

PYRAMIDSHIP

An experimental Man O' War for the Lizardmen fleet

by B. Greenwald

Revision 1.1

The Great Slann Mage, Ulam Tan Tiki, looked around at his fleet of warships from his Sanctum high atop the his Templeship. "How magnificent and powerful it is", he thought to himself, "If only I had another ship like my flagship, but only with more Serpent Sting Batteries to rain destruction down upon my enemies. I will have my chief ship builder create me a new Man o' War. " he mused. "I will be invincible".

At the end of 12 pair moons, Ulam Tan Tiki was pleased with the new addition to his fleet. It was called a Pyramidship.

Building a Pyramidship:

The Lizardmen Pyramidship is a conversion of the Templeship. To build a Pyramidship the following pieces are required.

- 1 Templeship Hull
- 1 Templeship Pyramid
- 8 Serpent Sting Batteries

Note; the Templeship Sanctum is not used and 4 additional Serpent Sting batteries are needed.

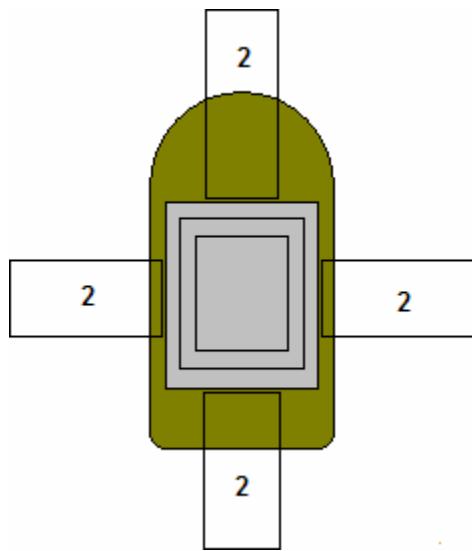
Assemble the hull, pyramid and 4 batteries of the Templeship as normal. Add 2 additional batteries to each side of the pyramid on the same level as the upper batteries, for a total of 8 batteries. Your Pyramidship is complete.

Pyramidship Rules:

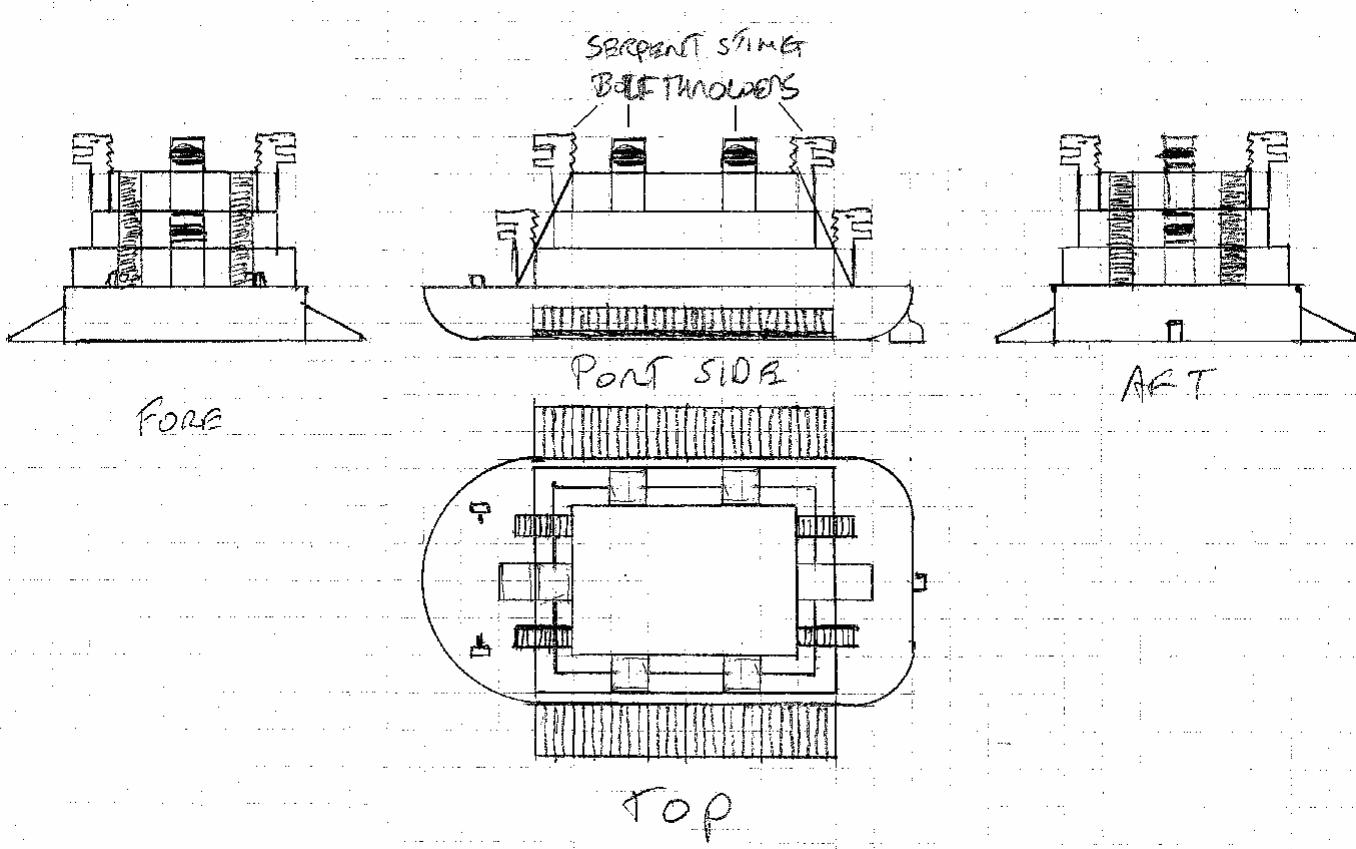
One Pyramidship may be purchased for each Templeship in a Lizardmen fleet and is an independent Man O' War for 200 points. All rules for oar driven ships apply. The Pyramidship may have any crew available to the Templeship except Templeguard crew.

When Broadside batteries are hit during shooting determine the direction to the source of the shot and place a damage marker on the template only on that side of the Pyramidship. If the shot originates directly fore or aft of the Pyramidship then roll a die to randomize the hit to the Port side or Starboard side.

Firing Chart



Design Idea





LIZARDMAN
PYRAMIDSHIP
INDEPENDENT



4	FORWARD CAPSTONE	5	BROADSIDE CAPSTONE	REAR CAPSTONE	6
		5 Port			
			Starboard		
	Save 3, 4, 5 or 6 Serpent's Sting lost.		Save 3, 4, 5 or 6 One Serpent's Sting lost per hit.		Save 3, 4, 5 or 6 Serpent's Sting lost.
2	FORWARD TEMPLE		REAR TEMPLE		3
	Save 3, 4, 5 or 6 Serpent's Sting lost.		Save 3, 4, 5 or 6 Serpent's Sting lost.		
4	OAR DECK	5	OAR DECK	OAR DECK	6
	Save 4, 5 or 6 Oars lost. Speed reduced by 2".		Save 4, 5 or 6 Oars lost. Speed reduced by 2".	Save 4, 5 or 6 Oars lost. Speed reduced by 2".	
NO EFFECT	NO EFFECT	NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6 First, second and third hits have no effect. Fourth hit sinks ship.	

OARS: 6"

BATTLE HONOURS: 8