GAMES WORKSHOP

WHITE DWARF

Sigmar

DREADFLEET

Ship's Log

Cover artwork by Alex Boyd

Ahoy there me hearties! Shiver the mainsail! Hoist me timbers! Yohoho and a barrel of monkeys. Well now that's out of my system so I can get on with telling you all about what's in this month's issue.

So, why all of the cod nautical references (no pun intended, here at least), I hear you cry. It can mean only one thing, and that is that our latest boxed game has been sighted heaving over the horizon – and what a boxed game it is. It's Dreadfleet, the game of pirate battles on the Warhammer high seas is here!

Dreadfleet is an exciting game of rip-roaring adventure, derring-do and terrible sea monsters, complete with the most awesome warship miniatures you will ever see. The galley of the good ship White Dwarf has resounded to the cries of 'Hard-a-Port!' and

'Full Speed Ahead!' for a few months now as we've been playing our way through the narrative campaign. In fact there hasn't been a lunchtime that has gone by without the Grand Alliance clashing with the Dreadfleet, and the writerly types have struck up a rivalry against the designers hereabouts.

Naturally, we've gone overboard with coverage of Dreadfleet this issue, as designer Phil Kelly introduces us to the game and we explore the thrilling story that runs through the campaign. We also look at all the new miniatures, delving into each of the warships in great detail, and the hobby team show you how to paint your own Dreadfleet set. And of course you'll all be wanting to know how to play the game, so we have not one but two battle reports, as Dread Pirate Kelly faces down his old nemesis Blackbeard Johnson.

So then, stop malingering, put your back into it and heave ho – adventure awaits on the high seas of the Warhammer world!

Dread Captain Andrew Kenrick

Product Code: 60249999382
ISSN: 0265-8712 10

DREADFLEET

This issue the good ship White Dwarf takes to the ocean waves in pursuit of our latest boxed game, Dreadfleet, the game of pirate battles on the Warhammer high seas. We bring you the scoop on the game and the miniatures starting on page 10.

DREADFLEET

Set sail for adventure! In this new standalone wargame, take to the high seas as corsairs and pirates battle the Undead amidst the deadly tides of the Warhammer world. Dreadfleet is here...

DREADFLEET

The Dreadfleet boxed game contains everything you need to play rousing sea battles in the Galleon's Graveyard – a deadly seascape of sea monsters, shipwrecks and doom-laden islands. Opening up the box will reveal a plethora of high-quality components. At the heart of the game are ten large plastic model warships, each representing the flagship of a pirate lord or Undead captain and covered in intricate details. There are plastic models for smaller vessels, including a Dragon and Dwarf dirigible, twelve individual haunted island and cursed shipwreck pieces, five treasure tokens and three rotting sea monsters.

As well as all the miniatures you also get a rulebook, over 140 full-colour cards and three plastic playing pieces – a navigation rod for measuring distances and checking firing arcs; two ship's wheels for manoeuvring the giant warships; and a wind gauge to see from which direction the capricious winds of the maelstrom will blow. Then there is the seascape itself, a wonderful 5' x 3.5' piece of illustrated fabric, specifically designed for Dreadfleet. The seascape won't crease at all (no matter how hard you might screw it up!), allowing your warships to sail smoothly over the surface of the Galleon's Graveyard.

ON SALE OCTOBER 1ST

TAKE A CLOSER LOOK AT THE FINELY DETAILED WARSHIPS FROM PAGE 18.

THIS BOX CONTAINS:
- 98-page Rulebook
- Seascape Gaming Mat
- 10 Warships
- 10 Scenic Bases
- 7 Cog Auxiliaries
- 1 Dragon Auxiliary
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- 7 Islands
- 5 Shipwreck Pieces
- 3 Sea Monsters
- 5 Treasure Tokens
- 12 Dice
- 1 Wind Gauge
- 2 Ship's Wheels
- 1 Navigation Rod
- 10 Warship Cards
- 55 Damage Cards
- 40 Fate Cards
- 12 Auxiliary Cards
- 10 Wound Cards
- 11 Miscellaneous Cards

DREADFLEET

PIRATE BATTLES ON THE WARHAMMER HIGH SEAS

WHILE STOCKS LAST

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The Citadel cleanup kit comprises a flash brush and a mouldline scraping tool. Both have been designed for use on Citadel miniatures. The bristles on the flash brush have the right rigidity for removing flash from resin without removing any detail, while the mouldline scraping tool is ideal for use on plastic, metal and resin models.

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www.blacklibrary.com

DREADFLEET
ISBN: 978-1-84970-123-5 £6.99
€9, 70dkr, 80skr/nkr, 34.95zł

Exclusive extract from Phil Kelly's Dreadfleet novella

Reloading, Roth looked around at the raging battle. Gunners writhed in pools of their own blood amidst shattered piles of debris. Loose groups of swordsmen fought like daemons to repel the men o' bones who had spilled onto the Heldenhammer's deck from the Reaver's crags, cracking skulls and kicking through rib cages as they pushed the invaders back.

To starboard, the Flaming Scimitar was giving the Nehekharan war galley a wide berth. A clutch of cannonballs thundered from the pleasure barge's hidden guns and tore into the statue-lined galley's stern, just as a giant of living fire burst out from the Golden Magus's minarets towards the enemy warship. It bore down on the Nehekharan ship, a burning sword in either hand.

Just as the fire djinn swooped down to incinerate the war galley's skeletal crew, the beast-headed statuary ranged alongside the galley's flanks jerked into life. The foremost amongst them, a jackal-headed giant of green marble, raised its gigantic blade, slashing at the flaming djinn as it passed overhead. The spirit burst apart in a fireball the size of the Grand Templus, incinerating dozens of skeletal figures on the decks below.

The Bloody Reaver continued to grind its way along the length of the Heldenhammer, opening a series of terrible wounds along the temple-ship's flank. Roth saw a figure in a red bicorn staring down at him from atop the craggy mass of the Reaver's stone heart. He raised his thrice-pistol and loosed off a shot, a triple puff of smoke impacting on the cliff where Noctilus had been standing.

'Die, fiend! Shoot the sorcerers, men. Kill anything that talks.'

OUT THIS MONTH:

fresh from their revamped Codex, the Sisters of Battle star in this new audio book by Blood Angels author, James Swallow.

RED & BLACK
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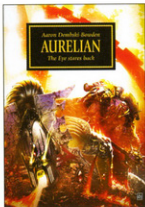
When Lorgar looked into the Eye of Terror, the things he saw changed his view of the universe forever – follow his journey to hell.

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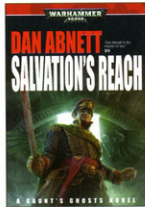
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THANQUOL'S DOOM
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ULTRAMARINES THE MOVIE

Following the successful launch of the Ultramarines Movie Collectors Edition, the film – starring John Hurt, Terence Stamp and Sean Pertwee – will now be available to fans on DVD, Blu-ray and via direct download.

For more information on this latest exciting development, to see a load of behind the scenes features on the making of the film and lots more besides, then head over to the movie website, which can be found at:

ultramarinesthemovie.com

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Not only that, but you can also view loads of image galleries of miniatures painted by you guys and the staff at your local store. In fact, if you ask your store manager really nicely, you might even be able to get your works of art on display for the world to see!

So, to find out what's going on near you at any time, simply search for your local Games Workshop Hobby Centre on Facebook.com

LATEST RELEASES FROM FANTASY FLIGHT

Realm of the Phoenix King
This is the second Battle Pack in The Capital Cycle for Warhammer: Invasion. With half of its 60 cards devoted to the ancient defenders of Ulthuan, Realm of the Phoenix King is an invaluable expansion for players of the High Elves.

Talisman: The Dragon Expansion
The new Talisman Expansion brings the Draconic Lords and their legions to life with over 300 new cards and tokens, plus six new characters! This exciting expansion offers players even more strategic challenges, including a new, dual-sided Inner Region. The alternate sides allow you to travel a path that requires all new tactics, or to venture into the Dragon Tower, leading the player ever closer to a confrontation with the Dragon King.

www.fantasyflightgames.com

TROUBLE AT THE BUBBLING PITS

In last month's Bloodbath at the Bubbling Pits battle report we made a mistake, as Jeremy Vetock explains:

Jeremy: In the heat of the battle I forgot Golgfag's rule that no other character can join his Maneaters and joined the Firebelly into the unit – while in hindsight this could easily be explained by the scenario (the Firebelly guide hired to lead the Maneaters through the Bubbling Pits), no proper player wants to bend the rules to take advantage of an opponent. Apologies were offered, jibes followed and, as tabletop honour dictates a future rematch was planned.

DREADFLEET

Death on the Ocean Waves

As you'll be well aware by now, this month's White Dwarf has a deeply piratical theme – the reason is that Dreadfleet has set sail. Phil Kelly kicks off proceedings by introducing the brand-new game, with Andy Hall acting as his trusty First Mate.

As the clock strikes midnight, the Dreadfleet sails forth, its Undead captains eager to slake their unholy thirsts. The warships of the damned emerge from banks of sulphurous fog, illuminated only by the flicker of pallid ghostlights. They draw closer with the sickening slowness of a nightmare. Suddenly, the uneasy murmur of the open seas is split by the thunderous roar of cannon batteries. A low moaning can be heard in the distance, issuing from a thousand ragged throats, a haunting sound that is punctuated by the barked orders of unliving commanders as monstrous warships are brought to bear.

For two bleak decades the Undead reavers of Count Noctilus have plagued the oceans of the world. After each raid, the Dreadfleet disappears into its lair as quickly and silently as it appeared, far from the reach of Man.

And yet there remains hope. Captain Jaego Roth has vowed to hunt down and destroy Count Noctilus and his Undead captains once and for all. With him sail the most notorious and cunning of the pirate lords of Sartosa, each borne to battle upon a giant warship bristling with cannons, organ guns and bolt throwers.

At the stroke of midnight on Geheimnisnacht, most forsaken of nights, the Heldenhammer and her companions sail into the realm of undeath known as the Galleon's Graveyard. One by one, Count Noctilus and his vile allies move in to stop them.

The toll of an ancient bell rings out as if in mocking welcome.

Into the Galleon's Graveyard

Captain Roth is desperate for vengeance. The insidious Count Noctilus has raided Sartosa, slaying all in his way, including the family of Jaego Roth. So begins a tale of bloodthirsty revenge, and the legend of the Dreadfleet.

At the heart of Dreadfleet – our latest boxed game – you have a revenge story, something powerful and dramatic,' says one of the game's designers, Phil Kelly.

just simple pitched battles but exciting adventures in their own right, portraying the struggle by the plucky Grand Alliance to hunt down Count Noctilus and his fleet.

This quest takes him across the high seas until he finally comes into conflict with the Dreadfleet in a shadowy reflection of the Warhammer world. The domain that the warships fight in is more than just a bit of the ocean on the map of the Warhammer

> ## "At the heart of Dreadfleet – our latest boxed game – you have a revenge story, something powerful and dramatic. "

'At its bare bones I'd describe Dreadfleet as a "Vampire hunt in the Warhammer equivalent of the Bermuda Triangle." As concepts go, I think that's a cool one,'

And it's this story that runs through every aspect of the game, from the stories that sit at the heart of each of the scenarios to the fantastical tales of the captains of each of the game's warships. 'When we describe Dreadfleet as a "narrative wargame", that's exactly what we mean – as you play through the campaign, you play through the story of Captain Roth's quest for vengeance.' Each scenario is firmly grounded in this tale, so they're not

world, as Phil explains. 'The game is set in a shadow realm, known in legend as the Galleon's Graveyard. Count Noctilus, the game's notorious villain, has made the Galleon's Graveyard his lair. From there he is able to pierce the magical barrier that separates the realm from the oceans to sail out of the mists and attack any coast.'

It is at this point that John Blanche weighs in. 'It is this strong sense of place that really sets the game apart. If you can get a strong location locked down, then the inhabitants tend to naturally spring from it. That was certainly the case for Mordheim, and we wanted Sartosa to have

Jaego Roth's Grand Alliance spies their quarry, Count Noctilus of the Bloody Reaver.

CARDS ON THE TABLE

When you take command of a warship you'll be given the relevant warship card. This holds the statline and abilities of the warship and its captain. It also works as an at-a-glance guide on how your vessel is faring during the game. Damage cards are placed along the side of the main card and tucked under their relevant sections. Special and irreparable cards are placed below for easy reference, while the captain's wound card is placed above.

a Mordheim-by-the-sea feel, a suitably Warhammer take on the traditional British seaside town.' The setting for the game drifted away from Sartosa and towards the shadowy realm. John continues. 'When depicting the Galleon's Graveyard in the artwork, the game and on the seascape itself, it had to be dramatic. You had to get the feeling this was far more than just tumultuous seas, but a realm of magic, sentient islands and Undead sea monsters.'

It's interesting to note that while the villains are steeped in evil, even the good guys are far from exemplars of valour. 'They are all pirates and outcasts,' agrees Phil. 'The protagonists in this story are motivated by revenge and greed; saving the world is very much a secondary concern.'

This then is where the game is set – a watery Undead realm steeped in sorcery! It is a malevolent place, faithfully portrayed by the contents of the new boxed game. 'With Dreadfleet the designers shied away from what would have been seen as a traditional tack. 'It's not a traditional naval warfare game, with fleet lists and so on,' explains Phil. 'We've set it around a specific self-contained narrative as this allowed us to craft very distinctive and idiosyncratic warships, and create a cast of colourful characters to sail them.' And what a cast it is! As you'll see a bit later on, each of the warships is a character in its own right, very much reflecting the personality of its captain. All of the protagonists and

antagonists of the story have their own warship, not to mention their own reasons for joining the hunt.

'You get everything you need to play it in one go,' continues Phil. 'Warships, cogs, islands, shipwrecks, gaming paraphernalia, multiple decks of illustrated cards, a full-colour rulebook, even the lavishly detailed seascape – it's all included in the box!'

At the mention of the warships, my attention is inextricably drawn to the miniatures on the table before us. They're

Below: Alex Boyd's rendition of the Bloody Reaver.

Below: Jaego Roth's flagship, the Heldenhammer, as painted by Alex Boyd.

big, substantial models, averaging about four inches in length and just as high in most cases. I pick up the *Heldenhammer* and marvel at the intricate detail, the rows of cannons on the deck, and behind, lines of mortars, and the large cathedral on the stern. 'All the vessels in the Grand Alliance or the Dreadfleet are hulking things. Take the *Heldenhammer*. That is no mere man o' war – the cogs are more comparable to a traditional warship in size – but the Grand Theogonist's own grandiose vessel. Its size should not be underestimated; I imagine the golden figurehead that adorns the prow would be larger than the Colossus of Rhodes and the cannons are twice the size of a Great Cannon. And that's the case for all the warships in the game; these are more akin to floating cities. A boarding action, for example, is no mere skirmish between a few members of the respective crews, but a massive Warhammer battle in its own right.'

'The other thing you'll notice about these ships,' continues Phil, 'is that the *Heldenhammer* is about as close as we get to what a "traditional" galleon might be, and even that has a steam-powered statue on the front! All the warships are rich in Warhammer lore, so you have Daemon-bound mechanical krakens, a rotting monster carcass with warp-lightning broadsides and a sea-going Dragon palace to name a few.'

While the warships are the undoubted stars of the show, the Dreadfleet box holds so much more. 'Open sea has its place in naval wargames, but we wanted to add an element of jeopardy by making players navigate around islands and shipwrecks, so I was keen to get some terrain in. Originally, we discussed cardboard islands,

but, to be frank, it left the playing area feeling flat – quite literally. We all thought three-dimensional plastic islands were better so that's what we made!

Dave Andrews did a fine job creating esoteric islands with skulls, keeps and Arcane Fulcrums on. It really brings the game to life, and a fully painted seascape of Dreadfleet in the midst of battle is a beautiful thing to behold. To me it looks like a set-designer's scene from a movie. That's what came to mind when I designed the scenarios,' says Phil.

We've already touched on the narrative nature of the scenarios, so we asked Phil to go into a bit more detail. 'The narrative is integral to the game, and the scenarios build on the action, as well as teaching you the game mechanics whilst showing off the breadth of the system. There's everything from treasure hunts, jail breaks, ambushes, manoeuvring through maze-like reefs and, of course, all-out war using every warship and auxiliary piece in the box! It goes without saying that there's plenty of scope to design your own battle set-ups as well.'

The scenarios are found in the rulebook along with all the rules for operating your fleet. 'I wanted a simple system that offered endless tactical variables, with great replay value. Jervis helped me here setting down a lot of the groundwork,' explains Phil. 'You can pick up how to play Dreadfleet in just five minutes but it will take you a

long time to master, the momentum of the warships forcing you to think two-to-three turns ahead. The real innovation here, in my mind, is the Damage card system, which adds an element of unpredictactly to the proceedings. If you get enough Hull or Crew Damage cards you could potentially sink a warship in a turn. However, I've seen ships lurch on with 15 Damage cards – they're listing, the rudder's broken, the mascot has been killed, the rigging is on fire and they're moving two inches in the Movement phase, but they're still going!'

Much of the warships' movement and establishing arcs of fire is done with tools you'll find in the box, and Phil is as enthusiastic about these as he is with the warships themselves. 'They offer as much character as the warship models,' he says. 'They're clearly of the Warhammer world. Take the ship's wheel, for instance. We could have easily just supplied an angled piece of card but Aly Morrison created this intricate ship's wheel with skeletal pilot at the helm and motto on the rim, inspired by a Dave Gallagher concept sketch.'

So it is that after years of secret development with Phil and the sculptors hidden away in a secret room, its walls adorned with all manner of worrisome John Blanche concept pictures of real-life deep sea lurkers – their labour is now complete and they present Dreadfleet – grab your cutlass and get stuck in!

Below: The waters burn like fire as the Black Kraken attacks the Flaming Scimitar amidst the roiling sea. Paul Dainton's dramatic picture richly envisions a Dreadfleet sea battle in action.

The Grand Alliance

SARTOSA

The city-port of Sartosa is the undisputed pirate capital of the world. A city that sits as much on water as it does land, a visit to Sartosa is neither for the faint-hearted nor the honest. It is a lair of iniquity, built from the detritus of the oceans and an economy that runs on plunder. Its dwellings are made from the upturned bows of ageing ships and forecastles placed on stilts. The cramped alleyways that connect the city's many harbours are made from rickety jetties. There have been many attempts to quell the larcenous activities of its inhabitants but entering Sartosa is no easy matter for the city is ringed by a wall of chained galleons, all with their broadsides facing outwards…

aego Roth is the captain of the *Heldenhammer*, the flagship of the Grand Alliance that ventures into the monster-haunted depths of the Galleon's Graveyard to hunt down Count Noctilus. But this was not always the case, nor how our tale truly begins.

For Captain Roth was once an infamous privateer from the pirate-isle of Sartosa, the son of the fabled Mapwright Indigo Roth. Roth's skill at the helm and knowledge of the sea spread his reputation far and wide throughout the ports of the Old World and beyond. He captained the *Nightwatch*, a sleek and deadly vessel hired out to do the work of any who could afford Roth's price, and at its command hundreds of vessels were sent to the bottom of the sea.

But Roth began to long not for the sea but for home, for his wife and child back in distant Sartosa. When he returned to his home city, however, he found it aflame and his family slain. Count Noctilus had struck, the nigh-impregnable pirate isle pillaged by the Dreadfleet, thought by Roth until now to be only a legend.

When Roth returned to his home he not only found his family lying dead, but also his father, whose body lay curled around several strange artefacts. Roth grabbed

the artefacts – an eldritch moondial, a great shell with a sea-chart pinned to its inside and an enchanted Arabyan spyglass – buried his family and swore an oath of revenge upon Noctilus and the Dreadfleet. Then he set sail for the Empire to find aid.

But there he was to find that no aid was forthcoming except that which he could provide himself. The courts of nobles had no time for tales of the Undead and the cult of Sigmar was engaged in waging war against the enemies of the Empire elsewhere. Roth was enraged and exasperated, and in his desperation stole the Grand Theogonist's own warship, the mighty *Heldenhammer*.

From there he set sail for the south, raiding the tomb city of Zandri for ancient coins to pay for aid, for the *Heldenhammer*, mighty as she was, was but one ship. The *Golden Magus*, captain of the pleasure warship *Flaming Scimitar* was first to be bought, followed by Aranessa Saltspite, the Pirate Queen of the *Swordfysh*.

Grimnir's Thunder was last to join the Grand Alliance, if only because its captain had a similar taste for revenge, before they set sail for the Galleon's Graveyard, and it was there that they found the last of they alliance, Prince Yrellian of the *Seadrake*.

The Dreadfleet

Pirates have long been superstitious folk, believing in tales that the more rational folk would find incredulous. Amongst their superstitions is the tale of the Galleon's Graveyard, a mythical realm infested with the unliving and the source of a curse upon the seas of the world, a curse that when a ship sank its wreck would vanish completely overnight. Some dismissed such occurrences as being the work of sea monsters or savage

Nyklaus sought the maelstrom festering in the distant heart of the ocean, a skull-strewn vortex that was a tempest of magic that drew the dead to it like a lodestone. Mastering the art of Shadow Magic, one particularly baleful Geheimnisnacht he enacted a mighty ritual that translocated not only Nyklaus himself, but also his castle and all his Undead minions. Feasting upon the dark magic of the Maelstrom, Nylaus raised up the shattered remains of dead

> **"For it was in this fell realm that Count Noctilus made his lair, and from its cursed denizens that he raise the Dreadfleet."**

currents, but the rumours persisted that it was the work of more malevolent forces.

