

TZEENTCH GREAT WINGED TERROR MAN O' WAR		CREW 2 CHAOS WARRIORS
2 FORECASTLE Save 5 or 6 Further hits do not cause critical damage.	3 SAIL Save 5 or 6 Further hits do not cause critical damage.	4 AFTCASTLE Save 5 or 6 Further hits do not cause critical damage.
5 PROW Save 4, 5 or 6 Further hits do not cause critical damage.	6 WINGS Save 4, 5 or 6 Further hits do not cause critical damage.	
ENERGY TRACK Each hit above reduces energy by 1. Remove one counter from energy track.		
UP TO 6 DICE " MOVEMENT (1 PER ENERGY COUNTER) BATTLE HONOURS: 6		

Number of Energy counters can be distributed between
 -dice movement, with turning template, ignore wind, can fly over terrain, loses 1 energy counter on roll of 1
 -Bolts of Tzeentch, 9" range, unmodified saves
 -repair: use left counters, roll, on 5-6 one counter regenerated
 Immune against Waterline effects, can be boarded normally
 If boarding round won, roll for killed crew, on 5-6 transformed into Pink Horror
 Captured Great Winged Terrors vanish at end of round, prize crew ends up in water

Great Winged Terror 2

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 crew #: _____
 type: _____

Great Winged Terror 3

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 crew #: _____
 type: _____

Great Winged Terror 4

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 crew #: _____
 type: _____

TZEENTCH TREPIDATOR SHIP OF THE LINE		CREW 0
4 HEAD SAVE 4,5,6 Each hits destroys one Bolt of Tzeentch. Further hits do not cause critical damage.	5 BODY SAVE 4,5,6 Further hits do not cause critical damage.	6 TAIL SAVE 5,6 Further hits do not cause critical damage.
move 1 die* less	move 1 die* less	ENERGY TRACK Each hit above reduces power by 1. Remove one counter from the energy track. Regeneration with roll of 6.
UP TO 3 DICE" MOVEMENT BATTLE HONOURS: 2		

No Below the waterline hits. Fire does only cause loss of energy/normal damage in the head location respectively. It cannot spread. No ramming neither can be rammed
Repairing damage: Once at the beginning of each round roll a dice for each damaged Trepidator, on a roll of 6 it regenerates one energy counter, repair of bolts is possible.
Up to 3 dice of movement, losing movement, once energy drops to two counters.
 Use the turning template, but ignore wind effects. Skimming over terrain pieces is possible, but there is a chance of crashing:
 If flying over terrain, it crashes on a roll of 1 and loses one energy counter.
or Teleport:
 State a desired position anywhere on battlescape, place the Teleport Marker there, then roll a dice:
 1 use scatter dice (hit is rerolled until scatter achieved, use double the distance scatter) & Trepidator loses one energy counter (if it had only one left, it is destroyed)
 2 use scatter dice (hit is rerolled until scatter achieved, use double the distance scatter)
 3 use scatter dice (hit is rerolled until scatter achieved)
 4 use scatter dice (hit is rerolled until scatter achieved, use half the distance scatter)
 5 hits exactly desired position
 6 hits exactly desired position, wins one energy counter plus (not more than total allowed)
 If the Trepidator would hit a terrain piece or any other ship, monster or flyer upon reappearance, its teleport attempts fails and it directly vanishes into the void.

Squad 1:

Trepidator 1

-1	-1		
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 bolt bolt

Trepidator 2

-1	-1		
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 bolt bolt

Trepidator 3

-1	-1		
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 bolt bolt

Squad 2:

Trepidator 1

-1	-1		
----	----	--	--

 bolt bolt

Trepidator 2

-1	-1		
----	----	--	--

 bolt bolt

Trepidator 3

-1	-1		
----	----	--	--

 bolt bolt

Squad 3:

Trepidator 1

-1	-1		
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 bolt bolt

Trepidator 2

-1	-1		
----	----	--	--

 bolt bolt

Trepidator 3

-1	-1		
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 bolt bolt

Do not forget determination of respective leading Trepidator!