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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.	

SLANESH MANN O'WAR

HELLSHIP

MOVE: SAIL 9"

CREW: CHAOS WARRIORS

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

WEAPONS: Radiance of Slanesh: may not repel boarders; 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, 6-9". 6. Enhanced counters attack crewmates; 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 Slanesh**; roll 6+ for each crew counter; on 5-5 remove hand piece on Hellship (max 6).

SLANESH SHIP OF THE LINE

HELLRAMMER

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

CREW: CHAOS COTILLIS

6	Mast lost Cannot move under sail	Further hits no criticals			
MAST		HONOURS			
4+	5+	5+	5+	5+	5+
RAM		BOWS		OARDECK	
2	May not ram	3	Cannon lost	4	Oars lost
BELOW WATERLINE		HONOURS			
WEAPONS		No ranged weapons.			
RAM		No ranged weapons			

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.

SLANESH SHIP OF THE LINE

HELLSLICER

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

CREW: CHAOS COTILLIS

5,6	1st & 2nd hits no effect	Further hits no criticals			
SCYTHE BLADES		HONOURS			
BOWS		OARDECK		AFTCASTLE	
2	2nd hit Scythe blades destroyed	3	Oars lost	4	4+
BELOW WATERLINE		HONOURS			
WEAPONS		No ranged weapons			

WEAPONS: Hellslicer: can only attack high locations; sails -1 save. 2 dice attack; for each that misses roll 6+. 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.