

# NURGLE GREAT UNCLEAN ONE

ADMIRAL

CREW

6

3 Warriors  
3 Cultists

5

6" Max  
Spread

3" Max  
Spread

Destroyed

## GREAT UNCLEAN ONE

Save 5 or 6

Regeneration 4+

1st hit has no effect. 2nd - 3rd hit reduces the maximum range of the spreading Nurgle's Rot by 3". 4th hit - destroyed, may not regenerate damage.

6

## TOWER

Save 4, 5 or 6

Regeneration: 4+

If Tower is destroyed, crew are no longer protected from enemy grapeshot.

2

## VOMIT POOL

Save 2, 3, 4, 5 or 6

Regeneration: 3+

3

## FORE VOMIT CANNON

Save 4, 5 or 6

Regeneration: 4+

Cannon destroyed.  
May not fire.

4

## TOWER BASE

Save 4, 5 or 6

Regeneration: 4+

Lose 2" Movement each hit.

If Movement losses total 6" or more, ship is immobilised.

5

## BROADSIDE VOMIT CANNONS

Save 4, 5 or 6

Regeneration: 4+

1st hit - No effect  
2nd hit - Broadside Vommit Cannons  
destroyed. May not fire.

6

## PADDLEWHEEL

Save 4, 5 or 6

Regeneration: 4+

Lose 2" Movement each hit.

If Movement losses total 6" or more, ship is immobilised.

NO  
EFFECT

NO  
EFFECT

NO  
EFFECT

NO  
EFFECT

NO  
EFFECT

SINKS

## BELOW WATERLINE

Save 4, 5 or 6

Regeneration: 5+

1st through 5th hits have no effect.  
6th hit sinks ship.

WHEEL: 6"

BATTLE HONORS: 12

