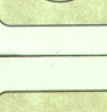
DEATH VENOM

Crackling gobbets of fiery acid hurtle towards the enemy, fusing flesh to wood and bones to timber.

Death venom is a special attack; it may be fired from the Chaos Sorcerer's Tower as a 1 dice attack with a range of four dice inches, as a 2 dice attack with a range of 2 dice inches, or as a 4 dice attack with a range of 1 dice inches.

First nominate your target, which does not have to be in line of sight; then roll an attack for each gobbet; areas hit have a -1 save modifier. Any dice which scores a 1 to hit maims the crew instead of damaging the ship - remove one crew counter.

5+



ABJECT TERROR

As the Chaos Fleet advances, icy fingers of terror reach out to grasp the hearts of those who are foolish enough to stand in its path.

This turn the enemy fleet cannot do anything except defend itself against boarding actions. They may not move, fire, or make any special attacks at all.

9+



9+

7+



VORTEX OF CHAOS

The Chaos Vortex is a spitting ball of energy that devours everything it touches. Once unleashed, the Vortex of Chaos is uncontrollable, affecting the Chaos Fleet and the enemy fleet equally.

First state the direction the Vortex will move initially; then roll 4 dice; place the Vortex template on the Chaos Sorcerer's ship and move it that many inches.

After the initial move, the Vortex moves according to the following table; roll a dice at the end of each Magic Phase.

- 1 The Vortex dissipates; remove it
- 2 The Vortex remains still
- 3 The Vortex moves north 1-6"
- 4 The Vortex moves east 1-6"
- 5 The Vortex moves south 1-6"
- 6 The Vortex moves west 1-6"

Any ship touched by the template as it moves, even if only partially, suffers 2 hits. If the Vortex stops on a ship it takes 4 hits. Roll for location and damage as for cannonfire.

7+



7+

7+



HOWLING INSANITY

The whirling forces of Chaos stab out towards the enemy fleet. An area of the seascape turns pitch-black as a tangible shadow of congealed darkness descends.

Place the Howling Insanity Template over the target ship; any ship partially or wholly covered by it immediately opens fire with all its weapons. Resolve damage for any ships hit as usual. Ships inside the template may not do anything but fire their weapons this turn, and may not be attacked (except by other ships within the template's area).

8+



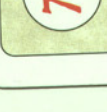
PLAGUE SEA

The sea takes on a bilious green hue, coagulating to the texture of cold blood, and the wind is stifled to a sluggish breeze by the fetid vapours which rise in idle columns from the flat surface of the sea. Oars have no effect in this slowly pulsing liquid, while sails remain still in the deadened air.

The only vessels that can move or manoeuvre upon this outlandish ocean are the ships of Chaos, who seem to draw power and sustenance from the sweetly cloying waves.

All ships except Chaos vessels are totally becalmed, and are unable to move this turn.

8+



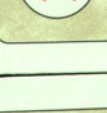
7+

WIND OF CHAOS

A screaming wind is summoned up by the Chaos Sorcerer. It circles above the fleet in huge, broiling purple clouds for a few moments, gathering in strength, before screaming down upon the enemy fleet. The enemy ships are scattered like feathers in the wind, losing all sense of order.

Place the Wind of Chaos Template over the enemy fleet, with the centre of the storm over the target ship. Any ships caught under the template, even if only partially, are blown 1-6" in a direction of the Chaos Player's choosing; pick the direction and roll the dice for distance individually for each ship.

7+



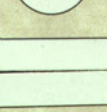
7+

PLAGUEFLIES

A writhing cloud of millions of noxious plagueflies rolls towards the enemy fleet. The thick, treacherous layer of flies descends on a single vessel, their weight causing it to settle in the water. With a terrible droning noise, the flies crawl into the noses and mouths of the target's crew. Those that survive the choking mouthfuls of flies clogging their lungs, rapidly die from the myriad infections of Nurgle that coat the buzzing insects.

