

The Pirate player rolls a 3, for a total of 5 (the 3 he rolled, plus 2 for the number of crew counters taking part in the boarding action).

The Empire player rolls a 3 which, after adding in his crew, gives him a score of 5 as well. However, because he is defending, and the Pirate player has attacked the Empire ship head on, the Empire player can bring his cannon to bear on the Pirates as they climb aboard. The Empire player therefore gets an extra +1 to his dice roll, bringing his total up to 6.

The Empire player wins this round of the boarding action, and the Pirate player is beaten back and must discard one of his crew counters.

The Pirates are now down to one crew counter, while the Empire Wargalley still has two. Because he won, the Empire player can decide what to do in the next round, either return the attack to the Pirates or break off the combat. As it happens, the Empire player decides not to press home the attack and the boarding action ends. It is now the end of the Pirate player's turn.

Empire Player's Movement

Using its oars, the Empire ship rows backwards 1" to disentangle itself from the Pirates. This also means that it is close enough to fire its cannon at close range, and the Pirates will therefore get a -1 on their saving roll if the Empire player's shot hits.

Empire Player's Firing

The Empire ship's cannons roar for a second time, scoring a 5 again! The Pirate's forecastle splinters as another volley of cannonballs slam into it.

This time the Pirate player must roll a 5 or 6 on his saving roll, as his normal saving roll of 4, 5 or 6 is modified by -1 because of the range of the attack. He rolls a 1, failing dismally.

Critical Damage

Because the Pirate ship's forecastle has already been hit, it suffers critical damage. The area is ripped to shreds and utterly destroyed. To see what happens, the Empire player rolls a dice and consults the critical damage chart. He rolls a 6, which means the Pirate ship takes three below the watermark hits with no saving roll.

The Empire ship scores another hit on the Pirate ship's forecastle.

As this location has already been hit, it suffers critical damage.

Rolling a 6 on the critical damage chart, the Empire player discovers that he has inflicted 3 below the watermark hits on the pirate ship.

As the pirate ship only has 2 below the watermark hits, this is enough to sink the ship and give victory to the Empire!

Unused damage marker

The Pirate player must therefore place three damage markers on the ship's below the watermark location. However, looking at the template, he sees that there are only two spaces! The ship has taken more damage than it can sustain, and is therefore sunk with all hands!

As the only survivor, the Empire player wins the game... and all in just two turns!



John Blanche

HOW TO PLAY MAN O' WAR

Man O' War is more than just a game – it's an absorbing hobby that encompasses painting miniatures, constructing scenery, preparing your fleets for battle, and – ultimately – bringing your ships to bear against another Man O' War player's fleet. This boxed game contains the game rules themselves, and the core of two opposing fleets: the stalwart Empire Wargalleys, and the scourge of the high seas, the Pirate ships of Sartosa.

The Man O' War box contains a lot of components. At first, all this may seem a little overwhelming, and you may be wondering where to start. Don't worry. This sheet is designed to show you how the Man O' War game works. Over the next few pages, we take you through a sample battle. For the purposes of this example, we have rolled all the dice and worked out the results. By putting the models on the table, you will be able to follow the example before playing your own battles.

Man O' War is a very detailed game, so the rules need to be quite extensive. However, the basic ideas behind the game aren't particularly difficult, so don't let the length of the rulebook put you off. The core of the game is contained in the first 24 pages of the rulebook; the other chapters introduce rules that only apply in special situations and for different races' fleets.

MAKING YOUR MODELS

The example given here is a combat between two rival Wargalleys, one Empire and one Pirate.



Assembled Empire Wargalley

Before you start, you will need to assemble two of the plastic Wargalley models from the box. The assembly section on page 7 of the rulebook explains how.

There is no need to glue the models at this stage – you can simply push the mast into the hulls and leave the yards and sails off while you play out the examples. Once you've played a couple of games you may then like to have a look at the painting guide and see how you can turn your models into an impressive and colourful fleet.

SETTING UP

Man O' War can be played on any flat surface – a tabletop is ideal, though remember to put down a cloth so you don't scratch the tabletop. First, press out one of the small card island pieces and place it in the middle of the table.



Empire Player's ship and templates

Finally, the Empire player takes the Empire fleet list, one of the turning templates and a range ruler, and the Pirate player takes the Pirate fleet list, the chart sheet, a turning template and the other range ruler. You are now ready to play your first game of Man O' War.



