

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>BRETONNIA</b>	
For best results, print on card, laminate and trim to size.	

BRETONNIAN MAIN O'WAR		MOVE	
<b>GALLEON</b>		<b>SAIL 9"</b> WIND BEHIND 9"	
CREW			
FOREMAST	5+	MAINMAST	5+
4 No effect Mast destroyed Speed reduced by 3"	5 No effect Mast destroyed Speed reduced by 3"	6 No effect Mast destroyed Speed reduced by 3"	5+ No effect Mast destroyed Speed reduced by 3"
FORECASTLE		AFTCASTLE	
Further hits no criticals		Further hits no criticals	
2 Broadside cannon battery destroyed	4+ Broadside cannon battery destroyed	3 Broadside cannon battery destroyed	4+ Broadside cannon battery destroyed
BOWS	4+ GUN DECK	5	STERN
4	4+ Each destroys 1 broadside cannon battery	4+ STERN	4+ STERN
BELOW WATERLINE		HONOURS	
4+		6	
WEAPONS		LOW	
Cannons: 4 broadside. All cannons may repel boarders.		4 4	

BRETONNIAN SHIP OF THE LINE		MOVE	
<b>CORSAIR</b>		<b>SAIL 9"</b> WIND BEHIND 9"	
CREW			
FOREMAST	5+	AFTMAST	5+
4 Mast lost Speed reduced by 3"	5+6 Speed reduced by 3"	5+6 Speed reduced by 3"	5+ Speed reduced by 3"
FORECASTLE		AFTCASTLE	
Further hits no criticals		Further hits no criticals	
2 1 broadside cannon battery lost	5+ 1 broadside cannon battery lost	3 1 broadside cannon battery lost	5+ 1 broadside cannon battery lost
BOWS	4+ GUN DECK	4+ STERN	4+ STERN
4	5 1 broadside cannon battery lost	4+ STERN	4+ STERN
BELOW WATERLINE		HONOURS	
4+		4	
WEAPONS		LOW	
Cannons: 3 broadside. All cannons may repel boarders.		3 3	

BRETONNIAN SHIP OF THE LINE		MOVE	
<b>BUCCANEER</b>		<b>SAIL 9"</b> WIND BEHIND 9"	
CREW			
MAST	5+		
4 Mast lost Cannot move			
FORECASTLE		AFTCASTLE	
Further hits no criticals		Further hits no criticals	
5 Catapult destroyed May not fire	4+ AFTCASTLE	6	
BELOW WATERLINE		HONOURS	
5+		1	
WEAPONS		LOW	
Catapult: 1 firing ahead. Catapult may not repel boarders; fire at close range or be aimed low. No save modifier at long range. If location fails save, it is destroyed and location below can be hit (save +1), then below at +2, etc. Rock stops when save is made or it passes through ship. A location already destroyed does not count and no critical.		1	