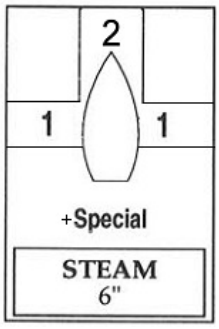
Black Obsidian Barge

Carefully cut out by skilled Chaos Dwarf hands, a huge obelisk of purest black obsidian towers amid a sturdy barge hull. Two powerful engines, belching forth huge clouds of sooty, black steam push the heavy ship with amazing easy through the waves, leaving oily trails. Around the obsidian, which no unworthy slave is never allowed to come nearby, however, rules an eerie silence, prickling and raising the hairs in the neck. The steel floor plates and the railing are carefully adorned with brass and golden Hashut symbols. One can loose himself in the twisted images which are reflect in the highly polished surface. The obsidian seems almost living, vibrating with some strange form of negative energy.
Magicians however feel the absolute terror of complete loss of their magical capabilities if venturing too near…

Chaos Dwarf Black Obsidian Barge rules



Movement
The barge is a steam driven ship with 6" movement, not dependent upon wind. It does use the normal turning template.

Armament
2 forward cannon, 1 broadside cannon. May be used to repel boarding.

Obsidian Obelisk
At the beginning of the magic phases, before any magic is cast, the Chaos Dwarf player rolls an artillery die:

2/4/6/8/10: The obsidian obelisk sucks all magical energy in its immediate environment into its depths. In a circle of 1.5x times the range (=3/6/9/12/15") round the barge *all* magic (*including* dispels, runes and magical items, *excluding* magical movement) is completely blocked, even friendly magic/beneficial spells aimed on the own side.

Misfire: Roll a 6-sided die:

1: The obsidian obelisk is completely saturated and will not work again in this battle
2: The obsidian obelisk obeys to one of Hashut's distempers. Only magic of the Chaos Dwarf player's side (*including* the dispel) is blocked on the whole seascape, the opponent's side can cast normal
3: The obsidian obelisk obeys one of Hashut's fickle whims. Roll a artillery die: In a circle (2/4/6/8/10") round the barge no magic (*excluding* dispel) of the Chaos Dwarf player's side is possible.
4: The obsidian obelisk is saturated and will not work this and the next round.
5: The obsidian obelisk is saturated and will not work this round.
6: The obsidian obelisk hums and shudders so that the barge nearly cracks. Roll an artillery die (ignore misfire): in circle of 2x times the range (=4/8/12/16/20") only the opponent's sides' magic is blocked (*including* their dispel)

Crew: 4

Cost 150pts. Man o'War type - Can carry Reward cards. 6 Battle honours

There may be ever only one Black Obsidian Barge on the table. If two Chaos Dwarf fleets battles each other, roll a dice, which player gets the ship, the other player has to spend the 150 points for other ships following the normal fleet deployment table.

Version 0.3 (Based on the Talisman of Obsidian from an old Warhammer Fantasy Chaos Dwarf army list)
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