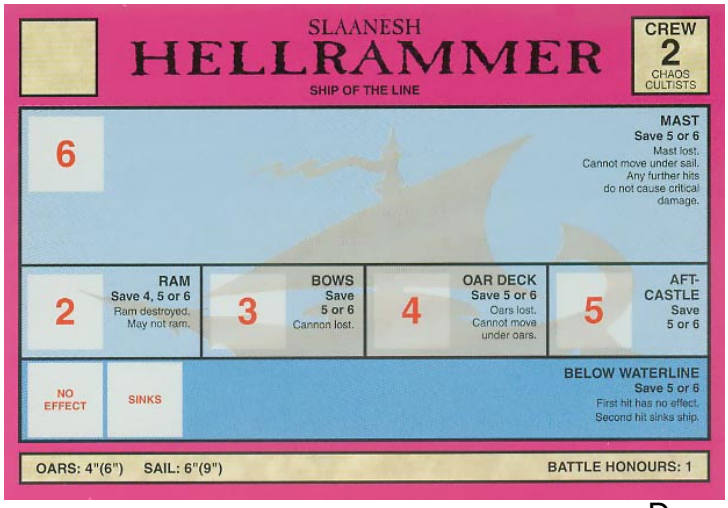
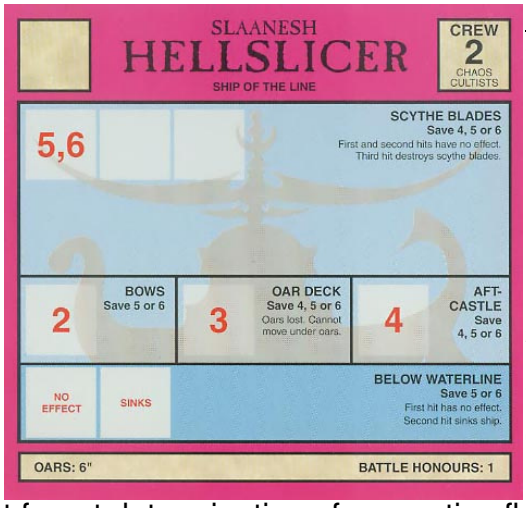




Hellrammer ram
3" straight move, low hit with **no** save

Hellslicer Skythe blades
2 dice attack high, sails at –1 save if **miss**, roll 1D6:
1:Slicer explodes, Replace with debris, All ships within 3" take 1 random low hit with –1 save
2:Blades halt, apply 1 damage to blades
3-5: Gear slip, attack futile
6:Unexpected hit, roll once more for a **low** location

Do not forget determination of respective flagship!

Squad 1: _____

Hellrammer 1 _____ | Hellrammer 2 _____ | Hellrammer 3 _____

2 3 4 5 6 crew #: _____ type: _____
WL WL sails oars ram fires

Squad 2: _____

Hellrammer 1 _____ | Hellrammer 2 _____ | Hellrammer 3 _____

2 3 4 5 6 crew #: _____ type: _____
WL WL sails oars ram fires

Squad 3: _____

Hellrammer 1 _____ | Hellrammer 2 _____ | Hellrammer 3 _____

2 3 4 5 6 crew #: _____ type: _____
WL WL sails oars ram fires

Squad 1: _____

Hellslicer 1 _____ | Hellslicer 2 _____ | Hellslicer 3 _____

5,6 crew #: _____
2 3 4 type: _____
WL WL oars skythe blades

Squad 2: _____

Hellslicer 1 _____ | Hellslicer 2 _____ | Hellslicer 3 _____

5,6 crew #: _____
2 3 4 type: _____
WL WL oars skythe blades

Squad 3: _____

Hellslicer 1 _____ | Hellslicer 2 _____ | Hellslicer 3 _____

5,6 crew #: _____
2 3 4 type: _____
WL WL oars skythe blades