

BRETONNIAN GALLEON

MAN O' WAR

CREW

4

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.

3

AFTCASTLE

Save 4, 5 or 6

Broadside cannon battery destroyed.

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:

HIGH

LOW

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.

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

HIGH

LOW

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

1

BRETONNIAN PEGASUS 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, 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.

4,5**PEGASUS****No Save**

Each hit to this
location causes
1 wound. Further hits
do not cause criticals.

WOUND TRACK**MOVE: 18"****NO
EFFECT****DEAD**

CHAOS DWARF GREAT LEVELLER BATTLEBARGE

CREW
4

MAN O' WAR

| | | | | | | |
|----------------------------|--|--|--|--|----------|-----------------------------|
| 3,4 | | GREAT LEVELLER Save 4, 5 or 6 First and second hits have no effect. Third hit destroys Great Leveller. | 5 | BRIDGE Save 5 or 6 | 6 | STERN Save 5 or 6 |
| 2 | 3 | 4 | 5 | 6 | | |
| BOWS Save 5 or 6 | AMMUNITION Save 3, 4, 5 or 6 First hit causes automatic critical. | ENGINES Save 4, 5 or 6 Reduces speed by 2". | ENGINES Save 4, 5 or 6 Reduces speed by 2". | AFT Save 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. | | |

HIGH

LOW

STEAM: 4"

BATTLE HONOURS: 6

CHAOS DWARF HULL-DESTROYER

CREW
2

SHIP OF THE LINE

2

RAM

Save 4, 5 or 6

First hit has no effect.

Second hit destroys ram.

3

BOWS

Save 5 or 6

5

WINCH

Save 4, 5 or 6

Target's save now -1 rather than -2.

6

ENGINES

Save 5 or 6

Reduce speed by 3".

4

BOILERS

Save 4, 5 or 6

Reduce speed by 3".

**NO
EFFECT**

SINKS

BELOW WATERLINE

Save 4, 5 or 6

First hit has no effect.

Second hit sinks ship.

STEAM: 6"

BATTLE HONOURS: 2

CHAOS DWARF THUNDER-ROLLER

SHIP OF THE LINE

CREW
2

5

CANNON

Save 4, 5 or 6

Gun lost.

6

BRIDGE

Save 5 or 6

2

THUNDER-ROLLER

Save 4, 5 or 6

Roller lost.

3

SUPERSTRUCTURE

Save 4, 5 or 6

4

ENGINES

Save 5 or 6

First hit no effect.

Second hit immobilises ship.

**NO
EFFECT**

SINKS

BELOW WATERLINE

Save 4, 5 or 6

First hit has no effect.

Second hit sinks ship.

STEAM: 6"(9")

BATTLE HONOURS: 2

SKAVEN WARP-RAIDER

CREW

SHIP OF THE LINE

3

BOWS

Save 5 or 6

4

TURRET

Save 4, 5 or 6
Warpfire-thrower
Lost.

6

WARP-TANKS

Save 5 or 6
First hit causes
automatic critical.

5

**PADDLE
WHEEL**

Save 4, 5 or 6
Immobilised.

**NO
EFFECT**

SINKS

BELOW WATERLINE

Save 5 or 6

First hit has no effect.
Second hit sinks ship.

PADDLE WHEEL: 2 DICE INCHES

BATTLE HONOURS: 1

SKAVEN CLAN PESTILENS DEATHBURNER

CREW

SHIP OF THE LINE

3

PLAGUEBURNER

Save 4, 5 or 6

First hit no effect.
Second hit destroys
Plagueburner.

4

WINCH

Save 5 or 6

5

ENGINE

Save 4, 5 or 6
Speed reduced by 4".

6

PADDLE WHEEL

Save 5 or 6
Speed reduced by 4".

NO
EFFECT

SINKS

BELOW WATERLINE

Save 5 or 6

First hit has no effect.
Second hit sinks ship.

PADDLE WHEEL: 8"

BATTLE HONOURS: 2

SKAVEN DOOMBRINGER

MAN O' WAR

SKAVEN
WARLORD

GREY
SEER

CREW

GREAT
BELL
VOLUME
TRACK



2

PADDLE WHEEL
Save 5 or 6
Ship speed
reduced by 1"

3,4

GREAT BELL
Save 4, 5 or 6
First and second hits
have no effect.
Third hit destroys
Great Bell.

