
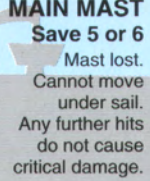

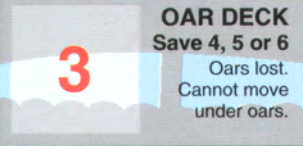


NORSE LONGSHIP

SHIP OF THE LINE

CREW
3

<p>4</p> <p>PROW Save 5 or 6</p> 	<p>5</p> <p>MAIN MAST Save 5 or 6 Mast lost. Cannot move under sail. Any further hits do not cause critical damage.</p> 	<p>6</p> <p>STERN Save 5 or 6</p> 
	<p>3</p> <p>OAR DECK Save 4, 5 or 6 Oars lost. Cannot move under oars.</p> 	
<p>NO EFFECT</p>	<p>SINKS</p>	<p>BELOW WATERLINE Save 5 or 6 First hit has no effect. Second hit sinks ship.</p>


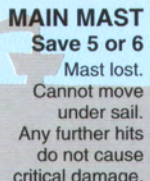

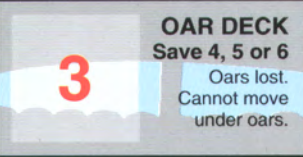
OARS: 6"(8") SAIL: 6"(9")

BATTLE HONOURS: 2

NORSE LONGSHIP

SHIP OF THE LINE

CREW
3

<p>4</p> <p>PROW Save 5 or 6</p> 	<p>5</p> <p>MAIN MAST Save 5 or 6 Mast lost. Cannot move under sail. Any further hits do not cause critical damage.</p> 	<p>6</p> <p>STERN Save 5 or 6</p> 
	<p>3</p> <p>OAR DECK Save 4, 5 or 6 Oars lost. Cannot move under oars.</p> 	
<p>NO EFFECT</p>	<p>SINKS</p>	<p>BELOW WATERLINE Save 5 or 6 First hit has no effect. Second hit sinks ship.</p>

OARS: 6"(8") SAIL: 6"(9")

BATTLE HONOURS: 2

ELF EAGLESHIP

MAN O' WAR

CREW
3

4,5		SAIL Save 5 or 6 Each hit reduces movement by 2". Further hits do not cause criticals.		6	BATTLE TOWERS Save 5 or 6	HIGH
2		SAIL Save 4, 5 or 6 First hit has no effect. Second hit reduces movement by 2". Further hits do not cause criticals.		3	BRIDGE Save 5 or 6	
4	BOWS Save 4, 5 or 6 1 broadside Eagle Claw lost.	5	MIDSHIPS Save 4, 5 or 6 1 broadside Eagle Claw lost.	6	OUTRIGGER Save 4, 5 or 6 1 broadside Eagle Claw lost.	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" x 2 - 2 moves each Battle Phase

BATTLE HONOURS: 6

ELF EAGLESHIP

MAN O' WAR

CREW
3

4,5		SAIL Save 5 or 6 Each hit reduces movement by 2". Further hits do not cause criticals.		6	BATTLE TOWERS Save 5 or 6	HIGH
2		SAIL Save 4, 5 or 6 First hit has no effect. Second hit reduces movement by 2". Further hits do not cause criticals.		3	BRIDGE Save 5 or 6	
4	BOWS Save 4, 5 or 6 1 broadside Eagle Claw lost.	5	MIDSHIPS Save 4, 5 or 6 1 broadside Eagle Claw lost.	6	OUTRIGGER Save 4, 5 or 6 1 broadside Eagle Claw lost.	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" x 2 - 2 moves each Battle Phase

BATTLE HONOURS: 6

ELF DRAGONSHIP

MAN O' WAR

CREW
5

<p>4</p>		<p>RIGHT MAST Save 5 or 6</p> <p>First two hits have no effect. Third hit destroys mast. Ship speed reduced by 3". Any further hits do not cause critical damage.</p>	<p>5</p>		<p>LEFT MAST Save 5 or 6</p> <p>First two hits have no effect. Third hit destroys mast. Ship speed reduced by 3". Any further hits do not cause critical damage.</p>	<p>6</p>		<p>BATTLE TOWERS Save 4, 5 or 6</p> <p>1 fore Eagle Claw lost.</p>	<p>HIGH</p>
		<p>2</p>			<p>BRIDGE Save 4, 5 or 6</p> <p>1 fore Eagle Claw lost.</p>			<p>AFTCASTLE Save 4, 5 or 6</p>	
<p>4</p>		<p>BOWS Save 4, 5 or 6</p> <p>First hit has no effect. Second hit destroys both dragonblades.</p>	<p>5</p>		<p>MIDSHIPS Save 4, 5 or 6</p> <p>Broadside Eagle Claws lost.</p>	<p>6</p>		<p>STERN Save 4, 5 or 6</p>	<p>LOW</p>
		<p>NO EFFECT</p>			<p>NO EFFECT</p>			<p>NO EFFECT</p>	

SAIL: 6" x 2 – 2 moves each Battle Phase

BATTLE HONOURS: 8

NAME:



ORC
BIGCHUKKA
SHIP OF THE LINE

CREW
2

4

CHUKKA
Save 5 or 6
Catapult lost.

5

WORKY BITZ
Save 5 or 6

TREAD WHEEL
Save 5 or 6
Ship immobilised.

6

SINKS

BELOW WATERLINE
Save 5 or 6
First hit sinks ship.

TREADWHEEL: 4" BATTLE HONOURS: 1



ORC
BIGCHUKKA
SHIP OF THE LINE

CREW
2

4

CHUKKA
Save 5 or 6
Catapult lost.

5

WORKY BITZ
Save 5 or 6

TREAD WHEEL
Save 5 or 6
Ship immobilised.

6

SINKS

BELOW WATERLINE
Save 5 or 6
First hit sinks ship.

TREADWHEEL: 4" BATTLE HONOURS: 1

DARK ELF DEATH FORTRESS

INDEPENDENT MONSTER

WOUNDS
6

4

SEA DRAGON HEAD

Save 4, 5 or 6

Sea Dragon takes 1 wound: place 1 wound counter on the wound track.

5

DEATH FORTRESS

Save 3, 4, 5 or 6

Sea Dragon goes out of control and dives – the model is removed from play.

6

SEA DRAGON TAIL

Save 4, 5 or 6

Sea Dragon takes 1 wound: place 1 wound counter on the wound track.

3

SEA DRAGON BODY

Save 4, 5 or 6

Sea Dragon takes 1 wound: place 1 wound counter on the wound track.

NO
EFFECT

NO
EFFECT

NO
EFFECT

NO
EFFECT

NO
EFFECT

DEAD

WOUND TRACK

Against Rams:
Save 4, 5 or 6

Each wound reduces movement by 1".

MONSTER: 6" – May turn freely.

BATTLE HONOURS: 4

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ORC BIGCHUKKA

SHIP OF THE LINE

CREW
2

4

CHUKKA

Save 5 or 6
Catapult lost.

5

WORKY BITZ

Save 5 or 6

TREAD WHEEL

Save 5 or 6

Ship immobilised.

6

SINKS

BELOW WATERLINE

Save 5 or 6

First hit sinks ship.

TREADWHEEL: 4"

BATTLE HONOURS: 1

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EMPIRE WOLFSHIP

SHIP OF THE LINE

CREW
3

4	5	6	HIGH
FORE MAST Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	MAIN MAST Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	AFT MAST Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	
2	FORECASTLE Save 4, 5 or 6 Each hit destroys 1 fore cannon battery.	3	LOW
	MAIN DECK Save 5 or 6 Broadside cannon batteries lost.		
4	5	6	
BOWS Save 4, 5 or 6 1 fore cannon battery lost.	OAD DECK Save 4, 5 or 6 Oars lost. Cannot move under oars.	STERN Save 4, 5 or 6	
NO EFFECT	NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6 First and second hits have no effect. Third hit sinks ship.

