NORSE

LONGSHIP

SHIP OF THE LINE

CREW 3

PROW
Save 5 or 6
4

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

STERN
Save 5 or 6
6

OAR DECK
Save 4, 5 or 6
3
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

NORSE

LONGSHIP

SHIP OF THE LINE

CREW 3

PROW
Save 5 or 6
4

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

STERN
Save 5 or 6
6

OAR DECK
Save 4, 5 or 6
3
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

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

HIGH

LOW

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

HIGH

LOW

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

BATTLE HONOURS: 6

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ELF

DRAGONSHIP

MAN O' WAR

CREW 5

4 — **RIGHT MAST**
Save 5 or 6
First two hits have no effect.
Third hit destroys mast.
Ship speed reduced by 3".
Any further hits do not cause critical damage.

5 — **LEFT MAST**
Save 5 or 6
First two hits have no effect.
Third hit destroys mast.
Ship speed reduced by 3".
Any further hits do not cause critical damage.

6 — **BATTLE TOWERS**
Save 4, 5 or 6
1 fore Eagle Claw lost.

HIGH

2 — **BRIDGE**
Save 4, 5 or 6
1 fore Eagle Claw lost.

AFTCASTLE
Save 4, 5 or 6

3

LOW

4 — **BOWS**
Save 4, 5 or 6
First hit has no effect.
Second hit destroys both dragonblades.

5 — **MIDSHIPS**
Save 4, 5 or 6
Broadside Eagle Claws lost.

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: 6" x 2 – 2 moves each Battle Phase

BATTLE HONOURS: 8

NAME:

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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**

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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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.

3 SEA DRAGON BODY
Save 4, 5 or 6
Sea Dragon takes 1 wound: place 1 wound counter on the wound track.

6 SEA DRAGON TAIL
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 6
Save 5 or 6
Ship immobilised.

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

HIGH

4

FORE MAST
Save 5 or 6
Mast lost.
Ship speed reduced by 2"(3").
Any further hits do not cause critical damage.

5

MAIN MAST
Save 5 or 6
Mast lost.
Ship speed reduced by 2"(3").
Any further hits do not cause critical damage.

6

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.

3

LOW

4

BOWS
Save 4, 5 or 6
1 fore cannon battery lost.

5

OAR DECK
Save 4, 5 or 6
Oars lost.
Cannot move under oars.

6

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.

AFTCASTLE
Save 5 or 6

6

SINKS

BELOW WATERLINE
Save 5 or 6
First hit sinks ship.

SAIL: 9" BATTLE HONOURS: 1

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DWARF

DREADNOUGHT

MAN O' WAR

CREW 4

3 Left Turret / Right Turret

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

4

BRIDGE
Save 3, 4, 5 or 6

5

FUNNEL
Save 5 or 6

6 Left Turret / Right Turret

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

HIGH

2

BOWS
Save 3, 4, 5 or 6

3

BROADSIDE GUN DECK
Save 3, 4, 5 or 6
Each hit destroys a gun battery, reducing broadside by 1 dice

4

PADDLE
Save 4, 5 or 6
Reduces speed by 3"

5

BOILER
Save 3, 4, 5 or 6
Immobilised

6

PADDLE
Save 4, 5 or 6
Reduces speed by 3"

LOW

NO EFFECT | NO EFFECT | NO EFFECT | SINKS

BELOW WATERLINE
Save 3, 4, 5 or 6
First, second and third hits have no effect. Fourth hit sinks ship.

