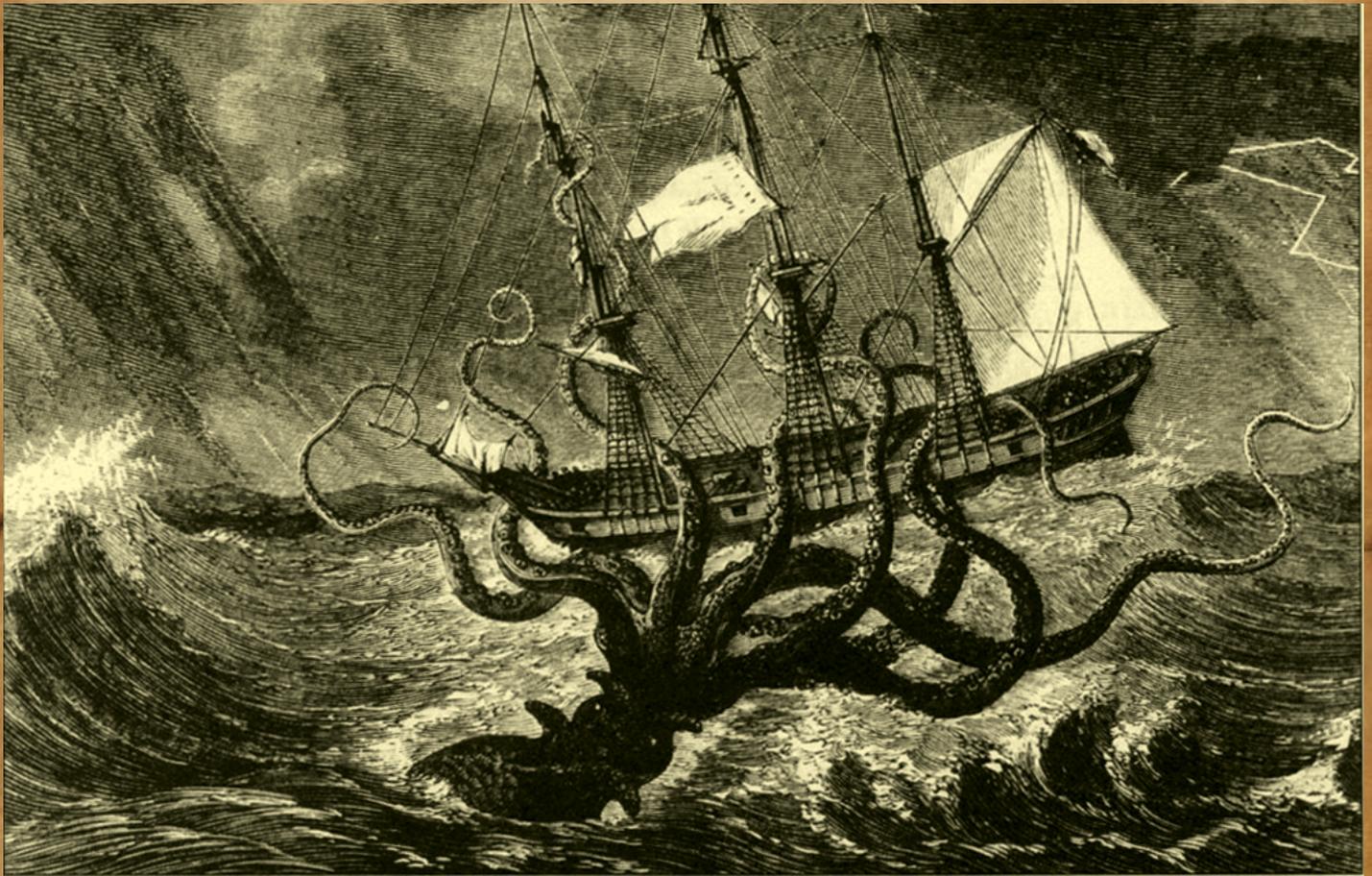


Battles on the High Seas



A Sartosa Yarrpocalypse Supplement

Not that long ago, on an island far, far, away.....

The Pirate Isle of Sartosa has long been regarded as the main proving grounds for aspiring captains, mercenaries and tyrants. For the last few years it has become the byword for pain and suffering and for once, it is the brethren of the Pirate Kings who suffer.

To the South a Mighty Beastlord ravaged the Island to the very brink of destruction in its quest for Daemonhood. The Northern tides brought troops from the Empire and Bretonnia seeking to end the deprivations of the pirate crews. Even the Ogres came to war following news of several halfling chefs operating in the ruins of Vercuso.

As War has split the factions asunder, new alliances are formed and the fleets set sail once more to bring the ruins of Sartosa under their masters control.

The following pages have been created for Flame On's Annual Sartosa Campaign in order to add some structure to the Naval rules found in the Generals Compendium giving ships points values, upgrades, warmachines and magic for fighting your battles on the Deep Blue.

This be the start of the Codex, put down by Captains Prospero, Kurgan and Balluet



Sartosa



Cartography by Master Artisan Andreas Blicher.

Starting the Game

At the start of the game, nominate a table edge as North and place the wind chart to match.



Roll a D8 to determine initial wind direction.

1. North
2. Northeast
3. East
4. Southeast
5. South
6. Southwest
7. West
8. Northwest

The numbers down the right hand side of the wind chart indicates the current wind strength. Games always start at wind strength 8.

then roll the D8 again to determine the centre line of the battle area.

- 1-2. North / South (centre point of each table edge)
- 3-4. Northeast / Southwest (from each corner)
- 5-6. east / west (centre point of each table edge)
- 7-8. Northwest / Southeast (from each corner)

Both players then dice off to see who places a ship first. First player to position all his ships gets +1 to roll for first turn choice.

At the start of each game turn, roll to see if the wind has changed. roll 2 x D3 (preferably a red and a green, but two different colours are fine) the wind direction moves in the colour direction and number of compass points of the highest scoring dice, minus the lowest scoring dice. If both are equal, the wind direction remains the same.

Then roll a D6 for the wind strength.

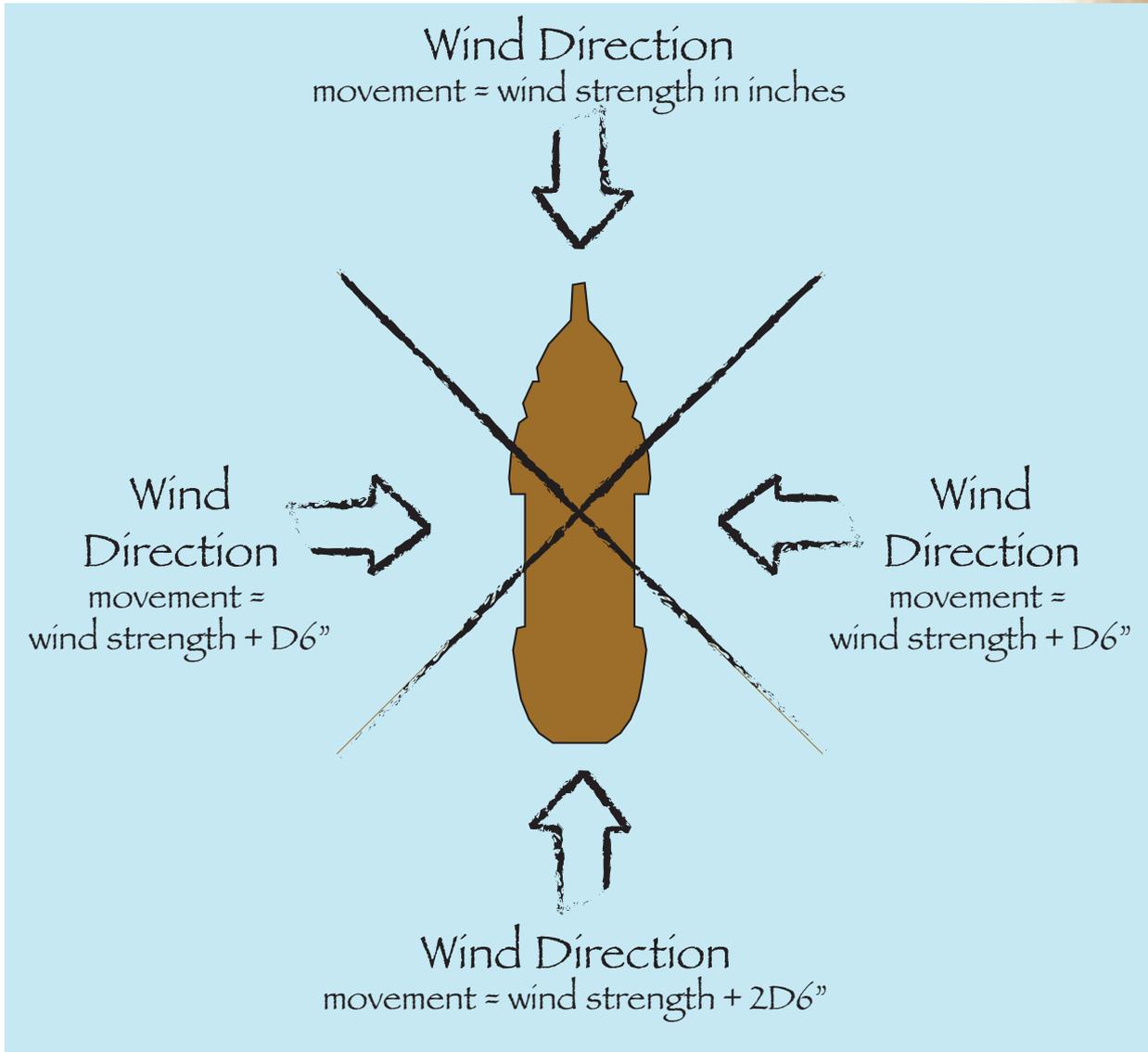
On a 1. the wind strength drops 1 point. (to a minimum str 5)

On a score of 2-5, the wind strength remains the same.

