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v2

Jul 2021

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Publisher:	Games Workshop (1993)
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**



MAN O'WAR

Setup

Buy your **fleet**, a **wizard**, and **man o'war cards**. A normal game is 1,000 points per side. Fleet purchasing requirements vary for each race. Ships are either **man o' wars** (MOW), **independents** (IND) or **squadrons** of 3 **ships of the line** (SOL).

Draw the appropriate number of **magic cards** per wizard. The college colour of a wizard is chosen randomly.

Man o' war cards cost 25 points and are dealt randomly and allocated to man o' war ships. No man o' war may have more than 1 card with the same symbol on it. You do not get points back for cards you cannot use.

Place an **admiral** counter on each player's command ship (this must be a MOW). That ship is also dealt 1 free man o' war card.

Place **crew counters** equal to a ship's **crew strength** on each ship template.

Divide the player area into 2' square sections and roll a die for each:

Roll	Number of terrain features
1-2	None
3-4	1
5	2
6	3

Beginning with a random player, each player takes a piece of terrain and places it in the section of his choice until all terrain features are placed.

Decide which table edge is north and roll a dice: on 2, 4 or 6 the wind is blowing north; otherwise it is blowing south. Place the **wind compass** to indicate wind direction.

The highest rolling player chooses to set up on the east or west sides, and begins by placing a single MOW, IND or SOL squadron. Players alternate taking turns placing a single MOW, IND or SOL squadron within 9" of their table edge and 9" from the north and south edges.

Squadrons

One ship from each squadron is nominated as the **flagship**; place a **flagship counter** on its template. If a flagship is sunk or cannot move, another ship may take over as flagship.

All actions for each ship are performed individually. Each ship moves, shoots and then performs any boarding action before moving on to the next ship in the squadron (or passing play to your opponent if you moved a MOW or IND). Once a player touches a ship they are committed to finishing its move.

You cannot pass on a turn but may select a squadron and perform no actions with it.

If a SOL ever ends a turn more than 6" from its flagship it becomes a **straggler** and subject to the rules for **stragglers** until it rejoins its squadron.

Turn sequence

1. Initiative phase

Roll a d6 to determine who goes first.

On a double the wind changes one position; clockwise for evens, counter-clockwise for odds. Reroll to win initiative.

House rule: On double 5s or 6s the wind changes 2 positions.

2. Magic phase

The starting player casts a spell and their opponent may attempt to dispel it, then vice-versa.

3. Battle phase

Starting with the player with the initiative, players take turns moving and fighting with a single MOW, IND or squadron of SOL ships.

4. End phase

Record keeping, replenish magic cards, check for fires spreading and move stragglers.

The rule of one

1 on a d6 roll always means failure despite modifiers.

6 on a d6 roll always means success when rolling for saves despite modifiers.

Magic

Roll the **casting number** or **higher to successfully cast** or **dispel a spell**.

The spell colour a spell can dispel is shown on the bottom of the card. If a spell allows you to move an enemy ship you may not move it off the table.

Unless stated on the card, spells last for a single turn. Spells are discarded once attempted or used.

A **wizard lord** adds +1 to their roll when casting or dispelling a spell. Once per turn, if they fail to cast or dispel a spell of their own college colour, they may reroll the dice.

House rule: No spell may be cast on the first game turn.

Movement

Ship templates give the ship's maximum speed in inches. Speed can be affected by damage and the wind as noted.

Use the **turning template** when turning; each turn must use 2 inches of movement.

Movement under sail

Check the **wind direction** by placing the turning template against the ship. If a straight line from the wind to the ship's bow passes through the template you are **not** sailing into the wind.

Some ships move faster with the wind astern. Place the template so it is facing the stern and use the same procedure.

Once the direction of the wind is found the ship is considered to be at that angle to the wind for the whole of its turn.

All ships under sail which turn to face the wind must finish moving immediately after the turn.

A ship under sail that starts its movement against the wind may only make a single turn to face out of the wind.

Movement with oars

Ships using oars are not affected by the wind. They may turn 90° on the spot by expending half their move and 180° by expending all; and may row backwards up to 2" instead of a normal move.

You may only move at ramming speed if you make no turns.

Ramming

Ships with oars and rams may **ram**. The ship must move at least 3" in a straight line to the target.