STEAM: 6" **BATTLE HONOURS: 8**

NAME:

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DWARF IRONCLAD

MAN O' WAR

CREW 3

3	4	5	6	HIGH
FORE TURRET Save 3, 4, 5 or 6 Fore turret guns lost.	**BRIDGE** Save 4, 5 or 6	**FUNNEL** Save 5 or 6	**AFT TURRET** Save 3, 4, 5 or 6 Aft turret guns lost.	
2	**3**	**4**	**5**	**6**	**LOW**
BOWS Save 3, 4, 5 or 6 Ram lost. May not ram	**GUN DECK** Save 3, 4, 5 or 6 Broadside battery lost.	**PADDLE** Save 4, 5 or 6 Immobilised.	**BOILER** Save 3, 4, 5 or 6 Immobilised.	**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	4		6
BOWS Save 4, 5 or 6 Ram lost. May not ram.	**TURRET** Save 4, 5 or 6 Gun lost.		**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

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ORC

HULK

MAN O' WAR

CREW 5

HIGH

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.	**GUBBINZ** Save 4, 5 or 6	3
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.

LOW

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:

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DWARF

IRONCLAD

MAN O' WAR

CREW 3

HIGH

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.

LOW

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

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NORSE

LONGSHIP

SHIP OF THE LINE

CREW 3

PROW
Save 5 or 6

4

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

5

OAR DECK
Save 4, 5 or 6
Oars lost.
Cannot move under oars.

3

STERN
Save 5 or 6

6

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.

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: 2

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NORSE

KINGSHIP

MAN O' WAR

CREW 5 SPECIAL

3 FIGUREHEAD Save 5 or 6	4,5 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.		6 STERN Save 5 or 6	HIGH
3 PROW Save 5 or 6	4 FORWARD OAR DECK Save 4, 5 or 6. Oars lost. Speed under oars reduced by 3" (4").	5 AFT OAR DECK Save 4, 5 or 6. Oars lost. Speed under oars reduced by 3" (4").	6 AFT Save 5 or 6	LOW

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

ELF

HAWKSHIP

SHIP OF THE LINE

CREW 1

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

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

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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**

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

ELF
HAWKSHIP
SHIP OF THE LINE

CREW 1

3 — **MAST**
Save 6
First hit has no effect. Second hit destroys mast – cannot move. Further hits do not cause critical damage.

4 — **FORE CASTLE**
Save 5 or 6
1 fore Eagle Claw lost.

5 — **MIDSHIPS**
Save 4, 5 or 6
1 fore Eagle Claw lost.

6 — **AFT CASTLE**
Save 5 or 6

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

3 — MAST
Save 6
First hit has no effect. Second hit destroys mast – cannot move. Further hits do not cause critical damage.

4 — FORE CASTLE
Save 5 or 6
1 fore Eagle Claw lost.

5 — MIDSHIPS
Save 4, 5 or 6
1 fore Eagle Claw lost.

6 — AFT CASTLE
Save 5 or 6

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**

1	2	3
NO EFFECT	NO EFFECT	DEAD

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 succesful, 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**

1	2	3	4
NO EFFECT	NO EFFECT	NO EFFECT	DEAD

WOUND TRACK

TRITON

POINTS VALUE: 100 **BATTLE HONOURS: 4**

TO HIT

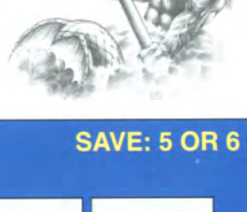
All Ranges: 4, 5 or 6

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**

1	2	3	4
NO EFFECT	NO EFFECT	NO EFFECT	DEAD

WOUND TRACK

MEGALADON

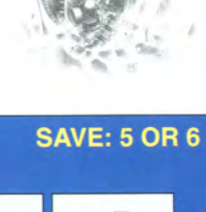
POINTS VALUE: 50 **BATTLE HONOURS: 3**

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**

1	2	3	4
NO EFFECT	NO EFFECT	NO EFFECT	DEAD

WOUND TRACK

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104370 Sea of Blood. Sheet 2.


Sea Monster's Territorial Waters
Point Arrow Towards Player Who Owns Sea Monster


Sea Monster's Territorial Waters
Point Arrow Towards Player Who Owns Sea Monster


Sea Monster's Territorial Waters
Point Arrow Towards Player Who Owns Sea Monster


Sea Monster's Territorial Waters
Point Arrow Towards Player Who Owns Sea Monster

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

HIGH

2 **IRON CLAWZ** Save 4, 5 or 6. Iron claws lost.	**GUBBINZ** Save 4, 5 or 6	3	

MID

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.	

