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

CHAOS DWARF MAN O'WAR				MOVE			
THUNDERFIRE BATTLEBARGE				STEAM 6" May turn on spot 90° per 1/2 move May reverse up to 2'			
CREW				ROCKET BATTERY 4+ BRIDGE 5+ STERN 5+			
3,4	1st & 2nd hits no effect. 3rd hit halves number of rockets fired (divide artillery dice roll by 2). 4th hit destroys battery.	5	6	HIGH			
BOWS 4+	MAGAZINE 3+ Automatic critical	ENGINES 4+	ENGINES 4+	LOW			
2	3	4	5	Speed -3" Speed -3"			
BELOW WATERLINE 4+				HONOURS			
WEAPONS				Special			
<p>Thunderfire Rocket Battery: uses artillery dice, range 12", number rolled is # hits scored. May not repel boarders.</p> <p>Misfire indicates malfunction (roll d6): 1: Roll dice again, battery location takes that many hits, misfire means Barge explodes; 2: Roll dice again, Barge takes that many hits (opponent decides high or low), misfire means Barge explodes; 3: Barge takes d6 hits (opponent decides high or low); 4: Place 1 damage marker on Battery location; 5: Battery fails to fire this turn and next turn; 6: Battery fails to fire this turn.</p>							

CHAOS DWARF SHIP OF THE LINE				MOVE			
HULL-DESTROYER				STEAM 6" May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 2'			
CREW				RAM 4+ BOWS 5+ WINCH 4+ ENGINES 5+			
2	1st hit no effect 2nd hit destroys ram	3	5	Target's save now -1 rather than -2.			
BOILERS 4+		4		Speed -3"			
BELOW WATERLINE 4+				HONOURS			
WEAPONS				No Ranged Weapons			
<p>No ranged weapons.</p> <p>RAM</p> <p>If ship comes into contact with enemy, may use ram to strike a single low location (save -2). If target fails save, it is pushed away up to 3" (HD may remain in contact.)</p>							

CHAOS DWARF MAN O'WAR				MOVE			
GREAT LEVELLER BATTLEBARGE				STEAM 4" May turn on spot 90° per 1/2 move May reverse up to 2'			
CREW				GREAT LEVELLER 4+ BRIDGE 5+ STERN 5+			
3,4	1st & 2nd hits no effect 3rd hit destroys mortar	5	6	HIGH			
BOWS 5+	AMMUNITION 3+ Automatic critical	ENGINES 4+	ENGINES 4+	LOW			
2	3	4	5	Speed -2" Speed -2"			
BELOW WATERLINE 4+				HONOURS			
WEAPONS				Special			
<p>Great Leveller Mortar: uses artillery and scatter dice, min. range 6", max. range 24". Any ship under special template takes 4 hits (re-roll misses). May not repel boarders.</p> <p>Misfire indicates malfunction (roll d6): 1: Place template over Barge, resolve normally; 2: Roll twice on the Critical Hit Chart and apply more serious result to Barge; 3: Roll on the Critical Hit Chart and apply result to Barge; 4: Mortar location takes 2 hits, normal saves; 5: Mortar location takes 1 hit, normal saves; 6: Mortar may not fire this turn.</p>							

CHAOS DWARF SHIP OF THE LINE				MOVE			
THUNDER-ROLLER				STEAM 6" NO TURNS 9° May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3'			
CREW				CANNON 4+ BRIDGE 5+			
5	Gun lost		6	THUNDER-ROLLER 4+ SUPERSTRUCTURE 4+ ENGINES 5+			
2	Roller lost		3	4 1st hit no effect 2nd hit immobilises ship			
BELOW WATERLINE 4+				HONOURS			
WEAPONS				Special			
<p>Cannon: 1 firing ahead. Cannon may repel boarders.</p> <p>SPECIAL RULES</p> <p>For each full inch of movement the Roller moves in a straight line before ramming, make a single dice attack against a low location.</p>							