



SPECIAL ATTACK

ASH CLOUD

Flowing around this vessel is a choking cloud of roiling black ash, seeming to seek out the enemies of the Chaos dwarves of its own volition. This billowing miasma of burning hot ash, cinder and embers makes boarding the ship hazardous and also poses a lethal threat to the crew of enemy vessels that draw near.

Any ship that comes into contact with this vessel must roll a dice; on a roll of 1, one enemy crew counter is removed as the sailors choke and burn in the scorching hot pall of ash.



SHIP ABILITY

SHADOWS OF HASHUT

Suddenly, thick viscous shadows creep across the hull of the ship, enshrouding it from view and making it difficult to target. These unnatural shadows are a blessing from the Shadow Lord Hashut, god of the Chaos Dwarves, and serve to obscure the war engines of his chosen champions aboard the Barge that uses this card.

Any ship firing at this vessel for the rest of the turn must first roll a dice; on a roll of 3+ the gunners are able to accurately pick out the shape of the barge amidst the shadows and fire as normal. On a roll of 1 or 2 their shots hit nothing but shadow.

USE THEN DISCARD



SHIP ABILITY

BLACK IRON PLATING

Thick plates of the blackest iron coat the hull of this barge in a protective shroud of metal, turning aside even the mightiest of weapons that fire upon it. The heavy plating is specially designed to absorb or deflect the most punishing damage and protecting the main hull of the ship itself.

The vessel may ignore a low area hit on a roll of 4+. Roll for every low damage hit until successful, at which point you can discard this ability in order to keep track of whether the Black Iron plates are still in effect.



SPECIAL ATTACK

OBSIDIAN PROW OF DOOM

The prow of this ship has been capped with an intricately sculpted obsidian bulls head, a powerful symbol of the Chaos Dwarves evil patron god Hashut. The special prow has been imbued with the essence of a daemon, its form becoming the body of one of Hashut's many minions. Glowing red eyes glare menacingly at nearby enemy ships, shards of red lightning arcing across its obsidian skin and around its mighty horns.

When ramming, a thunderclap echoes across the waves as the Obsidian prow releases a blast of energy, causing damage to the enemy vessel. Make a 1 dice attack against a random low location. All saves made against the prow of doom's attack are at -1.



SPECIAL ATTACK

FLAMING HULL

As an enemy vessel draws near, a wave of sulphurous flames rolls over the hull of the Chaos Dwarf ship, covering it in a magical fire that dances across its hull without burning the vessel itself, but white hot to enemies who try to board it. The mystical flames cannot be extinguished with water and cling to clothing, skin and armour - even burning metal and other normally non-flammable materials!

Use this card when the vessel is being boarded, rolling a dice for each enemy crew counter that is involved in the boarding action. On a roll of 6 they fail to avoid the magic flames and removed before the boarding action is resolved.

USE THEN DISCARD



SPECIAL ATTACK

HASHUT'S VENGEANCE

At the peak of the ship's citadel a heavily enchanted rocket launcher of the blackest iron it mounted. Finely detailed by artisan-slaves and blessed by the high priests of Hashut, it is an artefact of great power. When the time is right, the war-priests aboard the vessel light the holy fuse and the rocket screams towards the heavens above a targeted enemy vessel. It explodes in the air with a mighty thunderclap, releasing a storm of lava raining down upon the area in a pall of burning ash and sulphurous smoke.

Hashut's Vengeance has a range of 6" and may be fired in any direction at an enemy ship. It is always aimed high, and is a 3 dice attack with a saving throw modifier of -2.

USE THEN DISCARD



SPECIAL ATTACK

MAGMA BLAST

In front of the main armament on the vessel a huge black iron cauldron of magma is mounted on special sponsons, the lava within kept warm and flowing by unholy magics. As the ship approaches an enemy vessels dozens of slaves are goaded by their masters into operating the chain pulley system that spills the cauldron all around the prow of the vessel, causing horrendous damage to enemy ships caught within the flow of lava.

The magma uses the Skaven Deathburner template placed at the prow of the vessel, any ships (friend or foe) under the template are hit on a roll of 4+, suffering a 3 dice attack with no save modifier. Any area hit must make a saving throw or be set ablaze; place a blaze marker on the area and roll for fire spreading during the end phase.

USE THEN DISCARD



SPECIAL ATTACK

BLESSED AMMUNITION

The armament of this ship has been made in the most Holy forges of Zharr-Naggrund, under the scrutiny of merciless high priests of Hashut, and a special set of ammunition made to match. Their construction has been to the most exacting standard, and their explosives of the highest purity - these are the prized ammunition of any Chaos Dwarf admiral and will be used to exact the fury of Hashut upon the foes of the Chaos Dwarves with devastating effects.

Before firing you may use this card to declare your usage of this special ammunition. For the remainder of the turn you may roll the artillery dice twice for any shots fired by this vessel, and use the better of the two rolls.

USE THEN DISCARD

**CHAOS
REWARD**



HASHUT

**CHAOS
REWARD**



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