

DRILLAKILLA DRILL TABLE

Roll	Result
1	<i>The Drillakilla's drill gets turned down into the water by the hull of the enemy ship.</i> The Drillakilla sinks. Replace the Drillakilla with a wreckage marker.
2	<i>The Strain causes the Drive wheel from the back of the Drillakilla to break free, rolling across the deck into the enemy ship and destroying everything in its path.</i> The Drillakilla sinks. Replace the Drillakilla with a wreckage marker. Roll for a low location on the target re-rolling misses. No saving throw is possible.
3	<i>The Drill Bites deep into the enemy ship.</i> The enemy ship takes 1 point of below the water line damage. No saving throw is possible. A normal boarding action may be performed. The enemy ship can push off on its next turn. If the Drillakilla is still in contact with the enemy ship on their turn in the next Battle Phase, it can start drilling again. The Target must make a below the waterline save or the Drillakilla will roll on this table again.
4	<i>The Drillakilla smashes into the enemy ship so hard it gets stuck. The Orc crew abandons the Drillakilla and swim towards the hole in the enemy ship to try and release it.</i> Roll for a low location on the target re-rolling any misses. No saving throw is possible. The Orcs must perform a boarding action with the crew of the target until one side is destroyed. No grapeshot can be used as the Orcs are attacking from within the ship. Other crew bonuses will apply. If the Orcs win then they release the Drillakilla from the enemy ship and can continue through their target on their turn in the next Battle Phase, leaving a wreckage marker behind them. The Orc crew can defend either ship if boarded as they are locked together until their next turn. If the Orcs lose then the drill remains stuck, plugging the hole. If the enemy ship is a beast then it dives for the bottom dragging the Drillakilla with it. No wreckage marker is placed. If the enemy ship is not a beast then the crew removes and scuttles the rest of the Drillakilla. Replace the Drillakilla with a wreckage marker.
5	<i>The Drillakilla smashes into the enemy ship so hard it gets stuck at an angle. The Orc crew abandons the Drillakilla and swim towards the hole in the enemy ship to try and release it.</i> The enemy ship takes 1 point of below the water line damage. No saving throw is possible. Roll for a low location on the target re-rolling any misses. No saving throw is possible. The Orcs must perform a boarding action with the crew of the target until one side is destroyed. No grapeshot can be used as the Orcs are attacking from within the ship. Other crew bonuses will apply. If the Orcs win then they release the Drillakilla from the enemy ship and can continue through their target on their turn in the next Battle Phase, leaving a wreckage marker behind them. The Orc crew can defend either ship if boarded as they are locked together until their next turn. If the Orcs lose then the drill remains stuck. If the enemy ship is a beast then it dives for the bottom dragging the Drillakilla with it. No wreckage marker is placed. If the enemy ship is not a beast then the crew removes and scuttles the rest of the Drillakilla but is unable to plug the hole properly. Replace the Drillakilla with a wreckage marker and place the Drillakilla on the Ships template. During each End phase after fires have spread, roll a die. On a result of 1, 2 or 3 the target ship takes another point of below the waterline damage. If this is enough to sink the ship then replace it with a wreckage marker. On a result of 4, 5 or 6 the Target ship successfully plugs the hole. Remove the Drillakilla from the template.*
6	<i>The frenzied efforts of the Drillakilla smashes into the enemy ship at exactly the right speed and angle to do maximum damage.</i> The enemy ship takes D6 points of below the water line damage. No saving throw is possible. If this sinks the enemy ship the Drillakilla continues through their target, leaving a wreckage marker behind them. If this doesn't sink the enemy ship, roll for a low location on the target, re-rolling any misses. No saving throw is possible. The Orcs must perform a boarding action with the crew of the target until one side is destroyed. No grapeshot can be used as the Orcs are attacking from within the ship. Other crew bonuses will apply. If the Orcs win then they release the Drillakilla from the enemy ship and can continue through their target on their turn in the next Battle Phase, leaving a wreckage marker behind them. The Orc crew can defend either ship if boarded as they are locked together until their next turn. If the Orcs lose then the drill remains stuck. If the enemy ship is a beast then it dives for the bottom dragging the Drillakilla with it. No wreckage marker is placed. If the enemy ship is not a beast then the crew removes and scuttles the rest of the Drillakilla but is unable to plug the hole properly. Replace the Drillakilla with a wreckage marker and place the Drillakilla on the Ships template. During each End phase after fires have spread, roll a die. On a result of 1, 2 or 3 the target ship takes another point of below the waterline damage. If this is enough to sink the ship then replace it with a wreckage marker. On a result of 4, 5 or 6 the Target ship successfully plugs the hole. Remove the Drillakilla from the template.*

* If all players agree at the start of the game, treat this rule as a single test. Remove the Drillakilla from the template whether you successfully plug the hole or not.