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

SLANNESH MAIN O'WAR

HELLSHIP

CREW

CHAOS WARRIORS

MOVE

SAIL 9"

FOREMAST	5+	REARMAST	4+	LEARMAST	4+
4	No effect	5	No effect	6	No effect
Mast destroyed Speed reduced by 3"		Mast destroyed Speed reduced by 3"		Mast destroyed Speed reduced by 3"	
Further hits no criticals		Further hits no criticals		Further hits no criticals	
FORCASTLE	4	AFTCASTLE	4+		
Radiance of Slaanesh lost when both locations destroyed					
2					
BOWS	4+	BURNERS	4+	STERN	6
4	5	2nd hit destroys license of Slaanesh		4+	3
BELOW WATERLINE		4+		HONOURS	

WEAPONS

Radiance of Slaanesh: may not rapid borders; range 9".
360° arc of fire; roll for each crew counter on enemy ship to *entrance*:
Range 0-3", 4-6, 3-8", 5-6, 6-8", 6.
Entranced counters attack cremates; fight boarding action between two sides; if captured by Hellship is treated as captured vessel; ship that boards or is boarded by Hellship is affected by *license of Slaanesh*; roll d6 for each crew counter; on 5-6 remove it and place on Hellship (max 6).

Special

SLANNESH SHIP OF THE LINE

HELLRAMMER

CREW

CHAOS COTILLIONS

MOVE

SAIL 6" 9" wind behind
OARS 4" 6" straight
May turn on spot 90° per 1/2 move
May reverse up to 3"

MAST	5+
6	Mast lost Cannot move under sail
Further hits no criticals	
RAM	4+
2	May not ram
BOWS	5+
3	Cannon lost
OADDECK	5+
4	Oars lost Honours move
AFTCASTLE	5+
5	
BELOW WATERLINE	
5+	

WEAPONS

No ranged weapons.

RAM

3" straight; no turns; if contact made, random low area hit no save. If in contact, cutliss must fight boarding action with +2 on first roll. Fight continues until capture or death.

No ranged weapons

SLANNESH SHIP OF THE LINE

HELLSLICER

CREW

CHAOS COTILLIONS

MOVE

OARS 6"
May turn on spot 90° per 1/2 move
May reverse up to 3"

SCYTHE BLADES	4+
5,6	1st & 2nd hits no effect
	3rd hit Scythe blades destroyed
BOWS	5+
OADDECK	4+
AFTCASTLE	4+
4	Oars lost No oars move
3	
BELOW WATERLINE	5+

WEAPONS

Hellslicer: can only attack high locations; sails -1 save.
2 dice attack; for each that misses roll d6:
1: All ships within 3" take 1 low hit with -1 save;
2: scythe blades location takes 1 damage;
3-5: no effect;
6: roll the attack again, but may try to hit low location.

No ranged weapons