On a 6. the wind strength increases 1 point. (to a maximum str 11)

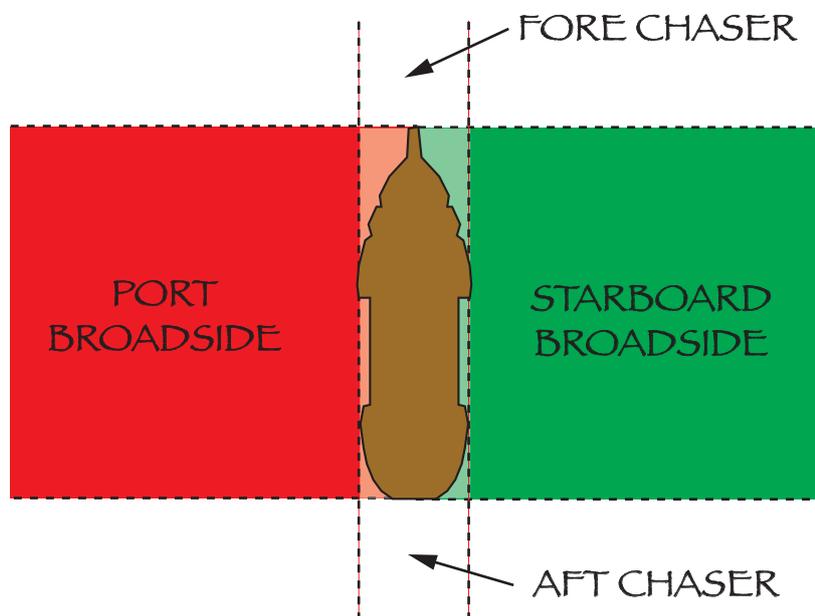
Moving with the wind

The diagram below, shows how wind affects the speed of sailing ships.



Fire arcs

The diagram below, shows the fire arcs for broadsides and chasers



The Ships Crew

Each vessel requires a minimum crew to remain at full effectiveness. For every 100pts of basic ships cost, the vessel requires 5 unit strength. See the Various ship pages for the effects of falling below this level.

A summary of unit str requirements are included below:

Unit Strength

Dinghy:	1
Sloop:	3
Small ship:	5
Medium ship:	10
Large ship:	15
Leviathan:	25
Small Fort:	5
Large Fort:	10
Sea Wall:	10

Armies are selected as normal from their army book, but are then split onto the different ships in your fleet. Ships and upgrades are bought from this total too, but you must have the minimum army selections required for the size of game being played.

Mounted models bought as crew count as unit strength 1.

New Rule: Heroes of the high seas.

Lords count as unit strength +3 for calculating minimum crew

Heroes count as +2

Mounted Champions count as +1

Heroes of the high seas are subject to the following rule: Leave gunnery to the powder monkeys! Unless a character is allowed to form part of a war-machine crew, they can never crew war-machines on board ship.

The Missions and terrain

Roll 2D6 before dicing off for set up and first turn

Unless otherwise noted, fleets can be placed anywhere on the table at least 48" apart.

Roll scatter dice for each vessel to determine facing.

2D6	MISSION	EXTRA		TERRAIN		RESULT (D6 PER SHIP)		
		1	2	3	4	5	6	
2	Flotsam and jetsam - Two fleets arrive at the aftermath of a sea battle, D6 loot counter objectives. Ships can pick up loot by moving less than 10" in the turn and passing over the counter. Winner is the fleet that controls the most.	-	-	-	D3 rocky outcrops	small island	Wreck or large island	
3	Running the blockade - one fleet has to break through to escape their enemies evil clutches. The blockade runner must move from one short table edge to the other whilst avoiding the blockade ships. Blockade ships start at least 48" away from the runner	-	-	-	-	Shifting Reef	Small island	
4	Hunt the monster - The fleet which kills the monster wins. It arrives on turn 4 from a random board point (roll scatter dice to see where it enters play.). Using the small beastie rules for games up to 1000pts or large beastie for games over that limit. The Beastie becomes a third player and moves in a random direction 3D6' attacking ships if able.	beached ship (possible monsters lair) - the hunted monsters young	-	D3 rocky outcrops	small island	Wreck or large island	D3 shifting reefs	
5-6	Thar be treasure! - there is treasure on the small island in the centre of the table. Winning fleet must control the island at the end of the game. Roll a D6, on a 6, the island is replaced with a small fort. (Fort is unmanned but has 2 carronades as per the sheet) Ships cannot start within 24" of the fort and scouts may not start inside the fort.	beached ship (possible monsters lair)	-	-	D3 rocky outcrops	Wreck	D3 shifting reefs	
7-10	Line engagement - standard battle	small island or Large Island	-	-	-	-	small island or D3 rocky outcrops	
11-12	Swords in the storm. - At the end of each turn roll three times for wind strength and direction. If any double 1's are rolled on the coloured dice the next turn is a dead calm and there is no wind. All ships gain a 6+ ward due to poor conditions for targeting, but if any run a-ground the damage is doubled.	beached ship (possible monsters lair)	-	-	small island or D3 rocky outcrops	-	small island or D3 rocky outcrops	

Note: If any 2 ship's roll the same number, the gaming table is Shark Infested

The Ship Yards

There are many ways to improve your vessel from better defenses to superior hulls.

Forecastle

10pts per 100pts of basic ships cost.
Area counts as one ship size larger for boarding actions.

Aftcastle

10pts per 100pts of basic ships cost.
Area counts as one ship size larger for boarding actions.

Hull Reinforcement (Medium ships or larger) (If Medium ships have this, they cannot use Spinnakers)
10pts per 100 of basic ships cost.
Damage vs Hull is reduced by 1. (to min. 1) Ship moves at half wind strength

Mast Reinforcement

10pts per 100 of basic ships cost.
Damage vs Mast is reduced by 1. (to min. 1)

Spinnaker (Small & Medium ships or Sloops) (If Medium ships have this, they cannot reinforce the hull)
20pts for Sloops, 40pts for Small Ships, 60pts for Medium ships
+D6 to wind strength for the ship

Extra Cannonade

50pts (must have available warmachine space - requires 2 crew)

Reinforced Ram

20pts per 100pts of basic ships cost.
see ramming rules.

Oars, Lots of Oars! (For ships with sails)

No broadsides allowed on ship, but it gains the reinforced ram for free

0-1 Gun Turret.

100pts adds a single warmachine slot that can be fired as per a broadside. (port and starboard)
Turrets can carry any warmachine and may even Naval Great Cannon. They can be hit as per a mast strike, using the weapons stats for determining damage

The Quartermaster

The Sailors and pirates of the Southern Oceans are used to life and death in the service of the ships owners and captains. Many crews pick up tricks and tactics that set them apart from their land based counterparts.

Pistols

+4pts per model. (champions may take a brace of pistols for +8pts)
A sailors best friend in the close quarter confines of a ship in battle.

A Hold full of Grog and booty

+100pts The defending crew is immune to psychology and counts as stubborn. If the Captain is still alive, he also counts as a BSB.
Nobody is taking this ship without a fight! Yarrrr!!!

Thar be treasure!

+100pts The boarding crew is immune to psychology and counts as stubborn. If the Captain is still alive, he also counts as a BSB.
That ship is full o' booty lads! Chase it down and haul her in! Yarrrr!!!

Plundered Artillery

Double the cost from any army list. Uses the same slot that it comes from but uses crew as per Naval Cannon.

Notes on Magic/Special game effects:

Any items, abilities or spells that are 'Anywhere on the table' or 'Within LOS' have a Maximum range of 48".

Magic on the High Seas

All mages may opt to use the Lore of Oceans instead of their army list spell options.

1. Winds caress. 4+ casting (or 8+ to cast within 24")

+D6 move. Cannot allow boarding actions

2. Ocean's guiding hand 6+ casting (or 12+ to cast within 24")

turn ship to any facing OR can immediately move again as per normal movement

3. Lodestone Figurehead 7+ casting remains in play. (or 14+ to cast within 24")

ship gets a 5+ward save vs shooting and boarders are crushed between ships on a 1 or 2 if wearing armour.

4. Stormbound Ire 8+ casting (or 16+ to cast within 48")

Causes D6 Str7 hits vs Enemy Hull within 24"

5. Hurricanes Wrath 9+ casting (or 18+ to cast within 48")

Causes 2D6 Str7 hits vs Enemy Hull within 24"

6. Roll D3

1. Krakens Call 12+ casting

A sea monster rises up and grapples any ship within LOS causing D6 damage on the hull and it pulls D6 crew to their deaths.

2. Ghost Ship 12+ casting Your ship and crew become ethereal until your next magic phase. Ship cannot be targetted or boarded (though models on board are classed as part of the crew) ship can fly. And can pass though terrain as long as it doesn't end its move in contact with it. You may not shoot or board ships whilst Ethereal.

3. Well of Destruction 12+ casting remains in play

The wizard calls forth a mighty whirlpool. Place a marker anywhere within LOS All ships on the table immediately move D6" towards the marker. At the start of each magic phase roll a D6 On a 1-3 the spell ends, on a 4-6 all ships Move towards it again. Any ships hitting/already touching the marker suffer D6 hull damage. This spell may cause ships to run aground. Wind direction is towards the well until the spell ends.

The Sea Chest, Artefacts of a magical nature

Characters may use their magic allowance to enhance their vessel. Each item is unique and only 1 artefact may be used per ship.

Rune of warding 25pts 6+ ward save for ship

Ancient runes protect the ship from the dangers surrounding the local waters.

The Gem of Atmos 50pts Bound spell (power level varies)

This ancient gem contains the power of the wind and ocean. choose which spell it will cast each turn.

Winds caress (bound 3) power is exhausted on a D6 roll of 1 or 2.

Oceans Guiding hand (bound 5) power is exhausted on a D6 roll of 1,2,3 or 4.

The Dark Prow 50pts Causes 2D6 str 7 Impact hits on enemy ships on the turn it performs a boarding action. This is increased to Str 10 if the ramming ship has moved over 12".

A Dark spear of metal juts out from the prow of the ship to rend enemy vessels in two.

Rune of Arcane Warding 55pts 5+ ward save for ship MR(2)

Powerful wards stitched into the main sails protect the ship from harm.

The Black Standard 55pts Ship causes Terror test vs Boarders wishing to board.

The ancient symbol of Piracy marks this ship out as one to be truly feared.

