



DREADFLEET

Pirate Battles on the Warhammer High Seas





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.





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Set Sail for Adventure...

Dreadfleet is a stand-alone wargame that allows you to re-enact the raging battles that took place between the pirate lords of Sartosa and the Undead captains during Geheimnisnacht. Each game takes the form of a desperate naval battle waged upon surreal and violent seas. One player controls the warships of the Grand Alliance, a force of the greatest mariners and nautical masterminds in the Warhammer world. The other player controls the Dreadfleet itself, a gathering of Undead fiends who bring ruin and damnation to the living with their midnight raids. The story follows the Grand Alliance on their journey to hunt down and destroy Count Noctilus, the commander of the Dreadfleet, and perhaps end the curse of the Galleon's Graveyard forever.

Everything you need to play the game is in the box, including the ten warships that form the focus of the game, the seascape your ships will fight upon, and the perilous islands they will negotiate as the story unfolds.

The game doesn't take long to learn – you can just skim-read the basics and get going – though it takes a lot longer to master its finer points. There are twelve separate scenarios to play through. Each represents a stage in the Grand Alliance's quest to slay Count Noctilus, and includes tactical challenges to test even the most devious pirate lord's cunning.

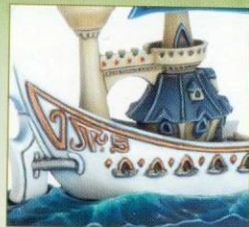


The Grand Alliance

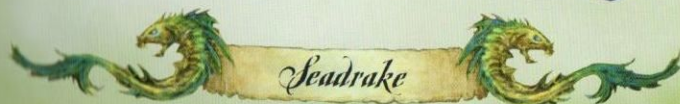
The Grand Alliance is a coalition of titanic warships commanded by the grizzled pirate lord, Jaego Roth. Its numbers boast a disgraced Elf prince, a vengeful Dwarf Master Engineer, a cold-hearted pirate queen, and a flamboyant sorcerer.



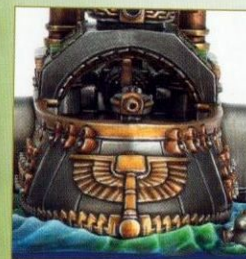
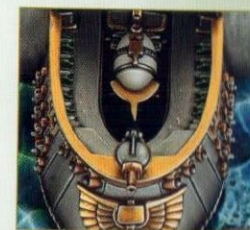
Heldenhammer

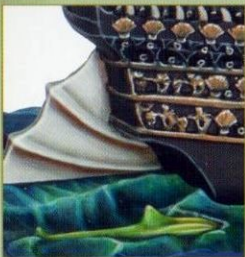


Dragon.



Devarf Dirigible.





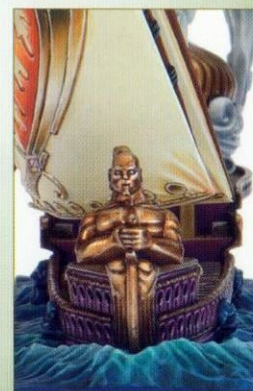
Swardfysh



Flaming Scimitar



The Scimitar's sails are filled by a magical Tempest Djinn.



The Galleon's Graveyard

The Galleon's Graveyard is a fabled region of ill repute — a hive of evil where spirits and malign forces await the time when they can set sail for the realm of mortals once more. It is here that Count Noctilus bides his time between voyages, protected by the raging maelstrom.



Leech Wurm



Sea Giant



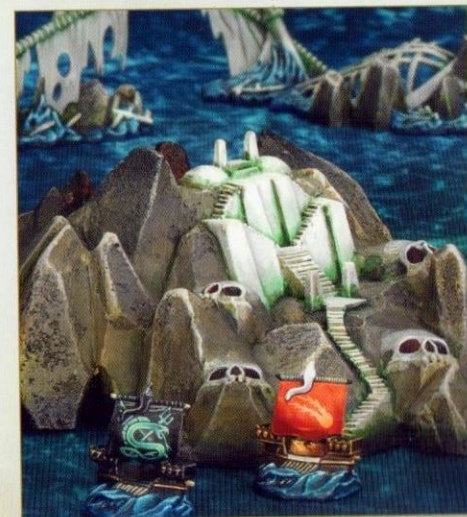
Bone Hydra



King Amenhotep orders the Curse of Zandri to negotiate the treacherous islands and debris of the Galleon's Graveyard.



The Flaming Scimitar heads for the ominous Corpseface Cliff.



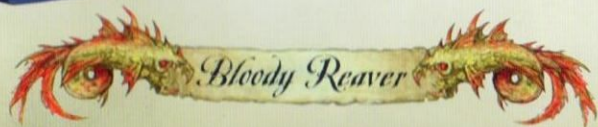
A cyclopean temple to the mysterious Volcano God.



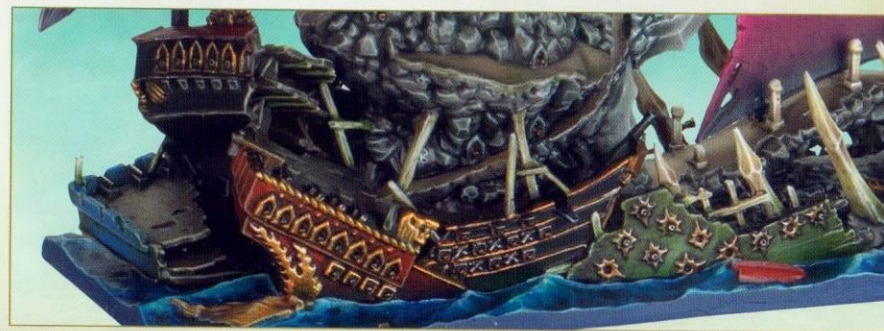
Volcano Island is one of the deadliest features of the Graveyard.

The Dreadfleet

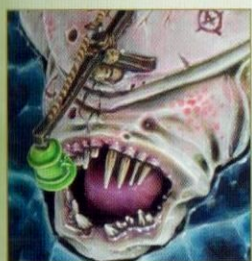
The necromantic Count Noctilus of the Bloody Reaver holds thrall over the Dreadfleet. Its eldritch warships are commanded by a treacherous rat-man, a wrathful Tomb King, a cursed ghost-captain, and an embittered Chaos Dwarf pirate.



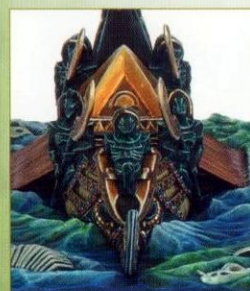
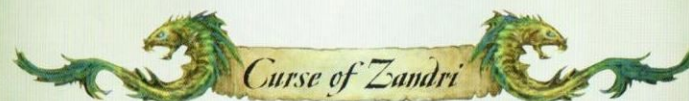
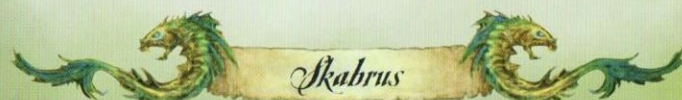
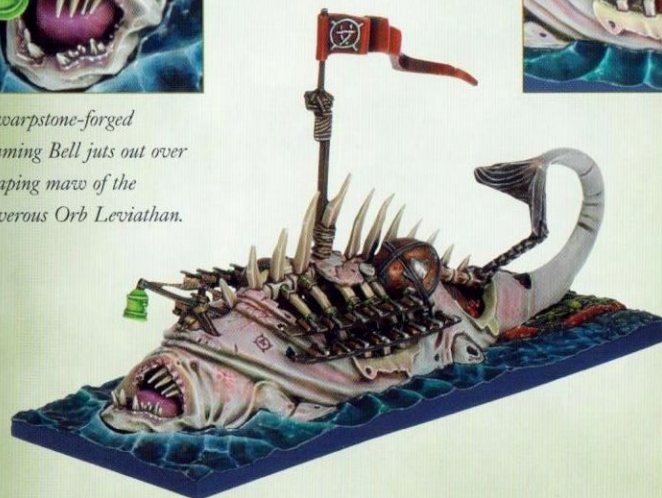
Count Noctilus' castle was wrenched from the lands of Sylvania by dark magic.



The Bloody Reaver is clad in the shattered hulls of those ships it has sunk in battle.



The warpstone-forged
Screaming Bell juts out over
the gaping maw of the
cadaverous Orb Leviathan.



The Curse is powered by hundreds of skeletal oarsmen and
protected by animated statues of the Nehekharan gods.



Shadewraith



Black Kraken



The rogue Dwarf Engineer, Tordrek Hackheart, is the sole crewman of this tentacled monstrosity.

Raising Your Fleet

Most of the models in *Dreadfleet* consist of several different components that clip together. For those models that are single-piece, simply separate the model from the frame as carefully as you can. For the others, select a model you want to assemble and remove all of the components from the frame before fitting the parts together. The models will better survive

the wear and tear of battle if you assemble them using Plastic Glue, and they will look even more attractive if you paint them. Log on to games-workshop.com for information about the Citadel paint range and how-to guides.

To assemble a warship, use a pair of Plastic Cutters to clip out all the parts with the same

letter (the letters allow you to identify which parts are used for each warship). Then carefully push the parts of the model together.

Most of the warships in *Dreadfleet* are assembled by taking the mid-section of the model and pushing one half of the outer section into place upon it. Then, take the other half of the outer section and push the whole thing together until the model clicks into place.

Finally, the masts and sails (if any) can be added before attaching the model to its base.

AN OVERVIEW OF PLAY

The game revolves around the adventures of the Grand Alliance: a coalition of Men, Dwarfs and Elves united in a do-or-die quest to slay Count Noctilus. One player takes the role of these desperate pirates, whilst his opponent takes the role of the Dreadfleet. Each of the Dreadfleet's commanders has passed through the veil between this world and the next, which is a fancy way of saying they are all dead. Well, Undead, at any rate – in the Galleon's Graveyard, corpses do not rest easy.

Each player takes it in turns to move, shoot and fight with one of the warships under his control. There are no real-world time limits in *Dreadfleet*, so you can give your strategies some thought before you enact them.

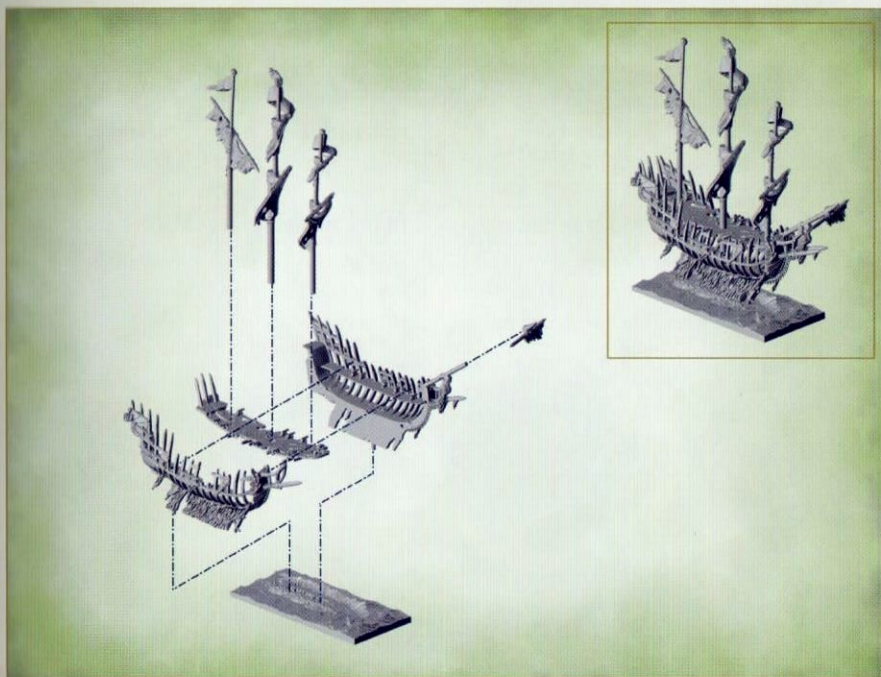
Once one player has resolved a warship's actions for that turn, the other player selects one of his warships and does the same, until all the warships have had an opportunity to act. Then the turn ends, and it's time to go back to the beginning for a fresh turn.

WHAT'S IN THIS BOOK?

Broadly speaking, this book is broken down into three sections. The first section covers the game rules, with diagrams and examples of play so you can start as soon as possible. **It's not necessary to read every rule before playing; just familiarise yourself with the main points (in bold), the box-outs and the diagrams for now.**

The second section of the book details the ten warships and the histories of the captains that command them. Each warship has its own strengths, weaknesses and special abilities.

The third section of this book details the twelve scenarios. Each scenario will require you to set up the island pieces in a certain fashion and challenge you to achieve a different objective. Some scenarios are all-out battles, requiring you to sink your opponent's ships, but others require you to rescue a stranded character, recover exotic treasure, or get your vessels from one location to another – all the while fending off your opponent's fleet, of course!



You can glue the parts in place if you wish. Refer to the pictures on the previous pages and on the side of the box when assembling your models.

Basic Terminology

Dreadfleet uses four main types of component. The first type is **cards**, which we use to keep track of what events have transpired during the course of the game (see opposite). The second type is **gaming accessories**, comprising the seascape, the wind gauge, the navigation rod, twelve dice, and the ship's wheel. The third is **treasure tokens**, which show the locations of treasure or other objectives.

The fourth and most important type is **models**, a category comprising warships, auxiliaries, islands, shipwreck pieces, and sea monsters. Large or small, the ship models in the game are all known as **warships**, even though some of them are patently something far stranger. Undead leviathans and mechanical giant squid are not strictly warships, of course, but they fight in much the same way, so they use the same terminology. The smaller ships are called **auxiliaries**, because they are auxiliary craft that can be deployed by the larger ships. Some rules refer to auxiliaries and auxiliaries only, but most rules will refer to 'warships' and therefore affect all ships large or small.

THE SEASCAPE

The large mat is called the **seascape**, and it represents the haunted waters of the Galleon's Graveyard. It has numbers around its border, which we call **markers**. Markers are used to determine the current direction of the wind.

THE ISLANDS AND SHIPWRECK PIECES

There are seven **islands** and five **shipwreck pieces** included in the box. Each scenario includes a map that shows which islands and shipwreck pieces to place on the seascape. Note that most of the islands have special features, such as castles or volcanoes – in some scenarios, the special features of an island will be used, whereas in others, islands with special features are treated just like all the other islands.



Island.



Shipwreck piece.

THE GAMING ACCESSORIES

Along with the seascape and the dice, there are three gaming accessories that you will use as play proceeds. The first is the **wind gauge**; a playing piece that is placed upon the seascape's border to show which direction the wind is coming from.

The reverse of the wind gauge is sometimes used to represent whirlpools and the like – when we use the wind gauge in this fashion, it is known as the **vortex marker**. Whenever a card refers to the wind gauge, assume that it also refers to the vortex marker.

The next is the **navigation rod**. This acts as a ruler, allowing you to determine the distance between two points, or to move a model a specific number of inches. The navigation rod



Wind gauge.



Reverse side:
vortex marker.



Ship's wheel.



Treasure token.

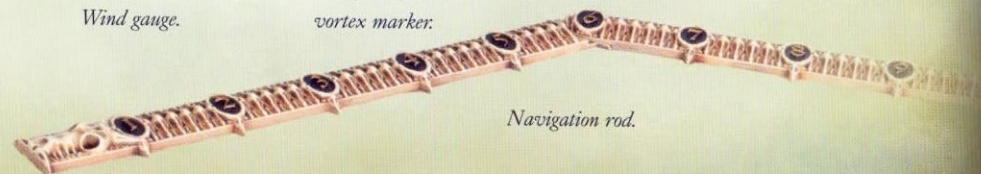
also pivots into precise angles, which will be useful later. It comes in three parts, and will need to be clipped together before play. **Do not glue the parts of the rod together!**

Last but not least is the **ship's wheel**. This is used whenever you make a turn with one of your warships (see page 24).

Once you've finished using the navigation rod and the ship's wheel, place them back on the seascape in the indicated area to the side so that your opponent can get to them (next to the 6,3 and 3,3 markers, respectively).

THE TREASURE TOKENS

Five treasure tokens are included in the game. These are only used in certain scenarios, so don't worry about them for now.



Navigation rod.

CARDS: A BREAKDOWN

Dreadfleet uses various types of cards to remind you of rules and to keep track of what happens in each game.

WARSHIP CARDS

Each warship has a card that lists that vessel's characteristics and abilities. Warship cards have areas marked on them where you 'slide under' the different types of Damage cards. They also have a 'Status' area marked upon them. Listed on the bottom of each Warship card is the name and special ability of its captain.

In the example to the right, the Heldenhammer has taken one Speed damage, two Hull damage, two Crew damage, and has the 'Curse of the Undead Mariner' in its Status area. It has also taken two Special Damage cards that have unusual effects. Its captain has taken a 'serious wound', represented by a Wound card.

WOUND CARDS

Wound cards are used to keep track of the injuries sustained by a warship's captain in duels with his enemies. For every wound a captain takes, a penalty will be imposed upon his abilities (see page 40).

STATUS CARDS

Status cards are used to show the current situation of a warship. If there are no Status cards placed by a warship, it acts as normal. As the game progresses, various things can happen to your warship – some good, some bad; some voluntary, some involuntary (see page 36).



A Warship Card
B Wound Card
C Damage Cards
D Status Card

DAMAGE CARDS

Damage cards are used when a warship takes damage. It is quite possible that a warship will have to draw several Damage cards at once, resolved one after another.

There are four types of Damage cards; Hull, Crew, Speed, and Special, the effects of which are listed on the cards. Each type of Damage card is placed in a different area of the Warship card, as shown above. Speed and Special cards hinder a warship, whereas a warship that takes too much Hull or Crew damage will be removed from play (see page 36).

AUXILIARY CARDS

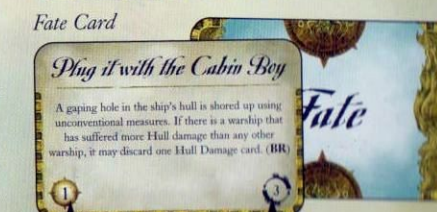
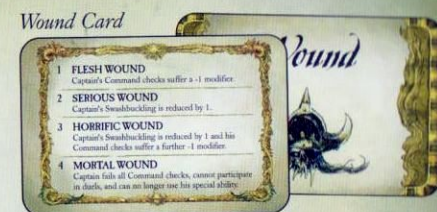
Auxiliaries have their own cards, which are a lot smaller than the ones used for warships (much like the auxiliaries themselves).