And so it was, for it was in this fell realm that Count Noctilus made his lair, and from its cursed denizens that he raised the Dreadfleet. This was not always so, however, as Noctilus was once known by another name – Nyklaus von Carstein, whose own home was in the distant land of Sylvania.

warships to form the hull of the *Bloody Reaver*, and just as his realm was reborn within the Galleon's Graveyard, so too was Nyklaus reborn as Count Noctilus.

Count Noctilus has since founded his own darkling empire, binding the *Shadewraith* to his bidding, reanimating the rotting carcass of *Skabrus* and striking foul deals with the captains of the *Black Kraken* and the *Curse of Zandri*.

THE MAELSTROM
At the heart of the Galleon's Graveyard lies the Maelstrom, a sentient whirlpool that pulls shipwrecks, the plunder and the dead of the seas beyond the veil. It is here that Count Noctilus bides his time, making his lair amidst the corpses of long-dead sea monsters and islands scoured by unnatural winds. To breach the ethereal boundary of the Galleon's Graveyard is all but impossible – Roth only managed to do so by using the arcane moondial left to him by his father.

The Heldenhammer

Sigmar's Wrath acts as both the Heldenhammer's figurehead and as Captain Roth's deadliest weapon. When unleashed upon an enemy warship, it impacts with the force of a twin-tailed comet.

Captain Jaego Roth is the mastermind and driving force behind the Grand Alliance that opposes Count Noctilus' Dreadfleet. Blaming the Vampire for the death of his family, Roth will stop at nothing to get revenge on his nemesis.

The *Heldenhammer* was once the personal flagship of the Grand Theogonist. That Jaego Roth had both the courage and temerity to steal such an illustrious warship is testament to his grim determination to rid the Galleon's Graveyard of Count Noctilus once and for all.

As the flagship of the Grand Alliance, the *Heldenhammer* stands out from the rest of the fleet. It resembles a three-masted galleon, but on an unprecedented scale – the warship features hundreds of great cannons, entire batteries of siege mortars and murder holes for snipers. The warship is unmistakably of the Empire, fish-tailed mer-gryphons on the sails adding a naval touch. At its aft stands a grand temple, and it has a titanic figurehead of Sigmar mounted on its prow, whose gigantic hammer is designed to smash enemy ships apart.

The Bloody Reaver

Captain of the *Bloody Reaver* and undisputed master of the Dreadfleet, Count Noctilus is behind the events that have led to Jaego Roth's crusade of vengeance at the head of the Grand Alliance fleet.

From his mystical realm, Noctilus used powerful sorcery to bind the wreckage of the ships he found there to forge a warship of staggering proportions with which to dominate the seas and drown the mortal world in blood. The *Bloody Reaver* began as the Sylvanian castle of Count Noctilus but the Vampire has since built up around it the shattered hulls of ships he has destroyed and it is manned by thousands of dead crewmen raised once more to serve him. The rocky crag on which it was mounted has also been torn from its original resting place, as has the pathway and bridge that led to Noctilus' desolate lair, lending the model a real sense of its enormous scale. It is a sea-faring hulk, replete with the myriad hulls of broken ships and galleons that are both Gothic and suitably grand enough for the dread Vampire captain found within.

The Swordfysh

Her origins are shrouded in mystery, but Aranessa Saltspite is nonetheless one of the most feared pirate captains of Sartosa, a self-styled Pirate Queen. To some, she is the daughter of the sea god Manann himself, with brine for blood. To others, she is a mutant who cut off her own fishtail after being cast out of her Norscan tribe as a child. What cannot be denied, whatever her origins may be, is that her skill at the helm or with cutlass in hand is such that none can dispute her lethality in battle.

The *Swordfysh* is manned by a motley crew of cutthroats and brigands in their hundreds. Her warship displays a strong fishy theme, as befitting that belonging to the daughter of Manann, with crown shells and the teeth of sea monsters decorating the hull, seaweed pennants and the addition of a large fin in place of a rudder. Other defining details include Unicorn Whale horns on the masts, a ram made from a massive sea beast and a Sea Giant skull figurehead with colossal jewels set in its eye sockets.

The Curse of Zandri
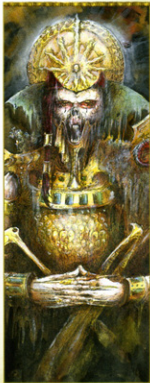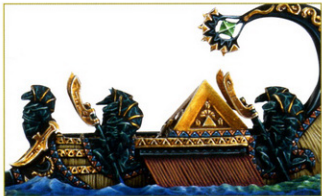
When Roth undertook a daring coastal raid, looting countless treasures from the city of Zandri to finance his campaign, he could not have predicted the consequences of his actions. Roused by the desecration of his realm, King Amanhotep vowed eternal vengeance on those that had stolen from him.

Summoning forth his skeletal legions, Amanhotep commanded his tireless servants to labour night and day until they had built a warship worthy of his quest for revenge. After many long weeks of relentless construction, the *Curse of Zandri* was finally ready for the hunt. King Amanhotep's royal warship is crewed by hundreds of skeletal oarsmen, and no less than a Necrosphinx and four Necrolith Colossi stand ready to protect their master should the need arise.

The great gem at the tail's tip acts as a prism for the Light of Ptra, focusing the incandescent energy into a devastating beam of light. This warship also boasts Screaming Skull Catapults and dozens of ballistae firing from its portholes.

The Flaming Scimitar
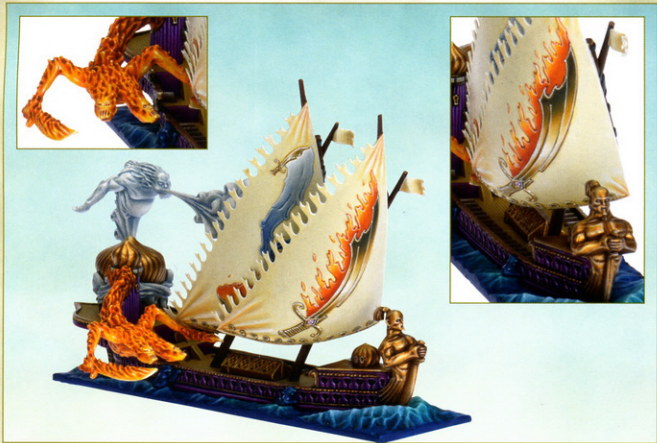
An eccentric wizard rich beyond the wildest dreams of a merchant prince, the Golden Magus is a man of exotic tastes and fine manner. But beneath this sophisticated exterior lies an elementalist of incredible power.

Flaming Scimitar, warship of the self-styled Sultan of the Seas, appears as a pleasure-barge, complete with libraries and an extensive harem, but this belies its true nature as a warship of terrible potency. The Golden Magus has bound many elemental spirits that he can command in battle, setting his enemies aflame with Fire Efreets, or filling his sails with the roaring breath of Tempest Djinns.

As the warship of a sorcerer from the lands far to the south of the Empire, *Flaming Scimitar* displays a unique and individual design. The exotic nature of the minarets really help to set it apart from the other warships of the fleet, each housing one of the great elementals – the Tempest Djinn and the Fire Efreet – for which the Golden Magus is famed. The designs of the sails echo these elementals.

The Shadewraith

Every mariner that sails the Great Ocean has heard the tale of Vangheist and his turncoat crew, for it is a tale of bitter treachery and greed. Lured by promises of immortality, Vangheist slew his wizard master in cold blood, not wishing to share that which he sought. And immortality he received on reaching journey's end, though it was not in the manner that Vangheist expected. When the warship returned to the mortal plane, both crew and vessel had long since rotted away, leaving nothing but a ghost ship. It had become the *Shadewraith*, doomed to spread the misery of its eternal curse to all who look upon it.

The ghostly pirate ship projects an eerie Undead feel, with its tattered sails and exposed hull suggesting the image of a rotting animal carcass. Its hull features rows of antique cannons throughout its rotten hull, but what identifies the Shadewraith as an unnatural entity more than any other aspect is that it floats above the waves, held aloft by the tortured souls of the crew, the sea beneath it recoiling from its touch.

Grimnir's Thunder
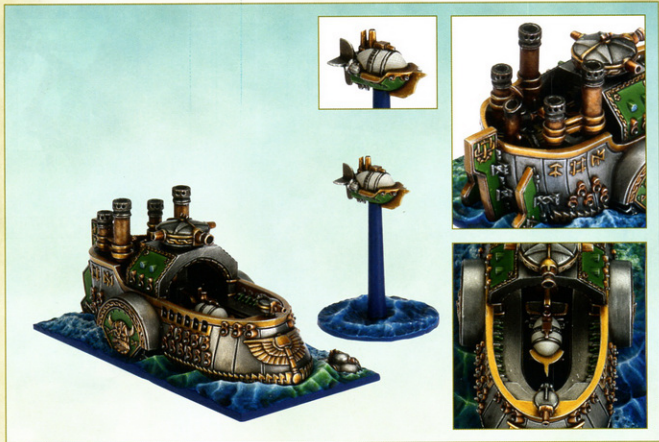
Scion of the Gunnarsson Clan, Red Brokk is well known as a nasty old battlehammer of a Dwarf with little love for anything other than the wondrous seagoing engines for which he is famed. His ingenuity and ability in the field of naval warfare has been proven time and again.

But a recent run-in with his former colleague and arch-rival, Tordrek Hackheart, saw his Ironclad destroyed by the *Black Kraken*. Now at the helm of his Grudgebreaker-class battleship, Gunnarsson has returned to the ocean

with Jaego Roth, the manling captain that rescued him, to hunt down the Chaos Dwarf and settle his grudge.

The only thing that a Dwarf trusts less than a flimsy wooden boat is an Elf, so it is that the silversteel battleship is both an impregnable floating fortress and aircraft carrier all in one. The heavy plating and advanced engineering that has gone into its forging is prevalent in its every aspect, from the steam-driven paddles in their armoured shells to self-loading, swivel-mounted flame cannons and industrial-sized engines.

The Black Kraken

Before his descent into bitterness and jealousy, Tordrek Hackhart was once one of the most gifted Dwarf Engineers in Barak Varr and the undisputed master of building submersible ironcraft. Ultimately his intense rivalry with Red Brokk Gunnarsson was to be his downfall, and he was banished in ignominy for his failed attempt on Gunnarsson's life. Hackhart managed to escape in his latest creation, a strange tentacled warship, the *Black Kraken*, that he had built after a series of troubled fever-dreams.

The most recent myths to surround the Kraken-ship speak of its allegiance to the Dreadfleet, though what unholy bargain was struck remains unknown.

Tordrek Hackhart's ingenious creation really captures the spirit of a terrifying sea creature – if anyone could build such a metallic behemoth, then it would be a crazed Chaos Dwarf Engineer. The articulated tentacles lend a sense of the sinister to what is already an esoteric submersible. Its twin paddles are visible, safely ensconced within the 'abdomen'.

The Seadrake
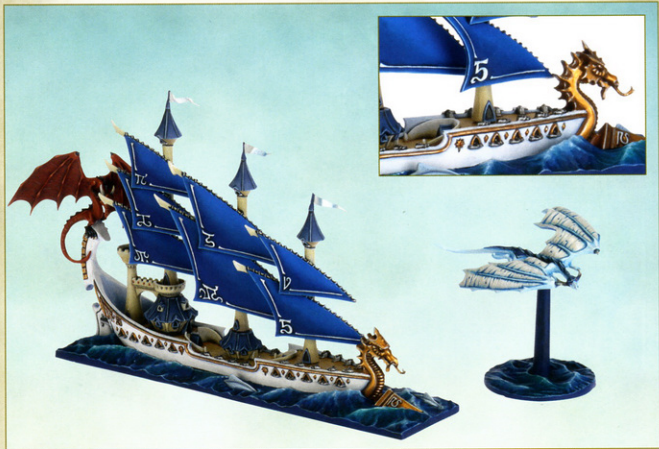
Prince Yrellian of Ulthuan, the first born son of Phoenix King Finubar the Seafarer, fell in love with the open ocean in the first years of his infancy. Behind their back, many of the court whispered that his love of the sea was about the only thing that he had in common with his father. It is perhaps for this reason that after losing his younger brother to a Leech Wyrm's gaping maw that Prince Yrellian has refused to return home to deliver the news without his body. So it was that he went into self-imposed exile,

scouring the Galleon's Graveyard in a bid to bring his brother home, accompanied as always by his faithful Dragons. Swift and graceful, the Seadrake's elegance is beautifully represented by its sleek sails and long, narrow hull set low in the water. The mast towers further reinforce the warship's scale and magnificence. The rearmost tower is where Yrellian can stand to communicate with his Dragon allies. These mighty creatures are almost as powerful as warships, taking to the skies and immolating their enemies with dragonfire.

Skabrus
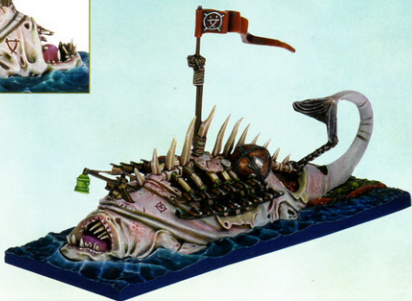
The Skaven rat-lord known as Skretch, Warlord of Clan Skurvy, was once a prosperous piratical mastermind. But his luck ran out when his flagship was swallowed up by an Orb Leviathan, having mistaken its bioluminescent lure for a haul of warpstone. With verminous desperation to survive, the trapped Skaven ate the giant beast from the inside out, but were asphyxiated before they could escape the sea monster's husk. Discovering its drifting cadaver, Count Noctilus cast a mighty Necromantic ritual to raise the Orb Leviathan, but also inadvertently brought Skretch and his crew back to life too!

Unlike any other warship in the fleet, the Skabrus is very much the Zombie of the Dreadfleet. Its exposed organs have been crudely built upon by the Skaven, who use warp generators and the corpse gases of the decaying creature itself as both a propellant and means of powering their deadly arsenal. The Skaven have replaced the Orb Leviathan's bioluminescent barbel lure with their former ship's Screaming Bell.

Corpse Reef

To introduce you to the new game, Jervis Johnson (in the guise of Captain Jaego Roth) and Phil Kelly (playing the role of Count Noctilus) guide you through a scenario from early in the tale of Dreadfleet. Welcome to Corpse Reef…
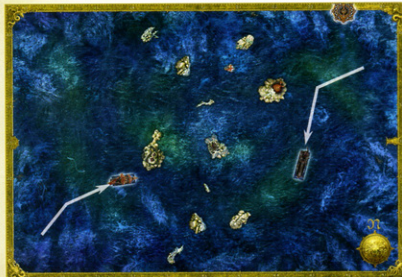
SETTING THE WIND GAUGE

The wind gauge represents the source of the wind as it blows into the seascape. To determine the wind's direction, the wind gauge is placed on the numbered frame that surrounds the seascape. Its initial position is resolved by rolling two dice and placing it on the corresponding numbers. In the first turn, the *Heldenhammer* found itself sailing directly into the wind. Conversely, the *Bloody Reaper* had the wind in the stern and so could move faster.

W hile the full majesty of a Dreadfleet sea battle can be seen later in this issue (see page 48), for the first of our Dreadfleet encounters, we thought a more intimate adventure would allow us to ease into the rules and offer a grasp of the basics. Phil and Jervis worked closely when developing the rules for Dreadfleet and so they were natural choices for the first ever battle report.

Dreadfleet is a narrative-driven game that contains twelve action-packed scenarios each upping the ante of the previous one as the Grand Alliance travels deeper into the Galleon's Graveyard. For this introductory game we decided to start at the beginning with Scenario 1, which gives the players one warship each – the victor would be the first to inflict eight damage cards on the other. Phil took control of the *Bloody Reaver* and so Jervis used the *Heldenhammer*, the two most powerful warships in the game. The players then set up the seascape according to the scenario rules, placing all the island and shipwreck models in the middle of the map to create Corpse Reef, a perilous stretch of water that both warships would have to navigate through. With the wind determined and the cannons loaded we were ready to set sail.

The Cursed Seas

Turns 1-2

The players had set up Corpse Reef so it had a few tricky reaches to navigate. Each had a set of Order cards to hand, and the Damage and Fate decks had been shuffled and placed next to the seascape – it was time for battle!

Dreadfleet is played in game turns, with each player taking it in turns to act with their warships. The first phase of the game turn is to determine initiative, which Phil won in a D6 roll-off. This was then followed by a Status phase but, as this was early in the game, there was nothing to track and so we quickly moved onto the Fate phase. As Phil had the initiative he was the first to draw a card, gaining an Assassin Cog, something he could use later in the game. Jervis then picked a Fate card that allowed a damaged ship to repair a Hull Damage card, but was not applicable as the game had just begun. The wind gauge moved along the border of the seascape in accordance with the icons on Jervis and Phil's Fate card.

Phil went first. In a larger game he would nominate one of his warships to move and fire, then Jervis would active one of his, then Phil would choose a second model and so on. As there was only one

warship per side, the players just had a single vessel to activate each turn. Phil began by giving an order to his ship, 'Fire As She Bears', ensuring that should Jervis launch the *Heldenhammer's* broadsides at his warship, then the *Bloody Reaver* would get to shoot first. The warship then closed with the reef. Jervis wanted to use 'Full Speed Ahead' for his order but as he started the turn with the wind in his bow – known as being caught in irons – he couldn't issue it, so he also elected to order 'Fire As She Bears'. He then took a Command check to see if he was still caught in irons. A failure would mean that *Heldenhammer* would be slowed by the current wind speed (which was only 1 at this point). Thanks to Captain Roth's superior leadership skills, this was easily passed, and so the *Heldenhammer* could move as normal.

The following turn saw the players enter and slowly navigate through Corpse Reef, Jervis taking a northern tack, while the *Bloody Reaver* headed south-west. At one point Jervis could have fired his broadsides but decided to hold off until he was nearer with his firing arc unimpeded as the first broadside of the battle always gives you a +1 bonus to hit.

FATE
The Fate phase is an important part of the game, when the Galleon's Graveyard itself gets to act and all manner of events occur, from Undead sea monsters surfacing to fiery winds. Each player in initiative order draws a Fate card and applies the results if able. Unless stored for future use, the card is then placed face up on the discard pile.

Fate cards can also alter the wind gauge. The icon on the bottom right of the card denotes the direction and number of positions the wind gauge moves around the frame of the seascape. The number on the bottom left denotes the wind strength.

Curse of the Undead Mariner
Randomly select a warship without a mortally wounded captain from the fleet with the most warships in play (if both have the same number, randomly select a player first). The captain of that warship suffers a -1 modifier to his Command checks for the rest of the game. **BR**

1 STATUS **1**
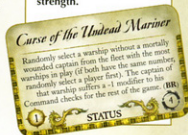
CHANGE HEADING
The titanic warships of Dreadfleet are difficult vessels to manoeuvre – navigating through the straits of the Galleon's Graveyard is certainly not for the faint-hearted! A warship's manoeuvrability is determined by its Handling characteristic. The lower the Handling value the easier your warship will be to turn. The Handling characteristic of a warship is the number of inches in a straight line the vessel must move before it can change heading. For example, the *Bloody Reaver* must travel 5" in a straight line before making a 45˚ turn – not much good if a rocky island is 3" straight ahead!

To turn your warship, simply place the ship's wheel so the inside edge is flush with the side of the warship's base. Now pivot the model around so that the front corner of the warship's base never leaves the centre of the ship's wheel.

In the Action phase,
when you activate a
warship the first thing
you do is issue an order.
There are five orders to
choose from and each
will give your warship
a certain advantage for
that turn. These range
from a free change of
heading or extra burst
of speed, to firing in the
opponent's phase and
repairing damage. A good
captain will know which
order is best to use at any
given time. To issue an
order you need to make
a successful Command
check by rolling equal
to or higher than your
captain's command value.
For example, Captain
Roth's Command is 3+.

Hard-a-Port! (once)

The captain must order the his warship to take an extreme left turn.

A warship that has been successfully issued this order may resolve it at any point in its Movement sub-phase, even before it has moved.

When this card is resolved, the warship with this order may make an immediate change of heading to port.

Note that this extra turn is an exception to the Heading rules.

Light the Fuse!   *Turns 3-4*

In the third turn Phil gained the
initiative. His Fate card summoned
a dread Bone Hydra from the inky
depths, which had to be placed within
an inch of the warship closest to the
wind gauge. This just happened to be the
Heldenhammer! Phil gleefully placed the
sea monster in the starboard arc, where the
Bloody Reaver was as well – a cunning plan
to force Jervis to deal with the Bone Hydra
or ignore it for a shot at the *Bloody Reaver*
at his peril. The next Fate card prompted
the second of the three sea monsters
included in the game to emerge – the Leech
Wyrm rose from the foaming sea! Two sea
monsters rising in the same Fate phase is
highly unusual, in fact, Phil was certain
it had never happened before. This didn't
allay Jervis' fears as the second monster
was positioned just 1° from his warship.
This time Phil placed the sea monster right
in front of the vessel to slow down the
Heldenhammer. From a story perspective,
the game was hitting all the right notes
and we could easily imagine this was a
cunning trap set by Count Noctilus, luring
Captain Roth into the Corpse Reef to then
have his warship attacked by three Undead
monstrosities of the deep in thrall to the
Vampire Lord!