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

BATTLE HONOURS: 4

BRETONNIAN BUCCANEER

SHIP OF THE LINE

CREW
2

4	MAST Save 5 or 6 Mast lost. Cannot move. Any further hits do not cause critical damage.	
5	FORE CASTLE Save 4, 5 or 6 Catapult destroyed. May not fire.	6
SINKS	BELOW WATERLINE Save 5 or 6 First hit sinks ship.	
SAIL: 9"		BATTLE HONOURS: 1

DWARF DREADNOUGHT

MAN O' WAR

CREW
4

<p>3</p> <p>Left Turret</p>		<p>FORE TURRETS Save 3, 4, 5 or 6 Each hit destroys one of the fore turrets. The attacking player chooses which turret is destroyed: right or left</p>	<p>4</p> <p>BRIDGE Save 3, 4, 5 or 6</p>	<p>5</p> <p>FUNNEL Save 5 or 6</p>	<p>6</p> <p>Left Turret</p>	<p>AFT TURRETS Save 3, 4, 5 or 6 Each hit destroys one of the aft turrets. The attacking player chooses which turret is destroyed: right or left</p>	<p>HIGH</p>
<p>Right Turret</p>				<p>Right Turret</p>			
<p>2</p> <p>BOWS Save 3, 4, 5 or 6</p>	<p>3</p> <p>BROADSIDE GUN DECK Save 3, 4, 5 or 6 Each hit destroys a gun battery, reducing broadside by 1 dice</p>	<p>4</p> <p>PADDLE Save 4, 5 or 6 Reduces speed by 3"</p>	<p>5</p> <p>BOILER Save 3, 4, 5 or 6 Immobilised</p>	<p>6</p> <p>PADDLE Save 4, 5 or 6 Reduces speed by 3"</p>			<p>LOW</p>
<p>NO EFFECT</p>	<p>NO EFFECT</p>	<p>NO EFFECT</p>	<p>SINKS</p>	<p>BELOW WATERLINE Save 3, 4, 5 or 6 First, second and third hits have no effect. Fourth hit sinks ship.</p>			

STEAM: 6"

BATTLE HONOURS: 8

NAME:

DWARF IRONCLAD

MAN O' WAR

CREW
3

3 FORE TURRET Save 3, 4, 5 or 6 Fore turret guns lost.		4 BRIDGE Save 4, 5 or 6		5 FUNNEL Save 5 or 6		6 AFT TURRET Save 3, 4, 5 or 6 Aft turret guns lost.		HIGH		
2 BOWS Save 3, 4, 5 or 6 Ram lost. May not ram		3 GUN DECK Save 3, 4, 5 or 6 Broadside battery lost.		4 PADDLE Save 4, 5 or 6 Immobilised.		5 BOILER Save 3, 4, 5 or 6 Immobilised.			6 STERN Save 4, 5 or 6	
NO EFFECT		NO EFFECT		SINKS		BELOW WATERLINE Save 3, 4, 5 or 6 First and second hits have no effect. Third hit sinks ship.				

STEAM: 6"

BATTLE HONOURS: 6

DWARF MONITOR

SHIP OF THE LINE

CREW
2

3 BOWS Save 4, 5 or 6 Ram lost. May not ram.		4 TURRET Save 4, 5 or 6 Gun lost.		6 PADDLE WHEEL Save 5 or 6 Immobilised.	
		5 HULL Save 4, 5 or 6			
SINKS		BELOW WATERLINE Save 4, 5 or 6 First hit sinks ship.			

STEAM: 6"

BATTLE HONOURS: 3

DWARF MONITOR

SHIP OF THE LINE

CREW
2

3

BOWS
Save 4, 5 or 6
Ram lost.
May not ram.

4

TURRET
Save 4, 5 or 6
Gun lost.

5

HULL
Save 4, 5 or 6

6

PADDLE WHEEL
Save 5 or 6
Immobilised.

SINKS

BELOW WATERLINE
Save 4, 5 or 6
First hit sinks ship.

STEAM: 6"

BATTLE HONOURS: 3

DWARF MONITOR

SHIP OF THE LINE

CREW
2

3

BOWS
Save 4, 5 or 6
Ram lost.
May not ram.

4

TURRET
Save 4, 5 or 6
Gun lost.

5

HULL
Save 4, 5 or 6

6

PADDLE WHEEL
Save 5 or 6
Immobilised.

SINKS

BELOW WATERLINE
Save 4, 5 or 6
First hit sinks ship.

STEAM: 6"

BATTLE HONOURS: 3

BRETONNIAN BUCCANEER

SHIP OF THE LINE

CREW
2

4

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

5

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

AFTCASTLE
Save 5 or 6

6

SINKS

BELOW WATERLINE
Save 5 or 6
First hit sinks ship.

SAIL: 9"

BATTLE HONOURS: 1

BRETONNIAN BUCCANEER

SHIP OF THE LINE

CREW
2

4

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

5

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

AFTCASTLE
Save 5 or 6

6

SINKS

BELOW WATERLINE
Save 5 or 6
First hit sinks ship.

SAIL: 9"

BATTLE HONOURS: 1

ORC HULK

MAN O' WAR

CREW
5

4	SMASH-HAMMERS Save 4, 5 or 6 First hit has no effect. Second hit destroys Smash-hammers.	5	MAIN MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship may not move under sail. Further hits do not cause critical damage.	6	SHOOTY BITZ Save 4, 5 or 6 Fore big chukka battery lost.	SHOOTY BITZ Save 4, 5 or 6 Aft big chukka battery lost.	ORC PLAYER CHOOSES WHICH CATAPULT IS LOST FIRST	HIGH
2	IRON CLAWZ Save 4, 5 or 6 Iron claws lost.	3	GUBBINZ Save 4, 5 or 6					
4	FRUNT Save 5 or 6	5	SHOOTY BITZ Save 4, 5 or 6 Broadside big chukka battery lost.	6	TREADWHEEL Save 4, 5 or 6 Wheel lost – ship may only move under sail.	BELOW WATERLINE Save 4, 5 or 6 First, second, third and fourth hits have no effect. Fifth hit sinks ship.	LOW	
NO EFFECT	NO EFFECT	NO EFFECT	NO EFFECT	SINKS				

SAIL: 4"(6")

WHEEL: 4"

BATTLE HONOURS: 6

NAME:

DWARF IRONCLAD

MAN O' WAR

CREW
3

3	FORE TURRET Save 3, 4, 5 or 6 Fore turret guns lost.	4	BRIDGE Save 4, 5 or 6	5	FUNNEL Save 5 or 6	6	AFT TURRET Save 3, 4, 5 or 6 Aft turret guns lost.	HIGH		
2	BOWS Save 3, 4, 5 or 6 Ram lost. May not ram	3	GUN DECK Save 3, 4, 5 or 6 Broadside battery lost.	4	PADDLE Save 4, 5 or 6 Immobilised.	5	BOILER Save 3, 4, 5 or 6 Immobilised.		6	STERN Save 4, 5 or 6
NO EFFECT	NO EFFECT	SINKS	BELOW WATERLINE Save 3, 4, 5 or 6 First and second hits have no effect. Third hit sinks ship.							
STEAM: 6"						BATTLE HONOURS: 6				

NORSE LONGSHIP

SHIP OF THE LINE

CREW
3

4	PROW Save 5 or 6	5	MAIN MAST Save 5 or 6 Mast lost. Cannot move under sail. Any further hits do not cause critical damage.	6	STERN Save 5 or 6
		3	OAR DECK Save 4, 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"(8") SAIL: 6"(9")

BATTLE HONOURS: 2

EMPIRE HELL-HAMMER

SHIP OF THE LINE

CREW
1

4	MAST Save 5 or 6 Mast lost. Cannot move under sail. Any further hits do not cause critical damage.	
5	CANNON Save 4, 5 or 6 Cannon destroyed. May not fire.	6
		OAR DECK 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: 4"(6")

SAIL: 6"

BATTLE HONOURS: 2

NORSE KINGSHIP

MAN O' WAR

CREW
5
SPECIAL

3	4,5		6	HIGH
FIGUREHEAD Save 5 or 6	MAIN MAST Save 4, 5 or 6 First hit has no effect. Second hit destroys mast. May not move under sail. Any further hits do not cause critical damage.		STERN Save 5 or 6	
3	4	5	6	LOW
PROW Save 5 or 6	FORWARD OAR DECK Save 4, 5 or 6 Oars lost. Speed under oars reduced by 3" (4").	AFT OAR DECK Save 4, 5 or 6 Oars lost. Speed under oars reduced by 3" (4").	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.

