

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>TZEENTCH</b>	
For best results, print on card, laminate and trim to size.	

TZEENTCH MAN O'WAR		MOVE	
<b>GREAT WINGED TERROR</b>		<b>UP TO 6 DICE™</b>	
CREW		1 DICE PER ENERGY COUNTER	
CHAOS WARRIORS			
FORECASTLE	SAIL	AFTCASTLE	
5+	5+	5+	
2 Further hits no criticals	3 Further hits no criticals	4 Further hits no criticals	
PROW	4+	WINGS	4+
5 Further hits no criticals		6 Further hits no criticals	
ENERGY TRACK		Each hit above reduces energy by 1	HONOURS
			
<b>MOVEMENT</b>			
Take dice equal to number of Energy of Tzeentch counters (starts with 6). 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.			
<b>COMBAT</b>			
For every Energy of Tzeentch counter not used for movement may fire a Bolt of Tzeentch. Range 9", 360° arc, 1 dice attack. All hit locations get a normal save regardless of range.			
<b>SPECIAL RULES</b>			 Special
Destroyed or captured ships 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 5+ (up to maximum crew limit).			