

Another boardgame player aid by

UniversalHead

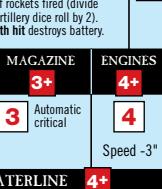
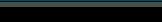
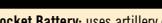
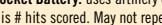
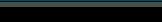
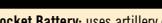
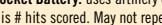
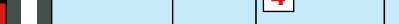
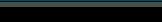
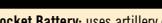
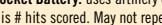
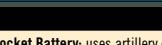
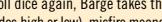
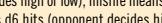
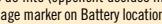
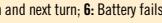
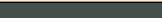
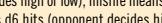
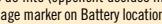
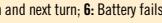
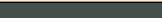
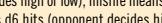
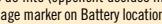
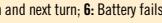
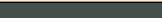
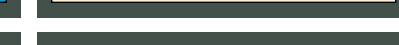
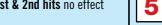
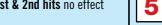
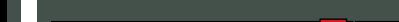
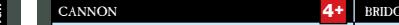
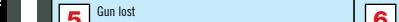
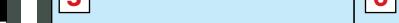
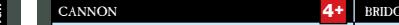
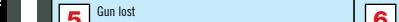
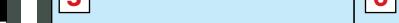
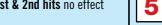
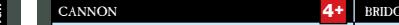
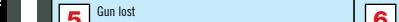
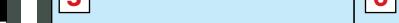
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Game: MAN O' WAR	v1
Pub: Games Workshop (1993)	
Shipcards series CHAOS DWARF	Sept 2007
For best results, print on card, laminate and trim to size.	

CHAOS DWARF MAN O'WAR THUNDERFIRE BATTLEBARGE 	MOVE STEAM 6" May turn on spot 90° per 1/2 move May reverse up to 2"	MOVE CHAOS DWARF SHIP OF THE LINE HULL-DESTROYER 								
ROCKET BATTERY 4+ BRIDGE 5+ STERN 5+  <p>1st & 2nd hits no effect. 3rd hit halves number of rockets fired (divide artillery dice roll by 2). 4th hit destroys battery.</p> <table border="1"> <tr> <td>BOWS 4+ </td> <td>MAGAZINE 3+  Automatic critical</td> <td>ENGINES 4+ </td> <td>ENGINES 4+  Speed -3"</td> <td>AFT 4+ </td> </tr> </table>	BOWS 4+ 	MAGAZINE 3+  Automatic critical	ENGINES 4+ 	ENGINES 4+  Speed -3"	AFT 4+ 	BELOW WATERLINE 4+ HONOURS 6 	RAM 4+  1st hit no effect 2nd hit destroys ram <table border="1"> <tr> <td>BOWS 5+ </td> <td>WINCH 4+  Target's save now -1 rather than -2.</td> <td>ENGINES 5+  Speed -3"</td> </tr> </table>	BOWS 5+ 	WINCH 4+  Target's save now -1 rather than -2.	ENGINES 5+  Speed -3"
BOWS 4+ 	MAGAZINE 3+  Automatic critical	ENGINES 4+ 	ENGINES 4+  Speed -3"	AFT 4+ 						
BOWS 5+ 	WINCH 4+  Target's save now -1 rather than -2.	ENGINES 5+  Speed -3"								
WEAPONS	Thunderfire Rocket Battery: uses artillery dice, range 12", number rolled is # hits scored. May not repel boarders. Misfire indicates malfunction (roll d6): 1: Roll dice again, battery location takes many hits, misfire means Barge explodes; 2: Roll dice again, Barge takes that many hits (opponent decides high or low), misfire means Barge explodes; 3: Barge takes d6 hits (opponent decides high or low); 4: Place 1 damage marker on Battery location; 5: Battery fails to fire this turn and next turn; 6: Battery fails to fire this turn. 	BELOW WATERLINE 4+ HONOURS 2 								
CHAOS DWARF MAN O'WAR GREAT LEVELLER BATTLEBARGE 	MOVE STEAM 4" May turn on spot 90° per 1/2 move May reverse up to 2"	WEAPONS No ranged weapons. 								
GREAT LEVELLER 4+ BRIDGE 5+ STERN 5+  <p>1st & 2nd hits no effect 3rd hit destroys mortar</p> <table border="1"> <tr> <td>BOWS 5+ </td> <td>AMMUNITION 3+  Automatic critical</td> <td>ENGINES 4+ </td> <td>ENGINES 4+  Speed -2"</td> <td>AFT 5+ </td> </tr> </table>	BOWS 5+ 	AMMUNITION 3+  Automatic critical	ENGINES 4+ 	ENGINES 4+  Speed -2"	AFT 5+ 	BELOW WATERLINE 4+ HONOURS 6 	RAM			
BOWS 5+ 	AMMUNITION 3+  Automatic critical	ENGINES 4+ 	ENGINES 4+  Speed -2"	AFT 5+ 						
<p>If ship comes into contact with enemy, may use ram to strike a single low location (save -2). If target fails save, it is pushed away up to 3" (HD may remain in contact.)</p>										
WEAPONS	Great Leveller Mortar: uses artillery and scatter dice, min. range 6", max. range 24". Any ship under special template takes 4 hits (re-roll misses). May not repel boarders. Misfire indicates malfunction (roll d6): 1: Place template over Barge, resolve normally; 2: Roll twice on the Critical Hit Chart and apply more serious result to Barge; 3: Roll on the Critical Hit Chart and apply result to Barge; 4: Mortar location takes 2 hits, normal saves; 5: Mortar location takes 1 hit, normal saves; 6: Mortar may not fire this turn. 	CHAOS DWARF SHIP OF THE LINE THUNDER-ROLLER 								
WEAPONS	STEAM 6" NO TURNS 9" May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3"									
CHAOS DWARF MAN O'WAR GREAT LEVELLER BATTLEBARGE 	MOVE STEAM 4" May turn on spot 90° per 1/2 move May reverse up to 2"	MOVE CHAOS DWARF SHIP OF THE LINE THUNDER-ROLLER 								
GREAT LEVELLER 4+ BRIDGE 5+ STERN 5+  <p>1st & 2nd hits no effect 3rd hit destroys mortar</p> <table border="1"> <tr> <td>CANNON 4+ </td> <td>BRIDGE 5+ </td> </tr> </table>	CANNON 4+ 	BRIDGE 5+ 	BELOW WATERLINE 4+ HONOURS 6 	CANNON 4+  Gun lost <table border="1"> <tr> <td>THUNDER-ROLLER 4+ </td> <td>SUPERSTRUCTURE 4+ </td> <td>ENGINES 5+  1st hit no effect</td> </tr> </table>	THUNDER-ROLLER 4+ 	SUPERSTRUCTURE 4+ 	ENGINES 5+  1st hit no effect			
CANNON 4+ 	BRIDGE 5+ 									
THUNDER-ROLLER 4+ 	SUPERSTRUCTURE 4+ 	ENGINES 5+  1st hit no effect								
WEAPONS	Great Leveller Mortar: 1 firing ahead. Cannon may repel boarders.									
WEAPONS	SPECIAL RULES For each full inch of movement the Roller moves in a straight line before ramming, make a single dice attack against a low location. 	WEAPONS 1 								