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Universal Head

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Game: MAN O' WAR Pub: Games Workshop (1993)	v1 Sept 2007
Shipcards series BANE TOWERS	
For best results, print on card, laminate and trim to size.	

CHAOS INDEPENDENT

MOVE

UP TO 3 DICE™
1 DICE PER
ENERGY COUNTER
USE STANDARD TURNING TEMPLATE

CREW
2 CHAOS CULTISTS
CHAOS SORCEROR

MAIN TOWER

4+
Further hits no criticals

4
Mast lost
Cannot move under sail

4+
Further hits no criticals

4+
Further hits no criticals

6
Further hits no criticals

5
Further hits no criticals

ENERGY TRACK

Each hit above reduces energy by 1

HONOURS

2

MOVEMENT

Take dice equal to number of **Energy of Tzeentch** counters (starts with 3). Choose and roll a number of them for movement. Ignores wind effects. May swim over sand banks and islands but is damaged and loses an Energy counter on a roll of 1 on a d6.

COMBAT

For every Energy of Tzeentch counter not used for movement may fire a **Bolt of Tzeentch**. Range 9", 360° arc, 1 dice attack. May not repe boarders. Does not cause criticals. Hit locations get a normal save regardless of range.

SPECIAL RULES

Destroyed or captured towers vanish. May use dice to repair an Energy counter on a roll of 5-6. Killed enemy crew in boarding actions are transformed into Pink Horrors on a roll of 4+ (up to maximum crew limit).

Special

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