Deathclaws:

Deathclaws are another, fear inducing experiment of the pre War US government: giant Jackson's chameleons mutated by the FE-virus. They are more than two meter high combat machines, that were originally meant to be used against the Chinese People's Army. Whether or not they were ever used in China is unknown. Instead, some few examples have not only survived the Great War, they have eluded their labs and have spread far and wide across the wasteland.

Deathclaws are apex predators whereever they are in the wasteland. They are a serious threat to numerous human settlements and can survive even the harshest environments of the deepest wasteland.

The statistics of deathclaws:

As with all other creatures, no value may lie under the minimal value or above the maximal value. With deathclaws 33 points may be added to the minimal values. Sometimes people spot younger, not fully grown deathclaws. These younger creatures have only 28 points to dish out.

The statistics of deathclaws:

	ST	PE	EN	CH	IN	AG	LU	CO
MIN	6	4	5	1	1	3	1	5
MAX	13	10	12	3	5	10	10	10

The statistics explained:

STRENGTH: Strength decides how much damage an animal can do in close combat and further decides about extraordinary feats of strength that the animal might have to perform.

PERCEPTION: Perception works for deathclaws as it does for humans: it shows how well the animal can discover a threat or a flight path or an obstacle in the way or things like that.

ENDURANCE: Endurance decides the hit points of an animal:
Deathclaws have $18 + EN * 4$ hit points.
Furthermore, endurance decides whether or not the animal succeeds in certain, hard labors.

CHARISMA: Animals can suck up, too. This value shows how docile the reptile is. Deathclaws are however, very dangerous creatures and one should only try to tame one if one really knows what one is up to.

INTELLIGENCE: Each point of intelligence gives a +5 bonus to training the animal.

AGILITY: For each point of agility a deathclaw can move for 4.5 cm in combat.
(AG = action points)

LUCK: As with humans, luck determines everything and nothing as well as the critical hit chance.

COURAGE: Determines how eager the animal is to flee a danger. A rule of thumb is, that deathclaws are hard to send running.

Fodder:

Deathclaws are pure carnivores and eat several pounds a day. They are immune to poison and can even eat radscorpions or wanamingos. Fully grown deathclaws eat up to 10 pounds of meat a day.

Training:

Training of deathclaws seems to be pretty impossible. One can theoretically keep them in cages and harvest their eggs if one truly wants to and is already tired of life. But training a deathclaw to be a real "pet" is mind boggingly impossible.

Movement and combat:

Deathclaws move for 4.5 cm per action point in combat. Their ridiculously large claws ignore 5 points of armor and do 2 D6 + ST damage. Their thick skin gives them an armor protection of 6 points against all kinds of damage.

Enclave experiments:

The enclave has, according to some rumors, mutated a few deathclaw eggs with FEV and further, other techniques to make some deathclaws a lot more intelligent. According to rumors a pack of these intelligent deathclaws have broken out of their slavery. Whether or not these rumors are true and if they are, what happened to the deathclaws, is unknown.
Should some of them appear, they would have a +3 bonus to intelligence. And their intelligence stat would be equal to that of humans, ghouls and super-mutants. That means, they can actually talk and be reasonable and be reasoned with.

Pack dynamic:

A deathclaw pack is lead by an alpha male and a deathclaw female, the so called mother. Both reptiles are the strongest and biggest of their respective gender in the pack. If one wanted to exterminate a pack, one should start with those two deathclaws.