The Ships of Sartosa utilize various types of ordinance; from the Cannons of the Empire, to the crude Spear Chukkas and Rock Lobbers of the Orcs.

In these rules the weapons are represented by Four Types of warmachine. Each Vessel sheet shows a number of locations for mounting warmachines. Each machine takes up One space and may not be moved once in position.

Carronades (War Machine) free/50pts

Range: 36" Strength: 7 Damage: D3

Requires 2 crewmen to operate.

Short ranged and considerably lighter than Great Cannon these are fitted as standard on all vessels (each vessel sheet states how many they start with).

Ships Cannon (War Machine) Carronade upgrade +35pts

Range: 48" Strength: 10 Damage: D3

Requires 3 crewmen to operate.

Naval Great Cannon (War Machine) Carronade upgrade +50pts

(Requires 2 spaces if fitted as a Broadside)

Range: 60" Strength: 10 Damage: D6

Requires 4 crewmen to operate.

NOTE: Cannons vs crew. The dice score to wound the hull indicates how many crew are hit. casualties are taken from the point of impact first and follow the direction of the shot.

Army List Warmachines.

Bought from the main army list. (includes items like screaming bell, dwarf forge, war altar)

These use a single warmachine slot and must be shown on deck

Stone thrower type war machines in the aft chaser my opt to become fore chasers at +10pts

Swivel guns

Ships can also have any number of Swivel guns at +10 points each.

They are fixed to a point on the Ship and must have a model in base to base to fire.

Swivel Guns do not count towards the number of War Machines the ship is allowed.

8" range, artillery dice = number of shots. Roll to hit as normal

(ignoring cover modifiers and long range). Strength 3, Armour piercing. One use only.

misfire hits the shooter instead.

If a warmachine shot strikes a mast then consult the following table in addition to working out normal damage.

Mast Chart. D6

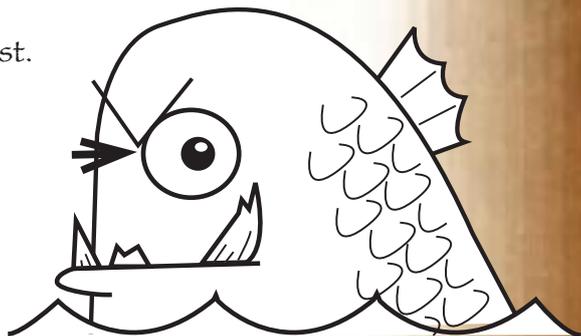
1-2	The shot strikes a glancing blow, but no damage is sustained.
3-4	Roll to Wound as normal, but halve all Damage Points caused (round up).
5	A hit! Roll to Wound as normal.
6	The shot hits the mast square on. Roll to Wound as normal. In addition, on a roll of 4+, the shot also causes a single Damage Point to the Hull.

The Beastcaller: Various pts

The Beast caller is a ship upgrade that fills one broadside location and uses 1 rare slot Each Caller controls one beast.

Roll Scatter and artillery dice to determine surfacing area and distance from the ship with a beastcaller war machine

If a Ship controlling a beastcaller is sunk or adrift, the bindings are severed and the beast will rampage for D3 turns attacking the closest ship before sinking from sight



Hit + number = Can surface anywhere within the distance rolled from the ship

Arrow + Number = surfaces in the direction indicated within the distance rolled from the ship

Misfire = The monster surfaces under the ship causing D3 hull damage and killing D3 crew

Wee Beastie Caller: 150pts

Skin T6 Stubborn Ld9 Large target

Speed

2D6 on the turn it surfaces.

3D6 on any other turn

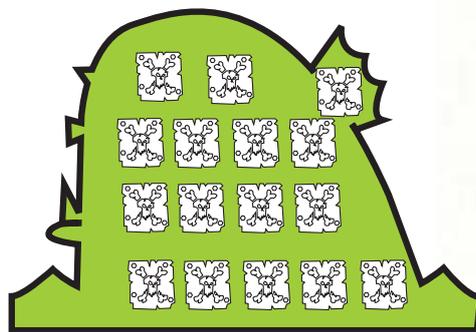
Turning

Must move 3" before each 90° turn. Maximum 2 turns per phase

Ranged Attacks

Counts as a single ships cannon (range 12" max) that can never misfire/explode. treat misfires as a miss

If it performs a boarding action against a ship. It can make a str4 attack vs crew for each remaining wound it has hitting on 6's. It also causes a single str 10 hit Vs the Hull at the end of the combat before victors are decided.



Big Beastie Caller: 300pts

Skin T7 Stubborn Ld10 Large target

Speed

2D6 on the turn it surfaces.

3D6 on any other turn

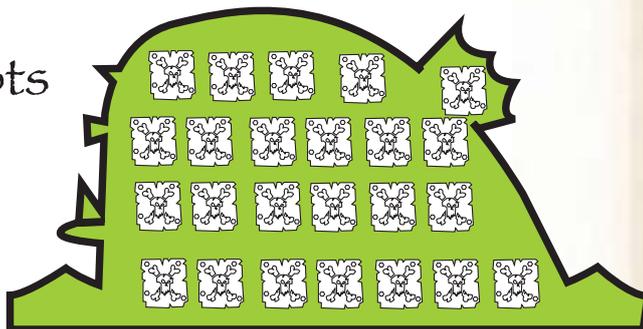
Turning

Must move 5" before each 45° turn. Maximum 2 turns per phase

Ranged Attacks

Counts as a single Naval cannon (range 18" max) that can never misfire/explode. treat misfires as a miss

If it performs a boarding action against a ship. It can make a str5 attack vs crew for each remaining wound it has hitting on 6's. It also causes D3 str 10 hits Vs the Hull at the end of the combat before victors are decided.



Dinghy: 1 free per 100pts of ship's base cost

Deck Length below 4"

Hull T7 destroyed if wounded by Str 7+

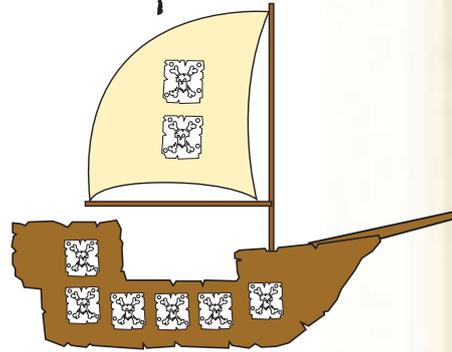
Mast T7

Damage effects on Speed

Single master

No sails = Adrift/D6+1" rowing

+1" speed bonuses for 'lots of rowers' and 'Burst of Speed'



Options:

Standard Dinghy. no special rules. Holds up to unit str 10.

Whaling Dinghy. +10pts crew have a variety of hooks, poles and spears.

Crew count as being armed with javelins

+40pts Prow mounted Bolt thrower 90° front fire arc (Req. 2 crew)

Turning

Must move 1" before each 45° turn. Maximum 3 turns per phase

Sloop: 50pts

Deck Length below 8"

Hull T7 destroyed if wounded by Str 10

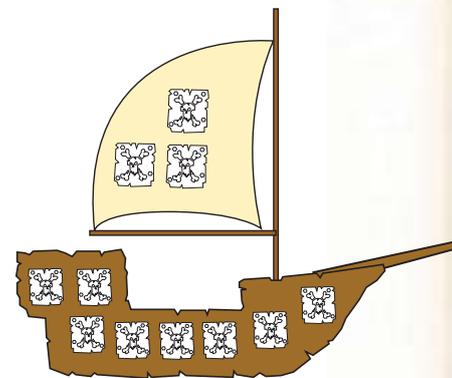
Mast T7

Damage effects on Speed

Single master

No sails = Adrift/D6+1" rowing

+1" speed bonuses for 'lots of rowers' and 'Burst of Speed'



Options:

Standard Sloop. no special rules. Holds up to unit str 20.

Fishing vessel. +20pts crew have a variety of hooks, poles, nets and spears.

Crew count as being armed with javelins

+40pts Prow mounted Bolt thrower 90° front fire arc (Req. 2 crew)

+20pts upgrade Bolt thrower to Carronade

Turning

Must move 1" before each 45° turn. Maximum 2 turns per phase

Small Ship: 100pts

Deck Length between 4-12"

Hull T8

Mast T8

Turning

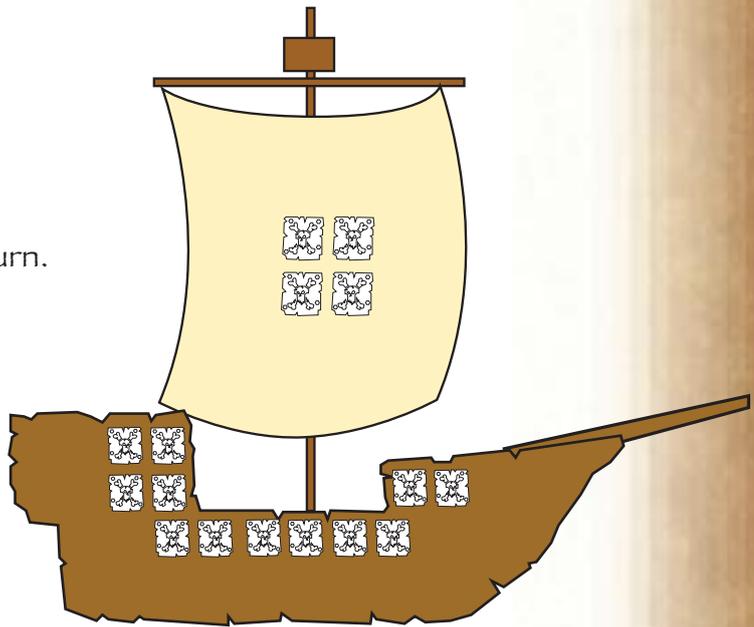
Must move 1" before each 45° turn.