The *Bloody Reaver* continued its stately
southern move, turning west and heading
into the reef to avoid the formidable
cannons of the *Heldenhammer*. Jervis
had other things on his mind rather than
chasing the Vampire – he had sea monsters
to deal with. Luckily he was equipped with
the right tools for the job – a giant warship
bristling with cannons and large hammer.
The *Heldenhammer* sailed directly forward
and came into contact with the Leech
Wyrm. In the Broadside phase, Jervis let rip
at the Bone Hydra with a full six dice (the
largest broadside of any warship) and only
needed 3+ to hit as the creature was both at
short range and its gun powder was dry – it
was the *Heldenhammer's* first shot of the
battle so Jervis got a +1 to hit. As expected,
the Sea Monster collapsed back into the sea
whence it came. But Captain Roth was not
finished yet. Before the Leech Wyrm could
attack Sigmar's Wrath, the *Heldenhammer's*
steam-powered figurehead, brought its great
hammer down onto the creature. Anything
hit by Sigmar's Wrath takes D6+1 Damage
cards, and Jervis rolled high, consigning
another of the evil denizens back to the
murky depths. With the sea monsters dealt
with, Captain Roth could turn his attention
back to sinking the *Bloody Reaver*.

FIRE!

The warships of Dreadfleet
are bristling with hundreds of
cannons. Any other ship would
be blown out of the water by
a single broadside, but each
warship is a hulking construct
in its own right and so stands
a chance of surviving – if not
entirely unscathed.

To fire a broadside, select
a target model in your side arc
(which extends 45° from the
corners of the base), then roll
dice equal to your warship's
broadside value. You'll need a
4+ to hit if the target is in short
range (0-6"), 5+ if the target is
in medium range (6-12") and
6+ if the target is in long range
(12-18"). The target's aspect
is important, as if you hit it in
the front or rear arc you get a
raking shot and so a +1 bonus
to hit. The target's aspect
is important, as if you hit it in
the front or rear arc you get a
raking shot and so a +1 bonus
to hit. The captain of the target
vessel gets to make a saving
throw for each successful hit. A
damage card is then drawn for
each unsaved hit.

The Heldenhammer is attacked by two Undead denizens of the Galleon's Graveyard.

The next turn saw Jervis take the initiative, and a chance to catch up with his quarry to bring them into range of the proud gunnery crews under the *Heldenhammer's* decks. The Fate phase brought more woe to both ships. Jervis drew Lector Lazlo's Fire and both vessels found their masts and rigging on fire. Phil's fate card was a spell for a warship not in play, which allowed him a Brief Respite – basically, if a Fate card is not applicable you get a chance to repair your vessel.

the nearest corners of target and shooting vessel, you create a firing corridor. Anything intervening, whether that's an island, a shipwreck or another warship, means it's a partial shot and so the broadside is halved. This was the case with Jervis' first strike on the *Bloody Reaver* and so he only rolled 3 dice, which is still very good when you consider that a few of the other warships only have a Broadside value of 2 in total! All rolls hit and damaged as Phil failed all three of his 5+ armour saves. The *Bloody*

> ## "The *Bloody Reaver* was rocked as cannonballs and mortar shells impacted upon the warship."

With damage taken, Jervis gave a repair order, but he failed to successfully issue, despite Captain Roth's ability to re-roll Command checks. So, slowed by the fire in its rigging, the *Heldenhammer* made a sluggish sweep around the rocks but still managed to bring the *Bloody Reaver* into range. This time Captain Roth didn't hesitate; 'Fire!' he barked, and the *Heldenhammer's* cannons roared in response. However, as much as Jervis would have liked to roll all 6 dice for the *Heldenhammer's* broadside, Dreadfleet has very simple rules regarding partial shots. By drawing imaginary lines from

Reaver was rocked as cannonballs and mortar shells impacted upon the warship. Phil drew three Damage cards – two Hull Damage and one special Rigging Damage card, which increased its Handling value by 2. This would make the *Bloody Reaver* far more difficult to manoeuvre, a tricky proposition, considering it was about to enter the southern straits of Corpse Reef.

Unsurprisingly, Phil started his Action phase by successfully issuing a Repair order and removing the Rigging Damage card. The *Bloody Reaver* returned fire but its cannons could not pierce the *Heldenhammer's* hull.

> ## Hull
> 1
> The target takes one HULL damage.

RUNNING AGROUND

Staying clear of the rocks isn't easy. A warship must move at least its Handling value before it can change heading, and even then the maximum turn of 45° may not be enough to avoid hitting something sharp and jagged. When a warship runs aground it must immediately take a Hull Damage card. However, its problems do not end there. In the following Action phase the vessel must Escape Jeopardy by making a Command check. If it does then it moves D3+1" directly away from the obstacle. It may then make one change of heading but no other movement is allowed. In its next Action phase the warship may finally get underway once again. Being stationary for long is not a good idea in Dreadfleet as a warship will surely be at the mercy of faster and more manoeuvrable predators seeking to take advantage.

HERE BE MONSTERS

The seas of the Warhammer world have ever been home to things that lurk beneath the waves and the Galleon's Graveyard even more so. In the Graveyard, the bones of these creatures rise again as Undead monstrosities. Dreadfleet includes three such creatures that can emerge from the depths to attack. While the sea monsters will surface to strike indiscriminately, as a Vampire, Noctilus can control the Undead creatures and so order them to attack and hinder the Grand Alliance.

Hard-a-Starboard *Turns 5-6*

Despite the heavy damage, the *Bloody Reaver* was far from sunk. In fact, the warship was notoriously difficult to sink due to its special ability to regenerate.

In the fifth turn of the battle, Phil won the initiative and in the Status phase used his Regenerating Hulk ability to remove a Hull Damage card with a successful roll of 4+. He then drew a Fate card and the third sea monster – a Sea Giant – surfaced to cause chaos. The *Heldenhammer* was still closest to the wind gauge, so Phil placed the monster in the warship's port flank. Jervis gained a Brief Respite for its Fate card as the normal effects were not applicable, so he tried to discard a Damage card, but failed to make the required roll.

Phil issued a 'Hard-a-Starboard' order, allowing him to make an immediate change of heading (to starboard, obviously) although he could use the order at any point in his Movement phase if he so wished. As it was, the *Bloody Reaver* turned early so as to avoid the shipwreck it was rapidly approaching. It also allowed Phil to bring the pursuing *Heldenhammer* into the *Bloody Reaver's* firing arc. It was time for the *Heldenhammer* to get a taste of its own iron-shod medicine, and so the *Bloody*

Reaver fired its broadsides. The Vampire's warship has a Broadside of 4, which was reduced to 2 due to the intervening islands. Even with the +1 bonus for a raking shot, Count Noctilus couldn't land a blow.

Jervis also successfully issued a 'Hard-a-Starboard' order to allow him to move away from the Sea Giant and gain on the *Bloody Reaver*. He fired his broadsides, and hit once but this time Phil made his armour save, so didn't sustain any further damage. It was then the Sea Giant's turn. Control of sea monsters always falls to the opponent of the player who has a warship closest to the monster itself. At the beginning of this turn, Phil would have had control, but with Jervis moving the *Bloody Reaver*, the *Bloody Reaver* was now nearest the Sea Giant, leaving the *Heldenhammer* in thrall to the Grand Alliance. Jervis wisely sent the creature off towards the *Bloody Reaver* but it was a few inches short of its target.

For the sixth turn, Phil kept the initiative, and deftly moved through the rocks, bringing his vessel to bear on the *Heldenhammer*. He fired another partial broadside and damaged Jervis' ship. However, another failed order for Jervis left the *Heldenhammer* careening towards a rocky outcrop, which it crashed into!

All Aboard!

Turns 7-8

Battle Report

With the *Heldenhammer* grounded on the reef, Count Noctilus saw his chance. He issued a 'Full Speed Ahead' order, allowing him to swoop round the intervening island and then close on Captain Roth's flagship with a late burst of speed – an extra 2D6 inches to be precise. Phil rolled a bonus 8"; not quite enough to contact his prey but the crew were now within spitting distance of each other. All Jervis could do was make a successful Escape Jeopardy roll and move off the reef. His free change of heading allowed him to unleash a devastating broadside into the *Bloody Reaver*, which resulted in another two Damage cards.

Winning initiative in the eighth turn was key. If Jervis won it he could sail away and keep pounding the *Bloody Reaver* from afar. If Phil won it, he would surely close with the *Heldenhammer* and start boarding, and as Noctilus' warship has the highest crew compliment in the game, this is where he could do the most damage. As it was, Phil got the Initiative (again!) and sailed straight into the side to initiate a boarding action.

Phil rammed his prey at a cheeky angle to allow him to broadside, inflicting another Damage card, but it was in boarding that he knew he could gain the upper hand. Captain Roth sought out Count Noctilus and the arch-enemies engaged in a duel, both wounding each other. The boarding action saw Phil rolling 7 dice to Jervis' 4 (the *Heldenhammer's* crew is 6 but he had two Crew Damage cards, reducing this by 2). Jervis scored one victory (a roll of a 5 or more) to Phil's four. The *Bloody Reaver* had won the boarding action by three, leaving the *Heldenhammer* listing badly.

Jervis tried to disengage his warship from the *Bloody Reaver* but failed his Command check and so was forced into another boarding action. He couldn't even fire his broadside, due to the way the Vampire's vessel had contacted his own (less than 50% of its hull was visible). So it was that Captain Roth and his crew fought the Vampire yet again. The Men o' Bones overran Roth's pirates, Phil inflicted another three Damage cards, and won the day. The *Heldenhammer* retreated into the mists.

BOARDING ACTIONS!

When warships clash they fight a boarding action as crews draw their cutlasses and swing onto the enemy vessel. Boarding actions are fought by rolling dice equal to your current Crew value and counting how many 5s and 6s you have rolled. The opposing side does the same, and the player with the most 'victories' wins. The losing warship must draw Damage cards equal to the difference he lost by.

Hoist the Black Flag!

Tactica: Dreadfleet

It's time to raise the black flag and slit some throats! Captain Phileas 'Sidebeard' Kelly gives us landlubbers a five-step lesson in nautical skullduggery.

Dreadfleet provides a great tactical challenge to would-be captains if they are to emerge from the Galleon's Graveyard alive. Each warship has its own strengths and weaknesses that must be learned to get the best out of them, but so too can the other aspects of the seascape be turned to a canny captain's advantage, from the wind gauge to the shipwrecks. In fact, there's far more to learn than we can cover in this tactica, even more tricks to master.

Dreadfleet is a game of epic scale. Everything about it tends towards the large, the majestic and the fantastical. No normal ships of the line these, but ocean-going leviathans bristling with cannons and clad in statuary, steel and stone. Frankly, rowing boats and water pistols just aren't going to cut it in the Galleon's Graveyard.

These warships are forces of destruction in their own right, but you'll need to get the most out of them. We'll start with overall strategy and then look at some specific tactics later in the article. If you want to claim the title of Ultimate Piratical Badass you'll need to keep some principles in mind.

HAVE A BATTLE PLAN

A captain without a battle plan is easily flummoxed, and will often find his own warships getting in each other's way. Nobody likes being flummoxed, least of all pirate lords. Because of this, rule number one is simple: take a good look at the scenario, devise a battle plan, and stick to it like a barnacle to a sea giant's butt. This may seem obvious enough, but you'll be surprised how often a captain will abandon his overall battle plan in order to seize upon an opportunity, only to see his unsupported warships picked apart piecemeal by the enemy fleet.

Imagine what you want to be doing with your warships in two or three turns' time, and aim towards it, slowly but surely. Though the *Seadrake*, *Shadewraith* and *Black Kraken* can redeploy faster than a Grey Seer in a shieldwall, hulking warships such as the *Heldenhammer* and the *Bloody Reaver* are not made for rapid response. Put simply, you'll need to plan ahead to win.

'That's all very well and good,' you say, arms crossed and eye patch raised expectantly, 'but what in Manann's fishy codpiece constitutes a good battle plan?'

Well, I can tell you one thing right now: it starts with knowing your foe.

Know Your Warships

Different warships are good at different things, so you should employ them accordingly. You need to understand each warship's strengths and weaknesses to make intelligent choices as the game unfolds.

I've summarised these in the table below. Note that a warship with an entry in bold is arguably the best/worst in the game in that particular field – the *Heldenhammer* has over 180 guns and a huge hammer, but its mass makes it difficult to manoeuvre.

At a glance, the Grand Alliance has the advantage – it has the most all-round ability, the warships are faster, have powerful abilities and two of their auxiliaries are small warships in their own right. However, the Dreadfleet can take more punishment, are better at boarding actions and they have the home advantage – twice as many Fate cards that benefit the Dreadfleet than the Grand Alliance.

Loosely speaking, the Dreadfleet should launch boarding actions on vulnerable warships whilst the Grand Alliance is looking to maximise its opportunities to manoeuvre into position to broadside. Let's look at the warships in more detail.

ANVILS
Bloody Reaver, Grimnir's Thunder, Shadewraith

'Anvils' are extremely durable warships. You can stick an anvil in the path of danger and – provided you've not offered any easy rake shots to the enemy warships – it will ride out incoming broadsides with only a few Damage cards to show for it. You can then use your other warships to pick on enemies committed to taking out the anvil. Deploy anvils up front and get them stuck in – hopefully the foe will take the bait and expose weak points in his own formation.

HAMMERS
Heldenhammer, Skabrus, Curse of Zandri, Bloody Reaver

'Hammers' are warships that can hit really, really hard. They have lots of guns (or in the case of the *Skabrus* and *Curse of Zandri*, great offensive abilities) and hence can make devastating broadsides on warships you've pulled out of position with your Anvils. Hammers with a high Crew characteristic should pounce on wounded enemy warships – one well-timed boarding action can change the course of the game.

RAPIERS
Seadrake, Shadewraith, Black Kraken, the Dragon auxiliary

'Rapiers' are precision weapons, where skill becomes far more important than brute force. They can nip around the back of an enemy formation to deliver a punishing rake, launch a perfectly placed boarding action, snatch an objective from the foe or lure a warship out of position before they slink out of harm's way. You'll often need to use your captain's special ability to pull off really sneaky manoeuvres, so don't attempt them unless he's in good shape to issue orders – anything less than a 3+ and you're asking for your plans to backfire.

CUTLASSES
Swordfysh, Flaming Scimitar, Curse of Zandri

'Cutlass' warships are great all-rounders and capable in pretty much any theatre of war. They can shoot, they can fight, they have some great abilities, but they don't excel at any one aspect of war. The best way to use your Cutlasses is in support of your other warships' tactical plays – I like to keep one warship back a little in order to respond as the game unfolds.

RAKE 'EM LADS
Even though an enemy showing its bow or stern presents a smaller target, a broadside that ploughs into the front or rear can tear through the entire length. This is called raking. If a warship has most of its base within the fore or aft arc of its target, it has +1 to hit. This is cumulative with the +1 modifier a warship gets for its first shot of the game. A warship raking a target at short range using its first broadside will need a mere 2+ to hit!

THIS WARSHIP...	IS GREAT AT...	BUT NOT GREAT AT...
Heldenhammer	**Broadsides, ram attacks**, boarding actions	Manoeuvring, raw speed
Swordfysh	All-round ability, ram attacks	N/A – she's an all-rounder
Flaming Scimitar	All-round ability, raw speed, flaming attacks	**Swashbuckling**
Grimnir's Thunder	**Armour, auxiliaries, flaming attacks, repair**	Raw speed
Seadrake	**Raw speed, manoeuvring, auxiliaries, command**	Broadsides
Bloody Reaver	**Boarding actions, durability, swashbuckling**	**Manoeuvring,** raw speed
Curse of Zandri	Boarding actions, durability, flaming attacks	**Raw speed**
Skabrus	Broadsides, **escaping/generally running away**	**Command**
Shadewraith	Durability, **manoeuvring**	Broadsides, **Auxiliaries**
Black Kraken	Boarding actions, manoeuvring, **surprise attacks**	**Broadsides**

Deploy Like You Mean it

Although your warships are so large they can shrug off an enemy cannonade *(That's a volley of cannonballs, not a pirate-themed soft drink – Ed)* and batter a seafort to rubble in the process, the really big ones handle like pregnant whales in treacle. Staying away from the treacherous rocks and shipwrecks of the Galleon's Graveyard is not as easy as it looks. The rules for wind speed and handling are deliberately unpredictable; even the most careful captain might find he's obliged to move his warship forward into that sea monster/cliff face/daemonically possessed mecha-kraken. Because of this it's generally good practice to stay at least 3" away from obstacles and other warships.

That said, the scenario is king when it comes to deployment – many scenarios will require you to invent a specific battle plan for a specific goal. Instead of giving away the best tactics to 'solve' the story-driven scenarios, we're going to concentrate on a straight up fight. In the box out on the right we'll look at deploying for one of the large-scale battles in Scenario 8.

THE DREADFLEET

THE GRAND ALLIANCE

The Grand Alliance's plan is to attack one or two warships to the exclusion of all else to secure numerical superiority. *Grimnir's Thunder* is up front as the anvil. The *Heldenhammer* waits alongside as the hammer, ready to blast or board anything that comes close. The rapier, the *Seadrake*, is placed behind the fleet, ready to dash around the flank of any damaged warships. His cutlasses, the *Swordfysh* and *Flaming Scimitar*, are in support, ready to concentrate on the most damaged foe, or to reinforce any boarding actions.

Go in Mob-handed

The best way to kill an enemy warship is to gang up on it, and though this is true for broadsides, it goes double for boarding actions. A two-against-one boarding action will almost always see the outnumbered warship scuppered. To achieve this you'll need your warships to support each other and stick together in twos and threes if possible. Some players like to keep all their warships in the same area of the seascape; undeniably a strong tactic in a game where battering the other guy is the only goal. Those of you familiar with naval history might recognise the following tactics, albeit with less in the way of dragons, ghost ships and giant undead electro-whales.
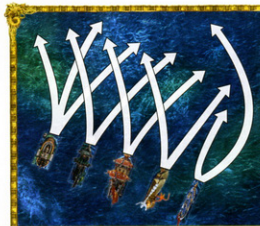
LINE ABREAST
Line abreast is a powerful offensive formation that enables your warships to easily launch boarding actions and to react to the enemy. You can head to one flank or the other, gang up on any warship foolish enough to charge, or use one of your anvils to shield a wounded warship. However, sailing line abreast into a fleet that is line astern will see you dead in the water.

ZONE OF DEATH

LINE ASTERN
This is a very shooty formation. Each warship presents its flank to the enemy, denying the enemy any shots on their prow or stern and giving them a great chance of raking anything that approaches. The warships have overlapping fields of fire, meaning they can gang up on things. Unfortunately if your enemy somehow gets around you, your own warships will end up getting in each other's way.

Fight Like a Pirate

Yes, this means dirty tricks. Pirates aren't known for their honour, after all. Let's look at three such tactics.

THE DOUBLE WHAMMY

When launching a boarding action, don't plough prow-first into the foe. There are two warships designed to do this – the *Heldenhammer* and the *Swordfysh* – but the rest will regret such hastiness. This is because once you are locked in a boarding action it usually means a fight to the death, and your enemy can fire upon you every time he activates his warship. Trust me, you don't want that to have a +1 modifier for raking if you can help it (the T-Bone, right). Instead, go in at an angle so you can fire at close range before launching the boarding action (the Double Whammy, right). With a bit of luck you'll damage his crew, giving you a better chance of winning.

THE DEADLY BLOCKADE

A great tactic for the faster warships in the game, this approach not only stops your opponent's warship in its tracks but also forces your opponent to launch a boarding action prow-first after weathering a storm of fire. To pull off a deadly blockade, move your warship so that it is only a fraction of an inch in front of an enemy vessel – when your opponent activates it, he will not even be able to turn without inadvertently launching a boarding action. To compound the issue, first use the 'Fire as She Bears' order – this means you can move, rake the enemy at close range, rake again when the enemy contacts you, escape his retaliatory broadside and then fight the enemy in his own Boarding Actions sub-phase. Not even the *Bloody Reaver* can laugh that off, though don't try this on the *Heldenhammer*, as a Sigmar to the face often offends.

THE AUXILIARY STALL

A variant of the deadly blockade, this uses an auxiliary to block a warship. In most fights, auxiliaries are pretty disposable – rubbish in a fight but great at getting in the way and generally being a nuisance. You'll like as not want to move your other warships before moving your Cogs, but when you do, it's easy to stick them right in front of the enemy's biggest warship so it can only move a fraction before trying to crush the troublesome insect in front of it.

That crash course in piracy should get you off to a good start. To recap: have a battle plan, know your warships, deploy like you mean it, go in mob-handed, and fight like a pirate. Just remember, nothing goes to plan in the Galleon's Graveyard…

THE "T-BONE"
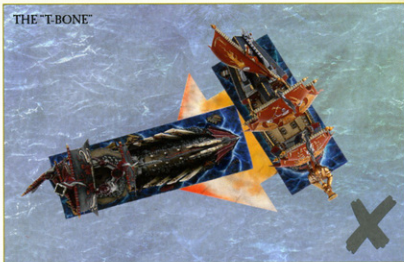
THE "DOUBLE WHAMMY"

THE "DEADLY BLOCKADE"

Warpstone Hunt

His fleet scattered and his enemies dangerously close to the source of his power, Count Noctilus sought a more pernicious method with which to deal with the trespassers. Taking the most blasphemous of tomes from his library, Noctilus began to harness his reserves of warpstone, the forbidden substance that scholars say is Dark Magic given solid form. With enough of this malefic crystal, Noctilus could work a great ritual that would slay all living things within his realm and raise them up again as unthinking zombies.

Sending a psychic signal to Skretch Half-dead, Noctilus demanded that the last of the warpstone he needed be reclaimed from the wrecked Skaven vessels that were once part of Skretch's own clanfleet…

In the second of this month's Dreadfleet battle reports, we've decided to up the stakes and give both players their full fleets to unleash upon each other. Taking charge of the Dreadfleet once more, Phil is out to gather some abandoned warpstone from the flotsam, whilst Jervis looks to deny him at all costs.

Starting with Phil, both players took it in turns to place the treasure tokens at least 6" apart from each other or an island, and further than 12" from the seascape edge. Phil then deployed all of his warships within 12" of the seascape's north-west corner before Jervis positioned his fleet within 12" of the south-west corner.