Roll a dice for each crew counter on the target ship; on a score of 4, 5 or 6 it is removed.

7+



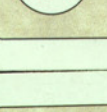
5+

CRAWLING FLESH

The sea around the target ship begins to solidify, taking on the form of heaving, bubbling flesh which grasps its hull in a vice-like embrace. The ship can make no headway through this sea of muscle and skin, and is becalmed.

Place one of the crawling flesh counters next to the target. The ship is trapped until the spell is either dispelled or the spell dissipates naturally; at the start of each magic phase roll a dice - the spell dissipates on a score of 1, 2 or 3. The spell is also dissipated if the Chaos Sorcerer dies.

7+



5+

7+

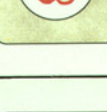


CARNAGE

As the raw energies of the warp ripple and crackle in the air, a great roar goes up from the Plague Fleet. Enraged by the Dark Lords of Battle, the crews of the Chaos ships descend upon their foes.

Any Chaos ship making a boarding action this turn gains a +2 modifier to its dice rolls.

7+



8+

MAW OF DOOM

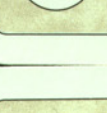
The sea boils and turns black around the target ship, violently shaking it from side to side. The dark waves rise and form a gaping maw that closes around the vessel, submerging it completely.

Roll on the following table:
1-2 Roll 1 dice; the target takes that many hits - save as usual.

3-4 Lose 1 crew counter, plus roll 1 dice; the target takes that many hits - save as usual.

5-6 The target takes 2 hits and 1 point of below the waterline damage with no save, and loses 1 crew counter.

8+



8+

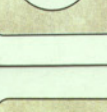
VISION OF DESPAIR

The enemy crew's battle-lust is replaced by an all-pervading feeling of doom.

Nominate a target and roll a dice. If the score is lower than or equal to the number of crew counters currently on the target ship, the spell has no discernible effect.

If the score is higher than the current number of crew counters on the target ship, then its crew simply give up all hope; the ship may do nothing this turn, not even defend itself against any boarding actions. If the ship is boarded this turn the crew simply surrender.

8+



6+

DEATHSURGE

A black wave towers over the Chaos Fleet, inexorably rolling towards them, but the hideous cackling and laughter from the warped fleet belies any sense of impending doom. As the wave strikes, it lifts up the Chaos Fleet and hurls it towards its opponents.

All the Chaos Ships on the seascape gain an extra 1-6" of movement as they are carried along by the mystical wave; roll a single dice to find the extra distance the whole fleet may move this turn.



SHIP ABILITY

CONFUSION

This vessel appears to be constantly changing colour and shape, sometimes taking on the guise of a fearsome beast, and sometimes fading to little more than a shadow. It continually throws a rainbow array of reflections upon the waves, sowing confusion and doubt in the minds of all who behold it.

No enemy ship will take offensive action against this vessel this turn, as their crews are confused and entranced by its magical appearance. The ship itself may move and fight as normal.

USE THEN DISCARD



SPECIAL ATTACK

RAZOR CLAWS

This ship has glittering, spiked claws protruding from its sides. As it glides past enemy vessels, these claws rip and tear through wood and flesh alike, maiming crew and wrecking timbers.

When this ship comes within 1" of an opponent, the Chaos Player may nominate a hull or crew strike:

A hull strike is a 1 dice attack with a -1 save, aimed at a random low location.

A crew strike strikes at the ship's sailors. Roll a dice; on a score of 6 an enemy crew counter is removed.



SPECIAL ATTACK

ELEMENTAL FORCE

The audible hum of barely controlled energies emanates from within this vessel. Its hull ripples and cracks as it attempts to contain the raw power of Chaos. When the time is right, the Captain of the ship may unleash these forces in a bolt of energy.

This burst of power uses the normal firing template and may be fired in a 90° arc to the front of the ship; any targets caught in the template's area of effect suffer a 3 dice attack, resolved as a 3 dice cannon attack.