OARS: 6"(8") SAIL: 6"(9")

BATTLE HONOURS: 4

3	4			6	CREW 1
MAST Save 6 First hit has no effect. Second hit destroys mast – cannot move. Further hits do not cause critical damage.	FORE CASTLE Save 5 or 6 1 fore Eagle Claw lost.	MIDSHIPS Save 4, 5 or 6 1 fore Eagle Claw lost.	AFT CASTLE Save 5 or 6	BELOW WATERLINE Save 4, 5 or 6 First hit sinks ship.	
SHIP OF THE LINE					
HAWKSHIP					
ELF					
SAIL: 6" x 2 – 2 moves each Battle Phase					
BATTLE HONOURS: 2					

EMPIRE
HELL-HAMMER
SHIP OF THE LINE

CREW
1

4		MAST Save 5 or 6 Mast lost. Cannot move under sail. Any further hits do not cause critical damage.		
5	6	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">CANNON Save 4, 5 or 6 Cannon destroyed. May not fire.</td> <td style="width: 50%;">OAD DECK Save 5 or 6 Oars lost. Cannot move under oars.</td> </tr> </table>	CANNON Save 4, 5 or 6 Cannon destroyed. May not fire.	OAD DECK Save 5 or 6 Oars lost. Cannot move under oars.
CANNON Save 4, 5 or 6 Cannon destroyed. May not fire.	OAD DECK 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: 4"(6") SAIL: 6" BATTLE HONOURS: 2

EMPIRE
HELL-HAMMER
SHIP OF THE LINE

CREW
1

4		MAST Save 5 or 6 Mast lost. Cannot move under sail. Any further hits do not cause critical damage.		
5	6	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">CANNON Save 4, 5 or 6 Cannon destroyed. May not fire.</td> <td style="width: 50%;">OAD DECK Save 5 or 6 Oars lost. Cannot move under oars.</td> </tr> </table>	CANNON Save 4, 5 or 6 Cannon destroyed. May not fire.	OAD DECK Save 5 or 6 Oars lost. Cannot move under oars.
CANNON Save 4, 5 or 6 Cannon destroyed. May not fire.	OAD DECK 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: 4"(6") SAIL: 6" BATTLE HONOURS: 2

ELF
HAWKSHIP
SHIP OF THE LINE

CREW
1

4		
5	6	MAST Save 6 First hit has no effect. Second hit destroys mast – cannot move. Further hits do not cause critical damage.
3	4	FORE CASTLE Save 5 or 6 1 fore Eagle Claw lost.
4	5	MIDSHIPS Save 4, 5 or 6 1 fore Eagle Claw lost.
5	6	AFT CASTLE Save 5 or 6
SINKS	SINKS	BELOW WATERLINE Save 4, 5 or 6 First hit sinks ship.

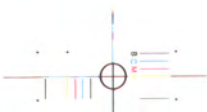
SAIL: 6" x 2 - 2 moves each Battle Phase BATTLE HONOURS: 2

ELF
HAWKSHIP
SHIP OF THE LINE

CREW
1

4		
5	6	MAST Save 6 First hit has no effect. Second hit destroys mast – cannot move. Further hits do not cause critical damage.
3	4	FORE CASTLE Save 5 or 6 1 fore Eagle Claw lost.
4	5	MIDSHIPS Save 4, 5 or 6 1 fore Eagle Claw lost.
5	6	AFT CASTLE Save 5 or 6
SINKS	SINKS	BELOW WATERLINE Save 4, 5 or 6 First hit sinks ship.

SAIL: 6" x 2 - 2 moves each Battle Phase BATTLE HONOURS: 2



SEA ELEMENTAL

POINTS VALUE: 100 BATTLE HONOURS: 4

TO HIT

All Ranges: 5 or 6

ATTACKS

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.



MOVE: 3 DICE INCHES

SAVE: 5 OR 6



WOUND TRACK

GARGANTUAN

POINTS VALUE: 75 BATTLE HONOURS: 3

TO HIT

All Ranges: 5 or 6

ATTACKS

Makes a 2 dice 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.



MOVE: 2 DICE INCHES

SAVE: 5 OR 6



WOUND TRACK

TRITON

POINTS VALUE: 100 BATTLE HONOURS: 4

TO HIT

All Ranges: 4, 5 or 6

ATTACKS

Choose any location and roll a dice: on a 3, 4, 5 or 6 Triton hits it; make a normal save or take 2 points of damage.

At the start of his turn, Triton may banish 1 monster on a roll of 5 or 6.

In any magic turn, after other magic has been cast, Triton may use his spell.



MOVE: 2 DICE INCHES

SAVE: 5 OR 6



WOUND TRACK

MEGALADON

POINTS VALUE: 50 BATTLE HONOURS: 3

TO HIT

All Ranges: 4, 5 or 6

ATTACKS (ROLL A DICE)

- 1 Other player moves Megaladon up to 6" and attacks any ship it comes into contact with.
- 2 Megaladon refuses to attack this turn.
- 3 Hits 1 location – pick 1 location; normal save.
- 4 Hits 2 locations – pick 2 locations; normal saves.
- 5 Attacks same location twice – pick 1 location; enemy must make 2 normal saves.
- 6 Hits (1 dice + 1) low locations; -1 save modifier. Roll a dice: on a 1 remove Megaladon from table.

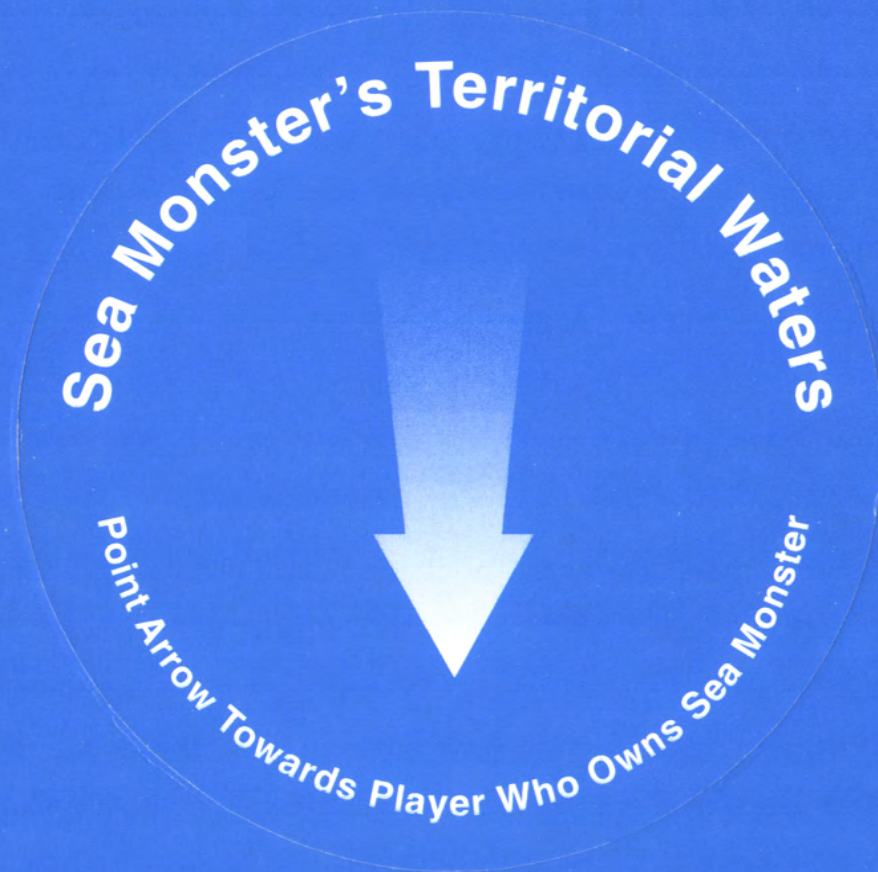


MOVE: 2 DICE INCHES

SAVE: 5 OR 6



WOUND TRACK



ORC HULK

MAN O' WAR

CREW
5

4	SMASH-HAMMERS Save 4, 5 or 6 First hit has no effect. Second hit destroys Smash-hammers.	5	MAIN MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship may not move under sail. Further hits do not cause critical damage.	6	SHOOTY BITZ Save 4, 5 or 6 Fore big chukka battery lost.	SHOOTY BITZ Save 4, 5 or 6 Aft big chukka battery lost.
ORK PLAYER CHOOSES WHICH CATAPULT IS LOST FIRST						
2	IRON CLAWZ Save 4, 5 or 6 Iron claws lost.	3	GUBBINZ Save 4, 5 or 6			
4	FRUNT Save 5 or 6	5	SHOOTY BITZ Save 4, 5 or 6 Broadside big chukka battery lost.	6	TREADWHEEL Save 4, 5 or 6 Wheel lost – ship may only move under sail.	
NO EFFECT	NO EFFECT	NO EFFECT	NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6 First, second, third and fourth hits have no effect. Fifth hit sinks ship.	

SAIL: 4"(6")

WHEEL: 4"

BATTLE HONOURS: 6

NAME:

SHOREFORT

INDEPENDENT TERRAIN PIECE

CREW
3

4

LEFT CANNON BATTERY

Save 3, 4, 5 or 6

1 cannon battery
destroyed.

Further hits cause
structural damage.

5

CENTRE CANNON BATTERY

Save 3, 4, 5 or 6

1 cannon battery
destroyed.

Further hits cause
structural damage.

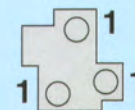
6

RIGHT CANNON BATTERY

Save 3, 4, 5 or 6

1 cannon battery
destroyed.

Further hits cause
structural damage.



Capturing a Shorefort

Move your ship so that it touches the Shorefort. Roll a dice. On a 5 or 6 you have run aground.

Whether or not you have run aground, you may conduct a boarding action. The Shorefort fires its guns in defence, adding +1 to its dice rolls.