5,6

PADDLE WHEEL
Save 5 or 6
Ship speed
reduced by 1"

2,3

PADDLE WHEEL
Save 4, 5 or 6
Ship speed
reduced by 2"

4,5

HULL
Save 4, 5 or 6

6

PADDLE WHEEL
Save 4, 5 or 6
Ship speed
reduced by 2"

**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.

HIGH

LOW

PADDLE: 6"

BATTLE HONOURS: 8

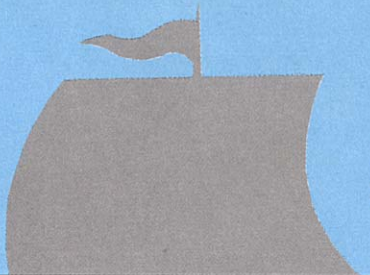


PIRATE WARGALLEY

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.

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"(9")

BATTLE HONOURS: 2

NORSE LONGSHIP

SHIP OF THE LINE

CREW
3

4

PROW
Save 5 or 6

5

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

6

STERN
Save 5 or 6

3

OAR DECK
Save 4, 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: 6"(8") SAIL: 6"(9")

BATTLE HONOURS: 2

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

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

**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

HIGH

LOW

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.

WOUND TRACK

MOVE: 18"

**NO
EFFECT**

DEAD

EMPIRE GREATSHIP

CREW
5

MAN O' WAR

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

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:

HIGH

LOW

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

ORAR 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 WARGALLEY

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.

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"(9")

BATTLE HONOURS: 2

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

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.

WOUND TRACK

MOVE: 18"

**NO
EFFECT**

DEAD

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

ORC DRILLAKILLA

SHIP OF THE LINE

CREW
2

4

DRILL

Save 4, 5 or 6

Drill lost.

5

WORKY BITZ

Save 4, 5 or 6

Ship immobilised.

6

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

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

LOW

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.

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:

1

ORC WYVERN RIDER

POINTS COST: 50 BATTLE HONOURS: 2

6**RIDER**

Save 4, 5 or 6
Remove model
from table.

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.

4,5**WYVERN**

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

WOUND TRACK**MOVE: 15"****NO
EFFECT****NO
EFFECT****DEAD**

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

NURGLE PLAGUECRUSHER

SHIP OF THE LINE

CREW

2

CHAOS
CULTISTS

5

CATAPULTS

Save 4, 5 or 6

Each hit destroys
1 Plague Catapult.

6

SAIL

Save 5 or 6

Mast lost.
Ship cannot move
under sail.
Any further hits do
not cause critical
damage.

2

TOWER

Save 4, 5 or 6

If tower is destroyed, crew are
no longer protected from
enemy grapeshot.

3

PADDLES

Save 4, 5 or 6

Paddles lost.
Cannot move
under Paddles.

4

AFTCASTLE

Save 4, 5 or 6

NO
EFFECT

SINKS

BELOW WATERLINE

Save 4, 5 or 6

First hit has no effect.
Second hit sinks ship.

PADDLES: 6" SAIL: 6"

BATTLE HONOURS: 2

NURGLE PLAGUESHIP

MAN O' WAR

CREW

3

CHAOS
WARRIORS

4

FORE MAST

Save 5 or 6

First hit has no effect.

Second hit destroys mast.

Ship speed reduced by 2".

Any further hits do not cause critical damage.

5

MAIN MAST

Save 4, 5 or 6

First hit has no effect.

Second hit destroys mast.

Ship speed reduced by 2".

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".

Any further hits do not cause critical damage.

HIGH

2

FORE PLAGUE CATAPULT

Save 4, 5 or 6

Fore Plague Catapult lost.

AFT PLAGUE CATAPULT

Save 4, 5 or 6

Aft Plague Catapult lost.

3

4

BOWS

Save 4, 5 or 6

Broadside Plague Catapult lost.

5

PADDLES

Save 4, 5 or 6

First hit no effect.

Second hit destroys paddles.

6

STERN

Save

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: 6"

PADDLES: 4"

BATTLE HONOURS: 6

1

DWARF WAR BALLOON

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.

DESTROYED**WOUND
TRACK****MOVE: 12"****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 IRONCLAD

MAN O' WAR

CREW
3

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.

HIGH

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

LOW

**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 DREADNOUGHT

MAN O' WAR

CREW

4

3

Left 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

Right Turret

4

BRIDGE

Save 3, 4, 5 or 6

5

FUNNEL

Save 5 or 6

6

Left 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

Right Turret

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"

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:

HIGH

LOW

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 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.

6

**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

1

DWARF GYROCOPTER

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6**PILOT****No Save**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.**GYROCOPTER****Save 6**Remove model
from table.**4,5****MOVE: 18"****DESTROYED****DAMAGE
TRACK**

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.

2

BRIDGE

Save 4, 5 or 6

1 fore Eagle Claw lost.