LOW

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:

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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

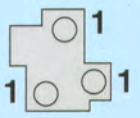
1 cannon battery destroyed.
Further hits cause structural damage.

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

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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

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.		**MAIN DECK** Save 5 or 6 1 broadside cannon battery lost. 3	
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

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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

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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.

5 HULL Save 5 or 6

6 ENGINES Save 5 or 6 Immobilised.

SINKS

BELOW WATERLINE Save 6 First hit sinks ship.

STEAM: 6" BATTLE HONOURS: 3

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EMPIRE

WOLFSHIP

SHIP OF THE LINE

CREW 3

4 **FORE MAST** Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	5 **MAIN MAST** Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	6 **AFT MAST** Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	HIGH
2	**FORECASTLE** Save 4, 5 or 6 Each hit destroys 1 fore cannon battery.	**MAIN DECK** Save 5 or 6 Broadside cannon batteries lost. 3	
4 **BOWS** Save 4, 5 or 6 1 fore cannon battery lost.	5 **OAR DECK** Save 4, 5 or 6 Oars lost. Cannot move under oars.	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.

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

EMPIRE

WOLFSHIP

SHIP OF THE LINE

CREW 3

4 **FORE MAST** Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	5 **MAIN MAST** Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	6 **AFT MAST** Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	HIGH
2	**FORECASTLE** Save 4, 5 or 6 Each hit destroys 1 fore cannon battery.	**MAIN DECK** Save 5 or 6 Broadside cannon batteries lost. 3	
4 **BOWS** Save 4, 5 or 6 1 fore cannon battery lost.	5 **OAR DECK** Save 4, 5 or 6 Oars lost. Cannot move under oars.	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.

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

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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.	**MAIN DECK** **Save 5 or 6** 1 broadside cannon battery lost. **3**	
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**
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.	**MAIN DECK** **Save 5 or 6** 1 broadside cannon battery lost. **3**	
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**
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**

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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

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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.

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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.

ULFWERENER BERSERKERS HUSCARLS BONDSMEN

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

Norse Crew Counters

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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.

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

ELF DRAGON RIDER

1

POINTS COST: 75 BATTLE HONOURS: 3

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; 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.

MOVE: 15"

WOUND TRACK

NO EFFECT	NO EFFECT	NO EFFECT	DEAD

BRETONNIAN PEGASUS RIDER

1

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

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

4,5 PEGASUS
No Save
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. 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.

MOVE: 18"

WOUND TRACK

NO EFFECT	DEAD

BRETONNIAN PEGASUS RIDER

2

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

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

4,5 PEGASUS
No Save
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. 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.

MOVE: 18"

WOUND TRACK

NO EFFECT	DEAD

BRETONNIAN PEGASUS RIDER

3

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

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

4,5 PEGASUS
No Save
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. If attacking, adds an additional +1, for a total modifier of +3.

