

Another boardgame player aid by

Universal Head

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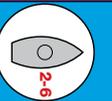
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| Game: MAN O' WAR Pub: Games Workshop (1993) | v1 Sept 2007 |
| Shipcards series DARK ELF | |
| For best results, print on card, laminate and trim to size. | |

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| DARK ELF MANOWAR | | MOVE | |
| BLACK ARK OF NAGCAROTH | | SAIL 9" WIND BEHIND 9" MAGIC 6" ANY DIRECTION, ANY FACING | |
| CREW | | | |
| PORE MAST 4+ | MAIN MAST 4+ | AFT MAST 4+ | |
| 4 No effect 4 Must destroy! Speed reduced by 3" | 5 No effect 5 Must destroy! Speed reduced by 3" | 6 No effect 6 Must destroy! Speed reduced by 3" | |
| Further this no effect. | | Further this no effect. | |
| FWD BATTLE TOWERS 4+ | | AFT BATTLE TOWERS 4+ | |
| 2 Fore reaper battery lost | | 3 Aft reaper battery lost | |
| BOWS 4+ | | BATTLE BOWS 4+ | |
| 4 | | 5 Broadside reaper battery lost | |
| BELOW WATERLINE 4+ | | BEAST FORTALL 4+ | |
| Loss 1" of magical movement per hit | | Roll d6 for each reaper battery on 4+ they escape | |
| WEAPONS | | HONOURS | |
| Reaper Batteries: 1 firing ahead, 1 rear, 1 broadside. Roll d6 to find number of shots (1 = jammed this turn). | | 2-6 | |
| SPECIAL RULES | | 2-6 | |
| Any attacks on Ark fail on d6: 1-2. Boarding actions roll d6 for each crew counter: on 1 it is lost. May push aside lives. | | 2-6 | |

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| DARK ELF INDEPENDENT MONSTER | | MOVE | |
| DEATH FORTRESS | | MONSTER 6" MAY TURN FREELY | |
| CREW: Crew cannot board, but crew of 1 may be destroyed by spells, 'destroying' ship. | | | |
| WOUNDS | | | |
| HEAD 4+ | DEATH FORTRESS 3+ | TAIL 4+ | |
| 4 Sea Dragon takes 1 wound | 5 Sea Dragon goes out of control and dives (remove model) | 6 Sea Dragon takes 1 wound | |
| BODY 4+ | | | |
| 3 Sea Dragon takes 1 wound | | | |
| WOUND TRACK Save vs Rans: 4+ | | Loss 1" of movement per wound | |
| WEAPONS | | HONOURS | |
| Reaper Battery Turret: 1 Roll d6 for # of shots. 1 = jammed. | | 4 | |
| SPECIAL RULES | | 2-6 | |
| May fight using a value of d6 plus remaining wounds when attacked in boarding action. | |  | |

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| DARK ELF INDEPENDENT MONSTER | | MOVE | |
| DOOMREAPER | | MONSTER 6" MAY TURN FREELY | |
| CREW: Crew cannot board, but crew of 1 may be destroyed by spells, 'destroying' ship. | | | |
| WOUNDS | | | |
| HELLDRAKE 5+ | DOOMREAPER 5+ | | |
| 4,5 Hell Drake takes 1 wound | 6 Hell Drake goes out of control and dives (remove model) | | |
| WOUND TRACK Save vs Rans: 5+ | | Loss 2" of movement per wound | |
| SPECIAL RULES | | HONOURS | |
| When Hell Drake moves into contact with enemy it may make a boarding attack (d6+remaining wounds) or a frenzy attack (roll d6): 1: opponent may move Hell Drake up to 6" and attack with this table; 2: refuses to attack; 3: attacks chosen location; 4: attacks 2 different chosen locations; 5: attacks chosen location twice; 6: d6+1 attacks, roll for locations, saves at -1, then on a roll of 1 Hell Drake removed from game. | | 2 | |
| Any time Hell Drake hits location on fire it takes 1 wound. | |  | |