

Skaven One Rat Barrel-Sub Carrier

Standing high on the aftcastle of the Greatship "Averland" Rear Admiral von Bechstein watched with content his detachment of Wolfships tearing open the whole flank of the Skaven fleet. Deathgalleys swiftly outmanoeuvred Deathburners, and mighty cannon roar thickened the fog of gun-smoke even more. Suddenly he startled, not for this damned fast Warpraiders, but for an unfamiliar shape creeping out of the barrage. He had never seen such a Skaven ship before. A big floating platform, smaller than a Doom Bell, neither having one of these on deck – he was silently thanking Sigmar for that! But with a number of cranes and a lot of big barrels stashed up. Even now a barrel was released into the water, immediately sinking beneath the waves. 'One new foul invention of this awful poisonous Skavens?' he mused, giving orders to his and the neighbouring ships to avoid the stern of that new vessel, lest that there might have just been released some plague into the water. Suddenly, up ahead of the mysterious Skaven ship, he could make out a fast moving small trail in the water beneath the Galley "Ludmilla von Alptraum". The next moment a loud explosion added to the cacophony of the battle. The "Ludmilla" was sinking fast, a great gash torn into her belly. "By Triton's trident, what kind of abomination was that" he cursed white-faced, and then bellowed "Direct all cannon fire at that ship, and scan the surface for threats!"

Ever since encountering the first Dwarven submarines, the Skaven have been envious of this wonderful apparatus. Naturally they love the concept of sneaking upon an enemy, though this time not in an earthen tunnel, but under the sea's very surface. Further enticed by a spy reporting that the Chaos Dwarves are developing a ballistic submarine, Clan Skryre has been working frantically on the project. However a full-blown submarine, lest alone torpedoes are currently beyond their skill. Instead they have developed a one rat barrel sub. Big former beer or wine barrels are combined with a primitive propelling mechanism, a periscope, a warpstone charge and a bold, enduring pilot. The barrel is carefully filled with stones, that it just floats under the sea's surface and set out by cranes from a lumbering floating platform. However, not always does the release go well...

Once in, respectively under the water, the pilot trashes frantically to the next target, trying to get at the hull. If not too exhausted from the exertion, or overcome by the lack of fresh air in combination with the fumes of the alcoholic residues, the daring pilot will set the warpstone-charge against the hull, blowing a big hole into the ship.

Movement

The Barrel Sub Carrier is a Skaven paddleship, with 6" movement, allowed to freely switch between forward and backward movement.

Armament

Instead of "really" firing, the Carrier may release ("fire") up to two barrel-subs in the firing phase of the Carriers movement. As the carrier has one crane at every longside, you may release one barrel directly on starboard, and one on port.

Upon release roll a dice for each released barrel:

- 1 "Misfire": Disaster on release, roll one more die:
 - 1-2 Barrel crashes on the deck, warp splinter explodes, normal save, if failed, apply d3 waterline hits to the carrier
 - 3-4 Barrel crashes on the deck, apply one low hit, save -1
 - 5-6 Too many stones in the barrel, the barrel sub dives straight to the bottom of the sea
- 2-6 Successful release, place the barrel-sub model immediately centered exactly beneath the Carrier's model respective side (starboard/port)

The first movement of the just released barrels is resolved immediately. In subsequent turns the movement of remaining barrel subs will be resolved at the beginning of the turn before the Magic phase.

Barrel movement follows normal rules with normal turning template.

The barrel subs:

For **movement** roll a die immediately after deployment:

If you roll a natural 1, then the barrel sub's pilot is too oxygen-deprived and too drunk from the alcoholic residues in the barrel. Remove model from play.

1st round: d6-2, but at least 1" move (if not rolled natural 1)

2nd round d6-3, but at least 1" move (if not rolled natural 1)

3rd round d6-4, if calculated result is 0 or less, then the barrel sub's pilot is exhausted. Remove model from play.

Setting the charge

The barrel model has to touch the target ship. The Skaven player rolls an attack for a low location (only to see if the pilot manages to settle the charge somewhere) – if successful hit, the target has to make a waterline save. If it fails the Skaven player rolls a dice:

1-2 The target ship takes 1 waterline damage

3-5 The target ship takes 2 waterline damage

6 The target ship takes 1d6 waterline damage

Locations:

6 barrel, save: 6, "Destroyed"

No waterline hits, immediately sinking, if hit there.

If rammed or even touched by a ship normally moving, the barrel sub sinks immediately.

Point Cost: 150, 4 battle honours

The Barrel Sub Carrier counts as Man o War.

For every full 1000 points you can deploy one One Rat Barrel Sub Carrier

(i.e. a full 2000pt fleet can field up to two Carriers).

<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="border: 1px solid black; width: 50px; height: 50px; background-color: yellow;"></div> <div> SKAVEN ONE RAT BARREL SUB CARRIER MAN O'WAR </div> <div style="border: 1px solid black; padding: 2px 5px;">CREW</div> </div>											
<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">2</div> <div style="font-size: 0.8em;"> PADDLE WHEEL Save 5 or 6 Ship speed reduced by 1" </div>		<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; width: 40px;">3,4</div> <div style="border: 1px solid black; width: 40px; height: 40px;"></div> </div> <div style="font-size: 0.8em;"> CRANES Save 5 or 6 First hit: only one barrel release per round. Second hit: No more barrels released </div>		<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">5,6</div> <div style="font-size: 0.8em;"> PADDLE WHEEL Save 5 or 6 Ship speed reduced by 1" </div>		HIGH					
<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; width: 40px;">2,3</div> <div style="border: 1px solid black; width: 40px; height: 40px;"></div> </div> <div style="font-size: 0.8em;"> PADDLE WHEEL Save 4,5 or 6 Ship speed reduced by 2" </div>		<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; width: 40px;">4</div> <div style="border: 1px solid black; width: 40px; height: 40px;"></div> </div> <div style="font-size: 0.8em;"> BARREL STORE Save 4,5 or 6 1st hit: 1 barrel round 2nd hit: None left </div>		<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">5,6</div> <div style="font-size: 0.8em;"> PADDLE WHEEL Save 4,5 or 6 Ship speed reduced by 2" </div>							
<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">NO EFFECT</div>		<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">NO EFFECT</div>		<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">NO EFFECT</div>		<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">SINKS</div>		<div style="font-size: 0.8em;"> BELOW WATERLINE Save 4, 5 or 6 First, second and third hit have no effect. Fourth hit sinks ship. </div>		LOW	
<div style="display: flex; justify-content: space-between;"> PADDLE: 6" BATTLE HONOURS: 4 </div>											