

The Bloat

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

Nurgle Bloatship

The Nurgle Bloatship is a terror to behold. A great Paddleship of enormous proportions. Its most noticeable feature is the great cage at the aft of the vessel. Within the cage float the poor souls inflicted with Nurgle's latest disease – The Bloat. These poor victims are infected with the Bloat shortly before heading into battle, but only in small doses – can't have 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 scream and cry, some just faint, no matter, they are all in some of the most intense pain imaginable. The wind blows and carries them away. There is nothing they can do as they float on the breeze.

Eventually they will catch on something. Usually an enemy ship, sometimes a friendly ship, or sometimes simply on a rock or a tree. When this happens they burst, showering the ship bellow (Or the ground as the case may be) with the vile disease. Sometimes it takes hold, sometimes it doesn't. 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 4" per turn. It may use half of its movement to make a single turn on the

spot up to 90, or use all of it's move and make a single 180 turn.

Bloat Cages

Bloat ships are known throughout the seas for their dreaded Bloats. Each Bloatship contains three Bloat Cages, each of which holds 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 three Bloat Victims. Keep in mind that a Bloatship only carries three Bloat Victims in total and once all three are released no more can be used. When a bloat is released it instantly floats through the air D6 inches in the direction of the wind. If the Bloat Victim hits an obstacle, be it ship (Either friend or foe) or some other object such as a tall island. On a role of 4, 5, or 6 the Bloat Victim bursts, showering the crew (or ground) with the dreaded disease. On a role of 2 or 3 the Bloat Victim is too high due to a slight updraft and floats over the obstacle only to continue next turn. On a role of 1 the Bloat Victim is caught in a strong updraft and floats far too high to do 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 the board.
2-3	The Bloat Victim is caught in a slight updraft strong enough to only blow it over the obstacle. Resolve the rest of its movement and leave in play.
4-6	The Bloat catches on the obstacle and explodes. Pus, mucus and disease shower the obstacle. If the obstacle is a ship, then the defender must roll a die for each crew counter on the ship. If the defender rolls a 4, 5, or 6 then nothing happens. On a roll of 1, 2, or 3 the crew contracts the Bloat. Remove the crew counter and place a Bloat Victim model beside the ship. At the beginning of the next Battle Phase move it as you would any other Bloat Victim. If it hits an obstacle, resolve as you would the original Bloat Victim.

At the beginning of each Battle Phase, if there are any Bloat Victims in play, their movement is then resolved. Each Bloat will move in a straight line in the direction the wind is blowing and will continue doing so until it leaves the board or hits an obstacle.

NURGLE BLOATSHIP MAN O' WAR					
			BLOAT CAGES Save 5 or 6 First hit, destroys one Cage. Second hit, destroys second Cage. Third hit destroys last Cage. Each Cage holds one Bloat, each Cage destroyed destroys a single Bloat.		
RAM Save 4, 5 or 6 Ram lost.			PADDLES Save 4, 5, or 6 First hit, no effect. Second hit destroys paddles.		RUDDER Save 5 or 6 Cannot Steer.