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

NURGLE MAN O'WAR			MOVE		
PLAGUESHIP CREW CHAOS WARRIORS			SAIL 6" PADDLES 4" May turn on spot 90° per 1/2 move		
FOREMAST 5+ 4 No effect Mast destroyed Speed reduced by 2" Further hits no criticals	MAINMAST 4+ 5 No effect Mast destroyed Speed reduced by 2" Further hits no criticals	AFTMAST 5+ 6 No effect Mast destroyed Speed reduced by 2" Further hits no criticals	HIGH		
FORE CATAPULT 4+ 2 Fore catapult lost	AFT CATAPULT 4+ 3 Aft catapult lost				
BOWS 4+ 4 Broadside catapult lost	PADDLES 4+ 5 2nd hit destroys paddles	STERN 5+ 6	LOW		
BELOW WATERLINE 4+ 	HONOURS 6				
WEAPONS Plague Catapults: 1 ahead, 1 rear, 1 broadside, may not repel boarders; cannot fire at close range, cannot be aimed high, no save for long range. If location damaged, location below can be hit (save +1), then below at +2, etc. A location already destroyed does not count and no critical. Once stopped, on 5-6 (d6) Nurgle's Rot: see Plaguecrusher. Slime Trail: lay Trail behind ship after move; any ship touching receives Nurgle's Rot on 1-3 (d6).			1 1 1		

NURGLE SHIP OF THE LINE			MOVE		
PLAGUECRUSHER CREW CHAOS CULTISTS			SAIL 6" PADDLES 6" May turn on spot 90° per 1/2 move May reverse up to 3"		
CATAPULTS 4+ 5 Each hit destroys 1 catapult	SAIL 5+ 6 Mast lost Ship cannot move under sail Further hits no criticals				
TOWER 4+ 2 If tower destroyed, crew no longer protected from enemy grapeshot	PADDLES 4+ 3 Paddles lost Cannot move under paddles	AFTCASTLE 4+ 4			
BELOW WATERLINE 4+ 			HONOURS 2		
WEAPONS Plague Catapults: 2 ahead, may not repel boarders. 1 dice attack; cannot fire at close range, cannot be aimed high, no save for long range. (see Plagueship). Nurgle's Rot: place a Nurgle's Rot counter on the ship's template. During the End Phase, roll d6 for each counter in play: 1-2: remove counter; 3: no effect this turn; 4-5: remove 1 crew counter; 6: ship takes 1 point of below the waterline damage. Place one counter per round on any ship involved in a boarding action against a Plagueship or Plaguecrusher. A ship boarded by a Plaguecrusher receives no cannon defense bonus.			2		