

orc clawerz

We re in for da real fightin' not for da carryin' eavy boulderz around!

The time it takes to load a Bigchukka really grates on the nerves of da kaptin! Almost always the target is out of shooting range again, when the damned chukka is loaded. Furthermore not being not overly impressed by the aiming abilities of their sailors, some former Bigchukka-kaptins just got rid of their Chukka-weapons (these being clamped on to some Chunka). Instead they mounted one single Iron claw in the former Chukka casing. Saving also the space normally reserved for da big boulderz and thus especially reducing weight, the ships are now FASTA! The kaptins can now even take more crew aboard, and the duty on a Clawer is more favoured then on being on a Bigchukka: *'caus it's fun to see 'eavy boulderz smashing pansy ships, but bein' close and personal in is so much more of da fun!*

Squadron of 3

75 points

1 battle honour per ship

3 crew (it is much more popular to do duty here)

move: Treadwheel 6"



Weapons: Each ship has 1 Iron claw firing forward in a 180deg circle. Player has to roll over the range in inches to get a grip on the target: e.g. if the target is 4" away, roll 5 or 6. Once the claw has attached to the enemy, the ladz whinch like mad (*Fightin' fightin' FIGHTIN' ..*) If the enemy ship is larger then the Clawchukka (will almost always be the case :)), the Clawer-ship will be pulled to it, otherwise the target will be pulled towards the Clawer-ship. Normal boarding rules apply. Claws not counting as grapeshot when defending.

Locations:

4: Iron claw, save 5,6 – Claw lost

5: worky bitz save 5,6

6: tread wheel save 5,6 – immobilised

1 below waterline hit, save 5,6

Modelling – design similar to bigchukka, but without chukka – instead a crude iron claw (smaller then the ones on a Hulk)

Maybe the number should be kept in check, like "you cannot have more Clawchukka squadrons then Bigchukkas"?

I am on the template.

Another suggestions was to design it as Independent, I am on it.

Holger