REMOVE
1 CREW
COUNTER

REMOVE
1 CREW
COUNTER

SHOREFORT
DESTROYED

STRUCTURAL DAMAGE

Immune against rams:
rammers run aground

Each hit reduces number
of crew counters by 1.

MAY NOT MOVE

POINTS COST: 100

BATTLE HONOURS: 5

DWARF NAUTILUS

INDEPENDENT

CREW
1

3	4 CONNING TOWER Save 5 or 6 Turret gun lost.	6
BOWS Save 5 or 6 Torpedo tubes lost.	5 HULL Save 5 or 6	ENGINES Save 5 or 6 Immobilised.

SINKS	BELOW WATERLINE Save 6 First hit sinks ship.
--------------	---

STEAM: 6" **BATTLE HONOURS: 3**

BRETONNIAN CORSAIR

SHIP OF THE LINE

CREW
3

4	5,6	
FORE MAST Save 5 or 6 Mast lost. Ship speed reduced by 3" Any further hits do not cause critical damage.	AFT MAST Save 5 or 6 1st hit reduces speed by 3". 2nd hit reduces speed by a further 3". Any further hits do not cause critical damage.	
2	3	
FORECASTLE Save 5 or 6 1 broadside cannon battery lost.	MAIN DECK Save 5 or 6 1 broadside cannon battery lost.	
4	5	6
BOWS Save 4, 5 or 6	GUN DECK Save 4, 5 or 6 1 broadside cannon battery lost.	STERN Save 4, 5 or 6

NO EFFECT	NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6 First and second hits have no effect. Third hit sinks ship.
------------------	------------------	--------------	--

SAIL: 9" **BATTLE HONOURS: 4**

HIGH
LOW

EMPIRE IRONFIST

SHIP OF THE LINE

CREW
1

4

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

5

MORTAR
Save 4, 5 or 6
Mortar 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"

BATTLE HONOURS: 1

EMPIRE IRONFIST

SHIP OF THE LINE

CREW
1

4

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

5

MORTAR
Save 4, 5 or 6
Mortar 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"

BATTLE HONOURS: 1

EMPIRE IRONFIST

SHIP OF THE LINE

CREW
1

4

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

5

MORTAR
Save 4, 5 or 6
Mortar 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"

BATTLE HONOURS: 1

DWARF NAUTILUS

INDEPENDENT

CREW
1

3

BOWS
Save 5 or 6
Torpedo tubes lost.

4

CONNING TOWER
Save 5 or 6
Turret gun lost.

6

ENGINES
Save 5 or 6
Immobilised.

5

HULL
Save 5 or 6

SINKS

BELOW WATERLINE
Save 6
First hit sinks ship.

STEAM: 6"

BATTLE HONOURS: 3

DWARF NAUTILUS

INDEPENDENT

CREW
1

3

BOWS
Save 5 or 6
Torpedo tubes lost.

4

CONNING TOWER
Save 5 or 6
Turret gun lost.

6

ENGINES
Save 5 or 6
Immobilised.

5

HULL
Save 5 or 6

SINKS

BELOW WATERLINE
Save 6
First hit sinks ship.

STEAM: 6"

BATTLE HONOURS: 3

EMPIRE WOLFSHIP

SHIP OF THE LINE

CREW
3

4	5	6	HIGH
FORE MAST Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	MAIN MAST Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	AFT MAST Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	
2	FORECASTLE Save 4, 5 or 6 Each hit destroys 1 fore cannon battery.	MAIN DECK Save 5 or 6 Broadside cannon batteries lost.	
4	5	6	LOW
BOWS Save 4, 5 or 6 1 fore cannon battery lost.	OAR DECK Save 4, 5 or 6 Oars lost. Cannot move under oars.	STERN Save 4, 5 or 6	
NO EFFECT	NO EFFECT	SINKS	

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

BATTLE HONOURS: 4

EMPIRE WOLFSHIP

SHIP OF THE LINE

CREW
3

4	5	6	HIGH
FORE MAST Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	MAIN MAST Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	AFT MAST Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	
2	FORECASTLE Save 4, 5 or 6 Each hit destroys 1 fore cannon battery.	MAIN DECK Save 5 or 6 Broadside cannon batteries lost.	
4	5	6	LOW
BOWS Save 4, 5 or 6 1 fore cannon battery lost.	OAR DECK Save 4, 5 or 6 Oars lost. Cannot move under oars.	STERN Save 4, 5 or 6	
NO EFFECT	NO EFFECT	SINKS	

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

BATTLE HONOURS: 4

BRETONNIAN CORSAIR

SHIP OF THE LINE

CREW

3

4 FORE MAST Save 5 or 6 Mast lost. Ship speed reduced by 3". Any further hits do not cause critical damage.		5,6 AFT MAST Save 5 or 6 1st hit reduces speed by 3". 2nd hit reduces speed by a further 3". Any further hits do not cause critical damage.		HIGH
2 FORECASTLE Save 5 or 6 1 broadside cannon battery lost.		3 MAIN DECK Save 5 or 6 1 broadside cannon battery lost.		
4 BOWS Save 4, 5 or 6	5 GUN DECK Save 4, 5 or 6 1 broadside cannon battery lost.	6 STERN Save 4, 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: 9"

BATTLE HONOURS: 4

BRETONNIAN CORSAIR

SHIP OF THE LINE

CREW

3

4 FORE MAST Save 5 or 6 Mast lost. Ship speed reduced by 3". Any further hits do not cause critical damage.		5,6 AFT MAST Save 5 or 6 1st hit reduces speed by 3". 2nd hit reduces speed by a further 3". Any further hits do not cause critical damage.		HIGH
2 FORECASTLE Save 5 or 6 1 broadside cannon battery lost.		3 MAIN DECK Save 5 or 6 1 broadside cannon battery lost.		
4 BOWS Save 4, 5 or 6	5 GUN DECK Save 4, 5 or 6 1 broadside cannon battery lost.	6 STERN Save 4, 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: 9"

BATTLE HONOURS: 4

WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND
WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND

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ORC GOBLIN DOOMDIVERS

First nominate the flyer you want to shoot at.
Roll 1 dice to determine the number of Doomdivers you fire.
Roll 2 dice to determine how many inches they fire; if this is too short to reach the target, the Doomdivers end up in the sea.
If they are on target, make a 1 dice attack for each Doomdiver.

ORC GOBLIN DOOMDIVERS

First nominate the flyer you want to shoot at.
Roll 1 dice to determine the number of Doomdivers you fire.
Roll 2 dice to determine how many inches they fire; if this is too short to reach the target, the Doomdivers end up in the sea.
If they are on target, make a 1 dice attack for each Doomdiver.

SKAVEN FIRETHROWERS

Range: 2 Dice Inches
Nominate a Flyer and roll 3 dice. If you get a double on any two dice, refer to the following table.
Double 1 Firethrower explodes. Place a blaze marker on one random low area on the Skaven ship.
Double 2-5 Target takes 1 point of damage.
Double 6 The target is destroyed.

SKAVEN FIRETHROWERS

Range: 2 Dice Inches
Nominate a Flyer and roll 3 dice. If you get a double on any two dice, refer to the following table.
Double 1 Firethrower explodes. Place a blaze marker on one random low area on the Skaven ship.
Double 2-5 Target takes 1 point of damage.
Double 6 The target is destroyed.

ELF
BOLT THROWER

Range: 12"
Makes a 1 dice attack against Flyers.

ELF
BOLT THROWER

Range: 12"
Makes a 1 dice attack against Flyers.

HELLHAMMER RELOADING	HELLHAMMER RELOADING
HELLHAMMER RELOADING	HELLHAMMER RELOADING
HELLHAMMER RELOADING	HELLHAMMER RELOADING

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BRETONNIAN ARCHER REGIMENT

Range: 3"
Makes a 4 dice attack against Flyers.

BRETONNIAN ARCHER REGIMENT

Range: 3"
Makes a 4 dice attack against Flyers.

ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER
BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS
HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS
BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN
ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER
BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS
HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS
BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN
ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER
BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS
HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS
BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN
ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER	ULFWERENER
BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS	BERSERKERS
HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS	HUSCARLS
BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN	BONDSMEN

Norse Crew Counters
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BEHEMOTH

POINTS VALUE: 50

BATTLE HONOURS: 2

TO HIT

All Ranges: 5 or 6

ATTACKS

Makes a 1 dice attack with a -1 save modifier to the enemy's below the waterline location. If the attack is successful, roll on the following table:

- 1-2 1 point of below the waterline damage.
- 3-5 2 points of below the waterline damage.
- 6 1-6 points (1 dice) of below the waterline damage.