USE THEN DISCARD



SHIP ABILITY

AURA OF TZEENTCH

This ship slips between dimensions, appearing hazy and indistinct one moment, yet solid and real the next. Around the vessel, time slows or speeds up, allowing its Captain to observe and predict the manoeuvres of his opponents.

This ship may operate as an Independent, and in any turn may either move first or last, irrespective of who won the initiative.



SHIP ABILITY

CRYSTAL HULL

This bizarre vessel has a glittering hull of an unknown crystal substance that reflects the sun in blinding patterns as the ship weaves and manoeuvres.

Any ship wishing to fire at this ship must roll a dice; on a score of 1 or 2 the gunners are blinded and miss completely, otherwise the ship may be shot at as usual.



SPECIAL ATTACK

HYPNOTIC GAZE

The penetrating glare of the giant eyes painted on the bows of this vessel sweep the battlescape, causing opponents to flinch and look away.

This hypnotic gaze has a range of 6", and affects a 180° arc from the prow of the ship. Any vessel caught in the arc must roll a dice:

1-2 Caught by the Chaos ship's withering glare, the target stops and may do nothing but defend itself this turn.

3-6 The target ship may function as normal.



SHIP ABILITY

WARPFLEIGHT

Coruscating energies flash and thunder above this vessel as it harnesses the raw energy of the warp. As the storm grows, the ship abruptly vanishes, leaving nothing but a stench of ozone on the air. Then, with a flash of lightning, it instantly reappears behind its foes.

Once during a game, this ship may teleport to any location on the seascape instead of moving.

It may fire and board other vessels this turn, as usual, after its warpfleight.

USE THEN DISCARD



SHIP ABILITY

INVISIBILITY

As this vessel rushes headlong towards its foes it appears to fade, its outline becoming insubstantial and fragile as a phantom, until it is gone from sight. The magic of Tzeentch has made it invisible to the mortal eye.

This card allows the ship to become invisible. While in this state, the ship cannot be attacked in any way, although it may move and fight as normal. It reappears at the start of the next turn.

USE THEN DISCARD



SHIP ABILITY

WARTY SCALES

This ship is covered in thick, warty growths that glisten with a hideous slime.

These scale-like nodules add +1 to all the ship's saving throws.



SPECIAL ATTACK

HIDEOUS STENCH

This ship gives off a foul smell which floats downwind as a choking cloud. Using the range ruler, any ships within 9" and downwind of the stench suffer a -1 on boarding action dice rolls as the crew is sickened by the foul odour and cannot fight to their full potential.



SHIP ABILITY

REGENERATE DAMAGE

This ship has an indistinct, almost flowing outline, as great gobbets of slime shift and roll across the deck, dripping down the hull into the sea. This thick substance seeps into any holes made in the ship, plugging them up and making the hull watertight again.

At the end of each turn, roll a dice for each location of the ship that is damaged; on a score of 6 the location is repaired.



SPECIAL ATTACK

TENTACLES

The prow of this ship is covered in writhing, slime-coated tentacles which grope and grasp with grinding suckers.

The tentacles have a 3" range and may be used once per Battle Phase. Roll a dice; on a score of 6, the target ship loses one crew counter as the screaming sailors are plucked from the deck and ripped limb from limb.



SPECIAL ATTACK

POISONED ARROWS

In preparation for battle, the reeking, rotting warriors of Nurgle coat their weapons with an evil, green slime that withers and melts flesh on contact.

Before starting a boarding action, roll a dice for each crew counter on the enemy ship; on a score of 5 or 6 the crew is killed by poisoned arrows and the counter is removed.



SPECIAL ATTACK

SHIP ROT

This ship has a forward-firing catapult loaded with slime and rotting filth. It may fire once per battle and has a 9" range. Roll to hit as a catapult. A 1 misses. Any area hit takes 1 point of damage.

