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|--|-----------|---|--|--|-----------|--|-----------|---|---|--|--|
| <div style="border: 1px solid black; padding: 5px; display: inline-block;"> Crew 6 </div> | | HIGH ELF SAPHERY TOWERS ADMIRAL | | | | <div style="border: 1px solid black; padding: 5px; display: inline-block;"> Crew 6 </div> | | | | | |
| BOW | | | | STERN | | | | | | | |
| FRONT LEFT TOWER <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> Save 4+ 1st hit destroys tower. Magical attack lost | | FRONT RIGHT TOWER <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> Save 4+ 1st hit destroys tower. Magical attack lost | | ADMIRALS PALACE <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> Save 5+ | | CENTRAL TOWER <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> 1st hit no effect, 2nd hit destroys tower. Magical attack lost | | AFT LEFT TOWER <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> Save 4+ 1st hit destroys tower. Magical attack lost | | AFT RIGHT TOWER <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> Save 4+ 1st hit destroys tower. Magical attack lost | |
| FRONT GALLEY <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> Save 4+ 1st hit destroys galley. Fore broadside eagleclaw lost | | | CLIFF <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> Save 4+ 1st hit damages cliff, further hits causes criticals. | | | CLIFF <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> Save 4+ 1st hit damages cliff, further hits causes criticals. | | | AFT GALLEY <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> Save 4+ 1st hit destroys galley. Aft broadside eagleclaw lost | | |
| CLIFF <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> Save 4+ 1st hit damages cliff, further hits causes criticals. | | LOWER FRONT GALLEY <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> Save 4+ 1st hit destroys galley, fore broadside eagleclaw lost. | | WATER INTAKE <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> Save 4+ 1st hit no effect, 2nd hit destroys water intake, speed reduced by 2" | | WATER TUNNEL <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> Save 4+ 1st hit no effect, 2nd hit destroys water tunnel, speed reduced by 2" | | LOWER AFT GALLEY <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> Save 4+ 1st hit destroys galley. Aft broadside eagleclaw lost | | WATER EXHAUST <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> Save 4+ 1st hit destroys water exhaust, speed reduced by 2" | |
| NO EFFECT | NO EFFECT | NO EFFECT | NO EFFECT | NO EFFECT | NO EFFECT | NO EFFECT | NO EFFECT | NO EFFECT | BELOW WATERLINE Save 4+ | | |
| Magic: 6" (6") 2 moves each battle phase | | | | | | Battle Honours: 20 | | Name: | | | |