MOVE: 3 DICE INCHES

SAVE: 6

1	2	3
NO EFFECT	NO EFFECT	DEAD

WOUND TRACK

1

ELF DRAGON RIDER

POINTS COST: 75 BATTLE HONOURS: 3

6

RIDER

Save 4, 5 or 6
If Rider is killed, remove model from table.

ATTACKS

Makes a 1 dice breath weapon attack; any location hit must make two successful saving throws or be set ablaze (or takes a wound if the target is another flyer).

CLOSE COMBAT

Gets a +4 modifier in close combat as it has four wounds.

4,5

DRAGON

Save 4, 5 or 6
Each hit to this location causes 1 wound. Further hits do not cause criticals.

WOUND TRACK

MOVE: 15"

NO EFFECT

NO EFFECT

NO EFFECT

DEAD

1

BRETONNIAN PEGASUS RIDER

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6

RIDER

No Save
If Rider is killed, remove model from table.

CLOSE COMBAT

Gets a +2 modifier in close combat as it has two wounds. If attacking, adds an additional +1, for a total modifier of +3. Additionally, 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.

4,5

PEGASUS

No Save
Each hit to this location causes 1 wound. Further hits do not cause criticals.

WOUND TRACK

MOVE: 18"

NO EFFECT

DEAD

2

BRETONNIAN PEGASUS RIDER

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6

RIDER

No Save
If Rider is killed, remove model from table.

CLOSE COMBAT

Gets a +2 modifier in close combat as it has two wounds. If attacking, adds an additional +1, for a total modifier of +3. Additionally, 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.

4,5

PEGASUS

No Save
Each hit to this location causes 1 wound. Further hits do not cause criticals.

WOUND TRACK

MOVE: 18"

NO EFFECT

DEAD

3

BRETONNIAN PEGASUS RIDER

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6

RIDER

No Save
If Rider is killed, remove model from table.

CLOSE COMBAT

Gets a +2 modifier in close combat as it has two wounds. If attacking, adds an additional +1, for a total modifier of +3. Additionally, 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.

4,5

PEGASUS

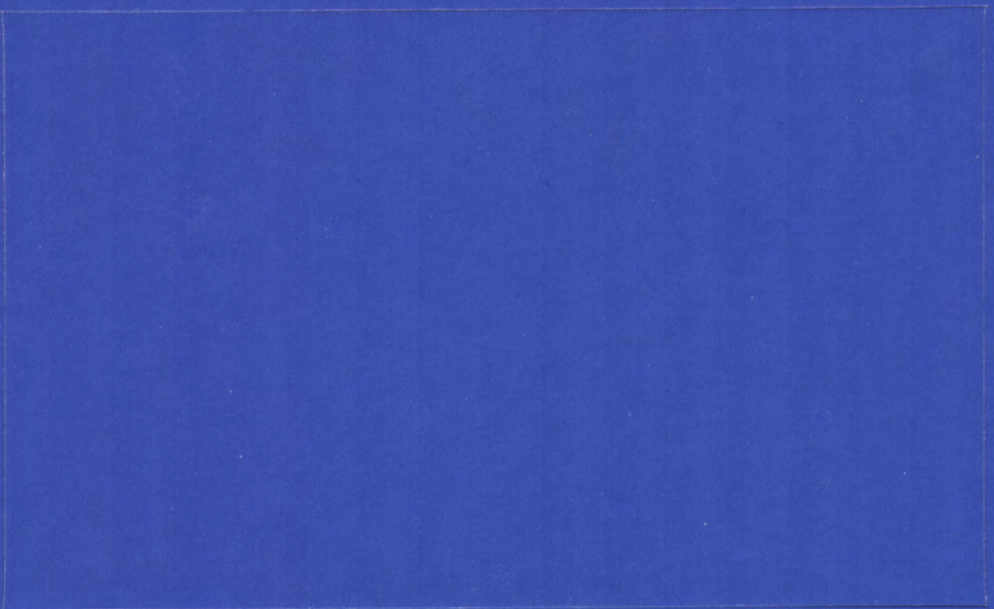
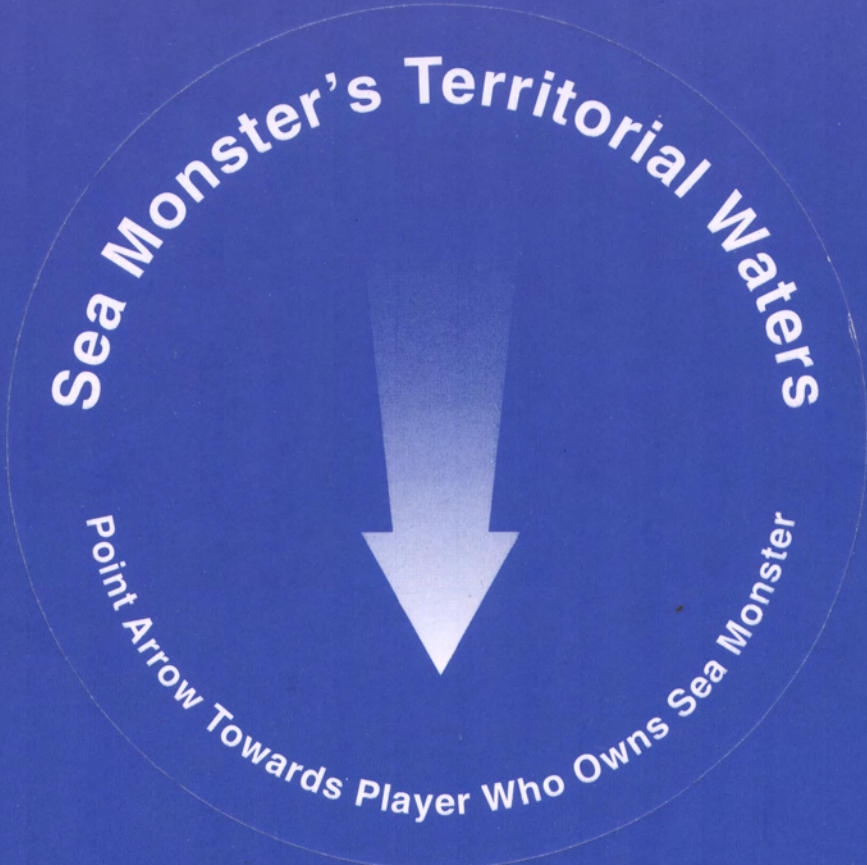
No Save
Each hit to this location causes 1 wound. Further hits do not cause criticals.

WOUND TRACK

MOVE: 18"

NO EFFECT

DEAD



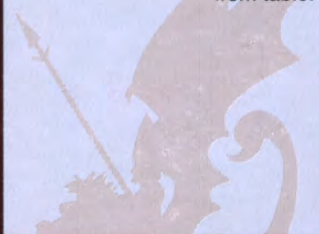
1 WAR BALLOON <small>DWARF</small> POINTS COST: 75 FOR 3 BATTLE HONOURS: 1	2 WAR BALLOON <small>DWARF</small> POINTS COST: 75 FOR 3 BATTLE HONOURS: 1	3 WAR BALLOON <small>DWARF</small> POINTS COST: 75 FOR 3 BATTLE HONOURS: 1
6 BALLOON No Save Remove model from table.	6 BALLOON No Save Remove model from table.	6 BALLOON No Save Remove model from table.
4,5 GONDOLA Save 4, 5 or 6 Remove model from table.	4,5 GONDOLA Save 4, 5 or 6 Remove model from table.	4,5 GONDOLA Save 4, 5 or 6 Remove model from table.
DESTROYED WOUND TRACK	DESTROYED WOUND TRACK	DESTROYED WOUND TRACK
MOVE: 12"	MOVE: 12"	MOVE: 12"
ATTACKS Drops a bomb on a specified high location: 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. The bomb has no save modifier and causes 1 point of damage. In addition, the War Balloon has 1 galling cannon that in can use in defensive fire against other Flyers.	ATTACKS Drops a bomb on a specified high location: 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. The bomb has no save modifier and causes 1 point of damage. In addition, the War Balloon has 1 galling cannon that in can use in defensive fire against other Flyers.	ATTACKS Drops a bomb on a specified high location: 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. The bomb has no save modifier and causes 1 point of damage. In addition, the War Balloon has 1 galling cannon that in can use in defensive fire against other Flyers.
CLOSE COMBAT Gets a +1 modifier in close combat as it has one wound. If the War Balloon wins it doesn't cause a crew counter to be lost; instead, it may fire its galling cannon again.	CLOSE COMBAT Gets a +1 modifier in close combat as it has one wound. If the War Balloon wins it doesn't cause a crew counter to be lost; instead, it may fire its galling cannon again.	CLOSE COMBAT Gets a +1 modifier in close combat as it has one wound. If the War Balloon wins it doesn't cause a crew counter to be lost; instead, it may fire its galling cannon again.
CLOSE COMBAT Gets a +1 modifier in close combat as it has one wound. If the War Balloon wins it doesn't cause a crew counter to be lost; instead, it may fire its galling cannon again.	CLOSE COMBAT Gets a +1 modifier in close combat as it has one wound. If the War Balloon wins it doesn't cause a crew counter to be lost; instead, it may fire its galling cannon again.	CLOSE COMBAT Gets a +1 modifier in close combat as it has one wound. If the War Balloon wins it doesn't cause a crew counter to be lost; instead, it may fire its galling cannon again.

