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Universal Head

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

CHAOS SHIP OF THE LINE

MOVE

DEATHGALLEY

CREW

CHAOS CULTISTS

SAIL 6"

WIND BEHIND 9"

OARS 4"

NO TURNS 6

OARS

6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"

CHAOS REWARD

Starts the game with one Chaos Reward card, bestowed by the same Chaos Power as the rest of the ships in its squadron.

MAST

5+

4

Mast lost

Cannot move under sail

Further hits no criticals

FORECASTLE

4+

OAR DECK

5+

5

Cannon destroyed

May not fire

6

Oars lost

Cannot move under oars

BELOW WATERLINE

5+

HONOURS

2

WEAPONS

Cannon: 1 firing ahead.
Cannon may repel boarders.

RAM

3" straight under oars. If the falls Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.

1

TZENTCH SHIP OF THE LINE

MOVE

DEATHGALLEY

CREW

CHAOS CULTISTS

SAIL 6"

WIND BEHIND 9"

OARS 4"

NO TURNS 6

OARS

6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"

CHAOS REWARD

Starts the game with one Chaos Reward of Tzentch card.

MAST

5+

4

Mast lost

Cannot move under sail

Further hits no criticals

FORECASTLE

4+

OAR DECK

5+

5

Cannon destroyed

May not fire

6

Oars lost

Cannot move under oars

BELOW WATERLINE

5+

HONOURS

2

WEAPONS

Cannon: 1 firing ahead.
Cannon may repel boarders.

RAM

3" straight under oars. If the falls Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.

1

SLAANESH SHIP OF THE LINE

MOVE

DEATHGALLEY

CREW

CHAOS CULTISTS

SAIL 6"

WIND BEHIND 9"

OARS 4"

NO TURNS 6

OARS

6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"

CHAOS REWARD

Starts the game with one Chaos Reward of Slaanesh card.

MAST

5+

4

Mast lost

Cannot move under sail

Further hits no criticals

FORECASTLE

4+

OAR DECK

5+

5

Cannon destroyed

May not fire

6

Oars lost

Cannot move under oars

BELOW WATERLINE

5+

HONOURS

2

WEAPONS

Cannon: 1 firing ahead.
Cannon may repel boarders.

RAM

3" straight under oars. If the falls Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.

1

NURGLE SHIP OF THE LINE

MOVE

DEATHGALLEY

CREW

CHAOS CULTISTS

SAIL 6"

WIND BEHIND 9"

OARS 4"

NO TURNS 6

OARS

6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"

CHAOS REWARD

Starts the game with one Chaos Reward of Nurgle card.

MAST

5+

4

Mast lost

Cannot move under sail

Further hits no criticals

FORECASTLE

4+

OAR DECK

5+

5

Cannon destroyed

May not fire

6

Oars lost

Cannot move under oars

BELOW WATERLINE

5+

HONOURS

2

WEAPONS

Cannon: 1 firing ahead.
Cannon may repel boarders.

RAM

3" straight under oars. If the falls Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.

1

NURGLE SHIP OF THE LINE

MOVE

DEATHGALLEY

CREW

CHAOS CULTISTS

SAIL 6"

WIND BEHIND 9"

OARS 4"

NO TURNS 6

OARS

6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"

CHAOS REWARD

Starts the game with one Chaos Reward of Nurgle card.

MAST

5+

4

Mast lost

Cannot move under sail

Further hits no criticals

FORECASTLE

4+

OAR DECK

5+

5

Cannon destroyed

May not fire

6

Oars lost

Cannot move under oars

BELOW WATERLINE

5+

HONOURS

2

WEAPONS

Cannon: 1 firing ahead.
Cannon may repel boarders.

RAM

3" straight under oars. If the falls Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.

1

KHORNE SHIP OF THE LINE

MOVE

DEATHGALLEY

CREW

CHAOS CULTISTS

SAIL 6"

WIND BEHIND 9"

OARS 4"

NO TURNS 6

OARS

6" in a straight line / 1/2 move per 90° turn on the spot / may reverse up to 2"

CHAOS REWARD

Starts the game with one Chaos Reward of Khorne card.

MAST

5+

4

Mast lost

Cannot move under sail

Further hits no criticals

FORECASTLE

4+

OAR DECK

5+

5

Cannon destroyed

May not fire

6

Oars lost

Cannot move under oars

BELOW WATERLINE

5+

HONOURS

2

WEAPONS

Cannon: 1 firing ahead.
Cannon may repel boarders.

RAM

3" straight under oars. If the falls Below the Waterline save, roll for BW damage: 1-3: 1pt, 4-5: 2pts, 6: 3pts.

1