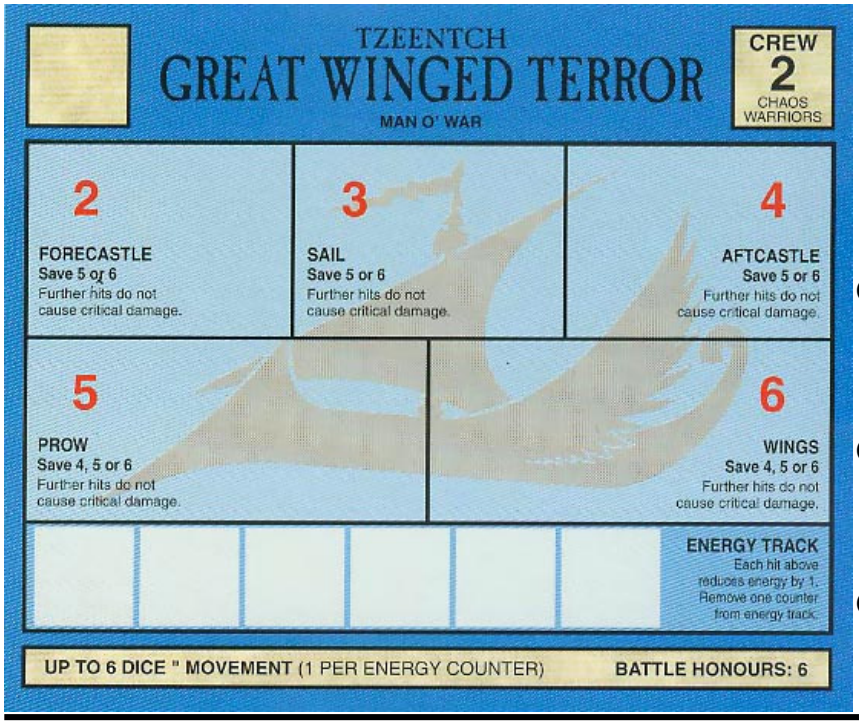


Number of Energy counters can be distributed between
-dice movement, with turning template, ignore wind, can fly over terrain, loses 1 energy counter on roll of 1
-Bolts of Tzeentch, 9" range, unmodified saves
-repair: use left counters, roll, on 5-6 one counter regenerated
Immune against Waterline effects, 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 _____

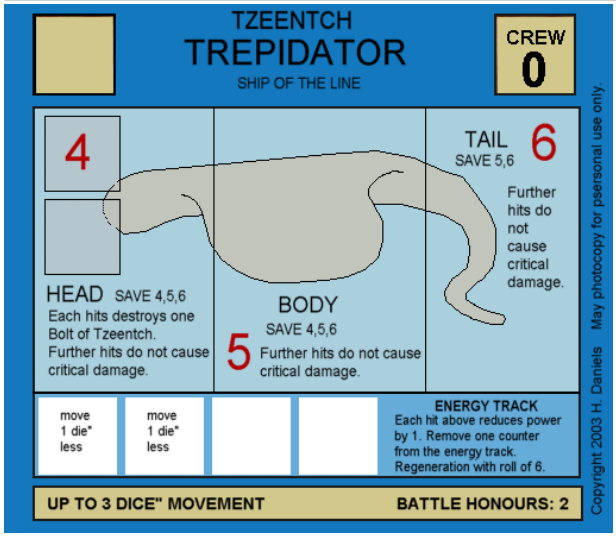
crew #:
type: _____

Great Winged Terror 3 _____

crew #:
type: _____

Great Winged Terror 4 _____

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 looses 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 looses 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 _____ Trepidator 2 _____ Trepidator 3 _____

-1	-1			bolt	bolt	-1	-1			bolt	bolt	-1	-1			bolt	bolt

Squad 2: _____

Trepidator 1 _____ Trepidator 2 _____ Trepidator 3 _____

-1	-1			bolt	bolt	-1	-1			bolt	bolt	-1	-1			bolt	bolt

Squad 3: _____

Trepidator 1 _____ Trepidator 2 _____ Trepidator 3 _____

-1	-1			bolt	bolt	-1	-1			bolt	bolt	-1	-1			bolt	bolt

Do not forget determination of respective leading Trepidator!