

DWARF MITHRIL AIRSHIP

One of the Dwarves most inventive engineers, Nara-eon, is the mastermind behind their air born mechanical wonders. Many of his peers have named him " Nara-eon the Mad" reflecting the opinion of many Dwarves that they ought to keep their short legs on the ground.

However dangerous the Gyrocopters and War Balloons are to their crew, they have proven valuable aids to not only the Dwarven navy but armies as well. Having gained the respect of some of the most respected military leaders within the Dwarven kingdom, Nara-eon was commissioned to build a larger, more powerful (and hopefully less volatile) flying weapon. Nara-eon 's thoughts directed him towards a larger version of the War Balloon. An oversized Gyrocopter seemed too fragile and impractical. The finished product of long months of design and testing resulted in the Mithril Airship. The one weakness of the War Balloon had been the vulnerability of the gas filled balloon. Nara-eon tried steel plates to armor the gas filled balloon, but in order to offer sufficient protection it would weigh the whole ship down too much to allow it to leave the ground.

Luckily the Dwarves have more metals at their disposal than any other race in the Old World. One such metal would solve Nara-eon 's dilemma. The precious ore Mithril, the pride of the Dwarves was not only the strongest but also very light. With the light weight and strength of Mithril the balloon could now be safely protected and yet allow the Airship to take off to a reasonable altitude. The thin sheets of Mithril proved protection comparable to that of the rest of the Dwarven navy. Since Mithril is so precious and scarce it is only used to protect the balloon while the rest is armored in typical Dwarven fashion. And then very few of these fearsome flying war machines have been made because of the scarcity of their precious Mithril. But they have already proven their might in battle and once again " Nara-eon the Mad" has surprised even his most harsh critics. Flying amidst the sky the Mithril Airship has a bite equal to its toughness. Four gun turrets (two per side) and an array of bombs strike fear into even the most confident opponent. Crewed by the reckless veterans of War Balloons and Gyrocopters (who some how manage to survive long enough to become veterans) these mechanical flying beasts are fast becoming indispensable on the open seas.

Mithril Airship Rules

The following rules apply to the Dwarf Mithril Airship. In addition, unless specifically contradicted here, all the Man O' War game rules and Dwarf special rules also apply.

Movement

Although steam driven, the Airship is subject to the will of the wind. It may not fly into the wind similar to a sailing ship. It also uses the standard turning template to turn and cannot turn on the spot like other Dwarven ships. It may move 6" per turn. The Airship in mint condition can just reach altitudes sufficient to fly over ships, terrain and other obstacles just as flyers do.

Damaging the Balloon

The gas filled balloon of the Airship has been divided internally into four separate, smaller compartments. This was done in order to increase the toughness of the Airship. So although one section would be damaged, the other three could remain intact so the Airship would not crash into the water and be destroyed. Once three compartments are destroyed, the Airship can no longer fly over obstacles such as

ships, terrain, etc. It then takes damage just as any ship if it runs aground, collides with other ships and so forth in this condition. Note however that it still cannot be rammed.

Under these circumstances the Airship may be boarded (see boarding rules below). Also the Airship's bombs cannot be used in this state since it cannot reach a satisfactory altitude. If all balloon sections are destroyed, then the Airship plummets to the sea and is lost. Needless to say, the crew gets nervous when one balloon section is damaged and are likely to quickly dispatch the Engineers to frantically try to repair it so they don't end up crashing into the water below. This ingenious invention also has as a member of the crew a Dwarf skilled in alchemy who has the means of producing more gas to fill any of the balloon sections as they are repaired.

Combat

In addition to the standard rules, the following special combat rules apply to the Dwarf Mithril Airship.

Turrets

The mighty Airship has two fore turrets and two aft turrets. Each with a 90° firing arc in a similar fashion to the Dreadnought's turrets. The attacker chooses which turret is maimed either left or right.

Bombs

To add to the Airship's arsenal is a large load of bombs similar to those found on the War Balloons. Bombs can only be used to attack targets at ground level (not against flyers). First nominate a target that you are aiming at (which must be a high location). Roll on the War Balloon's bomb chart to see the result. The Airship may only drop one bomb per battle phase. Bombs and turrets may fire simultaneously during the Airship's Battle Phase. As noted in the Movement section, when three balloon sections are damaged bombs may not be used.

Boarding

The Airship cannot climb all that high, but high enough to make boarding impossible when its balloon is in good repair. However if three sections of the balloon are damaged then it is assumed that the Airship is now forced to be at a low enough attitude for enemy ships to grapple it and attempt to board as if fighting against any other ship. Regular boarding rules apply and all of the Airship's turrets may be used to repel boarders provided that their firing arc(s) cover where the attack is coming from.

Special Rules

Obviously the Airship cannot be rammed since it is above water (and therefore may not ram itself). However, it is attacked as though it was a regular ship and not as a flyer since it cannot climb to high altitudes even with light Mithril. The Airship does have Engineers aboard and they are the most crazed of all Dwarves, willing to even climb up to the balloon hanging perilously many feet in the air repairing the Airship in flight. The standard Engineer rules apply.

Specifications

Crew: 3

Type: Man O' War

Cost: 200 pts (The Dreadnought is still the Admiral's Flagship since the Airships are not as trustworthy to Dwarves as are a typical ship. And due to the rarity of the Mithril Airship, only one may be present per 1000 points spent on the Dwarf fleet)

Hit Locations

High:

2 – Fore Balloon	Save = 3,4,5 or 6	Effect = (see rules above)	
3 or 4 – Mid Balloon	Save = 3, 4, 5 or 6	Effect = (see rules above)	Number of locations = 2
5 – Aft Balloon	Save = 3,4,5 or 6	Effect = (see rules above)	
6 – Propeller	Save = 4,5 or 6	Effect = -3" move	

Low:

2 – Bridge	Save = 4, 5 or 6		
3 – Fore Turret	Save = 3,4,5 or 6	Effect = One fore turret lost per hit	
		Number of locations = 2 (Left and Right)	
4 – Bomb Rack	Save = 5 or 6	Effect = May not use bombs	
5 – Aft Turret	Save = 3,4,5 or 6	Effect = One fore turret lost per hit	
		Number of locations = 2 (Left and Right)	
6 – Boiler	Save = 4,5 or 6	Effect = -3" move	

Below the Waterline Hits: 3 (save 3,4,5 or 6)

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