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

The diagram illustrates the layout of the Warp-Raider ship, divided into several functional areas:

- SKAENSHIP OF THE LINE:** Located at the top, this section contains a **CREW PURCHASED** area with five empty slots for crew members.
- MOVEMENT:** A central section with a **MOVEMENT CREW** area. It includes a rule: "If 2 dice come up a double, vessel may not move or fire this turn. Skaven crew must catch morale if the ship takes a critical hit."
- WEAPONS:** Located on the left side, it features a **Warp-Thruster** (1 firing ahead, may not repel boarders) and a **Range-4** (use special template, first target even partially under the template is hit with a 3 dice attack at -1 save). A note states: "A location failing its save is set alight. If a double is rolled on the 3 attack dice the Warp-Raider explodes and sinks."
- WARP-RAIDER:** The main body of the ship, divided into several sections:
 - BOWS:** Contains a **3** (critical hit) and a **5+** (hit) section.
 - TURRET:** Contains a **4** (hit) and a **Warpfire-thruster lost** section.
 - WARP-TANKS:** Contains a **6** (hit) and a **Automatic critical** section.
 - PADDLE:** Contains a **5** (hit) and a **Immobilised** section.
 - HONOURS:** Located at the bottom, it features a **1** (hit) and a **Special** section.
- PADDLES 2 DICE™:** A section on the right side, containing a rule: "Battered & low morale, unaffected by wind, may reverse during move. USE STANDARD TURNING TEMPLATE."