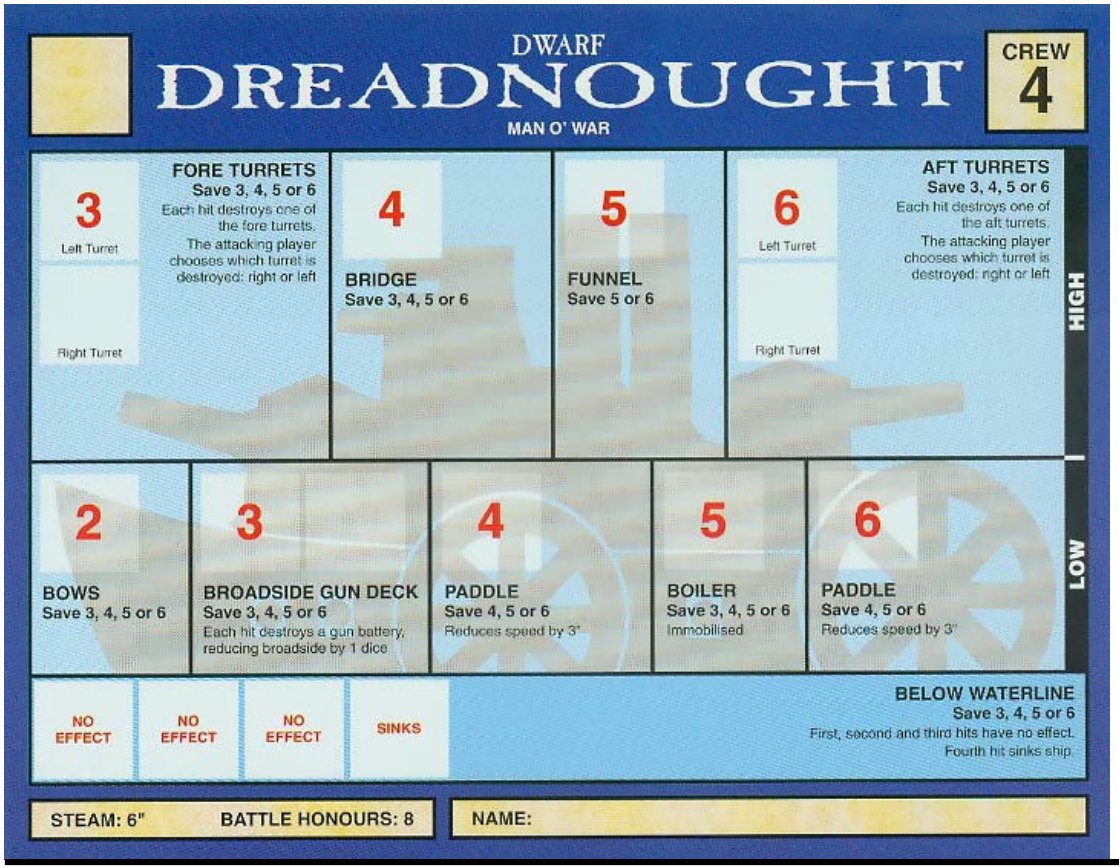
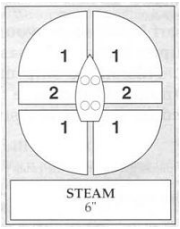
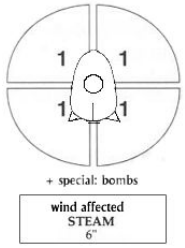
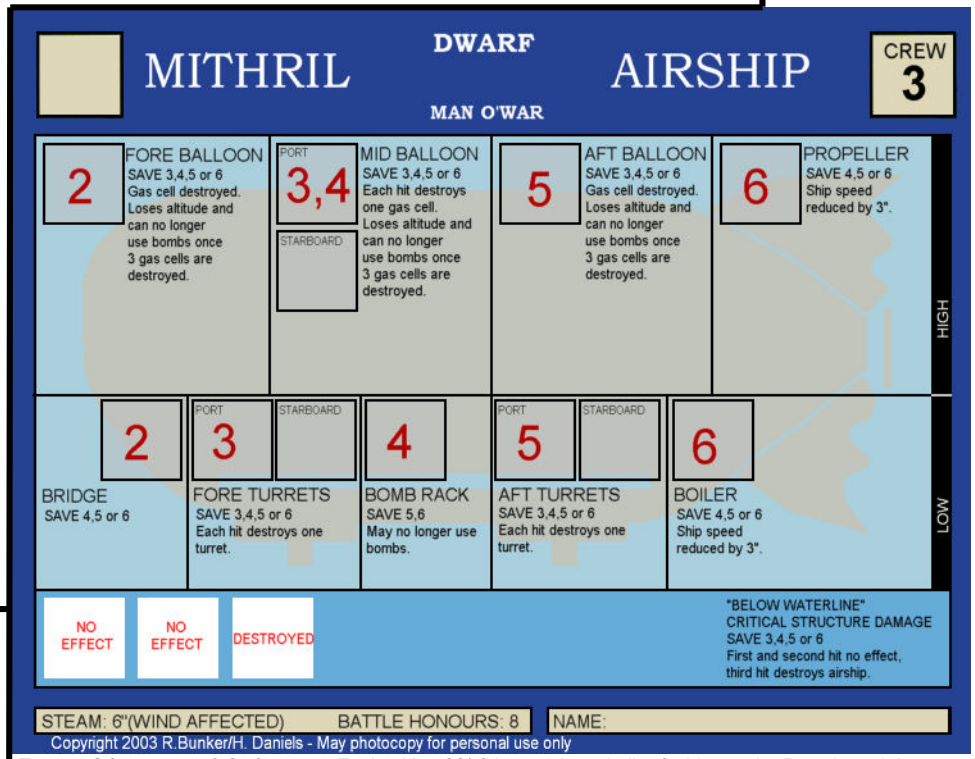




