



WIZARD



Wizard Level

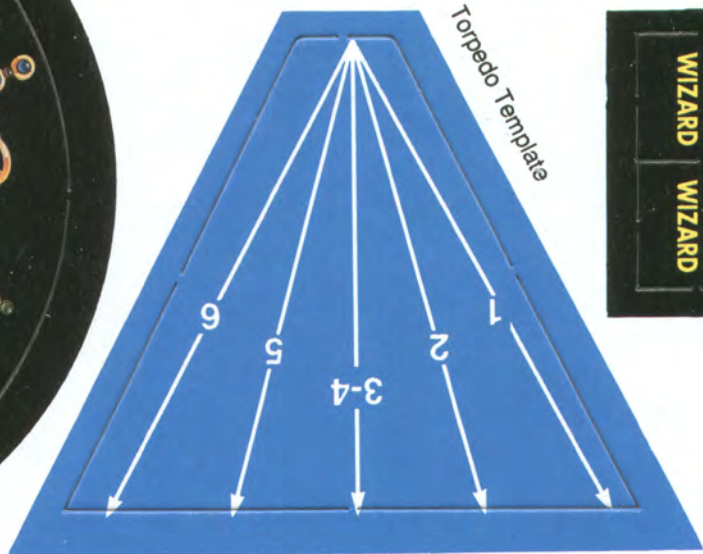
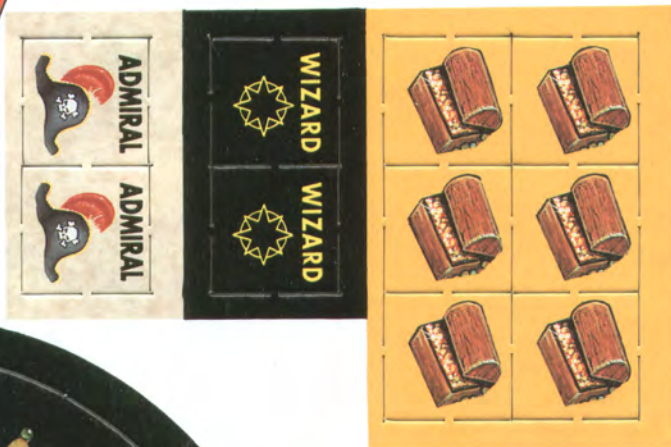
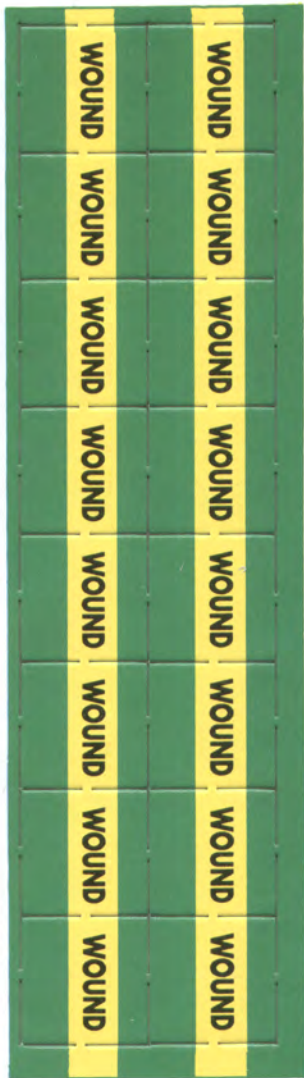
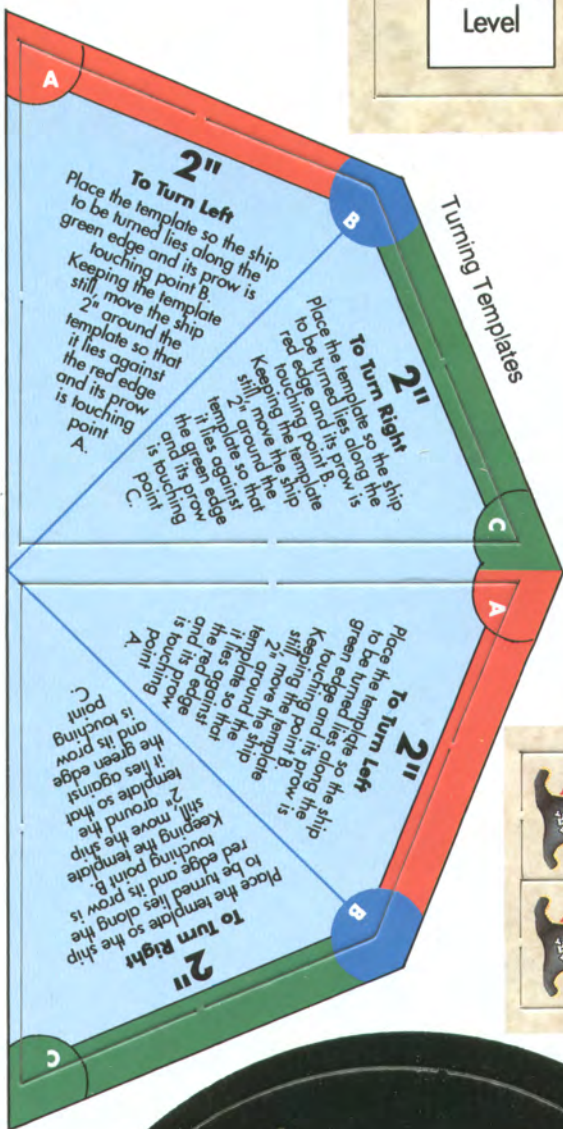
College Colour