ORC DRILLAKILLA SHIP OF THE LINE CREW 2	ORC DRILLAKILLA SHIP OF THE LINE CREW 2
4 DRILL Save 4, 5 or 6 Drill lost.	4 DRILL Save 4, 5 or 6 Drill lost.
5 WORKY BITZ Save 4, 5 or 6 Ship immobilised.	5 WORKY BITZ Save 4, 5 or 6 Ship immobilised.
6 TREAD WHEEL Save 4, 5 or 6 Ship immobilised.	6 TREAD WHEEL Save 4, 5 or 6 Ship immobilised.
SINKS BELOW WATERLINE Save 4, 5 or 6 First hit sinks ship.	SINKS BELOW WATERLINE Save 4, 5 or 6 First hit sinks ship.
TREADWHEEL: 3 DICE" BATTLE HONOURS: 2	TREADWHEEL: 3 DICE" BATTLE HONOURS: 2

HELLBLASTER EMPIRE Makes a 3 dice attack against Flyers. Range: 6"	HELLBLASTER EMPIRE Makes a 3 dice attack against Flyers. Range: 6"
SKY REAPER DARK ELF Range: 9" Nominate a Flyer and roll 1 dice to determine how many bolts the Sky Reaper fires. 1-2 Fires 1 Bolt 3-4 Fires 2 Bolts 5-6 Fires 3 Bolts The number of bolts fired is the strength of the attack: eg. if 3 bolts are fired, the Sky Reaper makes a 3 dice attack.	SKY REAPER DARK ELF Range: 9" Determine how many bolts the Sky Reaper fires. 1-2 Fires 1 Bolt 3-4 Fires 2 Bolts 5-6 Fires 3 Bolts The number of bolts fired is the strength of the attack: eg. if 3 bolts are fired, the Sky Reaper makes a 3 dice attack.

1**DARK ELF
MANTICORE LORD**

POINTS COST: 75 BATTLE HONOURS: 3

6**RIDER**
Save 4, 5 or 6
Remove model
from table.**ATTACKS**Drops a Deathfist on a specified high location:
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**Gets a +3 modifier in close combat as it has
three wounds. If attacking, adds an additional
+1, for a total modifier of +4.**4,5****MANTICORE**
Save 4, 5 or 6
Each hit to this
location causes
1 wound. Further hits
do not cause criticals.**WOUND TRACK****MOVE: 15"****NO
EFFECT****NO
EFFECT****DEAD****1****DWARF
GYROCOPTER**

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6**PILOT**
No Save
Remove model
from table.**ATTACKS**2 dice gattling cannon attack. May also
be used for defensive fire against
incoming Flyers.**CLOSE COMBAT**+1 modifier in close combat as it has one
wound. Even if the Gyrocopter wins, it
doesn't cause damage; instead it may
make another attack with its cannons.**GYROCOPTER**Save 6
Remove model
from table.**4,5****DESTROYED****MOVE: 18"****DAMAGE
TRACK****2****DWARF
GYROCOPTER**

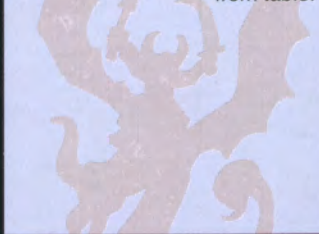
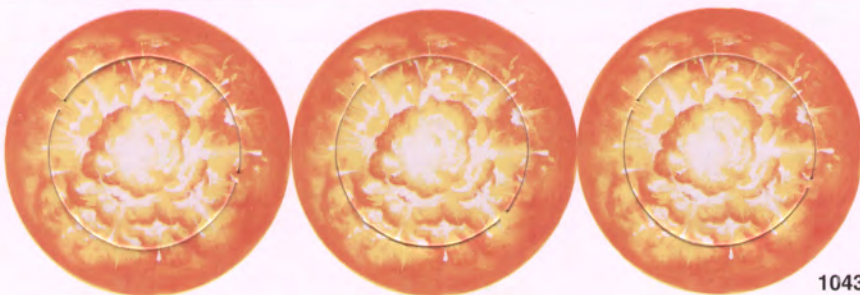
POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6**PILOT**
No Save
Remove model
from table.**ATTACKS**2 dice gattling cannon attack. May also
be used for defensive fire against
incoming Flyers.**CLOSE COMBAT**+1 modifier in close combat as it has one
wound. Even if the Gyrocopter wins, it
doesn't cause damage; instead it may
make another attack with its cannons.**GYROCOPTER**Save 6
Remove model
from table.**4,5****DESTROYED****MOVE: 18"****DAMAGE
TRACK****3****DWARF
GYROCOPTER**

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6**PILOT**
No Save
Remove model
from table.**ATTACKS**2 dice gattling cannon attack. May also
be used for defensive fire against
incoming Flyers.**CLOSE COMBAT**+1 modifier in close combat as it has one
wound. Even if the Gyrocopter wins, it
doesn't cause damage; instead it may
make another attack with its cannons.**GYROCOPTER**Save 6
Remove model
from table.**4,5****DESTROYED****MOVE: 18"****DAMAGE
TRACK****1****ORC
WYVERN RIDER**

POINTS COST: 50 BATTLE HONOURS: 2

6**RIDER**
Save 4, 5 or 6
Remove model
from table.**ATTACKS**Drops 3 Squigbombz on adjacent high
locations, starting from the rear of the target:
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.Each location hit must make a saving throw,
taking 1 point of damage if it fails.**CLOSE COMBAT**Gets a +3 modifier in close combat as it has
three wounds.**4,5****WYVERN**
Save 4, 5 or 6
Each hit to this
location causes
1 wound. Further hits
do not cause criticals.**WOUND TRACK****MOVE: 15"****NO
EFFECT****NO
EFFECT****DEAD**

IMPERIAL GRIFFON RIDER

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

1

6

RIDER

No Save

If Rider is killed, remove model from table.

CLOSE COMBAT

Gets a +2 modifier in close combat as it has two wounds. If attacking, may re-roll own dice or force opponent to re-roll his.

MOVE: 18"

WOUND TRACK

NO EFFECT

DEAD

4,5

GRIFFON

No Save

Each hit to this location causes 1 wound. Further hits do not cause criticals.

IMPERIAL GRIFFON RIDER

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

2

6

RIDER

No Save

If Rider is killed, remove model from table.

CLOSE COMBAT

Gets a +2 modifier in close combat as it has two wounds. If attacking, may re-roll own dice or force opponent to re-roll his.

MOVE: 18"

WOUND TRACK

NO EFFECT

DEAD

4,5

GRIFFON

No Save

Each hit to this location causes 1 wound. Further hits do not cause criticals.

IMPERIAL GRIFFON RIDER

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

3

6

RIDER

No Save

If Rider is killed, remove model from table.

CLOSE COMBAT

Gets a +2 modifier in close combat as it has two wounds. If attacking, may re-roll own dice or force opponent to re-roll his.

MOVE: 18"

WOUND TRACK

NO EFFECT

DEAD

4,5

GRIFFON

No Save

Each hit to this location causes 1 wound. Further hits do not cause criticals.

1

4,5,6

LORD OF CHANGE

Save 4, 5 or 6

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

POINTS COST: 100

BATTLE HONOURS: 4

ATTACKS

The Lord of Change may donate magic power to the Chaos Sorcerer at any point during the Magic Phase. Roll a dice:

- 1 The Lord of Change is overloaded and sent back to the Warp.
- 2 The Lord of Change is overloaded and loses 1 wound.
- 3 The Chaos Sorcerer receives 1 point of magic power.
- 4 The Chaos Sorcerer receives 2 points of magic power.
- 5 The Chaos Sorcerer receives 3 points of magic power.
- 6 The Chaos Sorcerer receives 4 points of magic power.

CLOSE COMBAT

Gets a +4 modifier in close combat as it has four wounds. Opponent must roll greater than 1 on a dice to be able to attack back or use defensive fire.

WOUND TRACK

NO EFFECT

NO EFFECT

NO EFFECT

DEAD

MOVE: 24"

1

CHAOS DWARF GREAT TAURUS RIDER

POINTS COST: 50

BATTLE HONOURS: 2

6

RIDER

Save 5 or 6

If Rider is killed, remove model from table.