The game would last for five turns, the winner being the player with the most treasure tokens in his possession at the end of the game. If both players ended the game with an equal number of tokens then the game would be declared a draw. This scenario also features a number of additional special rules:

Raging Currents: The warpstone is being swept away by a strong eastward current. At the end of each turn, the treasure tokens are all swept towards the eastern edge of the seascape. If they touch it they are removed,

giving both players a real incentive to grab the objectives as quickly as possible.

Contrary Winds: For the entirety of the first turn, the wind gauge remains steadfastly in the same place.

Low Waves: The strong current means little in the way of waves. Normally a Cog that is launched when its parent warship is moving has a 50% chance of capsizing, but in this scenario it is much less likely.

Electrical Storm: Arcs of electricity crackle through the skies above the battle. Each turn, the player who wins the initiative can pick an enemy warship – on a 4+ the warship is struck by a bolt of lightning!

Recovering Warpstone: This scenario is all about the treasure tokens – the way Jervis or Phil will win is by recovering more warpstone than their rival. The only way to recover the treasure tokens is with auxiliaries, however, which will have to be quick and cunning to avoid being sunk by the larger vessels. Although the Grand Alliance has the advantage, with better auxiliaries, Skabrus gives nearby Cogs a bonus to find warpstone.

DREADFLEET

In the second of this month's battle reports, Jervis and Phil prepare to do battle in the Galleon's Graveyard once more, playing Dreadfleet's tenth scenario and pitting the full might of both fleets against one another. Simon Grant recounts the tale.

Captain Johnson has had many careers in life. He began as an undertaker before spending a number of years as a games developer. Now he wanders the halls of the Studio, seeking out his rival, Count Kelly, to do battle.

The dread Count Kelly has terrorised the denizens of Games Workshop for years, emerging from the shadowy corners of the Studio, he cackles maniacally at passers-by before vanishing once more.

Jervis: Dreadfleet is different to many of our games in that you don't pick an army; instead the forces under your command are determined by the scenario you are going to play. This makes coming up with a good plan very important, as your skills at army selection can't come into play. In this scenario I had the whole of the Grand Alliance fleet under my command. With such a large force it's vital to come up with a clear plan before you deploy, as this makes it much easier to set up your ships where they will be most effective. I decided to concentrate on capturing the three objectives that were on my half of the table – everything else was secondary.

I knew that the *Seadrake* and *Grimnir's Thunder* would be my best bet at snatching objectives before Phil's ships could get to them, thanks to the flying auxiliaries that they carried. Because of this I set them up first, as close as I dared to the objectives I wanted them to capture. I decided to send the *Seadrake* off to capture the first objective as I was pretty sure it could reach it within a turn, while *Grimnir's Thunder* headed off to capture the other two. The rest of my fleet was tasked with escorting and protecting these ships. I was determined to focus on the objectives, and not to get drawn into simply trying to sink Phil's fleet!

Phil: So how best to shiver Captain Johnson's timbers? Well, the Grand Alliance has one big advantage in this scenario – mobility. With that in mind I will be prioritising the super-fast *Seadrake*'s demise, but also taking out any auxiliaries that are left in the open, as they are key to winning. I just have to remember not to get distracted by blowing stuff up – sinking warships is not a victory condition of the scenario.

Auxiliaries are the only models that can pick up the warpstone treasure tokens, and Jerv's Dirigibles and Dragons can fly pretty much where they please. The Dreadfleet has only four auxiliaries, so I'll need my wits about me if I'm to win. My tactic to counter the Grand Alliance's inevitable grab-and-snatch techniques is to send my fastest warships east as fast as possible, submerging the *Black Kraken* and re-emerging close enough to snag a far-flung treasure token whilst the *Skabrus* blasts apart any auxiliaries or rapier-fast warships that try to do the same.

Meanwhile, in the central area of the table, the *Bloody Reaver* and the *Curse of Zandri* will take the fight right into the enemy, picking mercilessly on any vessel that looks like it could snag a trophy. The *Shadewraith* is my back-up plan; if any enemy auxiliaries get to safety with the warpstone, I'll send the ghost ship a-hunting…

The *Seadrake* is blasted apart, but before one of its Dragons managed take flight and escape.

FLYING SOLO

Jervis' decision to launch the *Seadrake's* Dragon auxiliary proved wise, as it could now lay claim to the treasure nearby. Unlike with Cogs, the demise of its parent ship meant the Dragon could no longer dock with any other Grand Alliance warships, but as a highly manoeuvrable flying auxiliary, the Dragon would nonetheless prove difficult to hunt down and engage.

Phil won initiative and went first. Drawing the Spear of the Sea God as his Fate card, Phil was lucky to escape Manann's wrath as the *Dreadfleet* was just out of range. Jervis was unable to benefit from his Fate card other than to take advantage of a Brief Respite to repair the *Seadrake* of the Speed damage caused by the roiling electrical storm.

Phil churned forwards with the *Black Kraken*, but failed his 'Full Speed Ahead' order. Jervis activated the *Seadrake*, deploying a Dragon auxiliary and surging between the two nearest treasures to shield them from the *Dreadfleet*. Despite the ethereal target, the bolt throwers of the sleek High Elf warship inflicted one Crew damage on the *Shadewraith*. The spectral

warship returned fire, blasting a gaping hole in the elegant hull of the *Seadrake*.

The *Heldenhammer* swung round to shield the *Seadrake* and unleashed a raking fusillade at the *Curse of Zandri*. Despite his warship's fearsome Broadside value, Jervis rolled poorly and Phil made it worse by passing all of his armour saves! The *Skabrus* drifted eastwards, lining up a raking shot at the *Seadrake*. The High Elf warship suffered further Hull damage and snapped rigging.

The vast engines of *Grimnir's Thunder* made a mockery of the headwind, surging forwards an additional 11" with a 'Full Speed Ahead' order, before a speculative long-range blast from its flame cannon slew the mascot of the *Shadewraith* and set it aflame. In response, Phil unleashed his mighty flagship, but it was in irons and unable to make a 'Full Speed Ahead' order. This left the *Bloody Reaver* with only a partial view of the *Seadrake*, but Phil opted to save his first broadside.

The *Flaming Scimitar* was also in irons, but the Golden Magus summoned forth a Tempest Djinn for an extra 3" move. Phil unleashed a partial shot with the *Curse of Zandri* in a last-ditch attempt to sink the *Seadrake*. The warship took a third point of Hull damage and was sunk! A dejected Jervis finished the Action phase by moving the *Swordfysh* to act as reserve for his right flank. The End phase saw the treasure swept 7" towards the eastern edge of the seascape.

| Warship movement | Auxiliary movement | Warpstone movement |

| 1 — 11 |
| Order of Movement |
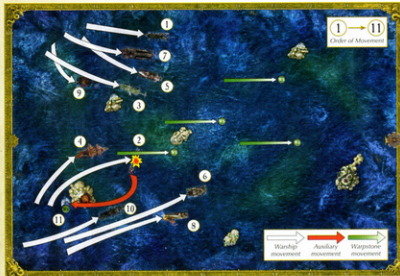
The Grand Alliance | **Turn One** **1 - 0** | Dreadfleet

Fire Amidships!

A lightning blast smashed the crow's nest from the *Shadewraith* as Jervis claimed the Initiative, but the ghost ship was unaffected by the fire still raging on its hull. Jervis was granted a Powder Ship by his Fate card, and assigned it to the *Heldenhammer*. Phil's Fate card saw the crew of *Grimnir's Thunder* beset by hallucinations, but the Dwarfs resisted well.

The *Heldenhammer* moved first, passing a 'Fire as She Bears' order and turning to fire at the *Shadewraith*. Protected somewhat by its ethereal nature, the ghost ship began to list badly (and would be unable to open fire this turn), but was otherwise unaffected. Phil's first move saw the *Black Kraken* submerge – it would re-emerge in the End phase anywhere within 2D6+10" of its original location. Jervis moved his Dragon to hide behind the volcanic island.

Turning 'Hard-a-Starboard' with the *Bloody Reaver*, Phil launched a fusillade at the *Heldenhammer*. Jervis utilised his 'Fire as She Bears' order to pre-empt the attack, causing one Speed damage, and the *Heldenhammer* emerged unscathed.

The *Swordfysh* was in irons once again, so held back. Jervis successfully deployed the *Flaming Scimitar*'s Cog and turned 'Hard-a-Port'. A Fire Efreet bolstered his warship's Broadside value and hammered the *Shadewraith*, which suffered one point of Hull damage. The *Skabrus* closed on the Golden Magus' warship and blasted its sails with warp lightning. Unperturbed by the arrival of the Skaven warship, Jervis kept the objective in mind and swept up his second treasure with the *Flaming Scimitar*'s Cog.

Phil fired a raking broadside at the *Heldenhammer* with the *Curse of Zandri*.

Jervis only made a single save, and the Light of Ptra set the mighty warship ablaze. *Grimnir's Thunder* then launched a Dirigible before the Dwarf warship cut across the path of the *Skabrus* with a Full Speed Ahead order. The gun batteries inflicted a point of Hull damage, before the gigantic flame cannon incinerated a mass of the crew and set the hulk ablaze.

The treasures were swept 11" by the tide before the *Black Kraken* gave chase, emerging just behind one of the objectives.

STASH AND CARRY

With two more auxiliaries successfully deployed this turn in the form of a Cog and Dwarf Dirigible, Jervis wasted no time in snatching the warpstone treasures nearby before they could drift out of reach.

	Turn Two	
The Grand Alliance	3 - 0	Dreadfleet

The auxiliaries from the Flaming Scimitar and Grimnir's Thunder secure two warpstone treasures.

Explosions Galore!

"THAR SHE BLOWS!"
Jervis kept the initiative this turn and looked to further weaken the vulnerable Skabrus with a lightning bolt from the tumultuous storm. His successful 4+ roll was rewarded, and a Triple Speed damage card applied to the Undead Skaven warship.

As if this wasn't enough already, the effect of the fire still raging aboard the Skabrus resulted in damage to a highly vulnerable location… the magazine. Forced to immediately draw an additional D3+1 damage cards, Phil was unsurprised when, amongst other damage, the warship's remaining crew were engulfed in a fatal explosion, effectively wrecking it.

The Heldenhammer lost a point of Speed to the hungry flames onboard, but the Shadewraith was unaffected. This turn's Fate cards saw the seas becalmed, reducing the Speed of any sail-class warships to half their normal value, and the forming of a Ghastly Fog that would limit any broadsides to short range.

Eager to claim the treasure onboard, Phil smashed into Grimnir's Thunder with the Bloody Reaver. A stalwart Red Brokk held Count Noctilus to a draw in personal combat, both retreating with Flesh Wounds that would hamper their Command rolls. The Dwarf crew took a battering in the boarding action and their warship suffered a chain explosion that would cause Jervis a lot of problems unless he could halt it.

Phil passed a Ghostly Flight order with the Shadewraith to swoop over towards the Dragon as it hovered amid the thermals of the volcanic island. Unable to target the Dragon directly for the moment, Phil fired a broadside into the rear of the Heldenhammer, damaging its rudder and hampering Jervis' ability to manoeuvre.

Seeing the threat to the easternmost treasure posed by the Black Kraken, Jervis

gave chase with the Flaming Scimitar using a Tempest Djinn and a Full Speed Ahead order, but his broadside completely missed.

Jervis successfully escaped jeopardy with Grimnir's Thunder despite the -2 Command penalty for his captain's Flesh Wound and being entangled with an enemy warship. His luck ended there, however, as he failed his Repair order, and completely missed the Bloody Reaver with a broadside.

Phil deployed the Black Kraken's Cog and unleashed a raking broadside at the Flaming Scimitar, but only managed to damage the enemy warship's rigging.

Knowing that his Dragon couldn't escape the Shadewraith forever, Jervis took a more direct approach to solving the problem. His flying auxiliary swooped behind the Phil's warship and blasted it with dragonfire, causing one point of Speed damage. The Black Kraken's Cog snapped up the treasure floating nearby, and Phil was relieved to find his first catch of the day was indeed warpstone and not simply junk.

The End phase saw the last treasure token drift off the seascape. With the four remaining treasures all aboard warships, it was time for the real fighting to begin.

BLOWN AWAY!
The Heldenhammer's damaged rudder caused it to run aground, though not before deploying its Powder Ship. The Curse of Zandri lost a Hull point and its Head Gunner to the flagship's broadside. Moments later, the Heldenhammer's Powder Ship detonated as it reached the Shadewraith, its spectral form scattered to the winds by the explosive blast wave.

① → ⑫	Warship movement	Auxiliary movement
Order of Movement		

DISARMING THE SWORDFYSH

King Amanhotep passed his special My Will Be Done order, increasing the *Curse of Zandri*'s Speed, Crew and Broadside value by three for this turn, and hurtled into the *Swordfysh*. The Khemrian warship launched a brutal broadside at the *Heldenhammer*, starting another fire with the Light of Ptra and further reducing its Speed by two. Aranessa Saltspite held King Amanhotep to a draw, both receiving Flesh Wounds, before ranks of magically augmented Ushabti and four great Necrolith Colossi slaughtered the pirate crew of the *Swordfysh* to a man and scuttled the warship.
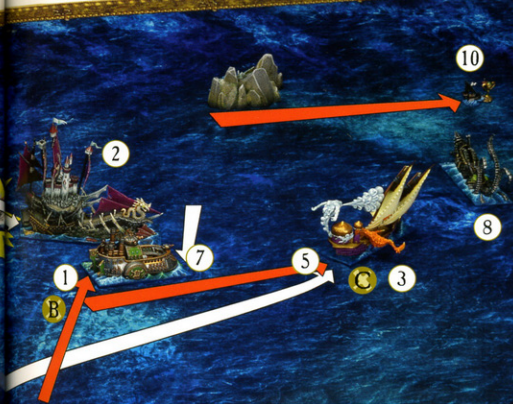
X MARKS THE SPOT

A A fire onboard spreads to the warship's magazine, and the crew of the *Skabrus* are immolated by the ensuing detonation.

B The Dwarf Dirigible secures its warpstone treasure by returning to dock with *Grimnir's Thunder*.

C Confident that his warships could hold out for a little while longer, Jervis returns his treasure-laden Cog auxiliary to the *Flaming Scimitar*.

D The *Curse of Zandri* rams the *Swordfysh* and annihilates its crew in a brutal boarding action.

E The powder ship deployed by the *Heldenhammer* is sent drifting into the *Shadewraith* and blows it to pieces.

Turn Three
3 - 1
The Grand Alliance   Dreadfleet
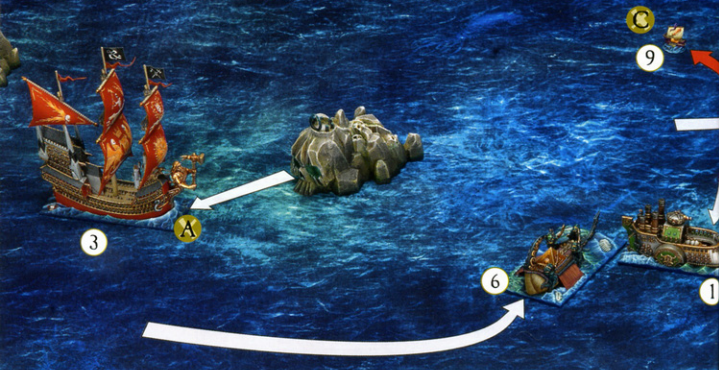
IMPLACABLE VS. INDOMITABLE

The Curse of Zandri powered forwards an extra 12" with a 'Full Speed Ahead' order and crashed into Grimnir's Thunder. Phil only managed to hit the Heldenhammer once with his broadside, but it was with the blazing energy from the Light of Ptra. Jervis failed his armour save and the battered warship buckled from a Double Hull damage card before yet another fire took hold.

Red Brokk received a Serious Wound swashbuckling King Amanhotep, but his elite corps of Ironbreaker crew crushed the attacking statuary in the boarding action. The Dwarf warriors hurled their enemies back and slew enough of the skeletal oarsman on the Curse of Zandri to inflict Triple Speed damage.

The Grand Alliance won the initiative yet again though the Dreadfleet was spared the wrath of the electrical storm and the unearthly fog that had blighted the seascape cleared up at last. Jervis' Fate card saw Grimnir's Thunder load its cannons with Blessed Shot, but Phil's Fate caused the Bloody Reaver to list sideways and crash into the Dwarf warship once again!

Calling a Repair order with Grimnir's Thunder, Jervis beat his Command roll by two and used Red Brokk's Master Engineer special rule to make an extra repair. The Chain Explosion and Crew damage were fixed in short order, leaving the warship as good as new! Jervis escaped jeopardy once more, bringing his warship's heavy armour back into play. Firing his Blessed Shot amid a thunderous broadside, Jervis pounded the Bloody Reaver, setting its hull ablaze and killing the First Mate. Ignoring the damage to his Count's flagship, Phil sent the Bloody Reaver surging forwards to board the Flaming Scimitar. Things began well for Jervis as he passed yet another 6+ armour save to resist Phil's broadside. He then held the deadly Vampire to a draw with the Golden Magus, hurling him back with a Serious Wound, though the sorcerer himself took a Flesh Wound in the act. Phil's boarding action, however, was far more effective, and the Flaming Scimitar

was almost overrun, suffering one Hull and two points of Speed damage.

The Heldenhammer put out the fire on deck and successfully escaped jeopardy to free itself from the rocks, turning to fire a raking broadside at the Curse of Zandri. Phil's warship took some serious punishment, despite saving three of the five hits on a 5+. The Curse of Zandri suffered one point of Crew damage and a collapsed gun deck, irreparably reducing the warship's Broadside value by one. Phil's Cog then quickly docked with the Black Kraken in order to protect its treasure.

The Golden Magus commanded his Sea-nymphs to freeze over and seal the holes in his warship, repairing one point of Hull damage, before calling a Fire as She Bears order and escaping jeopardy in a lucky series of rolls from Jervis.

In a cunning manoeuvre, Jervis repositioned his Dirigible to block the Black Kraken from attacking the embattled Flaming Scimitar directly. With a cheeky shot, Jervis even managed to hole the mechanical monster below the waterline with its single broadside attack – Phil's warship would now continue to take Hull damage until it was repaired. Riding the wave of his good fortune, Jervis made good his escape with his two treasure-laden auxiliaries, moving both Cog and Dragon north-west as fast as possible.
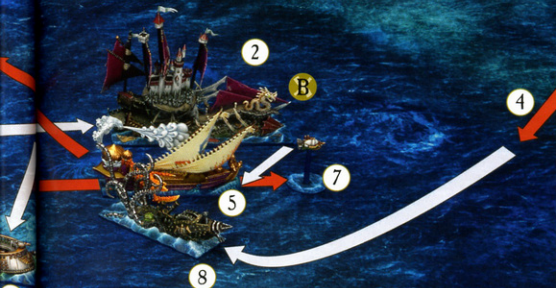
X MARKS THE SPOT

A Flames continue to rip through the *Heldenhammer*, starting a fire on deck and reducing its Crew by one point.

B Leaving *Grimnir's Thunder* to the triumphant King Amanhotep, the *Bloody Reaver* and *Black Kraken* team up on the embattled *Flaming Scimitar*, determined to claim the warpstone safely ensconced within its cargo hold.

C In an incredibly risky move, the *Flaming Scimitar's* plucky Cog makes a daring escape away from the encircling Dreadfleet with the warpstone treasure, lest its parent ship be overrun and its valuable cargo lost to the enemy.

```
(1) ──▶ (9)
Order of Movement

⇨ Warship movement

➡ Auxiliary movement
```


KRAKEN ATTACK!

Forced to make a detour around the Dirigible, the *Black Kraken* only just managed to reach the *Flaming Scimitar* after some deft manoeuvring, but was unable to fully bring its deadly tentacles to bear, and therefore was denied a potential D3+1 Crew bonus to his boarding action.

To make matters worse, as it declared a broadside on Jervis' warship, a fusillade from a 'Fire as She Bears' order caused a point of Crew damage to the *Black Kraken* just in time for the boarding action! Phil's return fire only saw its target Set Adrift.

The Golden Magus lost the duel, receiving a Serious Wound from the Chaos Dwarf, but after more dreadful rolling from Phil, Jervis won the boarding action and the *Black Kraken* took a point of Hull damage.

The Better Part of Valour

The Heldenhammer finally succumbs to the hungry flames raging across its surface.

ABANDON SHIP!

Winning the Initiative at last, Phil blasted Jervis' flagship with lightning, causing it to suffer another point of Hull damage. Beset on all sides by fire and flame, the *Heldenhammer* broke apart beneath the impact of the titanic energy bolt and slowly began to sink beneath the waves.

FATE AND FORTUNE

Phil drew his Fate card, revealing that an Undead Leech Wyrm had emerged from below, though circumstances dictated that Jervis would have the choice of placing it. So it was that the great serpentine beast burst from the water directly in front of the *Bloody Reaver*, preventing it from turning to hunt down the fleeing Grand Alliance auxiliaries. Jervis' Fate card, Lector Lazlo's Fire, targeted all sail-class warships with unnatural energy, inflicting a point of Speed damage to the *Bloody Reaver* and the *Flaming Scimitar*.

Determined to deny Jervis one of his treasures, Phil escaped jeopardy with the *Black Kraken*, but his long-range broadside at the *Flaming Scimitar*'s fleeing Cog let him down. Taking advantage of his reprieve, Jervis' Cog retreated north-west, though it had yet to make it beyond the range of Phil's guns.

