

Another boardgame player aid by

# Universal Head

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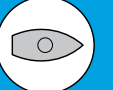
Game: <b>MAN O' WAR</b> Pub: <b>Games Workshop (1993)</b>	<b>v1</b> Sept 2007
<b>Shipcards series</b> <b>BANE TOWERS</b>	
For best results, print on card, laminate and trim to size.	

CHAOS INDEPENDENT		MOVE	
<b>BANE TOWER</b> OF TZEENTCH		<b>UP TO 3 DICE™</b> 1 DICE PER ENERGY COUNTER USE STANDARD TURNING TEMPLATE	
CREW	2 CHAOS CULTISTS CHAOS SORCEROR	USE STANDARD TURNING TEMPLATE	
MAIN TOWER	4+	Further hits no criticals	
4 <b>Most lost</b> Cannot move under sail			
FORE TOWER	4+	AFT TOWER	4+
5 Further hits no criticals	6 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 die.

**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 repeat 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).

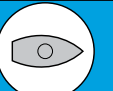
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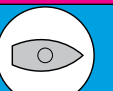
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