ATTACKS

Against other flyers, makes a 1 dice blunderbuss attack. May use blunderbuss as defensive fire against incoming Flyers. Against ships, rather than causing damage, roll a dice: on a score of 6 remove 1 crew counter from the target.

CLOSE COMBAT

Gets a +3 modifier in close combat as it has three wounds.

4,5

GREAT TAURUS

No Save

Each hit to this location causes 1 wound. Further hits do not cause criticals.

WOUND TRACK

NO EFFECT

NO EFFECT

DEAD

MOVE: 18"

BLACK LEVIATHAN

POINTS VALUE: 100

BATTLE HONOURS: 4

TO HIT

Close Range: 3, 4, 5 or 6
Medium Range: 5 or 6
Long Range: 6

ATTACKS

Makes a 3 dice attack with a -1 save modifier, and always aims low.

If all attacks cause damage, target must make a below the waterline save or take 1 point of below the waterline damage.



MOVE: 3 DICE INCHES

SAVE: 4, 5 OR 6

1 NO EFFECT	2 NO EFFECT	3 NO EFFECT	4 NO EFFECT
WOUND TRACK		5 NO EFFECT	6 DEAD

KRAKEN

POINTS VALUE: 50

BATTLE HONOURS: 2

TO HIT

All Ranges: 4, 5 or 6

ATTACKS

Makes a 2 dice attack against a ship's crew or any high locations.

Crew: Roll above the ship's current below the waterline hits to remove 1 crew counter.

Ship: Always aims high and attack has a -1 save modifier.



MOVE: 2 DICE INCHES

SAVE: 5 OR 6

1 NO EFFECT	2 NO EFFECT	3 NO EFFECT	4 DEAD
WOUND TRACK			

SEA DRAGON

POINTS VALUE: 75

BATTLE HONOURS: 3

TO HIT

All Ranges: 4, 5 or 6

ATTACKS

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



MOVE: 2 DICE INCHES

SAVE: 4, 5 OR 6

1 NO EFFECT	2 NO EFFECT	3 NO EFFECT	4 DEAD
WOUND TRACK			

PROMETHEAN

POINTS VALUE: 75

BATTLE HONOURS: 3

TO HIT

All Ranges: 4, 5 or 6

ATTACKS

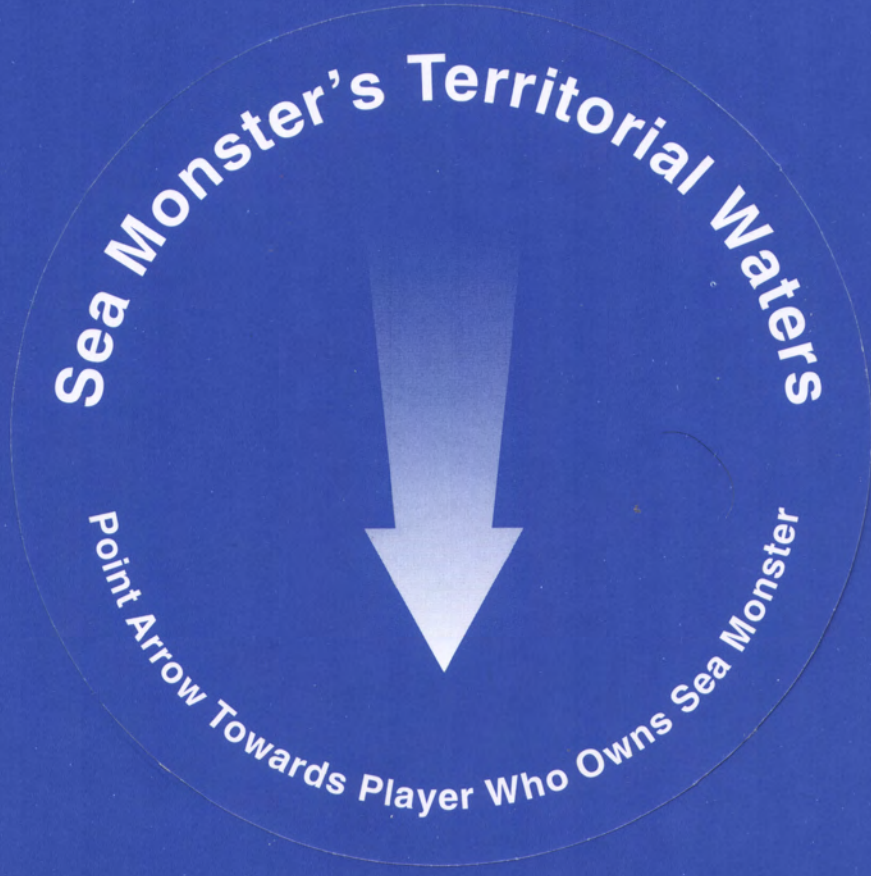
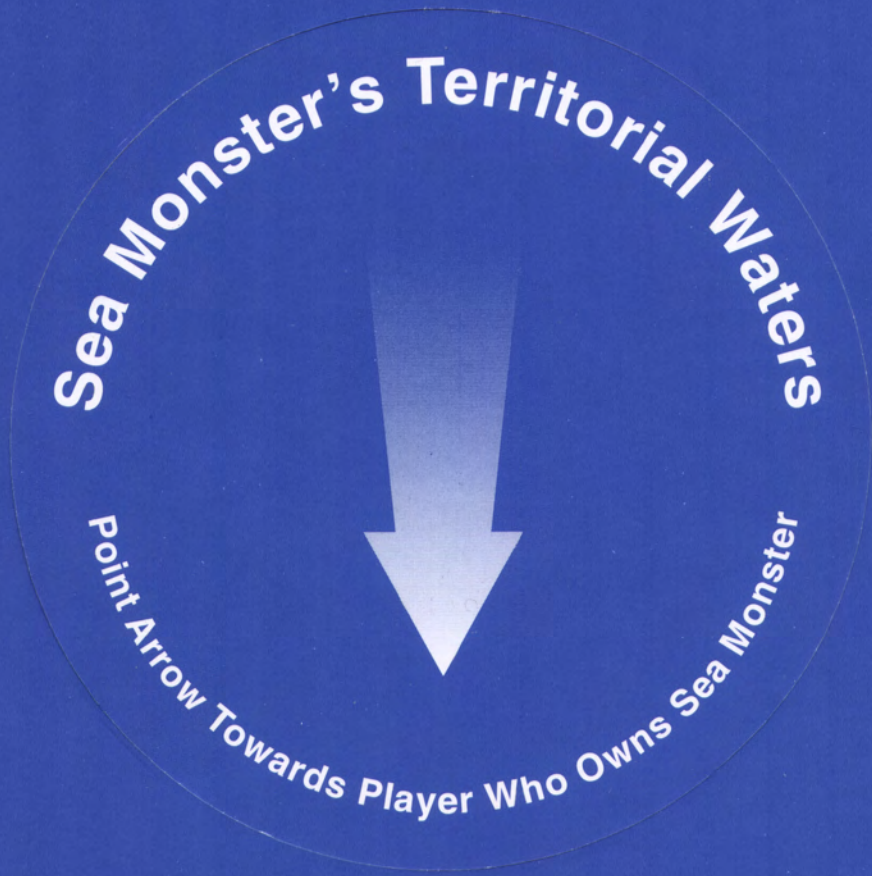
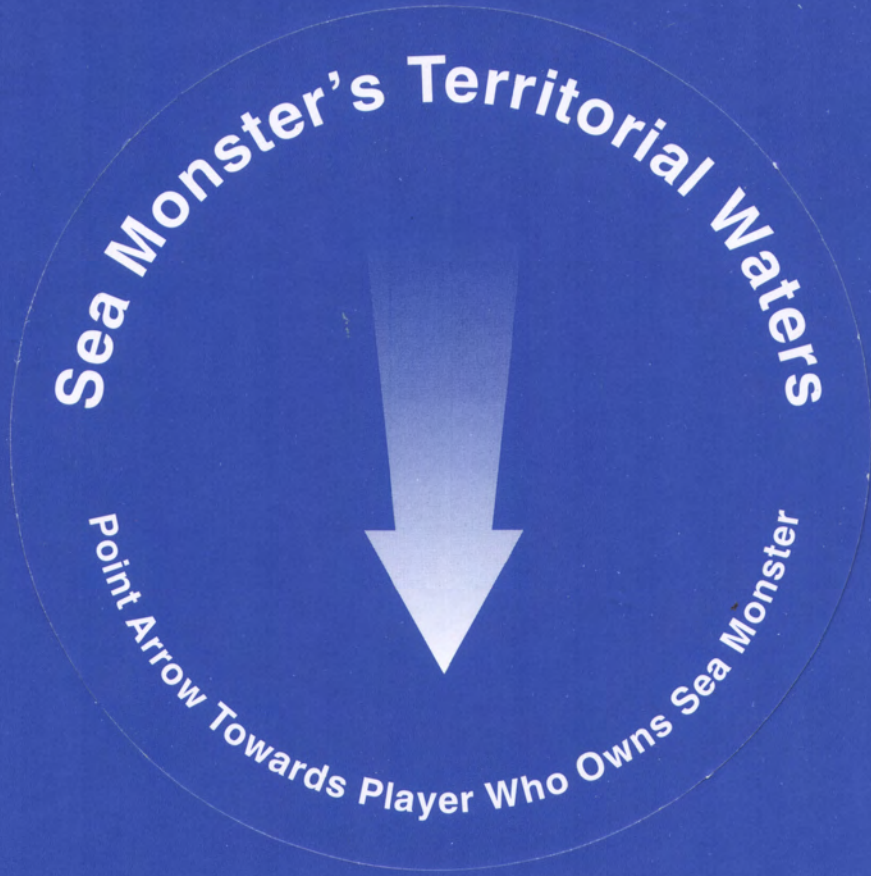
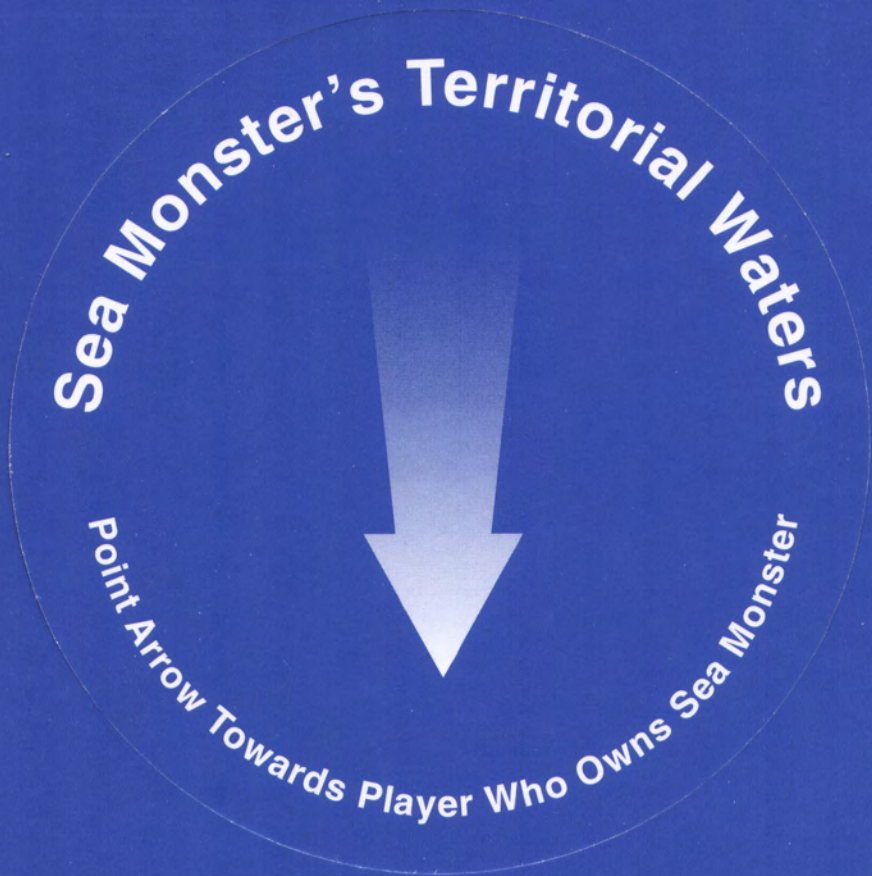
Makes a 4 dice attack and always aims high.



