

I did the first contribution for the Bretonnian month, maybe I even have the honour of the last one: Anyways, another last-minute from the project box (as Viktor so nicely stated/named this stage of development)

Meeting so many oar-powered ship from the Empire, Estalia and the smaller states, Pirate Galleys, and - may the Lady beware - even occasionally oar-powered Chaos forces, some Bretonnian captains employ another cunning tactic:

A few Galleons and Corsairs squadrons have acquired a small but effective refitting: The front part of the vessel's hard keel is lined with sharp iron, and with a swift manoeuvre the comparatively heavy, but fast vessels just sheer off an enemy-ship's oars while passing alongside. Sometimes even loosing the broadside on point blank, certainly enough to severely cripple even Wolfships.

Rule:

Not yet thoroughly thought through:

A draft/suggestion:

Bretonnia-ONLY add-on, for bigger SOL (Corsair) and Man o' War and Admiral class ships-

25pt(?) add-on for a galleon(?), pt cost for a Corsair squadron: ??

Ships fitted with an iron-lined keel can, as a part of their movement, try to destroy the oar location(s) of opposing ships:

they have to pass by the other ship alongside within 1 inch, while self going straight 2 inch in the pass-by. (move the model alongside). The enemy ship must roll a save for every oar location, if the save fails, place a damage marker in the respective location.

This attack is counted as part of the ship's movement. Should an ideal placement allow for several such attacks in one movement, is this a valid manoeuvre, as long as the within 1 inch and 2 inch straight is followed. If the ship however attacks with cannons as well, the movement stops as usual (the 2 inch line must be fulfilled, but can end at the "end" (farther away bow or stern) of the attacked ship.

*It might be a bit powerful, I am not so sure about this, most oar-locations have a roll of 5,6 only. Normal or modified save? On the other hand is it not that easy to precision-manoeuve Bretonians that the conditions for the attack are met - surely such skillful manoeuvring must be rewarded? To find a hit-to-roll routine is not that easy, e.g. has a Khorne Bloodship 3 oar-locations!*

*What do you think?*