

# Dwarf Goliath

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## BACKGROUND

The Fortress at Barak Varr houses some of the smartest Dwarven engineers in all of Warhammer. They have developed some of the most amazing mechanical marvels the world has ever seen, from flying Gyrocopters and Warballoons, to stealthy submarines and powerful Man O Wars, bristling with guns. Now they unveil their latest masterpiece, combining the best abilities from both land and sea weaponry, the Massive Dwarf Goliath is ready to set forth through the mighty gates of Barak Varr.

## CLASSIFICATION

The Dwarf Goliath is an Admiral class ship and **MUST** have the admiral aboard. It may receive MOW cards as other MOW class ships.

## FLEET RESTRICTIONS

The Dwarf fleet may only ever have one Goliath. If using the Goliath, do not include it in the MOW total when figuring the number of other ships you may have, unless it is the **ONLY** MOW class ship.

## MASTER ENGINEER

Due to the high degree of complicated machinery on the Goliath, a Master Engineer (from the Citadel Journal article Blood and Iron) is required to be aboard. The Master Engineer oversees the Operation of the Ballast Pumps, the Bulkhead Control Room and the loading of the special Thunder Ammo for the Thundergun. The Master Engineer is also able to make repairs to the Below Waterline area and also allows the repair roll to be re-rolled - as long as its not the BW area.

If you are using the rules from the Citadel Journal (Blood and Iron), you may also purchase the special Dwarf Rune cards for the Goliath according to the limitations listed in that article.

## COMBAT

The Dwarf Goliath uses standard cannon weaponry like all other Dwarf ships. Some are mounted on broadsides and some are on turrets on either the bow or stern. The Goliath has two turrets on the bow, two turrets on the stern and a set of broadside cannons in the bow and stern. The Bow turrets are unique in that they are Twin Cannon mountings. Each of the bow turrets contains **TWO** cannons and must target the same target. Each bow turret has a 90-degree arc of fire like a Dreadnought and the turrets function exactly the same as those of the Dreadnought. The Dwarf Admiral may assign cannons as desired when making attacks. For example, he may chose to have both bow turrets attack the same target for a 4 dice attack and have the aft turrets fire in conjunction with the rear broadsides for a 2 die attack on either rear broadside. Optionally, he may have the Fore turrets fire at the same targets as the Bow broadsides do, thus making it a 3-die attack to either bow broadside. These are just two examples and the Dwarf player may come up with any other combination that works.

## TORPEDO ATTACKS

When the Goliath is submerged, it may fire a torpedo out of the bow just like a Nautilus. Place the torpedo template and roll the die to determine direction. However, if the periscope

location is undamaged, the Dwarf player may add or subtract one from the die roll as desired. This represents the Goliath having a better targeting opportunity by waiting until the last second to launch the torpedo. After determining the direction, roll two dice for the distance of the attack as you normally would. When the Torpedo Bay Location takes it's first hit, there is an Automatic roll on the Critical hit Table. Subsequent hits to this area cause additional critical hits, as you would expect.

## THUNDERGUN ATTACKS

Mounted on the highest decks midship is the mighty Thundergun. Thunderguns are used at major Dwarf Fortresses for defense and until the Goliath was built, they were simply too large to be placed aboard a ship. They have a very accurate long-range attack, and - with the presence of a Master Engineer, can be loaded with Thunder Ammo - which can be devastating to an enemy attack.

The Dwarf player may choose between which of the two types of ammo he wishes to fire provided he doesn't ignore any special requirements for that type of ammo.

|                      | Regular Ammo            | Thunder Ammo               |
|----------------------|-------------------------|----------------------------|
|                      | # of die attack         | # of die attack (die type) |
|                      | (Saving throw modifier) | (Saving throw modifier)    |
| <b>Range</b>         |                         |                            |
| 0" - 6"              | May not Fire            | May not Fire               |
| 6" - 12"             | 2 (-2)                  | 2-10 (-1)                  |
| 12" - 18"            | 2 (-1)                  | 2-10 (none)                |
| 18" - 24"            | 2 (none)                | 2-10/2** (none)            |
| <b>Special Rules</b> |                         |                            |
|                      | May fire every turn.    | May fire every 2 turns     |
|                      | May fire over ships.    | May not fire over ships    |
|                      | May not fire Submerged  | May not fire               |
| Submerged            |                         |                            |
|                      | Roll regular d6         | Roll Misfire Die*          |
|                      |                         | Master Engineer aboard     |

\*See the Misfire chart below is a misfire result occurs.

