SLAANESH

# DEBAUCHERY

INDEPENDENT

CREW 6 MAX

CREW 2 Cultists

**2**

**FORE SAILS**
**Save 5 or 6**

1st hit - No Effect
2nd hit - Sail destroyed.
Lose 4" of movement.

Further hits do not cause driticals.

**3**

**AFT SAILS**
**Save 5 or 6**

1st hit - No Effect
2nd hit - Sail destroyed.
Lose 4" of movement.

Further hits do not cause criticals.

**4**

**ALLURE OF SLAANESH**
**Save 4, 5 or 6**

**5**

**ALLURE OF SLAANESH**
**Save 4, 5 or 6**

**6**

**ALLURE OF SLAANESH**
**Save 4, 5 or 6**

The Allure of Slaanesh only needs 1 intact location to function.
1st and 2nd hits have no effect. 3rd hit destroys the Allure of Slaanesh.

| NO EFFECT | NO EFFECT | SINKS |
|---|---|---|

**BELOW WATERLINE**
**Save 4, 5 or 6**

1st and 2nd hit has no effect.
3rd hit- Ship sinks.

**Sails: 8"** **BATTLE HONORS 4**

SLAANESH

# MESMER

INDEPENDENT

CREW 2 Cultists

**4**

**FORE SAILS**
**Save 5 or 6**

1st hit - Fore sail destrroyed.
Movement is reduced by 4".

Further hits do not cause driticals.

**5**

**AFT SAILS**
**Save 5 or 6**

1st hit - Aft sail destroyed.
Movement is reduced by 4".

Further hits do not cause driticals.

**6**

**GAZE OF SLAANESH**
**Save 4, 5 or 6**

Gaze of Slaanesh is destroyed.

| NO EFFECT | SINKS |
|---|---|

**BELOW WATERLINE**
**Save 5 or 6**

1st hit has no effect.
2nd hit- Ship sinks.

**SAILS: 8"** **BATTLE HONORS 2**