MOVE: 3 DICE INCHES

SAVE: 4, 5 OR 6

1 NO EFFECT	2 DEAD
WOUND TRACK	



1**ELF
WAR EAGLE**

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6**RIDER**

No Save

Remove model
from table.**CLOSE COMBAT**Gets a +1 modifier in
close combat as it has one
wound. In the first round of
combat, if attacking, adds
an additional dice to its
roll, for a total modifier of 2
dice +1.**4,5****EAGLE**

No Save

Remove model
from table.

MOVE: 24"

DEAD

WOUND
TRACK**2****ELF
WAR EAGLE**

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6**RIDER**

No Save

Remove model
from table.**CLOSE COMBAT**Gets a +1 modifier in
close combat as it has one
wound. In the first round of
combat, if attacking, adds
an additional dice to its
roll, for a total modifier of 2
dice +1.**4,5****EAGLE**

No Save

Remove model
from table.

MOVE: 24"

DEAD

WOUND
TRACK**3****ELF
WAR EAGLE**

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6**RIDER**

No Save

Remove model
from table.**CLOSE COMBAT**Gets a +1 modifier in
close combat as it has one
wound. In the first round of
combat, if attacking, adds
an additional dice to its
roll, for a total modifier of 2
dice +1.**4,5****EAGLE**

No Save

Remove model
from table.

MOVE: 24"

DEAD

WOUND
TRACKFlyer
Identification
Markers**CHAOS DWARF
ROCKETS**Nominate a Flyer and roll the misfire
dice. The number rolled is the number
of inches the rockets fire. If the Flyer is
in range it is automatically hit and must
make 2 saving throws, taking 1 wound
for each failed throwIf the dice comes up as a misfire, the
rockets have blown up: a single
random location on the Chaos Dwarf
ship must make a saving throw at -1 or
take 1 point of damage. The Rockets
are destroyed.**CHAOS DWARF
ROCKETS**Nominate a Flyer and roll the misfire
dice. The number rolled is the number
of inches the rockets fire. If the Flyer is
in range it is automatically hit and must
make 2 saving throws, taking 1 wound
for each failed throwIf the dice comes up as a misfire, the
rockets have blown up: a single
random location on the Chaos Dwarf
ship must make a saving throw at -1 or
take 1 point of damage. The Rockets
are destroyed.**CHAOS
ICON OF
POWER**

Range: 12"

Can be powered-up at the end of each
Magic Phase using Power Cards from
the Chaos Sorcerer's Hand of Cards.May fire 1 magic bolt for every Power
Card used to charge the Icon. Each
magic bolt is a 2 dice attack. All attacks
must be made against 1 enemy Flyer.Once a Power Card has been used to
cast a magic bolt it is discarded.**CHAOS
ICON OF
POWER**

Range: 12"

Can be powered-up at the end of each
Magic Phase using Power Cards from
the Chaos Sorcerer's Hand of Cards.May fire 1 magic bolt for every Power
Card used to charge the Icon. Each
magic bolt is a 2 dice attack. All attacks
must be made against 1 enemy Flyer.Once a Power Card has been used to
cast a magic bolt it is discarded.**DWARF
GATLING CANNON**

Range: 9"

Makes a 2 dice attack against Flyers.

**DWARF
GATLING CANNON**

Range: 9"

Makes a 2 dice attack against Flyers.

EMPIRE GREATSHIP

MAN O' WAR

CREW
5

4	FORE MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	5	MAIN MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 2"(3"). 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"(3"). Any further hits do not cause critical damage.
2		FORECASTLE Save 4, 5 or 6 Each hit destroys 1 fore cannon battery.	3		AFTCASTLE Save 4, 5 or 6 Each hit destroys 1 aft cannon battery.
4	BOWS Save 4, 5 or 6 1 broadside cannon battery lost.	5	GUN DECK Save 4, 5 or 6 1 broadside cannon battery lost.	6	STERN Save 4, 5 or 6 1 broadside cannon battery lost.
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.		

SAIL: 6"(9") BATTLE HONOURS: 6 NAME: _____

BRETONNIAN GALLEON

MAN O' WAR

CREW
4

4	FORE MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	5	MAIN 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.	6	AFT 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.
2		FORECASTLE Save 4, 5 or 6 Broadside cannon battery destroyed.	3		AFTCASTLE Save 4, 5 or 6 Broadside cannon battery destroyed.
4	BOWS Save 4, 5 or 6	5	GUN DECK Save 4, 5 or 6 Each hit destroys 1 broadside cannon battery.	6	STERN 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.		

SAIL: 9" BATTLE HONOURS: 6 NAME: _____

ORC DRILLAKILLA

SHIP OF THE LINE

CREW

2

4

DRILL

Save 4, 5 or 6

Drill lost.

5

WORKY BITZ

Save 4, 5 or 6

Ship immobilised.

6

TREAD WHEEL

Save 4, 5 or 6

Ship immobilised.

SINKS

BELOW WATERLINE

Save 4, 5 or 6

First hit sinks ship.

TREADWHEEL: 3 DICE"

BATTLE HONOURS: 2