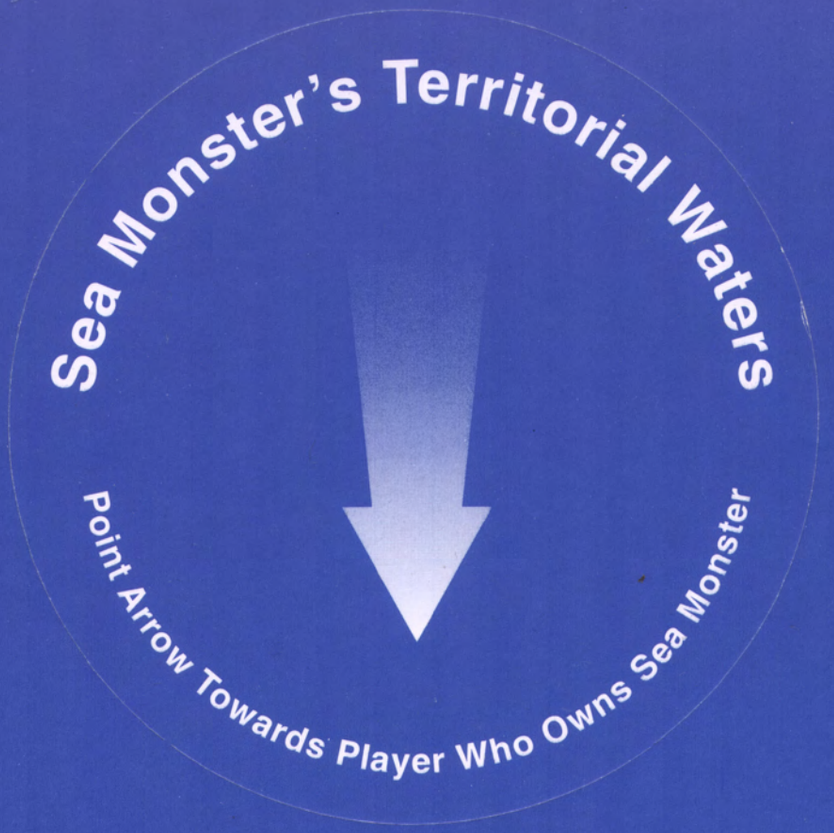
Additionally, if an unmodified 6 is rolled when making a close combat attack, the enemy automatically loses a wound or crew counter no matter what he rolls.

MOVE: 18"

WOUND TRACK

NO EFFECT	DEAD

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Sea Monster's Territorial Waters
Point Arrow Towards Player Who Owns Sea Monster

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DARK ELF
SKY REAPER

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.

DARK ELF
SKY REAPER

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.

EMPIRE
HELLBLASTER

Range: 6"
Makes a 3 dice attack against Flyers.

EMPIRE
HELLBLASTER

Range: 6"
Makes a 3 dice attack against Flyers.

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SHIP OF THE LINE
ORC DRILLAKILLA

CREW 2

4	5	6
DRILL Save 4, 5 or 6 Drill lost.	WORKY BITZ Save 4, 5 or 6 Ship immobilised.	TREAD WHEEL Save 4, 5 or 6 Ship immobilised.

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

SINKS

TREADWHEEL: 3 DICE" BATTLE HONOURS: 2

SHIP OF THE LINE
ORC DRILLAKILLA

CREW 2

4	5	6
DRILL Save 4, 5 or 6 Drill lost.	WORKY BITZ Save 4, 5 or 6 Ship immobilised.	TREAD WHEEL Save 4, 5 or 6 Ship immobilised.

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

SINKS

TREADWHEEL: 3 DICE" BATTLE HONOURS: 2

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DWARF
WAR BALLOON

1	POINTS COST: 75 FOR 3	BATTLE HONOURS: 1	
2	POINTS COST: 75 FOR 3	BATTLE HONOURS: 1	
3	POINTS COST: 75 FOR 3	BATTLE HONOURS: 1	

6	BALLOON No Save Remove model from table.
4,5	GONDOLA Save 4, 5 or 6 Remove model from table.

MOVE: 12"

DESTROYED

WOUND TRACK

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 gatling 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 gatling cannon again.

DWARF
WAR BALLOON

2 POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6 BALLOON No Save Remove model from table.

4,5 GONDOLA Save 4, 5 or 6 Remove model from table.

MOVE: 12"

DESTROYED

WOUND TRACK

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 gatling 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 gatling cannon again.

DWARF
WAR BALLOON

3 POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6 BALLOON No Save Remove model from table.

4,5 GONDOLA Save 4, 5 or 6 Remove model from table.

MOVE: 12"

DESTROYED

WOUND TRACK

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 gatling 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 gatling cannon again.

1

DARK ELF MANTICORE LORD

POINTS COST: 75 BATTLE HONOURS: 3

6 **RIDER**
Save 4, 5 or 6
Remove model from table.

