

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

<input type="text"/>				
----------------------	----------------------	----------------------	----------------------	----------------------

crew #:

type:

### Great Winged Terror 3

<input type="text"/>				
----------------------	----------------------	----------------------	----------------------	----------------------

crew #:

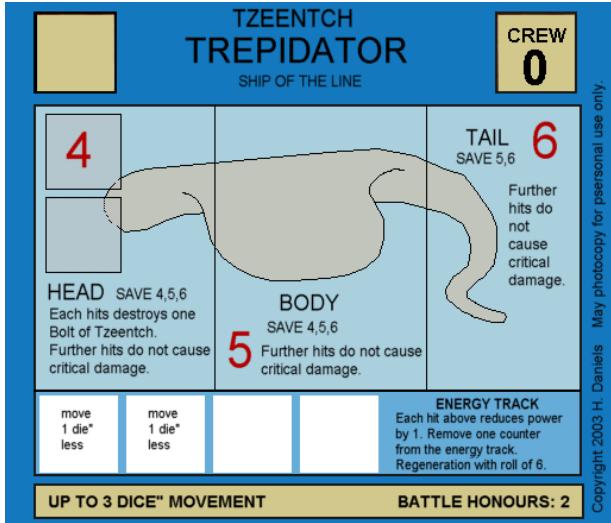
type:

### Great Winged Terror 4

<input type="text"/>				
----------------------	----------------------	----------------------	----------------------	----------------------

crew #:

type:



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 \_\_\_\_\_

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

bolt bolt

Trepidator 2 \_\_\_\_\_

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

bolt bolt

Trepidator 3 \_\_\_\_\_

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

bolt bolt

### Squad 2: \_\_\_\_\_

Trepidator 1 \_\_\_\_\_

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

bolt bolt

Trepidator 2 \_\_\_\_\_

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

bolt bolt

Trepidator 3 \_\_\_\_\_

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

bolt bolt

### Squad 3: \_\_\_\_\_

Trepidator 1 \_\_\_\_\_

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

bolt bolt

Trepidator 2 \_\_\_\_\_

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

bolt bolt

Trepidator 3 \_\_\_\_\_

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

bolt bolt

Do not forget determination of respective leading Trepidator!