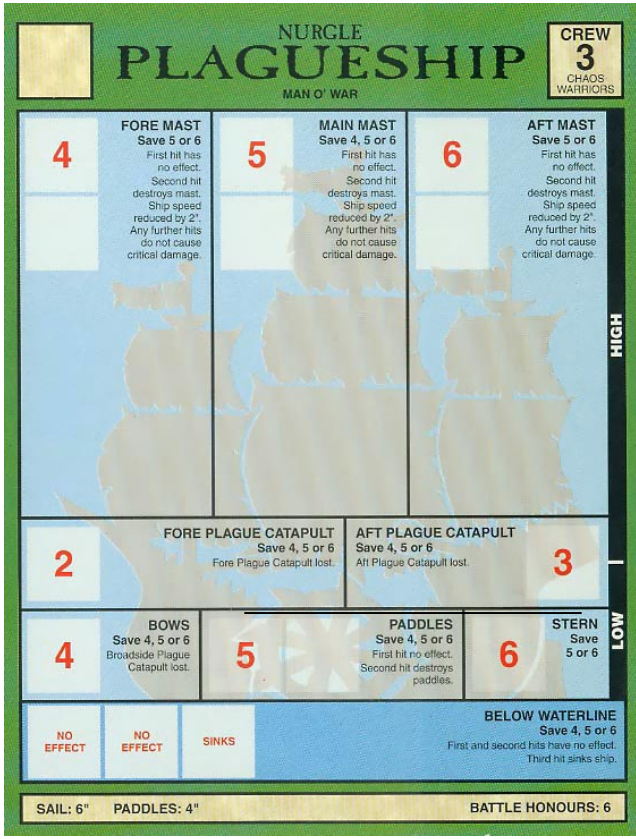
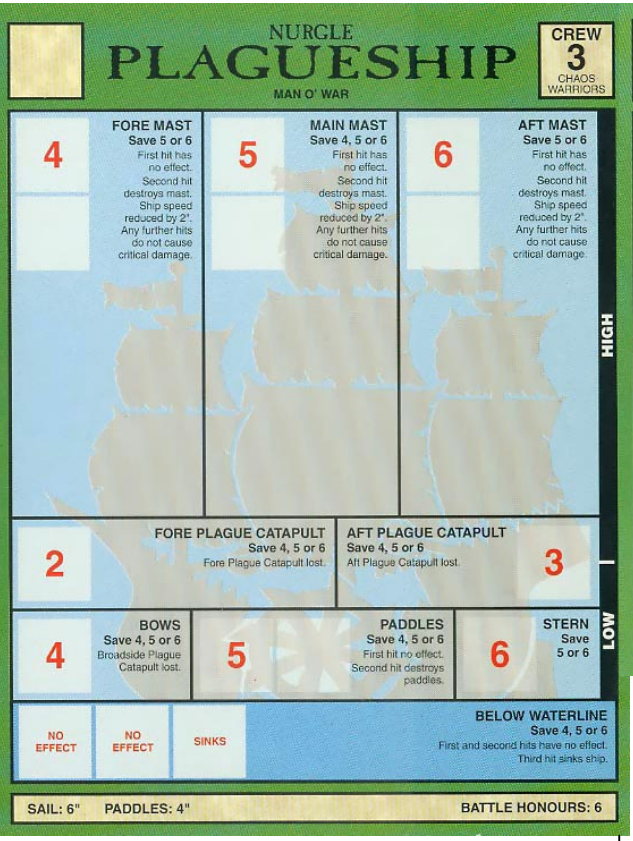
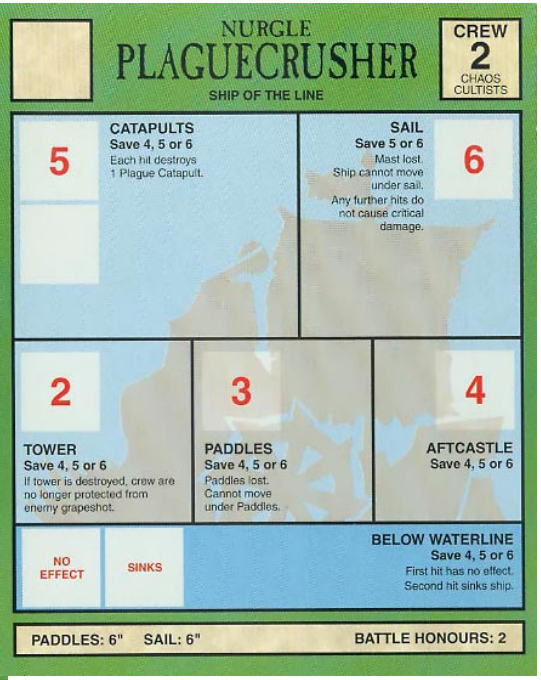






Nurgle's Rot, contracted on 5-6, even if no damage caused
(roll in **end**phase for each counter)

1-2 remove counter
3 nothing happens
4-5 remove 1 crew
6 1 waterline damage

Squad 1 _____

Do not forget determination of respective flagship!

Plaguecr. 1 _____

5	5	6
2	3	4

sails oars fires

WL	WL

crew #: type:_____

Plaguecr. 2 _____

5	5	6
2	3	4

sails oars fires

WL	WL

crew #: type:_____

Plaguecr. 3 _____

5	5	6
2	3	4

sails oars fires

WL	WL

crew #: type:_____

Squad 2 _____

Plaguecr. 1 _____

5	5	6
2	3	4

sails oars fires

WL	WL

crew #: type:_____

Plaguecr. 2 _____

5	5	6
2	3	4

sails oars fires

WL	WL

crew #: type:_____

Plaguecr. 3 _____

5	5	6
2	3	4

sails oars fires

WL	WL

crew #: type:_____

Squad 3 _____

Plaguecr. 1 _____

5	5	6
2	3	4

sails oars fires

WL	WL

crew #: type:_____

Plaguecr. 2 _____

5	5	6
2	3	4

sails oars fires

WL	WL

crew #: type:_____

Plaguecr. 3 _____

5	5	6
2	3	4

sails oars fires

WL	WL

crew #: type:_____

<u>Plagueship</u>
Sail 6" or Paddles 4" resp. 2" for 90, 4" for 180 Turn, No reverse
Plague catapults
3-9", only high, if damage, crushing further down with save +1
Slime trail
Lay at end of move, any ship in contact with it, gets on a roll of 1-3 one Nurgle's rot.
Boarding
Every ship in contact, gets 1 Nurgle's rot for every round of combat

<u>Plaguecrusher</u>
Sail 6" or Paddles 6" resp. 3" for 90, 6" for 180 turn or Paddles 3" backwards
Plague catapults / Boarding Towers
Allowed to fire over obstacles within first 3", 3-9", only high, if damage, crushing further down with save +1
Boarding
Every ship in contact, gets 1 Nurgle's rot for every round of combat
Crew **protected** against grapeshot, as long as tower functional