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

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.

MOVE: 15"

WOUND TRACK

NO EFFECT	NO EFFECT	DEAD

1

ORC WYVERN RIDER

POINTS COST: 50 BATTLE HONOURS: 2

6 **RIDER**
Save 4, 5 or 6
Remove model from table.

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

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.

MOVE: 15"

WOUND TRACK

NO EFFECT	NO EFFECT	DEAD

1

DWARF GYROCOPTER

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6 **PILOT**
No Save
Remove model from table.

4,5 **GYROCOPTER**
Save 6
Remove model from table.

ATTACKS

2 dice gatling 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.

DESTROYED

MOVE: 18"

DAMAGE TRACK

2

DWARF GYROCOPTER

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6 **PILOT**
No Save
Remove model from table.

4,5 **GYROCOPTER**
Save 6
Remove model from table.

ATTACKS

2 dice gatling 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.

DESTROYED

MOVE: 18"

DAMAGE TRACK

3

DWARF GYROCOPTER

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6 **PILOT**
No Save
Remove model from table.

4,5 **GYROCOPTER**
Save 6
Remove model from table.

ATTACKS

2 dice gatling cannon attack. May also be used for defensive fire against incoming Flyers.

CLOSE COMBAT

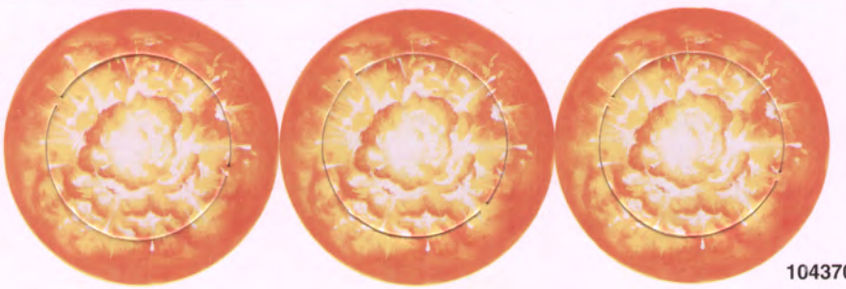
+1 modifier in close combat as it has one wound. Even if the Gyrocopter wins, it doesn't cause damage; instead it may make another attack with its cannons.

DESTROYED

MOVE: 18"

DAMAGE TRACK

Ironfist Templates



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1

IMPERIAL GRIFFON 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, may re-roll own dice or force opponent to re-roll his.
4,5	**GRIFFON** **No Save** Each hit to this location causes 1 wound. Further hits do not cause criticals.	**MOVE: 18"**

WOUND TRACK

NO EFFECT	DEAD

2

IMPERIAL GRIFFON 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, may re-roll own dice or force opponent to re-roll his.
4,5	**GRIFFON** **No Save** Each hit to this location causes 1 wound. Further hits do not cause criticals.	**MOVE: 18"**

WOUND TRACK

NO EFFECT	DEAD

3

IMPERIAL GRIFFON 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, may re-roll own dice or force opponent to re-roll his.
4,5	**GRIFFON** **No Save** Each hit to this location causes 1 wound. Further hits do not cause criticals.	**MOVE: 18"**

WOUND TRACK

NO EFFECT	DEAD

1

CHAOS LORD OF CHANGE

POINTS COST: 100 BATTLE HONOURS: 4

4,5,6	**LORD OF CHANGE** **Save 4, 5 or 6** Each hit causes 1 wound. Further hits do not cause criticals.

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.

MOVE: 24"

WOUND TRACK

NO EFFECT	NO EFFECT	NO EFFECT	DEAD

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.
4,5	**GREAT TAURUS** **No Save** Each hit to this location causes 1 wound. Further hits do not cause criticals.

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.