FATE CARDS

Fate cards are used to see what random events are happening in the Galleon's Graveyard. Occasionally beneficial, Fate cards cover many different eventualities, from a magical storm breaking to a sea monster attack. Fate cards also include two symbols at the bottom – the symbol on the left is 'wind strength,' and the symbol on the right shows you how to move the wind gauge for that turn (see page 23).

OTHER CARDS

There are two other types of card in the game that aren't mentioned here. The first is the set of Order cards – these are so important that they get their own section (see page 37). The other is a special card called the Submerged card. This is used only for the *Black Kraken*, and its rules can be found on page 67.



Wind strength Wind gauge move

Basic Principles

Now that you've assembled both of your fleets, the first thing you'll need to do is to learn a bit more about each of the playing pieces – most importantly, the warships themselves.

The rules section of *Dreadfleet* is broken down into several stages. Once you've familiarised yourself with the basic terms we use for describing the warships, we'll look at the characteristics that define them, and then how to move them around the seascape. Once you've mastered movement, you can then learn about the deadly business of firing broadsides, battling sea monsters, and claiming abandoned treasure. For now, let's look at some of the terminology the game uses.

THE MOST IMPORTANT RULE

In a game the size and scale of *Dreadfleet*, there might be occasions where a situation is not covered by the rules, or you can't seem to find a solution. Even if you know the rule, sometimes it is just a really close call.



DICE: D6 AND D3

Almost all the dice rolls in *Dreadfleet* use standard six-sided dice (D6 for short), but there are exceptions. In rare circumstances you may be told to **roll a D3. As there's no such thing as a three-sided dice, roll a D6 and halve the score**, rounding up. That means a roll of 1 or 2 = 1; 3 or 4 = 2; and 5 or 6 = 3.

You may also be told to roll a number of dice in one go, which is written as 2D6, 3D6 and so on – simply roll the indicated number of dice and add the scores together.

For example, **a 2D6 roll is two dice rolled and added together for a score of 2 to 12.**

Nobody wants to waste valuable gaming time arguing, so be prepared to interpret a rule or come up with a suitable solution for yourselves if necessary (in a manner befitting gentlemen, of course – leave the swashbuckling to the captains!).

If you find that you cannot agree on the application of a rule, roll a dice to see whose interpretation will apply for the remainder of the game – on a result of 1-3 Player A decides, on a 4-6 Player B decides. Then you can get on with the battle!

ROUNDING FRACTIONS UP

Sometimes you'll be called upon to divide the result of a dice roll, a characteristic, or some other value. Where this happens, **any fractions should always be rounded up**. For instance, a 2D6 roll of 7, halved, would give a result of 4.

MODIFYING DICE ROLLS

Sometimes, you may have to modify the result of the dice roll. This is noted as D6 plus or minus a number, such as D6+1. **Roll the dice and add or subtract the number given** to or from the score (as appropriate) to get the final result. For example, D6+2 means roll a dice and add 2 to the score, giving a total between 3 and 8.

A +1 modifier means that you add one to the score of the dice: a 2 becomes a 3, a 5 becomes a 6, etc. Conversely, a -1 modifier means you subtract one from the dice result.

It's possible for a warship to be affected by two or more modifiers at the same time. Modifiers are always cumulative, so a warship may have a double bonus, a double penalty, or even have a positive and a negative modifier cancel each other out altogether!

It is important to note that **a D6 score can never be modified to less than 1.**

RE-ROLLS

In some situations, the rules allow you to re-roll a dice. This is exactly what it sounds like – **pick up the dice you wish to re-roll, and roll it again**. The second score counts, even if it means a worse result than the first, and **no single dice can be re-rolled more than once**, regardless of the source of the re-roll. If you use a re-roll on a roll that uses more than one dice (a 2D6 roll, for instance), you must re-roll all of the dice, not just some of them.

ROLL-OFF

If the rules require players to 'roll-off', **each player rolls a dice, and the player that scores the highest result wins the roll-off**. If the players roll the same result, both players must roll-off again until one player is the winner – any modifiers that applied to the first roll are applied to any further rolls.

RANDOMISING

Sometimes you'll be called upon to randomly select something – a model, a player, an edge of the seascape, or somesuch. Where this is the case, **assign a D6 result to each of the things the random selection must be made from, and roll the dice** to make your random choice. If you have fewer than six items to randomise between, roll any unassigned results again until you get an assigned number. For example, a player has to randomly select

one of five warships. He assigns each warship a number between 1 and 5, and rolls a D6, re-rolling results of 6 until he gets a number between 1 and 5. If you need to randomise between more than six things, simply split them into two roughly equal groups, randomly determine a group, and then randomly determine a member of that group.

LINE OF SIGHT

Line of sight determines what a model can 'see'. Many situations call for you to determine whether one of your models has line of sight to another. **For one model to have line of sight to another, you must be able to trace a single straight, unblocked line from its hull/body to its target's hull/body.**

Sometimes all that will be visible of an enemy model is a sail, mast or base. In these cases the enemy model is **not** considered to be visible. This is to stop a warship being sunk by a shot that could only ever damage its sails. Similarly, we ignore the wings, tentacles and tails of dragons and sea monsters.

You must be able to draw a line of sight to the main body section of the enemy model in order to claim line of sight, and even then it may be obscured (see page 31). In many cases, this distinction will be obvious – if there's an island or another warship completely blocking the way, the target will be blatantly out of sight, and therefore not a viable target.

On those occasions which are not so obvious, **you may have to crouch down close to**

the seascape for a 'captain's-eye view'.

This means getting down to the level of your warships, taking in the battlefield from their perspective to 'see what they can see'.

ARCS OF SIGHT

In several places in the rules you will encounter the term 'arc of sight', or just 'arc'. It is often very important to work out from which direction a threat originates – from the front, rear or side of a warship. It's also used to determine the effects of wind on a sailing ship.

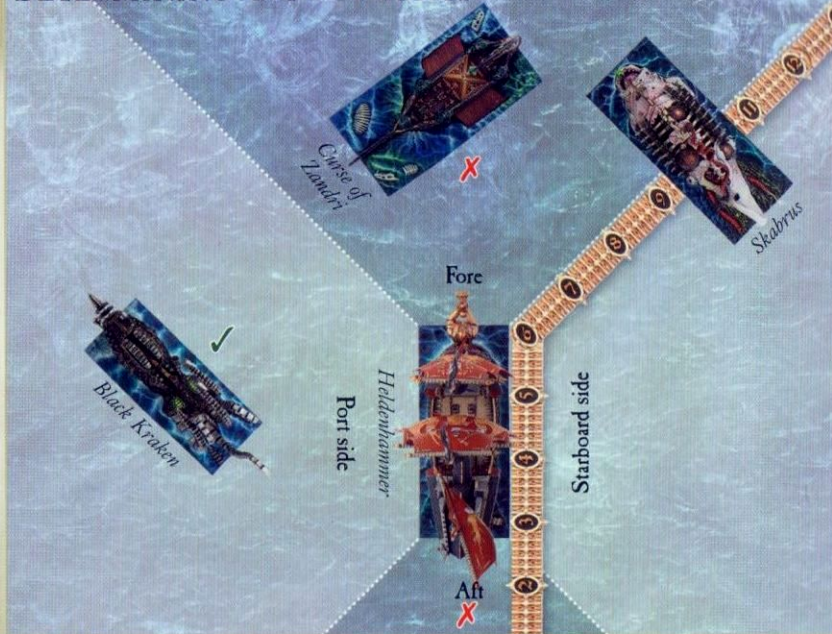
To make arcs easier to work out, each warship has a rectangular base. Imagine diagonal lines extending out from each corner of the warship's base. This gives you four of what we call 'arcs of sight' – a fore arc, two side arcs, and an aft arc. **A warship can only fire at targets that lie in one of its side arcs.**

You can check arcs of sight at any time by using the navigation rod – place the rod next to the corner of your warship's base with two portions of the rod clicked into place at a 45-degree angle, and then look along the diagonal line provided to see where the division between one arc of sight and the next lies (see example, right).

COMMAND CHECKS

Another common rule you will encounter is the Command check, used whenever a warship's captain wishes to exert his influence. This is covered in detail on pages 29 and 37, but the procedure is always the same.

DETERMINING ARCS OF SIGHT



In the diagram above, the Heldenhammer can fire a broadside at the Black Kraken, because it is in its side arc, but not at the Curse of Zandri, which is in its fore arc.

In the case of the Skabrus, it's pretty hard to tell whether the majority of the target is in the Heldenhammer's side arc or not – the players roll a D6 to give a fast and impartial decision.

When called upon to take a Command check, **roll a D6 – if the result is equal to or greater than the captain's current Command, you have succeeded. If it is less than that value, you have failed.** Regardless of any modifiers, **a D6 roll of a 1 always fails, and a roll of a 6 always succeeds.**



MEASURING DISTANCES

The crew of your warships are veteran mariners, able to judge distances at a glance. Because of this, you're free to measure distances between two points at any point in the game. You'll find that determining the distance between objects can inform your decisions, so remember to measure before you move.

In *Dreadfleet*, all movements and range increments are measured in inches (").

Distances to (or from) islands and shipwreck pieces are always measured from the closest points on those models. When measuring to (or from) warships, however, the base is the only part that matters. This is a necessary abstraction we use to ensure that a shot which might only graze a topmast does not end up crippling its target's hull.

OOPS, TOO LATE

There will be times when you've committed to a certain course, only to find that the manoeuvre you were attempting is impossible.

Once a warship has moved, it may not 'take back' its move. This prevents players trying courses until they find one which works – even veteran captains make mistakes!

PRECEDENCE OF RULES

Some of the warships and captains have special abilities that allow them to circumvent or adjust the main rules. These are printed on the appropriate Warship cards. There are also other types of cards that will change the way the battle unfolds; namely Fate cards, Status cards,

Wound cards, and Damage cards. Some of these cards interact with the main rules in what can seem like a contradictory fashion. The golden rule here is this – **if a rule is written on a card, it overrides the rules written in this book.**

This rule allows our heroes (and villains) to act in unique and interesting ways that their rivals cannot, as well as for the Fate and Damage cards that crop up during the game to affect proceedings in unusual and entertainingly lethal fashions.



'Hits' and 'Damage'

There are several occasions in the rules where a warship will be described as 'taking a hit'. This works in the same way as taking damage from a broadside, and therefore the target may take armour saves against it (see page 32). At other times, you will be instructed to 'draw a Damage card' – in this instance, you may not save against the damage. Some special instance has occurred and you must accept your fate!



Characteristics

Each of our warships has a set of **six characteristics**, listed both on the appropriate Warship card and later in this book as something we call its 'profile' (see pages 49-67). A warship's characteristics will tell you a bit about its strengths and weaknesses. Generally speaking, the higher a characteristic, the better the model is in that particular field – for instance, a warship with a high Broadside characteristic is better at shooting its enemies than a warship with a low Broadside characteristic. The exceptions to this rule of thumb are the Handling and Armour characteristics. In both of these cases, the lower the characteristic, the better – this is explained in more detail in a moment.

SPEED

A warship's **Speed characteristic** is the amount of movement, measured in inches, available to it each time you use it – in other words, the basic distance that it can travel across the seascape during your turn. This distance can be affected by external factors such as the direction of the wind, orders issued by the warship's captain, or damage the warship has sustained to its sails, engines and so forth.

If a warship's Speed is reduced to zero, it may not voluntarily move, but may otherwise act as normal, firing broadsides, fighting boarding actions and so on.

HULL

The **Hull characteristic** represents the sheer bulk of your warship and the amount of damage it can absorb. One of the most common ways to 'kill' your opponent's warships is to do enough Hull damage to sink them.

SUNKEN SHIPS

If a warship's Hull is reduced to zero, it is 'sunk' and effectively dead (or, in the case of the Undead fleet, really dead). Remove the model and its accompanying card from play and place all cards that applied to that warship on the relevant discard piles (see page 23).

CREW

The **Crew characteristic** is a representation of the quality of the sailors' seamanship and martial prowess. The Crew of a warship is not literally the number of individuals manning it. Most of our warships have hundreds if not thousands of crewmen aboard, but it would be a bit odd to give a number that high – after all, who has that many dice?

The Crew characteristic has no effect on a warship's Speed or Broadside. All our warships are able to ply the seas and fight enemies even when they only have a skeleton crew (some of the Dreadfleet's Undead warships have little choice in the matter, after all).

Note that Crew can also represent the raw strength of a sea monster, Dragon, or an even stranger foe.

ABANDONED SHIPS

If a warship's Crew is reduced to zero, it is 'abandoned' and effectively dead. So many of the warship's crew have been slain that the rest have surrendered, flung themselves into the sea, or perhaps even crumbled to dust. The warship is dead in the water (or *really* dead in the water... ok, enough Undead jokes now). Bereft of guiding hands, it drifts away into the mists. **Remove the model and its accompanying card from play and place all cards that applied to that model on the relevant discard piles** (see page 23).

BROADSIDE

A warship's **Broadside characteristic** represents the amount of firepower it can muster. This usually represents the quantity and quality of a warship's offensive weapons, but not their exact number – the *Heldenhammer* has over a hundred and eighty guns aboard, which are represented by its unparalleled Broadside value of 6. The Broadside characteristic can also represent the damage meted out by bolt throwers, the fiery breath of monsters, crackling warp lightning, and so on.

When firing a broadside at a target, you usually

roll a number of dice equal to your warship's Broadside characteristic. The rules for firing broadsides are covered in more detail on pages 30 to 33.

HANDLING

A warship's **Handling characteristic** represents how manoeuvrable a craft it is, the expertise of its helmsmen, and how well its rudders and other steering systems work.

Handling determines how often a warship can change direction, which we call 'changing heading' – this is covered in the rules for movement (page 24 - 30). For now, just remember that the lower the value, the better. A warship with a low Handling can weave in and out of island chains and shipwrecks with ease, whereas a warship with a high Handling might struggle to negotiate the trickier reaches of the Galleon's Graveyard.

ARMOUR

The **Armour characteristic** represents the solidity and ruggedness of your warship's armour. If your warship takes a hit, you can attempt to 'save' the damage by passing a D6 roll called an armour save (see page 32). If the armour save is passed, the warship's shielding has protected it. Sometimes, instead of taking a hit, you will be told to draw Damage cards. Such occurrences do not allow armour saves.



Setting up the Game

Before you start playing, you'll need to follow several steps in order to set up the game. These steps don't take long once you get used to them, especially if you and your opponent work together.

STEP 1: LAY OUT THE SEASCAPE

First thing's first – **unfold the seascape playing area and place it on a flat surface.** A large table is ideal, though an area of floor will do fine. The seascape provides the playing area for your games of *Dreadfleet*; it represents the mysterious realm of the Galleon's Graveyard. You'll add different configurations of islands and shipwreck pieces to the seascape later, depending on the scenario.



STEP 2: CHOOSE SIDES

Next up, you'll need to choose who is playing the Grand Alliance and who is playing the Dreadfleet. If you both want to control the same fleet, roll-off to decide – whoever gets the highest dice roll can choose whichever fleet he likes. His opponent gets first choice next time.

Once you've played through a scenario using one fleet, you might like to swap sides and see if you can do better than your opponent under the same conditions (or get bloody revenge!).

STEP 3: CHOOSE SCENARIO

The next thing to do is choose which scenario you want to play (see page 68). You can simply agree upon a scenario with your opponent, or play through them in order, learning more about the game and the warships as you go. The scenarios are designed to introduce new rules, locations and characters as the story progresses. We recommend you start with the first scenario, Corpse Reef (page 70), but experienced players can just select any scenario they like – or even invent their own.

STEP 4: SET THE SCENE

Next, it's time to set up the arena of battle itself. Set up the islands and shipwreck pieces using the instructions in the 'Setting the Scene' section of the scenario you have chosen, using the Deployment map that accompanies it as a guide (the markers along the seascape's border can be used as grid references to help you get things right). There are instructions in each scenario as to which islands and shipwreck pieces to use in order to provide the necessary backdrop for your game – you might be warring over the lair of a twisted necromancer, investigating an erupting volcano, or straying into the path of a sentient whirlpool.



STEP 5: SHUFFLE THE DECKS

Now sort the various types of cards into piles. The game includes two decks of small cards – a **Fate deck** and a **Damage deck** – plus a set of **Auxiliary cards** that accompany the auxiliaries, and a set of **Status cards** that come into play under certain conditions. There are also **Wound cards** that keep track of each captain's injuries. All of these cards are used to determine the events and fortunes that befall your fleet as the game progresses. Make sure to **shuffle the Fate and Damage decks separately** before placing them in easy reach of both players, and leave the rest to one side.

Also included is a set of larger cards. These are split into **Order cards** that modify your warship's abilities, and **Warship cards** that correspond to each warship. Separate the Warship cards into Grand Alliance cards and Dreadfleet cards. Each player then takes a set of Warship cards, and a 'hand' of five Order cards (one of each type).



When determining the initial whereabouts of the wind gauge, two differently coloured dice are rolled. Here, the red D6 shows a result of 2 and the white D6 a result of 3. The wind gauge therefore begins the game covering the 2,3 marker.

STEP 6: DETERMINE WIND DIRECTION

Now you'll need to determine from which direction the wind is blowing, represented by the whereabouts of the wind gauge.

To determine the starting position of the wind gauge, the players each roll a separate dice, one red and one white. The result rolled will correspond to a marker on the seascape's border. **The red dice is always the first number, and the white dice is always the second number, giving a result between 1,1 and 6,6.**

Simply find the corresponding marker, and place the wind gauge so that it sits neatly over the numbers in that location.

Warships with sails gain extra movement by sailing with the wind behind them. Conversely, those same warships are at a disadvantage when sailing into the wind. We'll cover the rules for the wind later on (pages 26-28).

