

Small Ship: 100pts

Deck Length between 4-10"

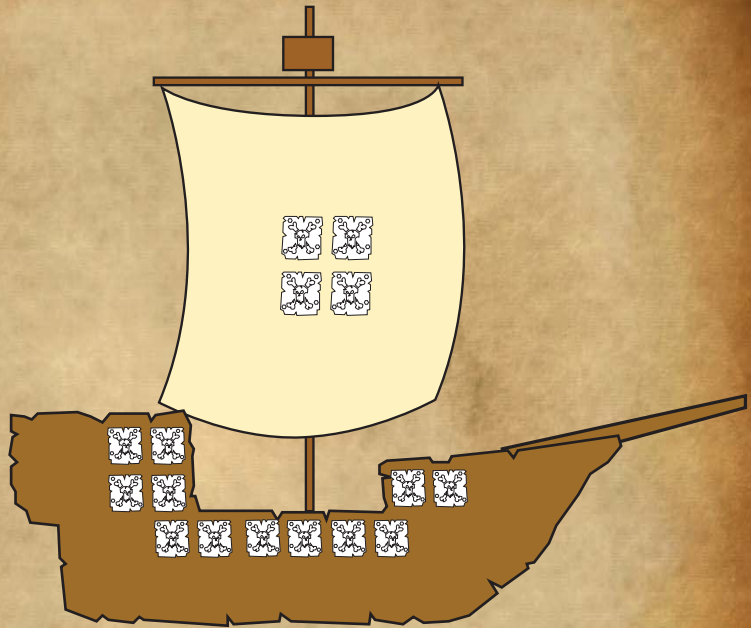
Hull T8

Mast T8

Damage effects on Speed

Single master

No sails = Adrift



WAR MACHINE POSITIONS.

Pick 1 Location and write the war machine type below (Ships start with Carronade)
If the location is upgraded to a fore/aftcastle, you may upgrade any Carronades to
Ships cannon for +35pts or Naval Great Cannon for +50pts

Fore Chaser

Aft Chaser

Crew

0-1 Hero, 1+ Core, 0-1 Special, 0 Rare.

Ship requires at least 100pts of crew onboard to remain Fully operational.

(not counting Lord's, Heroes, War Machines or Rare options)

Less than 100pts 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.

Turning

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

Medium Ship: 200pts

Deck Length between 11 and 18"

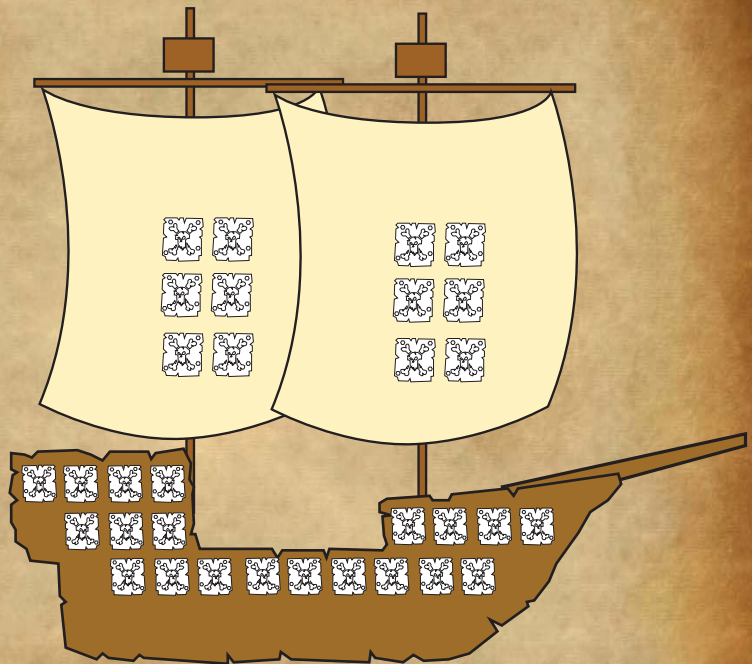
Hull T8

Mast T8

Damage effects on Speed

1 sail lost = Half speed

No sails = Adrift



WAR MACHINE POSITIONS.

Ship starts with 2 Carronades. place both in No1 or No2 Broadside.

No1 Broadside may be upgraded to become fore and aft chasers (free)

If the ship is upgraded to include a fore/aftcastle, you may upgrade any Chasers in that

location to a Ships cannon for +35pts or Naval Great Cannon for +50pts

If the Castles don't contain Chasers, they may house a single warmachine from your army list.

Broadside may be upgraded to ships cannon for +70pts

Broadside may be upgraded to Great cannon for +100pts but they use the second Broadside location.

Fore Chaser

No1 Broadside (requires 2 warmachines)

No2 Broadside (requires 2 warmachines)

Aft Chaser

Crew

0-1 Hero, 1+ Core, 0-2 Special, 0-1 Rare.

Ship requires at least 200pts of crew onboard to remain Fully operational.

(not counting Lord's, Heroes, War Machines or Rare options)

Less than 200pts 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.

Turning

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