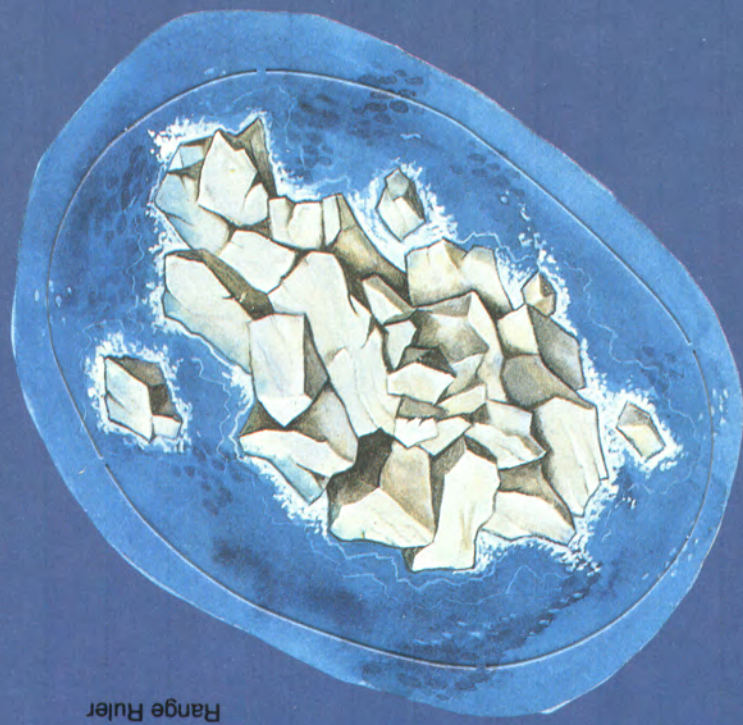
WIZARD



Wizard Level

College Colour





Range Ruler

GOLDEN GOLDEN

LIGHT LIGHT

CELESTIAL CELESTIAL

JADE JADE

AMBER AMBER

AMETHYST AMETHYST

BRIGHT BRIGHT

GREY GREY

LONG +1 Save

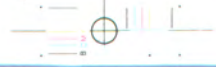
MEDIUM

CLOSE -1 Save

LONG +1 Save

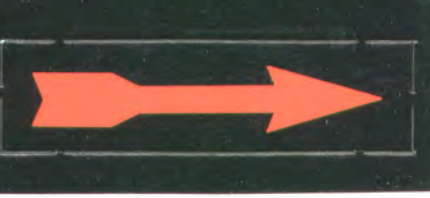
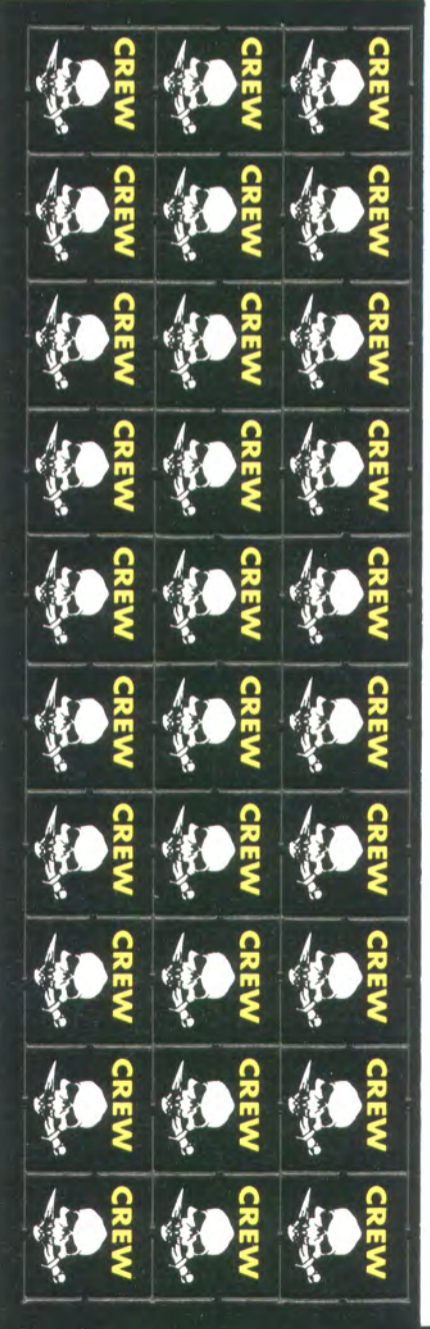
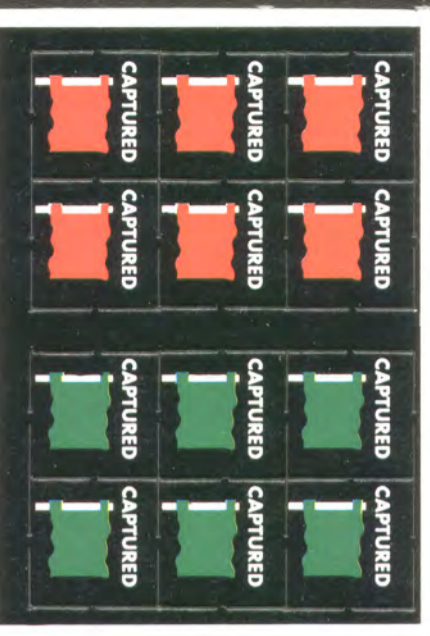
MEDIUM

