

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>SHORE FORT</b>	
For best results, print on card, laminate and trim to size.	

INDEPENDENT TERRAIN PIECE

SHORE FORT

CREW

MOVE

MAY NOT MOVE

LEFT CANNON BATTERY

3+

4

1 cannon battery destroyed

Further hits cause 1 point of structural damage and kill 1 crew counter

CENTRE CANNON BATTERY

3+

5

1 cannon battery destroyed

Further hits cause 1 point of structural damage and kill 1 crew counter

RIGHT CANNON BATTERY

3+

6

1 cannon battery destroyed

Further hits cause 1 point of structural damage and kill 1 crew counter

STRUCTURAL DAMAGE

HONOURS

5

RANGED WEAPONS

Cannons: 3 turrets, 360°. All cannons fire at same target every turn (ie. 3 dice attack x1). May repel boarders at +1.

CAPTURING A SHOREFORT

Move ship so it is touching the fort and roll d6; on a 5+ it has run aground. In any case may board. In a boarding action, an undamaged standard shorefort rolls 1 die and adds +3 for its crew, +3 for its guns and +1 for its stone walls in defence for a total of +7.

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