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

NURGLE MAN O'WAR			MOVE		
PLAGUESHIP			SAIL 6" PADDLES 4" May turn on spot 90° per 1/2 move		
CREW CHAOS WARRIORS					
FOREMAST 5+	MAINMAST 4+	AFTMAST 5+	HIGH		
4 No effect Mast destroyed Speed reduced by 2"	5 No effect Mast destroyed Speed reduced by 2"	6 No effect Mast destroyed Speed reduced by 2"			
FORE CATAPULT 4+		AFT CATAPULT 4+	LOW		
2 Fore catapult lost		3 Aft catapult lost			
BOWS 4+	PADDLES 4+	STERN 5+			
4 Broadside catapult lost	5 2nd hit destroys paddles	6			
BELOW WATERLINE 4+		HONOURS			
6		6			
WEAPONS			1		
<p>Plague Catapults: 1 ahead, 1 rear, 1 broadside, may not repel boarders; cannot fire at close range, cannot be aimed high, no save for long range. If location damaged, location below can be hit (save +1), then below at +2, etc. A location already destroyed does not count and no critical. Once stopped, on 5-6 (d6)</p> <p>Nurgle's Rot: see Plaguecrusher. Slime Trail: lay Trail behind ship after move; any ship touching receives Nurgle's Rot on 1-3 (d6).</p>			1		

NURGLE SHIP OF THE LINE			MOVE		
PLAGUECRUSHER			SAIL 6" PADDLES 6" May turn on spot 90° per 1/2 move May reverse up to 3"		
CREW CHAOS CULTISTS					
CATAPULTS 4+		SAIL 5+	HIGH		
5 Each hit destroys 1 catapult		6 Mast lost Ship cannot move under sail Further hits no criticals			
TOWER 4+	PADDLES 4+	AFTCASTLE 4+	LOW		
2 If tower destroyed, crew no longer protected from enemy grapeshot	3 Paddles lost Cannot move under paddles	4			
BELOW WATERLINE 4+		HONOURS			
6		2			
WEAPONS			2		
<p>Plague Catapults: 2 ahead, may not repel boarders. 1 dice attack; cannot fire at close range, cannot be aimed high, no save for long range. (see Plagueship).</p> <p>Nurgle's Rot: place a Nurgle's Rot counter on the ship's template. During the End Phase, roll d6 for each counter in play: 1-2: remove counter; 3: no effect this turn; 4-5: remove 1 crew counter; 6: ship takes 1 point of below the waterline damage. Place one counter per round on any ship involved in a boarding action against a Plagueship or Plaguecrusher. A ship boarded by a Plaguecrusher receives no cannon defense bonus.</p>			2		