

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>  <b>Sept 2007</b>
<b>Shipcards series</b> <b>CHAOS DWARF</b>	
For best results, print on card, laminate and trim to size.	

CHAOS DWARF MAN O' WAR

THUNDERFIRE BATTLEBARGE

CREW

ROCKET BATTERY

3,4

1st & 2nd hits no effect.  
3rd hit halves number  
of rockets fired (divide  
artillery dice roll by 2).  
4th hit destroys battery.

BRIDGE

5

STERN

6

BOWS

4+

MAGAZINE

3+

Automatic critical

ENGINES

4+

ENGINES

4+

AFT

4+

BELOW WATERLINE

4+

HONOURS

6

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 that 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.

Special

CHAOS DWARF SHIP OF THE LINE

HULL-DESTROYER

CREW

STEAM 6"

May turn on spot 90° per 1/2 move  
unless side paddles are destroyed.  
May reverse up to 2"

RAM

4+

BOWS

5+

WINCH

4+

ENGINES

5+

BELOW WATERLINE

4+

HONOURS

2

WEAPONS

No ranged weapons.

RAM

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.)

No Ranged Weapons

CHAOS DWARF MAN O' WAR

GREAT LEVELLER BATTLEBARGE

CREW

STEAM 4"

May turn on spot 90° per 1/2 move  
May reverse up to 2"

GREAT LEVELLER

4+

BRIDGE

5+

STERN

5+

BOWS

5+

AMMUNITION

3+

Automatic critical

ENGINES

4+

ENGINES

4+

AFT

5+

BELOW WATERLINE

4+

HONOURS

6

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.

Special

CHAOS DWARF SHIP OF THE LINE

THUNDER-ROLLER

CREW

STEAM 6"

NO TURNS 9"  
May turn on spot 90° per 1/2 move  
unless side paddles are destroyed.  
May reverse up to 3"

CANNON

4+

BRIDGE

5+

THUNDER-ROLLER

4+

SUPERSTRUCTURE

4+

ENGINES

5+

BELOW WATERLINE

4+

HONOURS

2

WEAPONS

**Cannon:** 1 firing ahead.  
Cannon may repel boarders.

**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.

Special