

Another boardgame player aid by

# Universal Head

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

DWARFMAN O'WAR

MOVE

STEAM 6"

May turn on spot 90° per 1/2 move unless side paddles are destroyed. May reverse up to 4" as whole move.

CREW

SPELLS

Dwarfs can't cast spells. On a 6 spells cast on dwarves have no effect.

REPAIR

After checking for fires, Engineer may repair 1 location by rolling 5 or 6.

FORE TURRETS

Each hit destroys a turret; attacker chooses.

BRIDGE

Each hit destroys a turret; attacker chooses.

FUNNEL

Each hit destroys a turret; attacker chooses.

AFT TURRETS

Each hit destroys a turret; attacker chooses.

BOWS

Each hit destroys a battery reducing broadside by 1 die.

B SIDES

Each hit destroys a battery reducing broadside by 1 die.

PADDLE

Each hit destroys a battery reducing broadside by 1 die.

BOILER

Each hit destroys a battery reducing broadside by 1 die.

PADDLE

Each hit destroys a battery reducing broadside by 1 die.

BELOW WATERLINE

Each hit destroys a battery reducing broadside by 1 die.

HONOURS

Each hit destroys a turret; attacker chooses.

WEAPONS

Canons: 2 fore & 2 aft turrets, 2 broadsides. Canons may repel boarders (cannot be boarded until damage taken)

RAM

3" straight to enemy. If foe fails Below the Waterline save, roll for BW damage: 1- 1pt, 2-4: 2pts, 5-6: 3pts.

DWARF SHIP OF THE LINE

MOVE

STEAM 6"

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AFT TURRET

Each hit destroys a turret; attacker chooses.

BOWS

Each hit destroys a battery reducing broadside by 1 die.

GUN DECK

Each hit destroys a battery reducing broadside by 1 die.

PADDLE

Each hit destroys a battery reducing broadside by 1 die.

BOILER

Each hit destroys a battery reducing broadside by 1 die.

STERN

Each hit destroys a battery reducing broadside by 1 die.

BELOW WATERLINE

Each hit destroys a battery reducing broadside by 1 die.

HONOURS

Each hit destroys a turret; attacker chooses.

WEAPONS

Canons: 1 fore & 1 aft turret, 2 broadsides. Canons may repel boarders (cannot be boarded until damage taken)

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TURRET

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PADDLE WHEEL

Each hit destroys a battery reducing broadside by 1 die.

BELOW WATERLINE

Each hit destroys a battery reducing broadside by 1 die.

HONOURS

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WEAPONS

Canon: 1 turret. Canon may repel boarders (cannot be boarded until damage taken)

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