CLOSE -1 Save



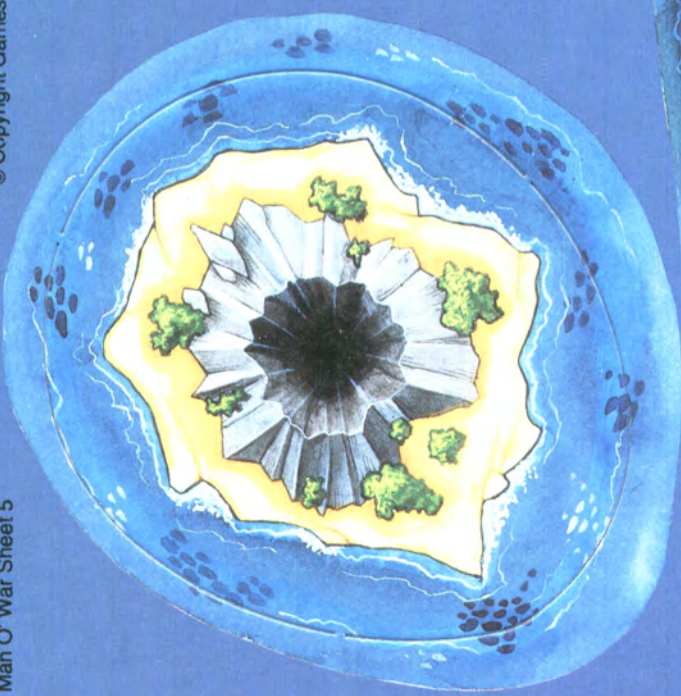
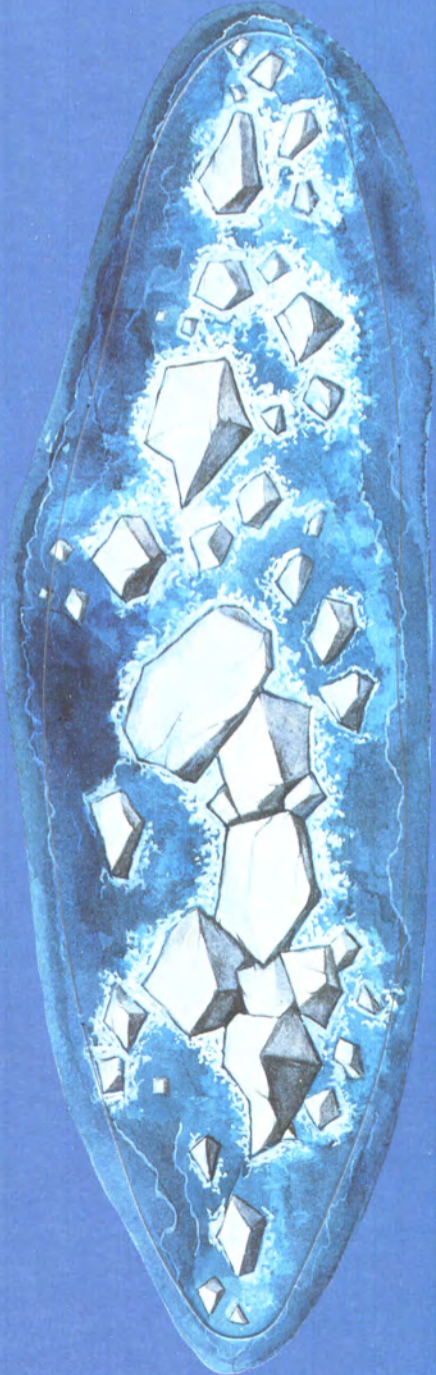
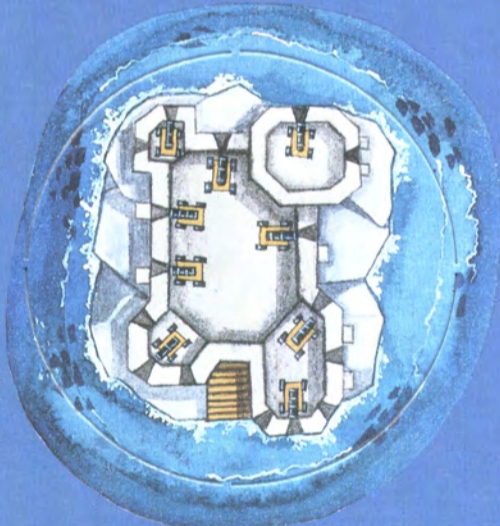
