

Another boardgame player aid by

# Universal Head

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

KHORNE MAN O' WAR

BLOODSHIP

CREW

CHAOS WARRIORS

MOVE

OARS 6"

NO TURNS 9"

May turn on spot 90° per 1/2 move

May reverse up to 2"

PROW

4+

2

GUN DECKS

4+

3

BLOOD CAULDRONS

4+

4

BRIDGE

4+

5

STERN

4+

6

Both locations destroyed: Burning Skulls lost

HAMMER OF KHORNE

3+

2

May not ram/fire Hammer of Khorne

OAR DECK

4+

3

Speed -2"(3")

OAR DECK

4+

4

Speed -2"(3")

OAR DECK

4+

5

Speed -2"(3")

AFT

4+

6

BELOW WATERLINE

4+

HONOURS

6

WEAPONS 6 RAM

Burning Skulls: Cannon. 1 dice attack, range 6", -1 to save. If target fails save, the location is also set ablaze.

Hammer of Khorne: Cannon. 1 dice attack, range 6". If target fails save, the location is also set ablaze and all adjacent locations above the waterline must make save or also be set ablaze.

Ram. 3" straight under oars. Roll for hit location: 1-3: low (location hit -2 save), 4-6: BtW (-1 save, roll: 1-2: 1 pt BtW damage; 3-5: 2 pts BtW damage; 6: 3 pts BtW damage.

Special

KHORNE SHIP OF THE LINE

IRONSHARK

CREW

CHAOS CULTISTS

MOVE

SAIL 6"

OARS 6"

May turn on spot 90° per 1/2 move

May reverse up to 2"

SHARK HEAD

4+

3

No effect

Shark head destroyed

SAIL

5+

4

Mast lost

Cannot move under sail

Further hits no criticals

OARS

5+

5

Oars lost

No oars move

AFTCASTLE

4+

6

BELOW WATERLINE

5+

HONOURS

2

WEAPONS

Shark Head: Jaws must be in contact with enemy ship. Roll 1 d6 attack to low location with a save of -1. If enemy rolls a 1 when making saving throw, bit inflicts 2 points of damage instead of 1.

SPECIAL RULES

On a roll of 6 (d6) any spell cast against the Ironshark fails.

No Ranged Weapons