STEP 7: READY YOUR FLEET

The next thing you need to do is prepare your fleet for battle. For the first few scenarios this stage will be easy, because you only have one or two warships in your fleet. Sort out the appropriate models for the scenario you intend to play, find the corresponding Warship cards, and array the ones you will be using near to your side of the seascape. Once you have done this, familiarise yourself with the special rules that apply to each of your warships.



After you have sorted out the relevant cards and models, you can deploy your warships according to the scenario's deployment rules.

Some scenarios require you and your opponent to take it in turns to place a warship. Others have special deployment criteria. There is an area marked on each scenario map showing where you are allowed to place your fleet for that battle. It's a good idea to think about your general strategy at this point and deploy your warships accordingly – you could garner an early advantage in this way.

STEP 8: START THE GAME

Once the warships, cards and islands are all in position and you've familiarised yourself with the details of the scenario, you're ready to play.

SET-UP SUMMARY

1) LAY OUT THE SEASCAPE

Spread out the seascape on a flat surface.

2) CHOOSE SIDES

Determine which player is using which fleet.

3) CHOOSE SCENARIO

Decide which encounter you will be enacting.

4) SET THE SCENE

Set up the islands and shipwreck pieces as specified by the scenario.

5) SHUFFLE THE DECKS

Give the Fate and Damage decks a shuffle.

6) DETERMINE WIND DIRECTION

Roll two different coloured D6, to determine the wind direction.

7) READY YOUR FLEET

Sort out which warships you will use, and set out the corresponding Warship cards.

8) START THE GAME

Let battle commence!



The Game Turn

Dreadfleet is played in a series of 'turns'. **Each turn, the players work through a series of phases, one after another.** During the main part of the turn (the Action phase), one player acts with one of his warships, and then the other player acts with one of his own. There are a few phases to resolve before the warships act, allowing us to set the scene for the battle.

PHASE ONE: INITIATIVE

Before anything else, you need to determine which fleet has the **initiative**; i.e. which player has the option of acting first. Initiative can shift back and forth as the game progresses.

To determine who has the initiative, the players roll-off. The winner has the initiative that turn. The player with the initiative chooses whether to move first or second in that turn. **If he decides to move first, he is known as the first player.** If he decides to move second, he is known as the **second player**.

PHASE TWO: STATUS

This phase is where you can take stock of the situation – the calm before the storm, if you like. It is called the **Status phase** because **this is the phase where you attend to any ongoing effects and resolve the effects of certain Status cards** (see page 36). You might want to think about your tactics for next turn,

ensure there are no models or cards in play that are no longer relevant, or grab a cup of tea (or flagon of grog) if the game is truly epic.

'REMAINS IN PLAY' AND 'STATUS'

Cards that must be resolved during the Status phase have a red background.

These include some Fate cards with **Remains in Play** printed upon them, which are put 'in play' when they are drawn (i.e. placed in the playing area). They also include Set Ablaze cards and Damage cards with **Status** printed upon them. When resolving these cards, the first player resolves all those that apply to his warships first. The second player then resolves all those cards that apply to his warships. Finally, the first player resolves any Status cards left over.



PHASE THREE: FATE

The **Fate phase** is where the game itself gets to act. All manner of weird and wonderful things can happen in this part of the game! The Fate phase begins with the first player drawing a card from the top of the Fate deck and resolving the effects listed upon it. The second player then does the same. See the box, opposite, for rules on resolving Fate cards.

PHASE FOUR: ACTION

Now it's time to get your warships fighting. In the other phases of the game, the players 'share' the phases, but in the **Action phase**, play alternates between the players.

So how do we resolve these Action phases?

Well, **the first player chooses one of his warships that he has not already chosen this turn. He may then resolve the actions available to that warship.** This is called 'activating' that warship.

Each activated warship's Action phase is broken down into a sequence of sub-phases, as follows:

A) Orders sub-phase

The warship's captain may attempt to issue an order (see page 37).

B) Movement sub-phase

The warship may move and manoeuvre its way around the seascape (see page 24).

C) Broadside sub-phase

The warship may fire a broadside at a target within range, arc and line of sight (see page 30).

D) Boarding Actions sub-phase

The warship must fight a boarding action against any enemy warships that are in base contact with it (see page 34).

Once one player has completed the actions he wishes to take with his chosen warship, his opponent chooses one of his warships that has not yet been activated that turn and enacts its Action phase – issuing orders, moving, firing broadsides and fighting boarding actions. Play continues to alternate until all the warships in play have been activated.

TOO MANY WARSHIPS?

More often than not, one player will have more warships than his opponent. When one player runs out of warships to choose, the other chooses any warships he has left over in any order he desires, and resolves their Action phases one by one until they've all acted.

PHASE FIVE: END

Each time you reach the End phase of a turn, check to see if one of the players has fulfilled the criteria he needs to secure victory. If he has, then that player has won – it's time to shake hands and, if you have time, reverse the roles and play again.

The second way the game can end is if you have run out of turns. For instance, if the game lasts six turns and this is the sixth End phase, then the game automatically ends, and victory conditions are assessed. If you have not run out of turns, and neither player has secured victory, a new turn begins with Phase One: Initiative.

RESOLVING FATE CARDS

Fate cards require you to enact certain events, such as sea monster attacks, storms of magical energy and so on. To resolve a Fate card, simply follow the text listed on the card. Most Fate cards are resolved immediately and then discarded. Others are not resolved straight away; some Fate cards are also Status cards, and stay in play. Even if a Fate card is not resolved until later in the game, it will still affect the wind gauge when it is drawn.



Some Fate cards can contain a variety of information on them.

MOVING THE WIND GAUGE

Due to the magical gales that howl around the Galleon's Graveyard, the wind can change direction in the twitch of a zombie's eyelid. **After following the Fate card's rules text, the player that drew it must move the wind gauge around the seascape's border.** Fate cards have a symbol in their bottom right hand corner that tells you how to move the wind gauge that turn. This symbol is a small icon that looks like a bit like the wind gauge, within which will be a number.

If the number inside the icon is surrounded by directional arrows, those arrows will indicate whether to move the wind gauge in either a clockwise or anticlockwise direction. **The player that has drawn the Fate card must move the wind gauge around the border a number of 'markers' equal to the number inside the arrows in the direction shown by those arrows.** It is possible the wind gauge will need to go around a corner of the border in order to complete its movement.

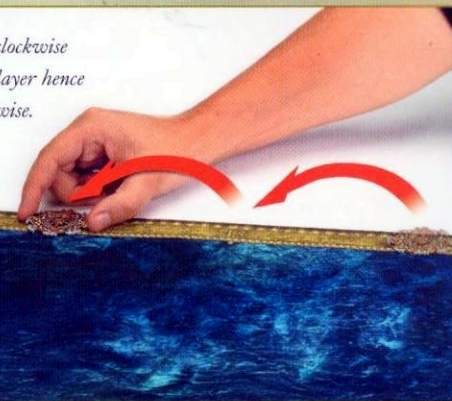
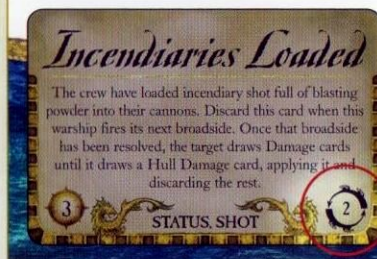
Other Fate cards have a '2D6' symbol inside the wind gauge

icon. These require you to move the wind gauge to a random position. Roll two dice, one red and one white. **The result rolled will correspond to a marker on the seascape's border – the red dice gives us the first number, and the white dice gives us the second number, giving a result between 1,1 and 6,6.** Find the corresponding marker and place the wind gauge on top of it.

DISCARD PILES

Once a player has resolved a Fate card, he then places that card on the top of the Fate deck's discard pile. A discard pile is a pile of spent cards that are left, face up, next to the relevant deck – both the Fate deck and Damage deck have their own discard piles, so try to ensure the right cards are placed in the right discard piles.

In this example, the Fate card shows an anticlockwise arrow, within which is the number 2. The player hence moves the wind gauge two markers anticlockwise.



RUNNING OUT OF CARDS

Note that if there are no Fate cards left in the Fate deck, you should pick up all Fate cards in the Fate card discard pile, shuffle them thoroughly, and return them to play as a new Fate deck.

FATE CARDS AND BRIEF RESPITES

Some Fate cards have rules text that is only relevant in certain situations. This category includes Fate cards that have 'Spell' or 'Upgrade' printed at the bottom (these only affect certain warships), Fate cards that repair specific types of damage, and Fate cards that heal a captain's wounds (more on these types of cards later).

If a player draws a Fate card which has (BR) written after its rules text, and its effects cannot be applied, there has

been a 'brief respite'. That player may immediately issue a free Repair order to one of his warships instead of resolving the Fate card's rules text. This does not affect that warship's Orders sub-phase, you could even issue another Repair order if you needed to (see page 37 for more information about orders). Whether or not this free Repair order is issued, resolve the Fate card's wind gauge movement as normal, and then place it on top of the Fate deck's discard pile.

For example, the Hurricane of Blades card (see left) is a Spell that only affects Flaming Scimitar. If this card is drawn when Flaming Scimitar is not in play, because it is not used in the scenario you are playing, it has been sunk or is otherwise out of the game, then this Fate card has no effect and offers a brief respite instead.

Moving Your Warships

As mentioned earlier, the Action phase is broken down into several sub-phases. First of all, we're going to look at how to move your warships in the Movement sub-phase.

The art of moving warships in *Dreadfleet* is integral to winning the game. Provided you obey some simple rules, you can move your warships anywhere you like upon the seascape, as long as they don't pass through (or land on top of) another model.

MOVING YOUR WARSHIPS

As we mentioned earlier, each warship has a Speed characteristic on its profile, which is the basic number of inches it can move in any given turn, provided it is not in contact with an enemy model, island or shipwreck piece.

When moving a warship, first of all decide where you want it to go. **If this is straight ahead, your move will be easily resolved – simply move that warship forwards a number of inches equal to or less than its Speed in a straight line.** You don't have to move the maximum distance allowed – sometimes it might be prudent only to move a couple of inches.

If you wish to move in a direction other than straight ahead, then you must perform a 'change of heading' (see below).

Note that you should always measure from a common point – the start and end point of each move should be measured from the front edge of the warship's base (see diagram).

CHANGING HEADING

The warships that battle it out in games of *Dreadfleet* are powerful forces of destruction, some of which are more like floating cities than conventional galleons. However, such awesome power comes at the cost of manoeuvrability. Even the sleekest Elven ship takes time to change course.

To represent this, there is a certain procedure that must be obeyed when making a turn with your warships – or **changing heading**.

A warship can potentially change heading several times in its Movement sub-phase. Every time you want to change a warship's heading, you need to use the **ship's wheel; a gaming accessory that allows you to turn your warships in increments of up to 45 degrees at a time.**

When you change a warship's heading, simply determine which way you want to turn – either to port (left), or to starboard (right) – and use the ship's wheel to complete the manoeuvre. The rules for turning a warship with the ship's wheel are described on the following pages.

MOVING A WARSHIP



This warship is moving 6" straight forward. In the first example, the warship is 'leapfrogging' the 6" gap – this is incorrect. In the second example, the front of the warship's base moves 6" forward – this is correct.

HOW OFTEN CAN I CHANGE HEADING?

Each warship has a Handling characteristic. This is how far it must move in a straight line before changing heading. After all, a mighty warship cannot turn on the spot; it needs a bit of momentum. The lower a warship's Handling, the more manoeuvrable it is.

Before it may change heading, a warship must move straight forwards a number of inches equal to or greater than its Handling characteristic. Once it has done this, is it entitled to make a single change of heading of up to 45 degrees, using the ship's wheel, as shown opposite.

A NOTE ON AUXILIARIES

Because auxiliaries are more manoeuvrable than the larger warships that deploy them into battle, they do not have a Handling characteristic and can move in any direction they please (see page 42).

You don't have to change heading immediately – your warship might choose to change heading after it has moved even further, or choose not to turn at all. A warship has to move a distance equal to its Handling characteristic between each 45 degree change of heading though – you can't save up all your changes of heading for one radical change of direction.

CHANGING HEADING

(fig. 1)



To make a change of heading, place the wheel's inside edge (the straight bit) against one of the side edges of your warship's base. The inside corner of the ship's wheel should be in contact with the front corner of your warship's base.

If you wish to turn to port (left), the wheel should butt up against the left side of your warship's base. If you wish to turn to starboard (right), the wheel should butt up against the right side of the warship's base.

(fig. 2)



Next, hold the ship's wheel in place with one hand, and hold the rear of the warship's base with the other. Pivot the warship so that the front edge of the warship's base is flush with the other edge of the ship's wheel. There – you've changed your warship's heading through 45 degrees.

You can choose to turn less than 45 degrees, but this is the maximum you can turn in one go unless you issue a Hard-a-Port or Hard-a-Starboard order (see page 38).

Warships can potentially change heading several times in the same Movement sub-phase. With this 'move-turn-move-turn' tactic (which sailors would call 'wearing' and 'tacking' for reasons all their own), a warship with a low Handling characteristic might even be able to move in a tight circle and give an enemy lurking behind it a nasty surprise!

Lastly, those inches that a warship has moved during its Movement sub-phase do not transfer from one turn to the next for the purposes of when you're allowed to change heading. In other words, having moved in the previous turn does not entitle you to a change of heading at the start of the next turn – each warship starts afresh at the beginning of each turn.



CHANGING HEADING MULTIPLE TIMES



Let's look at an example. The Grand Alliance player wants to avoid the Heldenhammer colliding with some islands by changing heading multiple times over the course of its turn. Firstly, the warship needs to move a distance equal to its Handling value of 5 (that's 5") in the direction that it is already facing – it can't change heading until it's moved that specific distance, so it had better hope that island is over 5" away! Once it has moved 5", the Grand Alliance player can then use the ship's wheel to change the Heldenhammer's heading by up to 45 degrees. The player may then carry on moving his warship, using up the rest of the distance allowed to him. The Heldenhammer uses up the last 7" of its movement by heading straight forward. At any point after moving another 5", it is entitled to make another 45 degree change of heading, and so the Heldenhammer alters course once more to ensure it doesn't need evasive action next turn.

DROPPING ANCHOR

Sometimes, usually when treasure is involved, it will be advantageous to drop anchor. Amid much clanking and splashing, the warship's massive anchors descend into the briny deep, snagging on what passes for the sea bed and securing the vessel in place.

A warship within 2" of an island or shipwreck piece at the end of its Movement sub-phase may choose to drop its anchor. Take an At Anchor card and place it in the Status area of the relevant Warship card.

Whilst a warship has an At Anchor card in its Status area, the warship cannot move for any reason.

A warship that has dropped anchor may choose to weigh anchor (this means haul it back up) at the end of any subsequent Movement sub-phase. To weigh anchor, simply remove the At Anchor card from the relevant Warship card. Your warship then immediately reverts to the normal rules for movement. Because weighing anchor is quite a serious operation, you can't drop and weigh anchor in the same turn.

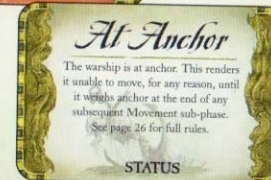
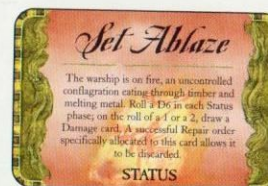


So, why would you want to force a whole turn of immobility upon your warship? Well, some operations are far easier when a warship is at anchor – cog auxiliaries can be deployed without risk of capsizing, for instance.

Furthermore, to represent the fact that the crew are not concentrating upon moving the warship, a warship that is at anchor may re-roll its Command check when issuing a Repair order (see Order cards, page 39).

'SET ABLAZE' VERSUS 'AT ANCHOR'

Either through damage or twists of fate, ships can be set on fire during a battle – and nothing galvanises a crew into action faster a raging inferno on deck! If a warship that is at anchor is set ablaze, the At Anchor card is flipped over to show the set ablaze result. The warship is no longer at anchor. Similarly, a warship that is set ablaze may not drop anchor – the crew are too busy trying to escape the cause of the fire.



The At Anchor card is reversible – it also functions as the Set Ablaze card.

WIND STRENGTH

Wind strength represents the wind-driven momentum used by warships with sails. For these vessels, wind strength is very important.

During the Fate phase, Fate cards will have been placed in the Fate deck's discard pile. The number in the bottom left corner of the topmost Fate card on the discard pile is the 'wind strength'. If there is no Fate card in the Fate card discard pile, the wind strength is automatically 1.

SAIL CLASS WARSHIPS

Some warships have the word 'Sail' on their Warship card. These are known as sail class warships (meaning 'warships that have sails').

Sail class warships are affected in several ways by wind strength. A sail class warship must move at least a number of inches equal to or exceeding the wind strength during its Movement sub-phase. Even if it means running aground, crashing into another warship, or sailing off the edge of the seascape, the warship must do everything it can to move that distance, or as much of it as possible.

Occasionally, a sail class warship will simply be unable to move a distance equal to the wind strength, perhaps due to damage or ill fortune. This is fine; just move that warship as far as it is possible for it to move that turn.

A warship that is at anchor is not affected by wind strength, as it cannot move at all.

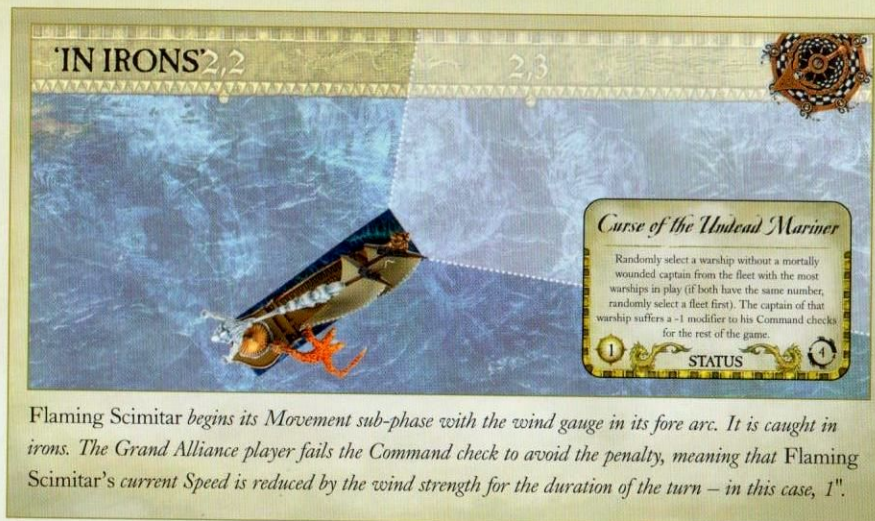


'WIND ASTERN' MOVES

The upside of having sails is that sail class warships with the wind behind them are capable of travelling faster than usual.

