

# SLAANESH DEBAUCHERY

INDEPENDENT

CREW

6

MAX

CREW

2

Cultists

2	<p><b>FORE SAILS</b> Save 5 or 6</p> <p>1st hit - No Effect 2nd hit - Sail destroyed. Lose 4" of movement.</p> <p>Further hits do not cause criticals.</p>	3	<p><b>AFT SAILS</b> Save 5 or 6</p> <p>1st hit - No Effect 2nd hit - Sail destroyed. Lose 4" of movement.</p> <p>Further hits do not cause criticals.</p>
4	<p><b>ALLURE OF SLAANESH</b> Save 4, 5 or 6</p>	5	<p><b>ALLURE OF SLAANESH</b> Save 4, 5 or 6</p>
	<p>The Allure of Slaanesh only needs 1 intact location to function. 1st and 2nd hits have no effect. 3rd hit destroys the Allure of Slaanesh.</p>		

NO  
EFFECT

NO  
EFFECT

SINKS

**BELOW WATERLINE**  
Save 4, 5 or 6

1st and 2nd hit has no effect.  
3rd hit- Ship sinks.

Sails: 8"

BATTLE HONORS 4

# SLAANESH MESMER

INDEPENDENT

CREW

2

Cultists

4	<p><b>FORE SAILS</b> Save 5 or 6</p> <p>1st hit - Fore sail destroyed. Movement is reduced by 4".</p> <p>Further hits do not cause criticals.</p>	5	<p><b>AFT SAILS</b> Save 5 or 6</p> <p>1st hit - Aft sail destroyed. Movement is reduced by 4".</p> <p>Further hits do not cause criticals.</p>
6	<p><b>GAZE OF SLAANESH</b> Save 4, 5 or 6</p> <p>Gaze of Slaanesh is destroyed.</p>		

NO  
EFFECT

SINKS

**BELOW WATERLINE**  
Save 5 or 6

1st hit has no effect.  
2nd hit- Ship sinks.

SAILS: 8"

BATTLE HONORS 2

