



Name of Ship

16



Name of Ship

Ship class

Ability A

Ability A text

Ability B

Ability B text



S/F/R



Cp



Tac/Jib



1



S



4

D



7

H



Special tags

Crew 192 kingdoms sailors

LOA 170ft. Sail Area 22,000

sq. ft.



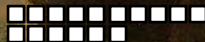
Kingdom Frigate

19



Kingdom Frigate

Heavy Frigate



15/2/2



4



2/2



1



S



4

D



6

IH



Wind in the topsails:

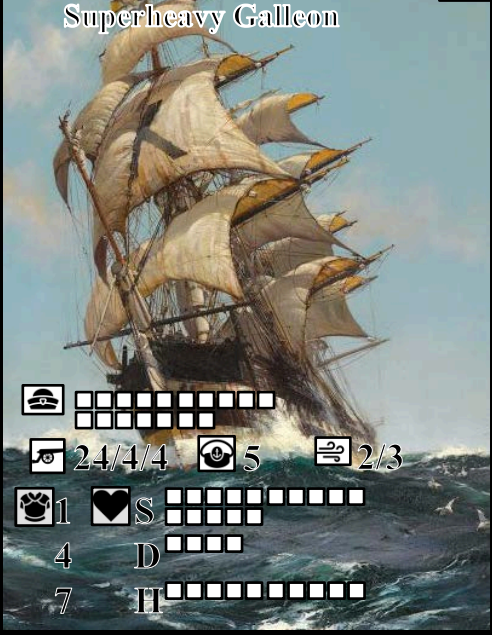
May add additional +1 SPD to any downwind maneuver at no manpower cost.


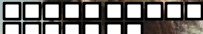

Special tags



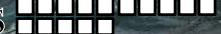
Crew 292 kingdom sailors
LOA 170ft. Sail Area 22,000 sq. ft.

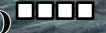
 Kingdom Galleon 26 

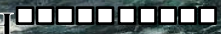
Superheavy Galleon



   5  2/3

 1  S 

4 D 

7 II 

 Kingdom Galleon

Wind in the topsails:

May add additional +1 SPD to any downwind maneuver at no manpower cost.

Reinforced Bulwarks:

Repairs made to hull cost one less MP to a minimum of 1MP.

Special tags

Crew 326 kingdoms sailors
LOA 194ft. Sail Area 27,000 sq. ft.

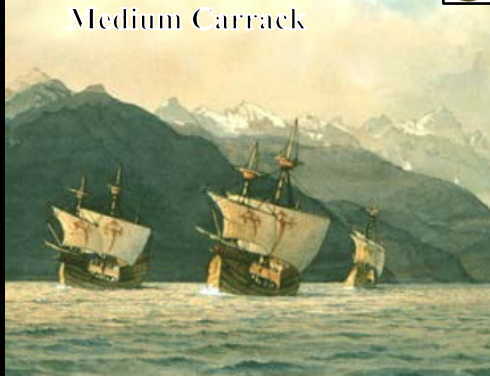


Kingdom Cruiser

12



Medium Carrack



6/2/0



3



1/1



1



S



4

D



5

HI



Kingdom Cruiser

Squadron Support:

A chosen friendly Kingdom Cruiser ship within 6" may activate directly after this ship's activation.

Special tags

Crew 92 kingdoms sailors

LOA 122ft. Sail Area 9,000

sq. ft.



Dwarven Battleship 36



Heavy Ironclad



27/0/0



5



0/0



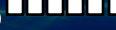
1



S

5

D



8

IH



Dwarven Battleship

Turret mounted cannons:

In addition to side cannons, The battleship has two turrets, each of which has two cannons and 360 degree arc of fire.

Mortar Attack:

Twice per game, may fire a mortar shell. Select an enemy vessel within 16" and roll to hit. Power is 8, does 2 flaming deck damage and 2 flaming hull damage. Costs 1 manpower per shot.

**Steam vessel, Dwarven artillery, Ironsides
Crew 204 Dwarven sailors
LOA 160ft.**



Dwarven Submarine
Medium vessel

22



Dwarven Submarine



□ □ □ □ □



6/0/0



5



0/0



1



S

6

D

□ □ □

8

IH

□ □ □ □ □

Resurface Attack:

May be deployed in reserve. The controlling player makes a secret note of coordinates where it is to resurface later. At beginning of any turn other than the first, submarine may resurface. Place it in any orientation at the designated coordinates. This costs 2 manpower. May then activate as normal.

Torpedo:

Twice per game may fire a torpedo at an enemy target in its front arc: Ranged attack at 8" Rng 6+ Pow 7 does 2 damage to hull. This attack costs 1 manpower and ignores modifiers to hit.

Steam vessel, Dwarven

artillery, Ironsides

Crew 72 Dwarven sailors

LOA 80ft.

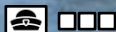


Dwarven Copter

10



Light aircraft



0/0/0



4



0/0



1



S

4

D



7

H



Dwarven copter

Grapeshot gun:

May fire front arc range 8". Does 2 damage to enemy crew.

Battleship Takeoff:

Up to two dwarven copters may begin the game embarked upon a friendly dwarven battleship. During its activation, a copter may take off from the battleship, counting the front as its front for the purpose of the maneuver.

Airborne, Steam vessel

Crew 4 dwarven pilots

LOA 40ft.



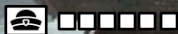
Elven Xebec

19



Elven Xebec

Medium vessel



4/0/0

5

0/1



4 D

5 IH

Elven Swiftness:

During activation may select an additional maneuver after the first.

Ballista battery:

Instead of cannons, this ship is armed with a ballista battery.