Maximum 3 turns per phase

Damage effects on Speed

Single master

No sails = Adrift



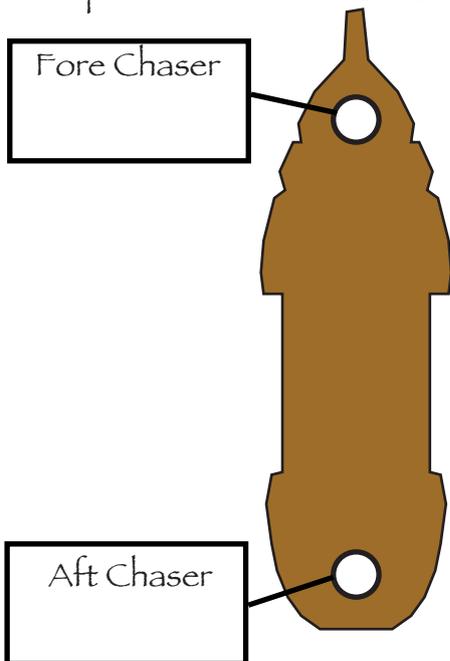
Crew

Minimum crew size: Unit str 5

Less than Unit strength 5 of crew means ship can only move at half speed OR Fire one warmachine. If it elects to fire the ship is Adrift for the Whole Turn.

WAR MACHINE POSITIONS.

Ship starts with 1 Carronade.



SHIP UPGRADES. + CREW NOTES

Medium Ship: 200pts

Deck Length between 10 and 20"

Hull T8

Mast T8

Turning

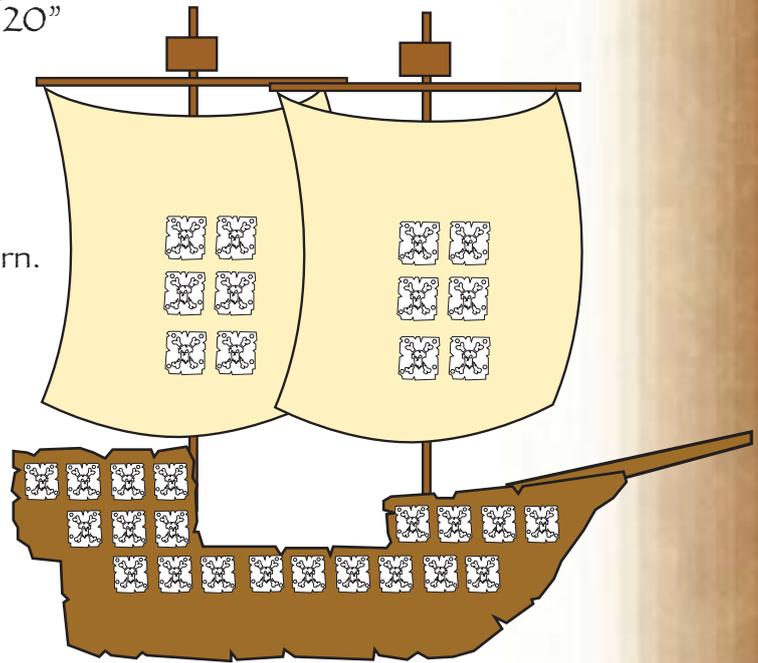
Must move 2" before each 45° turn.

Maximum 2 turns per phase

Damage effects on Speed

1 sail lost = Half speed

No sails = Adrift



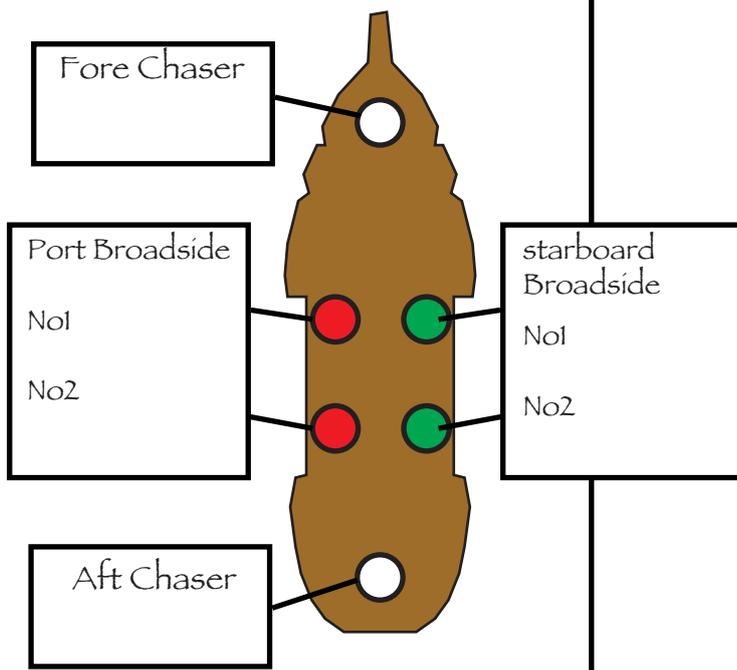
Crew

Minimum crew size: Unit str 10

Less than Unit strength 10 of crew means ship can only move at half speed OR Fire two warmachines. If it elects to fire the ship is Adrift for the Whole Turn.

WAR MACHINE POSITIONS.

Ship starts with 2 Carronades. port and starboard broadside MUST have the same warmachines.



SHIP UPGRADES. + CREW NOTES

Large Ship: 300pts

Deck Length between 18 and 24"

Hull T8

Mast T8

Turning

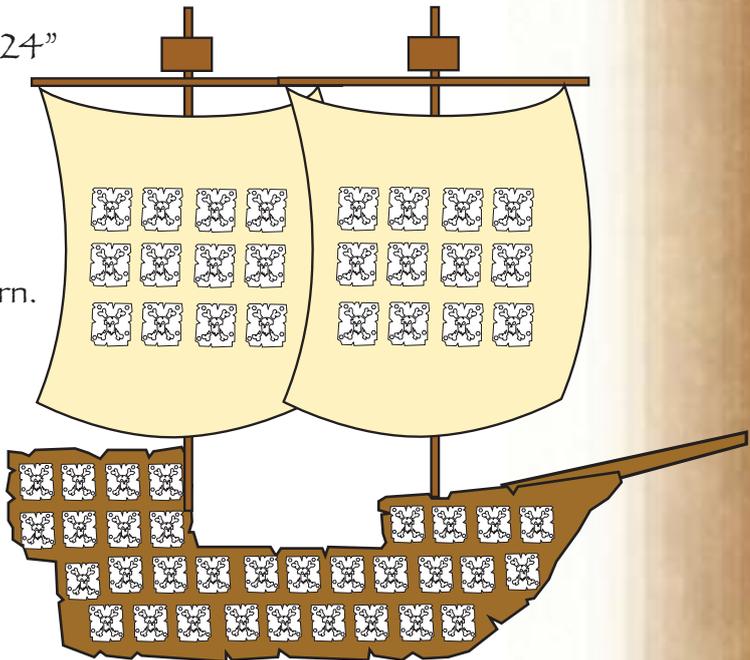
Must move 3" before each 45° turn.

Maximum 2 turns per phase

Damage effects on Speed

1 sail lost = Half speed

No sails = Adrift



Crew

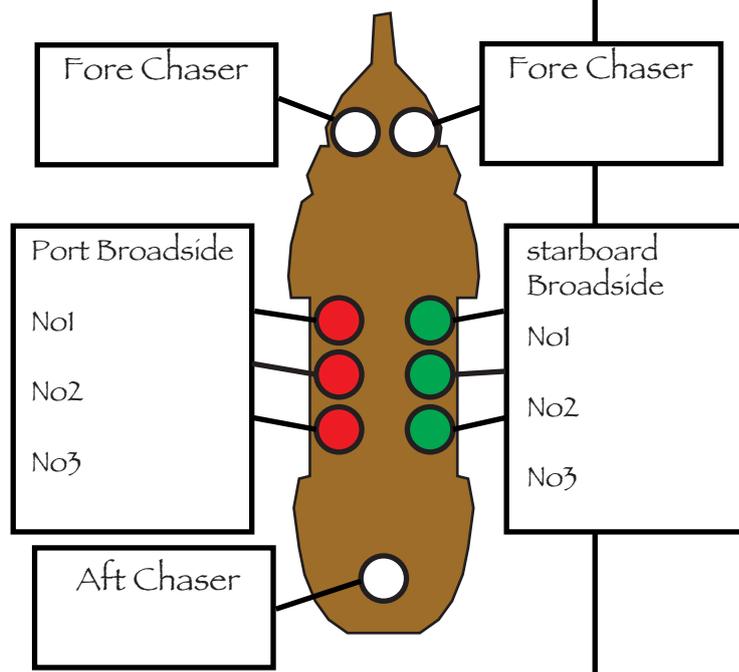
Minimum crew size: Unit str 15

Less than Unit strength 15 of crew means ship can only move at half speed OR Fire three warmachines. If it elects to fire the ship is Adrift for the Whole Turn.

WAR MACHINE POSITIONS.

Ship starts with 3 Carronades.
port and starboard broadside MUST have the same warmachines.

SHIP UPGRADES. + CREW NOTES



Leviathan: 500pts

Deck Length over 22"
(or The ship is Le Sanglier)

Hull T8

Mast T8

Turning

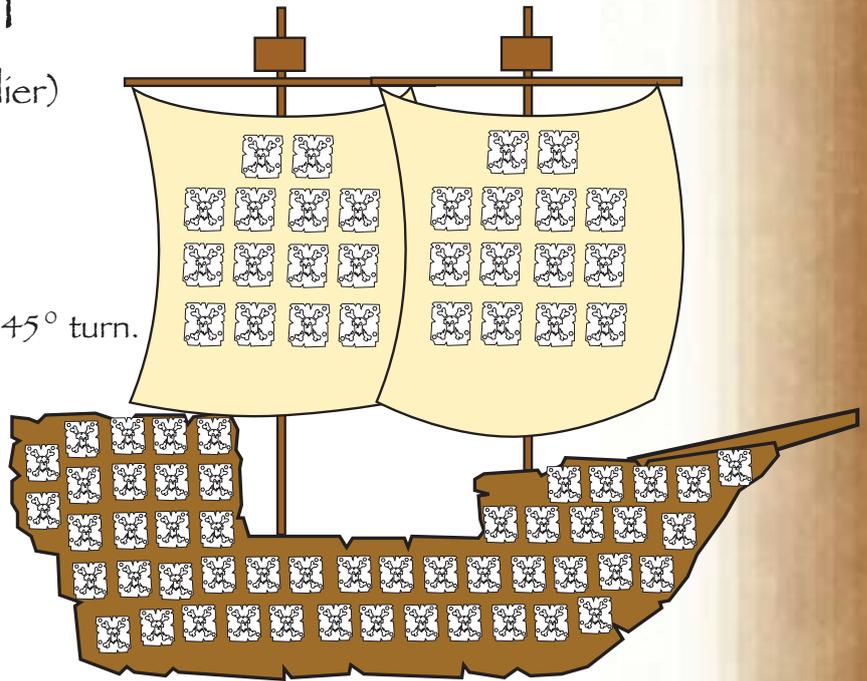
Must move 5" before each 45° turn.

