

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> Sept 2007
<b>Shipcards series</b> <b>SKAVEN</b>	
For best results, print on card, laminate and trim to size.	

**SKAVEN MAN-O-WAR**

**DOOMBRINGER**

CREW PURCHASED

MOVE: **PADDLES 6"**  
Backwards/forwards unaffected by wind; may reverse during move. USE STANDARD TURNING TEMPLATE.

VOLUME TRACK

GREY  
SEER

SKAVEN WAYLORD

CREW: Skaven crew must check morale if the ship takes a critical hit.

<b>PADDLE 5+</b> Speed reduced by 1"	<b>GREAT BELL 4+</b> No effect	<b>PADDLE 5+</b> Speed reduced by 1"
<b>2</b> Speed reduced by 1"	<b>3,4</b> No effect	<b>5,6</b> Speed reduced by 1"
	<input type="checkbox"/> Bell destroyed	
<b>PADDLE 4+</b> Speed reduced by 2"	<b>HULL 4+</b>	<b>PADDLE 4+</b> Speed reduced by 2"
<b>2,3</b> Speed reduced by 2"	<b>4,5</b>	<b>6</b> Speed reduced by 2"
<b>BELOW WATERLINE 4+</b>		<b>HONOURS 8</b>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**WEAPONS**

**Great Bell:** 1 firing 360°, may not repel boarders. #Attack Dice: 2d6+ #Dice on Volume Track. Increase volume by 1 each time bell is rung, decrease by 1 every turn it is not rung. Apply all doubles, highest first (rolls of 2-6 affect enemy ships in range of highest double); 1: bell explodes; 2: unrounded ships cannot move this turn; 3: unrounded ships cannot fire this turn; 4: ships take 1 random hit, normal save; 5: ships lose 1 crew; 6: ships roll for critical damage.

**SKAVENSHIP OF THE LINE**

**DEATHBURNER**

CLAN PSITTACUS  
CREW PURCHASED

MOVE: **PADDLES 8"**  
Backwards/forwards unaffected by wind; may reverse during move. USE STANDARD TURNING TEMPLATE.

CREW: Skaven crew must check morale if the ship takes a critical hit.

<b>PLAGUE BURNER 4+</b> No effect	<b>WINCH 5+</b>	<b>ENGINE 4+</b> Speed reduced by 4"	<b>PADDLE 5+</b> Speed reduced by 4"
<b>3</b> No effect	<b>4</b>	<b>5</b> Speed reduced by 4"	<b>6</b> Speed reduced by 4"
<input type="checkbox"/> Plague-burner destroyed			
<b>BELOW WATERLINE 5+</b>			<b>HONOURS 2</b>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**WEAPONS**

**Plagueburner:** 1 firing ahead, may not repel boarders. Once the Deathburner has finished moving, place the Plagueburner template at the front of the ship and roll 6d6 for each vessel under it: 1-4: no effect; 5-6: ship loses 1 crew counter. Also make a 1 dice attack against each ship (aim high or low, normal save). Also affects friendly vessels.

**Special**

**SKAVENSHIP OF THE LINE**

**WARP-RAIDER**

CREW PURCHASED

MOVE: **PADDLES 2 DICE"**  
Backwards/forwards unaffected by wind; may reverse during move. USE STANDARD TURNING TEMPLATE.

**MOVEMENT:** If 2 dice come up a double, vessel may not move or fire this turn.  
CREW: Skaven crew must check morale if the ship takes a critical hit.

<b>BOWS 5+</b>	<b>TURRET 4+</b> Warfire-thrower lost	<b>WARP-TANKS 5+</b> Automatic critical. Subsequent hits only 1 critical roll.
<b>3</b>	<b>4</b> Warfire-thrower lost	<b>6</b> Automatic critical. Subsequent hits only 1 critical roll.
	<b>PADDLE 4+</b> Immobilised	
<b>BELOW WATERLINE 5+</b>		<b>HONOURS 3</b>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**WEAPONS**

**Warp-fire Thrower:** 1 firing ahead, may not repel boarders. Range 4", use special template. First target even partially under the template is hit with a 3 dice attack at -1 save. A location failing its save is set alight. If a double is rolled on the 3 attack dice the Warp-Raider explodes and sinks.

**Special**