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

IMPERIAL MAN OF WAR

MOVE

SAIL 6"
WIND BEHIND 9"

CREW

FOREMAST 5+ MAINMAST 5+ AFTMAST 5+

4 No effect
Mast destroyed
Speed reduced by 2(37)

5 No effect
Mast destroyed
Speed reduced by 2(37)

6 No effect
Mast destroyed
Speed reduced by 2(37)

Further hits no criticals

Further hits no criticals

Further hits no criticals

FORECASTLE 4+ AFTCASTLE 4+

2 Each hit destroys 1 fore cannon battery

3 Each hit destroys 1 aft cannon battery

BOWS 4+ GUN DECK 4+ STERN 4+

4 1 broadside cannon battery lost

5 1 broadside cannon battery lost

6 1 broadside cannon battery lost

BELOW WATERLINE 4+

HONOURS

WEAPONS

Cannons: 2 firing ahead, 2 rearward, 3 broadside.
All cannons may repel boarders.

2 3 3

IMPERIAL SHIP OF THE LINE

MOVE

SAIL 6"
WIND BEHIND 9"
OARS 4"
NO TURNS 6"

CREW

FOREMAST 5+ MAINMAST 5+ AFTMAST 5+

4 Mast lost
Speed reduced by 2(37)

5 Mast lost
Speed reduced by 2(37)

6 Mast lost
Speed reduced by 2(37)

Further hits no criticals

Further hits no criticals

Further hits no criticals

FORECASTLE 4+ MAIN DECK 5+

2 Each hit destroys 1 fore cannon battery

3 Broadside cannon batteries lost

BOWS 4+ OAR DECK 4+ STERN 4+

4 1 fore cannon battery lost

5 Oars lost, cannot move under oars

6

BELOW WATERLINE 4+

HONOURS

WEAPONS

Cannons: 3 firing ahead, 1 broadside.
Cannons may repel boarders.

RAM

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

3 1 1

IMPERIAL SHIP OF THE LINE

MOVE

SAIL 6"
WIND BEHIND 9"
OARS 4"
NO TURNS 6"

CREW

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

WEAPONS

Cannon: 1 firing ahead.
Cannon may repel boarders.

RAM

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

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IMPERIAL SHIP OF THE LINE

MOVE

SAIL 6"
OARS 4"
NO TURNS 6"

CREW

MAST 5+

4 Mast lost
Cannot move under sail

Further hits no criticals

CANNON 4+ OAR DECK 5+

5 Cannon destroyed
May not fire

6 Oars lost
Cannot move under oars

BELOW WATERLINE 5+

HONOURS

WEAPONS

Hell-hammer cannon: 1 firing ahead. May repel boarders with +2 defence.

HELL-HAMMER CANNON

Can only fire 3 times per game. 2 pts damage if save failed.
Elf range rule: 0-5": -2 save, 6-12": -1 save. Firing recoil hurts ship back 3" (random low area hit for both ships in a collision). Cannon misfires on a hit roll of 1 (roll Critical Hit).
After firing, place Reloading counter face up, next turn face down, next turn remove counter and may fire again.

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IMPERIAL SHIP OF THE LINE

MOVE

SAIL 6"
OARS 4"
NO TURNS 6"

CREW

MAST 5+

4 Mast lost
Cannot move under sail

Further hits no criticals

MORTAR 4+ OAR DECK 5+

5 Mortar destroyed
May not fire

6 Oars lost
Cannot move under oars

BELOW WATERLINE 5+

HONOURS

WEAPONS

Mortar: 1 firing ahead. Cannot repel boarders.

MORTAR

Elf range rule: 0-6": cannot hit, 6-12": can hit target.
Cannot be aimed at low locations. If a ship between firer and target, roll for deviation: 1: 1-6" short, 2-5: HIT, 6: 1-6" long.
If a hit, any ship under 1" template may be hit. If location falls save, destroyed and location below can be hit (save +1), then below at +2, etc. Ball stops when a save is made.

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