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

DWARF MANSOWAR		DWARF SHIP OF THE LINE		DWARF SHIP OF THE LINE	
DREADNOUGHT		IRONCLAD		MONITOR	
<p>MOVE</p> <p>May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 4" as whole move.</p>		<p>MOVE</p> <p>May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3" as whole move.</p>		<p>MOVE</p> <p>May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 3" as whole move.</p>	
<p>CREW</p> <p>_____</p>		<p>CREW</p> <p>_____</p>		<p>CREW</p> <p>_____</p>	
<p>SPELLS Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.</p>		<p>REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.</p>		<p>REPAIR After checking for fires, Engineer may repair 1 location by rolling 5 or 6.</p>	
<p>FORE TURRETS 3+ Each hit destroys a turret; attacker chooses.</p> <p>3+ Left turret: attacker chooses.</p> <p>4 Right turret: attacker chooses.</p>		<p>BRIDGE 4+ Each hit destroys a turret; attacker chooses.</p> <p>5+ Funnel</p> <p>6 Aft turret: attacker chooses.</p> <p>3+ Aft turret: attacker chooses.</p>		<p>FORE TURRET 3+ Fore turret guns lost.</p> <p>4 Bridge</p> <p>5 Funnel</p> <p>6 Aft turret: guns lost.</p>	
<p>BOWS 3+ Each hit destroys a battery broadside by 1 die.</p> <p>3+ Broadside battery lost.</p>		<p>BOWS 3+ Each hit destroys a battery broadside by 1 die.</p> <p>3+ Broadside battery lost.</p>		<p>BOWS 3+ Each hit destroys a battery broadside by 1 die.</p> <p>3+ Broadside battery lost.</p>	
<p>BELOW WATERLINE 3+ Immobilised</p>		<p>BELOW WATERLINE 3+ Immobilised</p>		<p>BELOW WATERLINE 3+ Immobilised</p>	
<p>WEAPONS</p> <p>Cannons: 2 fore & 2 aft turrets, 2 broadsides. Cannons may repel boarders (cannot be boarded until damage taken)</p> <p>RAM</p> <p>3" straight to enemy. If foe fails Below the Waterline save, roll for BW damage: 1-1pt, 2-4; 2pts, 5-6; 3pts.</p>		<p>WEAPONS</p> <p>Cannons: 1 fore & 1 aft turret, 2 broadsides. Cannons may repel boarders (cannot be boarded until damage taken)</p> <p>RAM</p> <p>3" straight to enemy. If foe fails Below the Waterline save, roll for BW damage: 1-2; 1pt, 3-4; 2pts, 5-6; 3pts.</p>		<p>WEAPONS</p> <p>Cannon: 1 turret. Cannon may repel boarders (cannot be boarded until damage taken)</p> <p>RAM</p> <p>3" straight to enemy. If foe fails Below the Waterline save, roll for BW damage: 1-3; 1pt, 4-5; 2pts, 6; 3pts.</p>	

DWARF SHIP OF THE LINE		DWARF SHIP OF THE LINE		DWARF SHIP OF THE LINE	
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<p>DIVING</p> <p>May die at start of Battle Phase. When submerged cannot be attacked or have spells cast at it. Must surface at the start of its next Battle Phase and remain on the surface that entire turn. If damaged roll 6s for each damaged location—on any roll of a 1 Nautilus sinks.</p>		<p>DIVING</p> <p>May die at start of Battle Phase. When submerged cannot be attacked or have spells cast at it. Must surface at the start of its next Battle Phase and remain on the surface that entire turn. If damaged roll 6s for each damaged location—on any roll of a 1 Nautilus sinks.</p>		<p>DIVING</p> <p>May die at start of Battle Phase. When submerged cannot be attacked or have spells cast at it. Must surface at the start of its next Battle Phase and remain on the surface that entire turn. If damaged roll 6s for each damaged location—on any roll of a 1 Nautilus sinks.</p>	
<p>BOWS 5+ Torpedo tubes lost</p> <p>4 Turret gun lost</p> <p>5+ Hull</p>		<p>BOWS 5+ Torpedo tubes lost</p> <p>4 Turret gun lost</p> <p>5+ Hull</p>		<p>BOWS 5+ Torpedo tubes lost</p> <p>4 Turret gun lost</p> <p>5+ Hull</p>	
<p>BELOW WA. TERLINE 6+ Immobilised</p>		<p>BELOW WA. TERLINE 6+ Immobilised</p>		<p>BELOW WA. TERLINE 6+ Immobilised</p>	
<p>WEAPONS</p> <p>TORPEDO</p> <p>Cannon: 1 turret. 1 Torpedo firing ahead when submerged. Cannon may repel boarders (cannot be boarded until damage taken)</p> <p>Use torpedo template, 2 dice for range. If foe fails BW save, roll for BW damage: 1-2; 1pt, 3-4; 2pts, 5-6; 3pts.</p>		<p>WEAPONS</p> <p>Cannon: 1 turret. Cannon may repel boarders (cannot be boarded until damage taken)</p> <p>RAM</p> <p>3" straight to enemy. If foe fails Below the Waterline save, roll for BW damage: 1-2; 1pt, 3-4; 2pts, 5-6; 3pts.</p>		<p>WEAPONS</p> <p>Cannon: 1 turret. Cannon may repel boarders (cannot be boarded until damage taken)</p> <p>RAM</p> <p>3" straight to enemy. If foe fails Below the Waterline save, roll for BW damage: 1-3; 1pt, 4-5; 2pts, 6; 3pts.</p>	

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