

The Bloat

Once infected a person initially is just nauseous, but shortly after begins to burp. Burp after burp issues forth from the mouth of the hapless victim. It does not take long for it to get larger as the foul, noxious gases of the Bloat begin to fill the victim's gut. Sores begin to form upon his body. A foul mix of blood and mucus oozes from them, gently bubbling as the gases try to escape. After a while the lighter-than-air gases cause the victim to rise off the ground. Without tethers it would fly away. Eventually it is so bloated that even the slightest nudge will cause the victim to burst, spraying foul gases and fluids in a generous circle. If any of the gases or fluids enter the body of anyone standing nearby the Bloat takes hold, bringing another soul down with it.

Nurgle Bloatship

The Nurgle Bloatship is a terror to behold. Slightly smaller and more streamlined than a Plagueship, the most noticeable feature of this putrid paddle ship is the lack of high structures on the decks, apart from a number of big cages situated on the afterdeck. Within the cages float the poor souls inflicted with Nurgle's last disease – The Bloat. These poor victims are infected with the Bloat at the very start of a battle, but only in small doses – one cannot risk having them bursting prematurely. When the time is right, the hatch at the top of the cage is lifted and the Bloat-sufferers are set free. The poor souls cream and cry, some just faint, no matter, they are all in some of the most intense pain imaginable. They drift first upwards out of the cages, and are then carried away by the winds – there is nothing they can do about it. Eventually they will catch onto something. Usually an enemy ship, sometimes a friendly ship, or sometimes simply a rock or a tree. When this happens, they burst, showering the ship below (or the ground as the case may be) with the vile disease. Sometimes it takes hold, sometimes it does not. If it does, the victims will float off, until snagged, and the whole process continues.

Movement

A Bloatship is a paddle ship and the following rules therefore apply. It may move 6" per turn. It may use half of its movement to make a single turn on the spot up to 90°, or use all of its move and make a single 180° turn. It may not reverse. If the rudder (low hit location 6) and therefore fine-control of the movement is lost, the Bloatship can move only -either forward in a totally straight line without any incremental turns, -or do only turns on the spot (even incremental), without any forward movement

Armament

Plague Trebuchet

These weapons have so far been encountered only on Bloatships. The Imperial experts are not sure, whether they are a new type tested for wider future use or if they are just a peculiarity of this particular ship type. A Plague Trebuchets squats on the forecastle, and is equipped with a big net, which is filled to the rim with loam pots, containing all kinds of filth. With a high arc the weapon sends the pots flying. Falling from a great height, the pots plummet onto a target in a wide area, slam holes into decks, smash heads and shatter upon the heavy impacts, spreading the dreaded Nurgle rot. However, while highly effective, the ammunition is also the limiting factor of the weapon. The reload takes time, and there are only so many pots available.

A Plague Trebuchet has a range of 6-12". It aims always high. Nominate a target within range and roll a dice:

| Roll | Result                                                                                                                                                                                                                                                                                                                                                                                            |
|------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1    | Plague trebuchet backfires.<br>Roll one more dice:<br>1 Apply 4 random hits to Bloatship.<br>Trebuchet destroyed.<br>2 Apply 3 random hits to Bloatship.<br>3 Apply 2 random hits to Bloatship<br>4 Apply 1 random hit to Bloatship<br>5-6 Next ship within range straight line behind the Bloatship gets hit. Roll dice.<br>The Bloatship itself will not suffer Nurgle's Rot if successful hit. |
| 2    | 1 random hit to target                                                                                                                                                                                                                                                                                                                                                                            |
| 3-4  | 2 random hits to target                                                                                                                                                                                                                                                                                                                                                                           |
| 5    | 3 random hits to target                                                                                                                                                                                                                                                                                                                                                                           |
| 6    | 4 random hits to target                                                                                                                                                                                                                                                                                                                                                                           |

Hits on targets are always high, roll normally to see where hit. No range modifiers for save. Nurgle's rot rules apply. Crashing through subsequent locations like ordinary Plague catapults.

After firing the Plague trebuchet needs one full turn for reload! Place a "Trebuchet Reloading" counter face up next to the model. The counter stays until the end of the next turn. The turn after that the Plague Trebuchet is fully reloaded and may fire again. A Bloatship carries only enough ammunition to fire the Plague Trebuchet up to three times in a game.

A Plague Trebuchet cannot be used to repel boarders.

### Bloat Cages

Bloatships are known throughout the seas for their dreaded Bloats. Each Bloatship carries three cages on the aftcastle, each holding a single Bloat victim. When released the Bloat victim floats out of the cage and gets caught by the wind to be taken wherever the wind may blow.

During the player's Battle phase, he may release one, two, or all three Bloat victims. Keep in mind, that a Bloatship only carries three Bloat victims in total. Once all three are released, no more can be used. When a bloat is released it instantly moves D6 inches in the direction of the wind. However, if you roll a 1 on release, the procedure has gone awry and the victim bursts on the Bloatship.

If successful released, the movement of all Bloat victims still in play will in subsequent turns be resolved at the beginning of the turn before the Magic phase.

If a Bloat victim hits an obstacle, be it a ship, or other objects such as shore forts or islands, roll a dice:

On a roll of 4, 5 or 6 the Bloat victim bursts, showering the crew (or ground) below with the dreaded disease. On a roll of 2 or 3 the victim is too high due to a slight updraft and floats over the obstacle, for its remaining distance. Should it hit another obstacle behind the first one, roll again for that particular obstacle. On a roll of 1 the Bloat victim is caught in a strong updraft and floats far too high to reach anything, remove the model from the board.

| Roll | Result                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1    | The Bloat victim is caught in a strong updraft and is never heard from again. Remove the model from play.                                                                                                                                                                                                                                                                                                                                                                                                |
| 2-3  | The Bloat victim is caught in a slight updraft strong enough to only blow it over the obstacle in question. Resolve the rest of its movement and leave in play.                                                                                                                                                                                                                                                                                                                                          |
| 4-6  | <p>The bloat victim catches on the obstacle and bursts. If the obstacle is a ship or a shore-fort, then the defender must roll a die for each crew counter on the ship/fort. If the defender rolls 4, 5 or 6 then nothing happens.</p> <p>On a roll of 1, 2 or 3 that particular crew contracts the Bloat. Remove the crew counter and place a Bloat Victim model beside the ship/fort. At the beginning of the next turn, just before the Magic phase, move it as you would any other Bloat Victim.</p> |

### **Point cost: 150**

A Bloatship is an Independent, it can not carry Chaos Rewards Cards.

For every full 1000 points you can deploy one Bloatship (i.e. a 2000pt fleet can field up to two Bloatships).