AFTCASTLE

Save 4, 5 or 6

3

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:

HIGH

LOW

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

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**

1

ELF DRAGON RIDER

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.

WOUND TRACK**MOVE: 15"****NO
EFFECT****NO
EFFECT****NO
EFFECT****DEAD**

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.

6

SEA DRAGON TAIL

Save 4, 5 or 6

Sea Dragon takes 1 wound: place 1 wound counter on the wound track.

3

SEA DRAGON BODY

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

BLACK ARK OF NAGGAROTH

DARK ELF

MAN O' WAR

CREW

6

| | | | | | | |
|------------------|---|------------------|---|------------------|--|--|
| <p>4</p> | <p>FORE MAST Save 4, 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 3" (3"). Any further hits do not cause critical damage.</p> | <p>5</p> | <p>MAIN MAST Save 4, 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 3" (3"). Any further hits do not cause critical damage.</p> | <p>6</p> | <p>AFT MAST Save 4, 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 3" (3"). Any further hits do not cause critical damage.</p> | |
| <p>2</p> | <p>FORWARD BATTLE TOWERS Save 4, 5 or 6 Fore reaper battery lost.</p> | | <p>REAR BATTLE TOWERS Save 4, 5 or 6 Aft reaper battery lost.</p> | | <p>3</p> | |
| <p>4</p> | <p>BOWS Save 4, 5 or 6 First and second hits have no effect. Third hit causes normal critical.</p> | <p>5</p> | <p>BATTLE PLATFORMS Save 4, 5 or 6 Broadside reaper battery lost.</p> | <p>6</p> | <p>BEAST-PORTAL Save 4, 5 or 6 Roll a dice for each Squadron inside. On a 4, 5 or 6 they escape.</p> | |
| <p>NO EFFECT</p> | <p>NO EFFECT</p> | <p>NO EFFECT</p> | <p>NO EFFECT</p> | <p>NO EFFECT</p> | <p>SINKS</p> | <p>BELOW WATERLINE Save 4, 5 or 6 First, second, third, fourth and fifth hits have no effect. Sixth hit sinks ship.</p> |

HIGH

LOW

SAIL: 9"(9")

MAGIC: 6"(6")

BATTLE HONOURS: 10

DARK ELF DOOMREAPER

MONSTER

WOUNDS

3

4,5

HELLDRAKE

Save 5 or 6

Hell Drake takes 1
wound: place 1 wound
counter on the wound
track

6

DOOMREAPER

Save 5 or 6

The Hell Drake goes out of control, dives,
and is removed from play, taking the
Doomreaver with it.

NO
EFFECT

NO
EFFECT

DEAD

WOUND TRACK

Save Against Rams: 5 or 6

Each wound reduces movement by 2".
Third wound kills Hell Drake.

MONSTER: 6" - May turn freely.

BATTLE HONOURS: 2

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.

WOUND TRACK**MOVE: 15"****NO
EFFECT****NO
EFFECT****DEAD**

SLAANESH HELLSLICER

SHIP OF THE LINE

CREW

2

CHAOS
CULTISTS

5,6

SCYTHE BLADES

Save 4, 5 or 6

First and second hits have no effect.
Third hit destroys scythe blades.

2

BOWS
Save 5 or 6

3

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

4

AFT-
CASTLE
Save
4, 5 or 6

NO
EFFECT

SINKS

BELOW WATERLINE

Save 5 or 6

First hit has no effect.
Second hit sinks ship.

OARS: 6"

BATTLE HONOURS: 1

SLAANESH HELLSHIP

MAN O' WAR

CREW

2

CHAOS
WARRIORS

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

RIGHT REAR MAST

Save 4, 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

LEFT REAR MAST

Save 4, 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

AFTCASTLE

Save 4, 5 or 6

3

Radiance of Slaanesh lost when both locations destroyed.

4

BOWS

Save 4, 5 or 6

5

BURNERS

Save 4, 5 or 6

First hit no effect.
Second hit destroys Incense of Slaanesh.

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: 6

HIGH

LOW

SLAANESH HELLRAMMER

SHIP OF THE LINE

CREW

2

CHAOS
CULTISTS

6

MAST

Save 5 or 6

Mast lost.
Cannot move under sail.
Any further hits
do not cause critical
damage.

2

RAM

Save 4, 5 or 6

Ram destroyed.
May not ram.

3

BOWS

Save

5 or 6

Cannon lost.

4

OAR DECK

Save 5 or 6

Oars lost.
Cannot move
under oars.

