

LIZARDMAN
SKINKSHIP
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

BOWS
SAVE 5 OR 6

6

AFT CASTLE
SAVE 5 OR 6

BOLT THROWER
DESTROYED
MAY NOT FIRE

NO
EFFECT

SINKS

BELOW WATERLINE
SAVE 5 OR 6
FIRST HIT HAS NO EFFECT.
SECOND SINKS SHIP

SAIL: 6" (9")

BATTLE HONOURS: 1