2 turrets
6" steam/ 8"(!) Warhammer Official Rumors, Nov. 1993





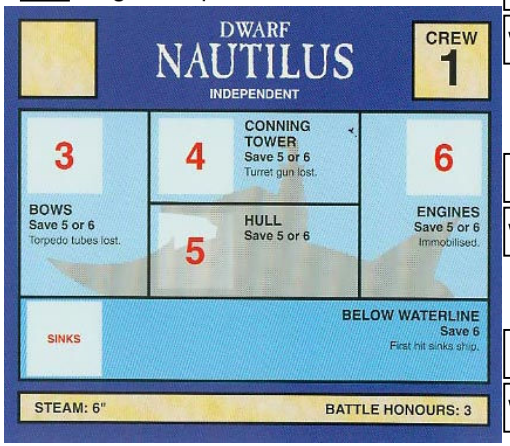
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Nautilus _____

3 | 4 | 5 | 6 crew #:

type: _____

WL engine torpedoes cannon



Wolfpack: _____

Nautilus 1 _____

3 | 4 | 5 | 6 crew #:

type: _____

WL engine torpedoes cannon

Nautilus 2 _____

3 | 4 | 5 | 6 crew #:

type: _____

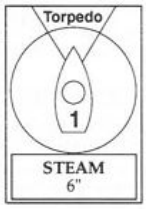
WL engine torpedoes cannon

Nautilus 3 _____

3 | 4 | 5 | 6 crew #:

type: _____

WL engine torpedoes cannon



Turrets 2 fore turrets & 2 aft turrets. Each with a 90* firing arc in a similar fashion to the Dreadnought's turrets The attacker chooses which turret is maimed either left or right.

Turrets may be fired and bombs be dropped simultaneously.

Bombs May only drop 1 bomb/battle phase Can only be used to attack targets at ground level (not flyers). Drop bomb at a specified high location & roll bomb chart. If 3 balloon sections are damaged bombs may not be used.

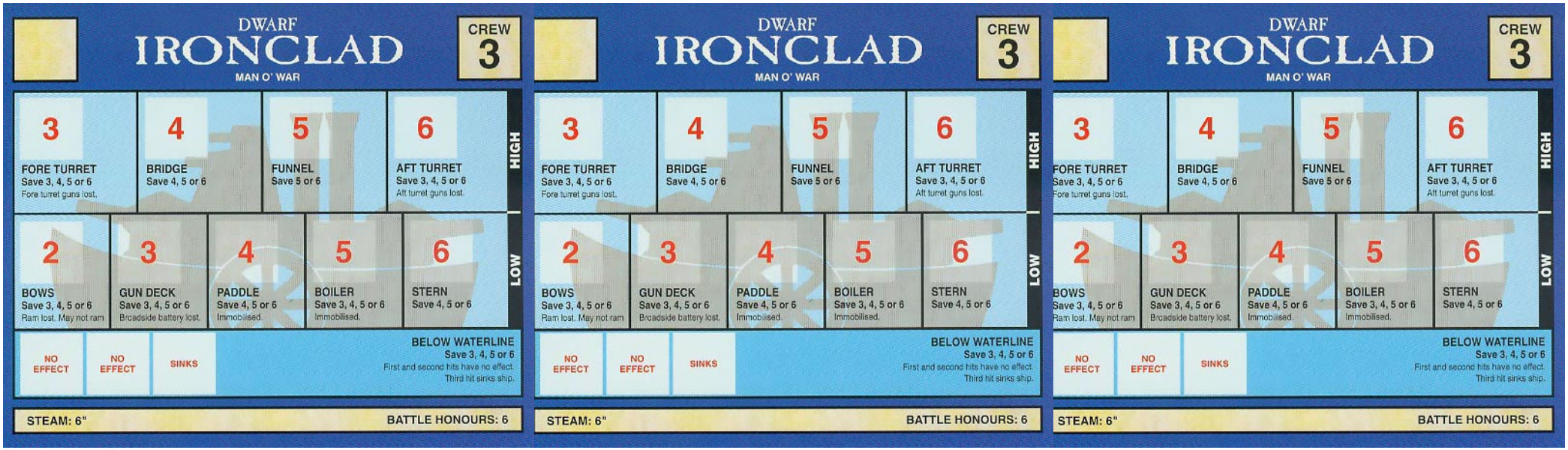
Bomb Chart: Save at –1, one damage, Nominate a target and location if above target, roll a dice:

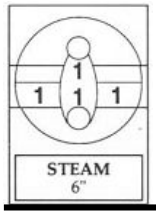
1-2: Bomb misses/ 3 Bomb hits location in front of target location/ 4 Bomb hits location behind target location

5-6 Bomb hits specified location

Boarding Airship cannot climb all that high, but high enough to make boarding impossible when its balloon is in good repair. If 3 sections of the balloon are damaged then normal boarding possible. All of the Airship's turrets may be used to repel boarders provided that firing arc(s) cover area where the attack is coming from.