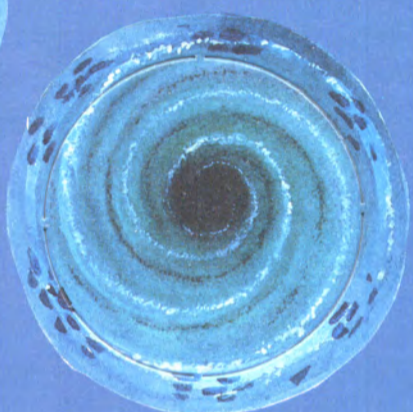
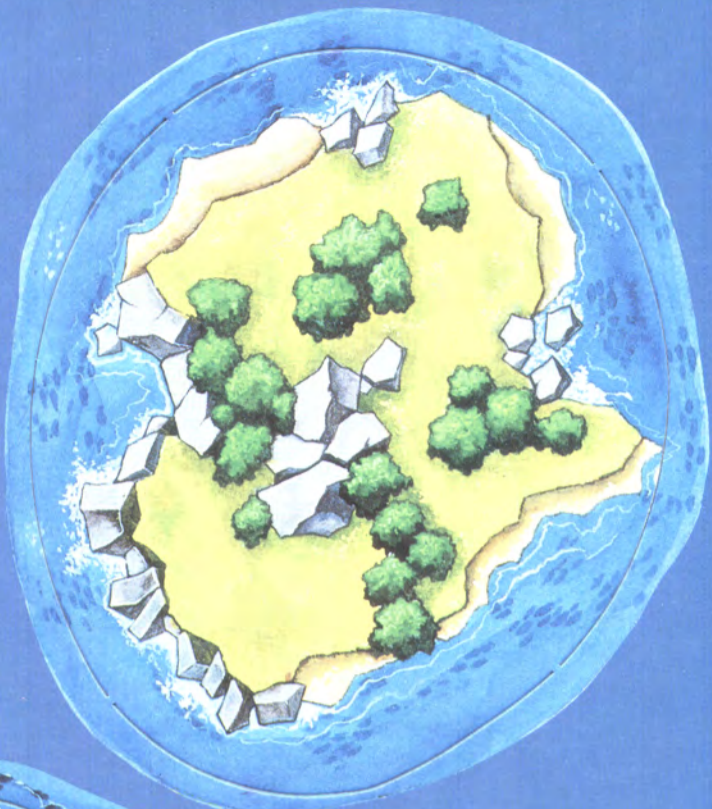
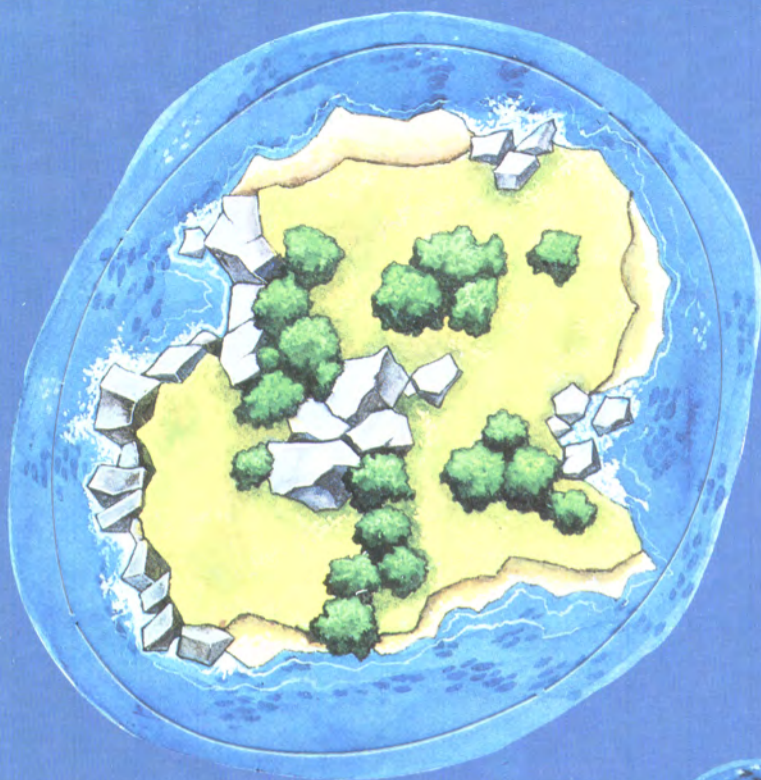