A sail class warship that has the wind gauge in its aft arc at the beginning of its Movement sub-phase has 'wind astern' and can choose to add the wind strength to its Speed for the duration of the turn.

Note that because this bonus to a warship's Speed is part of the Movement sub-phase, it can potentially allow that warship additional changes of heading – subject to the usual restrictions, of course.



CAUGHT IN IRONS

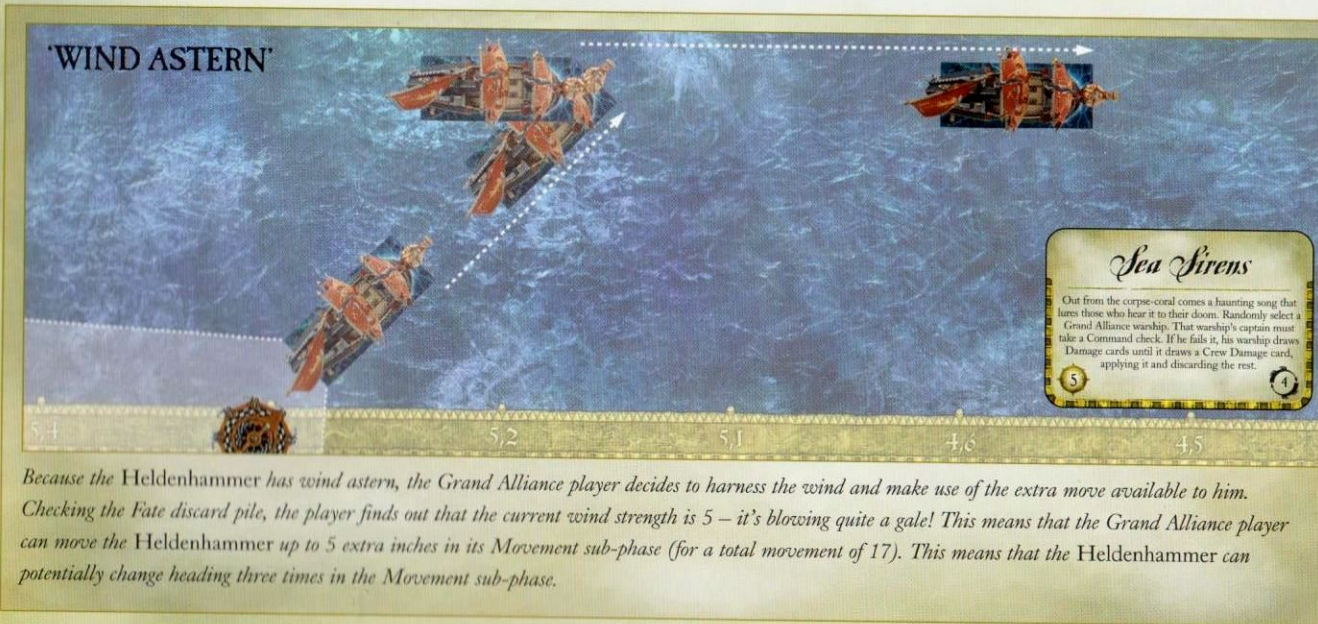
When the wind is against them, warships with sails are at a disadvantage compared to those that move under their own power. 'In irons' is a term that refers to the wind blowing towards the ship's bow, and therefore acting against it. When caught in irons, a canny captain can order his warship's sails angled in order to compensate, but this is a tricky manoeuvre to pull off (especially in the midst of battle).

A sail class warship that begins its Movement sub-phase with the wind gauge in its front arc is caught in irons. The warship does not have to move a distance equal to the wind strength.

Furthermore, a sail class warship that is caught in irons must pass a Command check (see page 17). If the check is passed, the warship moves as normal. If the Command check is failed, the current wind strength acts as a negative modifier to the warship's Speed for the duration of that turn.

A sail class warship that is in irons may not use the Full Speed Ahead order.

Though this negative modifier only lasts for a single turn, it is cumulative with all other modifiers. It is possible that a sail class warship that is caught in irons will not be able to move at all – it will have to wait for fairer weather. Note that it is not possible for a warship's speed to be modified to less than zero.



RUNNING AGROUND

Sometimes, a warship will collide with an island or shipwreck with a grinding crunch. This inevitably means sustaining serious damage to the warship's hull below the waterline.

If any part of a warship (or its base) comes into contact with an island or shipwreck piece, it has 'run aground'. A warship that has run aground cannot move any further and cannot change heading. Furthermore, that warship must draw Damage cards until it draws a Hull result, applying it and discarding the rest.

The warship that has run aground will remain stuck in the location where it ran aground until it uses an 'escape jeopardy' move to free itself (see right for details).

LEAVING THE SEASCAPE

Occasionally, a warship's base will come into contact with the 'border' of the seascape (the gold strip around the edge). This border is not part of the playing area, and sailing into it is generally a bad idea. If a warship's base comes into contact with the seascape border, for whatever reason, the model is removed from play – it has fled to safer waters. Don't count the bits of the border that protrude onto the seascape (the corner decorations, wind gauge and navigation rod areas) – that would just be unfair! Note, however, that some scenarios require models to deliberately escape off specified edges of the seascape in order to fulfil their victory conditions.

COLLIDING WARSHIPS

Over the course of the game, you might find that for one reason or another one of your warships ends up in base contact with another model. Such a collision only inflicts damage if the warship has run aground (see left). However, it will always end the Movement sub-phase of that warship, regardless of what type of model it has collided with. The two models stay locked in place until one or the other escapes jeopardy or is removed from play. Furthermore, **if your warship comes into base contact with an enemy model, regardless of whether it meant to or not, then a boarding action has been initiated** (see page 34).



ESCAPING JEOPARDY

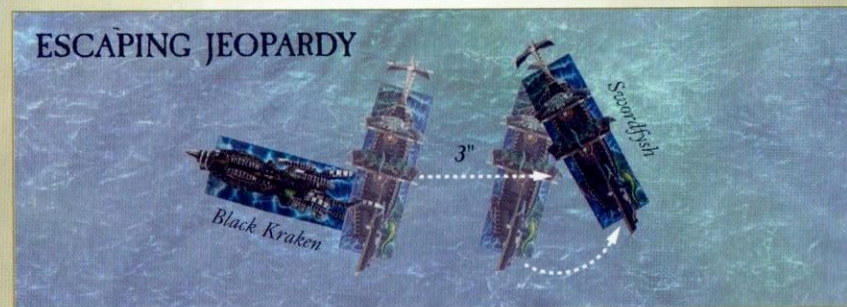
The warship's crew rush to the gunwales, cut away grappling hooks, use stout poles to push the warship free, and dispatch tugs and rowing boats in a desperate attempt to haul the warship away from danger.

Instead of taking its normal Movement sub-phase, a warship that is in base contact with another model (and/or is within 1" of the seascape's border) may attempt to 'escape jeopardy'. A warship that is at anchor cannot escape jeopardy.

To escape jeopardy, a warship simply needs to pass a Command check, with

a -1 modifier to the roll for each enemy model in base contact. If the Command check is passed, the owning player may move the escaping warship anywhere up to D3+1" away from its previous position. It may not be placed in base contact with any other model. Though it stays facing the same direction when making this move, **that warship may then make a free change of heading.** If the Command check is failed, the warship may not move at all that turn. Either way, this procedure replaces the warship's entire Movement sub-phase, which means that certain orders cannot take effect.

ESCAPING JEOPARDY



Let's look at an example. The Swordfish is engaged in a boarding action with the dreaded Black Kraken. After issuing the Swordfish's order for that turn, the Grand Alliance player opts to give up his entire Movement sub-phase in order to escape jeopardy. The captain's current Command characteristic is 3+ (try saying that after a barrel of grog!). The Grand Alliance player rolls a 5, which is modified to a 4 by the -1 modifier for being in base contact with one enemy warship. Nonetheless, the lucky swine has still passed his Command check. He rolls D3+1 to see how far he can move the Swordfish, getting a result of 3, and hence moves the Swordfish 3" away from the Black Kraken. He then makes his free change of heading. It's time for the Broadside sub-phase and, with a bit of luck, a quick getaway next turn!

Firing Broadsides

Next we come to the rules for roaring cannonades, magical firestorms, and anything else with which you can damage your enemies at range. Regardless of what form it takes, we call the process of making a ranged attack 'firing a broadside'.

Different models will use differing amounts of dice when firing broadsides, depending on their Broadside characteristic and current circumstances. The value you need in order to score a hit depends on several factors, but chief amongst them is the range between the firing model and its target. When firing a broadside, you'll need to work through a sequence of stages, summarised as follows:

1. Choose a target
2. Check arc of sight to target
3. Determine number of broadside dice
4. Determine D6 result needed to hit
5. Roll to hit
6. Target takes armour saves
7. Target draws Damage cards

1. CHOOSE A TARGET

The first part of firing a broadside is very simple – **choose a single target to shoot at that you think is within line of sight and declare it to your opponent** (see page 17 for the line of sight rules). Note that you can choose another target if you find that your original target is not viable.

Also, note that you can fire a broadside even if engaged in a boarding action. This means your warship can potentially fire at the very target with which it is in base contact (provided that it is in line and arc of sight), or even fire at one warship whilst you are engaged in a boarding action with another.

Furthermore, you can fire a broadside at a target that is engaged in a boarding action with another model. The nautical behemoths in *Dreadfleet* are so large that such occurrences are fairly common.

2. CHECK ARC OF SIGHT TO TARGET

The warships in *Dreadfleet* have their main weapon batteries ranged along their sides, and can only bring their full wrath to bear at enemies that are alongside them. Hence you will often need to ascertain whether an enemy model is a viable target or not.

A warship can only fire a broadside at a target if the majority of the target's base is within its side arc. Ignore intervening models when ascertaining this; your warship may still be able to fire a partial shot even if it can only see a small part of its target (see below). The broadside rules are intentionally quite forgiving in order to allow lots of exchanges of fire between warships.

If a warship straddles two arcs of sight, it is counted as occupying the arc that the majority of the warship occupies. If you and your opponent are finding it difficult to agree upon which arc of sight a target is in, allocate 1-3 to one arc and 4-6 to the other, and roll a D6 to determine the result.



3. DETERMINE NUMBER OF BROADSIDE DICE

A warship's Broadside is used to determine the number of broadside dice rolled when it fires at an enemy target.

For example, an undamaged warship with a Broadside of 3 would roll three dice.

This number can be affected by various factors. A warship can take damage that affects its gun decks, for example. Also, warships often find themselves in a position where they cannot take their ideal shot. We call this circumstance a 'partial shot'.

Partial shot: If your warship is positioned so that its target is even partially obscured, then your ability to fire a broadside is compromised.

To determine whether your target is obscured, trace two imaginary lines from the side corners of the firing warship's base to the two nearest corners of the target's base (see diagram below). These imaginary lines must not cross.

If anything occupies the seascape between the two vessels and interrupts these imaginary lines (except for treasure tokens), then the target is obscured. The firing warship can only level a 'partial shot'.

When firing a partial shot, the firing warship's Broadside characteristic is halved for that shot.

Note that the number of dice is halved before any other modifiers are applied.



Above, the navigation rod is used to see if the Curse of Zandri is in the Heldenhammer's side arc. The majority of the Curse's base is within the Heldenhammer's side arc – it is within arc of sight.

Fig. 1



In fig. 1, the two imaginary lines from the two nearest corners of the warships cross over. This is incorrect.

Fig. 2



In fig. 2, the two imaginary lines do not cross over. This is correct. One of the lines is interrupted, however; the target is partially obscured, therefore the firing warship may only fire a partial shot.

Fig. 3



In fig. 3, the two imaginary lines are not interrupted, and neither is the area between them. This is hence not a partial shot.

Fig. 4



In fig. 4, the two imaginary lines are not interrupted, but the area between them is interrupted. This is clearly a partial shot.

4. DETERMINE D6 RESULT NEEDED TO HIT

Making your shots count in the Galleon's Graveyard is a tricky business. Tendrils of mist curl around broken masts, the fog of war chokes the air, and acrid green smoke billows out from skull-faced cliffs. Visibility is extremely poor and enemy warships can disappear into the mists in a matter of seconds. The ranges of our warships' guns are not nearly as fearsome as they would be upon the open waters of the Great Ocean, but if a close-range broadside finds its mark, it can wreak untold damage upon its target.

To determine the range between a warship and its target, simply measure from the closest point of one warship's base to the closest point of the other.

Having determined the range between firer and target, consult the Ranging chart to find out what you need to score a hit.

The range values given in the Ranging chart include the maximum range in that criteria – for instance, if your firing warship is exactly 6" away from its target, you would use the short range category; between point blank range and six inches away. If it was even a fraction over 6" away, you would use the medium range category instead.

To represent low visibility, warships cannot fire broadsides at targets over 18" away. Such a speculative shot would be a waste of valuable gunpowder and ammunition.

BROADSIDE MODIFIERS

The result you need to score a hit when firing a broadside can be modified; it won't always be as simple as just consulting the Ranging chart. The most common modifiers are as follows:

First Broadside: To represent the warship's crew packing their cannons with high-quality gunpowder before the battle, **the first broadside a warship fires in each scenario has a +1 modifier to hit.**

Raking Fire: Even though an enemy showing only its bow or stern may be presenting a smaller target, a broadside that ploughs into the target's front or rear can tear through its entire length. This is called 'raking fire' (sometimes simply called 'raking'). To represent this, **if a firing warship has the majority of its base within the fore or aft arc of its target, it has a +1 modifier to hit.** Remember that modifiers are cumulative – a warship raking a target at short range using its first broadside will need a mere 2+ to hit!

5. ROLL TO HIT

After working out how many dice you can use when firing your broadside and determining the result that you need to score hits on your target, it's time to see how much damage the firing vessel inflicts. Roll your broadside dice and check the results. **For every D6 result that equals or exceeds the result you needed, you have scored a hit.** Kaboom! Regardless of any modifiers, a D6 roll of 6 always hits, and a roll of a 1 always misses.

RANGING CHART

Range	D6 result needed to hit
Short (0-6")	4+
Medium (6-12")	5+
Long (12-18")	6+

6. TARGET TAKES ARMOUR SAVES

For every hit you score with your broadside, your opponent must take an armour save.

To take an armour save, the player controlling the target of the broadside controls the target of the broadside immediately applies the effects to the target of the broadside.

This is to represent the broadside's damage being 'saved' by the solid armour of the target.

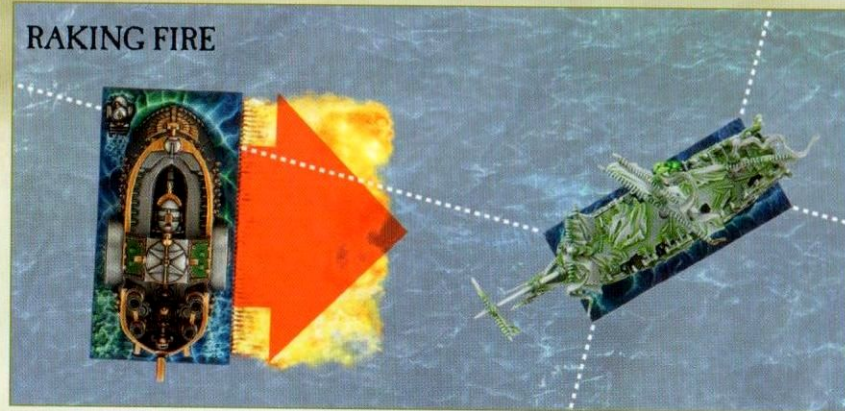
If the target has had several hits scored upon it at once, it will save time to roll all the resultant armour saves in a single batch.

7. TARGET DRAWS DAMAGE CARDS

For every hit that was not saved, the player owning the target must draw a card from the Damage deck and immediately apply the effects to the target of the broadside.

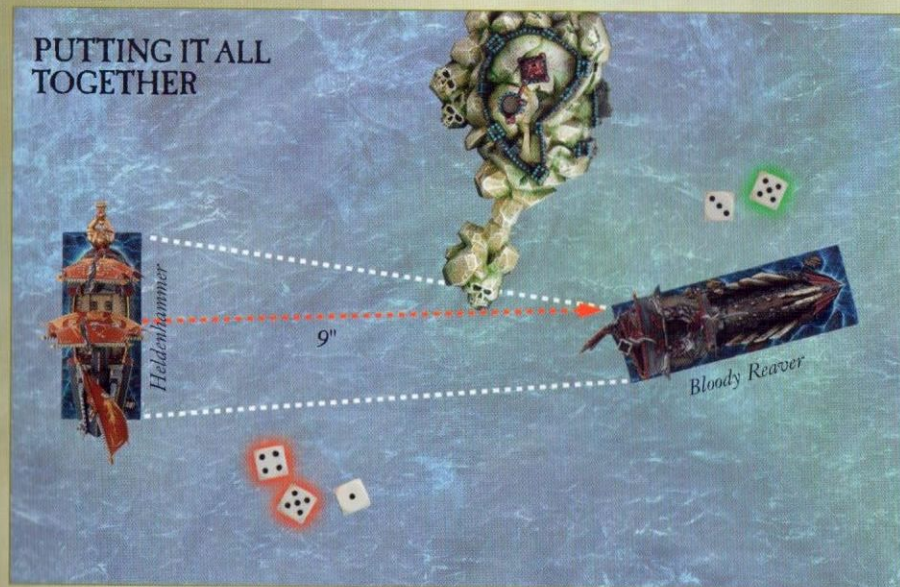
Once drawn, each Damage card must be fully resolved before another card can be drawn. See page 36 for more the rules on resolving and discarding Damage cards.

RAKING FIRE



The majority of this warship's base is in the fore arc of the target. It is therefore eligible for the raking fire modifier. It would also be eligible if the majority of its base was in the target's aft arc.