Damage is inflicted immediately according to the ramming chart for that vessel, and then the ship may fire its cannons and initiate a boarding action.

Obstructions

Any ship moving over a sandbank, rocks, terrain etc ends movement, **runs aground** and must make a below the waterline saving throw. If failed the ship takes 1-3 points of below the waterline damage.

If starting the battle phase aground, roll 4+ to move away or be stuck until the next turn's attempt.

Collisions

If a ship touches another, movement ends. A **ram** or **boarding action** may take place. If starting a turn in contact a ship may **push clear** at a cost of half movement, moving along the side of the other ship.

Any ship that sails off the table edge has left the battle and may not return.

Combat and damage

Choose your target and measure the range using the **range template**, with the centre mark touching the centre of the front or side of the firing ship.

Cannons are the standard weapons and have a range of 9" and each can fire once per battle phase.

A ship can be in **close**, **medium**, or **long range**. A shot hits the first obstacle that is under the range template.

Declare if you are aiming **high** or **low** if required (you cannot split cannons firing in the same direction) and roll a d6. The result indicates the hit location on the target's template.

The target can make a **saving throw** for each hit location, modified by the shooting weapon's range (if applicable).

Other weaponry may have different specifics and requirements, but the general rule is that to check the range, roll the dice to determine location, conduct saves and then mark damage if necessary.

Damage

If a location fails its save, place a damage marker and note the side effects if there are any.

If an area containing cannons that can fire broadside is destroyed, the ship can no longer fire on both sides with those guns.

Critical hits

If a destroyed area is hit again and fails its save, a **critical hit** occurs (unless otherwise indicated). Roll on the critical hit table:

- 1 *Panic spreads through the ship as the enemy shots strike home inflicting terrible damage on men and equipment. The crew call upon the captain to guide them through the danger.* Make a roll on the **captain's chart**.
- 2 *The tar-saturated wood catches light and flames start to spread across the ship.* Replace the damage marker on this location with a blaze marker. Test on the **blaze spreading table** in the end phase.
- 3 *A great chunk of the ship is torn away, washing men and goods overboard.* The ship loses 1 crew counter. If the ship is left without any crew counters, it is abandoned.
- 4 *With an ominous creak, the seams of the boat start to split.* The ship takes 1 below the waterline hit.
- 5 *A great gash appears in the side of the ship as the sea floods the lower decks.* The ship takes 2 below the waterline hits.
- 6 *The hull gives way with a resounding crack.* The ship takes 3 below the waterline hits.

If a ship's crew strength is reduced to 0 the ship is **abandoned**.

If a **below the waterline** hit is indicated the ship does not get a saving throw for that hit.

If a **fire** is indicated replace the damage counter with a blaze counter; it may spread in the end phase.

Captain's chart

- 1 *The captain's maps and charts are burnt to a crisp.* The ship may not move this turn if it hasn't already done so as the captain has to preplot its course. Place a **no movement counter** next to the ship; remove the counter at the end of the turn.
- 2 *The captain's treasure chest is split open, spraying the deck with gold.* The ship may not fire this turn as the crew are too busy picking up the fallen booty. Place a **no firing counter** next to the ship; remove the counter at the end of the turn.
- 3 *The captain is caught by a stray shot and killed outright.* The ship may do nothing but defend itself until the end of the turn, when a new captain is elected. Place a **no movement** and a **no firing counter** next to the ship; remove both counters at the end of the turn.
- 4 *The captain is washed overboard by a freak wave.* Roll a dice. To pick the captain up:
1-2 Ship must take a 2" left turn.
3-4 Ship must take a 2" right turn.
5-6 Ship must move straight ahead 2".

- 5 *The captain's secret rum stash is hit. The decks are awash with alcohol.* Roll a dice for each crew counter: on a 6 they are drunk and fall overboard. Remove any drunk crew counters from the ship.
- 6 *Mutiny!* Roll a dice for each crew counter: on a 5 or 6 they take to the boats and abandon ship. Remove the mutineers from the ship.

Effects of ramming

The opposing player must make a saving throw against a below the waterline hit. If it fails the ship takes damage (see the attacking ship's details).

Sinking

Once a ship's below the waterline area is destroyed it sinks. Place a sunk counter on the template and replace the ship with a **wreckage** marker. Wreckage markers obstruct movement and line of sight like a ship.