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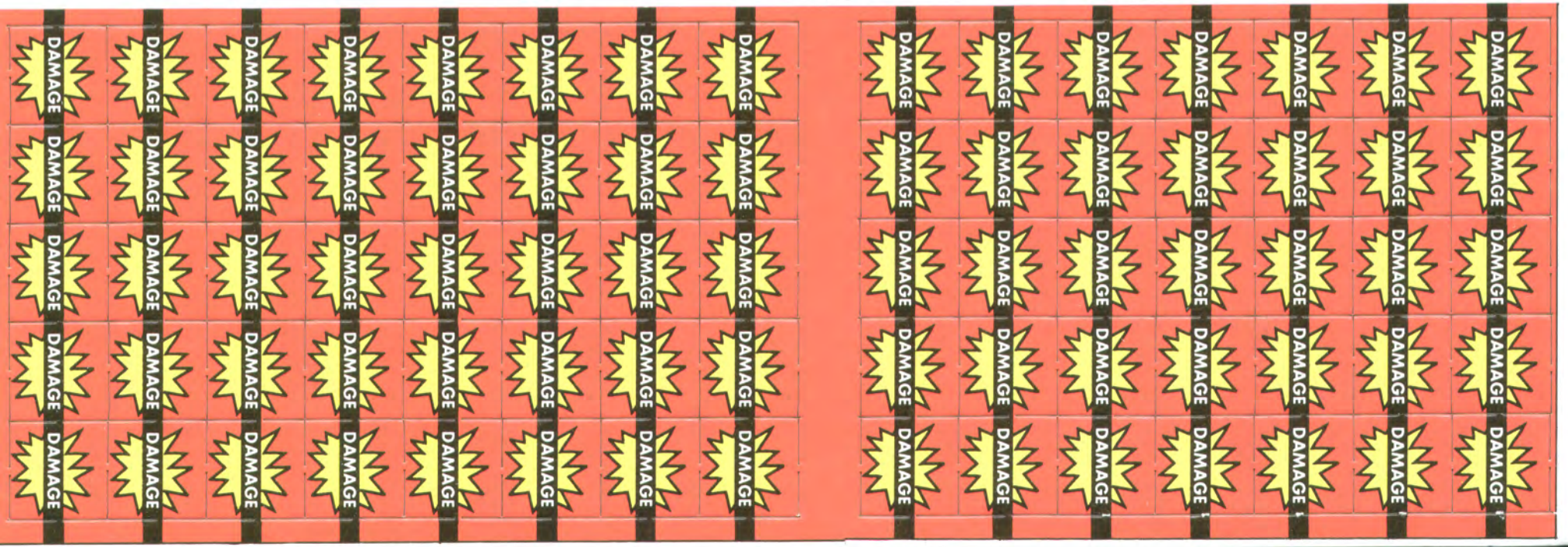
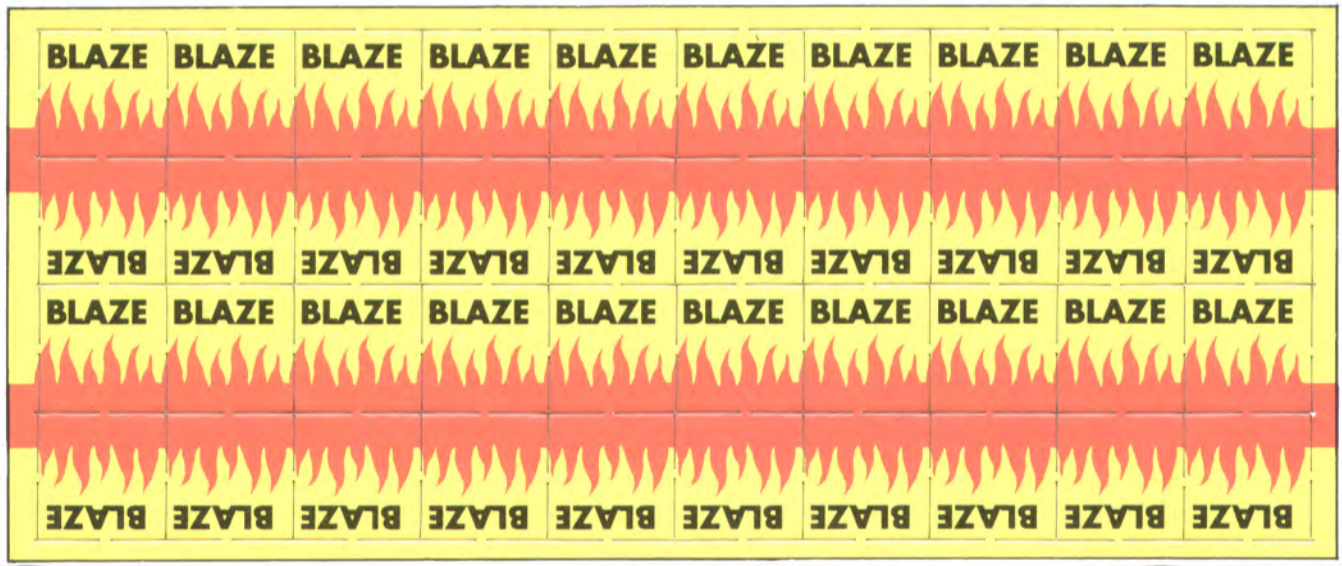
