

GREAT CONFLAGRATOR BATTLEBARGE

The Great Conflagrator Battlebarge uses the artillery and scatter dice, minimum range is 6", maximum range 18". Assign a valid target, roll for Hit/Scatter, and place a Conflagration template at the respective hit area. Place a dice on top of the template, with 1 turned up, to mark rounds of the Conflagration template in existence.

Any ship under the Conflagration template takes immediately 2 hits (re-roll misses), place blaze markers in the respective hit locations (no saving throw here?, or to harsh?). Blaze follows normal rules, roll for spread in the end phase.

The Conflagration template remains in place. From now on the Chaos Dwarf player rolls for any ship touching or passing through the template to hit with 1 die. Successful hit causes a blaze **without** saving throw. (Chaos Dwarf ships are ***not*** immune). Ships staying for whatever reason several rounds in the template's area are rolled for subsequent hits in their respective movement phase.

In the end phase roll for Conflagration template Expiration:

Roll 1 d6 for any Conflagration template in existence:

Round 1 (dice indicates 1): Expires on a roll of 1.; 2-6: turn die on the template to 2.

Round 2 (dice indicates 2): Expires on a roll of 1-3; 5-6: turn die on the template to 3.

Round 3 (dice indicates 3): Expires on a roll of 1-5; 6 turn die on template to 4.

Round 4 (dice indicates 4): Expires. No need to roll.

Conflagrator "Weapon"

May not repel boarders.

Misfire indicates malfunction (roll d6):

- 1: Roll Artillery Dice again, Conflagrator BB takes that many hits. If "misfire" is rolled, the BB explodes. And place Conflagration template over Conflagrator Barge (even if it sinks immediately), resolve for it as described earlier.
- 2: Roll on the Critical Hit Chart, apply result to the Conflagrator Barge. And place Conflagration template over the Conflagrator Barge (even if it sinks immediately), resolve for it as described earlier.
- 3: Roll on the Critical Hit Chart and apply result to Barge.
- 4: Conflagrator location takes 2 hits, normal saves.
- 5: Conflagrator location takes 1 hit, normal saves.
- 6: Conflagrator may not fire this turn.

Mow type BB: 150pts.

Battle honours: 6

Crew: 4 standard

You cannot have more Great Conflagrator BBs than you have Great Leveller BBs.

Template has same size like the Great Leveller Mortar Template; design like the "sea of fire" template from the Chaos box. Basically the barge more or less tries to set parts of the seascape on fire, by spewing out nahphta/greek fire, some Hashut lava...as said, no fluff yet.

Btw, sea fortresses/shoreforts/defense can be hit (also it should be discussed if they can be valid targets from the beginning, it would be very easy to destroy them with a Great Conflagrator Barge. These structures should have a saving throw (if no saving throw for ships) or a better saving throw. Monsters hit should maybe roll for control?

All monsters probably will **not** manoeuvre into the template area.

The weapon itself is probably a type of mortar, propelling up either a massive projectile which opens up, or lots of small projectile that shatter on impact. (Any better idea for a weapon technology?).

If several small projectiles one could also roll for hit and if the respective hit area to develop a blaze at all. I considered this first, but considered it too much dice rolling.

As for ships later touching/crossing the templates area instead of always 1 hit more desirable would be a mechanism where bigger ships get more blaze hits than smaller ships (e.g. a number of hits per number of locations the respective ship types have?), but that might be a too complicated dice rolling?

Range is discussible, 6-18? 6-24? Or 6-18 within a 90deg arc? I would like to keep indirect fire, direct fire would make it too powerful. With an indirect fire approach the Chaos Dwarf player can try to block off certain parts of the seascape, but the weapon's accuracy is too poor to make it overpowered, and it is a real danger for the own fleet as well.

Draft dec 2009