

Another boardgame player aid by

# Universal Head

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

IMPERIAL SHIP OF THE LINE

# GREATSHIP

MOVE

SAIL 6"  
WIND BEHIND 9"  
NO TURNS 6"

CREW

|          |  |          |  |         |  |
|----------|--|----------|--|---------|--|
| FOREMAST | 5+   | MAINMAST | 5+   | AFTMAST | 5+   |
| 4        | No effect                                    | 5        | No effect                                    | 6       | No effect                                    |
| 4        | Must destroyed<br>Speed reduced<br>by 2'(3') | 5        | Must destroyed<br>Speed reduced<br>by 2'(3') | 6       | Must destroyed<br>Speed reduced<br>by 2'(3') |

Further hits no criticals

FORECASTLE

|    |  |    |   |
|----|--|----|---|
| 4+ | AFTCASTLE                                  | 4+ |   |
| 2  | Each hit destroys<br>1 fore cannon battery | 3  | Each hit destroys<br>1 aft cannon battery |
| 2  | Each hit destroys<br>1 fore cannon battery | 3  | Each hit destroys<br>1 aft cannon battery |

BOWS

|    |                                    |    |                                    |    |                                    |
|----|------------------------------------|----|------------------------------------|----|------------------------------------|
| 4+ | GUN DECK                           | 4+ | STERN                              | 4+ |                                    |
| 4  | 1 broadside cannon<br>battery lost | 5  | 1 broadside cannon<br>battery lost | 6  | 1 broadside cannon<br>battery lost |

BELOW WATERLINE

|    |         |   |
|----|---------|---|
| 4+ | HONOURS | 6 |
|----|---------|---|

WEAPONS

Cannons: 2 firing ahead, 2 rearward, 3 broadside.  
All cannons may repel boarders.

IMPERIAL SHIP OF THE LINE

# WOLFSHIP

MOVE

SAIL 6"  
WIND BEHIND 9"  
OARS 4"  
NO TURNS 6"

CREW

|          |                            |          |                            |         |   |
|----------|----------------------------|----------|----------------------------|---------|---|
| FOREMAST | 5+                         | MAINMAST | 5+                         | AFTMAST | 5+                                      |
| 4        | Speed reduced<br>by 2'(3') | 5        | Speed reduced<br>by 2'(3') | 6       | Must lost<br>Speed reduced<br>by 2'(3') |

Further hits no criticals

FORECASTLE

|    |  |    |                                  |
|----|--|----|----------------------------------|
| 4+ | MAIN DECK                                  | 5+ |                                  |
| 2  | Each hit destroys<br>1 fore cannon battery | 3  | Repels/cannons<br>batteries lost |

BOWS

|    |                               |    |                                      |    |  |
|----|-------------------------------|----|--------------------------------------|----|--|
| 4+ | OAR DECK                      | 4+ | STERN                                | 4+ |  |
| 4  | 1 fore cannon<br>battery lost | 5  | Oars lost, cannot<br>move under oars | 6  |  |

BELOW WATERLINE

|    |         |   |
|----|---------|---|
| 4+ | HONOURS | 4 |
|----|---------|---|

WEAPONS

Cannons: 3 firing ahead, 1 broadside.  
Cannons may repel boarders.

RAM

3" straight under oars. If foe falls Below the Waterline save, roll for BW damage: 1-2: 1pt. 3-4: 2pts. 5-6: 3pts.

IMPERIAL SHIP OF THE LINE

# WARCALLEY

MOVE

SAIL 6"  
WIND BEHIND 9"  
OARS 4"  
NO TURNS 6"

CREW

|          |                                     |          |                                     |         |                                     |
|----------|-------------------------------------|----------|-------------------------------------|---------|-------------------------------------|
| FOREMAST | 5+                                  | MAINMAST | 5+                                  | AFTMAST | 5+                                  |
| 4        | Must lost<br>Cannot move under sail | 5        | Must lost<br>Cannot move under sail | 6       | Must lost<br>Cannot move under sail |

Further hits no criticals

FORECASTLE

|    |                                  |    |                                     |
|----|----------------------------------|----|-------------------------------------|
| 4+ | OAR DECK                         | 5+ |                                     |
| 5  | Cannon destroyed<br>May not fire | 6  | Oars lost<br>Cannot move under oars |

BELOW WATERLINE

|    |         |   |
|----|---------|---|
| 5+ | HONOURS | 2 |
|----|---------|---|

WEAPONS

Cannon: 1 firing ahead.  
Cannon may repel boarders.