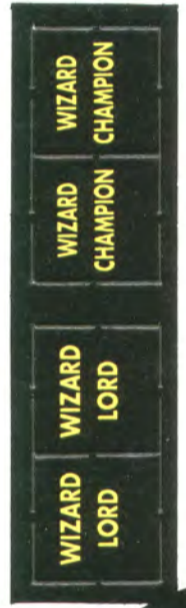
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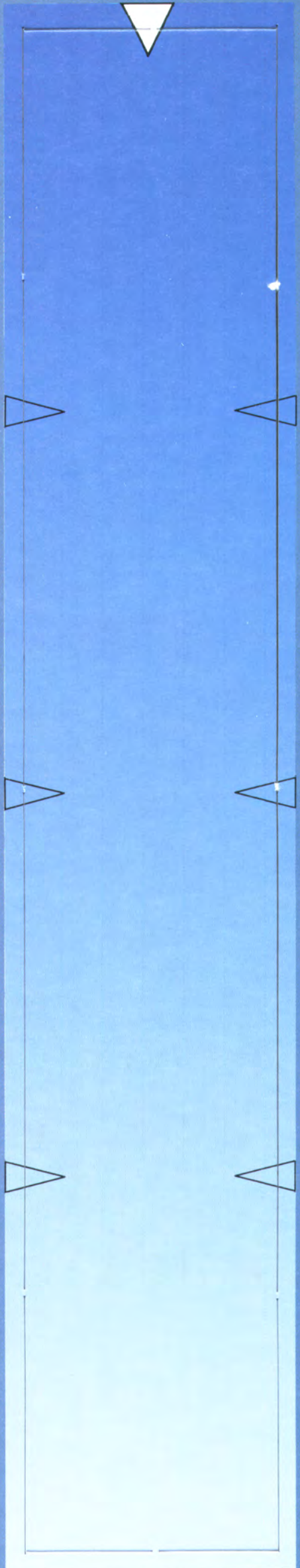
COMPASS ARROW







