

Another boardgame player aid by

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

NORSE MAN O'WAR		MOVE	
KINGSHIP		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 runs aground and fails BTW save, roll d6: 1: take 2 BTW hits; 2-5: take 1 BTW hit; 6: no damage. Then roll 3+ to move away freely.</p>			

NORSE SHIP OF THE LINE		MOVE	
LONGSHIP		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 lashed together. May not move under oars, sail 4*. Act as one ship in boarding actions.</p> <p>If ship runs aground and fails BTW save, roll d6: 1: take 2 BTW hits; 2-5: take 1 BTW hit; 6: no damage. Then roll 3+ to move away freely.</p>			