Roll for the rot spreading immediately, using the fire spreading table. Any area it spreads to must make a saving throw or take a point of damage. Roll for each area the rot spreads to until it either tries to spread to an area it cannot, remains still, re-infects a rotten area, or the whole ship is affected.



SPECIAL ATTACK

VOMIT BLAST

As this ship approaches its target, a huge toad-like mouth opens at its prow, vomiting a torrent of caustic, foul-smelling bile at the target.

The blast has a range of 6" and uses a plague trail template. It is always aimed low, is a 3 dice attack, and has a saving throw modifier of -2.



SPECIAL ATTACK

PLAGUESHIP

Flies cover this ship like a cloud, and numerous hideous diseases run rife onboard. Any vessel that comes too near runs the risk of catching the plague.

Any ship which comes into contact with this ship must roll a dice; on a score of 6, one crew counter is removed as the sailors succumb to Nurgle's Rot.

USE THEN DISCARD

USE THEN DISCARD

USE THEN DISCARD



SPECIAL ATTACK

LAUGHTER OF THE DAMNED

As this ship glides towards its prey, the hysterical, yet strangely entrancing laughter of its crewmen echoes across the water.

The Laughter of the Damned affects all ships within 3" of this vessel at the start of the turn. Each must make a saving roll of 3, 4, 5 or 6 or be enthralled by the sound. If affected, a ship may do nothing but defend itself this turn; place a 'no movement' and a 'no firing' counter next to the vessel.



SPECIAL ATTACK

LURE OF SLAANESH

The warping powers of this ship sow confusion in the minds of warriors, turning friend against friend.

The Lure of Slaanesh has a range of 12" and is played on a single enemy.

Roll a dice for each crew counter on the target: any that score 1, 2 or 3 switch sides. Fight a single boarding action between the two sides.

At the end of the boarding action, sanity is restored.

USE THEN DISCARD



SPECIAL ATTACK

EMBRACE OF DOOM

This ship pulses and quivers with a foul life of its own. During a boarding action, the ship attacks the enemy vessel. At the start of each round the ships remain engaged, roll a dice:

- 1-3 No damage.
- 4 A crew counter is plucked off the enemy ship and killed.
- 5 A mass of quivering flesh-like gunge inflicts 1 point of damage to a low area of the enemy ship.
- 6 A grasping pseudopod inflicts one below the waterline hit on enemy.



SHIP ABILITY

BLINDING COLOURS

This ship is painted in a blinding pattern of magical colours that shift and blend as the vessel moves. This masks the actual shape of the ship, making it a difficult target to shoot.

Any ship wishing to fire at this vessel must roll a dice; on a score of 1 or 2, the enemy gunners are confused and miss completely, otherwise the ship may be shot at as normal.



SPECIAL ATTACK

HYPNOTIC BEAUTY

This ship appears differently to everyone who gazes upon it, but all see it as stunningly beautiful in one way or another. Some observers drop their weapons and stare dumbfounded, while others hide their heads in their hands, unable to look.

Any time this ship is engaged in a boarding action, its opponent is affected by this hypnotic appearance and suffers a -1 to its boarding action dice rolls.



SPECIAL ATTACK

WHISPERING DEATH

An eerie, yet alluring whispering emanates from this ship, reaching out across the water to ensnare unwitting sailors.

The Whispering Death has a range of 12", and attacks a single enemy ship. The chosen target must roll a dice; on a score of 1, 2, 3, 4 or 5, it will immediately attack the nearest friendly ship, firing all the guns it can bring to bear. The ship will fight to the last man if necessary.

At the end of the boarding action, the ship may act normally.

USE THEN DISCARD



SPECIAL ATTACK

INCENSE OF DESPAIR

Mounted on the deck of this ship are huge copper and gold incense burners, tended by warped acolytes of Slaanesh. Noxious fumes build up within the swinging burners and are then released periodically as great goutts of sickly, cloying smoke that engulf enemy ships.

