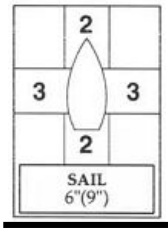
EMPIRE
GREATSHIP
MAN O' WAR

CREW 5

4 FORE MAST Save 5 or 6: First hit has no effect. Second hit destroys mast. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	5 MAIN MAST Save 5 or 6: First hit has no effect. Second hit destroys mast. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.	6 AFT MAST Save 5 or 6: First hit has no effect. Second hit destroys mast. Ship speed reduced by 2"(3"). Any further hits do not cause critical damage.
2 FORECASTLE Save 4, 5 or 6: Each hit destroys 1 fore cannon battery.	AFTCASTLE Save 4, 5 or 6: Each hit destroys 1 aft cannon battery.	3
4 BOWS Save 4, 5 or 6: 1 broadside cannon battery lost.	5 GUN DECK Save 4, 5 or 6: 1 broadside cannon battery lost.	6 STERN Save 4, 5 or 6: 1 broadside cannon battery lost.
NO EFFECT / NO EFFECT / NO EFFECT / SINKS	BELOW WATERLINE Save 4, 5 or 6: First, second and third hits have no effect. Fourth hit sinks ship.	

HIGH / LOW

SAIL: 6"(9") BATTLE HONOURS: 6 NAME:

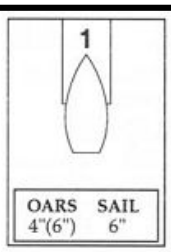


2 front, 3 broadside, 2 rear cannons
repelling boarders

May not turn on spot, may not ram



1 front mortar, not repelling boarders 6"-12", place template, may shoot over ships, deviation roll:
1: 1-6" short
2-5: on target
6: 1-6" too far
May turn on spot, 90deg for ½ move
May reverse 2"
May not ram



1 front cannon, repelling boarders on 1-6" save –2 on 7-12" save –1 recoil by 3", on 1 misfire, roll critical 3 shots, 1 round reload
May turn on spot, 90deg for ½ move
May reverse 2"
May not ram

EMPIRE
IRONFIST
SHIP OF THE LINE

CREW 1

4 MAST Save 5 or 6: Mast lost. Cannot move under sail. Any further hits do not cause critical damage.		
5 MORTAR Save 4, 5 or 6: Mortar destroyed. May not fire.	OAR DECK Save 5 or 6: Oars lost. Cannot move under oars.	6
NO EFFECT / SINKS	BELOW WATERLINE Save 5 or 6: First hit has no effect. Second hit sinks ship.	

OARS: 4"(6") SAIL: 6" BATTLE HONOURS: 1

EMPIRE
HELL-HAMMER
SHIP OF THE LINE

CREW 1

4 MAST Save 5 or 6: Mast lost. Cannot move under sail. Any further hits do not cause critical damage.		
5 CANNON Save 4, 5 or 6: Cannon destroyed. May not fire.	OAR DECK Save 5 or 6: Oars lost. Cannot move under oars.	6
NO EFFECT / SINKS	BELOW WATERLINE Save 5 or 6: First hit has no effect. Second hit sinks ship.	

OARS: 4"(6") SAIL: 6" BATTLE HONOURS: 2

Squad 1: _____

Ironfist 1 _____ Ironfist 2 _____ Ironfist 3 _____

4 5 6 crew #: type: _____ 4 5 6 crew #: type: _____ 4 5 6 crew #: type: _____

WL WL sail oar mortar WL WL sail oar mortar WL WL sail oar mortar

Squad 2: _____

Ironfist 1 _____ Ironfist 2 _____ Ironfist 3 _____

4 5 6 crew #: type: _____ 4 5 6 crew #: type: _____ 4 5 6 crew #: type: _____

WL WL sail oar mortar WL WL sail oar mortar WL WL sail oar mortar

Do not forget determination of respective flagships!