PUTTING IT ALL TOGETHER



The Heldenhammer is opening fire upon the Bloody Reaver. Unfortunately, there is an island partially obscuring the Bloody Reaver's hull, so the Heldenhammer will only be able to unleash a partial shot. The Heldenhammer has a mighty Broadside value of 6, which is halved to 3 because of the partial shot modifier. The Heldenhammer's base is within 9" of the Bloody Reaver's base, so the Reaver is in medium range. Each of those three broadside dice would normally need a result 5+ to score a hit.

However, this is the first time the Heldenhammer has fired a broadside this game. As such it benefits from the +1 'first broadside' modifier. Furthermore, the majority of the Heldenhammer is in the aft arc of the enemy warship, so it also benefits from the +1 'raking fire' modifier. The Heldenhammer will therefore need results of 3+ in order to score a hit upon the Bloody Reaver. The Grand Alliance player rolls 3 dice, needing a result of 3+ on each dice, and gets a 1, a 4 and a 5. The Heldenhammer has hence scored two hits.

Next up, the Dreadfleet player gets a chance to save the damage, using the Bloody Reaver's Armour of 5+. The Bloody Reaver has suffered two hits, so the Dreadfleet player rolls two dice for his armour saves, getting D6 results of 3 and 5. He has therefore 'saved' one of the hits. The other hit has not been saved, however – the Dreadfleet player must now draw and resolve one Damage card.



Boarding Actions

Boarding actions are times of visceral drama, with each ship's crew fighting for supremacy using bloodstained cutlasses, flintlock pistols and bony talons. Vengeful captains seek each other out for viciously fought duels, whilst far above them, pirates swing from stout ropes into the midst of the Undead foe. Primitive bombs are detonated within the enemy warship's hull, masts are toppled, and marksmen snipe at necromancers and helmsmen alike.

COMING INTO BASE CONTACT

If a warship's base is touching the base of another model, it is said to be in **base contact** with that model. Neither of the touching models may move until they escape jeopardy (see page 29). **If one of your models comes into base contact with an enemy model, for whatever reason, then it is considered to have launched a 'boarding action' – it's time to buckle some swash!**

WIGGLING WARSHIPS

If you find that it is not possible to bring one warship into base contact with another because parts of the models are 'clashing', never fear; just wiggle the two warships the minimum possible amount to ensure their bases can touch and proceed as normal.

RESOLVING A BOARDING ACTION

If at the start of a warship's Boarding Action sub-phase it is in base contact with an enemy model, those warships must resolve a boarding action.

To resolve a boarding action, each player determines the current Crew of his warship and rolls that many D6 – these are called his 'boarding action dice'.

To win the boarding action, you will need to score more 'victories' with your boarding action dice than your opponent. **D6 results of 1-4 have no effect. D6 results of 5 or 6 score a single victory each** – the crew have wreaked all manner of destruction.

Each player totals up his victories and the player with the least victories subtracts his total from his opponent's total. This gives us a number known as the 'boarding action result'.

The warship with the least amount of victories must draw a number of Damage cards equal to the boarding action result.

For example, if one player scores 4 victories and the other player 1 victory, the player with the least victories draws 3 Damage cards.

If the player's have scored the same number of victories, then they have drawn the fight, each warship must draw a single Damage card, regardless of how many victories have been scored. Both sides have suffered, but the battle is so closely fought that a clear victor is yet to emerge.

MULTIPLE BOARDING ACTIONS

If more than two warships are involved in the same boarding action, perhaps because there's a whole cluster of warships battling it out, then **all the boarding actions are combined into one massive battle called a 'multiple boarding action'**. Every time a warship that is involved in a multiple boarding action reaches its Boarding Actions sub-phase, that multiple boarding action is enacted.

In a multiple boarding action, roll separate boarding action dice for each warship that is in contact with one or more enemy warships, and tally up the number of victories it attains. **Each player then combines the number of victories that all of his warships have scored.** This total is then compared to the enemy's sum total to see who has won the boarding action.

Each warship from the side with the least victories draws a number of Damage cards equal to the boarding action result (the difference between the two sum totals).

If the players have scored the same number of victories, then they have drawn the fight. Each warship involved in the multiple boarding action must draw a single Damage card, regardless of how many victories have been scored.

COMING INTO BASE CONTACT



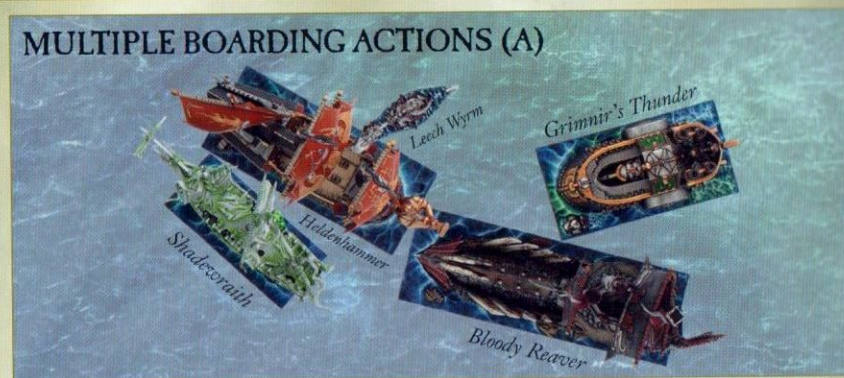
The Heldenhammer has moved into base contact with the Bloody Reaver – its base is touching the Bloody Reaver's base. The Grand Alliance player has hence launched a boarding action; the two warships will remain locked exactly where they are until one or the other is removed from play, or escapes jeopardy (see page 29).

FIGHTING A BOARDING ACTION



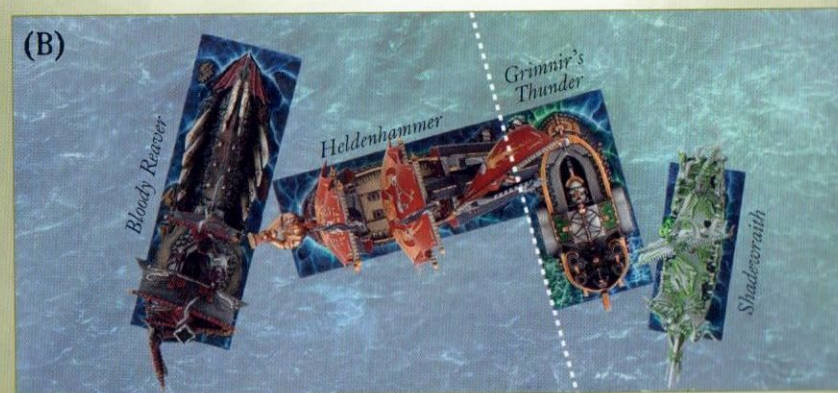
In the example above, the Heldenhammer and the Bloody Reaver are fighting a boarding action. The Heldenhammer currently has a Crew of 4 – it was initially 6, but the warship took a beating earlier in the game from enemy broadsides. The Grand Alliance player therefore rolls 4 dice. He gets a 1, 2, 5, and 6. He scores one victory for his result of a 5, and one victory for his result of 6 – a total of two victories. His opponent has a scarily high Crew characteristic of 7. The Bloody Reaver has yet to take any damage to its Crew, and so he rolls 7 dice. He rolls 1, 2, 3, 5, 5, 6, and 6 – a total of four victories. The Heldenhammer is the loser of the boarding action, and takes a number of Damage cards equal to the boarding action result; in this case two Damage cards ($4-2=2$).

MULTIPLE BOARDING ACTIONS (A)



In the topmost example (A), the Heldenhammer and Grimmir's Thunder are fighting a multiple boarding action against the Bloody Reaver and the Shadewraith. Just to complicate matters, a Leech Wyrms has joined in the fight. Uncontrolled sea monsters will always fight against any model in base contact. Here, it is in contact with the Heldenhammer, and so it is treated as being part of the Dreadfleet. If an uncontrolled sea monster was in base contact with more than one model, the players would randomly determine which model it would attack.

(B)



In the second example (B), the two Grand Alliance warships are in contact with each other, but with two separate Dreadfleet warships. As a result, the 'chain' of combat is broken, and the battle is treated as two separate boarding actions rather than a multiple boarding action.

Damage and Status Cards

DAMAGE CARDS

Over the course of the game, your warships will take serious punishment from the attentions of their enemies, and the insidious perils of the Galleon's Graveyard. All this destruction is represented by Damage cards.

The cards in the Damage deck are divided into 'Crew' Damage cards; 'Speed' Damage cards; 'Hull' Damage cards, and 'Special' damage cards. **Hull, Speed or Crew Damage cards reduce the corresponding characteristic by one or more**, hence reducing the warship's survivability, speed or combat effectiveness respectively. Some Damage cards inflict double or even triple damage, though these are mercifully rare. A 'Double' or 'Triple' card still counts as a card of the same type – a 'Double Hull' card is still a 'Hull' card.

'Special' Damage cards cover a variety of occurrences; everything from the warship's mascot being killed to the warship's powder magazine detonating. The rules for Special Damage cards vary from card to card.

NO DAMAGE CARDS LEFT?

If there are no Damage cards left in the Damage deck, pick up all Damage cards in the discard pile, shuffle them thoroughly, and return them to play as a new Damage deck.

Sometimes you will be required to draw a Damage card of a specific type. For example; 'The warship must draw damage cards until it draws a Crew Damage card'. If no cards of that type have been drawn by the time you reach the end of the Damage deck, instead apply the last card drawn instead of discarding it.

RESOLVING DAMAGE CARDS

Once a Damage card has been drawn, place it adjacent to the target's Warship card in the appropriate area. If the total Hull or Crew damage accrued by a warship is equal to or greater than its Hull or Crew characteristic respectively, remove it from play. **When a warship is removed from play, gather up the Damage cards currently applied to it and place them all in the Damage deck's discard pile.** Some scenarios require you to keep a note of the number of Damage cards placed on the discard pile in this way as your warships are removed from play.

EXCESS DAMAGE

If a warship takes a Damage card that cannot affect that warship, then discard that card – it has no effect. This sometimes occurs when a warship with a Speed reduced to zero by Speed Damage cards draws another Speed Damage card, or when a warship is required to draw an excess card by an attack that has already removed it from play.



STATUS CARDS

Cards with 'Status' printed upon them reflect the current situation of your warship. A warship can have more than one Status card in play at once. It's possible for your warship to be set ablaze multiple times, for instance, resolving each Set Ablaze card separately in each Status phase. It is impossible to have more than one At Anchor card, however.

Some Status cards only come into play when they are drawn from the Fate deck. These include 'Spell', 'Upgrade' and 'Shot' Status cards. Note that these may be affected by the 'brief respite' rule (see page 23 for a reminder).

'SPELL' STATUS CARDS

Some Status cards drawn from the Fate deck represent spells prepared by a specific captain. **Should you draw a Fate card with the word 'Spell' at the bottom, you must place it in the Status area of the warship listed on the card – even if it is your opponent's warship!** The owner of that warship now has that spell at his disposal and can use it as detailed upon the card itself.

'UPGRADE' STATUS CARDS

Some Status cards represent upgrades that can bolster a warship's auxiliaries (see page 42). **Should you draw a Fate card with the word 'Upgrade' at the bottom, place it in the Status area of one of your Warship or Cog Auxiliary cards.** That cog auxiliary (or, if the card is placed in a warship's Status area, a cog auxiliary that the warship successfully deploys) is upgraded as detailed on the card.

'SHOT' STATUS CARDS

Some Status cards represent special cannon shot loaded by a warship's crew. Should you draw a Fate card with the word 'Shot' at the bottom, you may place it in the Status area of any warship, except the *Skabrus*, *Curse of Zandri*, or *Seadrake* – these warships do not use cannons and hence cannot use 'Shot' Status cards. A warship cannot have more than one 'Shot' card at a time.



Order Cards

The captains that sail the Galleon's Graveyard have decades (or centuries) of experience at the helm, and are capable of impressive feats of seamanship. A barked order from a captain will be relayed up and down the ship in no time, the crew scrambling (or shambling) to enact their master's instructions and change the course of the warship – and perhaps, if the fates will it, the course of history.

To represent this, we have a number of **Order cards** that you can issue your ships in the Orders sub-phase. These Order cards, sometimes just called 'orders', allow you to modify the way your warship can behave over the course of its turn. There are five different orders, each of which will modify the abilities of your warship. Choosing the right order for the right warship can often mean the difference between victory and defeat.

CAPTAINS AND COMMAND

A warship's heart and soul is its captain. The captain is the one man (or woman) with the strength of will and force of personality to drive the crew onward to victory. The captain is not only a formidable fighter armed with the finest magical weapons and equipment aboard his warship, but he is also the undisputed master and commander of his vessel. When the captain stands proudly upon the bridge, his men do not hesitate to obey, and the warship functions like a

well-oiled machine. Conversely, when the captain is injured, exhausted or laid low, his men are thrown into confusion and doubt.

Each warship's captain has a **Command characteristic**. This is primarily used when issuing orders. Some captains, such as the evil Count Noctilus, have iron necromantic control over their minions and hence have an excellent Command characteristic of 2+. Others only have a limited command over the unruly rabble they call their crew. For instance, Captain Skretch Half-dead of the warship *Skabrus* has

a rather poor Command characteristic of 4+ – in no small part due to the dangerous 'misunderstandings' of his Skaven minions.

ISSUING ORDERS

Each warship's Action phase begins with the Orders sub-phase. During this sub-phase, you have the option of attempting to issue your warship a single Order card.

To issue an order, select the Order card you want to use and place it face up on the seascape, declaring to your opponent that

you intend to use it. **Next, find the captain's Command characteristic**, as listed on the appropriate Warship card.

Finally, **take a Command check**. If you **pass the check, the Order card has been issued successfully** and you may use the effects listed on the card.

If the Command check is failed, the captain's crew do not act quickly enough to obey the order – that warship must do without the effects of an Order card this turn.



The effect of each order differs depending on the card. There are five orders you can issue; **Full Speed Ahead, Hard-a-Port, Hard-a-Starboard, Fire As She Bears, and Repair.** Four out of the five Order cards are resolved during the activated warship's Movement sub-phase. The other Order card, Fire as She Bears, is resolved in your opponent's turn. Once an Order card has been resolved, return it to your hand – you'll need it when you activate your other warships.

FULL SPEED AHEAD

Full Speed Ahead represents your captain issuing orders for his warship to move at full speed. It can be issued to any type of warship, regardless of its method of propulsion; it might represent the engines going at full steam, for example, or an unliving warship driven forward with a burst of eldritch power.

A warship that has been successfully issued this order resolves it after it has finished all other moves in its Movement sub-phase (see page 24-29).

Full Speed Ahead (Order)

The captain issues orders for his warship to move at full speed.

A warship that has been successfully issued this order resolves it after it has finished all other moves in its Movement sub-phase.

When this card is resolved, the warship with this order must move forwards 2D6" in a straight line.

The Full Speed Ahead order cannot be issued to a warship with a current Speed of zero, or to a sail class warship that is caught in irons.

For full rules, see page 38.

When the Full Speed Ahead card is resolved, the warship with this order must move forwards 2D6" in a straight line.

You MUST use the extra movement that this order confers to your warship, even if it means running aground or coming into base contact with another warship – the ship gains deadly momentum.

Also, note that **the Full Speed Ahead order cannot be issued to a warship with a current Speed of zero, or to a sail class warship that is caught in irons.** It's hard to harness the wind when it's against you!

HARD-A-PORT

Hard-a-Port represents the captain ordering his warship to take an extreme left turn. The helmsman spins the ship's wheel to its farthest point, resulting in as sharp a turn as the warship is capable of making.

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

Hard-a-Port (Order)

The captain issues orders for 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 Handling rules.

For full rules, see page 38.

before it has moved. When the Hard-a-Port card is resolved, the warship with this order may make an immediate change of heading to port. This change of heading can be up to 45 degrees; use the ship's wheel to turn as normal. **Note that this extra turn is an exception to the Handling rules** – you do not need to have moved a distance equal to your Handling characteristic before you make this extra turn.

A cunning player might combine the change of heading from Hard-a-Port with a normal change of heading (assuming his warship is entitled to one), allowing him to change his warship's heading by up to 90 degrees – very useful if you want to surprise a warship coming up behind you!

HARD-A-STARBOARD

Hard-a-Starboard works in the same way as Hard-a-Port, though the bonus change of heading is to starboard instead of port. It follows exactly the same rules, except that it **allows you to make a free change of heading of up to 45 degrees to starboard.**

Hard-a-Starboard (Order)

The captain issues orders for his warship to take an extreme right 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 starboard.

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

For full rules, see page 38.

FIRE AS SHE BEARS

A tried and tested tactic in naval warfare is to hold fire until the enemy warship is squarely in your sights for a punishing broadside, often unleashed just as the enemy is about to strike. The nautical command for preparing to fire at the most opportune time is 'Fire As She Bears'.

When a Fire As She Bears Order card is successfully issued, place the Order card face up next to the warship that received the order. When this particular Order card is in play, it is 'out of your hand' and is not returned to your hand of Order cards until either the order has been resolved, the warship with this Order card has been sunk, or a new order has been issued to that warship – whichever comes first.

A warship that has been successfully issued this order may resolve the order in response to another model declaring an attack against it. Most often, this will be resolved as an enemy warship fires a broadside, or launches a boarding action, but it might also be resolved against an enemy spell, an attacking sea monster, or other such nautical terrors.

Fire As She Bears! (Order)

The captain issues orders for his warship to deliver a punishing broadside just as the enemy forces into view.

A warship that has been successfully issued this order may resolve the order in response to another model declaring an attack against it.

When this card is resolved, the warship with this order immediately fires a bonus broadside at the enemy model declaring the attack.

For full rules, see page 38-39.

When the **Fire As She Bears** card is resolved, the warship with this order immediately fires a bonus broadside at the enemy model declaring the attack.

This is subject to the normal rules for broadsides, however, it is resolved in the opponent's turn, immediately before the enemy warship makes its attack. Note that this order does not stop the warship with the order from firing a broadside in its own turn.

The **Fire As She Bears** order cannot be resolved

against a target that is firing using the **Fire As She Bears** order.

FIRE AS SHE BEARS AND BOARDING ACTIONS

Fire As She Bears can also be resolved just as an enemy warship is about to launch a boarding action. If you choose to use this option, then immediately after the enemy warship comes into base contact, the warship with this Order card may fire a broadside at the enemy warship (provided the enemy warship is a viable target). The turn then continues as normal.



