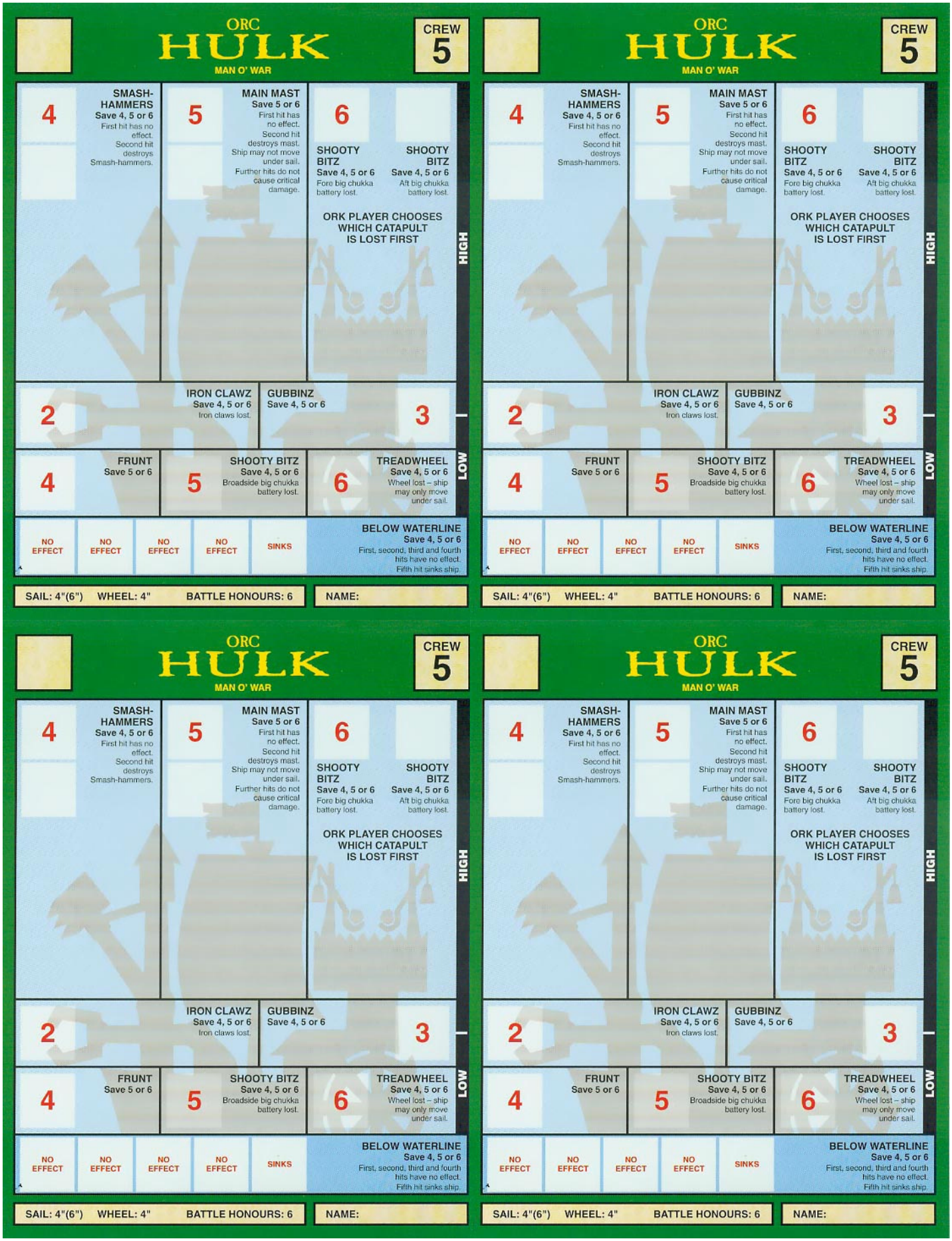


Sail 4" (6"), Threadwheel 4", may reverse 2"

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:



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 WI 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 _____ | Drillakilla 1 _____ | Drillakilla 1 _____

4	5	6	moves drill	4	5	6	moves drill	4	5	6	moves drill
WL	crew #:		type: _____	WL	crew #:		type: _____	WL	crew #:		type: _____

Squad 2: _____

Drillakilla 1 _____ | Drillakilla 1 _____ | Drillakilla 1 _____

4	5	6	moves drill	4	5	6	moves drill	4	5	6	moves drill
WL	crew #:		type: _____	WL	crew #:		type: _____	WL	crew #:		type: _____

Squad 1: _____

Bigchukka 1 _____ | Bigchukka 1 _____ | Bigchukka 1 _____

4	5	6	moves catapult	4	5	6	moves catapult	4	5	6	moves catapult
WL	crew #:		type: _____	WL	crew #:		type: _____	WL	crew #:		type: _____

Squad 2: _____

Bigchukka 1 _____ | Bigchukka 1 _____ | Bigchukka 1 _____

4	5	6	moves catapult	4	5	6	moves catapult	4	5	6	moves catapult
WL	crew #:		type: _____	WL	crew #:		type: _____	WL	crew #:		type: _____

Squad 3: _____

Bigchukka 1 _____ | Bigchukka 1 _____ | Bigchukka 1 _____

4	5	6	moves catapult	4	5	6	moves catapult	4	5	6	moves catapult
WL	crew #:		type: _____	WL	crew #:		type: _____	WL	crew #:		type: _____

Do not forget determination of respective flagship!