


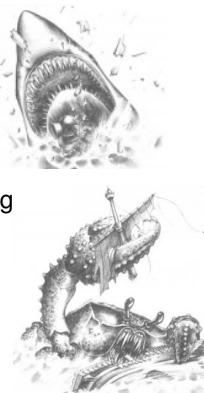

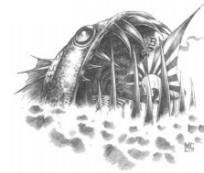


Sea-monsters	name	point cost	battle honours	move	wounds	to hit	saving	special	
	Behemoth	50	2	3dice	3	5-6	6	ramming, -1waterline save, 1/2/1-6 waterline hits	
	Kraken	50	2	2dice	4	4-6	5-6	either: attack crew: 2dice roll above waterline to pluck 1crew or: 2dice high attack at -1save	
	Megalodon	50	3	2dice	4	4-6	5-6	roll a dice on a table like DE Doomreavers after attack one more dice, if 1, then going into torpor (remove from game)	
	Gargantuan	75	3	2dice	4	5-6	5-6	2dice attack, with one successful grapples and coils (+1dice/round); boarding against Gargantuan at -1	
	Promethean	75	3	3dice	2	4-6	4-6	4dice attack high	
	Sea Dragon	75	3	2dice	4	4-6	4-6	2dice attack fire	
	Black Leviathan	100	4	3dice	6	close 3- 6 med 5-6 long 6	4-6	3dice attack low with -1save, if all 3 successful than additionally +1waterline damage	
	Sea Elemental	100	4	3dice	3	5-6	5-6	either tidal wave: choosing a ship, rolling 4dice, if obtain a double ship is flooded, 4 dice damage & all fires extinguished or: changes wind in chosen direction at 5-6	
	Triton	100	4	2dice	4	4-6	5-6	Not available for Orks, Chaos, Skaven, Undead(?), Dark Elves, against DE stronger casts one spell at end of magic phase, with no dispel , not even by Dwarfs (WD 172) trident attack: choose a location, hits with 3-6, causing 2pts(!) damage ; banning other monsters with 5-6, Dark Elf Monsters on 4-6(!)	