During the end phase replace it with a **debris** marker; this does not obstruct movement or line of sight. At the end of the next turn this is removed.

Any admiral or wizard who was on the ship may cling to wreckage or debris while it is there.

Boarding actions

Only 1 boarding action can be initiated per turn if a ship is in contact with 2 or more ships.

Both sides roll a dice and add the number of crew counters on their ship. The defender adds the number of remaining cannons he has pointing in the direction of the attacker. **A ship with an admiral gets +1 to the boarding action roll.** The player with the lowest total loses a crew counter.

A winning attacker may **press on** or **break off** the attack. A winning defender may **cut grapples** and the boarding action ends. If he continues he is the attacker and can no longer add cannons to his roll, but then his opponent may if he has them.

If totals are the same, both sides lose a crew and the defender decides whether to cut grapples.

If all the crew are killed, any admiral or wizard on board is killed.

A ship with no crew counters left has lost; place an **abandoned** marker on the ship's template and an abandoned counter by the ship. Any boarding action against the ship will succeed automatically.

Captured ships

A winning player may transfer crew counters (up to the original ship limit) and take the ship as a **prize**, or **scuttle** the ship.

A prize ship (place a **captured** marker on the ship's template and a captured counter by the ship) cannot move or fire and if repelling boarders the crew cannot use the ship's cannons.

House rule: If a ship has been captured for at least 1 full turn it is worth double battle honours.

Ships are scuttled during the end phase.

A recaptured ship may be recreated but acts as a **straggler** this turn.

End phase

Pick up survivors

Any ships in contact with wreckage or debris may rescue admirals or wizards clinging to it.

Wreckage and debris

Remove debris markers; any characters clinging to the debris are lost. Change wreckage markers into debris.

Fires

Roll on the blaze spreading table for each area on fire on the ship:

1	Blaze goes out; remove the blaze marker (BM)
2-3	Blaze does not spread
4	Blaze spreads forward; place another BM
5	Blaze spreads upward; place another BM
6	Blaze spreads backwards; place another BM

If a fire goes out, replace it with a damage marker.

If the fire spreads, place another fire marker left or right as appropriate. There is no saving throw. If there is a choice of areas roll a die. If there is no space nothing happens. If the area is already damaged it is simply set on fire; there is no critical hit.

Blazing locations are treated as destroyed locations. If there is a fire in a location that can take 2 hits and only one is ablaze, any result that says a fire spreads means the second part of the area is now ablaze too.

Stragglers

Stragglers cannot move or fire in the battle phase though they may defend as normal if boarded. In the end phase they may move but cannot fire or board.

Scuttle ships

If the original boarding ship is no longer in contact the boarding crew are out of the game. Replace the scuttled ship with a wreckage marker.

Remove counters

Remove any **no movement** or **no firing** counters placed as a result of critical hits or magic spells.

Pick up magic cards

If your wizard is still alive and not clinging to wreckage, discard any magic cards not wanted and *then* replenish your hand to full strength. Then, any spells played this turn with a **duration of 1 turn** are removed.

Victory

If all of one side's ships are sunk or captured the game ends; the other player is the winner.

Optionally, play to a time limit and count up **battle honours**: each player totals the number of below the waterline hits for all enemy ships they sunk or captured.

Any enemy ships scuttled or abandoned at the end of the game count as ships sunk.

An admiral captured or killed is worth 5 battle honours. Wizards are worth 1 for a wizard champion, 2 for a master wizard and 3 for a wizard lord.

SEA MONSTERS

Sea monsters may be used by any race. You may never have more sea monsters in your fleet than you have squadrons of ships of the line.

They are deployed one at a time, starting with the player who won the roll to set up first, after terrain but before fleet deployment.

Place the template anywhere on the table facedown with the arrow pointing towards you.

Summoning

During their battle phase, instead of moving a ship or squadron, a player may **summon** one of their monsters by rolling 4+ (a spellcaster adds their spell casting bonus).

The monster is placed anywhere in the template area and the template moved off-board. It now moves and attacks like an independent ship (starting with this turn).

If the summoning roll fails, your turn is over and play passes to your opponent.

Movement

Monsters have a movement rate in **dice inches** on their template and have the option to *move on the surface* (and attack) or *dive* (no attack).

They may change facing and turn as often as desired.

