

# Fighting Tops

25pt add-on, useable both on Empire and Bretonnian Man'o'War and Admiral class ships.

*“Gedd on ‘err” bellowed Grungnash, flapping his shabby, but gaudily coloured admiral ‘hat’ in the direction of the badly damaged Bretonnian Galleon “La Reine de la mer”, which was floating almost alongside now. The galleon was badly damaged and trailing smoke after severe pummeling by several well placed Bigchukka shots, but was still carrying one mast, with proudly and defiantly flapping banners of Bretonnian sea power. His boyz screamed wildly, frothing on the perspective of dealing finally close quarter blows to this blue-golden clad pansies. Grungnash felt lucky, as his taskforce had run into a patrol of just one Galleon and a hand of Buccaneers, most of which were in the very minute going to the bottom of the seas.*

*“De’re no match fo me fine Hulk” he spoke off-handed to the coxswain, who cowed before the powerful swamp-beer breath of his kaptin. He continued, “Der gunnerz kan’t even hit ‘n squigg-barndoor...” as suddenly a green flower of orc blood bloomed on his forehead. He stumbled one step forward and then crashed headlong on to the deck. A close moment of eerie silence followed, as the boyz stared confused and leaderless around. The Hulk started trailing of course at 45 degrees, as the coxswain had let slip the rudder. The freshly reloaded pot-shot full broadside of the Galleon ended the silence with sweet retaliation for all the losses of the battle....*

This is a strategic resource, which is frowned upon in the Empire navy, or not even existing officially in the Bretonnian navy, but a lot of admirals see the usefulness before the loss of honour. And of course there are no such restraints, when Orkish or Chaos forces sails show up on the horizon out on the open seas....

Fighting top: From a platform high up on (most often) the main mast, sharpshooters deal out deadly blows from above, hidden in between the rigging. They are spreading havoc and confusion in enemy crews, when their ship is boarding another ship. They are equally very effectively helping their own mates, when an enemy presses in his attacks onto the ship's decks. Occasionally, they even have the chance to influence the fate of the whole battle, if they manage to turn their sights onto the enemy fleet's admiral....

## Rules:

Fighting tops can be bought for Empire or Bretonnian fleets only. At a cost of 25pts apiece you can buy *one* (and only one) fighting top *each* for *any* Man o'War class or Admiral class ship. Determine on which one of the masts the fighting top is located, and place a crew-marker or fighting-top-marker (if at hand) there.

In every boarding you get:

+1 to the boarding roll, when attacking on enemy ship

+1 to the boarding roll, when defending the own ship

(However, a fighting top does not affect a boarding which is using the spell “causeway of light”).

If the ship is in the firing phase immediately neighbouring (max 1” distance) an enemy ship carrying an enemy admiral, you can attempt to shoot the admiral once in this firing phase.

Declare your intention before any boarding is done, roll a dice:

-if a 6 is scored the enemy admiral is killed, claim the battle honours.

-If you miss (roll of 1-5), the admiral takes cover from your fighting top in this encounter. In the next game turn ((!), not boarding phase), you can try again, if the admiral is still in the vicinity (he has to give orders and cannot hide all the time).

Floating admirals cannot be shot.

Neither can you shoot at any mage. (They sense the threat, without consciously recognising it, and just keep themselves subconsciously out of the line of fire).

If the mast carrying the fighting top sustains the first damage, the fighting top is considered destroyed (regardless of the number of damage boxes of the respective mast). A fighting top's crew does not count as regular crew, cannot change the ship, and is considered killed, if the ship is "abandoned".

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