Maximum 1 turn per phase

Damage effects on Speed

1 sail lost = Half speed

No sails = Adrift



Crew

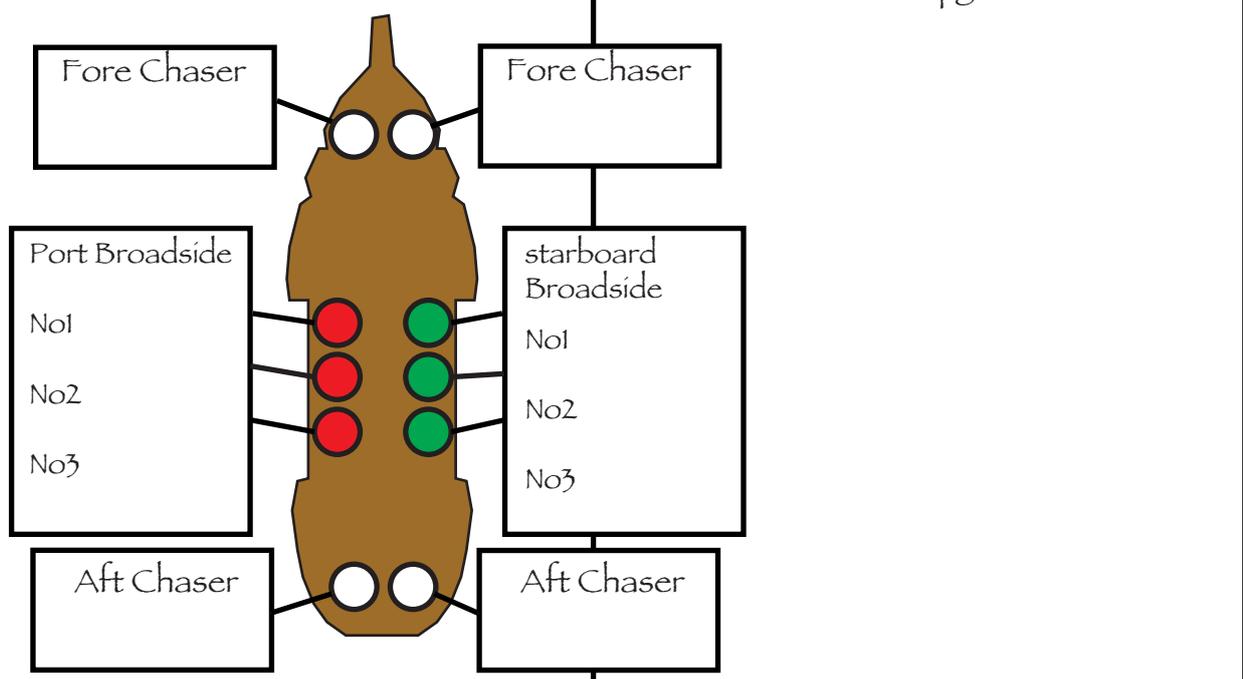
Minimum crew size: Unit str 25

Less than Unit strength 25 of crew means ship can only move at half speed OR
Fire five warmachines. If it elects to fire the ship is Adrift for the Whole Turn.

WAR MACHINE POSITIONS.

Ship starts with 5 Carronades.
port and starboard broadside MUST
have the same warmachines.

SHIP UPGRADES. + CREW NOTES



Small Rowed Ship: 100pts

Deck Length between 4-12"

Hull T8

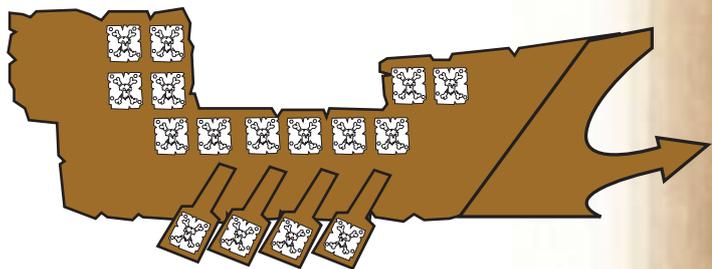
Oars T8

Movement and Turning

D6 + 5" normal move. You may make up to 3 x 45° turns during this move. After the basic move rowed ships can go for a burst of speed. (every other turn.) Roll the Artillery dice for burst of speed. (misfire means no bonus speed) The ship moves this many inches in a straight line.

If you have a musician on board the artillery dice may be rerolled. (But not misfires)

Damage effects on Speed
All Oars lost = adrift



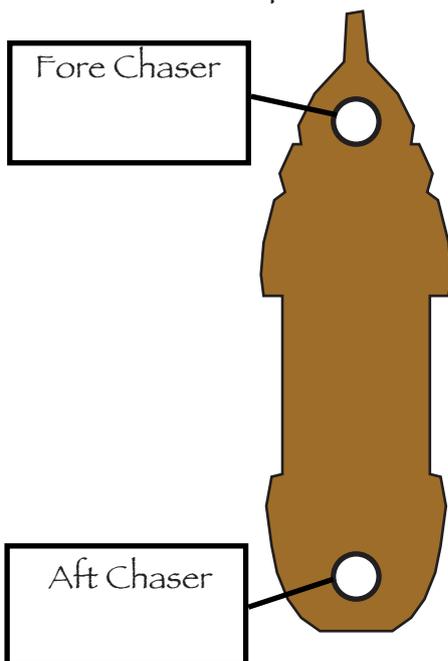
Crew

Minimum crew size: Unit str 4

Less than Unit strength 4 of crew means ship can only move at half speed OR Fire one warmachine. If it elects to fire the ship is Adrift for the Whole Turn.

WAR MACHINE POSITIONS.

Ship starts with 0 Carronades.
Chasers may be upgraded to turrets for +100pts each



SHIP UPGRADES. + CREW NOTES

Re-inforced ram

note: Rowed Ship Turrets can fire as Fore chasers, Broadside or aft chasers

Medium Rowed Ship: 100pts

Deck Length between 10-20"

Hull T8

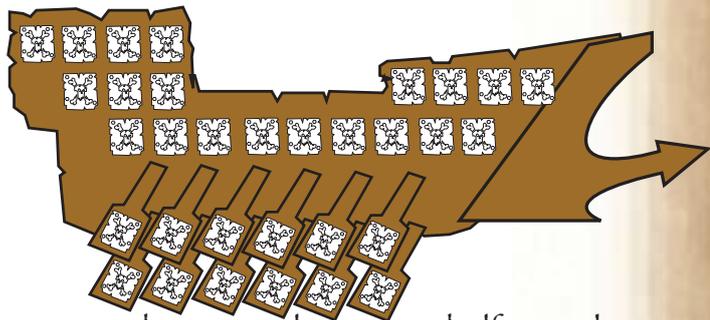
Oars T8

Movement and Turning

D6 + 5" normal move. You may make up to 2 x 45° turns during this move.
 After the basic move rowed ships can go for a burst of speed. (every other turn.)
 Roll the Artillery dice for burst of speed. (misfire means no bonus speed)
 The ship moves this many inches in a straight line.

If you have a musician on board the artillery dice may be rerolled.
 (But not misfires)

Damage effects on Speed
 Half Oars lost = half speed
 All Oars lost = adrift



Crew

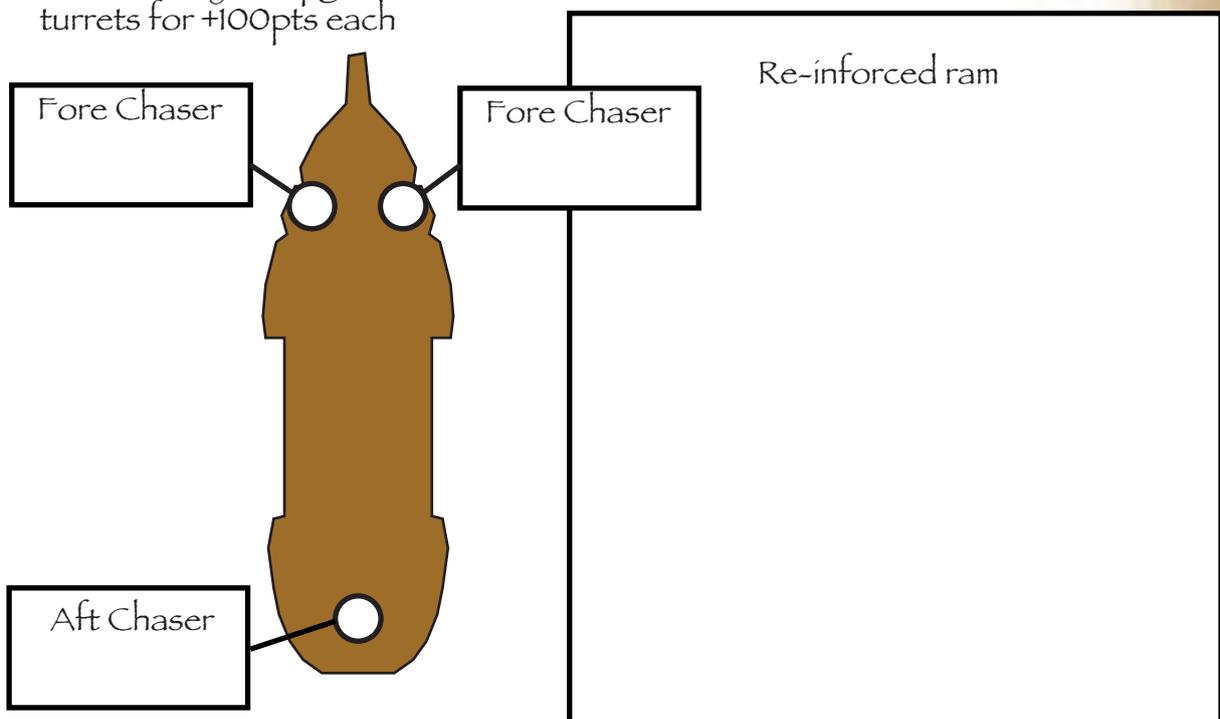
Minimum crew size: Unit str 8

Less than Unit strength 8 of crew means ship can only move at half speed OR
 Fire one warmachine. If it elects to fire the ship is Adrift for the Whole Turn.