Pirate Player's ship, templates and island

HOW TO PLAY

Play in Man O' War proceeds by turns, with each player moving and fighting before the next player has a turn.

At the start of each turn, both players roll a dice. The player with the highest score goes first that turn. If both players roll the same number it is a draw and both players roll again.

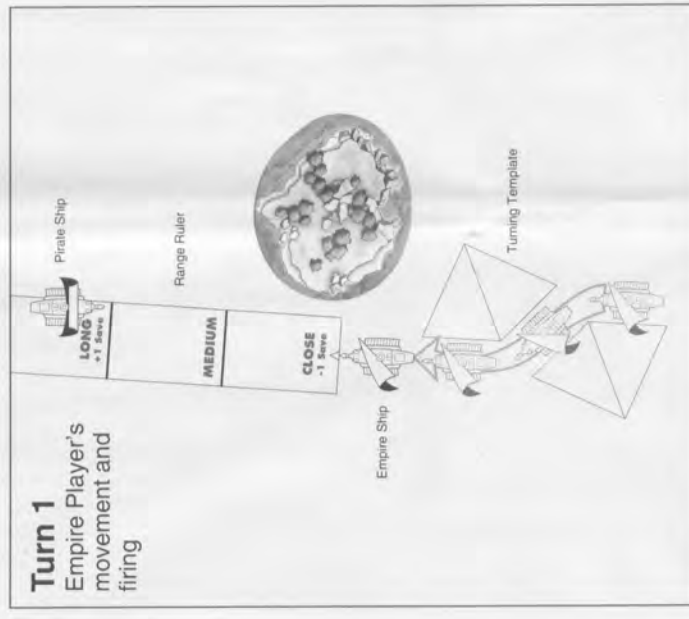
When it is your turn, you may move and fight with your Wargalley. A Wargalley can move by either sail or by oars at the speed given on its template.

TURN 1

At the start of turn one, both players roll a dice: in our example, the Empire player gets a 5, while the Pirate player gets a 3. The Empire player, therefore, goes first.

Empire Player's Movement

The Empire player moves under sail towards the Pirate ship, making a turn to avoid the island. Because he is under sail, he uses the turn template. Each turn he makes takes up 2" of his movement. The rules for using the turn template are written on the template itself.



Turn 1
Empire Player's movement and firing

Because he has just one cannon, the Empire player only rolls one dice. He looks at the number rolled, and compares it with the Pirate's ship template. If he scores a 4, 5 or 6 he has hit something, as these numbers appear on the Pirate's template. If he has scored a 1, 2 or 3 he has missed. In this case, the Empire player rolls a 5, hitting the Pirate's forecastle location, which contains his cannons.



Empire Player's Damage

The Pirate player looks at location 5 on his template. The cannon here are quite tough, and therefore get a 'saving' roll of 4, 5 or 6. This means that the Pirate player must roll 4, 5 or 6 on one dice to see if his forecastle absorbs the damage and survives the hit. If he scores a 1, 2 or 3, his cannon will be destroyed and his ship will not be able to fire back.

In this case, however, the shot is from so far away that there is a range modifier added to his saving roll. The firing template shows that at long range there is a +1 modifier to the saving roll. Therefore, in this case the Pirate's cannons will survive on a roll of 3, 4, 5 or 6.

Unfortunately, the Pirate player rolls a 2 and his cannon are destroyed. He places a damage marker on this location to remind him that the cannons are gone.



The Empire ship opens fire on the Pirate ship. The Empire player rolls a 5, hitting this location. Because of the shot's range, the Pirate needs to roll a 3, 4, 5 or 6 on his saving roll to avoid damage. Unfortunately, he rolls a 2, and must therefore place a damage marker on this location.

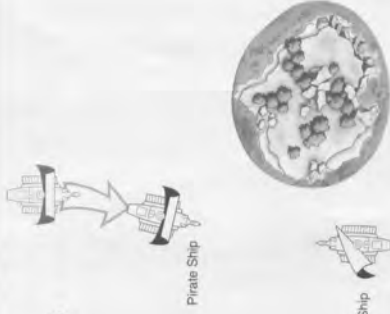
The Empire player's turn is now over, and play passes to the Pirate player.

