Dwarf Goliath II

The Dwarven Goliath Admiral Class is the next developmental step from the Dreadnought onwards. Only very few of these mountains of metal exist, with each clan having their individual approaches towards equipment and mechanical details of this ship design.
This version has the following characteristics:
Two gigantic side-wheels in heavily plated casings in unison with potent rear-wheels push this massive behemoth surprisingly fast through the waves. The core part of the extremely stable hull is able to take even heavy enemy barrages with only minor damage.
Atop thrones another masterpiece of Dwarf engineering: the Thundergun. It hurls ammunition of the size of beer barrels with astonishing precision far over the seascape, causing havoc in the targets. Double-sized front turrets together with several broadside battery decks and rear turrets leave no side of the Goliath uncovered and guarantee heavy punishment to all sides.
At the rear end a set of cranes can be used for two very different purposes: Either they can be used to haul propulsion-less Dwarf ships or a captured enemy ships behind the Goliath. Or they can release a mine-field into the water – a weapon the Dwarves rarely use. They dislike this as not very compatible with their honour and also see the danger to the commercial seafaring. But sometimes necessity dictates even the use of unpopular weapons, preferably against beard-clipping Elves, Skaven, Dark Elves and Chaos forces in their respective territorial waters.

Armament

Cannon: 2 sets of turrets, broadsides and Thundergun
Special: Minefield: see below

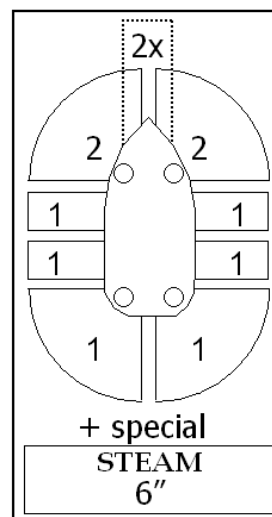**Cannon**:
The goliath has 2 sets of turrets:
one set of 2 90 deg turnable double-barrelled turrets to the front
(2 attacks for each),
one set of 2 90 deg turnable turrets to the rear (1 attack for each)
one fore broadside (one attack)
one aft broadside (one attack),
All of them normal 9" range, modified for range.

These attack can be combined in a number of combinations similar to the Dreadnought.
E.g. 4 to the front, 2 broadsides each and 2 rear; or
2 to the front left, 2 left broadside, 1 to the back left, and 5 to the right broadside etc...

The **Thundergun** fires straight ahead, with a range of 18" (place 2 firing templates in a straight line). You may assign high or low. Within the first 6" the enemy's saving throw is at –2, within 7-12" the enemy's saving throw is at -1., within 13-18" normal saving throw.
A Thundergun does always a double hit into one location with one roll, provided a valid location is hit. The enemy has to make to 2 saves, giving the possibility for a critical hit.
A Thundergun can fire right through debris, however, range is reduced to 9", 1 hit with normal saving throw modifiers.
A Thundergun can even attempt to fire over obstacles (wrecks, debris, ships, monster, low land like sandbanks(!)...) within the first 6". However: roll a dice to see if the intended target is hit:

1:   major miscalculation, the first target or obstacle in direct line is hit.
2:   the shot hits 3" too short (if there is another ship or monster, this one is hit instead)
3-5: the shot is exactly on aim.
5-6: the shot hits 3" too far (if there is another ship or monster, this one is hit instead), actual range can thus be 21" (However, you must assign a valid target, trying to "overshoot" by aiming at the empty sea is not allowed!)

Move
6" steam, not affected by wind.
Due to its massiveness and strong build the Goliath may, if it still has complete movement, push through any wrecks or debris unharmed. Just displace debris and wreck markers while moving the Goliath miniature.

Special:
Ram
May ram. Must move at least 3" in straight line towards the enemy. If contact is made enemy ship must make a below-waterline save. If failed roll a dice:
1   1 point of below waterline damage
2-4   2 points of below waterline damage
5   3 points of below waterline damage
6   4 points of below waterline damage

Mine field
As long as the crane location is intact, a Goliath can lay one minefield per round. However, as long as any ship is hauled, no minefield can be released. You may release the minefield at any point of your movement (and the release does not terminate your movement as a normal attack would do), or after shooting or boarding.
Use the minefield template (size of the iceberg template). Once released the minefield is placed directly at the read end of the Goliath model. The following rounds it drifts with the wind (or currency, if you apply currency rules). At the begin of the round directly after the magic phase any released mine-fields are moved: Roll a dice:
1-4: 1" move
5-6: 2" move

If any ship touches the template, the Dwarf player has to roll one dice for each ship.
1   Miraculously the ship clears the field, without hitting any mine
2   The ship actually hits a few mines, but these misfire
3   The ship takes a random low hit with normal save
4   The ship takes a hit in a low area determined by the Dwarf player,
         with a save of –1
5   The ship takes one below-waterline-hit with normal save
6   The ship takes one below-waterline-hit with no save
Dwarf ships are also affected by their own mines! If in this case a 4 is rolled, the opponent chooses the location!

Haul ships:
As long as the crane location is intact, a Goliath can haul other ships, regardless of the size of that ship (even a Dark Elf Black Ark). The Goliath can haul up to 1 Man o War class ship, up to 1 Independent class ship or up to 2 Ship of the Line. Monsters cannot be hauled. If a ship is hauled, the Goliath may not release minefields.
Hauled ships can either be ships of the own fleet, of an allied fleet or enemy ships, if they are abandoned or captured. The ship(s) to be hauled has/have to be with its/their bow(s)

within 1 inch of the Goliath's stern. The Goliath's movement has to stop before haulage can begin.

In the next round the Dwarves have attached lines and the Goliath can steam away with the ship(s) in haulage. In the following rounds the other ship(s) can be hauled without affecting the Goliath's movement rate (i.e. the Goliath moves its full allowance after substracting any penalties for Goliath's ship damage). Just move the other ships' model(s) directly behind the Goliath.

The haulage can be cut at any time, sending the other ship(s) adrift.

If the crane location is damaged, the hauled ship(s) is/are automatically set adrift.

If the Goliath has a ship in haulage, any firing of Goliath cannon to the rear may hit the hauled ship(s) (if any hauled ship is the first target under the firing template).

If enemy ships fire at the Goliath's stern end they hit instead the hauled ship(s).

Crew:
10 (5 in fore section, 5 in aft section)

Cost:
400 350? points. 14 battle honours. Each Dwarf Fleet can have only one Goliath, if players do not agree otherwise.

Design notes:
Original idea for the Dwarf Admiral class ship and name Goliath: **copyright Scott di Bartiolo.** Used with permission.

It is an alternative variant of Scott´s original proposal. This might also represent the different approaches the different Dwarf clans have. Contrary to the original
- some of the *damage locations are changed*
- *is it not able to dive*, because otherwise the huge cannon just get water inside.
- *it has no double sidewheels, only one pair of really big sidewheels*, to avoid turning issues making
        a mess gear-wise, and avoided having too vulnerable gears.
- for compensation it has *cranes* to
        * either *haul disabled ships* of the own fleet (it has definitely the engine power for this) or
        * *deploy sea mines*
- and it has a *bit more firepower*.

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Playtesting: Only a very few battles so far, Scott´s versions has seen a lot more. Both drafts represent really the battleworthiness and hardness of an Admiral class, still they are <u>not</u> unsinkable, giving the opponent the chance to grab a hefty amount of battle honours :)