

# ORC HULK

MAN O' WAR

CREW  
5

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2	IRON CLAWZ Save 4, 5 or 6 Iron claws lost.	GUBBINZ Save 4, 5 or 6	3					
4	FRUNT Save 5 or 6	5	SHOOTY BITZ Save 4, 5 or 6 Broadside big chukka battery lost.	6	TREADWHEEL Save 4, 5 or 6 Wheel lost – ship may only move under sail.			LOW
NO EFFECT	NO EFFECT	NO EFFECT	NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6 First, second, third and fourth hits have no effect. Fifth hit sinks ship.			
SAIL: 4"(6") WHEEL: 4" BATTLE HONOURS: 6 NAME:								

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Sail 4" (6"), Threadwheel 4", may reverse 2"

IronClawz:

roll a D6 over the distance in ", if successful then enemy ship is grappled and dragged towards Hulk (resp. if enemy ship bigger, then Hulk dragged towards the target, if in doubt about size roll a D6, player with higher score decides, if Hulk draw target or is drawn towards target)

Once in contact, Hulk **may** board. Target may brake loose on a roll of 5 or 6 **next** round, or this round if Hulk looses boarding

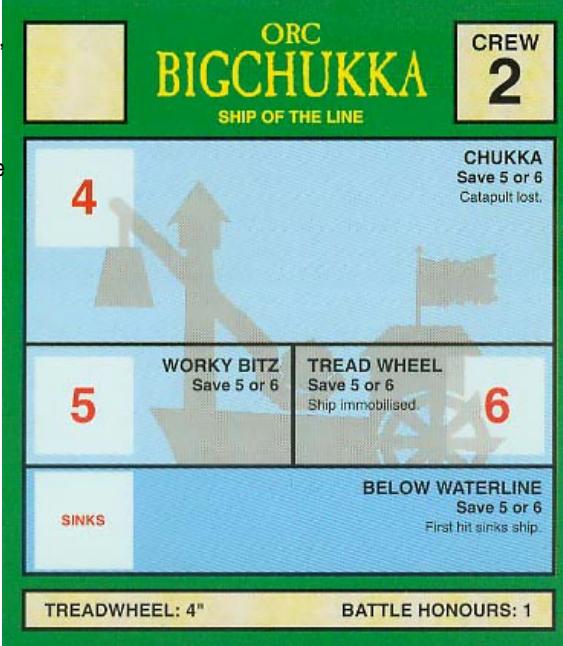
Smash Hammer:

On bow contact roll to hit for a low location, then apply 1D6 hits to **this** location, enemy has to roll normal save for every hit.



**Bigchukka**  
4", reverse 2"  
Either move  
Or fire.  
May fire over  
ships at close  
range, how-  
line of sight  
still blocked.  
Save at -1

**Drillakilla:**  
3dice",  
reverse 2"(  
On contact,  
enemy has  
to make a  
waterline  
save.  
If failing,  
Orc player  
rolls D6:



**CHUKKA**  
Save 5 or 6  
Catapult lost.

1 Nose dips into water. Ship sinks, taking the brave lads to the bottom of the sea. Remove model from play.

2 Drillakilla breaks in 2 halves & sinks, remove model. Wheel however smashes into intended target, roll for location, no save, apply 1 damage

3 1pt of waterline damage to target

4 Roll for low location, 1damage with no save. Drillakilla destroyed. Orc crew swims over, starts boarding action inside enemy ship. No grapeshot, if Orcs win, they sink the ship with drill left stuck in the hull. If target is a beast, it dives to the bottom of the sea, taking the Drillakilla with it. Remove model.

5 1pt of waterline, boarding as above. If Orcs loose, Drillakilla still stuck in hull. In end phase roll D6: 1-3 target takes another 1 WL damage, leave Drillakilla stuck, 4-6 remove Drillakilla. If target was a beast, it dies immediately. Remove beast from play, Drillakilla's movement ends on position.

6 Roll a D6, apply that many waterline damage. If target sinks, you may continue movement through the wreck and possibly attack another target. If Drillakilla did not cause enough damage to sink immediately, it ends up stuck within victim, follow instructions in 5.

**Squad 1:** \_\_\_\_\_

Drillakilla 1  
4 5 6 moves drill  
WL crew #: type: \_\_\_\_\_

Drillakilla 1  
4 5 6 moves drill  
WL crew #: type: \_\_\_\_\_

Drillakilla 1  
4 5 6 moves drill  
WL crew #: type: \_\_\_\_\_

**Squad 2:** \_\_\_\_\_

Drillakilla 1  
4 5 6 moves drill  
WL crew #: type: \_\_\_\_\_

Drillakilla 1  
4 5 6 moves drill  
WL crew #: type: \_\_\_\_\_

Drillakilla 1  
4 5 6 moves drill  
WL crew #: type: \_\_\_\_\_

**Squad 1:** \_\_\_\_\_

Bigchukka 1  
4 5 6 moves catapult  
WL crew #: type: \_\_\_\_\_

Bigchukka 1  
4 5 6 moves catapult  
WL crew #: type: \_\_\_\_\_

Bigchukka 1  
4 5 6 moves catapult  
WL crew #: type: \_\_\_\_\_

**Squad 2:** \_\_\_\_\_

Bigchukka 1  
4 5 6 moves catapult  
WL crew #: type: \_\_\_\_\_

Bigchukka 1  
4 5 6 moves catapult  
WL crew #: type: \_\_\_\_\_

Bigchukka 1  
4 5 6 moves catapult  
WL crew #: type: \_\_\_\_\_

**Squad 3:** \_\_\_\_\_

Bigchukka 1  
4 5 6 moves catapult  
WL crew #: type: \_\_\_\_\_

Bigchukka 1  
4 5 6 moves catapult  
WL crew #: type: \_\_\_\_\_

Bigchukka 1  
4 5 6 moves catapult  
WL crew #: type: \_\_\_\_\_

Do not forget determination of respective flagship!