

# Kraken New Units

All right. I might as well post these for debate. I have counters for all but the subs currently, and the subs wouldn't take long. I've tried to think through these units well, but it's possible that I've made a dumb balance mistake. If no one has anything to add, then I would think that it's time to move to playtesting.

Corvette

VP: 3

Attack: 2/2

Defense: 3

Move: 4

May not enter any non-water hexes.

Missile Frigate

VP: 6

Attack: 3/5

Defense: 2

Move: 3

May not enter any non-water hexes.

Heavy Frigate

VP: 6

Attack: 4/3

Defense: 3

Move: 4

May not enter any non-water hexes.

Submarine:

VP: 6

Attack: 3/3

Defense: 3

Move: 3

May not enter any non-water hexes. Treats Ds as NEs while the counter is on its Silent side. On its Active side, the sub treats Ds as Xs. The sub is flipped to its Active side whenever it makes an attack of any kind. An Active sub that makes no attacks during its turn is flipped to its Passive side. Combat strength in overruns is doubled due to torpedoes (normal attacks are via missile launchers). Cannot be targeted by lasers.

Strategic Nuclear Submarine:

VP: 24

Attack: 3/3 + 1 Cruise Missile

Defense: 3

Move: 3

May not enter any non-water hexes. Treats Ds as NEs while the counter is on its Silent

side. On its Active side, the sub treats Ds as Xs. The sub is flipped to its Active side whenever it makes an attack of any kind. An Active sub that makes no attacks during its turn is flipped to its Passive side. Combat strength in overruns is doubled due to torpedoes (normal attacks are via missile launchers). Cannot be targeted by lasers. The sub itself is worth 12 points, while the other 12 are the cruise missile (these 12 are lost when the missile is fired).

A note: take a look at the sub rules and then imagine them in an overrun. A Silent Sub has a very good chance to win when overrunning a Heavy Frigate. I'm not sure if it's too strong (I doubt it) or too weak, but it looks like it'll be a quirky and interesting unit. As yet, I have no Cybersub designs.

Krakens: (my name for Cyberships - though the name would be best applied to Cybersubs)

Destroyer (50 points)

2 Light Naval Batteries (3/3 D3)

2 Missiles (6/5 D3)

2 Smokescreens (special/2 D1)

Move 4

30 hull (10 damage =M3, 20 damage =M2 30 damage=sunk)

May not enter any non-water hexes.

Heavy Cruiser (150 points)

2 Heavy Naval Batteries (4/4 D4)

2 Light Naval Batteries (3/3 D3)

1 Laser Battery (2\*/30 D3)

6 Missiles (6/5 D3)

4 Smokescreens (special/2 D1)

Move 4

45 hull (15 damage =m3, 30 damage =m2 45 damage=sunk)

May not enter any non-water hexes.

The effect of a smokescreen is simple: fill the target hex with smoke that blocks line of sight for lasers. That's all it does, and all it needs to do.