5

**AFT-
CASTLE**

Save
5 or 6

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: 1

TZEENTCH GREAT WINGED TERROR

MAN O' WAR

CREW

2

CHAOS
WARRIORS

2

FORECASTLE

Save 5 or 6

Further hits do not
cause critical damage.

3

SAIL

Save 5 or 6

Further hits do not
cause critical damage.

4

AFTCASTLE

Save 5 or 6

Further hits do not
cause critical damage.

5

PROW

Save 4, 5 or 6

Further hits do not
cause critical damage.

6

WINGS

Save 4, 5 or 6

Further hits do not
cause critical damage.

ENERGY TRACK

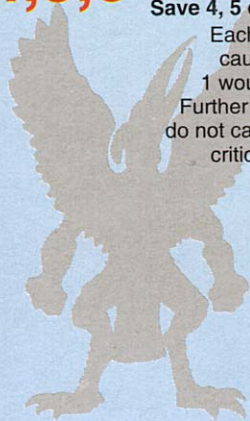
Each hit above
reduces energy by 1.
Remove one counter
from energy track.

UP TO 6 DICE " MOVEMENT (1 PER ENERGY COUNTER)

BATTLE HONOURS: 6

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.

WOUND TRACK**MOVE: 24"****NO
EFFECT****NO
EFFECT****NO
EFFECT****DEAD**

CHAOS DEATHGALLEY

SHIP OF THE LINE

CREW

2

CHAOS
CULTISTS

CHAOS REWARDS

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.

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"(9")

BATTLE HONOURS: 2

CHAOS DWARF THUNDERFIRE BATTLEBARGE

CREW
4

MAN O' WAR

| | | | | | | |
|-------------------------------|---|--|---|--|-------------|-----------------------------|
| 3,4 | | THUNDERFIRE ROCKET BATTERY Save 4, 5 or 6 First and second hits have no effect. Third hit halves number of rockets fired. (Divide artillery dice roll by two). Fourth hit destroys Thunderfire Rocket Battery | 5 | BRIDGE Save 5 or 6 | 6 | STERN Save 5 or 6 |
| 2 | 3 | 4 | 5 | 6 | HIGH | |
| BOWS Save 4, 5 or 6 | ROCKET MAGAZINE Save 3, 4, 5 or 6 First hit causes automatic critical. | ENGINES Save 4, 5 or 6 Reduces speed by 3" | ENGINES Save 4, 5 or 6 Reduces speed by 3" | AFT Save 4, 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. | | |

STEAM: 6"

BATTLE HONOURS: 6

CHAOS BANE TOWER OF TZEENTCH

INDEPENDENT

CHAOS
SORCERER

CREW
2
CHAOS
CULTISTS

4

MAIN TOWER

Save 4, 5 or 6

Further hits
do not cause
critical damage.

5

FORE TOWER

Save 4, 5 or 6

Further hits
do not cause
critical damage.

AFT TOWER

Save 4, 5 or 6

Further hits
do not cause
critical damage.

6

ENERGY TRACK

Each hit above
reduces power by 1.
Remove one counter
from the energy track.

UP TO 3 DICE " MOVEMENT

BATTLE HONOURS: 2

CHAOS SORCERER'S SPELLS

KHORNE IRONSHARK

SHIP OF THE LINE

CREW

2

CHAOS
CULTISTS

3

SHARK HEAD

Save 4, 5 or 6

First hit no effect.

Second hit destroys shark head.

4

SAIL

Save 5 or 6

Mast lost.
Cannot move
under sail.

Any further hits
do not cause
critical damage.

6

AFTCASTLE

Save 4, 5 or 6

5

OARS

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: 6"

SAIL: 6"

BATTLE HONOURS: 2

KHORNE BLOODSHIP

MAN O' WAR

CREW
3
CHAOS
WARRIORS

2

PROW
Save 4, 5 or 6

3

GUN DECKS
Save 4, 5 or 6

4

BLOOD CAULDRONS
Save 4, 5 or 6

5

BRIDGE
Save 4, 5 or 6

6

STERN
Save 4, 5 or 6

Burning Skulls lost when both locations destroyed.

HIGH

2

HAMMER OF KHORNE
Save 3, 4, 5 or 6
Hammer of Khorne
may not ram or fire.

3

OAR DECK
Save 4, 5 or 6
Oars lost. Speed
reduced by 2"(3").

4

OAR DECK
Save 4, 5 or 6
Oars lost. Speed
reduced by 2"(3").

5

OAR DECK
Save 4, 5 or 6
Oars lost. Speed
reduced by 2"(3").

6

AFT
Save 4, 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"(9")

BATTLE HONOURS: 6