\*\* Round down.

Thunder ammo requires two turns to load and you **MUST** still have your Master Engineer aboard to fire it. If you decide to load Thunder ammo, you need to place a **Thunder Ammo Loading** counter on the Thundergun Location on the 1st turn during its Battle Phase. The Thundergun may not fire this turn, but it may perform any other activities as normal. On the subsequent turn, flip the counter over to the **Thundergun Ready** side and you may fire this turn (or any following turn). If for some reason you decide you want to change ammo types without firing the Thunder ammo, you may do so but you need to spend two turns unloading it as well, and you may not flip the counter more than once per turn. To unload, flip the Thundergun Ready counter back over on one turn, and then remove it on the next. On the turn after that you may fire regular ammo. Obviously a time consuming process, so **BE SURE** you are going to fire the

Thunder Ammo, before you start loading it. You may also change your mind after completing the first turn of loading but you still need to spend one turn to unload it again.

## Thundergun Misfire Chart

If a misfire result comes up when rolling the misfire die, you must make a d6 roll on the Misfire chart below.

### Die roll Result

|      |                                                                                                                                                                                                                                                                                                                                                             |                                                                             |
|------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------|
| 1    | The Thunder Ammo goes off prematurely and explodes in the barrel!                                                                                                                                                                                                                                                                                           | The Thundergun is destroyed and the ship suffers an immediate critical hit. |
| 2    | The powder charge is too hot. The Thundergun suffers two damage points. No shot is taken.                                                                                                                                                                                                                                                                   |                                                                             |
| 3    | Minor damage from the charge. The Thundergun suffers 1 damage point. No shot is taken.                                                                                                                                                                                                                                                                      |                                                                             |
| 4    | JAMMED! The Thundergun may not fire until you make a successful save for it at the end phase of a turn - (Regular Save). The Thunder Ammo is still considered loaded inside and may be fired once it is unjammed.                                                                                                                                           |                                                                             |
| 5    | There is a minor mechanical foul-up, place a no firing marker next to the Goliath. It may fire again                                                                                                                                                                                                                                                        | next turn.                                                                  |
| 6    | The shot goes off, but the shell was defective.                                                                                                                                                                                                                                                                                                             |                                                                             |
| Roll | the Artillery die again and Scatter die this time as well to determine if the shot deviates. A "hit" result means the shot hit the original target as a 2 die attack (ignore misfire and numbers on the artillery die is a "hit" is rolled). If you get a number and an arrow, then that is the new target point and any ship there suffers a 2-die attack. |                                                                             |

As you can see, there are distinct advantages to both types of weaponry as well as certain inherent risks with both as well. Regular ammo is dependable, safe, very effective, and can be used every turn. Thunder ammo has the potential to blow an enemy ship out of the water - though at the risk of misfiring and damaging the Thundergun (or worse!). It will be the admiral who knows *when* to take his chances and risk the Thunder ammo attack that will end up being victorious in battle.

## MOVEMENT

The Dwarf Goliath may move as follows.

|                |                         |
|----------------|-------------------------|
| <b>STEAM:</b>  | 6"                      |
|                | 3" Reverse              |
| Turn in Place: | 90 degrees - 1/2 move   |
|                | 180 degrees - Full move |

You need at least one of the midship paddlewheels intact to

turn in place. If only the rear paddlewheel is intact, the Goliath may not turn in place. Due to its massive size, the Goliath may only travel either forward or backward each turn. It may not do both.