RAM

3" straight under oars. If foe falls Below the Waterline save, roll for BW damage: 1-3: 1pt. 4-5: 2pts. 6: 3pts.

IMPERIAL SHIP OF THE LINE

# HELLHAMMER

MOVE

SAIL 6"  
OARS 4"  
NO TURNS 6"

CREW

|          |                                     |          |                                     |         |                                     |
|----------|-------------------------------------|----------|-------------------------------------|---------|-------------------------------------|
| FOREMAST | 5+                                  | MAINMAST | 5+                                  | AFTMAST | 5+                                  |
| 4        | Must lost<br>Cannot move under sail | 5        | Must lost<br>Cannot move under sail | 6       | Must lost<br>Cannot move under sail |

Further hits no criticals

FORECASTLE

|    |                                  |    |                                     |
|----|----------------------------------|----|-------------------------------------|
| 4+ | OAR DECK                         | 5+ |                                     |
| 5  | Cannon destroyed<br>May not fire | 6  | Oars lost<br>Cannot move under oars |

BELOW WATERLINE

|    |         |   |
|----|---------|---|
| 5+ | HONOURS | 2 |
|----|---------|---|

WEAPONS

Hell-hammer cannon: 1 firing ahead. May repel boarders with +2 defence.

HELL-HAMMER CANNON

Can only fire 3 times per game. 2pts damage if save failed.  
Elf ranger rule: 0-5": -2 save, 6-12": -1 save. Firing recoil hurts ship back 3" (random low area hit for both ships in a collision). Cannon misfires on a hit roll of 1 (not Critical Hit). After firing, place Reloading counter face up, next turn face down, next turn remove counter and may fire again.

IMPERIAL SHIP OF THE LINE

# IRONFIST

MOVE

SAIL 6"  
OARS 4"  
NO TURNS 6"

CREW

|          |                                     |          |                                     |         |                                     |
|----------|-------------------------------------|----------|-------------------------------------|---------|-------------------------------------|
| FOREMAST | 5+                                  | MAINMAST | 5+                                  | AFTMAST | 5+                                  |
| 4        | Must lost<br>Cannot move under sail | 5        | Must lost<br>Cannot move under sail | 6       | Must lost<br>Cannot move under sail |

Further hits no criticals

FORECASTLE

|    |                                  |    |                                     |
|----|----------------------------------|----|-------------------------------------|
| 4+ | OAR DECK                         | 5+ |                                     |
| 5  | Mortar destroyed<br>May not fire | 6  | Oars lost<br>Cannot move under oars |

BELOW WATERLINE

|    |         |   |
|----|---------|---|
| 5+ | HONOURS | 1 |
|----|---------|---|

WEAPONS

Mortar: 1 firing ahead. Cannot repel boarders.

MORTAR

Elf ranger rule: 0-6": cannot hit, 6-12": can hit target. Cannot be aimed at low locations. If a ship between firer and target, roll for deviation: 1: 1-6" short, 2-5: Hit, 6: 1-6" long. If a hit, any ship under 1" template may be hit. If location falls save, destroyed and location below can be hit (save +1), then below at +2, etc. Ball stops when a save is made.

IMPERIAL SHIP OF THE LINE

# IRONFIST

MOVE

SAIL 6"  
OARS 4"  
NO TURNS 6"

CREW

|          |                                     |          |                                     |         |                                     |
|----------|-------------------------------------|----------|-------------------------------------|---------|-------------------------------------|
| FOREMAST | 5+                                  | MAINMAST | 5+                                  | AFTMAST | 5+                                  |
| 4        | Must lost<br>Cannot move under sail | 5        | Must lost<br>Cannot move under sail | 6       | Must lost<br>Cannot move under sail |

Further hits no criticals

FORECASTLE

|    |                                  |    |                                     |
|----|----------------------------------|----|-------------------------------------|
| 4+ | OAR DECK                         | 5+ |                                     |
| 5  | Cannon destroyed<br>May not fire | 6  | Oars lost<br>Cannot move under oars |

BELOW WATERLINE

|    |         |   |
|----|---------|---|
| 5+ | HONOURS | 2 |
|----|---------|---|

WEAPONS

Cannon: 1 firing ahead.  
Cannon may repel boarders.

RAM

3" straight under oars. If foe falls Below the Waterline save, roll for BW damage: 1-3: 1pt. 4-5: 2pts. 6: 3pts.