WAR MACHINE POSITIONS.

Ship starts with 1 Carronade.
 Chasers may be upgraded to
 turrets for +100pts each

SHIP UPGRADES. + CREW NOTES



note: Rowed Ship Turrets can fire as Fore chasers, Broadships or aft chasers

Large Rowed Ship: 300pts

Deck Length over 18"

Hull T8

Oars T8

Movement and Turning

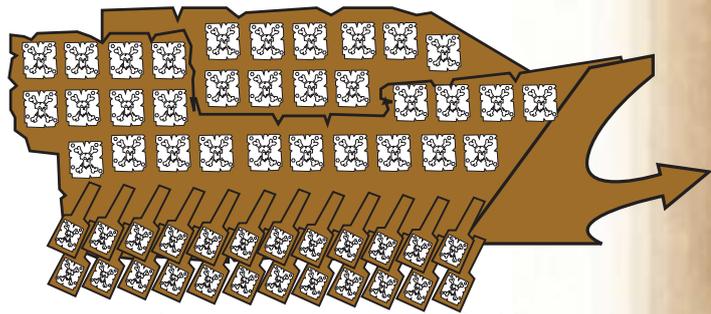
D6 + 5" normal move. You may make up to 1 x 45° turns during this move.
 After the basic move rowed ships can go for a burst of speed. (every other turn.)
 Roll the Artillery dice for burst of speed. (misfire means no bonus speed)
 The ship moves this many inches in a straight line.

If you have a musician on board the artillery dice may be rerolled.
 (But not misfires)

Damage effects on Speed
 Half Oars lost = half speed
 All Oars lost = adrift

Crew

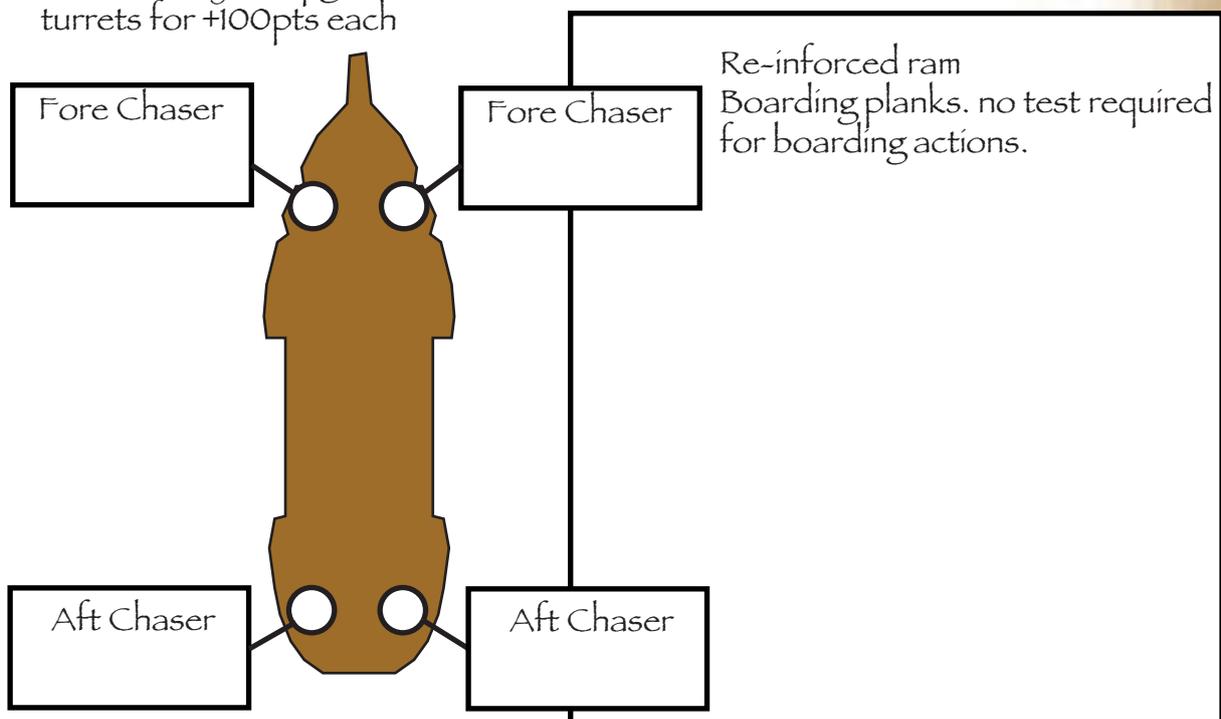
Minimum crew size: Unit str 14
 Less than Unit strength 14 of crew means ship can only move at half speed OR
 Fire two warmachines. If it elects to fire the ship is Adrift for the Whole Turn.



WAR MACHINE POSITIONS.

Ship starts with 2 Carronades.
 Chasers may be upgraded to
 turrets for +100pts each

SHIP UPGRADES. + CREW NOTES



note: Rowed Ship Turrets can fire as Fore chasers, Broadsides or aft chasers

Small Steam Ship: 150pts

Deck Length between 4-12"

Hull T9

Boiler T7 (1+ armour save) Large target, receives no cover modifiers.

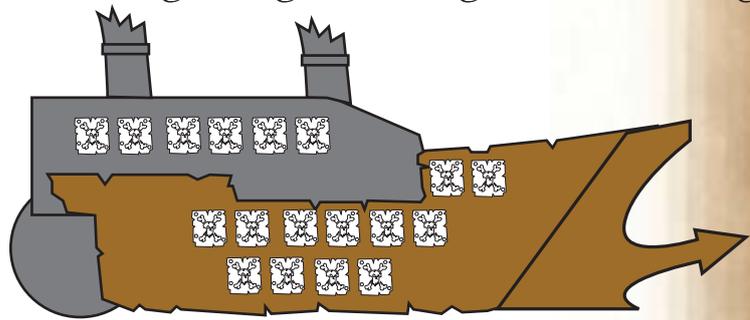
Movement and Turning

Up to 3 artillery dice. You may make up to 2 x 45° turns during this move.
(Each misfire halves the total speed generated and something has gone wrong with the boiler)

- 1 Misfire = 1 wounding hit on the boiler
- 2 misfires = D3+1 wounding hits on the boiler
- 3 misfires = 2D3 wounding hits on the boiler

If an engineer is acting as crew, the boiler gains regeneration against misfire damage.

Damage effects on Speed
Boiler lost = adrift



Crew

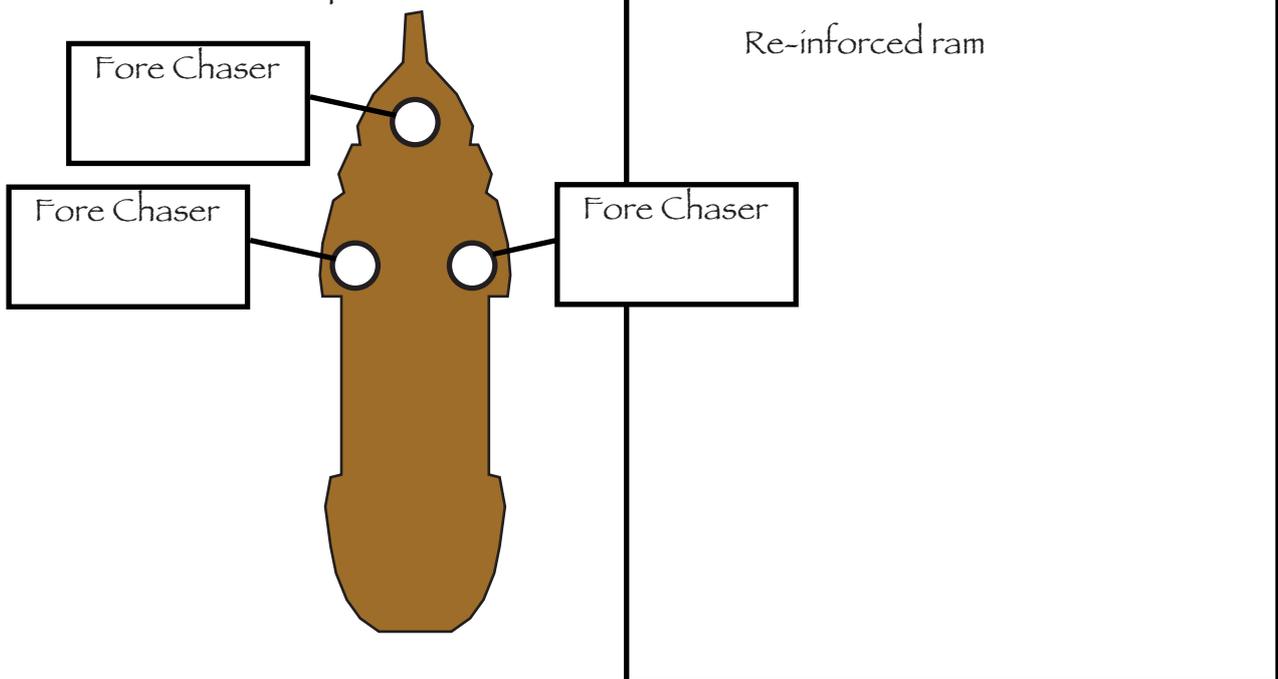
Minimum crew size: Unit str 6

Less than Unit strength 6 of crew means ship can only move at half speed OR Fire one warmachine. If it elects to fire the ship is Adrift for the Whole Turn.

WAR MACHINE POSITIONS.

Ship starts with 1 Carronade.
Chasers may be upgraded to turrets for +100pts each

SHIP UPGRADES. + CREW NOTES



note: Steam Ship Turrets can fire as Fore chasers or Broad sides.

