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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

MOVE

TREADWHEEL 4"
May not turn on spot
May reverse up to 2"
SAIL 4"
WIND BEHIND 6"

4+ HAMMERS Smash-hammers lost

5+ MAINMAST No effect

4+ SHOOTYBITZ Fore big chukka lost

5 Mast destroyed
Ship may not move under sail

6 Add big chukka lost

Further hits no criticals
Orc player chooses which is lost first

4+ IRON CLAWZ Iron clawz lost

3 CURBRINZ

4+ SHOOTYBITZ Broadside big chukka battery lost

4+ TREADWHEEL Wheel lost (Ship may only move under sail)

4 FRONT

5 SHOOTYBITZ

4+ BELOW WATERLINE

4+ 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 foe, move models into contact (if foe 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.

LOW **HIGH**

ORC SHIP OF THE LINE

DRILLAKILLA

CREW

MOVE

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 ocs 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

MOVE

TREADWHEEL 4"
May not turn on spot
May reverse up to 2"
May not fire AND move

4 CHUKKA Catapult lost

5+ WORKY BITZ

5+ TREADWHEEL Ship immobilised

5 BELOW WATERLINE

5+ HONOURS

WEAPONS

1 Big Chukka catapult firing ahead -1 save.
May not re-aim 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.