

CHAOS REWARD



KHORNE



SHIP ABILITY

RELENTLESS

The Khorne warriors on this ship are especially vicious and unrelenting during boarding actions. Any time a natural 6 is rolled the enemy player must lose a crew regardless of whether they won or lost the round. This crew loss is in ADDITION to any that may be lost from the results of the boarding action. The boarding action must be finished to the death - one or the other player must lose all of their crew.



SPECIAL ATTACK

BLOOD CHANT

The Khorne warriors begin their ominous Blood Chant, a small rallying cry that builds quickly to a deafening roar, which inspires fear and dread in nearby ships.

Any ship within a 2" radius of this ship must make a Below Waterline save at +1 or it may only Move OR Attack this turn (one or the other).

Any ship that fails this save and conducts a boarding action does so with a -1 for each round in the boarding action.

USE THEN DISCARD



SPECIAL ATTACK

A FLOOD OF BLOOD

Steaming and dripping with the blood of their latest victims, urging to bring more worthy sacrifice, the raging fighters hurl themselves relentlessly onto another ship, into a continued orgy of blood and agony.

If you win a boarding action, you may move the ship an additional 2" (regardless of if it has any movement left) to make contact with another enemy ship. You may ignore pushing off rules - just turn the ship until it is clear and make a 2" move.

The 2nd boarding action is at +1 due to the intoxicating effects of the blood soaked Khorne warriors. If you win this 2nd action, you may still scuttle both ships.

USE THEN DISCARD