Squad 1: _____

Hellhammer 1 _____ Hellhammer 2 _____ Hellhammer 3 _____

4 5 6 crew #: type: _____ 4 5 6 crew #: type: _____ 4 5 6 crew #: type: _____

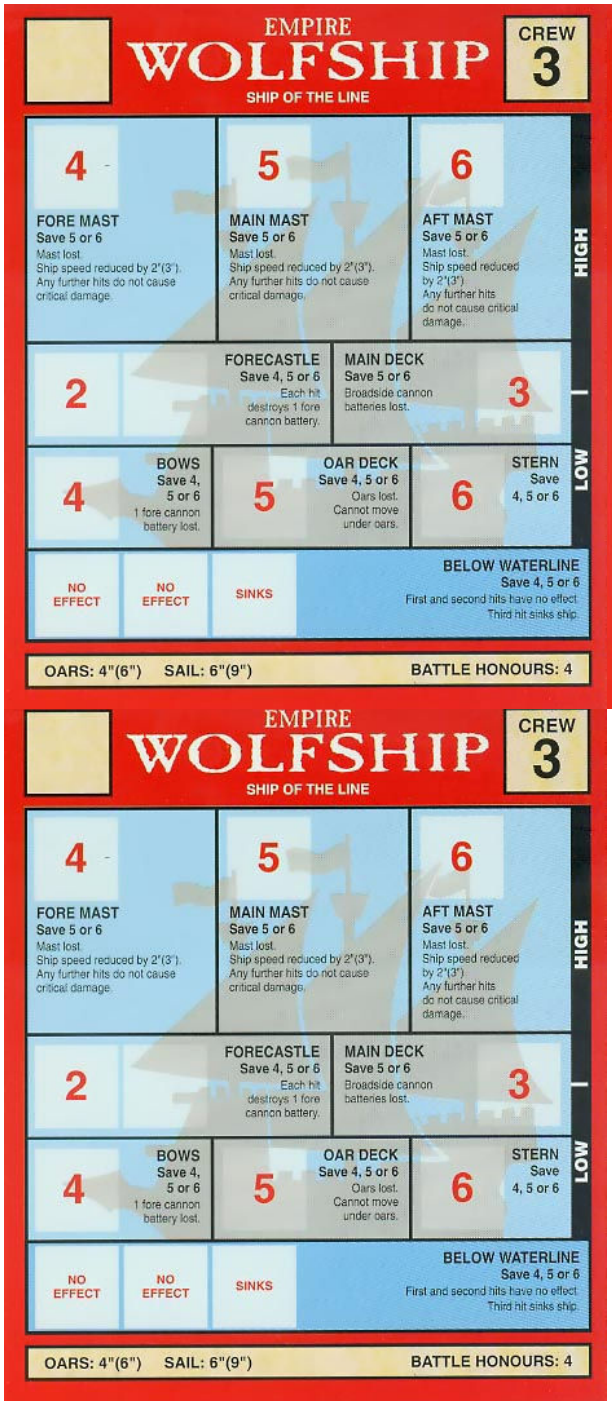
WL WL sail oar cannon shot: I I I WL WL sail oar cannon shot: I I I WL WL sail oar cannon shot: I I I