Unable to steer clear of the Leech Wyrm, the *Bloody Reaver* ploughed straight into the giant sea beast, firing a broadside at the *Flaming Scimitar* as she went. It was no surprise when Jervis passed another 6+ armour save, though he couldn't have predicted the outcome of the ensuing clash with the Leech Wyrm. Phil lost the boarding action action badly, suffering two points of Crew damage to the sea beast's fury.

Grimnir's Thunder continued its struggle to defend its treasure from the *Curse of Zandri*. Red Brokk suffered a Horrific Wound duelling the mighty King Amanhotep, though he inflicted a Serious Wound in return. The valiant Dwarf crew were pushed back in the boarding action, though the damage was limited to a point of Speed and a shattered crow's nest. Deciding that the treasure aboard *Grimnir's Thunder* was too well defended, Phil escaped jeopardy with the *Curse of Zandri* in order to launch one more fusillade at Jervis' warpstone-laden Cog, but missed.

Despite the Golden Magus unleashing a Fire Efreet to augment his broadside, the *Flaming Scimitar* failed to hit the *Bloody Reaver*, though the Leech Wyrm continued to pummel Phil's warship, causing a chain explosion. Hoping to finish it, Jervis unleashed a single, raking shot with his Dirigible. The attack punched though the warship's armour and ignited its magazine, resulting in one point of Hull and four Speed damage as well as a smashed keel.

With three treasures to Phil's one, Jervis won the game for the Grand Alliance.

	Turn Five	
The Grand Alliance	3 - 1	Dreadfleet

① → ⑨ *Order of Movement*

→ *Warship movement*   → *Auxiliary movement*

Grand Alliance Victory!

Jervis: Well, in the end my plan on focusing on the objectives worked, but I have to say it was something of a Pyhrric victory – I lost so many ships that, while I won the battle, my losses would have meant I may well have lost the war!

It was touch and go though, especially when I lost the *Seadrake* so early on. Thank goodness I had managed to launch one of its Dragons before the ship went down – without it I would have been hard pressed to stop Phil from getting the closest objective, and would really have been on the back foot. Luckily for me I've had a few games where I forgot to launch auxiliaries until it was too late, so I was determined to avoid making the same mistake this time.

I was helped to victory by some lucky draws from the Damage deck, which sank two of Phil's ships (the *Shadewraith* and the *Skabrus*) just as they were about to throw a gigantic spanner in the works of my plan. If either of these ships had survived for one more turn I could well have lost. I was aware of this at the time, which is why I poured as much fire into them as I could, but nonetheless I was lucky to sink them as quickly as I did. If there is a lesson here, it's that in order to win Dreadfleet you need to have a good plan, know who your most dangerous enemies are and get lucky!

Phil: Thwarted by a flying lizard and a bearded balloon! The ignominy of it all. OK, Jerv played like a pro, which might have had something to do with it. Every time I play Dreadfleet I mull over ways I could have played better; ways to 'crack' the mission, if you will. One thing I can't recommend enough is concentrating on the objectives. Sadly two of the three Cogs I launched rolled a 1 for their capsize check, which left me behind in auxiliaries. I still think I could have overcome that had I been disciplined enough to hunt treasure not warships, but I got distracted by the fightin'. It's easily done, with explosions, monsters and ghosts at every turn.

Still it was extremely fun with plenty of highlights. The best part of the game for me was when the vengeful King Amanhotep bravely/foolishly took on two warships at once, setting fire to the *Heldenhammer*, smashing the *Swordfysh* in half with a boarding action and somehow managing to survive the retaliatory fire. Still, he was a ways off from the action, and with the exception of the *Seadrake* the rest of Jerv's fleet were able to dictate the course of the game. You got me fair and square this time, Captain Johnson, but the thing about us Undead is that we'll be back to getcha...

HERO OF THE HOUR – THE FLAMING SCIMITAR
As much as I was impressed at the tenacity of *Grimnir's Thunder*, the *Flaming Scimitar* performed admirably throughout the game, and even held up the *Bloody Reaver* and *Black Kraken* for the last few turns without falling victim to their combined wrath.

VILLAIN OF THE PIECE – THE BLACK KRAKEN
Though it's awfully tempting to nominate the *Curse of Zandri* after the unholy drubbing it gave the *Swordfysh*, my warship of the match was the *Black Kraken*. That second-turn submerge move and double six roll for its re-emergence meant that ol' tentacle head could turn up right by a far-flung objective and snaffle it whilst the good guys were still scrambling to react. I made a mistake sending the *Kraken* in against the *Flaming Scimitar* at a wonky angle, though – if I'd managed to bring its tentacle attack into play, I reckon I could have robbed Jerv of at least one more treasure token in dramatic style!

WARHAMMER

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  2 Rat Ogres
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STANDARD BEARER

This month Jervis urges us all to gather round, grab our tools and paintbrushes and embark on a group project with like-minded hobbyists – the big-hearted liberal that he is!

As I've said many times before, ours is a social hobby, and perhaps because of this most of the hobbyists I meet are part of a gaming group. These groups range in size from a handful of friends that meet at each other's houses, to larger groups that meet up at their local Hobby Centre or games club, right up to large networks with thousands of people such as the UK's School League and Gaming Club Network (the GCN), or the international NAF organisation that supports Blood Bowl events. However varied in size, these groups are united in that they are made up of people who share the same interests, enjoy each other's company, and want to meet up on a regular basis to participate in their favourite hobby.

But gaming groups have another important strength, and that is the breadth of skills and experience each group contains. Let's face it, there are few of us who excel in all areas of the hobby. One of the things I've come to appreciate is that people who are really good at things often have fantastic, simple advice that less skilled people (like me!) can easily use and take advantage of. So, if you know someone like this, don't be afraid to ask them how they achieve the things they do, as they are bound to be able to give you some really helpful hints and tips. My strengths are in writing rules and coming up with scenarios, rather than in painting and modelling. Because of this I really value being able to speak to people like Dave Andrews or Michael and Alan Perry, so I can get their help and advice on my painting and modelling projects.

All of which leads to the point of this month's Standard Bearer. You see, precisely because gaming groups include such a breadth of different talents, they can take on 'group projects' that one person on their own could not hope to be able to pull off. More importantly, group projects like this are fantastic fun, and extremely satisfying to be a part of. I was reminded of this recently when talking to somebody about why I like working at the Studio. You see, for me, the most satisfying aspect of my work is when I'm part of a team working on a project; I'll be inspired by the artists and miniatures designers, and they will likewise draw inspiration from the things I'm writing, and so on, and before you know it, the group is firing on all cylinders and making amazing stuff – that's exactly how the latest Studio project, Dreadfleet came about. There's really nothing quite like a project coming together like this, because it allows you to achieve far more than you would be able to do on your own. The good news is that what we do at the Studio is no different to the kind of projects any gaming group can undertake, and with just a little bit of preparation and effort, you can have as much fun and satisfaction as we do.

So, how best to go about a group project? Well, like most things it's best to start small and build from there. A very good place to start is on a simple group painting or modelling session. For example, you might decide that every member of the group is going to finally get round to having a fully painted army, and that to make this happen you will gather once every week or two for group painting sessions. Or you might have a terrain-making session. Group projects like this act as a spur that will help everyone get things done, as well as allowing all of the participants to pick up useful hints and tips.

The next step up is to organise a big multi-player battle, where every member of the group contributes miniatures or terrain.

The School League is a great opportunity for school clubs to get involved in a series of hobby events and activities in their local Games Workshop Hobby Centre, culminating in the School League Tournament.
School clubs compete in Regional Heats and Finals across the country, and the top three teams from each are then invited to the International Final held each year at Warhammer World.

At its simplest, a big battle like this simply involves getting everyone together at the same time and place. It's more fun, though, if you combine the big battle with some painting and modelling sessions where new units and terrain are prepared for the big battle. The battle then acts as a deadline and a reward for all the work put in.

The acme of the big battle game is what I call a 'refight'. This is really just a big battle with a strong theme, based on part of the background for one of our games, or perhaps being something described in a Black Library novel. So, for example, you might decide to refight the Battle of Hell Fen, the Battle for Helm's Deep or part of the Horus Heresy. Alternatively your group might come up with its own 'famous battle', writing the background story for the game yourselves. The advantage of this is you can make sure the game fits the models the players have in their collections.

Another form of group project is a campaign. Most of our rulebooks explain how to run campaigns, and the Mighty Empires and Planetary Empires Expansions will get you playing in no time. However, while there is nothing wrong with running a campaign that simply serves to link players games together, a group can take it to the next level by using it as inspiration for other projects. For example, you might decide to have a large multi-player battle as part of the campaign, with the scenario and terrain used being drawn from your campaign background. Or you might include areas that use terrain made as a group project.

Finally, but most challenging of all, your group might decide to make a display game. These are games that are taken along to shows like our own Games Day. Taking on the challenge of putting on a display game should not be taken lightly, as they inevitably call for a huge amount of work by the group, but when they work well, they can be immensely satisfying. In my experience they work best when they evolve from something that the group has already done. So, for example, you might come up with a great refight, and decide that it would be just the thing to take along to a local games show. Large groups can take this idea one step further, and instead of taking a game along to show, can put on a whole show themselves. Some of the largest gaming events in the world started out as group 'open days' like this.

Hopefully you'll be inspired to undertake a group project, and you'll find it every bit as satisfying and inspiring as I do. It's best to start small and work from there, rather than getting carried away and taking on too much. There's nothing quite like a group project to get the creative juices flowing! The possibilities are endless, and can serve as fantastic inspiration for your gaming group.

Feel free to write to me about this month's Standard Bearer – I'd love to hear about your own gaming group projects.

Write to Jervis at:

Jervis Johnson
c/o White Dwarf
Design Studio
Games Workshop
Willow Road
Nottingham
NG7 2WS
United Kingdom

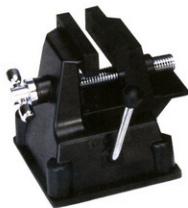> ❝ **Coming together is a beginning. Keeping together is progress. Working together is success.** ❞
> **– Henry Ford**

The Slaughter at Volganof was a display game that was only possible with the combined efforts of the Studio's hobbyists.

HOBBY ESSENTIALS

Liquid Green Stuff

Citadel Vice

Cleanup Kit

Modelling Files

Sculpting To

Plastic Cutters
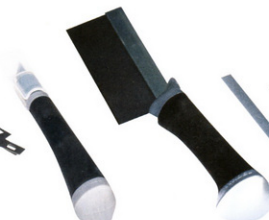
Hobby Knife

Razor Saw

Emery Boards

Hobby Drill

WORKING WITH CITADEL FINECAST
The unique resin that Citadel Finecast miniatures are made from is a great material to work with. It's flexible, light and resilient, making it easy to assemble and great for conversions. Due to the porous nature of the resin, parts will bond in seconds with just a small dab of super glue.

The Citadel Tool range sees a few new additions this month. Now, together with the existing tools, you'll be able to tackle any project; whether it's made from resin, metal or plastic, you'll have the right tool for the right job.

In this article, we'll be looking at the tools in more detail and taking them through a 'test run' on a project, starting from taking it out of the box for the first time, all the way to the final assembly. We'll be using a Citadel Finecast model – Azhag the Slaughterer to be precise – so the majority of the work will be on resin. However, we'll be providing interludes where we offer advice on how to use the tools on metal and plastic as well.

Once again we look to the capable Chris Peach, whose 'stunt hands' you can see in the pictures and who will be sharing his words of wisdom and wit; although we're hoping for less wit and more wisdom, but you never can tell with Chris! He'll guide us through making Azhag and offer some tips that can be applied on many other projects as well.

All Citadel Tools can be bought separately but it's worth noting that an updated version of the Citadel Toolkit will be with us very soon. The toolkit provides you with every Citadel Tool (apart from the Liquid Green Stuff), all placed in a Citadel Figure Case and presented in several custom cut foam layers.

After taking a good look at the frames, Chris planned how he would build his mighty Orc Warlord. He decided the best thing to do would be to assemble from the 'ground upwards' clipping out and cleaning up the parts as and when he needed them.

Hobby Vice
Used for: Securely holding your models while you saw, cut or work on them. The cushioned grip ensures no loss of detail while squeezed in the vice.

Hobby Knife
Used for: Cutting models and removing imperfections.

Sculpting Tool
Used for: Shaping and manipulating Green Stuff and other modelling putties.

Razor saw
Used For: Cutting though large parts such as terrain pieces and monster or vehicle kits.

1
Chris carefully removed the parts from the frame, using the flat end of the cutter against the component.

2
Using the Mouldline Scraping Tool, Chris removed the line mould lines on the clipped out parts.

3
He then used the Flash Brush to remove excess flash and dust off loose bits from the scraping.

4
Using the brush of the Citadel Super Glue container, he applied a small dab on the joint of the leg.

5
Chris joined the leg to the Wyvern's body, holding the parts for about 10 seconds, until the bond formed.

6
Using the 'extra fine' emery board, Chris sanded over the glued area to disguise the join.

7
After he had finished smoothing the legs, he then glued the belly plate into position.

8
He placed the sub-assembly on the base, ensuring a good centre of gravity by placing it in the middle.

9
Liquid Green Stuff was applied around the join, to cover a slim gap where the parts met.

With the lower portion of the Wyvern stuck on its base, the next stage was to complete the mount in anticipation of its rider. But before Chris could get to the wings he tackled the neck, head and tail of the monster.

Once the head piece was removed from the frame, Chris used the Plastic Cutters to remove any large bits of flash or superfluous bits still hanging on the head. Although they're Plastic Cutters, they work equally well on resin!

Chris continued to clean up the parts, this time using the concave edge of the Mouldline Scraping Tool. The curved surface works especially well on organic parts such as Wyvern tails.

The medium grade emery board was then rubbed in and around the crevices, on the flesh areas, and between the scales of both the head and tail to smooth over any rough surfaces.
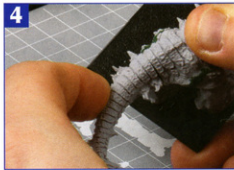
When Chris had cleaned up the parts and was happy with the finish, he attached them to the lower body. No pinning was needed as the parts are light and the super glue bond is extremely strong.

Mouldline Scraping Tool

This tool works by simply dragging it over the surface of the model. As it scrapes along the surface it removes and smooths away the offending mould line. The tip has been designed with a straight and curved edge and a narrow point to get in all the nooks and crannies.

Adhesives

There are three different types of glue in the Citadel Range.

Citadel Super Glue is a great universal adhesive that forms a particularly strong bond on Citadel Finecast models.

Plastic Glue is a polystyrene cement that 'welds' plastic together. Not for use on resin.

PVA Glue is ideal for all manner of scenery making and miniature basing projects.

With the body of the Wyvern complete, Chris wanted to attach the wings. In its metal form, you'd have to insert support struts into the wing joints to hold the heavy metal parts in place; not so with the Citadel Finecast version.

1

Chris went over the wings with the Mouldline Scraping Tool, making good use of the curved sides to take off unwanted lines and other tiny flecks of resin that are an inevitable result of the production process.

2

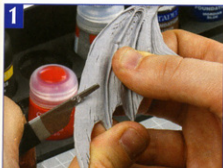*Super glue was applied directly onto the wing joint. With large parts, the temptation is to use lots of glue but that's not needed. In fact, using too much glue will actually create a barrier between the two parts.*

3

Even though large parts, like wings, no longer need to be pinned, it is always best to hold them in position for a few seconds (round about ten), to ensure a strong bond as the super glue cures.

4

The second wing was then glued into place in much the same manner. With tricky joins, you should do a dry fit first, as there is little room for error once the glue has been applied.

Flash Brush

The ergonomic handle and stiff bristles of the Flash Brush are perfect for removing thin sheets of flash off of Citadel Finecast models. But it's also good for brushing detritus off all types of model, especially after you've used other tools, such as files, emery boards and the mouldline scraper.

Liquid Green Stuff

Liquid Green Stuff is a wet viscous filler that can be applied using a paintbrush into any part of the model. Once dry, the area can then be sanded and painted over as normal. Wash your paintbrush afterwards as you would normally do, to keep it in tip-top condition.

Using the drybrush, due to its stronger bristles, the filler can be used straight from the pot.

The Liquid Green Stuff is applied directly onto the metal barrel, sealing the join.

Adding a bit of water to the filler will thin it down for a more fluid, smoother coating.

Watered-down Liquid Green Stuff is used here to cover over a hairline gap.

With the monster sub-assembly put to the side for now, it was then time to focus on the rider, cleaning him up and getting the Orc Warlord stuck down on his saddle. Once built, you can paint the two sub-assemblies separately before joining them together if you wish.

The few mould lines along Azhag's body were easily removed with the Mouldline Scraping Tool. The narrow tip also proved useful for scraping into the folds of the Orc Warlord's standard.

The brush in the lid of the super glue pot is an excellent little tool for ensuring accurate application of the adhesive. It's especially useful for gluing hands and heads onto bodies.

Azhag's infamous choppa is carefully glued into place. When gluing resin-to-resin, you only need to exert very little pressure. As shown here, just holding the part in the correct position is enough for the glue to form the bond.

Chris has spotted a tiny air bubble in the miniature and so uses a small amount of Liquid Green Stuff to seal it. He uses a drybrush to apply the filler. When finished, he washes the brush to keep it as good as new.

Attach Azhag onto the back of the Wyvern. As with the wings, do a dry-fit first to make sure you understand the join between the saddle and monster to minimise repositioning one you have applied the glue.
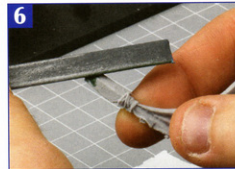
Chris spotted an air bubble in the banner pole, so filled this in with a blob of Liquid Green Stuff. When dry he used an emery board to file down the excess filler and create a seamless finish.
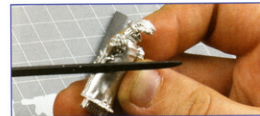
Modelling Files:
These are great for removing blemishes and smoothing the surfaces of metal and plastic miniatures. However, we don't recommend their use on Citadel Finecast models, as the files bite through the resin too easily.

The Chain

If you wish to keep the rider separate for painting, then don't stick the chain on the model until all sub-assemblies are painted.

Resin is easy to manipulate and bend, you just need to heat it up a little or else it will spring back to its original position. With the chain, Chris stuck one end to the model then moved it into the desired position. A quick blast of a hair dryer will warm the resin and 'fix' it in place.

Glue the end of the chain to Azhag's fist. Once tethered, you can manipulate the links.

The other end of the chain can then be easily bent into position and glued in place.

With rider and mount now fully assembled, you can think about painting. A model like Azhag may seem quite an intimidating piece to paint, but if you break the task down into manageable areas you'll have him ready for the battlefield in no time at all. The first step is to undercoat the model, and then you can plan out the colour scheme, extra base details and so on. Once painted, you'll have a legendary Orc Warlord ready to take over the world!

Painting

When assembled, it's time to paint your miniature. You should always start with an undercoat, which gives further layers of paint something to adhere to. Skull White and Chaos Black Undercoat sprays are available from your local Hobby Centre.

Citadel Paint Station

This portable workspace is a great way of organising a project, allowing you to keep all the tools, paints and components you need in one place.

Citadel paints

Before you begin, plan out your colour scheme and gather your chosen paints together so you don't have to keep interrupting your flow.

Citadel Brushes

For a big project such as this, you'll need a Large Drybrush for texturing the body and wings, as well as smaller brushes for painting the details.

CITADEL

TOOLS OF THE TRADE

Our range of hobby tools and accessories has been specifically designed to provide you with everything you need to assemble and model your Citadel miniatures.

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WARHAMMER

ARMY WORKSHOP

OGRE KINGDOMS

Over the past few weeks, exemplary army-painter Chris Peach has been hard at work painting an army of Ogres the likes of which has rarely graced the gaming table. We asked him to tell us what all the fuss is about.

When I started working on my Ogre Kingdoms army, I knew that I wanted to paint an army of Ogres comprising great hordes of the big-bellied beasts. I was determined to paint two large Ogre hordes at the army's core, not only because they'll hit like a ton of bricks on the tabletop, but there's no mistaking such big units look great on the tabletop.

When assembling the Ogre infantry, I positioned many of the models at slightly different angles on their base to help break their uniformity – Ogres are a bunch of savage brutes, not professional soldiers that march in disciplined ranks. These subtle tweaks were especially important when it came to the two large Ogre units, as with their increased size came a greater risk of looking too ordered in their multiple ranks.

To add some further variety to his Ogres, I liberally kit-bashed between the different units. In fact, one of my large Ogre hordes carries a hanging cow from the Giant kit, acting as both a modified banner and a source of culinary-based inspiration.

The unit of Ironguts in particular feature a lot of clever conversion work. To avoid all of the models in the unit from wielding their enormous blades in a two-handed grip, I used some standard bearer arms and mounted the Ironguts' great weapons in place of the banner poles.

Taking inspiration from the Studio's Ogre Kingdoms collection, I decided to match this army to their colour scheme. The large areas of flesh are broken up by the red of the tattoos and war paint, as well as verdigris-covered bronze.

The red hasn't been applied in a uniform manner – I wanted each of the Ogres to be an individual, so some have tattoos around the crown of their head, others on their face or around their arms.

The verdigris is a very simple technique that looks really effective – it's just a wash of watered-down Hawk Turquoise and Dark Angels Green applied into the recesses.

You can find a stage-by-stage painting guide later on in the article to show you how I painted the Ogres.

In order to prepare himself for this month's Ogre Kingdoms Army Workshop, Chris Peach stuck to a diet of raw meat for a solid month to better channel the spirit of the Great Maw into his painting. His methods may be strange, but his finished army certainly looks impressive!

The army has this unit of Ogres at the centre, sure to hit the enemy with an unstoppable wall of flesh.

