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Universal Head

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

ELF MAIN OWAR

DRAGONSHIP

MOVE
SAIL 6" (x2)
MOVE->ATTACK->MOVE
or MOVE&2->ATTACK
each Battle Phase

CREW

RIGHT MAST 5+ **LEFT MAST** 5+ **TOWERS** 4+

4 No effect
4 **Must destroyed!** Speed reduced by 3"
5 No effect
6 1 line Eagle Claw lost
Further his no effects

BRIDGE 4+ **AFTCASTLE** 4+

2 1 line Eagle Claw lost

BOWS 4+ **MIDSHIPS** 4+ **STERN** 6

4 1 hit no effect; 2 hits destroys both Dragonblades
5 Broadside Eagle Claws lost
6

BELOW WATERLINE 4+ **HONOURS** 8

WEAPONS
Eagle Claws: 2 firing ahead, 1 broadside, range 12", no save modifier for range, may not repair boarders.
Dragonblades: no aiming move required, counts as part of movement. If BW save failed, do BW damage. Ship sunk, Dragonship continuing moving. If not, impacted on ship and neither moves until it is sunk. Can move through wreckage.

1 2

ELF SHIP OF THE LINE

EAGLESHIP

MOVE
SAIL 6" (x2)
MOVE->ATTACK->MOVE
or MOVE&2->ATTACK
each Battle Phase

CREW

SAIL 4.5
Each hit reduces Speed by 2"
6 **BATTLE TOWERS** 5+

4.5 Each hit reduces Speed by 2"
6 **BATTLE TOWERS** 5+

2 **SAIL**
Further his no effects

4+ **BRIDGE** 3
5+ **BRIDGE** 5+

BOWS 4+ **MIDSHIPS** 4+ **OUTRIGGER** 4+

4 1 broadside Eagle Claw lost
5 1 broadside Eagle Claw lost
6 1 broadside Eagle Claw lost

BELOW WATERLINE 4+ **HONOURS** 6

WEAPONS
Eagle Claw Bolt Throwers: 3 broadsides, range 12", no save modifier for range, may not repair boarders.

3 3

ELF SHIP OF THE LINE

HAWKSHIP

MOVE
SAIL 6" (x2)
MOVE->ATTACK->MOVE
or MOVE&2->ATTACK
each Battle Phase

CREW

MAST 6+

3 No effect
3 **Must destroyed!** Cannot move
Further his no effects

5+ **FORW CASTLE** 5+ **MIDSHIPS** 4+ **AFT CASTLE** 5+

4 1 fore Eagle Claw lost
5 1 fore Eagle Claw lost
6

BELOW WATERLINE 4+ **HONOURS** 2

WEAPONS
Eagle Claw Bolt Throwers: 2 firing ahead, range 12", no save modifier for range, may not repair boarders.
SPECIAL RULES
Highly Manoeuvrable: Use special 90° turn template.

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