REPAIR

Impromptu repairs can be made even in the midst of a firefight – rigging is spliced and ragged sails replaced, shattered hulls are boarded up and sealed, the wounded are stitched up by ship's doctors and thrust back into the fray, and Undead mariners are resurrected by cackling necromancers.

A warship that has been successfully issued this order resolves it at the beginning of its Movement sub-phase. When the **Repair** card is resolved, the warship with this order may discard one **Hull**, **Speed**, **Special**, **Crew** or **Set Ablaze** card from its Warship card.

IRREPARABLE DAMAGE

Some Damage cards have '**Irreparable**' printed upon them. Just as the name implies, these cards cannot be repaired or removed by any means. The damage is just too extensive!

Gun Deck Collapsed

An entire gun deck has collapsed.
The warship's Broadside is reduced by 1.

SPECIAL IRREPARABLE

First Mate

The first mate has been killed, damaging the chain of command. The captain's Command checks have a -1 modifier. The warship may no longer issue orders on a 6+ if its captain suffers a mortal wound.

SPECIAL IRREPARABLE



Duelling and Wound Cards

During the swirling melee of a boarding action, the captains of each warship seek each other out to duel in single combat. As mayhem rages all around, the ring of magical blade upon cursed cutlass chimes out again and again. After all, there is no surer way to cripple the morale of a warship than to leave its master dead and bleeding on the deck.



Each captain has a **Swashbuckling characteristic** on his Warship card. This represents not only how physically powerful the captain is, but also how skilled he is in the bloody arts of close combat. A captain's Swashbuckling characteristic is primarily used in a process called a duel.

RESOLVING A DUEL

At the beginning of each Boarding Action sub-phase, **immediately before the main boarding action is fought, the captains of each warship will automatically seek each other out for a duel.** It doesn't matter if one of the captains would really rather not take part; even the most reluctant combatant is soon forced to fight for his life.

To fight a duel, each player rolls a number of D6 equal to their captain's current Swashbuckling characteristic. Rolls of 1-4 have no effect, and rolls of 5-6 score one victory. The players then add up and compare their total number of victories. If the totals are the same, then both captains take a wound. If one player has a higher total than the other, then he wins the duel and only his opponent's captain takes a wound.

TAKING A WOUND

When a captain suffers a wound, use a Wound card to keep track of it. **The first time a captain takes a wound, the owning player takes a Wound card and tucks it under the top of the corresponding Warship card so that the 'flesh wound' result is showing.** That captain is now subject to the penalty listed for a flesh wound. Referring to the Wound card (or the table below) we can see that his Command checks suffer a -1 modifier.

TAKING FURTHER WOUNDS

Every time a wounded captain takes another wound, adjust his Wound card so that the next most severe wound result is showing, along with all wound results of a lesser severity. For instance, if a captain has suffered a 'flesh wound', ensure that only the 'flesh wound' result is showing, but if he has suffered a 'serious wound', then both the 'flesh wound' and 'serious wound' results would be showing. **The penalties inflicted by the various wound results are cumulative.**

If a Captain suffers four wounds over the course of the game, he will have suffered a 'mortal wound', and may not participate in any further duels. He is out of the fight – serious blood loss is bad for men and vampires alike!

For example, Red Brokk Gunnarsson (Swashbuckling 3) is duelling Count Noctilus (Swashbuckling 5). The players roll a number of D6 equal to their captain's current Swashbuckling. The Grand Alliance player rolls a 2, a 5 and a 6 – a total of two victories. The Dreadfleet player rolls a 1, 2, 5, 5 and 6 – a total of 3 victories. Count Noctilus is victorious!

As the loser of the duel, Red Brokk Gunnarsson takes a wound. Brokk has already taken a flesh wound in an earlier duel, so his Wound card is moved up one result to 'serious wound'.

DUEL RESULT TABLE

WOUNDS TAKEN

- 1 Flesh wound:** The captain suffers a minor wound, perhaps losing an eye or a few pints of blood. His Command checks suffer a -1 modifier.
- 2 Serious wound:** The captain is hurt, and hurt badly; perhaps he loses a hand or has been impaled on his enemy's blade. His Swashbuckling is reduced by one, to a minimum of 1.
- 3 Horrific wound:** The captain has suffered a life-threatening wound – his head has been gashed open, or one of his limbs has been hacked away. Reduce the captain's Swashbuckling by one, to a minimum of one, and impose a further -1 penalty to Command checks.
- 4 Mortal wound:** The captain is down and bleeding out, possibly dead. He automatically fails all Command checks, cannot participate in duels, and can no longer use his special ability.

DUELLING DURING A MULTIPLE BOARDING ACTION

Sometimes more than two warships will participate in the same boarding action, giving the captains a chance to show off their skill, or perhaps die horribly as their enemies gang up on them. Honour is in short supply amongst pirate lords and their Undead counterparts.

This process is called a multiple duel. Multiple duels follow all the rules for normal duels, with the following exception. **If several warships are engaged in the same boarding action, all of the captains from each fleet roll a number of dice equal to their current Swashbuckling and add their victories together to form a sum total. This is then compared to the sum total of the enemy's**

victories. The winner of the multiple duel is the side with the most victories.

All the captains on the losing side of the multiple duel suffer a wound and adjust their Wound cards accordingly.

If the multiple duel is a draw, then all of the captains involved will suffer a wound.

THE FIRST MATE

If a warship's captain is mortally wounded (see page 40), then the warship's first mate may attempt to issue orders in his place. Regardless of his warship, the first mate has a Command of 6+. The first mate is your last line of defence when it comes to rallying your scurvy crew to action!



Auxiliaries

The titanic warships we use in *Dreadfleet* are able to deploy smaller craft from in or around their main body, allowing them to rescue stranded allies, collect treasure and investigate the wreckage of sunken ships. The models that represent these craft are called **auxiliaries**.

The most common auxiliaries included in the game are called **cogs** (a cog is a one-masted ship), though there are other types. Warships that deploy auxiliaries are known as **parent warships**. Each auxiliary has an Auxiliary card that shows their profile, just like other warships. **At the start of the game, place the appropriate Auxiliary cards in their own separate deck. Unless specified in the rules of the scenario you're playing, auxiliaries begin the game inside their parent warship, and are not placed on the seascape until they are deployed.**

If an auxiliary is destroyed during the game, remove its card to remind you that it has been used up. Note that though there are two types of model for cogs, they follow the same rules.



DEPLOYING AUXILIARIES

A warship may deploy its auxiliary before it moves in the Movement sub-phase. To do so, place the auxiliary model in play anywhere within 1" of its parent warship and not in contact with another model or token. Next, take the relevant Auxiliary card and place it next to your Warship cards.

Deploying a cog auxiliary on the move is a risky business. **If a warship attempts to deploy a cog auxiliary whilst not at anchor or run aground, make a 'capsize' test by rolling a D6. On the roll of a 1-3, the cog capsizes in the rough seas;** the cog model and its Auxiliary card are removed from play.

WARSHIP

Heldenhammer

Flaming Scimitar

Swordfysch

Seadrake

Grimnir's Thunder

Bloody Reaver

Shadewraith

Curse of Zandri

Skabrus

Black Kraken

AUXILIARY

Grand Alliance Cog

Grand Alliance Cog

Grand Alliance Cog

2 x Dragons

2 x Dwarf Dirigibles

Dreadfleet Cog

None

Dreadfleet Cog

Dreadfleet Cog

Dreadfleet Cog

USING AUXILIARIES

Auxiliaries have their own Action phases, their own areas to place Damage and Status cards, and so on. **Once in play, auxiliaries follow all the normal the rules for warships, with the following exceptions:**

- Auxiliaries do not have captains and therefore cannot issue orders or duel.
- Auxiliaries cannot escape jeopardy.
- Auxiliaries that contact islands and shipwreck pieces do not 'run aground'.
- Auxiliaries do not have facings or arcs of sight. They can fire broadsides in any direction. Also, warships cannot claim the 'raking' bonus against them.

- Any Special Damage card drawn by an auxiliary is discarded – draw another card instead to replace it.
- When determining line of sight to or from an auxiliary, trace the model's-eye view from the model's highest part.

The highest part of the model also counts as both of the auxiliary's 'corners' for the purposes of determining whether the partial shot modifier applies to any broadside involving the auxiliary.

- Auxiliaries do not have Handling characteristics, they can turn freely at any point in their Movement sub-phase.



Grand Alliance Cog.



Dragon.



Dwarf Dirigible.



Dreadfleet Cog.

DOCKING AUXILIARIES

Sometimes, you will want an auxiliary to seek protection by rejoining a larger warship. **If an auxiliary comes into base contact with a warship from the same fleet, or vice versa, the auxiliary may immediately 'dock' with that warship.** Remove the auxiliary from the seascape, but leave its Auxiliary card face down next to the Warship card of the vessel with which it has docked. The docked auxiliary is immediately repaired of damage – discard any Damage cards it has sustained. That auxiliary may later be deployed by the warship with which it has docked. There is no limit to the number of auxiliaries that can dock with any given warship. **Note that the Dwarf Dirigible and Dragon may only dock with their parent warships.**

TREASURE TOKENS

Some scenarios can only be won by collecting treasure tokens (see pages 74, 88, 90). Luckily, unlike warships, **auxiliaries may 'collect' treasure tokens. To claim a treasure token, simply move an auxiliary into base contact with that token.** The token is then collected by the auxiliary and moves with the auxiliary thereafter. The act of collecting, handing over or carrying a treasure token does not affect movement in any way. **An auxiliary may only collect one treasure token per turn**, though there is no limit to the amount of tokens it can carry.

An auxiliary that docks with a warship automatically 'hands over' any treasure tokens it

has to that warship. The treasure token(s) then moves with that warship instead. Note that treasure tokens cannot be handed over from one warship to another. However, they can be freely handed over from one auxiliary to another auxiliary in base contact, or handed from a warship to an auxiliary it is deploying.

Note that treasure tokens are not actual representations of physical objects. Should a treasure token get in the way of movement just move it aside as necessary.

LOSING TREASURE TOKENS

If a warship carrying a treasure token is removed from play, leave any treasure tokens it had at the point where the warship met its demise.



FLYING AUXILIARIES

Dirigibles and Dragons are of a special type of auxiliary known as 'flying auxiliaries'. **Flying auxiliaries do not take capsizing tests, and can move freely over other models. Note that flying auxiliaries may never voluntarily end their move over another model** – they must finish their Movement sub-phase over an empty area of the seascape.

SEA MONSTERS

The Galleon's Graveyard is infested with Undead sea monsters. There are three sea monsters included in the game; the Bone Hydra, Leech Wurm, and Sea Giant. Sea monsters are auxiliaries that only enter play through the drawing of Fate cards.

Each sea monster has its own Action phase. Unless it is controlled by Count Noctilus, it occurs after all other Action phases have been taken (randomly determine which goes first). **At the beginning of a sea monster's Action phase, determine which player has the nearest warship – his opponent controls the sea monster.** Work through the Action phase as if it were a normal auxiliary. Usually this means that the sea monster attacks the nearest warship to the best of its ability.

Sea monsters cannot dock or be deployed, though they may claim treasure tokens just like any other auxiliary. However, unlike other auxiliaries, they may not hand over treasure (mmm, tasty treasure!).

The Story So Far...



The hunt for Count Noctilus began when the island nation of cutthroats and corsairs known as Sartosa was raided by the Undead raiders of the Dreadfleet. The superstitious pirates of Sartosa had long believed in the Galleon's Graveyard, a mythical realm infested with the unliving. The Graveyard's malevolence was the source of a peculiar curse upon the seas of the world. Rumour had it that when a ship sank beneath the waves, its wreck would disappear completely overnight.



True enough, whenever the greedy and the brave went scavenging after a battle there would be no sign of ship nor sailor to mark a fallen ship's passage. Some swore this was due to underwater currents, others that it was the work of ravenous sea monsters. Yet rumours persisted that there was a terrible force at work in the ocean – a force that claimed those who died at sea for its own, and brought the drowned back to life as something less than human. When the Dreadfleet loomed out of the mists to attack Sartosa itself, the rumourmongers were irrefutably proved right. The curse of the Galleon's Graveyard had come to them.

A DARK HOMECOMING

In the small hours of that same night, Captain Jaego Roth of the Nightwatch was returning to his ancestral home in Sartosa. To his puzzlement and alarm, the sea air was choked with acrid smoke. As the Nightwatch neared the docks, Captain Roth's joy at his homecoming faded and withered away altogether. Rusting Harbour, the dockyard district where Roth's dwelling-vessel was berthed, was all but reduced to cinders. The isle of a thousand masts was in flames.

Captain Roth's men soon bullied the truth out of a soot-streaked refugee who was fleeing the conflagration in a rowing boat. Sartosa – thought by its denizens to be a realm so notorious only a fool would dare attack it – had been pillaged by a titanic war-hulk made from the broken remains of other galleons, a ghost ship that was impervious to harm, and a vast black machine forged in the likeness of a deep-sea kraken. The legends were true – Count Noctilus of the Dreadfleet still lived.

Hoping to save his family, Roth plunged into the water, swam to the burning dock of Rusting Harbour, and sprinted heedlessly into the fires of the dwelling-vessel he called home. He was too late. His wife and child had been taken by the flames. Roth's elderly father, the Mapwright, also lay dead, his body curled around several strange artefacts as if to protect them from the conflagration. Teeth gritted and beard aflame, Captain Roth grabbed the artefacts; an eldritch moondial that plotted the phases of Morrslieb, a great sea turtle shell with a sea-chart pinned to its inside, and an enchanted Arabyan spyglass.

Roth carried what remained of his family's bodies to the harbour's edge. Silhouetted by fire, he buried the mortal remains of his loved ones in a deep pit on the shore. Though Roth's expression was as cold and still as the rag-doll corpses of his family, his mind was aflame. Then and there, he swore a solemn oath upon the souls of his family: Vampire or not, Count Noctilus would pay with his life.



WAR ON THE REIK

Though the smouldering fires of Sartosa's harbour were eventually put out, Captain Roth's anger seemed to get fiercer with every passing day. Determined and ruthless, Roth called in every favour and spent every last crown of his ill-gotten fortune upon assembling the most die-hard crew that money could buy. He knew well that it would take more than a single crew to take down the Dreadfleet; Roth needed an army behind him if he was to stand a chance against Noctilus.

Before the week was out, Captain Roth had set off in search of aid from the Empire. The greedy officials and arrogant nobles of the port cities were far more interested in their own affairs, and battle-scarred pirates ranting about undeath proved unwelcome in polite company.

Roth reasoned that even if the courts of the Empire would not lend aid, the witch-hunting Cult of Sigmar would provide the means of Noctilus' destruction. Every pirate had heard tell that the burning power of divine energy could sear and destroy the Undead; after all, the god-king Sigmar had defeated the Great Necromancer Nagash himself shortly after the founding of the Empire.

Sailing around the coast of Bretonnia, the Nightwatch passed through Marienburg in the guise of a merchant vessel and made its way toward Altdorf. It moored within the dockyards of the majestic Reik river, nestled amongst the splendid galleons moored in every spare berth. Even the largest of them was dwarfed by the Grand Theogonist's capital warship, the Heldenhammer.

In the glimmering candlelight of the Reikstemple, a vengeful Roth made his demands for aid to the Grand Theogonist himself. His talk of vampiric warships and mechanical sea monsters was met with a sad shake of the head. Though the Cult of Sigmar did indeed have the means to destroy the Undead, the Empire was at war, and the weapons of the holy were needed elsewhere.

Enraged beyond measure, Roth stormed out of the Reikstemple and back to the harbour. That night the Heldenhammer set sail, but it had Captain Roth at the helm, and Sartosa's finest instead of Sigmarites manned its massive cannon batteries.

Word swiftly reached the Grand Theogonist of Roth's theft, and the Sigmarite fleet set sail after the Heldenhammer with deadly intent. But Roth's first mate, Salt Pietr, and a small crew of veteran sailors were still aboard the Nightwatch, and they silently cast off from the dock after the Sigmarites like a wolf stalking a herd of sheep.

Up ahead, the Sigmarites fired chasing cannons upon the Heldenhammer with little real effect. In response, the Nightwatch turned hard-a-port just as the Heldenhammer heaved hard-a-starboard, bracketing the Sigmarite fleet fore and aft.

At Roth's roared command, hundreds of cannonballs raked the Sigmarite vessels. Caught in the crossfire, the Heldenhammer's pursuers stood little chance and were smashed to pieces. The Nightwatch took an impressive toll before eventually succumbing to superior numbers, whilst the Heldenhammer escaped intact.

NEHEKHARAN GOLD

Though Roth's latest acquisition was one of the mightiest warships ever to be built, it was still a single vessel. Roth needed a fleet, and the quickest way to enlist one was with gold. Before long Roth had set a course for the arid and bone-strewn lands of the south. There he sought out the ruined city of Zandri, guardian of Nehekharan's haunted coasts. Roth led three hundred of his most hard-bitten mariners through the desert to the sandy reaches of ruined Zandri, where he intended to relieve the catacombs of the golden treasures that were rumoured to be scattered all about.

In the shadow of colossal pyramids that drank in sunlight and towering skull-faced Necrosphinxes, Roth's men fought their way into the great tombs. Ranks of armoured skeletons and giant jackal-headed statues came to life at their approach, and Roth's men were slowly, irresistibly pushed back. They barely made it a half-mile into the ancient city before they were forced to retreat back into the desert. Only eighty mariners returned to their warship alive, but for all the peril of the tomb-cities, each mariner escaped with a king's ransom in gold and priceless artefacts stashed about his person. Little did Roth know that by raiding Zandri he had made an enemy who would spend all eternity hunting him to the ends of the world.



Evading the Undead fleet that pursued Roth, the Heldenhammer set a course due westwards. Less than a week later Captain Roth met up with his mercantile contacts on the pirate coast of Araby, where the flamboyant wizard known as the Golden Magus was recruited to the cause. Roth bought the allegiance of the southern sorcerer and his massive pleasure-warship Flaming Scimitar with sixteen treasure chests brimming with gold; not even the self-proclaimed Sultan of the High Seas could resist that much wealth. Aranessa Saltspite, the merciless Pirate Queen of the Swordfish, was the second to join Roth's quest – though it took a week of Roth's precious time and a chest full of fist-sized sapphires to secure the wench's famously dubious loyalty.