Large Steam Ship: 300pts

Deck Length over 10"

Hull T9

Boiler T7 (1+ armour save) Large target, receives no cover modifiers.

Movement and Turning

Up to 3 artillery dice. You may make up to 2 x 45° turns during this move.
(Each misfire halves the total speed generated and something has gone wrong with the boiler)

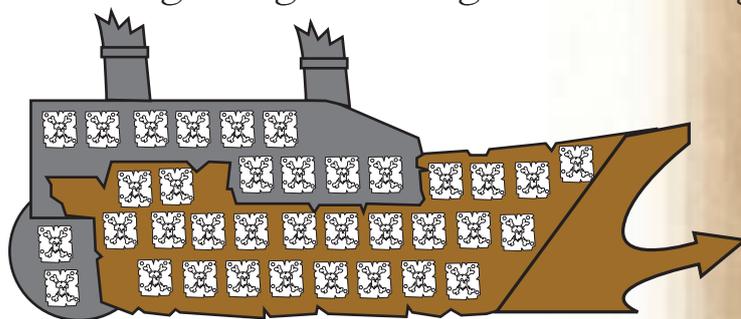
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2 misfires = D3+1 wounding hits on the boiler

3 misfires = 2D3 wounding hits on the boiler

If an engineer is acting as crew, the boiler gains regeneration against misfire damage.

Damage effects on Speed
Boiler lost = adrift



Crew

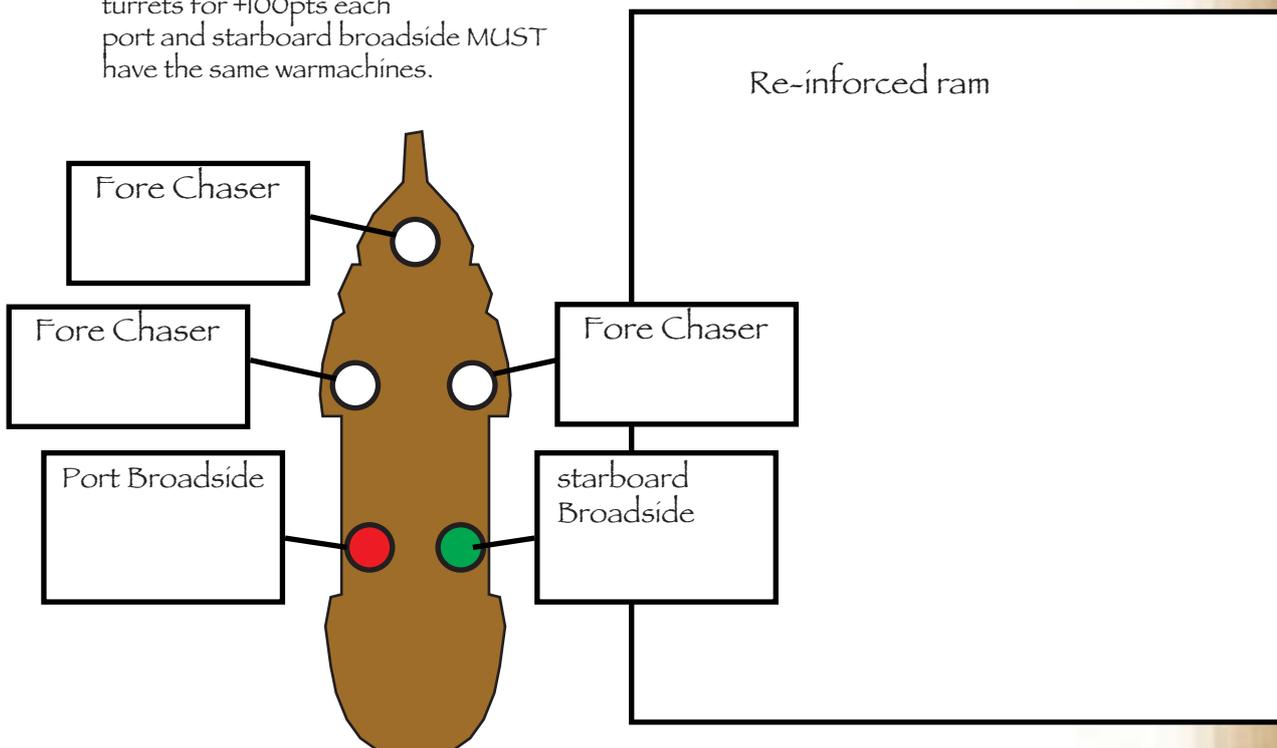
Minimum crew size: Unit str 12

Less than Unit strength 12 of crew means ship can only move at half speed OR Fire one warmachine. If it elects to fire the ship is Adrift for the Whole Turn.

WAR MACHINE POSITIONS.

Ship starts with 2 Carronades.
Chasers may be upgraded to turrets for +100pts each
port and starboard broadside MUST have the same warmachines.

SHIP UPGRADES. + CREW NOTES



note: Steam Ship Turrets can fire as Fore chasers or Broadsides.

Submersible: 300pts

Visible Deck Length between 1-2" when at periscope depth.

Deck Length between 4-12" when surfaced.

Size class equal to small ship without castles.

Hull T7 (3+ ward save on submerged deck)

Movement and Turning

Up to 2 artillery dice. You may make up to 2 x 45° turns during this move.

(Each misfire halves the total speed generated and something has gone wrong with the boiler)

1 Misfire = 1 wounding hit on the Hull

2 misfires = D3+1 wounding hits on the Hull

moving between periscope depth and surfaced costs 4" of movement

If an engineer is acting as crew, the boiler gains regeneration against misfire damage.

If the ship is wounded (after misfire regen rolls), it immediately surfaces and may no longer drop to periscope depth.

Damage effects on Speed
= no effect

Crew

Minimum crew size: Unit str 6

Less than Unit strength 6 of crew means ship can only move at half speed OR Fire one warmachine. If it elects to fire the ship is Adrift for the Whole Turn.

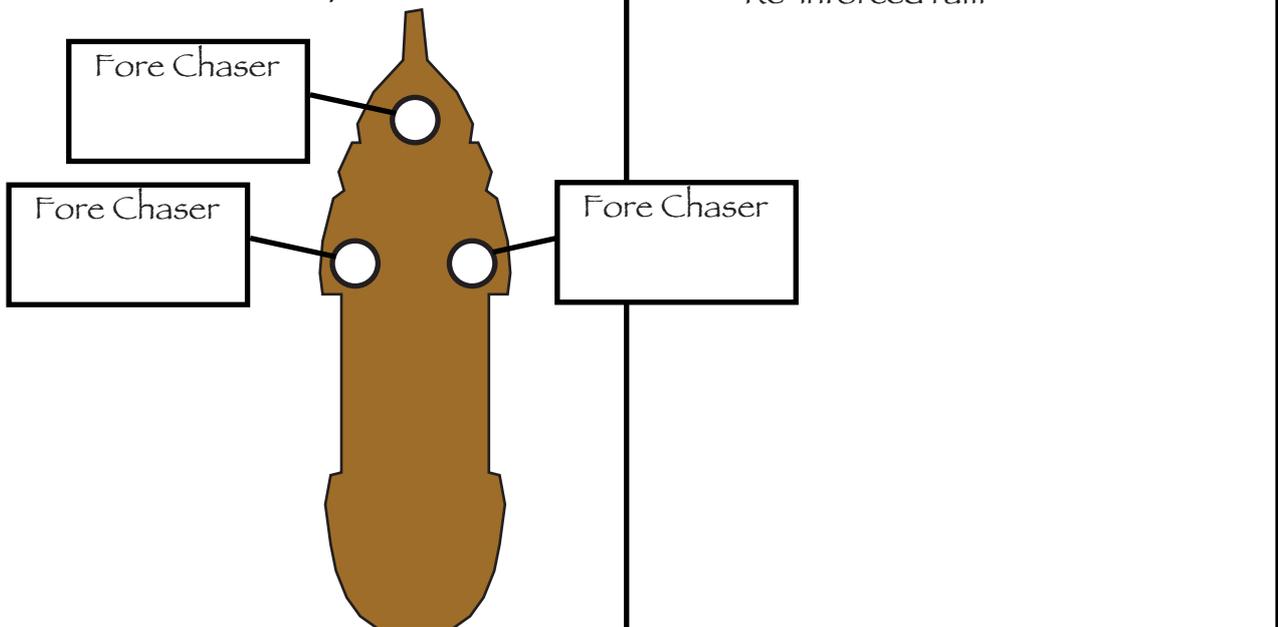
WAR MACHINE POSITIONS.

Ship starts with 1 Carronade.

Chasers may be upgraded to turrets for +100pts each

SHIP UPGRADES. + CREW NOTES

Re-inforced ram



note: Submersible Turrets can fire as Fore chasers or Broadships.
may only fire when surfaced.

Flying Ship: 200pts

Deck Length between 4 and 10"

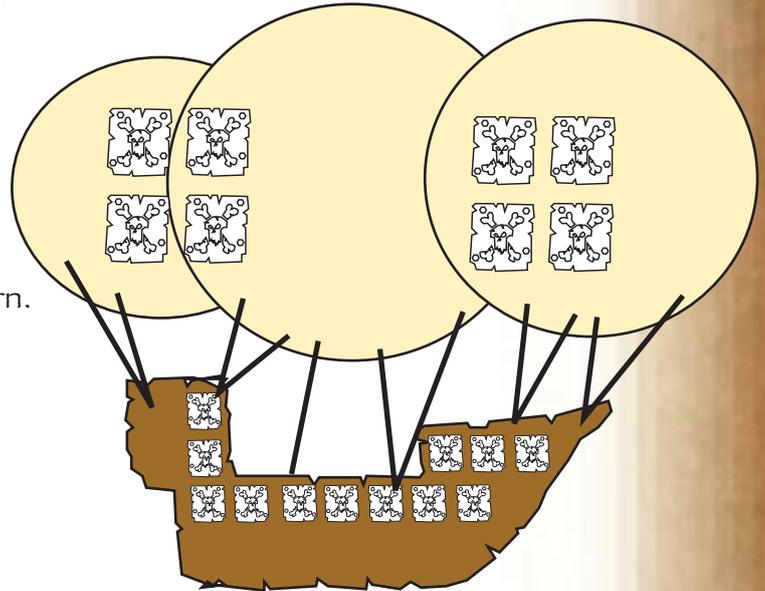
Hull T8

Balloon T5 4+ armour save
Not a large target.
(always at -1 to hit for long range)

Turning
Must move 2" before each 45° turn.
Maximum 2 turns per phase

Damage effects on Speed

No Balloon = Crashes into the water
all hands lost



Crew

Minimum crew size: Unit str 4
Maximum crew size: Unit str 10

Less than Unit strength 4 of crew means ship can only move at half speed OR
Fire one warmachine. If it elects to fire the ship is Adrift for the Whole Turn.