## SPECIAL MOVEMENT

Special movement means moving through wrecks. The chart below shows how the Goliath moves when it is trying to move through wreckage.

| Wreck(s) size point total | Movement effect |
|---------------------------|-----------------|
| 150                       | May not move    |
| 75 - 149                  | ½ Movement      |
| 25 - 74                   | No effect       |

To figure the point total for a single ship in a Ship-of-the-Line squadron, divide the total point cost by 3. Ex: Corsair squadron of 300 pts = 100 pts each, a Wargalley squadron of 150 points = 50 pts each.

## SUBMERGED MOVEMENT

The Goliath is a marvel of Dwarven ingenuity. The engineers at Barak Varr have made an Admiral Class ship that cannot only carry a mighty Thundergun, but may also submerge like a Nautilus does as well.

The Goliath is obviously much larger than a Nautilus, and consequently the rules governing its ability to submerge differ greatly from a Nautilus.

The Master Engineer **MUST** be aboard in order for the Goliath to submerge. Like a Nautilus, the Goliath takes one turn to submerge below the waves where it can then fire a torpedo or simply make an escape. While underwater, the Goliath's cannons, as well as the Thundergun, may not be used, although Thunder ammo may be loaded while submerged.

The Goliath is also not limited to just one turn underwater either. Each additional turn (after the first) you desire to keep it underwater you must roll a d6. You have to roll higher than the number of turns underwater you are attempting. If you roll equal to or less than the number of turns you are attempting, you must surface the Goliath immediately. A roll of a 1 on any attempt to stay underwater means the engines are struggling to get the ship to the surface and you lose half of your movement for this turn.

For example:

The Goliath submerges on one turn and makes a torpedo attack. The following turn the Dwarf player decides to try and stay underwater again to avoid surfacing directly in front of the enemy. Since this is the 2nd turn he is trying to stay underwater, he needs to roll higher than a 2, so a 3 or more means he is successful and may continue underwater. He may again fire his torpedo if desired at no penalty. If he wanted to stay under a 3rd turn, he would then need to roll a 4 or more to stay submerged.

Submerged is not quite an accurate term when talking about

the Goliath as there are several areas that are still visible when the rest of the ship is underwater

Looking at the template, you can see that the entire top row of locations have two sets of saving throw numbers, one for when on the surface and one for when submerged. While submerged, only the PERISCOPE, THUNDERGUN and SMOKE STACK locations have any chance of being hit. Any attacks that hit other locations are treated as a miss as is specified on those locations.

Submerging a vessel of this size is a tremendous undertaking and therefore there are several locations on the template that are tied together when determining how to resolve hits or when the Goliath is submerged (or is attempting to). First of all, the BALLAST PUMPS location must be intact in order to submerge at all. If this location has received a 2nd damage marker, the Goliath may not submerge until this area is repaired.

Second is the BULKHEAD CONTROL ROOM location, which controls all the watertight doors. These doors allow the Goliath to submerge without fear of sinking - even if damaged, unlike the Nautilus. If this location is undamaged or has taken only a single hit, the Goliath may submerge without the threat of sinking as the watertight doors seal off damaged sections of the ship. You do not have to roll for submerging a damaged ship like you do for the Nautilus unless this location takes a 2nd hit. If that happens, you must roll the die one time for each damage marker on the Goliath if you wish to submerge. Roll a d6 for each damage marker and on any result of 1 the Goliath sinks. If this location takes a 3rd hit, the Master Engineer has been killed and the Goliath loses the ability to submerge (and thus fire torpedo attacks), fire Thunder ammo and repair Below Waterline hits. This is one of the most crucial areas on the ship

Finally, if the Goliath takes damage at the SMOKE STACK while submerged, you must then also make a save at the BOILER location at -1 immediately. This represents a sudden influx of water into the boiler, which could cause additional damage to the ship. If the Goliath then becomes immobilized, it MUST surface on its next Battle Phase. Also, if the PERISCOPE location is destroyed, you lose your +/- 1 to your direction roll (see the Torpedo Attack section).

## BULKHEAD DOORS

As long as the BULKHEAD CONTROL ROOM location is still functioning (two hits or less), it is impossible for Fires to spread or for Bow to Stern Boarding Actions to occur.

## POINT COST

The Goliath costs 475 points and is worth 14 Battle Honors.

## DESIGNER NOTES

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