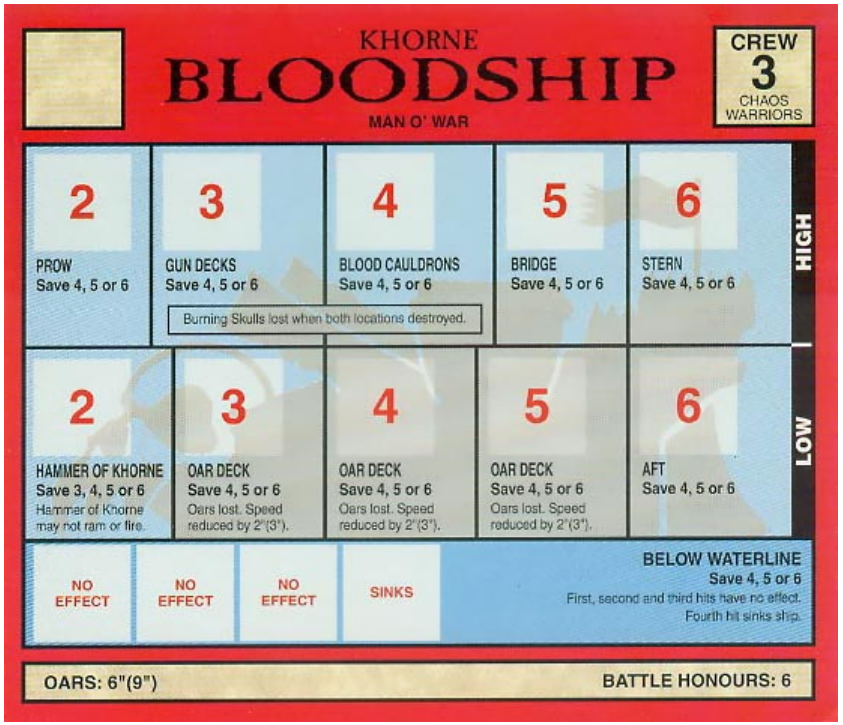
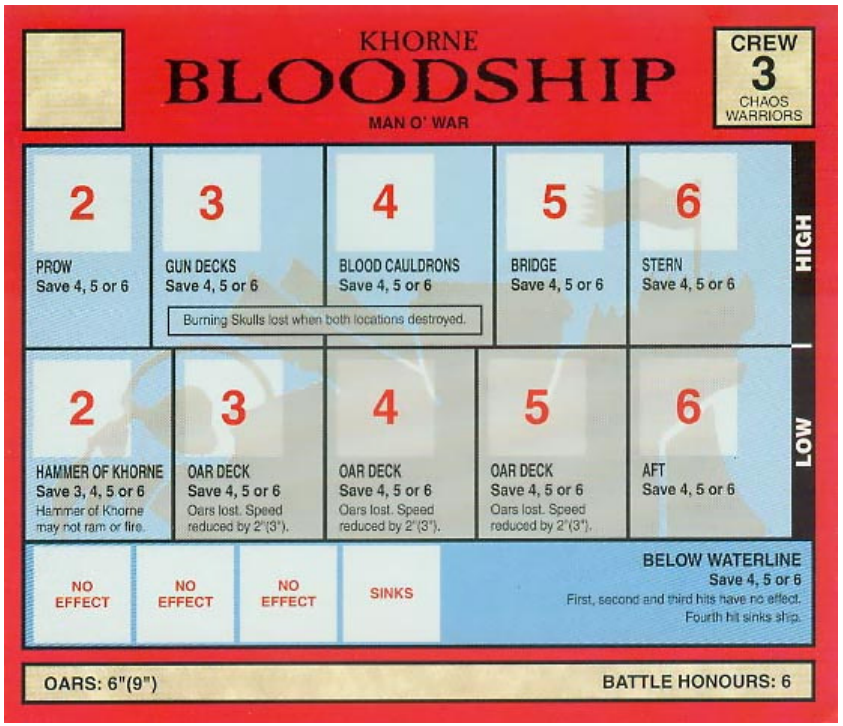
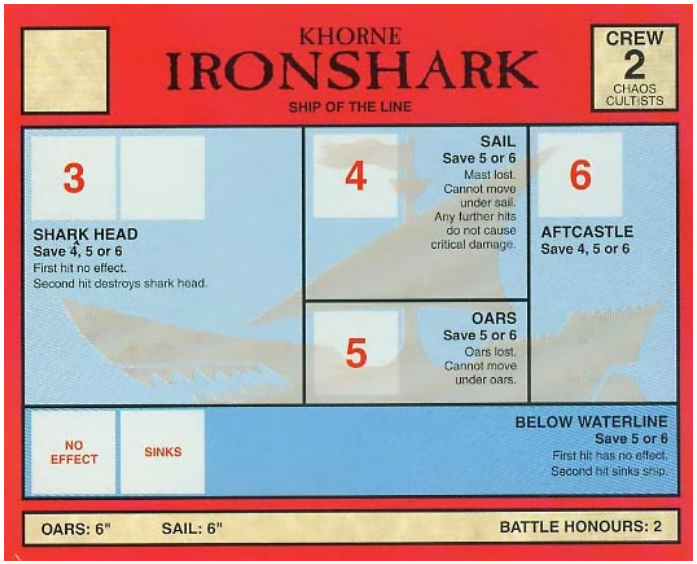




Bloodship
Burning Skulls: 1 dice attack 6", save-1, blaze

Hammer: 1 dice attack 6", if save fails blaze **and** roll for adjacent locations if ablaze as well
with 3"move ramming, roll
1-3: low hit, with save –2, 1damage
4-6: waterline hit, save –1
1-2: 1WL, 3-5: 2WL, 6: 3WL

Ironshark
bow-contact, 1dice attack low with save –1,
If enemy saving throw is 1, then 2 damage with critical possible



Do not forget determination of respective flagship!

Squad 1 _____

Ironshark 1 _____
3 | 3 sails oars sharkhead
4 | 5 | 6 WL | WL
crew #: type:_____

Ironshark 2 _____
3 | 3 sails oars sharkhead
4 | 5 | 6 WL | WL
crew #: type:_____

Ironshark 3 _____
3 | 3 sails oars sharkhead
4 | 5 | 6 WL | WL
crew #: type:_____

Squad 2 _____

Ironshark 1 _____
3 | 3 sails oars sharkhead
4 | 5 | 6 WL | WL
crew #: type:_____

Ironshark 2 _____
3 | 3 sails oars sharkhead
4 | 5 | 6 WL | WL
crew #: type:_____

Ironshark 3 _____
3 | 3 sails oars sharkhead
4 | 5 | 6 WL | WL
crew #: type:_____

Squad 3 _____

Ironshark 1 _____
3 | 3 sails oars sharkhead
4 | 5 | 6 WL | WL
crew #: type:_____

Ironshark 2 _____
3 | 3 sails oars sharkhead
4 | 5 | 6 WL | WL
crew #: type:_____

Ironshark 3 _____
3 | 3 sails oars sharkhead
4 | 5 | 6 WL | WL
crew #: type:_____