Pirate Player's Movement

The Pirate player chooses to move his ship under oars this turn, and heads straight towards the Empire ship, ready to ram him next turn.

Turn 1

Pirate Player's movement



When turning under oars, the ship may either turn using the sailing turn template in the normal way, or turn on the spot. Turning on the spot through up to 90° takes half of the ship's move (in this case 2", leaving it with another 2" to move), while turning through 180° takes up all its move.

The Pirate player moves forward so that he is just 3" away from the Empire vessel.

As the Pirate's cannons have been destroyed he cannot shoot at the Empire ship, so his turn ends.

TURN 2

This turn, the Empire player rolls a 2 and the Pirate player rolls a 6. The Pirates go first this turn.

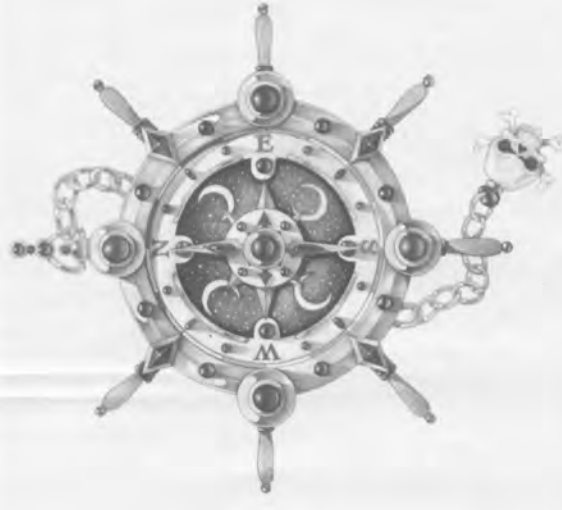
Pirate Player's Movement

The Pirate player again decides to move his ship under oars, this time so that he can use his ram (you cannot ram when moving under sail). He is 3" away from the Empire ship, the minimum distance needed to ram, and can therefore ram his opponent as planned.

The Pirate player moves his ship straight forward until it touches the Empire ship and his ram hits home. The Pirate does not have to roll to see where the Empire ship has been hit as a ram always hits the below the waterline location.

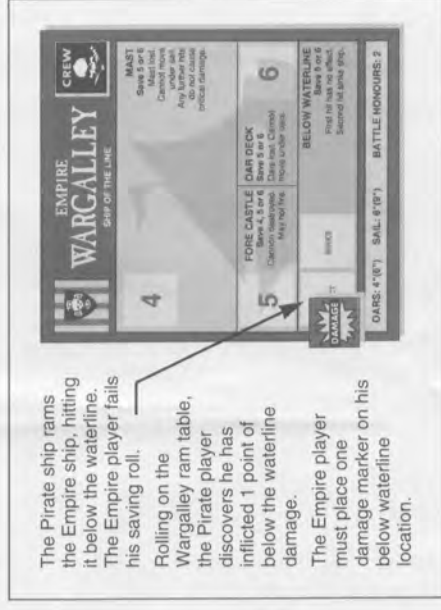
Turn 2

Pirate ship rams Empire ship



Looking at his template, the Empire player can see that a Wargalley needs to make a saving roll of 5 or 6 to prevent the ram causing any damage. Unluckily he rolls a 3, which means the Pirate ship has smashed into his hull with a resounding crash!

As the attack was successful, the Pirate player must now roll one dice on the Wargalley's ram table to see how much damage the ram does. Fortunately for the Empire player he rolls a 2, which means the ram only does one point of damage to the below the waterline location of the Empire ship. If it had done two points of damage, the Empire ship would have been sunk as it only has two hits below the waterline! The Empire player puts a damage marker on the first square of the below the waterline location to show he has taken damage there.



The Pirate ship rams the Empire ship, hitting it below the waterline. The Empire player fails his saving roll. Rolling on the Wargalley ram table, the Pirate player discovers he has inflicted 1 point of damage below the waterline. The Empire player must place one damage marker on his below waterline location.

Pirate Player's Boarding Action

Now that the ships are in contact, the Pirate player decides to send his brave lads swarming over the bows of the Empire ship to try and capture it in a boarding action.

A boarding action is fought in 'rounds'. In each round, both players roll a dice, adding the number of crew counters they have fighting to their dice roll. The side with the highest score wins.