MOVE: 18"

WOUND TRACK

NO EFFECT	NO EFFECT	NO EFFECT	DEAD

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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	2	3	4
NO EFFECT	NO EFFECT	NO EFFECT	NO EFFECT

WOUND TRACK

5	6
NO EFFECT	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	2	3	4
NO EFFECT	NO EFFECT	NO EFFECT	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	2	3	4
NO EFFECT	NO EFFECT	NO EFFECT	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.

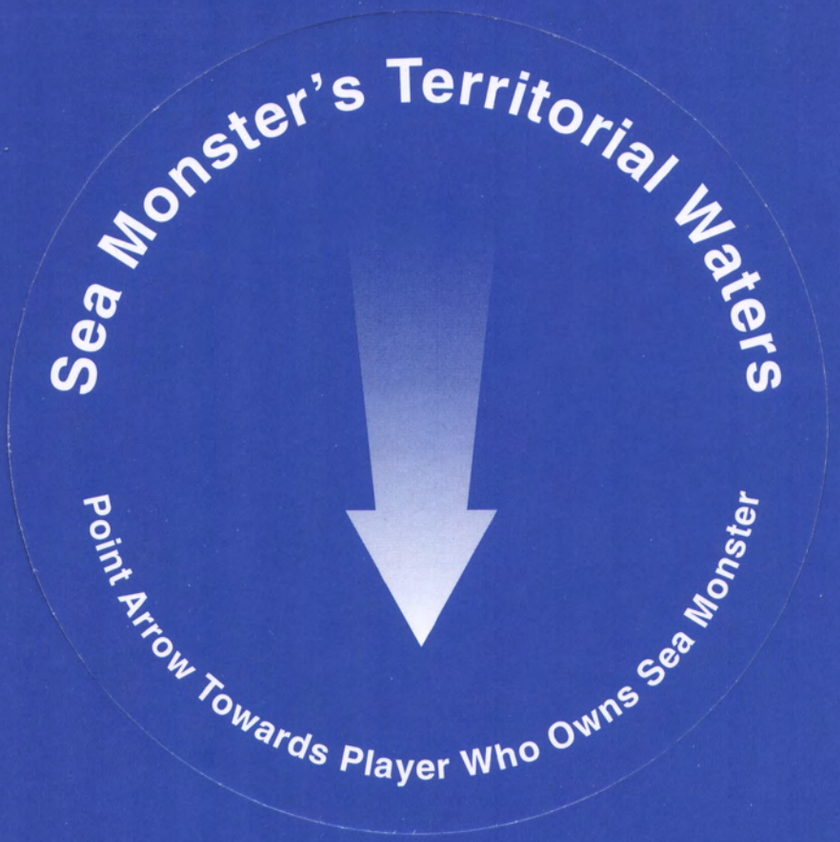


MOVE: 3 DICE INCHES **SAVE: 4, 5 OR 6**

1	2
NO EFFECT	DEAD

WOUND TRACK

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Sea Monster's Territorial Waters
Point Arrow Towards Player Who Owns Sea Monster


Sea Monster's Territorial Waters
Point Arrow Towards Player Who Owns Sea Monster


Sea Monster's Territorial Waters
Point Arrow Towards Player Who Owns Sea Monster


Sea Monster's Territorial Waters
Point Arrow Towards Player Who Owns Sea Monster

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 TRACK



Flyer 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 throw

If 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 throw

If 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.

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104370 Sea of Blood. Sheet 6.

EMPIRE

GREATSHIP

MAN O' WAR

CREW 5

HIGH

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.	**AFTCASTLE** **Save 4, 5 or 6** Each hit destroys 1 aft cannon battery. 3

LOW

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:

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BRETONNIAN

GALLEON

MAN O' WAR

CREW 4

HIGH

4	**FORE 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.	
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.	**AFTCASTLE** **Save 4, 5 or 6** Broadside cannon battery destroyed. 3

LOW

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:

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ORC DRILLAKILLA

SHIP OF THE LINE

CREW 2

4	5	6
DRILL **Save 4, 5 or 6** Drill lost.	**WORKY BITZ** **Save 4, 5 or 6** Ship immobilised.	**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**