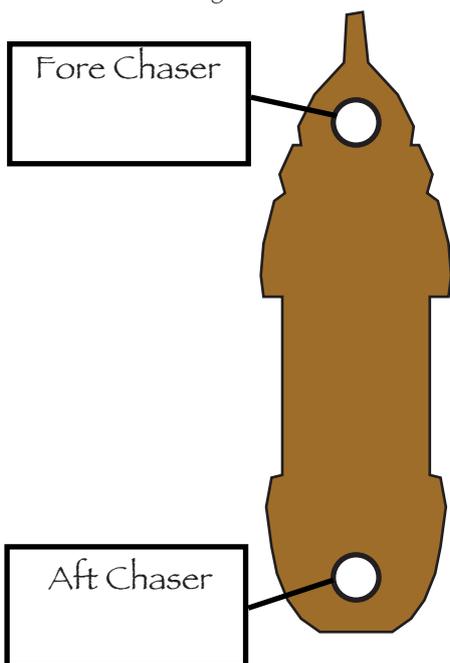
I'm Not going in that thing! Heroes may only fly in airships if they are engineers or
suffer from stupidity.

WAR MACHINE POSITIONS.

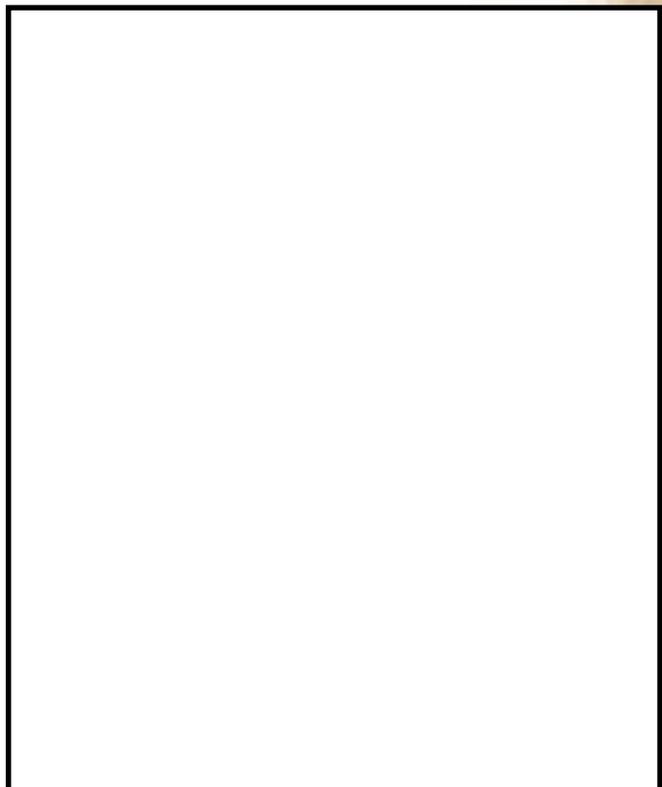
Ship starts with 1 Stone dropper.

This may not be replaced.

(counts as stone thrower with range 0"
It can target any ship as it passes overhead
a misfire means you have run out of rocks.)



SHIP UPGRADES. + CREW NOTES



Small Fort: 100pts

Island size between 4-10" (classed as medium ship for boarding actions)

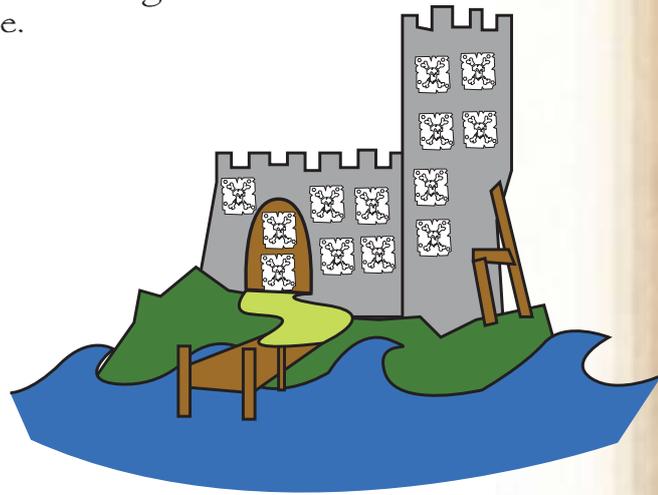
Walls T10

Towers T9

Gateway T6 (May be reinforced as per mast cost)

Each Wall, Tower or gateway is classed as a separate target any warmachines in a location reduced to 0 damage are classed as destroyed and any members of the garrison take a str 6 hit due to the sudden collapse.

Place on table before
ships deploy



WAR MACHINE POSITIONS.

All Emplacements come with a Carronade

You may upgrade any Carronades to:

Ships cannon for +35pts, Naval Great Cannon for +50pts or Army List warmachine

Tower Emplacements have a 360° arc of fire.

Tower Emplacement

Wall Emplacements have a 90° arc of fire.

Wall Emplacement

Crew

Each small fort requires a minimum crew to remain at full effectiveness.

Small Fort: Unit str 5

to control a Small Fort you must have unit strength 5 MORE than the enemy.

Attacking the fort.

Forts can be attacked in two ways.

1. A ship may perform a boarding action.
2. crew may land on the island and attack the gate.

Large Fort: 200pts

Island size between 11-18" (classed as Large ship for boarding actions)

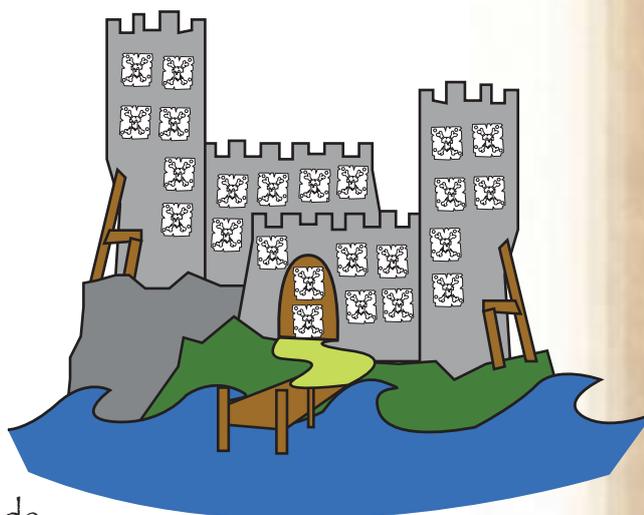
Walls T10

Towers T9

Gateway T8 (may be reinforced as per Mast option)

Each Wall, Tower or gateway is classed as a separate target any warmachines in a location reduced to 0 damage are classed as destroyed and any members of the garrison take a str 6 hit due to the sudden collapse.

Place on table before ships deploy



WAR MACHINE POSITIONS.

All Emplacements come with a Carronade

You may upgrade any Carronades to:

Ships cannon for +35pts , Naval Great Cannon for +50pts or Army List warmachine

Tower Emplacements have a 360° arc of fire.

Lower Tower Emplacement

Upper Tower Emplacement

Wall Emplacements have a 90° arc of fire.

Lower Wall Emplacement

Upper Wall Emplacement

Crew

Each large fort requires a minimum crew to remain at full effectiveness.

Large Fort: Unit str 10

to control a Large Fort you must have unit strength 10 MORE than the enemy.

Attacking the fort.

Forts can be attacked in two ways.

1. A ship may perform a boarding action.
2. crew may land on the island and attack the gate.

Sea Wall: 200pts

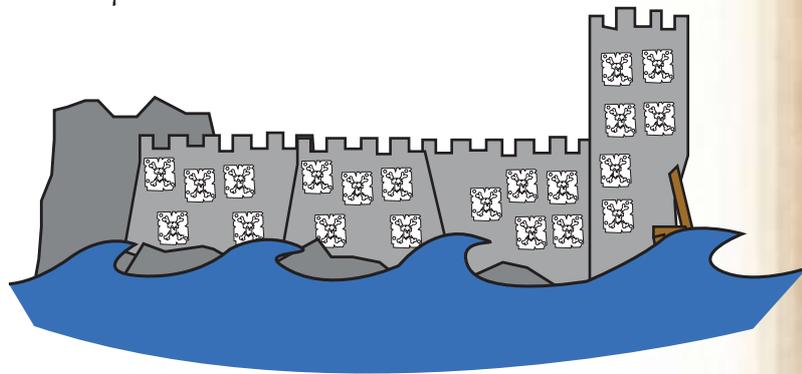
3 sections of wall ending with a tower
(classed as Large ship for boarding actions)

Walls T10

Towers T9

Each Wall section or tower is classed as a separate target
any warmachines in a location reduced to 0 damage are
classed as destroyed and any members of the garrison take
a str 6 hit due to the sudden collapse.

Place on table before
ships deploy



WAR MACHINE POSITIONS.

All Emplacements come with a Carronade

You may upgrade any Carronades to:

Ships cannon for +35pts, Naval Great Cannon for +50pts or Army List warmachine

Tower Emplacements have a 360° arc of fire.

Lower Tower Emplacement

Wall Emplacements have a 90° arc of fire.

Port Wall Emplacement

Centre Wall Emplacement

Starboard Wall Emplacement

Crew

Each sea wall requires a minimum crew to remain at full effectiveness.

Sea Wall: Unit str 10

to control a Sea Wall you must have unit strength 10 MORE than the enemy.

Attacking the fort.

Forts can be attacked Like a normal ship.