

ORC HULK MAN O' WAR										CREW 5
4 SMASH-HAMMERS Save 4, 5 or 6 First hit has no effect. Second hit destroys Smash-hammers.		5 MAIN MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship may not move under sail. Further hits do not cause critical damage.		6 SHOOTY BITZ Save 4, 5 or 6 Fore big chukka battery lost.		SHOOTY BITZ Save 4, 5 or 6 Alt big chukka battery lost.		ORK PLAYER CHOOSES WHICH CATAPULT IS LOST FIRST		HIGH
2		IRON CLAWZ Save 4, 5 or 6 Iron claws lost.		3 GUBBINZ Save 4, 5 or 6						
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:										

ORC HULK MAN O' WAR										CREW 5
4 SMASH-HAMMERS Save 4, 5 or 6 First hit has no effect. Second hit destroys Smash-hammers.		5 MAIN MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship may not move under sail. Further hits do not cause critical damage.		6 SHOOTY BITZ Save 4, 5 or 6 Fore big chukka battery lost.		SHOOTY BITZ Save 4, 5 or 6 Alt big chukka battery lost.		ORK PLAYER CHOOSES WHICH CATAPULT IS LOST FIRST		HIGH
2		IRON CLAWZ Save 4, 5 or 6 Iron claws lost.		3 GUBBINZ Save 4, 5 or 6						
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:										

ORC HULK MAN O' WAR										CREW 5
4 SMASH-HAMMERS Save 4, 5 or 6 First hit has no effect. Second hit destroys Smash-hammers.		5 MAIN MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship may not move under sail. Further hits do not cause critical damage.		6 SHOOTY BITZ Save 4, 5 or 6 Fore big chukka battery lost.		SHOOTY BITZ Save 4, 5 or 6 Alt big chukka battery lost.		ORK PLAYER CHOOSES WHICH CATAPULT IS LOST FIRST		HIGH
2		IRON CLAWZ Save 4, 5 or 6 Iron claws lost.		3 GUBBINZ Save 4, 5 or 6						
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:										

ORC HULK MAN O' WAR										CREW 5
4 SMASH-HAMMERS Save 4, 5 or 6 First hit has no effect. Second hit destroys Smash-hammers.		5 MAIN MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship may not move under sail. Further hits do not cause critical damage.		6 SHOOTY BITZ Save 4, 5 or 6 Fore big chukka battery lost.		SHOOTY BITZ Save 4, 5 or 6 Alt big chukka battery lost.		ORK PLAYER CHOOSES WHICH CATAPULT IS LOST FIRST		HIGH
2		IRON CLAWZ Save 4, 5 or 6 Iron claws lost.		3 GUBBINZ Save 4, 5 or 6						
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:										

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.

<div>ORC</div> <div>DRILLAKILLA</div> <div>SHIP OF THE LINE</div>			<div>CREW</div> <div>2</div>
<div>4</div> <div>DRILL</div> <div>Save 4, 5 or 6</div> <div>Drill lost.</div>	<div>5</div> <div>WORKY BITZ</div> <div>Save 4, 5 or 6</div> <div>Ship immobilised.</div>	<div>6</div> <div>TREAD WHEEL</div> <div>Save 4, 5 or 6</div> <div>Ship immobilised.</div>	
<div>SINKS</div>			<div>BELOW WATERLINE</div> <div>Save 4, 5 or 6</div> <div>First hit sinks ship.</div>
TREADWHEEL: 3 DICE"		BATTLE HONOURS: 2	

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:

<div>ORC</div> <div>BIGCHUKKA</div> <div>SHIP OF THE LINE</div>			<div>CREW</div> <div>2</div>
<div>4</div> <div>CHUKKA</div> <div>Save 5 or 6</div> <div>Catapult lost.</div>	<div>5</div> <div>WORKY BITZ</div> <div>Save 5 or 6</div>	<div>6</div> <div>TREAD WHEEL</div> <div>Save 5 or 6</div> <div>Ship immobilised.</div>	
<div>SINKS</div>			<div>BELOW WATERLINE</div> <div>Save 5 or 6</div> <div>First hit sinks ship.</div>
TREADWHEEL: 4"		BATTLE HONOURS: 1	

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, leav 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 end 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!