

# *Elf Falconship*

The crews of Hawkships are known for their rash and reckless approach to tactics and ship-handling. Those who show extraordinary talent in their abilities while cooling in temper have a chance to be hand-picked for duty on Falconships. Only the best sailors and especially only the best of marksmen are awarded this honour and obligation. While normal Hawkships rush hasty and hard towards their targets, the Falconships approach in a determined and calm way, the sailors keeping the ship extremely stable even in adverse weather and the most intense combat. This allows the mastermarksmen to pick their target and with uncanny precision destroy the most valuable and vulnerable parts of the enemy ships, with the Falconship swiftly darting away and picking the next victim.

A Falconship uses the same hull as a Hawkship, but the hull is carefully refined and even more carefully trimmed and maintained with extreme care.

Instead of two forward eagle-claw a Falconship possesses one single forward mounted Falcon claw: an enhanced eagle-claw hurtling away the same kind of bolts, however with extreme precision. The downside is the high susceptibility for damage. A Falcon claw is easily dis-aligned, thus needing overview and repair in a tedious procedure, absolutely impossible to do in the midst of an ongoing battle...

## **Rules:**

### **Move:**

Sail 6". May move twice during each battle phase.

Use special 90deg. turning template

### **Weapons:**

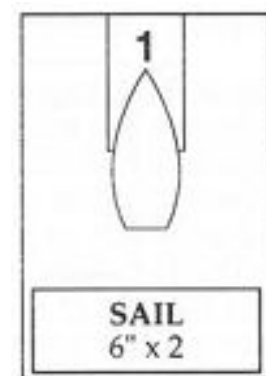
1 Falcon Claw bolt thrower firing ahead

Range 12", target's saving throw not modified for range

Roll two dice to hit. Out of the two results you pick one location you want to hit. The enemy ship has to do a normal save.

If you roll a double 2, double 3, double 4, double 5 or double 6, you inflict a double hit onto this location, with the chance for a critical hit, if the enemy ship fails its both saving rolls.

However, if you roll a double 1, the falcon-claw is destroyed, place a damage marker at the forecastle-location.



**Locations:**

3 Mast	save 6	2 locations, second destroys mast, immobilised
4 Fore castle	save 6 –	Falcon claw destroyed
5 Midships	save 4,5,6 –	Falcon claw rolls only 1 dice
6 Aft castle	save 5,6	

Cost: 150 per squadron of 3.

For every two Hawkship squadrons fielded, you can field one Falconship squadron.

Version 0.2, (C) March 2008 H. Daniels