LEADBELCHERS

I decided to apply verdigris shading sparingly to the Leadbelchers' cannons, helping to reinforce the image of some of their weapons being truly ancient, and others only recently repurposed by the Ogres. To represent the powder burns that the Leadbelchers inevitably receive each time they fire their enormous guns, I stippled the skin nearest to their improvised matchlocks with Chaos Black before applying a final highlight to the area.

IRONBLASTER

Given a choice between the Ironblaster and the Scraplauncher, it was easy to pick – the one with the huge cannon of course! As it was a weapon of incredible age, I applied heavy verdigris shading to the barrel of the Ironblaster's weapon to denote its antiquity. I painted the rest of the model in darker, muted colours to exaggerate the main features of the model, namely of the Leadbelcher gunner and the enormous cannon itself.

THE MONSTROUS HOST

The Ogre Kingdoms have access to a number of giant beasts in the form of the Stonehorn, Thundertusk and Mournfangs. The Stonehorn can be included in the army as either a character mount for a Hunter, or as a unit in its own right with an Ogre Beast Rider atop it. I decided to assemble it as the latter.

Having made a point of building my Stonehorn, I made a point of breaking up the model's large base with details such as additional bones and rocks before I began painting it. I used the skeletal remains of a Sabretusk found on the Stonehorn frame and complemented this with some extra rocks and skulls that I took from a Citadel Warhammer Basing Kit.

I painted the fur of the Stonehorn in a darker shade of brown to further differentiate the mighty behemoth from the army's other beasts, namely the Mournfangs and the Rhinox pulling the Ironblaster. This deeper tone had the added benefit of nicely

offsetting the lighter colour of the monster's stone endoskeleton, which was painted Codex Grey and washed Badab Black.

In a similar way to the two huge Ogre regiments, I wanted to include a large, intimidating unit of Mournfang Cavalry, complete with full command group to lead them (see overleaf). As Monstrous Cavalry, the Ogre riders get their full quota of supporting attacks, making an already powerful unit hit even harder in combat! I wanted to equip each rider with an ironfist and heavy armour, so assembled the models with as much armour plating as I could get my hands on to represent this.

I painted the fur of the Mournfangs in three different colour schemes. This would provide some variation to the unit but without sacrificing their overall coherence – they're still part of the same unit after all. I carefully selected a neutral colour palette to paint them in, texturing their fur with different stripes and patterns.

Citadel Warhammer Basing Kit

I used a variety of rocks, skulls and bones found within Citadel Warhammer Basing Kit to add some extra details to the army's bases. With such a large average base size, the Ogre Kingdoms benefit enormously from anything that helps to break up the flat surface area on their bases.

MOURNFANG CAVALRY

Here is the stage-by-stage guide I used to paint the Mournfang Cavalry. The Ogre infantry were painted using the same method as the rider shown opposite.
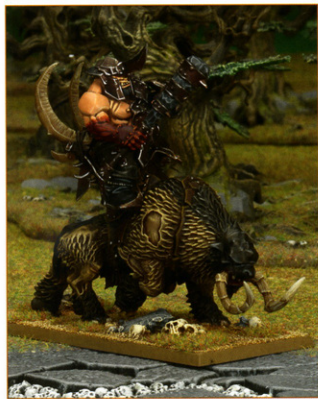
MOURNFANG CAVALRY

Step 1. Paint a basecoat of Scorched Brown over an undercoat of Chaos Black.

Step 2. Apply a heavy drybrush of Khemri Brown to the fur.

Step 3. Use a lighter drybrush of Bleached Bone to highlight the fur.

Step 4. Use thinned Chaos Black to apply patterns to the fur, then apply a Gryphonne Sepia wash.

HEAD AND TUSKS

Step 1. Paint the head and tusks with a Scorched Brown basecoat over a Chaos Black undercoat.

Step 2. Heavily drybrush both areas with Khemri Brown when dry.

Step 3. Highlight the head with a light drybrush of Bleached Bone.

Step 4. Wash the head with thinned-down Chaos Black.

Step 5. Highlight the face and ears with Kommando Khaki when dry.

Step 6. Basecoat the teeth and tusks with Khemri Brown.

Step 7. Wash both areas with Gryphonne Sepia.

Step 8. Finally, highlight the teeth and tusks with Bleached Bone.

OGRE SKIN

Step 1. Basecoat the skin areas with Tallarn Flesh over an undercoat of Chaos Black.

Step 2. Keeping to the recesses, apply a careful wash of Devlan Mud.

Step 3. Layer the skin with a coat of Dwarf Flesh.

Step 4. Highlight the edges of the muscle with Elf Flesh when dry.

METAL

Step 1. Over a Chaos Black undercoat, basecoat the metal with Tin Bitz.

Step 2. When dry, apply a wash of Badab Black.

Step 3. Apply a wash of Baal Red to the recesses of the metal.

Step 4. Highlight the rivets and edges of the metal with Chainmail.

BLOOD AND TATTOOS

Step 1. Apply a basecoat of Scab Red over the skin.

Step 2. When dry, wash this area with Badab Black.

Step 3. Highlight with Blood Red.

Step 4. Apply any tattoo designs over the flesh with Scab Red.

The finished unit of Mournfang Cavalry, ready to unleash an unstoppable charge.

The Ogre Kingdoms lie far to the east of the Old World, yet armies of Ogres can be found the world over, vast tides of monstrous humanoids and huge shaggy beasts. Headstrong Ogres launch unstoppable charges, whilst even bolder comrades ride savage Mournfangs into the heart of the enemy lines. Larger monsters stride beside the Ogres, Thundertusks and Stonehorns whose earth-shaking tread fills the enemy with terror.

These pages show just a selection of Ogre Kingdoms miniatures. The full range can be found online:

games-workshop.com

Leadbelchers
99120213013
£23, €30, 225dkr, 280skr/nkr, 340rmb, 112.50zł
Those Ogres who wield looted artillery pieces, lugging cannons to battle as men might wield a handgun, are known as Leadbelchers. They are a potent addition to any Ogre Kingdoms army, their leadbelcher guns unleashing a hail of armour-piercing shots even when on the move. This box set contains four Leadbelchers.

MULTI PART PLASTIC KIT

Ironguts
99120213014
£23, €30, 225dkr, 280skr/nkr, 340rmb, 112.50zł
Ogre Ironguts are the Ogres of a tribe that have the highest status and the pick of the biggest weapons and best armour. They wield enormous hammers, clubs and scimitars, able to decapitate an entire front rank with a single swing. Ironguts are a Core choice in an Ogre army, and this box contains four of the big brutes.

Ogres
99120213011
£23, €30, 225dkr, 280skr/nkr, 340rmb, 112.50zł
Ogres are monstrously big humanoids, standing ten-feet high and almost as wide. Ogres are as brutish as they are big, with a ferocious appetite to match their propensity for violence. Ogres make up the Core for any Ogre Kingdoms army, so any Tyrant will need plenty of these box sets. This box contains six Ogres.

WARHAMMER

SCROLLS OF BINDING

Scrolls of Binding allow players to include huge hulking monsters, terrifying beasts and even stranger creatures in their Storm of Magic armies. This month we've got three new Scrolls of Binding for you to bind the creatures of the Ogre Kingdoms.

Storm of Magic

Storm of Magic is the latest Expansion for Warhammer, allowing players to fight battles with cataclysmic spells and titanic bound monsters. You can find over 40 more Scrolls of Binding within its pages, and much more besides.

Perhaps the beastmancer Kadon's greatest achievement was the creation of the Scrolls of Binding, ancient magical scriptures that – when the Winds of Magic blow strong – allow a mage to bind another creature to his will. Each scroll allows a wizard to bind a specific type of creature and there are scrolls written for beasts as varied as Dragons, Manticores and Giants. How many of these scrolls exist is unknown, but there are many dozens at least – and this month three more are added to this magical library in the form of Scrolls of Binding for the creatures of the Mountains of Mourn – the Thundertusk, Stonehorn and Mournfang.

In games of Storm of Magic each player has a Monsters and Magic allowance to spend – an extra 25% of their army points total again – on Scrolls of Binding, Mythic Artefacts or Sorcerous Pacts. Scrolls of Binding allow a player to include a unit of bound monsters in their army chosen from the dozens of those found in either the Storm of Magic book or the pages of White Dwarf. These bound creatures then become part of your army to fight for your cause.

The most direct use for them is for charging enemy-held fulcrums and eating the Wizards on top. Both the Thundertusk and the Mournfang are great at this when upgraded appropriately – the Thundertusk's Icy Breath can turn a Wizard into a block of ice, whilst the Mournfang has a profile to make it the envy of most monsters, with loads of Attacks and a high Strength for snapping Wizards in half.

Another great use for bound monsters is to hunt the enemy's monsters. With loads of Attacks and a high Strength, the Stonehorn is great at this, especially if it gets to charge and inflict 3D3 Impact Hits. A pack of Mournfangs is savage at bringing down larger monsters too, as they also have Impact Hits as well as a bucketload of attacks coupled with Strength 5.

And the third use for Scrolls of Binding is to add a monster to compensate for a weakness in your army. So a Thundertusk's Numbing Chill can help a low-Initiative army, for example, whilst a Truthsayer offers Dwarfs a powerful Wizard.

But that's the tip of the iceberg – there are over 40 Scrolls of Binding, after all!

THUNDERTUSK

A Thundertusk is a hulking four-legged beast that strides the glacier-ridden lands of the far north. It is a primordial creature that has survived since a bygone era, a time when the entire world was sheathed in ice. However, it has not done so unchanged. Over many generations, the warping effects of raw Chaos has gradually turned the Thundertusk into a walking patch of winter. The Thundertusk emanates frost, sending out freezing waves of freezing air that lap around its mammoth hide, slowing all who dare approach the great beast.

Named after its most prominent feature, the Thundertusk bears a deadly set of long and curving tusks that jut out from its gaping maw, brutal projections that it uses to smash down obstacles or skewer prey. By projecting its cold aura with a massive thunderclap, the Thundertusk can even hurl blasts of arctic air that will freeze distant victims, slowing them down and keeping them in place to allow the gargantuan creature to close. The resulting tusk charge, not to mention the massive stomping feet, will shatter just about any foe into fragments. The strength and stamina of Thundertusks are legendary and the Ogres that hunt those northern lands value the creatures as feast-worthy prey, able to feed a whole tribe. On rare occasions a Thundertusk can even be captured, and the Ogres then use them to serve as nigh-unbeatable mounts.

	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	190 points
Thundertusk	6	3	0	6	6	6	2	4	5	Monster	1	

SPECIAL RULES

Large Target, Terror.

A Thundertusk was once housed in the Imperial Zoo as part of the Emperor's famous menagerie. During the first few months of captivity in summer, the Thundertusk was docile and sickly, not moving at all. When the howling winds of winter came, however, the beast roared to life, freezing its enclosure with thick ice, before shattering the walls with its mighty tusks. Enraged, the Thundertusk rampaged through the city. It was last seen heading northwards.

Natural Armour (5+): The Thundertusk is protected by its thick, furry hide, granting it an armour save of 5+.

Numbing Chill: Any enemy model within 6" of a Thundertusk has the Always Strikes Last rule.

Sphere of Frost-wreathed Ice: The Thundertusk can make a stone thrower shooting attack with the following profile. This attack may be made even if the Thundertusk moves, but not if it marches.

Range	Strength	Special
6-24"	3 (6)	Multiple Wounds (D3)

Do not use the Stone Thrower Misfire chart if the sphere of frost-wreathed ice suffers a misfire. Instead, a misfire means that the sphere does not fire this turn, though it may still fire as normal in its next turn.

OPTIONS:

May take any of the following:
- Spike Tail .... 15 points
  Grants the Thundertusk 1 Tail Attack.

- Icy Breath .... 30 points
  Grants the Thundertusk a Strength 4 Breath Weapon. Note, Icy Breath cannot be used in the same turn in which the Thundertusk uses its Icy Blast shooting attack.

MOURNFANG

While the howling winds that swirl around the peaks of the Mountains of Mourn are well known for the gloomy plaintive feeling they instil in all who hear them, there are other sounds carried on those harsh winds that are altogether far more ominous. None who have heard the deep-throated roars emitted by a hunting pack of Mournfangs and survived to tell the tale will ever forget it. Even the largest of apex predators that haunt those dangerous lands, such as Chimera, Stonehorns or Ice Wyrms, will do their utmost to avoid being downwind from the pack, and the eldest and wisest of their kind might even seek a dark cave to hide in.

Mightily built beasts almost hunched with coiled muscles, Mournfangs are straightforward hunters. Upon spying their prey they prefer to charge their quarry, hurtling themselves forward and pouncing at maximum velocity. The impact of such strikes alone can snap a full-grown Ogre in two. Once engaged, a Mournfang will use its ripping claws and powerful jaws to savage its victim. Working together, a pack of Mournfangs can hunt and kill anything that lives in that harsh domain, and even whole Ogre tribes have retreated before the hungry packs. Their toughened hides and thick, matted fur make them incredibly resilient, but it is their relentless nature that has inspired countless tales. It is said that a Mournfang, even when slain, will not relax its bite – but will continue to hold on in a death grip. Woe to anything that crosses paths with a hungry hunting pack.

	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	
Mournfang	8	3	0	5	4	3	2	4	5	Monstrous Beast	2-8	50 points each

SPECIAL RULES

Fear, Impact Hits (D3).

OPTIONS:

May take any of the following (all Mournfangs in the unit must have the same upgrades):

- Vanguard
  .... 3 points per model
  Grants the entire unit of Mournfangs the Vanguard special rule.
- Thickhide
  .... 5 points per model
  Grants the Mournfangs the Scaly Skin (5+) special rule.

Ogre Hunters say that Mournfang cubs are born with their eyes open and their teeth already fully developed – a necessity for such hostile creatures as their own litter mates will devour any not tough enough to vigorously defend themselves. There can be no denying that all Mournfangs are vicious killers, yet even amongst such constant aggression, there are some particular packs of Mournfangs that have earned a reputation for being especially bloodthirsty.

The Mournfang pack that claims the territory of Deathgorge has nearly filled that massive defile with the cracked and picked over bones of their prey – including numerous Giants, Manticores and even the gem-filled carcass of a Stonehorn or two. Although riches galore might be found there, none have yet made it past the hungry beasts to explore. It is said the Mournfangs who live too high up in the Ancient Sky-titan mountains have glowing green eyes and can disappear at will in the misty clouds that crown those majestic peaks. Ogre tribes covet the tiger-striped hunters that range across Mount Bloodhorn, because despite their many attempts, not a single beast has been captured and ridden. Even more impressive, no Ogre who attempted to capture a Mournfang from Mount Bloodhorn has ever returned. To be the first to break such a violent creature and be seen riding it triumphantly would give any Ogre bragging rights across the Ogre Kingdoms.

STONEHORN

Stonehorns are shaggy-haired beasts that make the foothills of the Mountains of Mourn their stomping grounds. They seek out precious metals to eat, using their great iron-hard horns to smash into the rock face in search of such mineral deposits. The charge of a Stonehorn can pulverise stone, collapse a cliff face or shatter a glacier. And that's just what the beast does, smash into the frozen mountainsides, tearing up the terrain in its quest for silver or gold, literally crunching up the rocks and rubble in order to find and follow a rich vein of precious metal.

Fully grown Stonehorns have little or no flesh left on their bony heads, having long ago scraped it off in their constant quest to headbutt the mountains themselves. Irascible to an extreme, they have no patience with other living creatures and charge headlong at them to drive them off or crush them beneath their mighty hooves. Few things can survive such a hefty charge, for Stonehorns are unnaturally heavy, their considerable bulk rising from a peculiar affliction. Stonehorns suffer from a slow form of petrifaction – an act that gradually turns the beast into a living fossil. Even a substance as hard as Dwarf-forged steel will be utterly flattened beneath the crushing tread of the Stonehorn. Yet eventually the creatures turn completely to immobile stone and it is said that the upper slopes of the Mountains of Mourn are dotted with such strange snow-covered statues – beasts that have at last succumbed to old age and turned entirely to rock.

	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	210 points
Stonehorn	7	3	0	6	6	6	2	5	5	Monster	1	

SPECIAL RULES

Frenzy, Large Target, Terror.

Earth-shattering Charge: If a Stonehorn makes a successful charge, it inflicts 3D3 Impact Hits instead of making its normal close combat attacks. In addition, if when calculating the charge range, the two highest dice score a total or 10 or more, then 1 is added to each dice roll, for a total of 3D3+3 Impact Hits. This doesn't prevent the Stonehorn from using its Thunderstomp later in the same turn.

Natural Armour (4+): The Stonehorn has a 4+ armour save.

Stone Skeleton: If an Attack with the Multiple Wounds special rule successfully wounds a Stonehorn, halve the number of Wounds inflicted (rounding fractions up).

OPTIONS:

May take any of the following:
- Jaws of Iron .... 30 points
  Grants the Stonehorn 1 Chomp Attack with the Multiple Wounds (D3) special rule.
- Mace Tail .... 15 points
  Grants the Stonehorn 1 Tail Attack at +1 Strength.

WARHAMMER 40,000

Battle Missions:
Sisters of Battle

Wherever there are foes of the Emperor, the Sisters of Battle will be found fighting with faith and steel. In this article, games developer Robin Cruddace presents three new Battle Missions for Sisters of Battle players to use.

The official Codex: Sisters of Battle can be found in White Dwarf issues 380 and 381, and contain all the rules and background you need to field the army of the Adepta Sororitas in battle.

Dominion with meltagun

Foremost amongst the warriors of the Ecclesiarchy are the Battle Sisters of the Adepta Sororitas. These devout troops are raised from birth to believe in the righteousness of their cause and they constantly guard humanity against the vile hordes of Chaos, the insidious threat of heretics and the assaults of heathen aliens. With their elite training, superb wargear and unshakeable faith in the Emperor, the Sisters of Battle have crushed the foes of Mankind in countless wars across every part of the Imperium.

The Sisters of Battle are the army of the Ecclesiarchy. This monolithic organisation – also known as the Adeptus Ministorum – is dedicated to the worship and veneration of the Emperor. It guides the adulation of the masses and seeks out heretics, traitors, mutants and witches at every turn. It is the stern, power-armoured, bolter-wielding Sisters of Battle that are most strongly

identified with the incontrovertible power of the Ecclesiarchy; holy warriors who enforce doctrine at the barrel of a gun and secure for the Adeptus Ministorum those worlds and relics that cannot be won over with words alone.

The Adepta Sororitas are divided into several major Orders Militant, the fighting strength of each numbering several thousand warriors, as well as many lesser Sisterhoods comprised of around a few hundred Battle Sisters each. An Order's warriors rarely fight together as a single unit, but instead are commonly spread throughout the galaxy, guarding various shrine worlds and prosecuting Wars of Faith and other battles. Nevertheless, the Sisters of Battle are an elite military force that ranks amongst the Imperium's most fanatical defenders, for their unshakeable faith in the Emperor can overcome all but the most terrible of foes.

The duties of the Adepta Sororitas are many and varied. Every concentration of the Ministorum's power must be defended, and a force of Battle Sisters will be present to guard every shrine and fortress-cathedral, as well as the priceless sacred relics housed within them. The compliment of these garrisons may vary from several hundred warriors to guard a reliquary-stronghold to a single Battle Sister maintaining a constant vigil over the bones of a fallen saint.

The Adepta Sororitas also provides the protectors of the Ecclesiarchy's priesthood, and they are tasked with providing them with any military support that may be. At the behest of such powerful figures the Sisters of Battle are called upon to escort hierarchs through warzones, eliminate heretical leaders or launch surgical strikes to recover long-lost artefacts from enemy hands. When the Ecclesiarchy declares a War of Faith, it is fanatically loyal Sisters

of Battle who provide its military might, slaying the Emperor's enemies without mercy or compassion, heedless to the blasphemous protestations of innocence that assail their ears.

Sisters of Battle fight in small units at close quarters, favouring bolters, flamers and meltas to eradicate their enemies utterly. For millennia, the Sisters have practiced a unique method of war, combining rigorous combat doctrine with devout worship to the Emperor. The Sisters of Battle believe their faith to be a weapon stronger than any steel, and with it they accomplish great feats on the battlefield that appear miraculous to the unschooled. Their devotion and unwavering purity acts as a bulwark against corruption, heresy and alien attack, and once battle has been joined the Sisters of Battle will stop at nothing until their enemies are utterly crushed and their taint cleansed.

Selecting your Battle Mission

When choosing a scenario to play from the Battle Missions book, Sisters of Battle players can play the three special missions published here. Just pick one of the usual selection methods (Themed, Random, Ultimate Challenge or Selected), replacing the results of 14, 15 and 16 on the Random Battle Mission table with the following:

Sisters of Battle

14	Battle Mission One: Defend the Shrine
15	Battle Mission Two: Recover the Relics
16	Battle Mission Three: Purge the Arch-Heretic

Defend the Shrine

The Emperor is with us. We shall prevail. Death to the defilers!

- Sister Superior Verita, the Order of Our Martyred Lady

The shrine of a revered Ecclesiarchy saint is in danger of being overrun and defiled by an enemy force. Such desecration cannot be allowed and the Sisters of Battle form a defensive circle to defend the holy site, no matter the cost. The Sisters of Battle are surrounded on all sides and it will not be long before the enemy hauls their heavy weapons into position. The shrine's protectors must stand their ground and defend the shrine long enough for reinforcements to arrive, or one of the Imperium's most sacred monuments will be destroyed.

The responsibility for conducting such an important defence will fall to the most senior of Sisters.