Elf Range Ruler





EMPIRE
WAR GALLEY
SHIP OF THE LINE

CREW
2

4

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

5

FORE CASTLE
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"(9") BATTLE HONOURS: 2



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PIRATE FLEET

Pirates are an ever present threat in the Warhammer World, especially in the Middle Sea, where trading ships travel constantly between Araby, Tilea and Estalia. The Pirates' ship of choice is the Wargalley – powered by both sail and oar, it can easily outmanoeuvre its prey.



PIRATE WARGALLEY

The Pirate Wargalley is the scourge of the high seas. Small and manoeuvrable, yet large enough to mount many cannons, the wargalley is an ideal vessel for these bloodthirsty cutthroats.

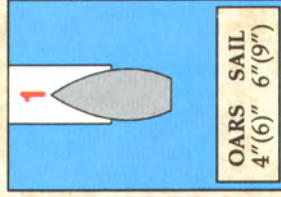
MOVE

Oars: 4" (6" straight with no turns). May turn on spot.
Uses 1/2 move per 90° turn. May reverse up to 2".

Sail: 6" normally, 9" with wind behind.

WEAPONS

1 cannon firing ahead. Cannon may repel boarders.



CREW: 2

SPECIAL RULES

May ram. Must move at least 3" towards foe under oars in straight line with no turns. If contact is made, foe must make a below the waterline save – if he fails roll a dice:

- 1-3 1 point of below the waterline damage
- 4-5 2 points of below the waterline damage
- 6 3 points of below the waterline damage

CRITICAL HIT TABLE

- 1 Panic spreads through the ship as the enemy shots strike home inflicting terrible damage on men and equipment. The crew call upon the Captain to guide them through the danger. Make a roll on the *Captain's Chart*.
- 2 The tar-saturated wood catches light and flames start to spread across the ship. Replace the damage marker on this location with a blaze marker. Test on the *Blaze Spreading Table* in the end phase.
- 3 A great chunk of the ship is torn away, washing men and goods overboard. The ship loses 1 crew counter. If the ship is left without any crew counters, it is abandoned. (See the main rulebook for full rules on abandoned ships.)
- 4 With an ominous creak, the seams of the boat start to split. The ship takes 1 Below the Waterline hit.
- 5 A great gash appears in the side of the ship as the sea floods the lower decks. The ship takes 2 Below the Waterline hits.
- 6 The hull gives way with a resounding crack. The ship takes 3 Below the Waterline hits.

BLAZE SPREADING TABLE

During the end phase, roll on this table for each blaze marker. See main rulebook for full rules on blazes and how they spread.

- 1 Blaze goes out. Remove the blaze marker.
- 2 Blaze doesn't spread. Roll again next end phase.
- 3 Blaze doesn't spread. Roll again next end phase.
- 4 Blaze spreads forward. Place another blaze marker.
- 5 Blaze spreads upward. Place another blaze marker.
- 6 Blaze spreads backwards. Place another blaze marker.

