

Another boardgame player aid by

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

INDEPENDENT TERRAIN PIECE		MOVE	
SHORE FORT		MAY NOT MOVE	
CREW			
LEFT CANNON BATTERY 3+		CENTRE CANNON BATTERY 3+	
4 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	5 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	6 1 cannon battery destroyed Further hits cause 1 point of structural damage and kill 1 crew counter	
STRUCTURAL DAMAGE		HONOURS	
<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>		<input checked="" type="checkbox"/> 5	
RANGED WEAPONS			
Cannons: 3 turrets, 360°. All cannons fire at same target every turn (ie. 3 dice attack x1). May repel boarders at +1.			
CAPTURING A SHOREFORT			
Move ship so it is touching the fort and roll d6; on a 5+ it has run aground. In any case may board. In a boarding action, an undamaged standard shorefort rolls 1 die and adds +3 for its crew, +3 for its guns and +1 for its stone walls in defence for a total of +7.			