Special Rules Airship cannot be rammed since it is above water (and therefore may not ram itself). However, it is attacked as though it was a regular ship and not as a flyer since it cannot climb to high altitudes even with light Mithril. The Airship does have Engineers aboard and the standard Engineer rules apply.





Squad 1: _____ Do not forget determination of respective flagships!

Monitor 1 _____
3 | 4 | 5 | 6 crew #: _____
type: _____
WL paddle ram cannon

Monitor 2 _____
3 | 4 | 5 | 6 crew #: _____
type: _____
WL paddle ram cannon

Monitor 3 _____
3 | 4 | 5 | 6 crew #: _____
type: _____
WL paddle ram cannon

Squad 2: _____

Monitor 1 _____
3 | 4 | 5 | 6 crew #: _____
type: _____
WL paddle ram cannon

Monitor 2 _____
3 | 4 | 5 | 6 crew #: _____
type: _____
WL paddle ram cannon

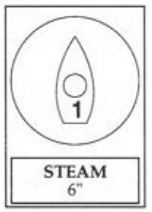
Monitor 3 _____
3 | 4 | 5 | 6 crew #: _____
type: _____
WL paddle ram cannon

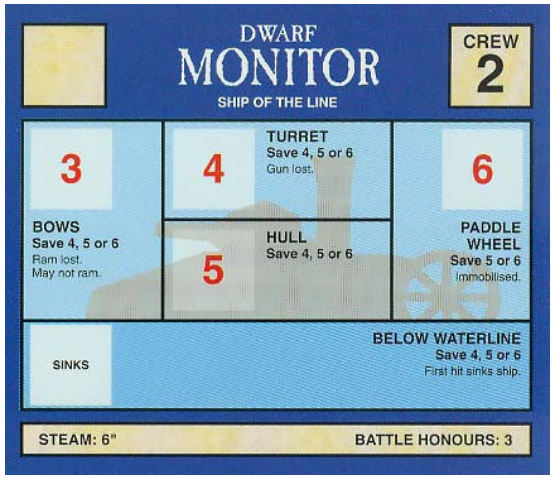
Squad 3: _____

Monitor 1 _____
3 | 4 | 5 | 6 crew #: _____
type: _____
WL paddle ram cannon

Monitor 2 _____
3 | 4 | 5 | 6 crew #: _____
type: _____
WL paddle ram cannon

Monitor 3 _____
3 | 4 | 5 | 6 crew #: _____
type: _____
WL paddle ram cannon





CREW 6 | ADMIRAL | FLAGSHIP

DWARF

GOLIATH

ADMIRAL CLASS

CREW 6

FORE | AFT

HIGH

FORWARD TURRETS
Save 4,5 or 6
Each hit causes loss of one turret attack
Determined by angle of attack
In case of doubt attacker's choice
6 PORT
6 STARBOARD

BATTERY DECKS
Save 4,5 or 6
One broadside attack lost
5

THUNDER-GUN
Save 3,4,5 or 6
First hit: no effect
Second hit: range reduced by 3"
Third hit: -1 dice attack
Fourth hit: Thunder Gun destroyed
4 4 4 4

BRIDGE
Save 4,5 or 6
5

CRANES
Save 4,5 or 6
Mine laying or Hauling of ships not longer possible
Any hauled ships are adrift
6

FORWARD TURRETS
Save 4,5 or 6
Each hit causes loss of one turret attack
Determined by angle of attack
3 PORT
3 STARBOARD

BOILER ROOMS
Save 3,4,5 or 6
First hit: no effect
Second hit: Ship immobilised
2 2

THUNDER-GUN AMMUNITION STORAGE
Save 3,4,5 or 6
First hit causes automatic critical
2

REAR TURRETS
Save 4,5 or 6
Each hit causes loss of one turret attack
Determined by angle of attack
3 3

LOW

BOWS
Save 4,5 or 6
Ramming ability lost
6

BATTERY DECKS
Save 3,4,5 or 6
One broadside attack lost
5

PADDLE WHEEL
Save 4,5 or 6
Ship speed reduced by 2"
4

PADDLE WHEEL
Save 4,5 or 6
Ship speed reduced by 2"
4

BATTERY DECKS
Save 3,4,5 or 6
One broadside attack lost
5

PADDLE WHEEL
Save 4,5 or 6
Ship speed reduced by 2"
6

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

BELOW WATERLINE
Save 4, 5 or 6
First to sixth hit have no effect.
Seventh hit sinks ship.

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PADDLE: 6" NAME: BATTLE HONOURS: 14