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Game: MAN O' WAR

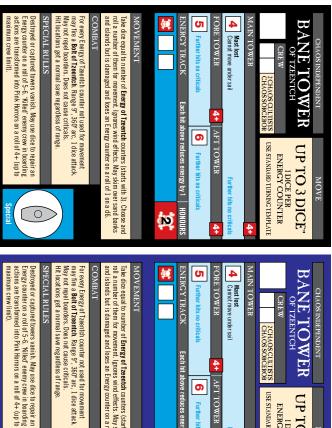
Pub: Games Workshop (1993)

Shipcards series BANE TOWERS

v1

Sept 2007

For best results, print on card, laminate and trim to size.





USE STANDARD TURNING TEMPLATE

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UP TO 3 DICE" 1 DICE PER ENERGY COUNTER

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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 skim over sand banks and islands but is damaged and loses an Energy counter on a roll of 1 on a d6.

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



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SPECIAL RULES

maximum crew limit).

MAIN TOWER ENERGY TRACK FORE TOWER O 4 Cannot move under sail BANE TOWER CHAOS INDEPENDENT CREW Each hit above reduces energy by 1 HONOURS AFT TOWER **o** USE ST AND ARD TURNING TEMPLATE UP TO 3 DICE" 1 DICE PER ENERGY COUNTER (IS)

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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 \bigcirc