

	TZEENTCH CALDERA of TZEENTCH INDEPENDENT	CREW 2
3	WEIRDLING ROD Save 5 or 6 1st Hit - No effect 2nd Hit - May not Channel Energy.	4
ISIBILIANT SPIRE Save 4, 5 or 6 May not use Changer's Blessing Power		
5	OAR DECK Save 4, 5, or 6 Move reduced by 1/2.	6
SECOND DECK Save 5 or 6 Move reduced by 1/2.		
NO EFFECT	NO EFFECT	SINKS
BELOW WATERLINE Save 4, 5 or 6 1st and 2nd hits have no effect. 3rd hit sinks ship.		
OARS: 6"		
BATTLE HONORS 4		

	TZEENTCH CHANGECASTER INDEPENDENT	CREW 0
3	ARMS OF CHAOS Save 4, 5 or 6 1st Hit - No effect 2nd Hit - May not fire Changelcaster	4
GAZE OF TZEENTCH Save 4, 5 or 6 Caster bolts may no longer mutate.		5
DECK Save 4, 5, or 6		
6	CILIA Save 4, 5 or 6 Immobilized.	
SHIP LOST TO THE WARP	STABILITY Save 4, 5 or 6 1st hit - Ship implodes.	
CILIA: 6"		
BATTLE HONORS 3		

