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

KHORNE MAN O' WAR		MOVE		
BLOODSHIP		OARS 6" NO TURNS 9"		
CREW		May turn on spot 90° per 1/2 move May reverse up to 2"		
CHAOS WARRIORS				
PROW	GUN DECKS	BLOOD CAULDRONS	BRIDGE	STERN
4+	4+	4+	4+	4+
2	3	4	5	6
Both locations destroyed: Burning Skulls lost				
HAMMER OF KHORNE	OAR DECK	OAR DECK	OAR DECK	AFT
3+	4+	4+	4+	4+
2	3	4	5	6
May not ram/fire Hammer of Khorne	Speed -2"(3")	Speed -2"(3")	Speed -2"(3")	
BELOW WATERLINE 4+				HONOURS
   				6
WEAPONS & RAM				
Burning Skulls: Cannon. 1 dice attack, range 6", -1 to save. If target fails save, the location is also set ablaze. Hammer of Khorne: Cannon. 1 dice attack, range 6". If target fails save, the location is also set ablaze and all adjacent locations above the waterline must make save or also be set ablaze. Ram. 3" straight under oars. Roll for hit location: 1-3: low (location hit -2 save), 4-6: BTW (-1 save, roll: 1-2: 1 pt BTW damage; 3-5: 2 pts BTW damage; 6: 3 pts BTW damage.				
				 Special

KHORNE SHIP OF THE LINE		MOVE		
IRONSHARK		SAIL 6" OARS 6"		
CREW		May turn on spot 90° per 1/2 move May reverse up to 2"		
CHAOS CULTISTS				
SHARK HEAD	SAIL	AFTCASTLE		
4+	5+	4+		
3	4	6		
No effect	Mast lost Cannot move under sail			
Shark head destroyed	Further hits no criticals			
OARS				
5+				
5				
Oars lost No oars move				
BELOW WATERLINE 5+				HONOURS
				2
WEAPONS				
Shark Head: Jaws must be in contact with enemy ship. Roll 1 d6 attack to low location with a save of -1. If enemy rolls a 1 when making saving throw, bit inflicts 2 points of damage instead of 1.				
SPECIAL RULES				
On a roll of 6 (d6) any spell cast against the Ironshark fails.				
				 No Ranged Weapons