THE HUNT BEGINS

And so the year wound onward. Captain Roth gathered information as well as manpower, for only a fool would seek to do battle with a Vampire Count without first learning the secrets of how to destroy it. Delving into the gambling dens and rum-warrens of Sartosa, Roth searched for surviving members of his father's old crew. The Mapwright had never been the same after his last voyage, and had often talked in garbled sea-chants of an Undead hell which Roth now believed was Noctilus' lair. The strange map left to Roth looked very much like it depicted an evil otherworld of rotting wrecks.

Roth's stolen gold opened many doors. Everything from solid facts to the superstitious ravings of salt-mad drunkards made its way to the Heldenhammer's crew. A recurring theme was that the Galleon's Graveyard was the home of a brotherhood of ghosts; evil spirits that were vomited

into reality by a churning maelstrom of skulls and, when their bloody work was done, sucked back down into the otherworld once more. It seemed to many of Roth's crew that the grog-sodden pirates of Sartosa would say anything for a gold doubloon. Yet as the captain pored over the sea-chart that had been his father's last gift, there it was, amongst the confusion – a strange and unnatural maelstrom, ringed by shipwrecks, corpse-faced cliffs and sulphurous volcanic reefs.



The stories that surrounded the Dreadfleet's rampage around the coasts of the world grew ever more elaborate. Some claimed that a Nehekharan war galley of unprecedented size was now fighting alongside the Bloody Reaver, others that an Undead leviathan with its guts infested by ratmen had joined Count Noctilus's strange fleet. One detail that all the latest rumours agreed upon was that each time the Dreadfleet had struck since its attack upon Sartosa, it had sailed out from a thick bank of fog upon the strike of midnight and then disappeared without a trace. This particular story became maddeningly familiar to Captain Roth and his allies as the hunt began in earnest. The Dreadfleet was attacking the port-cities of the Empire without warning and vanishing like morning mist,

no matter how closely they were pursued. All that was left to mark their passage was a bobbing trail of barnacle-encrusted skulls that petered out in a loose spiral before disappearing altogether.

In learning where the Dreadfleet had recently struck, Captain Roth was able to lie in wait at the most likely target for the Dreadfleet's next raid. He berthed his warships amongst the galleons of Luccini, the sprawling Tilean cityport from which his mother had hailed, and waited.

After weeks of galling inactivity, Roth's ambush tactics finally paid off. A violent electrical storm ravaged the coast of Luccini and, soon after, the Dreadfleet's sails appeared on the horizon. Roth and his allies intercepted Count Noctilus at Brimstone Sound, and a raging sea battle took place under the stony gaze of the sentinel-houses studding the cliffs. Over nine hundred veteran seamen died in Roth's attempt to bring the Dreadfleet to bay, blasted apart by the Bloody Reaver's cannon batteries, crushed by the Black Kraken's tentacles, or cut to ribbons by the ghostly crew of the Shadewraith. The mighty Tilean fleet joined the fight and attempted to cut off the Dreadfleet's escape, but it was all for nothing. The Dreadfleet melted back into the fog once more, leaving nothing but a loose spiral of skulls to mark its passage.

DESPERATE MEASURES

The baleful truth was becoming impossible to deny. There was no stopping Count Noctilus on the open ocean, for whenever the Dreadfleet was brought to bay it would escape back to its strange otherworld. The fight would have to be taken to Noctilus.

With the Golden Magus' help, Roth learned to use the exotic moondial and enchanted spyglass left by his father and painstakingly deciphered the strange instructions scrawled on the sea-chart. The pirate lords theorised that if they could but be under the right constellation of stars at the stroke of midnight upon thrice-cursed Geheimnisnacht, Roth could sail straight through the thinned veil that separated the Dreadfleet from the material realm, hunt down the Bloody Reaver, and slay Noctilus in his own lair.

Though he found no support from the nations of Man, Roth was to find an unusual ally on his journey back to Sartosa. A gouting plume of smoke drew the Heldenhammer towards the site of a sea battle, where the shattered remnants of a Dwarf ironclad bearing the rune of the seaport Barak Varr were slowly sinking into the depths. Mangled beyond recognition, the Dwarfcraft looked to have been crushed like a platemail breastplate in a Giant's hand. Clinging to the wreckage of the ironclad were dozens of bedraggled Dwarfs. Roth ordered his warship to drop anchor and rescue the stranded Dwarfs, reasoning that just as Dwarfs never forget a grudge, they would always repay a debt.

Roth's supposition proved quite right. The commander of the Dwarf survivors, Red Brokk Gunnarsson, was furious beyond measure – his experimental ironclad, Grungni's Forge, had been crushed beyond recovery by the tentacles of a submersible he called the Black Kraken. Roth revealed that the Black Kraken was amongst those warships that his fleet was pursuing, and told the Dwarf of his own quest. When the Dwarf engineer and the pirate lord learned that they shared the



same taste for revenge, a wary respect was born. Gunnarsson made a deal with Roth, sealed with spit and strong spirits – if Roth returned Red Brokk to his home port of Barak Varr, Gunnarsson would then go to war alongside him, lending the revolutionary Grudgebreaker-class battleship Grimmir's Thunder to the cause.

INTO THE DARKNESS

As Roth provisioned his fleet at Barak Varr, Geheimnisnacht drew ever nearer. According to the moondial's strange cog-plates, the time of reckoning was soon at hand. Roth had the means and the manpower to send Count Noctilus to a watery grave. So it was that on the night before

Geheimnisnacht, the Heldenhammer, escorted by Flaming Scimitar, the Swordfish, and Grimmir's Thunder, set sail for the cursed seas.

The hunters sailed towards the Dread Gulf, the area of the great ocean which Roth had ascertained corresponded with the Galleon's Graveyard. Sure enough, as midnight of Geheimnisnacht struck, a great unnatural storm blew in. Fell laughter could be heard in the skies. The tempest that followed was fierce beyond measure. Great squalls of bone and chattering skulls hammered the decks and tore the sails. It was not long before Roth's warfleet was separated, all cohesion lost in the desperate struggle to survive before they disappeared altogether.

When the storm passed and the waters finally stilled, the Heldenhammer was alone. Swallowed and then spat out by the electrical storm, it was isolated in a labyrinth of wrecks, unnatural rock formations and strange, half-seen ghostlights. The fabled Galleon's Graveyard had been found.

That night was the last time Roth's Grand Alliance was seen by mortal eyes. Months later, wild-eyed men whispered of the Galleon's Graveyard across the ports of the world. For some unaccountable reason, the Dreadfleet's raids had stopped. The curse seemed to have been lifted, too. From that year onwards, whenever a ship sank at sea, its wreckage would remain in testament to its last battle.

Captain Jaego Roth of the HELDENHAMMER



The legendary Captain Jaego Roth was the only son of the Sartosan explorer and cartographer, Indigio Roth. In his prime, Indigio Roth was a large and fearsomely intelligent man. He was known to the common people of Tilea simply as the Mapwright, for he sailed the farthest reaches of the Great Oceans in search of knowledge, and his sea-charts were the finest in the land. The Mapwright's name passed into the lore of the Old World for his nautical exploits. The same is true of his son Jaego who, with his last act, became one of the most celebrated captains of the high seas.

The story of Captain Roth's burning need for vengeance upon the Dreadfleet begins within his father's warship, the Enlightenment, a warship permanently moored at the Rusting Harbour of Sartosa. When the Mapwright lost both his legs to a Sea Giant attack, the weather-beaten old explorer finally retired his warship and settled with his family. After all, he had already made maps of all the islands and coastlines of the Old World – and, if rumour was to be believed, of lands much further afield. The Mapwright enjoyed a great deal of respect in Sartosa, though his wife would regularly scold him for filling the mind of their son Jaego with stories of the surreal realms that lay beyond the veil of midnight, and the curse of the restless dead.

The young Jaego was raised within the Enlightenment's labyrinthine corridors and empty barracks. Every vertical surface and ceiling was plastered with maps and charts; even the most threadbare rug bore depictions of Araby, Ind or Cathay. Such scenes of far-off lands and tales of derring-do had a profound effect upon Jaego's young mind. The Mapwright's son fancied the life of a pirate lord, and spent most of his days at sea aboard his uncle's boats, fighting imaginary monsters with a wooden sword. As Jaego grew into a powerful and determined leader of men, his father deteriorated further, sinking slowly into nightmare-haunted senility. The old explorer seemed to have become obsessed with his last voyage, rambling on about ship's graveyards, Vampires and sentient whirlpools. Word in the taverns was that the Mapwright had seen too much; that his most recent maps owed more to madness than to the conquest of the unknown.

Jaego could not bear to see his elderly father, once an intellectual giant, deteriorate into a mad old fool. He left home, setting sail to find his destiny. His father's gold afforded him a decent ship and a crew that could almost be considered trustworthy.

Over the next three decades Captain Roth became a figure of awe across the Great Ocean. His extensive knowledge of the strange and unusual geography of



the high seas stood him in good stead; little-known islands became Roth's hidden bases, short-cuts through deadly reefs allowed the captain to escape even the most ardent pursuit, and lucrative deals were struck over the delivery of strange and rare ingredients to rich southern sorcerers. Roth also proved to have an astonishing gift as a naval tactician, hiring his services as a privateer to any who could meet his price – his sleek and deadly warship, the Nightwatch, had sent a dozen vessels to the bottom of the sea before Roth's first year of captaincy was out.

As Roth passed a half-century in age, the lure of piracy was replaced by a longing for the shores of his home. After a near-disastrous raid upon the mosquito-ridden shores of Lustria, Jaego Roth began to tire of adventure and the ever-present risk of death. The captain had seen thousands of comrades and crew fall in battle over the years, and just as his body had become scarred and tough, his resolve had hardened too. He would forsake the life of a reaver, return to the wife and child he had left behind in the Rusting Harbour of Sartosa, and make amends for taking the open sea as his mistress instead of caring for his own.

When Roth returned to Sartosa he was greeted by a city in flames. He made haste to his family's magnificent boathouse, but he was too late – his homestead was consumed by fire. Roth sprinted through the burning cityport towards the remains of the Enlightenment and fought his way inside. Though he was too late to save his family, the artefacts left by his father were to set him upon the deadliest quest ever undertaken on the high seas.

HELDENHAMMER

Once the personal flagship of the Grand Theogonist himself, the Heldenhammer is a true monster of a warship, boasting one-hundred and eighty guns and nearly ten times as many crew. It is so magnificent in scale that it can hold a battalion of soldiers within its bilges alone. The Heldenhammer's aftcastle towers over the decks, and it is host to the Grand Templus, a massive edifice built to rival even the Reikstemple in grandeur. The Grand Templus is so redolent with faith that it is said to be proof against evil magics, which is just as well given Captain Roth's intended destination.

Upon the Heldenhammer's fo'castle stands the titanic figurehead known as Sigmar's Wrath, a statue larger than a wizard's tower. Cast in blessed metal, Sigmar's Wrath is no mere ornament. The statue itself is held in place by great steel chains, each link of which is the height of an Ogre. Sigmar's Wrath can be released from its upright position to come crashing down hammer-first upon an enemy vessel, impacting with the force of a twin-tailed comet before being winched back into place using cantilevers and steam pistons. With such a weapon at his disposal, Roth hopes to bring final death to his Vampiric nemesis.



Heldenhammer

Speed	Hull	Crew	Broadside
12	4	6	6
Handling	Armour		
5	5+		SAIL

SPECIAL RULES

Sigmar's Wrath: The Heldenhammer's steam-powered figurehead may be used against an enemy warship in base contact, provided the majority of the target warship's base is in the fore arc. At the end of the Heldenhammer's Movement sub-phase, roll D6-1. The target warship draws a number of Damage cards equal to the result, discarding any Special cards and applying the rest.

Captain Jaego Roth

Command: 3+
Swashbuckling: 3

Will of Steel: Captain Roth re-rolls all failed Command checks. When fighting a duel, he re-rolls all dice that do not result in victories.



Aranessa Saltspite of the SWORDFYSH



Amongst the most feared of all the lords of Sartosa is the Queen of Tides, Aranessa Anja Saltspite. Rumour has it she is the daughter of the sea god Manann himself; that she rose fully grown out of the waves in a froth of gore, and that saltwater flows through her veins instead of blood. What is known beyond doubt is that Aranessa is as merciless as the ocean.

Aranessa has always had a peculiar connection with the ancient god of the sea. She has sailed to the ends of the world and back again through the most violent of tempests and emerged unharmed. There is no warmth in her soul, and she has no love for Man. Only the open ocean and the glitter of gems can make her scowl melt, but as her scurvy crew maintains, on the occasions that she deigns to smile, it is like the coming of the new dawn.

The true story of how Aranessa Saltspite became such a gifted seafarer begins in the chill waters of the far north. Aranessa was born into the ruling family of Skjold, a coastal settlement of the Norscans. The chieftain, a proud warrior king in need of a strong successor, was not pleased at all to find that his pregnant wife had delivered him a daughter instead of a son. Worse still the infant had been born a mutant – her conjoined legs were scaled and twisted into a grotesque fan of spined flesh below the knee.

Physical mutation has always been a death sentence amongst Aranessa's pitiless tribe. Before the sun had set, the mewling babe was hurled from the tallest cliffs to be drowned by the pitiless sea.

Miraculously, Aranessa survived. Borne by a shimmering school of daggerfish that swam in the shape of a crowned sea-sire, the infant was delivered into a cove of golden sands, where she was tended by a trio of sea-nymphs. Suckled and cared for by these lithe ocean spirits, Aranessa grew strong upon a diet of gymmcrab, algae and cold black kelp. Before her tenth year Aranessa was spear-fishing for sharks, fanged rays and mermanticores. Her shell-decorated cove became cluttered with gifts from the sea that washed up with each new dawn.

It seemed like every full moon a new vessel would founder near her cove, or a galleon would find itself inexplicably shipwrecked within easy reach. Bright-eyed, the child Aranessa absorbed every scrap of knowledge to be gleaned from the well-appointed ships that had mysteriously come to her.

Aranessa eventually tired of her island paradise and decided to rejoin the ranks of humanity, though she knew that a mutation such as hers would lead to persecution and death. Numbd by rum and with teeth gritted, she amputated her strange lower legs

with a sharpened cutlass, and cauterised the wounds herself without so much as a whimper. Aranessa had already fashioned replacement legs from the jagged blades of sawfish, and bound them tight to her ragged leg-stumps with leather belts that she found in the captain's quarters of a rich merchant galleon. Constantly cleansing her wounds with saltwater, it was less than a week before Aranessa was able to walk. A scowl etched on her beautiful features, she ventured out into the open seas upon an intact rowing boat that had washed up on her beach. Before three nights had passed she was picked up by a roving pirate galleon, the *Swordfysh*.

Mute, peg-legged and strange, Aranessa was the subject of the much curiosity from the sailors aboard, though she quickly proved to them that to so much as touch her would earn them a slit throat. Daily she climbed into the rigging, and thereupon into the crow's nest, where over the coming weeks she more than proved her worth as a sharp-eyed lookout.

Over the next decade Aranessa learned to swear like a sailor, to fight like a pirate, and to navigate like a scholar. She absorbed all there was to know about the art of sailing like a sea-sponge, rising through the ranks of the *Swordfysh*'s crew with ease. Every cannon she fired was on target, every duel she fought was victorious, and every course she plotted led unerringly to treasure. She became the ship's lucky charm, then its first mate, and eventually, when her captain was devoured by sea-gargoyles, its commanding officer. She earned the nickname Saltspite in the years that followed, hunting down the wolf-ships of the Norscan fleets with a cold vengeance that made even her own crew invoke the

sign of Manann for protection. When the Imperial Fleet approached the *Swordfysh* with letters of marque, intending to enlist her in the war against Chaos, she opened fire upon them too. Aranessa would be beholden to no man, living or dead.

It was in the gambling dens of Sartosa that Aranessa Saltspite allowed herself to join Captain Roth's cause. She had heard of Count Noctilus, and her troubled dreams indicated that the Seafather Manann desired this stain upon the oceans removed. Better yet, Captain Roth was a man of great wealth. Over a barrel of the finest Tilean rum, the deal was struck. The *Swordfysh* and its crew would sail alongside the *Heldenhammer* into uncharted waters, and hound the Vampire Noctilus to his final death.



SWORDFYSH

The *Swordfysh* is a mighty square-rigged galleon, antique in design but no less lethal for it. Around its hull are swirling designs of waves, razorshells and tritons, and upon its prow is a giant ram in the likeness of a saw-shark's blade. The *Swordfysh*'s every timber and plank is engraved with symbols of the Seafather Manann; its sails fly the crossed tridents of the sea-lords, and its hundred-plus cannons are decorated with carefully placed barnacles and knotted latch-eels.

The *Swordfysh* has cannon enough to reduce even the largest enemy galleons to so much matchwood. Nonetheless, it is common knowledge in Sartosa that the warship's captain prefers the bloody business of a boarding action to the thunder of a broadside.

Swordfysh

Speed	Hull	Crew	Broadside
12	3	3	3
Handling	Armour	SAIL	
4	6+		

SPECIAL RULES

Ram Attack: When initiating a boarding action against an enemy warship, the *Swordfysh* may make a ram attack, provided the majority of the target warship's base is in the *Swordfysh*'s fore arc. At the end of the *Swordfysh*'s Movement sub-phase, the target warship draws D6-1 Damage cards, applying any Hull cards and discarding the rest.

Captain Aranessa Saltspite

Command: 3+
Swashbuckling: 3

Blessed of Manann: The *Swordfysh* may re-roll one D6 in each of its Movement, Broadside and Boarding Action sub-phases. Aranessa may re-roll one D6 in each duel.





The Golden Magus of the FLAMING SCIMITAR



The mysterious southern sorcerer known only as the Golden Magus has always been a figure of fascination amongst the scurvy denizens of Sartosa. Rich beyond measure and eccentric in the extreme, the self-styled Sultan of the Seas has variously claimed to be a merchant prince, an exiled patriarch of the Colleges of Magic and even, at one point, the Gilded King of Copher reborn. Regardless of his true identity, his unpredictable and devious nature is infamous in the gambling dens and rott-houses of Sartosa.