The Battle Sisters fight before a shrine to one of the Emperor's most loyal servants, a shining beacon of faith that inspires the Adepta Sororitas to great acts of heroism. So long as the shrine remains intact the Sisters of Battle will fight with an indomitable strength of spirit. However, should the enemy desecrate the shrine it will surely be seen as a sign that their faith has been found lacking. To fail in this task is to fail not only the Ecclesiarchy, but the Emperor himself, and for a Battle Sister there is surely no worse a fate. So it is that as the enemy advances upon the isolated shrine the Battle Sisters offer up their prayers as they level their ritually blessed weapons. A moment later and they are raining bolter shells upon their approaching foes, the light from the shrine framing the defenders in a glowing halo of brilliance.

Objectives

Set up one objective at the centre of the table – this represents the Ministorum Shrine. The objective for both players is to control the shrine at the end of the game.

Deployment

The players take it in turns to deploy units, starting with the Sisters of Battle. Each player picks a unit, and either deploys it on the table or places it in reserve (note that some units must be placed in reserve – see below). Sisters of Battle units that are deployed on the table must be set up within 12" of the centre of the table. Enemy units that are deployed on the table may be set up anywhere that is more than 18" away from the centre of the table. If for any reason it's impossible to deploy a unit, it must deploy in reserve.

Reserves

The Sisters of Battle player must place half of their Troops units (rounding up, the Sisters of Battle player's choice) and

all of their Fast Attack units in reserve. All other Sisters of Battle units must attempt to deploy within 12" of the centre point of the table if possible. If for any reason it's impossible to deploy a unit, it must deploy as reserves. The enemy player must place their Heavy Support units in reserve, and may place any other units in reserve if they wish. Reserves enter from any table edge.

First Turn

Roll-off to see who gets the first turn. The winner may choose to go first or second.

Game Length

The Sisters of Battle player rolls a dice at the end of game turn 5. On a 1-2, the game ends immediately, and on a 3 or more, the game continues. If the game continues, the Sisters of Battle player rolls a D6 at the end of game turn 6; this time the game ends on the roll of a 1-3, and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 7.

Victory Conditions

At the end of the game the player that controls the objective marker wins the battle. You control the objective if there is at least one of your scoring units, and no enemy unit (any unit, scoring or not), within 3" of it. As different objectives vary in shape and size, it is important to agree at the beginning of the game exactly where this distance will be measured from.

Special Rules

Beacon of Faith: Provided the Ministorum Shrine has not been desecrated (see the Desecration special rule), all Sisters of Battle units within 12" of the Ministorum Shrine gain +1 to both their Acts of Faith rolls and any Shield of Faith rolls they are required to take.

Desecration: The enemy player can attempt to desecrate the Ministorum Shrine during the game. Any unengaged, non-vehicle unit can desecrate the shrine if it begins its Shooting phase in base contact with the objective. If a unit desecrates the Ministorum Shrine, it can do nothing else for the remainder of that turn. If the shrine is desecrated, all Sisters of Battle units on the table lose their Shield of Faith special rule and suffer a -1 penalty to their Acts of Faith rolls for the remainder of the game.

Line of Retreat: All units will fall back towards the nearest table edge.

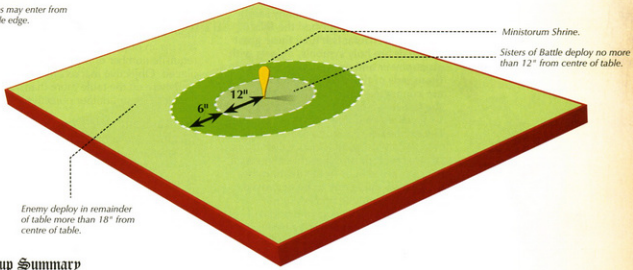Fanatical Ecclesiarchy Preachers would rather die than let a Ministorum Shrine be defiled.

A Canoness leads her Battle Sisters in the defence of a Ministorum Shrine against hordes of Orks.

Defend the Shrine Deployment Map

Reserves may enter from any table edge.

Ministorum Shrine.

Sisters of Battle deploy no more than 12" from centre of table.

6" 12"

Enemy deploy in remainder of table more than 18" from centre of table.

Set-up Summary

- Place one objective at the centre of the table.
- Take it turns, starting with the Sisters of Battle, to deploy units or place them in reserve.
- The Sisters of Battle player must place at least half their Troops units and all their Fast Attack units in reserve.
- The Sisters of Battle must deploy within 12" of the centre of the table.

- Any Sisters of Battle units that cannot be deployed within 12" of the centre of the table are placed in reserve.
- Enemy units must deploy more than 18" from the centre of the table.
- The enemy must place their Heavy Support units in reserve, and may place any other units in reserve.

Recover the Relics

"The enemy seeks to despoil the Emperor's most holy treasures. Such an affront cannot be allowed to go unpunished."

— Canoness Amelda, the Order of the Ebon Chalice

Sister Celestine leads the Adepta Sororitas into a ruined reliquary to recover holy artefacts.

To the Sisters of Battle relics are objects of reverence, and they will fight all the harder to recover them.

The history of the Ecclesiarchy stretches back to the dawn of the Imperium, ten thousand years ago. During this time it has seen many saintly heroes who have vanquished the foes of the Emperor. Artefacts left by these great individuals are holy symbols, objects with great power and mystery. There are many thousands of these relics, some of which are connected with the greatest saints the Imperium has known. Such items can be small, unassuming things – a polished finger bone, a shard of a broken sword, a bloody death shroud – but to the Sisters they are revered, irreplaceable objects all, and they would fight to the death rather than allow a single one to be destroyed.

Should one of the Ecclesiarchy's reliquaries fall, the Sisters of Battle will be tasked with stemming the ruins and recovering as many relics as possible. Such missions are desperate indeed; the Sisters need to sift through the rubble before approaching foes arrive to destroy the very artefacts the Adepta Sororitas are recovering. If the Battle Sisters are quick, they may find potent icons of faith to inspire them, or perhaps even a sacred weapon to turn upon the defilers. Should they tarry, the Ecclesiarchy's most valued artefacts may be lost forever.

Objectives

Set-up D3+2 objective markers before either side deploys or rolls for deployment area. The Sisters of Battle player sets up their objective first, then the enemy player sets up an objective, and so on until the requisite number of markers have been placed. Objective markers must be placed anywhere on the table more than 12" from a table edge or another objective.

Deployment

Split the table into four quarters and roll-off to see which player picks the quarter they will deploy in. The opposing player deploys in the opposite table quarter.

The Sisters of Battle player deploys first anywhere in their quarter that is more than 9" away from the centre of the table. The enemy player then does likewise.

Reserves

Both sides may place any number of units in reserve.

First Turn

The enemy player rolls a D6. On a 6 the enemy player seizes the initiative and goes first, otherwise the Sisters of Battle player takes the first turn.

Game Length

The Sisters of Battle player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more, the game continues. If the game continues then the Sisters of Battle player rolls a D6 again at the end of game turn 6; this time the game ends immediately on the roll of a 1-3 and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 7.

Victory Conditions

At the end of the game, each player scores a number of victory points for each relic they have recovered or destroyed (see the Special Rules below). The player with the highest total victory points wins.

Special Rules

Holy Relics: The objective markers represent places where holy relics may be found. The Sisters of Battle player is attempting to find and recover these relics whilst the enemy player is attempting to find and destroy them.

Any unengaged, non-vehicle unit can search for a holy relic if it begins its Shooting phase in base contact with an objective marker. Searching for a relic does not prevent a unit from shooting that phase, but if a unit searches for a holy relic it cannot run or launch an assault that turn. If a unit searches for a holy relic, remove the objective marker from play, roll a D6 and consult the table on the right to find out what is discovered.

D6	Result of Search
1	**Nothing:** *Despite a thorough search, no relics can be found.* Neither player receives any victory points.
2-4	**Saintly Bones:** *A small stasis-field is discovered within which are the assorted skeletal remains of a martyred saint.* If a Sisters of Battle unit discovered the Saintly Bones, make a note of which model in the unit will carry the holy relic – this model counts as having a Simulacrum Imperialis. If the model carrying the Saintly Bones is alive at the end of the game, the Sisters of Battle player gains 1 victory point. If this model is slain, or if the enemy player discovers the Saintly Bones first, the enemy player receives 1 victory point instead.
5	**Blessed Weapon:** *Beneath a pile of rubble is found a gilded altar upon which lies a shining golden blade.* If a Sisters of Battle unit discovered the Blessed Weapon, make a note of which model in the unit will carry the Blessed Weapon that always wounds on a 4+ (unless a lower roll would be required). If the model carrying the Blessed Weapon is alive at the end of the game, the Sisters of Battle player gains D3 victory points. If she is slain, or if the enemy player discovers the Blessed Weapon first, the enemy player gains D3 victory points instead.
6	**Ecclesiarchy Cardinal:** *Instead of a holy artefact, the warriors find an aged Cardinal kneeling in silent prayer to the Emperor.* If a Sisters of Battle unit discovered the Ecclesiarchy Cardinal, replace the objective with a model to represent him (a spare Ecclesiarchy Priest model is ideal) – this model has the same rules and wargear as an Ecclesiarchy Confessor and is controlled by the Sisters of Battle player from that point on. If the Ecclesiarchy Cardinal is alive at the end of the game, the Sisters of Battle player gains D6 victory points. If this model is slain, or if the enemy player discovers the Ecclesiarchy Cardinal first, the enemy player receives D6 victory points instead.

Recover the Relics Deployment Map

Enemy deployment area & table edge.

Centre of table.

9"

Sisters of Battle deployment area & table edge.
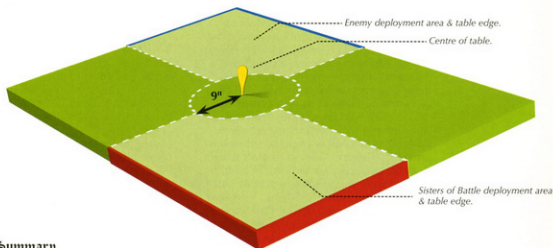
Set-up Summary

- Take it in turns, starting with the Sisters of Battle, to set-up D3+2 objective markers at least 12" from a table edge or another objective.
- Roll-off for deployment areas.
- The Sisters of Battle deploy first more than 9" from the centre of the table.
- The enemy deploy second more than 9" from the centre of the table.
- Both players may place any number of units in reserve.

Purge the Arch-Heretic

"Heretics crave the cleansing fire of absolution. They need not fear, for we shall deliver."

- Retributor Superior Josmane, the Order of the Sacred Rose.

The Chaos Space Marine Arch-Heretic has preached his corruption for the last time.

Heretics take many forms. Most are lost humans, whose weak minds have been corrupted by the manifold temptations of a dark and sinister galaxy. None are immune – planetary governors, Imperial Guard commanders and even whole Space Marine Chapters have been declared heretic and been exterminated as such by the Sisters of Battle. Yet there is no stricture within the Ecclesiarchy that heresy is a purely human crime. Aliens can also be sanctioned as heretics – that the creed against which they transgress is not their own is of no account. Nevermore so is this true than of the alien who chances his army against the Emperor's Will by inciting rebellion, subverting the will of Imperial subjects or invading by force. Genesis matters naught – all heretics are damned, and all must be purged with fire, lest their apostasy gather a following.

Heresy has begat uprising, and uprising has begat war. What began as a spark of unbelief and apostasy has become a guttering flame, one that will reduce a sector to tainted ash if it is not stopped, and stopped soon. Thus do the Sisters of Battle go to war, holy fervour lending them the strength to overcome the corrupt might of the insurrectionists. For lasting victory to be achieved, the Arch-Heretic at the uprising's

With bolt shell do the Sisters of Battle slay the heretics, with flame do they purge the tainted.

core must be slain and his body submitted to flames lest his taint continue to spread. The Sisters of Battle are tasked not merely with defeating this foe, but with utterly scouring him from existence. They must cleanse every pocket of resistance, leaving only the scorched bones of their enemies in their wake. Only in this way can the threat of heresy be truly eradicated.

Objectives

The Sisters of Battle player is the attacker in this scenario and his opponent is the defender. The Sisters of Battle player's objective is to cause as much damage to the enemy as possible (see victory conditions, below) by slaying the Arch-Heretic in the defender's army and as many of his minions as possible. The objective for the defender is to protect the Arch-Heretic and destroy the Sisters of Battle.

Deployment

The defender must deploy his entire army within 12" of the centre point of the table, starting with his HQ unit(s). If for any reason it's impossible to deploy a unit, it must deploy as reserves.

Unless using Deep Strike onto the battlefield, the Sisters of Battle enter play on their first turn, moving on from either of the long table edges.

Reserves

The enemy player cannot place any of his units in reserve voluntarily, but may be forced to do so during deployment (see above). Those units that do enter from reserve enter play from either of the short table edges.

Sisters of Battle units that have the Deep Strike special rule must be placed in reserve. The Sisters of Battle player may place any or all of his other units in reserve. Unless they Deep Strike onto the battlefield, Sisters of Battle units that are placed in reserve enter play from either of the long table edges.

First Turn

The Sisters of Battle player automatically takes the first turn.

Game Length

The Sisters of Battle player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more, the game continues. If the game continues then the Sisters of Battle player rolls a D6 again at the end of game turn 6; this time the game ends immediately on the roll of a 1-3 and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 7. As soon as the game ends, before working out victory conditions, remove all units that are falling back – these count as destroyed.

Victory Conditions

At the end of the game, each player scores 1 victory point for each enemy unit they completely destroy, regardless of type. In addition, if the Arch-Heretic (see below) is slain, the Sisters of Battle player gains an additional D3 victory points. If the Arch-Heretic is slain and he suffered at least one unsaved wound during the battle from a flamer, hand flamer, combi-flamer or heavy flamer, the Sisters of Battle player instead gains an additional D6 victory points. If the Arch-Heretic has not been slain by the end of the game, the Sisters of Battle automatically lose, regardless of the victory points score. Otherwise, the player with the highest total victory points wins.

Special Rules

Arch-Heretic: At the beginning of the game, after the defender has deployed, but before the first turn begins, the defender nominates one of his non-vehicle HQ models to be the Arch-Heretic (make sure both players know who the Arch-Heretic is).

The Arch-Heretic, and any friendly unit within 12", has the Fearless rule in this mission. In addition, on a player turn in which the Arch-Heretic assaults, he and all members of the unit he has joined re-roll failed rolls to hit in close combat.

Abhor the Heretic: All Sisters of Battle units have the Preferred Enemy (Arch-Heretic) rule in this mission.

Arch-Confessor Kyrinov's sermons bolster the faith of the faithful, and instil fear in the hearts of heretics.

Purge the Arch-Heretic Deployment Map

Centre of table.

Defenders deploy no more than 12" from centre of table.

12"

Sisters of Battle move on from either of the long table edges.
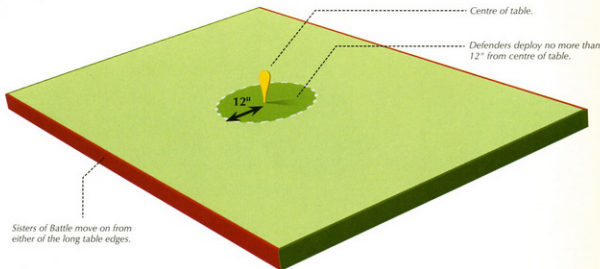
Set-up Summary

- The defender deploys first, starting with HQ units, within 12" of the centre of the table.
- The defender cannot voluntarily place any units in reserve, but may be forced to do so (see above).
- The defender nominates one of his non-vehicle HQ units to be the Arch-Heretic.

- The Sisters of Battle player must place all units that can Deep Strike in reserve. Any other unit can be placed in reserve.
- The Sisters of Battle enter play on their first turn from either of the long table edges.

The Desecration of Angel Spire

Waaagh! Uggrot had almost brought the Hive World of Acheron IV to its knees by the time a battlehost of sisters from the Order of the Argent Shroud made planetfall. But to the surprise of the embattled Imperial defenders, the Sisters of Battle struck their first blow at the Shrine of Saint Helena located at Angel Spire, an outpost long since overrun by the greenskin invasion. Verena Armenii, Canoness of the Argent Shroud's strikeforce, had deemed the recovery of the relics lost during the destruction of the Shrine of Saint Helena as a top priority, and led the mission personally to ensure its success.

But the greenskin presence in the area had far from abated, with many Ork warbands still looting and pillaging, and the Sisters of Battle found themselves under sustained attack almost immediately upon their arrival. Hordes of Ork Boyz charged headlong at the Sisters, who methodically cut them down with disciplined volleys of bolter fire. The arrival of Uggrot's arch-rival, Grog Chewtops, steadied the wavering Ork lines and they renewed their furious attack, reaping a heavy toll on the Sisters of Battle, and butchering an Ecclesiarchy Cardinal they found amid the ruins of the Shrine.

At the battle's climax, a pincer assault by a squad of Seraphim, and three Penitent Engines on the flanks culminated in the death of the Ork leader and finally broke the greenskins' resolve and they fled the battlefield. The Sisters recovered the missing relics but the cost of victory had been high.

BATTLE SCENES
A SNAPSHOT OF A BATTLE IN PROGRESS

Lost and Found

As the Ork assault gained momentum, Seraphim Superior Cammile spotted a sword hilt lying half-buried in a shell crater. Leading her squad forwards, she grasped the hilt and pulled it free, revealing the revered Sword of Saint Helena in all its glory, bathed in a glowing nimbus of divine light. With this majestic blade in hand, Camille swept into the Ork lines and scythed them down. In the midst of the swirling melee, Camille struck the head of Grog Chewtops from his shoulders with a single stroke and the Orks fled before her wrath.

It is an age of darkness and strife. Mankind teeters on the brink of oblivion, stayed only by the eternal vigilance of the Imperium's armies.

In Warhammer 40,000, you and an opponent take control of opposing armies of miniatures and battle it out across the tabletop in a variety of thrilling missions.

The Assault on Black Reach boxed game has everything you need to start playing Warhammer 40,000 including two complete forces – the heroic Space Marines and the barbaric Orks. Can the valiant Space Marines halt the green tide or will the world of Black Reach fall into the hands of a despotic Ork Warlord?

Box Contents:

- **Space Marines**
  1 Space Marine Captain
  10 Tactical Space Marines
  5 Space Marine Terminators
  1 Space Marine Dreadnought

- **Orks**
  1 Ork Warboss
  20 Ork Boyz
  5 Ork Nobz
  3 Ork Deffkoptas

- **Pocket-sized rulebook**

- **Starter booklet**

- **2 range rulers**

- **Dice**

- **Transfer sheet**

- **Templates**

ASSAULT ON BLACK REACH
Now available in Dutch

WARHAMMER 40,000 BOXED GAME

Dreadfleet

There are so many different miniatures and thematic scenery pieces contained within the Dreadfleet box that the Hobby Team offered to paint a set and explain how they did so. We didn't threaten to make them walk the plank. Honest.

Our first Able Seaman is notorious hobby hero Duncan Rhodes, who behind his rather unnerving smile is actually a thoroughly nice bloke. The bouts of delirious cackling and mad ravings are entirely normal, so don't be alarmed if you ever meet him in person. We've yet to discover whether these 'quirks' in his character are the result of sampling Jervis' warpstone snuff or not.

Whilst it's true that you don't need to paint your Dreadfleet miniatures to get stuck in to the game – you could just clip the warships and scenery from the frames and push them together – there's no comparison to a game played with beautifully painted warships. With an instantly impressive-looking seascape already included in the box, a fully painted Grand Alliance and Dreadfleet arrayed for battle amidst the characterful terrain of the Galleon's Graveyard is a sight to stir even the driest and most desiccated of Undead hearts.

Each of the warships included in Dreadfleet is a character in its own right, a vessel with its own personality to match that of its piratical captain. With this in mind we've put together this rather weighty painting guide, showing you how to paint each of the warships – not to mention the multitude of shipwrecks, rocky islands, smaller cogs and treasure tokens that also come in the box.

Although we've shown you how to paint each of the warships separately, there are many steps in common with each. Most of the warships were only partly assembled, the various sub-assemblies painted separately before the miniature was glued together at the end. This is especially true for warships with interior detailing – such as Skabrus and the Shadewraith – as well as any sail-class warships, the masts and sails for which are painted separately and then affixed to the hull after it's complete. The

base of each of the warships is painted the same way and a painting guide for this can be found later in the article.

There are also many stages that are the same from warship to warship – where we haven't described how to paint an area on a ship – the gold on the Flaming Scimitar or the steel on the Swordfysh, for example – just refer to a similar technique from another warship.

Regardless of the warship, there are a few handy tips that we've gathered whilst painting the fleets that might come in handy when you're painting your own warships. Foremost amongst these is to start off by painting the decking. This is often the messiest part of the miniature, so by getting that out of the way first you won't end up

painting over later stages such as the hull or the detailing. Of course, if you're very careful you can save the decking till last, but it's probably best not to.

It's also a good idea to paint the sails separately, before you assemble the finished warship. Not only are these likely to be a completely different colour, but often will prove hard to reach once glued into the hull. Simply paint them individually and then glue them into place once the warship has finished.

Although we've presented each of the stages side by side, you might want to paint all four stages for each colour separately. Finally, don't feel that you have to paint all of your warships to the same level – you can leave it at stages 2 or 3 if you like.

Steve Bowerman is the latest member of the Hobby Team to be press-ganged into service, but he has taken to his new role with gusto and great aplomb. Considering his first job was to swab the poop decks, he has shown remarkable dedication – a character trait of which he should be proud. We were so impressed that we even let him do some painting as a reward.

ASSEMBLY

Steve assembled the *Heldenhammer's* hull in its entirety before he started painting. The sails were attached to their respective masts but were left off the model at this stage, to be painted separately.

