

UNDEAD

FLOATING NECROPOLIS

MAN O' WAR

MAX. CREW

8


HIGH			LOW		
4	SKULL DECK Save 4, 5 or 6 Fore Screaming Skull Battery Lost	5	TOWERS Save 4, 5 or 6	3	REAR TOWERS Save 4, 5 or 6 Aft Screaming Skull Battery Lost
2	FOREDECK Save 3, 4, 5 or 6 Fore Screaming Skull Battery Lost	3			MAIN DECK Save 3, 4, 5 or 6 Each hit destroys one Broadside Screaming Skull Battery
4	BASTION Save 4, 5 or 6	5	KEEP Save 4, 5 or 6 Broadside Screaming Skull Battery Lost	3	AFT CASTLE Save 4, 5 or 6 Aft Screaming Skull Battery Lost
- 1" MOVE	- 1" MOVE	- 1" MOVE	- 1" MOVE	SINKS	BELOW THE WATERLINE Save 4, 5 or 6 First six hits each reduce the ship's speed by 1" Seventh hit sinks ship

MAGIC 6" (6")


BATTLE HONOURS 12

NAME: GRIM FANTASIA

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 <h1 style="text-align: center;">UNDEAD GHOSTSHIP</h1> <p style="text-align: center;">MAN O' WAR</p>		<div style="border: 1px solid black; padding: 5px; text-align: center;"> MAX. CREW 5 </div>			
<div style="border: 1px solid black; padding: 5px; text-align: center;"> 4 </div>	<div style="border: 1px solid black; padding: 5px;"> FOREMAST Save 5 or 6 -2" Move No critical hits </div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> 5,6 </div>	<div style="border: 1px solid black; padding: 5px;"> MAIN MAST Save 5 or 6 Each hit reduces move by 2". No critical hit </div>	<div style="writing-mode: vertical-rl; transform: rotate(180deg);">HIGH</div> <hr/> <div style="writing-mode: vertical-rl; transform: rotate(180deg);">LOW</div>	
<div style="border: 1px solid black; padding: 5px;"> 2 </div>	<div style="border: 1px solid black; padding: 5px;"> FOREDECK Save 4, 5 or 6 Lose one random crew counter </div>	<div style="border: 1px solid black; padding: 5px;"> 3 </div>	<div style="border: 1px solid black; padding: 5px;"> AFTDECK Save 4, 5 or 6 Broadside Screaming Skull Battery Lost </div>		
<div style="border: 1px solid black; padding: 5px;"> 4 </div>	<div style="border: 1px solid black; padding: 5px;"> BOWS Save 4, 5 or 6 Fore Screaming Skull Battery Lost </div>	<div style="border: 1px solid black; padding: 5px;"> 5 </div>	<div style="border: 1px solid black; padding: 5px;"> MAIN DECK Save 4, 5 or 6 Broadside Screaming Skull Battery Lost </div>	<div style="border: 1px solid black; padding: 5px;"> 6 </div>	<div style="border: 1px solid black; padding: 5px;"> STERN Save 4, 5 or 6 </div>
<div style="border: 1px solid black; padding: 5px; text-align: center;">NO EFFECT</div>	<div style="border: 1px solid black; padding: 5px; text-align: center;">NO EFFECT</div>	<div style="border: 1px solid black; padding: 5px; text-align: center;">NO EFFECT</div>	<div style="border: 1px solid black; padding: 5px; text-align: center;">SINKS</div>	<div style="border: 1px solid black; padding: 5px;"> BELOW THE WATERLINE Save 4, 5 or 6 First three hits have no effect Forth hit sinks ship </div>	
<div style="border: 1px solid black; padding: 5px;">SAIL 6"</div>				<div style="border: 1px solid black; padding: 5px;">BATTLE HONOURS 5</div>	

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UNDEAD DEATH SHIP

SHIP OF THE LINE

MAX. CREW 3

BOWS Save 4, 5 or 6 Screaming Skull Battery Lost	3	MAST Save 4, 5 or 6 MastLost, cannot move. No criticals.	4	STERN Save 4, 5 or 6	5
			HULL Save 4, 5 or 6	6	

NO EFFECT

SINKS

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

SAIL 6"

BATTLE HONOURS 2

UNDEAD DEATH SHIP

SHIP OF THE LINE

MAX. CREW 3

BOWS Save 4, 5 or 6 Screaming Skull Battery Lost	3	MAST Save 4, 5 or 6 MastLost, cannot move. No criticals.	4	STERN Save 4, 5 or 6	5
			HULL Save 4, 5 or 6	6	

NO EFFECT

SINKS

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

SAIL 6"

BATTLE HONOURS 2

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UNDEAD DEATH SHIP

SHIP OF THE LINE

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BOWS Save 4, 5 or 6 Screaming Skull Battery Lost	3	MAST Save 4, 5 or 6 MastLost, cannot move. No criticals.	4	STERN Save 4, 5 or 6	5
			HULL Save 4, 5 or 6	6	