Ward Field:

Any ranged hits to this ship are negated on a roll of 8+.

Special tags

Crew 70 Elven sailors

LOA 120ft. Sail Area 7,200 sq. ft.

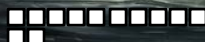


Elven Tree Ship
Superheavy Vessel

28



Elven Tree Ship



6/2/0



5



1/2



1



S



4

D



6

HI



Healing Wood:

During activation, this vessel may heal 2 points of damage for free. In addition, up to two other vessels within 6" may heal 1 point of damage.

Ballista battery:

Instead of cannons, this ship is armed with a ballista battery.

Treetop Fortresses:

Crew do not suffer penalty for firing while engaged.

Special tags

Crew 292 Elven sailors

LOA 180ft. Sail Area 12,000

sq. ft.



Viking Snekkja
Medium Longship

4



0/0/0



3



0/0



1



S



4

D



6

HI



Viking Snekkja

Symmetrical hull:

May reverse direction at beginning of activation at no manpower cost.

Special tags

Crew 80 Viking warriors
LOA 66 ft. Sail Area 1600 sq. ft.

 **Viking Drekkar** 8 
 Heavy Longship



 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

 0/0/0  4  0/0

 1  S ■ ■ ■ ■ ■ ■ ■ ■

4 D ■

6 IH ■ ■ ■ ■ ■ ■

 **Viking Drekkar**

Symmetrical hull:
 May reverse direction at beginning of turn at no manpower cost.

Blessing of the serpent god:
 Each turn, may ignore the first point of damage to ship or crew.

Special tags
 Crew 120 Viking warriors
 LOA 134 ft. Sail Area 2,000 sq. ft.

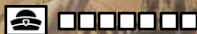


Pirate Frigate
Heavy Frigate

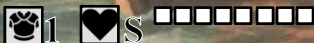
12



Pirate Frigate



10/4/0 3 1/2



4 D

6 H

High riggings:

Add +4 captain level on
opposed roll during a boarding
action onto an enemy vessel.

Special tags

Crew 140 Sea dogs
LOA 120ft. Sail Area 16,000
sq. ft.


Pirate Galleon 24 
 Superheavy Galleon





 22/6/0  4  1/2
 1  S 
 4 D 
 6 H 


Pirate Galleon

High riggings:

Add +4 captain level on opposed roll during a boarding action onto an enemy vessel.

Special tags

Crew 212 Sea dogs
 LOA 185ft. Sail Area 21,000 sq. ft.

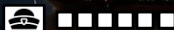


Pirate Schooner
Medium Schooner

14



Pirate Schooner



5/2/0

3

0/1



4 D

6 IH

High riggings:

Add +4 captain level on
opposed roll during a boarding
action onto an enemy vessel.

Special tags

Crew 84 Sea dogs

LOA 80ft. Sail Area 4,200 sq.
ft.



Pirate Sloop
Medium Sloop

6



1/0/0



3



0/0



1



S



4

D

5

II



Pirate Sloop

High riggings:

Add +4 captain level on opposed roll during a boarding action onto an enemy vessel.

Outflanking Trickery:

May appear from reserve from either side table edge at beginning of activation. Count the table edge as the front of the boat for purposes of maneuver.

Special tags

Crew 34 Sea dogs

LOA 48ft. Sail Area 1,800 sq. ft.



Orc Battleplex
Superheavy Vessel

28



Orc Battleplex



0/4/0



3



2/3



1



S



4

D



5

HI



Stone Lobber Battery:

Instead of cannons, this vessel is armed with catapults.

Special tags

Crew 610 Orc Raiders

LOA 162ft. Sail Area 12,000

sq. ft.

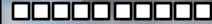
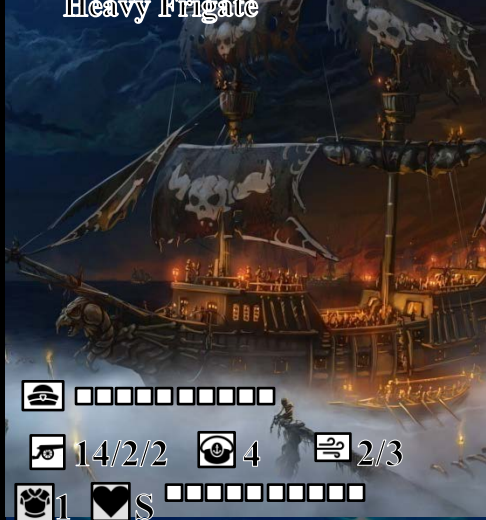


Vampire Coffinship
Heavy Frigate

22



Vampire Coffinship



14/2/2



4



2/3



1



S



4

D



6

HI



Special tags

Crew 230 Skeleton crew

LOA 168ft. Sail Area 16,000

sq. ft.

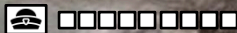


Accursed Ghost Ship
Heavy Frigate

26



Accursed Ghost Ship



10/2/0



3



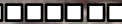
1/2



1



S



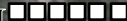
4

D



5

IH



Ethereal:

Ignores ranged hits on 6+.
As well, gets +4 captain level
bonus to swerve.

Accursed Crew:

Crew get +2 ARM

Special tags

Crew 168 Skeleton crew
LOA 148ft. Sail Area 13,200
sq. ft.

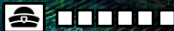


Revenant War Galley
Medium Galley

6



Revenant War Galley



1/2/0



3



0/1



1



S



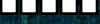
4

D



7

IH



Special tags

Crew 166 Skeleton crew

LOA 84ft. Sail Area 1,800 sq.
ft.