The *Heldenhammer*, like all the warships in the game, is an intricate model with many finely detailed components. Nevertheless, building your warship is not difficult: start by gathering all parts with the code letter 'J'. Stick the two sides of the hull together, trapping the temple and deck parts in-between. Then attach the figurehead and place on the correct sea base. It's now ready for painting.

The temple was painted in light stone colours.

The symbols are raised detail for ease of painting.

With the *Heldenhammer*, and all the warships, the order in which you paint certain areas is important. So a bit of planning before you start doesn't hurt as this will save you time at a later date, and prevent you ending up in a constant cycle of retouching areas you've already painted. A good example is the deck, which Steve finished off with a drybrush layer of Bleached Bone (this was preceded by a basecoat of Khemri Brown, followed by a wash of Devlan Mud). There is little point painting the temple front if you're going to catch it when drybrushing the deck. To this end, Steve painted the

Heldenhammer in an optimal sequence starting with the aforementioned deck, then painting the hull, followed by the temple, the figurehead and then picking out details such as the cannons with Mithril Silver.

The sails were painted separately. To ensure a rich, smooth red canvas for the basecoat, Steve used a 1:1 mix of Mechrite Red and Blood Red applying it is with the spray gun for an even coat. For the iconography on the sails Steve applied a basecoat of Vomit Brown, followed by a wash of Gryphonne Sepia. He then edge highlighted it with Vomit Brown, followed by Bleached Bone to finish.

Painting the Hull

Step 1: From a Chaos Black undercoat, basecoat the hull with Mechrite Red.

Step 2: Liberally apply a wash of Baal Red. Do not worry about the detailing at this stage.

Step 3: Layer on a 1:1 mix of Mechrite Red and Blood Red. Repaint the raised detailing with Chaos Black.

Step 4: Edge highlight the hull with Blood Red, followed by a finer highlight of Vomit Brown.

Step 5: Basecoat the temple walls with Codex Grey, and the roof with Fenris Grey.

Step 6: Next, brush Badab Black directly into the recesses, but apply it more liberally over the roof and around the tiles.

Step 7: Edge highlight the walls with Fortress Grey. Give the tiles a second wash of Badab Black.

Step 8: Finally, apply a fine edge highlight of Skull White to the temple walls and drybrush the tiles with Shadow Grey.

Painting the Sails

Step 1: Paint the sails with a 1:1 mix of Mechrite Red and Blood Red using the Citadel Spray Gun.

Step 2: Brush Devlan Mud directly into the folds of the canvas. Repaint the iconography Chaos Black.

Step 3: Highlight the raised areas, mainly around the folds, with a 1:1 mix of Blood Red and Vomit Brown.

Step 4: Carefully apply a further, final, highlight of pure Vomit Brown on top of the previous layer.

Painting Sigmar's Wrath

You might want to tackle the great brass clockwork statue that adorns the bow of the warship last.

Step 1: Basecoat with a 1:1 mix of Scorched Brown and Shining Gold.

Step 2: Layer the statue with pure Shining Gold.

Step 3: Wash the gold with Devlan Mud, coating the whole surface.

Step 4: Apply Burnished Gold to the raised areas.

Step 5: Paint a final highlight of Mithril Silver onto the most prominent areas of the statue.

ASSEMBLY

The Bloody Reaver is a large warship with plenty of pieces and lots of detail. To make sure that you can paint all of the detail, assemble the warship as several sub-assemblies. Assemble the hull in two halves, so that you can reach all of the citadel – glue the citadel in place, as well as the outer shipwreck piece, but do not glue the two halves together yet. Attach the sails to the masts, but leave these separate, along with the base. Once the warship is complete, glue the masts into position and then glue both halves of the hull together.
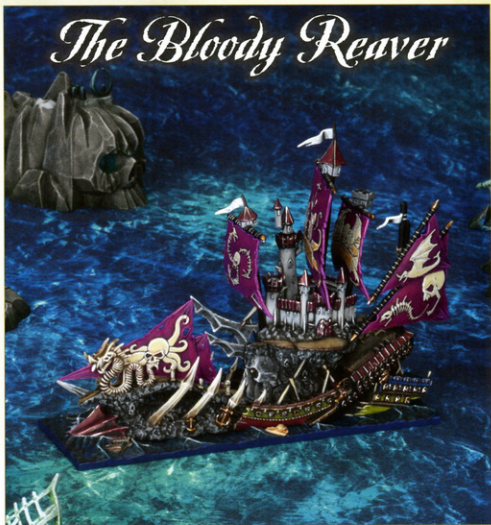
The yearning cave entrance is cast as an evil face.

Duncan has painted the ship's legend on the sail.

Duncan painted the Bloody Reaver, saving it till last (although we're proudly showing it off first). 'It's the biggest and most imposing of warships in the Dreadfleet, so I wanted to wait until I'd finished the other ships before tackling it,' he explains.

The model is a large warship festooned with intricate detail, so it's important that you make sure you can reach it all with your paintbrush. Duncan painted each of the components before assembling the Bloody Reaver – the two halves of the hulking great hull, each of the four sails as well as the base.

The sails cleverly lock into position as the two halves of the Bloody Reaver's hull clip together, so you either need to assemble it all first or paint it all and then assemble it. 'I'd recommend painting it first, as you can get at all of the detail on Noctilus' keep that way. Some of the sails sit quite closely together so you need to paint those first too or else you'll struggle to get your brush into the gaps.'

Duncan drybrushed the rocky outcrop that forms the centre of the Bloody Reaver first, as it is quite a messy stage and he didn't want to get paint on the other shipwrecks after he'd painted them.

Painting the Hull

Step 1: Basecoat the rocky part of the hull Adeptus Battlegrey.

Step 2: Apply a wash on the rock with a 1:1 mix of Devlan Mud and Badab Black.

Step 3: Next, drybrush the rocky texture with Codex Grey.

Step 4: Finish the rock by drybrushing it lightly with a 1:1 mix of Fortress Grey and Skull White.

Step 5: Basecoat the shipwrecks Mordian Blue, Knarloc Green and Mechrite Red respectively. Basecoat the gold with a 1:1 mix of Shining Gold and Scorched Brown.

Step 6: Wash the shipwrecks Devlan Mud. Layer on Shining Gold to all of the gold areas.

Step 7: Layer the blue wreck with Mordian Blue, the green wreck with Camo Green and the red wreck with Red Gore. Wash the gold Devlan Mud.

Step 8: Highlight the blue Space Wolves Grey, the green a 1:1 mix of Camo Green and Skull White, the red with Kommando Khaki and the gold with Mithril Silver.

Painting the Sails

Step 1: Basecoat the sails with Liche Purple.
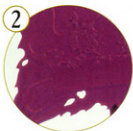
Step 2: Then paint a coat of Warlock Purple over the basecoat.

Step 3: Wash the sails with a liberal coat of Leviathan Purple.

Step 4: Layer the sails with Warlock Purple. Highlight the edges with a 1:1 mix of Warlock Purple and Skull White.

Painting the Citadel

Step 1: Basecoat the castle Codex Grey and the roof with Mechrite Red.

Step 2: Wash the walls with Badab Black. Layer the roof with Red Gore.

Step 3: Layer the castle walls with Fortress Grey and wash the roof with Badab Black.

Step 4: Layer it with a 1:1 mix of Fortress Grey and Skull White. Highlight the roof Mithril Silver.

Step 5: Finally, apply an edge highlight of Skull White to the castle.

ASSEMBLY

The hull of the *Flaming Scimitar*, the Tempest Djinn and the Fire Efreet were glued together and painted as one piece. The sails were glued to the masts and painted separately, along with the base.

The Flaming Scimitar

Painting the Elementals and Hull
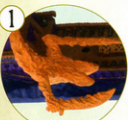
Step 1: Basecoat the hull Liche Purple, the deck Calthan Brown, the Fire Efreet Macharius Solar Orange and the Air Djinn Astronomican Grey.

Step 2: Wash the hull Leviathan Purple and the deck with Devlan Mud. Wash the Efreet Baal Red and the Djinn with watered-down Shadow Grey.

Step 3: Layer the hull with a 1:1 mix of Liche Purple and Warlock Purple. Drybrush the deck Bleached Bone. Layer the Djinn Astronomican Grey and the Efreet with a 1:1 mix of Solar Macharius Orange and Golden Yellow.

Step 4: Edge highlight the Djinn with Skull White and the Fire Efreet with Sunburst Yellow.

Painting the Sails

Step 1: Basecoat the sail Vomit Brown. Paint the fire and the air motifs in the same way as the Tempest Djinn and the Fire Efreet.

Step 2: Layer on a 1:1 mix of Vomit Brown and Bleached Bone, leaving the basecoat showing in the recesses of the sail.
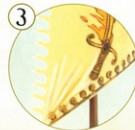
Step 3: Apply a Bleached Bone edge highlight to the sail.

Step 4: Finally, apply an edge highlight of Skull White to the sail.

The Shadewraith

Painting the Hull

Step 1: Undercoat both sides of the hull with Chaos Black Spray. Use the Citadel Spray Gun to basecoat it Astronomican Grey.

Step 2: Wash the hull with Thraka Green. Pick the seaweed out with Scorched Brown.

Step 3: Wash the seaweed Badab Black. Layer the hull with Astronomican Grey, making sure the green still shows in the recesses.

Step 4: Apply a watered-down mix of 1:1 Thraka Green and Scorpion Green in patches to random recesses. Finally, edge highlight everything with Skull White.

Painting the Torch

Step 1: Basecoat the torch with a coat of Astronomican Grey.

Step 2: Wash the torch with a generous coat of Thraka Green.

Step 3: Highlight the edges of the torch with Astronomican Grey. Apply a watered-down mix of 1:1 Thraka Green and Scorpion Green to the torch flame.

Step 4: Wash a watered-down mix of 1:1 Dark Angels Green and Snot Green into the recesses of the torch flame.

ASSEMBLY

The *Swordfysh* is straightforward to paint and assemble. The warship was painted separately from the base and the sails.

The Swordfysh

Painting the Hull

Step 1: Basecoat the gold with a 1:1 mix of Scorched Brown and Shining Gold. Basecoat the bone and shells with Dheneb Stone.

Step 2: Edge highlight the hull with Adeptus Battlegrey. Wash the bone with Devlan Mud. Layer the gold with Shining Gold.

Step 3: Edge highlight the hull with Codex Grey. Layer the bone with Bleached Bone and wash the gold with Devlan Mud.

Step 4: Highlight the bone with Skull White and the gold with Mithril Silver.

Painting the Sails

Step 1: Paint the bone Astronomican Grey and the green a 1:1 mix of Dark Angels Green and Enchanted Blue, and the sails a 1:1 mix of Codex Grey and Chaos Black.

Step 2: Wash the bone with watered-down Shadow Grey. Wash the green with Badab Black. Edge highlight the sails with Codex Grey.

Step 3: Layer the bone with Astronomican Grey and the green with the same mix as for Stage 1.

Step 4: Wash the sail cloth with Badab Black. Highlight the bone with Skull White and the green with a 1:1:1 mix of Enchanted Blue, Dark Angels Green and Skull White.

The Curse of Zandri

Painting the Marble

Step 1: Edge highlight the marble on the Ushabti and Necrosphinx with *Dark Angels Green*.

Step 2: Carefully pick out the trimmings on the armoured hoods of the statuary with *Shining Gold*.

Step 3: Edge highlight the marble areas with *Hawk Turquoise*.

Step 4: Apply a final edge highlight to the marble areas with *Ice Blue*.

Painting the Wicker

Step 1: Basecoat the wicker on the hull with *Khemri Brown*.

Step 2: Wash the wicker with *Devlan Mud*.

Step 3: Drybrush with *Desert Yellow* when this stage has dried.

Step 4: Finally, drybrush the wicker areas with *Bleached Bone*.

ASSEMBLY

The three parts of the hull of *Grimnir's Thunder* were painted separately, allowing access to the interior. Once painted, the warship was glued to the painted base.

Grimnir's Thunder

Painting the Hull

(1)

Step 1: Basecoat the steel areas with Chainmail and the gold areas with a 1:1 mix of Shining Gold and Scorched Brown. Paint the engines Tin Bitz.

(2)

Step 2: Apply a wash of Badab Black to the steel. Layer the gold with Shining Gold. Layer the engines a 1:1 mix of Tin Bitz and Dwarf Bronze.

(3)

Step 3: Once the wash is dry, layer the steel panels with Chainmail. Wash the gold and the engines with Devlan Mud.

(4)

Step 4: Edge highlight the steel panels, the gold and the brass engines with Mithril Silver.

Painting the Green Panels

(1)

Step 1: Basecoat the green panels with a layer of Knarloc Green, carefully painting around the gold trim areas.

(2)

Step 2: Wash the green panels with a coat of Badab Black.

(3)

Step 3: Neatly paint over the green panels with Snot Green, leaving the wash showing around the edges.

(4)

Step 4: Edge highlight the green with Goblin Green. Paint the base and dirigible as explained later.

The Black Kraken

Painting the Hull

Step 1: Undercoat the whole model with Chaos Black spray. Paint the steel areas Boltgun Metal and the brass detailing with Tin Bitz.

Step 2: Edge highlight the hull with Adeptus Battlegrey. Layer the brass with a 1:1 mix of Tin Bitz and Dwarf Bronze. Wash the steel with Badab Black.

Step 3: Edge highlight the hull with Codex Grey. Highlight the steel with Chainmail and wash the brass with Devlan Mud.
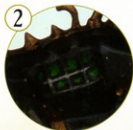
Step 4: Finally, apply an edge highlight of Mithril Silver to both the steel and the brass.

Painting the Eye

Step 1: Basecoat the Black Kraken's eye Orkhide Shade, being careful not to get paint on the steel cage that surrounds it.

Step 2: Layer the eye with Snot Green, leaving the basecoat showing around the edges.

Step 3 Apply a highlight of Scorpion Green, again leaving the previous coat showing.

Step 4: Finally, apply a small dot of Skull White in the centre of each panel. Paint the base separately, as described later.

The Seadrake

Painting the Hull

Step 1: Basecoat the towers with Dheneb Stone, the hull with Astronomican Grey and the roofs with Fenris Grey.

Step 2: Wash the towers with Gryphonne Sepia, the recesses of the hull with watered-down Shadow Grey and the roofs with Badab Black.

Step 3: When dry, layer the towers with Bleached Bone, the hull with a 1:1 mix of Skull White and Astronomican Grey, and the roof with Shadow Grey.

Step 4: Edge highlight the towers and the hull with Skull White, and the roofs with Space Wolves Grey.

Painting the Sails

Step 1: Basecoat the sails with Regal Blue.

Step 2: Layer the sails with Enchanted Blue and pick out the runes and trimmings with Astronomican Grey.

Step 3: Edge highlight the sails with a 1:1 mix of Enchanted Blue and Space Wolves Grey, and the trimmings with Astronomican Grey and Skull White.

Step 4: Edge highlight the sails with Space Wolves Grey and the trimmings with Skull White.

Skabrus
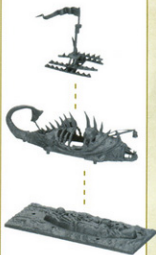
Painting the Corpse

Step 1: Basecoat the model
Dheneb Stone. The wood is picked
out in Scorched Brown, the bell
with a coat of Dark Angels Green.

Step 2: Wash the skin with a mix of
Leviathan Purple and Ogryn Flesh.
Wash the wood with Devlan Mud
and highlight the bell Snot Green.

Step 3: Layer the skin with a watery
coat of Fortress Grey. The wood is
layered with Scorched Brown, the
bell with Scorpion Green and the
teeth with Bleached Bone.

Step 4: Apply a fine highlight of
Skull White to the skin, bell and the
teeth. The wood is highlighted with
Kommando Khaki.

Painting the Guts

Step 1: Basecoat the guts Mechrite
Red and paint the brass with a 1:1
mix of Tinbitz and Dwarf Bronze.

Step 2: Wash the guts with a 1:1
mix of Devlan Mud and Baal Red.
Wash the brass with Devlan Mud.

Step 3: Layer the guts with a 1:1
mix of Mechrite Red and Blood
Red. Wash the brass with a 1:1
mix of Hawk Turquoise and Dark
Angels Green.

Step 4: Highlight the guts with
Kommando Khaki, then wash them
with Baal Red. Lightly drybrush the
brass areas with Chainmail.

Additional Details

EVERYTHING ELSE
Once you've painted all of the warships, there are plenty of other components to paint. There are loads of islands and shipwreck pieces, and you can find the guide to painting those over the page. There is also an auxiliary piece for each warship (apart from the Shadewraith) – we painted ours in a similar style to their parent warships. Two of the auxiliaries, however, require a bit more attention – the Dirigible and the Dragon, and we've presented the guide for those below. Finally, there are little details such as the treasure tokens, the wind gauge and the navigation rod – we recommend using the guides for painting gold and bone found earlier.

Painting the Dwarf Dirigible
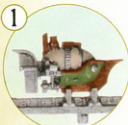
Step 1: Basecoat the balloon Dheneb Stone. The gold, green and steel is painted in the same way as for Grimnir's Thunder.
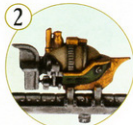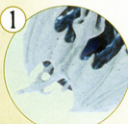
Step 2: Wash the balloon with Devlan Mud.

Step 3: Layer the balloon with a coat of Dheneb Stone.

Step 4: Highlight the balloon with Skull White. This painting guide can be used for both the Dirigible auxiliary and the one found in Grimnir's Thunder.

Painting the High Elf Dragon

Step 1: Basecoat the Dragon with Astronomican Grey.

Step 2: Wash the Dragon with watered-down Shadow Grey.

Step 3: Layer the Dragon with a 1:1 mix of Skull White and Astronomican Grey.

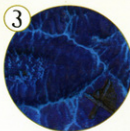**Step 4:** Apply a final highlight of Skull White.
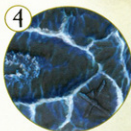
Painting Water and Waves

Step 1: Basecoat the water with Regal Blue.

Step 2: Heavily drybrush the water with Enchanted Blue.

Step 3: Drybrush the water Ice Blue, but this time concentrate on the crests of the waves.

Step 4: Apply a heavy wash of a 1:1 mix of Badab Black and Thraka Green. Then paint watered-down Skull White on the wave crests.

Painting the Dwarf Shipwreck

Step 1: Basecoat the Dwarf shipwreck with Bestial Brown.

Step 2: Stipple the area with Blazing Orange.

Step 3: Wash with Devlan Mud.

Step 4: Apply a rough edge highlight with Mithril Silver.

With your warships and auxiliaries finished, its time to make a start on painting the rocky terrain that litters the Galleon's Graveyard.

Painting Islands

① Step 1: Basecoat the rocks with Charadon Granite, before stippling a second layer when dry to exaggerate the rocky texture.

② Step 2: Drybrush the rocks with Tausept Ochre, and stipple the rock faces with patches of Gretchin Green. When dry, wash the lower recesses with Thraka Green.
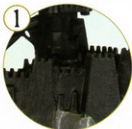
③ Step 3: Drybrush the rocks with Fortress Grey and layer the skulls with Astronomican Grey.

④ Step 4: Drybrush the rocks and highlight the skulls with Skull White.

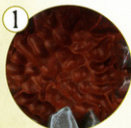**⑤ Step 5:** Wash the recesses of the rocks with Badab Black.

① Step 1: Basecoat the castle walls with Chaos Black, then drybrush with Dark Angels Green when dry.
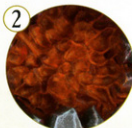
**② Step 2:** Drybrush the castle walls with Hawk Turquoise.

③ Step 3: Apply a light drybrush of Skull White, keeping to the crenellations and edges of the castle as much as possible.

① Step 1: Basecoat the bubbling lava with Mechrite Red before stippling the surrounding rocks to lend them a glowing effect.

② Step 2: Layer the lava with Blazing Orange, stippling the surrounding rocks as before.
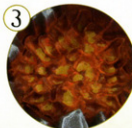
③ Step 3: Layer the lava with small spots of Iyanden Darksun.

④ Step 4: Spot highlight the lava with Skull White and line the recesses between the lava bubbles with Chaos Black.

Preparing Your Models

When it comes to making your warships and scenery, indeed any of your miniatures, look as spectacular as possible on the tabletop, it is essential to take the time to fully prepare them before you begin painting. There is little that frustrates a hobbyist more than finishing a beautifully painted miniature only to have the overall effect ruined by an unsightly mould line.

Thankfully, there are a number of fantastic hobby products fresh from the Citadel forges that make this task even easier to perform. From the Plastic Cutters that help you clip each component from the frame to the Fine Detail Brush with which to apply the final brush stoke, you are spoilt for hobby equipment at every stage!

However, with many of the warships in Dreadfleet, you will want to paint them in separate sub-assemblies before gluing them together, as mentioned earlier. With this in mind, remember not to get too carried away with building your lovely new warships, or you risk not being able to paint some of the details properly.
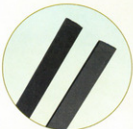
Tools of the Trade

Plastic Cutters are the weapon of choice when it comes to removing components from their parent sprue, using the flat edge of the clippers against the plastic.

The Citadel Cleanup Kit provides you with two incredibly useful tools to aid you in your task of cleaning up any mould lines and flash before you start building your miniatures.

For the more delicate components on your miniatures, try using a Citadel Emery Board to clean up any mould lines in order to reduce the potential risk of damage.

Citadel Liquid Green Stuff was designed for use on all your Citadel Miniatures, whether metal, plastic or Citadel Finecast. Use it to tidy up any gaps between joints.

The Grand Alliance clashes with the Dreadfleet on the turbulent waters of the Galleon's Graveyard.

The Flaming Scimitar unleashes its Fire Efreet at the rotting hulk of the Skabrus.