NO EFFECT

SINKS

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

SAIL 6"

BATTLE HONOURS 2

UNDEAD SKULLRAMMER

SHIP OF THE LINE

MAX. CREW 3

RAM Save 3, 4, 5 or 6 1st hit no effect 2nd hit ram destroyed	3	TOWERS Save 4, 5 or 6 -2" Movement	4	STERN Save 4, 5 or 6 -2" Movement	5
			HULL Save 4, 5 or 6 -2" Movement	6	

NO EFFECT

SINKS

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

MAGIC 6" (6")

BATTLE HONOURS 2

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UNDEAD ZOMBIE DRAGON

POINTS COST: 75 BATTLE HONOURS: 3

1

6

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

4,5

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

ATTACKS
Makes a 1 dice breath weapon attack,
hitting on a roll of 5 or 6 and if
successful killing one crew counter.

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

MOVE: 15"

DEAD

UNDEAD ZOMBIE DRAGON

POINTS COST: 75 BATTLE HONOURS: 3

2

6

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

4,5

DRAGON
Save 4, 5 or 6
Each hit to this
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ATTACKS
Makes a 1 dice breath weapon attack,
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CLOSE COMBAT
Gets a +4 modifier in combat as it has
four wounds.

MOVE: 15"

DEAD

UNDEAD SKULLRAMMER

SHIP OF THE LINE

3

RAM
Save 3, 4, 5 or 6
1st hit no effect
2nd hit ram
destroyed

4

TOWERS
Save 4, 5 or 6
-2" Movement

5

STERN
Save 4, 5 or 6
-2" Movement

6

HULL
Save 4, 5 or 6
-2" Movement

NO EFFECT

SINKS

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

MAGIC 6" (6")

BATTLE HONOURS 2

UNDEAD SKULLRAMMER

SHIP OF THE LINE

3

RAM
Save 3, 4, 5 or 6
1st hit no effect
2nd hit ram
destroyed

4

TOWERS
Save 4, 5 or 6
-2" Movement

5

STERN
Save 4, 5 or 6
-2" Movement

6

HULL
Save 4, 5 or 6
-2" Movement

NO EFFECT

SINKS

BELOW THE WATERLINE
Save 5 or 6
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MAGIC 6" (6")

BATTLE HONOURS 2


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1

UNDEAD
CARRION
POINTS COST: 100 FOR 3 BATTLE HONOURS: 1

4,5,6

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



CLOSE COMBAT
Gets a +2 modifier in close combat as it has two wounds. When the carrion successfully wins a round of combat it gains a +1 modifier to its boarding or combat roll in the next round. This is cumulative.

MOVE: 18"

NO EFFECT


DEAD

2

UNDEAD
CARRION
POINTS COST: 100 FOR 3 BATTLE HONOURS: 1

4,5,6

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



CLOSE COMBAT
Gets a +2 modifier in close combat as it has two wounds. When the carrion successfully wins a round of combat it gains a +1 modifier to its boarding or combat roll in the next round. This is cumulative.

MOVE: 18"

NO EFFECT


DEAD

3

UNDEAD
CARRION
POINTS COST: 100 FOR 3 BATTLE HONOURS: 1

4,5,6

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



CLOSE COMBAT
Gets a +2 modifier in close combat as it has two wounds. When the carrion successfully wins a round of combat it gains a +1 modifier to its boarding or combat roll in the next round. This is cumulative.

MOVE: 18"

NO EFFECT

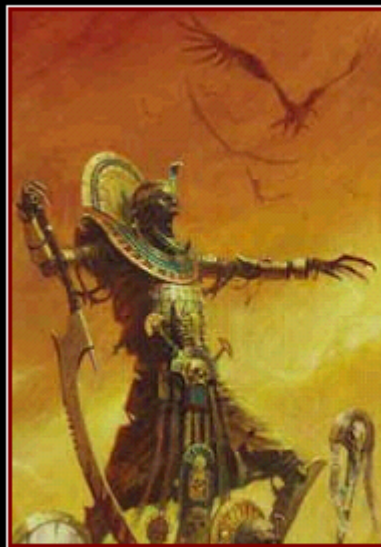
DEAD

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NECROMANCER



LICHE



Wight	Skeleton	Zombie	Zombie	Curse of Years	SKELETON ARCHER REGIMENT Range: 3" Makes a 4 dice attack against Flyers.		
Wight	Skeleton	Zombie	Zombie	Curse of Years			
Wight	Skeleton	Zombie	Zombie	Curse of Years			
Wight	Skeleton	Zombie	Zombie	Curse of Years			
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Wight	Skeleton	Zombie	Zombie	Curse of Years			
Wight	Skeleton	Zombie	Zombie	Curse of Years			
Wight	Skeleton	Zombie	Zombie	Curse of Years	Tomb King	Necromancer	Liche
Wight	Skeleton	Zombie	Zombie	Skeleton	Skeleton	Skeleton	Skeleton

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