

THE BLACK KRAKEN

Tordrek Hackhart was once a gifted Master Engineer. Intensely competitive he wanted nothing less than to be recognised as the greatest living Dwarf Engineer. However, even though Hackhart was the undisputed master of submersible ironcraft, he could not match the ingenuity of his guild-brother Red Brokk Gunnarson, who instead got the accolade. The ambition and the frustration over not being acknowledged enough, finally drove Tordrek over the edge and he tried to kill Red Brokk with a rivet gun, making it look like a working accident. Unexpectedly Red Brook survived and Tordrek was expelled fby the Kings of Barak Varr. Fighting his way to the docks he managed to steal his latest and most powerful submersible construction and vanished into the depths. Exiled from his seahold and all other Dwarf strongholds Hackhart had been cast out into the cold. He drove his famous submersible, a strange tentacled construction build after a series of fever dreams, farther and farther into the north and the dreaded Sea of Claws. Eventually he surfaced at one of the most hellish docks - Zhugulzar, the Black Port of the Chaos Dwarfs...

“Black Kraken” rules - Chaos Dwarf or Pirate Independent class

Movement

The Black Kraken is a steam driven submarine with either 6” movement forward movement or 6” backwards movement. May not alternate between this two in one movement phase. May turn in place. It is not dependent upon wind. It does use the normal turning template.

May dive: At the start of its battle phase the player can order the Black Kraken to dive. Place a submerged token next to the model. For the rest of the turn it is submerged and cannot be detected. The submerged Kraken cannot be fired upon or boarded. It does not interfere with line of sight and may pass under other ships, but not end its move under other ships. Normally the Kraken has to surface again at the start of its next turn and spend the full turn on the surface in order to replenish its air reserves.

Dive duration: The player can however decide to stay submerged for a longer time, for each round spend submerged you afterwards have to spend the correspondent number of rounds surfaced. E.g. the Black Kraken was submerged 2 turns, then it has to be on the surface at least 2 turns.

Starting with your third consecutive turn underwater, you have to roll a die at the beginning of the turn and score 4+. If you fail, the Kraken has to surface immediately and spends the first of the replenishing turns motionless, only defending itself, as the crew is asphyxiant. If you roll a 1 the Kraken is lost as all crew died.

Diving in damaged condition: As long as the bulkhead control is in working order, the Kraken may dive without risk even if it is damaged somewhere. If the bulkhead control is out of order, and a damaged Kraken is ordered to dive, roll a die for each damaged location: If any die rolls a 1 the Kraken is lost, as the sub is flooded and sinks.

Armament

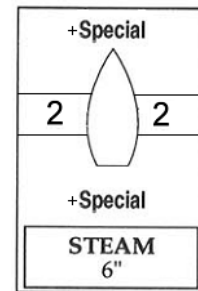
The Black Kraken has 3 type of weapons at its disposal.

-2 broadside cannon: Standard 9” range. May be used to repel boarding. Can only be used in surfaced condition.

-Tentacles forward. Direct contact is needed with intended target in front of the Black Kraken. Choose: Either a 4 dice attack high OR roll a die above the target’s current remaining waterline hits to remove a crew. Can be used both surfaced or submerged.

-Kraken's Bite backward. Direct contact is needed with the intended target at the rear of the Black Kraken. This is a ram attack, however the Black Kraken does not need to move a straight line. Opponent's water line saving roll is at -1, if opponent fails, roll a die:

- 1-2: 1 WL damage
 - 3-4: 2 WL damage
 - 5: 3 WL damage
 - 6: 1d6 WL damage
- Can be used only submerged.



Special

Master Engineer

Tordrek Hackhart a master engineer. In the end phase of the turn, after checking for fire spreading, you may roll a die for one damaged location on the Kraken. On a roll of 5+, the location is repaired. You cannot repair areas on fire or affected by Nurgle's rot, neither below waterline areas.

Fire spreading

As long as the bulkhead control is in working order, fires cannot spread within the Black Kraken Sub.

Crew: 3

Cost

150pts.

Independent type - Cannot carry any reward cards.

6 Battle honours, doubled if sunk by a Dwarf opponent.

Affiliation

The Black Kraken can be bought for Chaos Dwarf or Pirate fleets.

There may be ever only one Black Kraken on the table. If several Pirates or Chaos Dwarf fleets attack each other, roll a dice, which player gets the ship, the other player has to spend the point cost for other alternatives (ships/monsters/rewards) following the normal fleet deployment table.

Ally table:

	As part of Pirate fleet	As part of Chaos Dwarf Fleet
YES	Dark Elves, Orcs, Norse Darius 'Wild Dog' Corso with the "Recreant" Schmidt' Renegades Harkan & Kruduk's Black Oath fleet	Dark Elves, Orcs, Chaos, Skaven, Norse
MAYBE	Brettonnia, Chaos, Chaos Dwarves, Pirates Skaven, City States The Beastmaster of Bilbali The Golden Magus	
NO	Empire, Elves, Dwarves Long Drong with the "Fair Fregar", The Crimson Count with the "L'Albatros", Klaus & Hargrim's Lads	Empire, Brettonnia, Elves, Dwarves, City States

Version 1.0 (Based on the Dreadfleet model, slightly modified for Man o War).

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Bulkhead control is a mechanism invented by Scott di Bartiolo for the Dwarf admiral class ship Goliath.

Design notes:

The Dreadfleet fluff speaks also about explosive mines and (corkscrew) torpedoes. I excluded torpedoes to stress the difference between the Nautilus and Tordrek's idea of ideal submarine conception. Why would one implement a drill and tentacles when having torpedoes. Explosive mines would be a bit over the top. Furthermore I already have incorporated minefields in the Goliath II, and there exists a draft for Dwarf minelayers.

See separate file for the ship's template!

Locations

High

3 Tentacles	Save5+	Loose two 2 attack dice, Further hits do not generate critical damage
4 Bulkhead Control	Save 4+	Roll for sinking if diving damaged
5 Engines	Save 4+	–3" speed
6 Kraken's Bite	2 boxes, 5+	First hit normal save, Second hit destroyed.

Low

2 Tentacles	Save5+	Loose two 2 attack dice, Further hits do not generate critical damage
3 Broadside cannon	Save 4+	Cannon Destroyed
4 Broadside cannon	Save 4+	Cannon Destroyed
5 Engines	Save 4+	–3" speed
6 Hull	Save 5+	Empty location

4 below waterline, Save 4+