



The new plastic Space Marine Dreadnought kit presents plenty of possibilities, be it on the modelling table or on the battlefield.



**T**he new plastic Dreadnought kit, although essentially mirroring its metal predecessor, has one main advantage: versatility. Jes Goodwin, whose plastic kits are renowned for the numerous modelling options they present, has ensured that the new kit is extremely adaptable.

Provided within the kit are the principle weapons of the Space Marine Dreadnought. The four different weapon arms allow you to choose from an assault cannon, a twin-linked lascannon, a missile launcher and a power fist. The power fist can be augmented by the heavy flamer or storm bolter attachments, both of which can be attached as underslung secondary weapons beneath the primary armament.

The equipment options provided include smoke launchers and a searchlight, and there are a number of icons and purity seals with which to adorn your armoured behemoth. There is a choice of three intricate sarcophagi, allowing you to really go to town on the front of your Dreadnought. The kit also contains one Space Marine transfer sheet, ensuring that your Dreadnought bears the appropriate Chapter markings as it strides into battle.

Finally, the kit comes with a fully detailed scenic base, complete with rocky terrain, spent ammunition cartridges and even some unfortunate's skull!

# HEAVY DUTY

## Modelling options with the new plastic Dreadnought kit

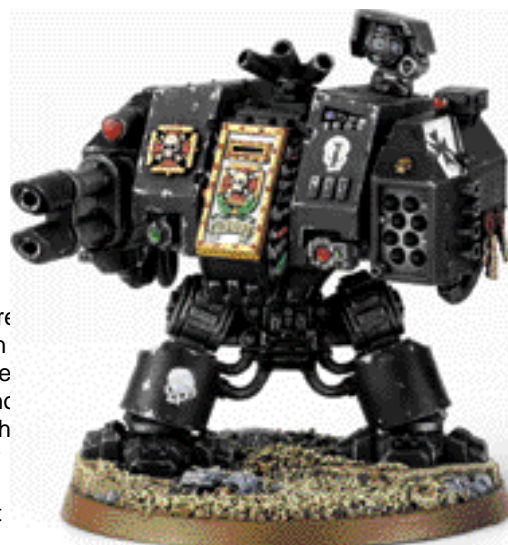
*Space Marine Dreadnoughts are armoured bastions of sheer martial power, many of whom have fought in the Emperor's name millennia. When a revered Space Marine hero falls in battle and is deemed so grievously wounded that he is beyond even the skill of the Apothecaries, he may be bestowed the honour of interment within one of the Chapter's ancient Dreadnoughts. His broken body is held suspended within an armoured sarcophagus, housed within a towering adamantium killing machine that enables him to fight on for many centuries in a twilight existence of darkness and war. Thus it is that the heroes of the Adeptus Astartes can not die death itself.*

The options available to the Dreadnought tend towards its various roles on the battlefield. For instance, a Dreadnought can act as a mobile firebase, able to fire two heavy weapons even whilst on the move. In this capacity, it can be armed with the twin-linked lascannon and missile launcher (see right). This provides you with an exceptionally durable and mobile tank hunter, capable of penetrating the thickest armour whilst withstanding enemy fire. However, due to the exceptionally long range of these weapons, a wise player can ensure their Dreadnought can pick off its targets with impunity.

Another weapons combination in plastic kit can provide you with an unstoppable close combat macho (above left). The assault cannon, although relatively short ranged, can rip through heavily armoured infantry with alarming efficiency, whilst the infamous power fist ensures the Dreadnought can tear open tanks they were armoured in nothing more than tin foil.

Needless to say, other combinations of these armaments are also undeniably effective.

So don't be afraid to experiment, grab some polystyrene cement and get building, so you can wreak some serious havoc on the gaming table!



*This Black Templars Dreadnought is equipped with twin-linked lascannon and missile launcher arms; the Imperium's deadliest heavy weaponry.*



*Dark Angels Dreadnought with both long range and close quarter armaments.*



The Storm Giants Dreadnought provides covering fire as its battle brothers advance.

## STORM GIANTS

*Jim Butler equipped his Storm Giants Dreadnought with twin-linked heavy bolters.*



**Jim:** I'd just put together a Land Raider Crusader for my Storm Giants and, as I equipped it with twin-linked assault cannons, I was left with a couple of heavy bolters. All it took was a little sawing and filing and I had a twin-linked heavy bolter that makes a well-fitting replacement for the Dreadnought's original assault cannon.



## SALAMANDERS



*Dave Thomas's Salamanders Dreadnought is customised to include one of the Salamanders' signature weapons: the multi-melta, taken from a Space Marine Land Speeder.*



**Dave:** I wanted to get a bit of narrative into this piece, so I stuck a Tyranid rending claw to the base, covered in chestnut and black ink to represent ichor (see above right).

The Tyranid's claw marks on the Dreadnought's shoulder were simply scored into the plastic with a sharp knife.



## ALPHA LEGION



*Rich Baker's hideous Alpha Legion Dreadnought is a prime example of just how different your Dreadnought can look with a bit of conversion work.*



**Rich:** Although many of the additional pieces of this insane creation are from the Spiky Bits frame, I also used plenty of other bits and pieces, including scythes from the Zombie kit as the Dread's power claw!