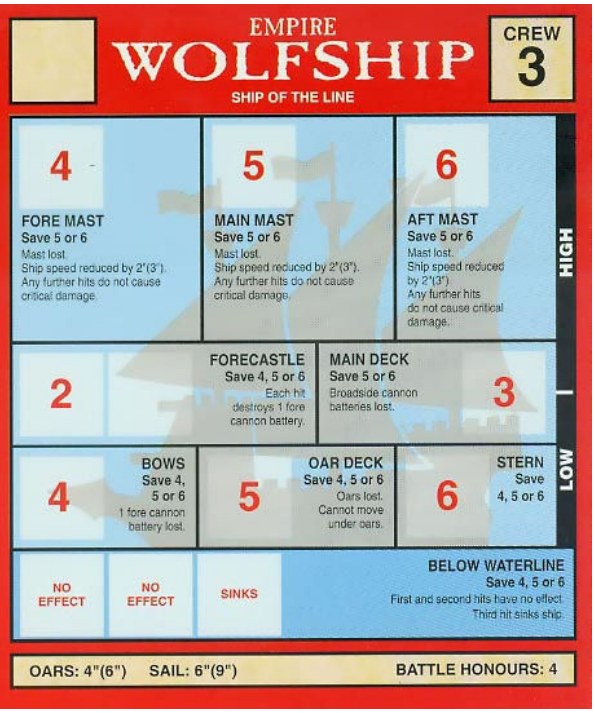
Squad 1: _____

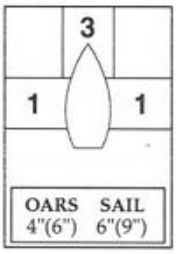
Hellhammer 1 _____ Hellhammer 2 _____ Hellhammer 3 _____

4 5 6 crew #: type: _____ 4 5 6 crew #: type: _____ 4 5 6 crew #: type: _____

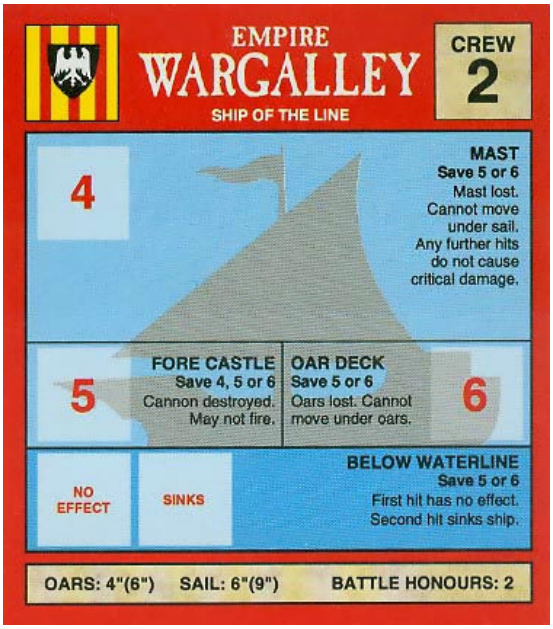
WL WL sail oar cannon shot: I I I WL WL sail oar cannon shot: I I I WL WL sail oar cannon shot: I I I







3 front cannons
1 broadside
repelling boarders
May turn on spot
90deg for ½ move
May reverse 2"
May ram, when
straight 3" under
oars
If enemy fails
waterline save:
1-2: 1pt wl dmg
3-4: 2pts wl dmg
5-6: 3pts wl dmg





1 front cannon,
repelling boarders
May turn on spot
90deg for ½ move
May reverse 2"
May ram, when
straight 3" under
oars
If enemy fails
waterline save:
1-3: 1pt wl dmg
4-5: 2pts wl dmg
6: 3pts wl dmg

Do not forget determination of respective flagship!

Squad 1: _____

Wargalley 1 _____

4	5	6	crew #:	type: _____
WL	WL		sail	oar cannon

Wargalley 2 _____

4	5	6	crew #:	type: _____
WL	WL		sail	oar cannon

Wargalley 3 _____

4	5	6	crew #:	type: _____
WL	WL		sail	oar cannon

Squad 2: _____

Wargalley 1 _____

4	5	6	crew #:	type: _____
WL	WL		sail	oar cannon

Wargalley 2 _____

4	5	6	crew #:	type: _____
WL	WL		sail	oar cannon

Wargalley 3 _____

4	5	6	crew #:	type: _____
WL	WL		sail	oar cannon

Squad 3: _____

Wargalley 1 _____

4	5	6	crew #:	type: _____
WL	WL		sail	oar cannon

Wargalley 2 _____

4	5	6	crew #:	type: _____
WL	WL		sail	oar cannon

Wargalley 3 _____

4	5	6	crew #:	type: _____
WL	WL		sail	oar cannon