The incense has a range of 8", uses the normal firing template, and has a 360° arc of fire. Every ship falling under the template, even partially, suffers a 1 dice attack with no save, as its own crew hack and slash at the decks and rigging.

USE THEN DISCARD



SPECIAL ATTACK

DEAFENING NOISE

A deafening cacophony of clashing sounds can be heard from this ship. Sometimes harmonic melodies gain superiority, only to be quashed by atonal rumblings in the ever-changing morass of sound. Listeners are pounded by the relentless echoes until, as the ear-splitting row reaches its crescendo, their eardrums burst and heads explode.

When this ship takes part in a boarding action, roll a dice for each of the enemy vessel's crew counters; on a roll of 6 the crew's heads explode and the counter is removed.

USE THEN DISCARD



SPECIAL ATTACK

FLAMING PROW

The hideous, bronze Daemon's face mounted at the prow of this ship bellows and roars in anger as the vessel charges towards its enemy. When in range, great gouts of searing flame issue from the Daemon's mouth, scorching and burning its opponent.

The Flaming Prow has a range of 6" and is aimed like a normal weapon. It makes a 1 dice attack, and any area hit must make a saving roll or be set ablaze; place a blaze marker on the area and roll for fire spreading during the End Phase.



SPECIAL ATTACK

BITING SKULL

This ship's prow bears a hideous skull of immense proportions. As this vessel closes with its victim to make a boarding action, the mouth of this skull opens wide, revealing rows of gleaming steel fangs that rend and gouge chunks from the target, inflicting great damage.

The skull attacks a random low location, doing a 1 dice attack. If the attack succeeds (i.e. causes some damage), the target is gripped by the skull's jaws and must roll a 6 in any attempt to break away from the boarding action.



SPECIAL ATTACK

FRENZY

In any one boarding action in the game, the Captain of this ship may goad his warriors into a frenzy of bloodlust. With no regard for their own safety, they hurl themselves at the enemy, even if heavily outnumbered; add an extra +1 to the boarding action dice roll for every crew counter from this ship taking part.

USE THEN DISCARD



SPECIAL ATTACK

BLOODRAGE

The first time the crew of this ship engage in a boarding action, they are enraged by a violent bloodlust that lets them ignore wounds and injuries which would kill normal men.

Any crew counter that is 'killed' in the action ignore its wounds on a roll of 4, 5 or 6, and may carry on fighting. However, at the end of the battle roll a dice for each surviving crew counter – on a 5 or 6 it dies from its wounds as the bloodlust recedes.

USE THEN DISCARD



SHIP ABILITY

ARMOURED SCALES

This ship is covered from stem to stern with thick bronze and iron plates and bands that bear the hideous devices of Khorne. These beaten panels are said to be made from the melted-down armour and shields of vanquished foes, and add greatly to the ship's strength.

All low areas of this ship can take an extra point of damage before being destroyed.



SPECIAL ATTACK

BLUDGEON OF KHORNE

This ship is armed with the Bludgeon of Khorne, a great iron-shod hammer mounted in its bows. When this vessel initiates a boarding action with the enemy, the Bludgeon is released and smashes into the target's hull, making a 1 dice attack against a random low location. All saves made against the Bludgeon's attack are at -1.



SPECIAL ATTACK

DAEMON HORNS

This ship bears a bronze bull's skull as a figurehead. The sweeping horns of this skull are viciously barbed, so that they will hold fast onto whatever they strike.

When moving into a boarding action, the figurehead's horns inflict 1 point of damage to a random low area. The area struck gets a saving throw as normal. If the save is failed, the target vessel is locked in place and may only be released if it wins a boarding action and then rolls a 6 on a dice, or if the Chaos player allows it to be released.



SPECIAL ATTACK

BLOODTHROWER

This ship has a huge fanged cannon mounted on its prow that is linked by some infernal device to a tank of a coagulated, blood-like substance that gushes out of the cannon and splatters the decks and crew of its target. Whatever this foul liquid comes into contact with is set alight.

