

Another boardgame player aid by

# Universal Head



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

NORSE MAN O'WAR		MOVE	
<b>KINGSHIP</b>		SAIL 6" WIND BEHIND 9"	
CREW		OARS 6" NO TURNS 8"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
FHEAD 5+	MAIN MAST 4+	STERN 5+	
3	4,5 No effect Mast destroyed May not move under sail Further hits no criticals	6	
HIGH			
PROW 5+	OARDECK 4+	OARDECK 4+	AFT 5+
3	4 Oars lost Speed under oars reduced by 3* (4*)	5 Oars lost Speed under oars reduced by 3* (4*)	6
LOW			
BELOW WATERLINE 4+			HONOURS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 			4 
NO RANGED WEAPONS			
SPECIAL RULES			 No Ranged Weapons
<p>Draw random 4 crew of Ulfwerener, Berserkers, Bonsmen or Huscarls (see rules for special abilities).</p> <p>If ship <b>runs aground</b> and fails BTW save, roll d6:  <b>1</b>: take 2 BTW hits; <b>2-5</b>: take 1 BTW hit; <b>6</b>: no damage.            Then roll 3+ to move away freely.</p>			

NORSE SHIP OF THE LINE		MOVE	
<b>LONGSHIP</b>		SAIL 6" WIND BEHIND 9"	
CREW		OARS 6" NO TURNS 8"	
OARS 6" in a straight line / ½ move per 90° turn on the spot / may reverse up to 2"			
PROW 5+	MAIN MAST 5+	STERN 5+	
4	5 Mast lost Cannot move under sail Further hits no criticals	6	
HIGH			
OAR DECK 4+			
3 Oars lost Cannot move under oars			
LOW			
BELOW WATERLINE 5+			HONOURS
<input type="checkbox"/> 			2 
NO RANGED WEAPONS			
SPECIAL RULES			 No Ranged Weapons
<p>All ships in a squadron touching each other at the start of a Battle Phase are <b>lashed together</b>. May not move under oars, sail 4*. Act as one ship in boarding actions.</p> <p>If ship <b>runs aground</b> and fails BTW save, roll d6:  <b>1</b>: take 2 BTW hits; <b>2-5</b>: take 1 BTW hit; <b>6</b>: no damage.            Then roll 3+ to move away freely.</p>			