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

ELF MAN O'WAR		MOVE	
DRACONSHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVE>2>ATTACK each Battle Phase	
RIGHT MAST	5+	LEFT MAST	5+
4	No effect	5	No effect
	Mast destroyed Speed reduced by 3"		Mast destroyed Speed reduced by 3"
Further hits no criticals		Further hits no criticals	
BRIDGE	2	AFTCASTLE	4+
1 fore Eagle Claw lost		3	
BOWS	4+	MIDSHIPS	4+
4	1 hit no effect. 2nd hit destroys both Dragonblades	5	Broadside Claws
Below Waterline		Honours	
	4+		8
WEAPONS		WEAPONS	
Eagle Claws: 2 firing ahead, 1 broadside, range 12", no save modifier for range, may not repel boarders.		Eagle Claw Bolt Throwers: 3 broadsides, range 12", no save modifier for range, may not repel boarders.	
Dragonblades: no ramming, move required, counts as part of movement. If BOW save failed d6 BOW damage. Ship sunk. Dragons ship continuing moving if not impaled on ship and neither moves until it is sunk. Can move through wreckage.		Highly Maneuverable: Use special 90° turn template.	

ELF SHIP OF THE LINE		MOVE	
EAGLESHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVE>2>ATTACK each Battle Phase	
SAIL	5+	BATTLE TOWERS	5+
4,5	Each hit reduces Speed by 2"	6	
	Further hits no criticals		
SAIL	2	BRIDGE	5+
2		3	
BOWS	4+	MIDSHIPS	4+
4	1 broadside Eagle Claw lost	5	Eagle Claw lost
Below Waterline		Honours	
	4+		6
WEAPONS		WEAPONS	
Eagle Claw Bolt Throwers: 3 broadsides, range 12", no save modifier for range, may not repel boarders.		Eagle Claw Bolt Throwers: 2 firing ahead, range 12", no save modifier for range, may not repel boarders.	

ELF SHIP OF THE LINE		MOVE	
HAWKSHIP		SAIL 6" (x2)	
CREW		MOVE>ATTACK>MOVE or MOVE>2>ATTACK each Battle Phase	
MAST	6+		
3	No effect		
	Mast destroyed Cannot move		
MAST	3	FORECASTLE	5+
1 fore Eagle Claw lost		5	Eagle Claw lost
FORECASTLE	4	MIDSHIPS	4+
4	1 fore Eagle Claw lost	5	1 fore Eagle Claw lost
Below Waterline		Honours	
	4+		2
WEAPONS		WEAPONS	
Eagle Claw Bolt Throwers: 2 firing ahead, range 12", no save modifier for range, may not repel boarders.		Eagle Claw Bolt Throwers: 2 firing ahead, range 12", no save modifier for range, may not repel boarders.	