

BASIC SHIP – 500 PTS

	M	WS	BS	S	T	W	I	A	Ld
Basic Ship	special	-	-	6	10	10	-	-	-

Troop Type: War Machine

Special Rules: Unbreakable, Large Target, Flammable

Crew: All ships requires a crew. The crew is composed of any Core infantry or monstrous infantry unit selected from the appropriate army book. The cost of crew is added to the total cost of the ship. A ship's crew consists of at least 10 models. If the ship's crew is reduced to less than 10 members, the ship may only move at half speed. If the ship's crew is reduced to less than 5 members, it is adrift and may not move at all.

Captain: Most ships require a Captain. The captain's leadership is used for all Leadership tests required by the crew. The Captain may be any Lord or Hero. The cost of the captain is added to the total cost of the ship.

Sail Driven: Most ships have sails, to harness the power of the wind. Trimming the lines and positioning the sails requires 10 crewmembers. Make a Leadership test, with a penalty equal to the Strength of the wind. Success moves the ship forward 3" + a number of inches equal to the Strength of the wind.

A ship is a massive object born forward by imprecise means. The ship may make only a single 45 degree pivot at the beginning of its movement phase. Ships may not charge, march, move backwards/sideways, or flee/pursue.

Crushing Impact: Ships are enormous and a collision between two massive ships can often be catastrophic. Though ships cannot charge, a ship whose movement brings it into contact with another ship inflicts D6 impact hits, but suffers D3 hits from the other ship.

Running Aground: Ships are made for aquatic travel. They treat open ground as impassible terrain. If a ship is brought into contact with impassible terrain, it suffers D6 S3 hits.

Massive Wooden Hull: Ships have a 4+ armour save. Because of their massive bulk, only spells with a given Strength can damage ships – all other spell effects are ignored.

Boarding Action: If a ship is within 6" of another ship, it's crew may execute a boarding action during its Close Combat phase. Boarding actions are fought using the garrisoning rules from the Warhammer Fantasy rulebook. If the unit making the boarding action has the *Ocean, River, or Lake Strider* special rule, they may execute a boarding action from 12" away.



SHIP UPGRADES

There are a number of upgrades, each costing additional points and modifying the ships characteristics. Unless noted otherwise, each may be taken only once.

HULL UPGRADES

You may take any number of HULL UPGRADES.

Fireproofing (50): The ship loses the Flammable special rule.

Hardwood Hull (200): Improves the ships Armour Save by +2.

Ironhide (250): The ship gains a 6+ Ward Save.

Light Hull (100): Armour Save is reduced by -1. The ship may make an additional 45 degree turn after moving.

Naval Ram (150): The ship does an additional D6 impact hits when it strikes another ship.

Reinforced Bow (100): The ship does not suffer any hits from impacting with another ship.

Submersible (250): Requires Steam Power. The ship is not deployed at the start of the game. Instead, at the start of the player's second turn, he may place a marker anywhere on the battlefield to indicate where he would like the submersible to appear. The player then rolls the scatter and artillery dice. If a hit is rolled, the marker remains in place. Otherwise, move the marker as indicated by the dice. The marker cannot fall on top of Impassible Terrain (if it does, move the marker to the closest point off of the Impassible Terrain and it suffers a S6 hit). The submersible is placed on top of the marker and may shoot and fight as normal.

MANEUVERING UPGRADES

You may take only a single MANEUVERING UPGRADE.

Airship (250): The ship gains the "Hover" Special Rule and loses the Sail Driven, and Running Aground special rules. However, its Armour Save is reduced by -1. The ship may make only a single 45 degree pivot at the beginning of its movement phase and may not charge, march, move backwards/sideways, or flee/pursue.

Oars (100): In order to move the massive bulk of the ship, its crew may employ oars to push the ship forward. Rowing requires at least 10 crewmembers and moves the ship forward 4". Once per game, the ship may make a special *Burst of Speed* movement. The crew must make a Strength check using the Crew's strength characteristic. Success moves the ship forward an additional D6". The ship may make only a single 45 degree pivot at the beginning of its movement phase and may not charge, march, move sideways, or flee/pursue.

Sea Monster (300): The ship is powered by a Sea Monster. It gains Movement 6, Weapon Skill 3, Initiative 2, 3 Attacks, Leadership 8 and gains the Thunderstomp special rule. It loses the Sail Driven special rule. The ship's movement is not affected by lack of crew.

Steam Power (150): The ship replaces its sails with a steam powered engine. The ship loses the Sail Driven special rule. At the start of your turn, declare how many steam points you are going to generate. This can be any number between 0 and 5 SP. If you declared 1 or more SP, roll a D6 and add the number of steam points you've decided to generate. If the total is equal to or less than the ship's remaining Wounds, all is well. If the total is greater, then



something has gone wrong. The ship loses one Wound and no SP are generated that turn. Each SP can do the following:

- Move the ship forward up to 3".
- Move the ship backwards up to 2".
- Pivot on the spot up to 45 degrees.

Winds of Magic (200): Requires Wizard. The ship may move in the Magic Phase, carried forwards by the winds of magic. The ship itself functions as a Bound Spell called Magical Wind (Power Level 10). The ship will move 2d6". The spell may be dispelled, which reduces the speed to 1D6" that turn. The ship may make two 45 degree turns at any time during its movement. The ship's movement is not affected by lack of crew. It loses the Sail Driven special rule.

MISCELLANEOUS UPGRADES

You may take any number of MISCELLANEOUS UPGRADES. Miscellaneous upgrades may be taken more than once.

Boarding Party (25 + Cost of Unit): The ship may include an additional unit of infantry or monstrous infantry who are counted as additional crew. These troops may make boarding actions and disembark as normal.

Dinghies (100): Dinghies are small craft used to board other ships. Dinghies extend a ship's range for boarding actions to 12".

Here There Be Dragons (50 + Cost of Unit): The ship houses a Monstrous Creature. The creature may make Rowing checks instead of the crew. The creature may disembark, but may not be involved in boarding actions. If it disembarks it must make a roll on the "Rarrgh" table.

Weapon Mount (25 + Cost of Unit): The ship may mount a single warmachine and its crew on the upper deck. A ship may mount up to 4 weapons. In addition to army-specific weapons, players may take the following generic war machines on any ship.

- **Stone Thrower** (110 pts)
- **Bolt Thrower** (75 pts)
- **Cannon** (150 pts)

