

Another boardgame player aid by

Universal Head

Design That Works.

Download a huge range of popular boardgame rules summaries, reference sheets and player aids at www.headlesshollow.com

Universal Head • Design That Works • www.universalhead.com

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

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

CHAOS:SHIP OF THE LINE	MOVE
DEATHGALLEY	SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"
CREW	
CHAOS CULTISTS	
OARS 6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"	
CHAOS REWARD Starts the game with one Chaos Reward card, bestowed by the same Chaos Power as the rest of the ships in its squadron.	
MAST 5+	
4 Mast lost Cannot move under sail	
Further hits no criticals	
FORECASTLE 4+ OAR DECK 5+	
5 Cannon destroyed May not fire	6 Oars lost Cannot move under oars
BELOW WATERLINE 5+	HONOURS 2
WEAPONS	
Cannon: 1 firing ahead, Cannon may repel boarders.	
RAM	1
3" straight under oars. If foe falls Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.	

TZENTZ:SHIP OF THE LINE	MOVE
DEATHGALLEY	SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"
CREW	
CHAOS CULTISTS	
OARS 6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"	
CHAOS REWARD Starts the game with one Chaos Reward of Tzentz card.	
MAST 5+	
4 Mast lost Cannot move under sail	
Further hits no criticals	
FORECASTLE 4+ OAR DECK 5+	
5 Cannon destroyed May not fire	6 Oars lost Cannot move under oars
BELOW WATERLINE 5+	HONOURS 2
WEAPONS	
Cannon: 1 firing ahead, Cannon may repel boarders.	
RAM	1
3" straight under oars. If foe falls Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.	

SLAANESH:SHIP OF THE LINE	MOVE
DEATHGALLEY	SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"
CREW	
CHAOS CULTISTS	
OARS 6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"	
CHAOS REWARD Starts the game with one Chaos Reward of Slaanesh card.	
MAST 5+	
4 Mast lost Cannot move under sail	
Further hits no criticals	
FORECASTLE 4+ OAR DECK 5+	
5 Cannon destroyed May not fire	6 Oars lost Cannot move under oars
BELOW WATERLINE 5+	HONOURS 2
WEAPONS	
Cannon: 1 firing ahead, Cannon may repel boarders.	
RAM	1
3" straight under oars. If foe falls Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.	

MURGE:SHIP OF THE LINE	MOVE
DEATHGALLEY	SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"
CREW	
CHAOS CULTISTS	
OARS 6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"	
CHAOS REWARD Starts the game with one Chaos Reward of Murgle card.	
MAST 5+	
4 Mast lost Cannot move under sail	
Further hits no criticals	
FORECASTLE 4+ OAR DECK 5+	
5 Cannon destroyed May not fire	6 Oars lost Cannot move under oars
BELOW WATERLINE 5+	HONOURS 2
WEAPONS	
Cannon: 1 firing ahead, Cannon may repel boarders.	
RAM	1
3" straight under oars. If foe falls Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.	

ROTH:SHIP OF THE LINE	MOVE
DEATHGALLEY	SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"
CREW	
CHAOS CULTISTS	
OARS 6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"	
CHAOS REWARD Starts the game with one Chaos Reward of Roth card.	
MAST 5+	
4 Mast lost Cannot move under sail	
Further hits no criticals	
FORECASTLE 4+ OAR DECK 5+	
5 Cannon destroyed May not fire	6 Oars lost Cannot move under oars
BELOW WATERLINE 5+	HONOURS 2
WEAPONS	
Cannon: 1 firing ahead, Cannon may repel boarders.	
RAM	1
3" straight under oars. If foe falls Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.	

KHORNE:SHIP OF THE LINE	MOVE
DEATHGALLEY	SAIL 6" WIND BEHIND 9" OARS 4" NO TURNS 6"
CREW	
CHAOS CULTISTS	
OARS 6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"	
CHAOS REWARD Starts the game with one Chaos Reward of Khorne card.	
MAST 5+	
4 Mast lost Cannot move under sail	
Further hits no criticals	
FORECASTLE 4+ OAR DECK 5+	
5 Cannon destroyed May not fire	6 Oars lost Cannot move under oars
BELOW WATERLINE 5+	HONOURS 2
WEAPONS	
Cannon: 1 firing ahead, Cannon may repel boarders.	
RAM	1
3" straight under oars. If foe falls Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.	