

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 1inch and 2inch straight is followed. If the ship however attacks with cannons as well, the movement stops as usual (the 2inch 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-manoevre 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?*