If you roll a double when rolling for movement, roll on the **sea monster reaction table** below. If the monster returns to its lair, remove the model, and your opponent places the template anywhere at least 2" from any ship. For each turn the monster remains in its lair remove 1 wound counter from its template.

1	Monster returns to lair, remove from play
2	Monster becomes frenzied , moves at full speed towards nearest friendly vessel and, if it reaches it, attacks it.
3-5	Monster under control
6	Monster under control; may either move twice or attack twice this turn.

At the start of a move a monster may **dive** (place a submerged counter next to it), where it is immune from all attacks.

It must move towards a target and try to touch it, but cannot attack in the same turn as diving and must surface at the start of its next move and may then move and attack normally.

Attacks

Each turn a monster may make a **special attack** and a **boarding action** against a model it is in contact with.

Special attacks are detailed on its template.

In a boarding action, roll a dice for the monster's attack, adding its current wounds. The opponent rolls 1 dice, adding the number of crew counters, and any modifiers for magic, MOW cards, cannons etc.

If the monster wins, 1 crew counter is devoured and you may press on or retreat. **If the ship wins**, the monster loses 1 wound and the ship may press on or drive it off. **If a draw**, the ship loses a crew, the monster a wound, and the ship chooses whether to drive the monster off.

If the monster retreats or is driven off, move 1" directly away from the ship and your turn ends.

While in contact with a monster, a ship may not move, fire at anything else, or engage in other boarding actions. Other ships may fire at the monster (roll a dice: on a 1-3 you target the ship instead) but may not board or ram it. Spells affect both ship and attacking monster.

A monster may use as many dice as it has wounds for defensive fire against flyers.

Wounds

Once all the spaces on a monster's wound track are filled it is dead. They never take critical hits or are set on fire. If wounded by a flyer they will dive for a turn. If rammed, and if they fail their save, they take a number of wounds equal to the number of BTW hits.

AIRPOWER

Flyers may be bought out of the standard allowance or a 200 point extra allowance for each side.

They are deployed, and move and fire, in squadrons or as independents.

Movement

Flyers may change facing and turn as often as desired, fly over any obstacles and are generally unaffected by the wind.

Attacks

As soon as an attacking flyer comes in base-to-base contact, its target may make a single **defensive attack** outside the normal turn sequence. Roll dice equal to the target's number of crew counters; the flyer makes a saving throw for each dice that hits, taking a wound for each failed save.

House rule: Since flyers are usually obliterated by defensive fire, have the flyer attack first with the defensive fire in retaliation to it.

Dark elf monsters get 1 dice defensive fire. A sea monster may use as many dice as it has wounds.

Special attacks are missile and bombing attacks, and are made after movement against a base-to-base target.

Boarding actions

After its special attack a flyer may engage in a **boarding action**.

Roll a die and add the number of wounds the flyer has; the opponent rolls a die and adds their number of crew counters (no bonus for cannons). The highest score wins, and the loser takes 1 wound or loses 1 crew counter.

If the target ship wins or draws, it may attack the flyer or drive it off. If it is driven off, move the flyer 1" directly away from the ship.

The boarding action continues until the flyer or the ship's crew is dead or the flyer is driven off.

Flyers vs flyers

Move the flyer in base-to-base contact with its target; if the target has defensive armament it may get defensive fire.

Make a special attack, then make a close combat attack. A close combat attack is conducted like a boarding action but you may not board the enemy flyer.

Both players roll a die adding their current wounds. The loser takes a wound; if a draw, both take a wound.

If the defender wins they may go on the offensive or drive the attacker off 1".

Wounds

Flyers do not take critical hits; they take another wound if the same location is hit twice.

If a rider or pilot is killed, the flyer is removed from play, even if it has wounds remaining.

Magic

Spells may be cast against flyers as if they were ships. Any spells that cause damage, set locations ablaze or kill crew will cause 1 wound for each point of damage done.

Anti-flyer weapons

Anti-flyer weapons may be bought for 25 points each out of the standard allowance or a 100 point extra allowance for each side. They can only be used by men o' war ships, and you can only have one per ship.

Anti-flyer weaponry is the only way a flyer can be targeted directly besides a magic spell or in retaliation to the flyer's special attack with defensive fire.

After firing cannons a ship may fire its anti-flyer weapon at a single flyer in range.