CAPTAIN'S CHART

- 1 The Captain's maps and charts are burnt to a crisp. The ship may not move this turn if it hasn't already done so as the Captain has to replot its course. Place a 'no movement' counter next to the ship. Remove the counter at the end of the turn.
- 2 The Captain's treasure chest is split open, spraying the deck with gold. The ship may not fire this turn as the crew are too busy picking up the fallen booty. Place a 'no firing' counter next to the ship. Remove the counter at the end of the turn.
- 3 The Captain is caught by a stray shot and killed outright. The ship may do nothing but defend itself until the end of the turn, when a new Captain is elected. Place a 'no movement' counter and a 'no firing' counter next to the ship. Remove the counters at the end of the turn.
- 4 The Captain is washed overboard by a freak wave. Roll a dice.
1-2 Ship must make a 2" left turn to pick him up.
3-4 Ship must make a 2" right turn to pick him up.
5-6 Ship must move straight ahead 2" to pick him up.
- 5 The Captain's secret rum stash is hit. The decks are awash with alcohol. Roll a dice for each crew counter: on a 6 they are drunk and fall overboard. Remove any drunk crew counters from the ship.
- 6 Mutiny! Roll a dice for each crew counter: on a 5 or 6 they take to the boats and abandon ship. Remove the mutineers from the ship.

NO MOVEMENT	NO MOVEMENT	NO MOVEMENT
NO MOVEMENT	NO MOVEMENT	NO MOVEMENT
NO MOVEMENT	NO MOVEMENT	NO MOVEMENT
NO MOVEMENT	NO MOVEMENT	NO MOVEMENT
NO MOVEMENT	NO MOVEMENT	NO MOVEMENT
NO MOVEMENT	NO MOVEMENT	NO MOVEMENT

NO FIRING	NO FIRING	NO FIRING
NO FIRING	NO FIRING	NO FIRING
NO FIRING	NO FIRING	NO FIRING
NO FIRING	NO FIRING	NO FIRING
NO FIRING	NO FIRING	NO FIRING
NO FIRING	NO FIRING	NO FIRING

EMPIRE FLEET

The Empire fleet is one of the most powerful fleets in the Old World. It is characterised by its fast moving ramships and mighty floating castles. Long range support is provided by the Greatships while swift moving Wargalleys and Wolfships close with and destroy the enemy.



EMPIRE WARGALLEY

Crew: 2

Wargalleys are swift-moving, lightly armed ramships used for patrolling the river Reik and the Empire's dangerous coasts.

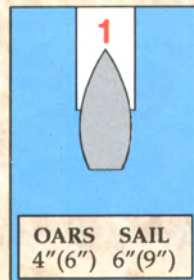
MOVE

Oars: 4" (6" straight with no turns). May turn on spot. Uses 1/2 move per 90° turn. May reverse up to 2".

Sail: 6" normally, 9" with wind behind.

WEAPONS

1 cannon firing ahead. Cannon may repel boarders.



SPECIAL RULES

May ram. Must move at least 3" towards foe under oars in straight line with no turns. If contact is made, foe must make a below the waterline save – if he fails roll a dice:

- 1-3 1 point of below the waterline damage
- 4-5 2 points of below the waterline damage
- 6 3 points of below the waterline damage



EMPIRE WOLFSHIP

Crew: 3

The sleek Wolfship is the most powerful Imperial ship of the line. Hunting in packs and armed with great batteries of cannon which jut from its high forecastle, it uses its titanic ram to spear its foes.

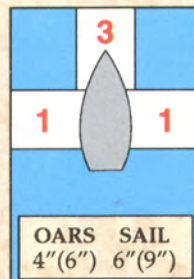
MOVE

Oars: 4" (6" straight with no turns). May turn on spot. Uses 1/2 move per 90° turn. May reverse up to 2".

Sail: 6" normally, 9" with wind behind.

WEAPONS

3 cannons firing ahead. 1 cannon broadside. Cannons may repel boarders.



SPECIAL RULES

May ram. To make a ram, ship must move at least 3" under oars in a straight line towards its foe. If contact is made, foe must make a below the waterline save – if he fails roll a dice:

- 1-2 1 point of below the waterline damage
- 3-4 2 points of below the waterline damage
- 5-6 3 points of below the waterline damage



EMPIRE GREATSHIP

Crew: 5

Developed in response to the Bretonnian Galleon, the mighty Greatship is a great floating arsenal bristling with guns and packed with heavily armed Empire soldiers.

MOVE

Sail: 6" normally, 9" with wind behind.

WEAPONS

2 cannons firing ahead. 3 cannons broadside. 2 cannons firing rearward. Cannons may repel boarders.