The Bloodthrower makes a one dice attack with a range of 6". It is aimed and fired like a normal cannon, with a result of 1 being a miss. Any area hit must make a saving roll or be set alight; place a blaze marker on the area and roll for spreading during the End Phase.

7+



7+

DEATH FRENZY

This spell may be cast on any friendly ship or squadron, driving them into a mindless all-consuming rage. From now on, the affected ship or ships may move or attack twice each turn.

During the End Phase, roll a dice for each affected ship; on a roll of 1 the ship loses a crew counter, due to the over exertion caused by the frenzy, and the spell stops working. On a roll of 2, the ship loses a crew counter but the spell continues to work. A result of 3-6 means that the spell continues and has no ill-effects this turn.

Place a Death Frenzy counter next to the affected ship.

7+



7+

POISON WIND

A stinking, foul fog spreads across the seascape. Anything touched by the decaying cloud are withered and perished.

Place the Poison Wind Template on the table, centred over any ship. Roll a dice for every ship covered by the template, even if only partially; on a score of 4, 5 or 6 the ship loses one crew counter.

6+



6+

SKITTERLEAP

Skitterleap affects a ship of the Grey Seer's choice, causing it to vanish with a thunderous roar and a flash of glowing warp fire. It then re-appears anywhere on the table, at the whim of the Grey Seer.

The spell can be used to run a ship aground, but not to place ships inland!

9+



9+

CURSE OF THE HORNED ONE

Screeching with unholy glee, the Grey Seer is enveloped by a swirling black cloud, which moves across the water and engulfs the target ship.

When the enemy player wishes to use this ship, he must roll a dice.

- 1 The spell dissipates and is removed
- 2 The ship may not move or fire this turn
- 3 The ship may not fire this turn
- 4 The ship may not move this turn.
- 5-6 The ship may move and fire as normal

Place a Curse of the Horned One counter next to the affected ship.

8+



8+

VERMINTIDE

The Skaven Sorcerer cackles in delight as hordes of giant rats erupt from the hold of the enemy ship and swarm over its decks, burying the crew under a tide of vermin.

This spell affects a single ship. Roll a dice and remove that many crew from the target ship.

8+



8+

MADNESS

Hissing through tightly clenched jaws, the Skaven Sorcerer searches the enemy fleet for an unseen weakness. With a sharp out-take of breath he selects his victim.

The target ship or squadron falls under the control of the Skaven player for this turn. At the end of the turn it returns to its proper side.

Note that this spell cannot be used to deliberately scuttle a ship!

8+



8+

WARP LIGHTNING

Clutching a rat claw talisman around his neck, the Skaven Grey Seer utters a shrill chattering noise. A bolt of blood red lightning shoots forth from the talisman, striking its target with a hideous crash.

The target vessel takes a number of random hits. Any location which fails its saving throw is set ablaze. Roll a dice to see how many hits the attack causes.

- 1-2 The lightning causes 3 hits
- 3-4 The lightning causes 4 hits
- 5-6 The lightning causes 6 hits

Re-roll any attacks which miss.

5+



5+

PESTILENT BREATH

The Grey Seer opens his jaws and a foul black cloud spills forth.

The Skaven Sorcerer sends the plume of pestilential breath towards a ship of its choice.

Roll a dice for each crew counter on the target ship; on a 4, 5 or 6 it is killed and removed.

CHAOS
REWARD



TZEENTCH

CHAOS
REWARD



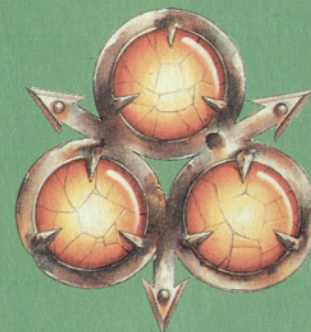
SLAANESH

SKAVEN



MAGIC

CHAOS
REWARD



NURGLE

CHAOS
REWARD



KHORNE