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Game: MAN O' WAR Pub: Games Workshop (1993)	v1 Sept 2007
Shipcards series ORC	
For best results, print on card, laminate and trim to size.	

ORC MAN O' WAR

HULK

CREW

TREADWHEEL 4"

May not turn on spot
May reverse up to 2"

SAIL 4"

WIND BEHIND 6"

4+

SMASH-HAMMERS

lost

5

NO EFFECT

6

FOUR BIG CHUKKA
lost

5+

MAINMAST

4+

SHOOTYBITZ

lost

4+

IRON CLAWZ

Iron clawz lost

4+

CUBBRINZ

Further this no criticals
which is lost first

3

4

FRUNT

5

SHOOTYBITZ

Broadside big
chukka battery lost

4+

TREADWHEEL

Wheel lost Ship may
only move under sail

4

BELOW WATERLINE

4+

6

HONOURS

WEAPONS

Big Chukkas: 1 firing ahead, 1 rear, 1 broadside, Iron Clawz and Smash-hammers to bow. Iron Clawz: roll over range to target to grab bow, move models into contact (if the ship bigger Orc ship move up to it), target must roll 5-6 during boarding action or start of next turn to break away. Models in contact may be attacked with Smash-hammers: always aims low, d6 attacks (roll saves for each) on one location, multiple hits can cause criticals. Big Chukkas: as catapults with -1 save.

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1

ORC SHIP OF THE LINE

DRILLAKILLA

CREW

TREADWHEEL 3 DICE™

Roll 3x 1 Drillakilla sinks

4+

DRILL

Drill lost

5

WORKY BITZ

Ship immobilised

6

TREADWHEEL

Ship immobilised

4+

BELOW WATERLINE

2

HONOURS

WEAPONS

The Drill: move into contact with target and roll d6:
1: DK sinks
2: One random low location on target destroyed (no save), then DK sinks
3: One point of BTW damage, no save
4: One point of damage to a low area, then fight boarding action – if orcs win, target is sunk, DK carries on next turn
5: as 4, plus one point of BTW damage (target may leak)
6: d6 points of BTW damage (may go straight through target and attack again).
See page 65 for detailed table.

No Ranged Weapons

ORC SHIP OF THE LINE

BIGCHUKKA

CREW

TREADWHEEL 4"

May not turn on spot
May reverse up to 2"

MAY NOT FIRE AND MOVE

5+

CHUKKA

Catapult lost

5+

WORKY BITZ

6

TREADWHEEL

Ship immobilised

5

BELOW WATERLINE

5+

6

HONOURS

WEAPONS

1 Big Chukka catapult firing ahead -1 save.
May not repel boarders. Fire at close range or be aimed low. If location fails save, it is destroyed and location below can be hit (save +1), then below at +2, etc. Rock stops when save is made or it passes through ship. A location already destroyed does not count and no critical.

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