The Golden Magus takes pains to give the appearance of a wise man rather than a warrior. His one remaining eye is ringed with kohl, his robes are of the finest embroidered silk, and his skin is dusted with powdered gold. To the casual onlooker, the Magus is a man of exotic tastes and refined manner. Only those who have seen him in action can attest to the fact that underneath his sophisticated exterior he is lethal indeed. The Magus can move with a speed that belies his advanced age, and his ever-burning blade – from which his warship takes its name – is enchanted with a hundred fiery curses. The Magus' true power lies in his magic, for he is able to summon spirits of the air, of the ocean, and of flame. His secret lies under the minarets of his pleasure barge, Flaming Scimitar. These exotic buildings are host

to a maze of concentric corridors, amongst which are dozens of hidden storerooms. Within their storage spaces are barrels of stolen treasure, exotic spices, narcotic incense, statuary from the far east, the jewelled skeletons of hideous sea-monsters, and a pair of clockwork Thundertusks that obey the Magus' commands. The sorcerer's most precious treasures are even more bizarre – contained within rank upon rank of magical jars that line the central chamber of each gold-topped minaret.

Each of the Magus' magic jars holds a living element, imprisoned and bound to do the sorcerer's bidding. When one of these jars is shattered, the spirits inside will manifest, billowing and spilling out of the broken jar to coalesce into a mighty elemental spirit hundreds of feet tall. Such a spirit will obey only a single command before dissipating into the ether, free to go about its business or seek its revenge as it sees fit. Whilst it remains bound to the Golden Magus' service, the spirit will fight with every ounce of strength against its master's enemies.

Those of the Magus' magic jars that are filled with sparkling seawater contain the essence of Seanympths – or Salt Devils as they are known to the pirates of Sartosa – who can freeze solid around seabound foes or seal a hole in their master's warship with living ice. Though they take the form

of lissom wenches, the Sea-nymphs are perhaps the most inhuman of all the djinn-spirits, and delight in dragging those struggling to tread water so deep into the sea that their fragile human bodies crumple in upon themselves under the pressures of the abyss. The jars that contain a portion of each of the four winds will shatter into dust when the whispered word of the Golden Magus falls upon them, releasing thunderous Tempest Djinns that funnel their hurricane breath into Flaming Scimitar's sails. These storm-born spirits are capricious as zephyrs in temperament, but their raw might is that of a tornado, and they can pull even the most fearsome winds unto themselves like a shroud.

Those vessels that contain powdered sulphur and dried naptha may be ignited with a spark to release a gigantic Fire Efreet. A Fire Efreet is a creature of savage delight that cackles as it hurtles through the air, searing the decks of enemy ships and setting aflame their crew as it shouts curses that sound for all the world like the spit-crack of raw flesh melting in an open fire. All these spirits and more are bound to the Magus, for his sorcery makes even the beings of the Otherworld his servants.

In the hidden rooms under the decks of Flaming Scimitar lie three jewelled and gilded Great Urns, far larger than the rest. Each has an intricate spiral of skulls winding around its outside, crested by one of the three symbols that represent the elements ascendant over the forces of darkness.

Those of the Magus's trusted bodyguards who have learnt of the existence of these urns whisper that they once belonged to the Great Necromancer

Nagash himself, and that each contains a Royal Djinn powerful enough to eclipse the sun. The Golden Magus will not say a single word on the matter: Perhaps even the redoubtable Sultan of the Seas is afraid to open them...



FLAMING SCIMITAR

The Magus' pleasure-barge is a thing of wonder. Its hull is trimmed in gold and precious stones, and its lower decks are complete with an extensive harem, libraries of occult tomes, a fountain of healing water and – as the less savoury rumours have it – legions

of captive warriors that languish in its bilges. It skims across the seas of the world powered by sails made from acres of folded silk, each one a work of art blessed with spells of protection that keep it safe from the fiercest storms. Despite its lavish and regal appearance, Flaming Scimitar is a warship capable of tremendous feats of violence. Not only does each of its hundred keyhole windows hide an ornate bronze cannon crewed by a team of hunchbacks bound to the Magus' service, but its elite shipguard consists of forty silk-clad Ogre bodyguards, each of whom wields a great scimitar sharp enough to cut through a ship's mast. Last and most powerful of all of the Scimitar's defences is the Golden Magus himself, for he wields the elements themselves, and magic is in his blood.



Flaming Scimitar

Speed	Hull	Crew	Broadside
12	3	3	2
Handling	Armour	SAIL	
4	6+		

SPECIAL RULES

Conjure Spirits: Choose which spirit to use at the beginning of *Flaming Scimitar's* Action phase.

Tempest Djinn: +3 Speed until the end of the turn. In addition, you may immediately move the wind gauge up to D6 markers in the direction of your choice.

Fire Efreet: Until the end of the turn, when firing a broadside or fighting a boarding action, roll a separate, bonus broadside dice or boarding action dice. If the target draws a Damage card as a result of the bonus broadside dice, it must take a Set Ablaze card in addition to the normal effects.

Sea-nymphs: *Flaming Scimitar* may immediately discard a Hull Damage card.

The Golden Magus

Command: 3+
Swashbuckling: 1

The Sword of Fiery Curses: The Golden Magus adds 1 to the number of victories he scores in each duel.

Red Brokk Gunnarsson of GRIMNIR'S THUNDER



The Gunnarssons of Barak Varr have always been famous for two qualities above all else – genius and foul temper.

Brokk Gunnarsson, known to the Pirate Lords of Sartosa as 'Red Brokk' because of his shocking red hair and warlike nature, has both of these qualities in abundance.

Well over three hundred years of age, Red Brokk spent most of his early life toiling in the vast arched coves of the thriving Dwarf seahold Barak Varr. The mechanics of steam-based seafaring have been his passion for the last two centuries. Red Brokk is well known (and well feared) amongst apprentice engineers and rival pirates alike as a nasty old battlehammer of a Dwarf with little love for anything save gold, blindingly strong ale and, above all else, the wondrous seagoing war engines that have made the seahold of Barak Varr a naval power in its own right.

Barak Varr is a Dwarf fortress completely unlike others of its kind, for it is more of a cityport than mountain fastness. It extends throughout the great white cliffs that lie to the south of the Border Princes, and its formidable navy forms a kind of unofficial bulwark against invasions that would otherwise cut deep into the belly of Karl Franz's manling Empire.

Dwarfs do not naturally take to the seas; they prefer things of permanence over the fickle and unpredictable tides of the ocean. However, during the War of the Beard, when the Elf and Dwarf races waged war against one another, the Elves of Ulthuan proved their dominance in no uncertain terms – their lightning-fast invasion fleets left many thousands of dead Dwarfs in their wake.

The Dwarfs have always maintained that anything the Elves can do, they can do better, and so it was not too long before Red Brokk Gunnarsson's forefathers had ventured out into the wide ocean. They did so not upon flimsy vessels of wood and linen, though, for Dwarfs put no stock in such inferior materials. Instead they tamed the waves in great silversteel behemoths powered by complex steam engines and ancestor turbines.

As the craft of shipbuilding was perfected, Barak Varr became a hive of industrial activity. The Engineer's Guild sent thousands of aspiring artisans to Barak Varr's dockyards in order to ensure each new species of warship was a technological marvel. The seaport swelled year after year until its fleet boasted several hundred ironclads, Nautilus submersibles and even Grudgebreaker-class battleships, the largest of which were capable of single-handedly tearing down a city's walls.

These enormous engines of battle proved able to survive full broadsides from an Imperial war galleon and, provided their crews took cover, even shrug off the deadly bolt thrower volleys beloved of the High Elf navy without sustaining more than a few casualties. Furthermore, the steam warships of the Dwarfs could travel at a rate of knots even when the seas were becalmed, and each was so rugged and reliable that they were capable of riding out the fiercest storms. Content that they had proved their mastery over the oceans and given the High Elves of Ulthuan a bloody nose into the bargain, the Dwarfs' fixation with matters of the sea ebbed away, and they retreated once more into their mines and underground palaces.

Barak Varr remains the exception to this day. Red Brokk Gunnarsson is but one of a large brotherhood of Master Engineers who have taken up permanent residence in the seahold, devoting their entire lives to the conquest of the ocean. Red Brokk is reckoned the most gifted of their number, for it was he that created the twelve-engined seigebulker, the gyro-stabilised seacannon, and the many-legged bathyscaphe Chasm Crawler. His ingenuity and ability in the field of naval warfare has been proven time and time again; the name Gunnarsson carries serious weight even amongst the lords of Sartosa. Just as well, for as Geheimnisnacht drew closer, the fate of the Dwarf Master Engineer and the pirate Roth became inextricably linked.

Red Brokk's previous ironclad, Grungni's Forge, was pitilessly crushed by the submersible kraken-craft of his nemesis, the rogue Dwarf Engineer Tordrek Hackhart. With Captain Roth's help,

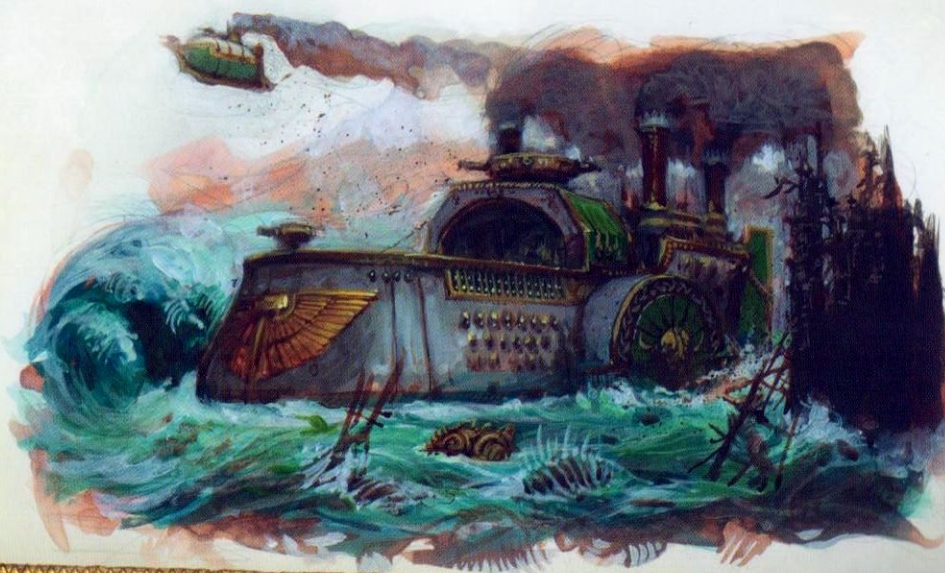
Gunnarsson has returned to the ocean waves in a warship even larger and more armoured than Grungni's Forge – a battleship designed for the hunt and for the violence at hunt's end.

GRIMNIR'S THUNDER

Red Brokk's pride and joy is the Grudgebreaker-class battleship he named Grinnir's Thunder after the Dwarf god of fearlessness. The Thunder holds not only hundreds of Dwarf Engineers, but also tight-knit Ironbreaker boarding parties, warbands of Trollslayers hungry to meet a glorious death in the jaws of titanic sea monsters, and an entire war dirigible dock able to send lighter-than-air reconnaissance engines into the skies. The self-loading, pump-action cannons of the Thunder bear magical runes of destruction upon their barrels, and

its metre-thick gromril-plated hull is so durable that even an iceberg cannot breach it.

The war dirigibles held within the Thunder's belly allow Red Brokk unparalleled scouting capability and more guns into the bargain. When the Thunder is about the business of settling grudges sworn against enemy vessels, these gas-powered marvels will drift majestically out of the hold, plying the turbulent skies just as their parent warship carves through the seas below. Sightings of enemy warships are communicated from dirigible to warship via runic semaphore. Regardless of wind or tide, Grinnir's Thunder churns unstoppably through the waters, closing in with the inevitability of a Dwarf-held grudge – slow in coming, but as inescapable as death itself.



Grinnir's Thunder

Speed	Hull	Crew	Broadside
9	3	3	2(+1*)
Handling		Armour	
3		3+	

SPECIAL RULES

***Flame Cannons:** When firing a broadside, roll a separate, bonus broadside dice. If the target draws a Damage card as a result of this separate dice, it must take a Set Ablaze card in addition to the normal effects.

Dirigible Dock: Grinnir's Thunder can deploy two Dwarf Dirigible auxiliaries per scenario. Only one Dwarf Dirigible can be deployed at any one time.

Dwarf Dirigible

Speed	Hull	Crew	Broadside
8	1	1	1
Handling		Armour	
n/a		6+	

Red Brokk Gunnarsson

Command: 2+

Swashbuckling: 3

Master Engineer: When using the Repair order, if Red Brokk exceeds the Command check needed by 2 or more, he repairs two cards instead of one.



Prince Yrellian of 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 backs, though, many of the court whispered that their love of the sea was about the only thing that father and son had in common.

Though Yrellian was a fiercely adept student, he would ever counsel war in all matters, no matter the cost. To the young prince, the necessity of conflict was clear as the crystals on his father's crown. The evils of the world must be exorcised by the blades of the brave. If those with the power to do so were too cowardly to take up the fight, eventually Ulthuan would become a living nightmare.

King Finubar saw his eldest son as a loose cannon, a firebrand who risked undermining all the good work the Phoenix King had done in uniting the nations of Man, Dwarf and Elf against the darkness. Yrellian saw his father as a politician, far happier to bandy long words with the lesser races than commit to swift action. Yrellian became ever more sullen and spiteful, starting fights and duels wherever he could. Some of his fellow noblemen whispered that the young prince had a deep shadow inside him. And yet Yrellian was still the Phoenix King's first born child. His elders had

high hopes that the prince would thrive in the Seaguard of Lothorn. And thrive he did. Yrellian won the respect of the Swordmasters in Hoeth during his researches into the magical arts, and his easy mastery of the blade saw him fight warriors with centuries more experience to a standstill. Aboard the Ulthuan fleet's most prized vessel, the Seadrake, King Finubar's commanders taught Yrellian how to fight invaders with ships instead of swords. Wise old Caladran taught the prince the ancient art of Dragon-speaking, at which Yrellian excelled – one of Ulthuan's drakes, the Dragon Symiel, formed a close bond with the hot-blooded young prince within a year of their acquaintance.

At the Battle of Bleak Crag, Yrellian fell profoundly from grace. The Ulthuan fleet's vanguard had pinpointed the location of a whole fleet of Ulthuan's Dark Elf arch-enemies, well-armed but not unassailable by any means. A dozen Dragon-riding highborn soared above the massed warships of Finubar's armada, amongst their number Yrellian's younger brother, Bel-Alhor the Golden. The High Elf fleet closed in, expectant of victory, for they outnumbered their foes two to one. They had not counted on the fact that the enemy fleet was there to collect the eggs from several large families of Black Dragons. The battle raged for three days and three nights, the fleets clashing in the

bay of the cliffs as the skies overhead were filled with a roaring tempest of magic. Dragon Mages duelled with cruel Dark Elf Dreadlords, the corpses of mighty serpentine beasts crashed down and smashed decks to splinters as carefully-prepared battleplans were overturned by full scale war.

Through it all came Yrellian at the helm of the Seadrake, his warship's bolt throwers cutting down Dark Elf captains and commanders one after another and his draconic ally, Symiel, tearing apart any who came too close. The songs tell that it was Yrellian and his brother Bel-Alhor that turned the tide of battle and forced the Dark Elves to retreat. With their enemies in full flight, the High Elf navy made landfall. Every one of their number, from the loveliest Seaguard to the noblest Commander, went to work scouring the coves and cliffs of Dark Elf taint. Yrellian considered his duties better fulfilled elsewhere. Against his father's orders, he led his brother Bel-Alhor in pursuit of the Dark Elf fleet.

Yrellian and Bel-Alhor set about the trailing vessels of the enemy, their Dragons Symiel and Aragnir breathing great tongues of flame into the foe as the Seadrake closed in for the kill. The brothers took a heavy toll, but the Dark Elves were quick to strike back. A green-black lance of raw force crackled out from the nearest crow's nest, thundering into Bel-Alhor and knocking him from his saddle. The golden-haired prince plummeted into the sea where, to Yrellian's horror, he was devoured by a league-long leech wyrm that had been lurking in the wake of the wounded Dark Elf fleet. The Seadrake's massed bolt throwers dealt the sea monster a mortal wound, but it was too late. Bel-Alhor was gone.

The Elven prince could not bear to return to the courts of Ulthuan with the news of his brother's death. Wracked with guilt, Yrellian persuaded his crew not to sail for Ulthuan without at least recovering his brother's body. In his study of the ocean, the young prince Yrellian had uncovered the strange legend of the Galleon's Graveyard, a twilight realm that draves all things that die at sea into itself. His brother would be headed there, or his spirit at least.

So it was that the Seadrake and its Dragon allies went into exile, scouring the oceans to find the Galleon's Graveyard. Once Yrellian had found that dread realm the prince would put an end to its curse and perhaps, should the gods will it, pry Bel-Alhor from the clutches of death itself. The Seadrake would return triumphant, Bel-Alhor amongst their number, or not at all.



SEADRAKE

The fastest ship in the Ulthuan navy, the Seadrake can even outpace the Dragons that accompany it to battle. Its lateen sails propel the Seadrake through the water as if it were barely touching the surface, and its tillers allow the warship to turn with almost magical dexterity. Upon the decks are dozens of Eagle Claw bolt throwers, designed to slay enemy crew whilst leaving their warships intact. When the Seadrake levels a broadside, it does so not with cannonballs, but with tight patterns of six-foot bolts that kill dozens of enemy crewmen with each volley.

In boarding actions, the foe is swiftly dealt with by the massed ranks of Lothern Seaguard and Swordmasters aboard the warship. Few make it that far, for the Seadrake is escorted to battle by two mighty Fire Dragons, ancient drakes that can breathe white-hot flame.

Seadrake

Speed	Hull	Crew	Broadside
16	3	3	2
Handling	Armour		
2	6+		SAIL

SPECIAL RULES

Bolt Throwers: When drawing a Damage card as a result of the Seadrake firing a broadside, draw as many cards as necessary until a Crew card is drawn. Apply the Crew card and discard the rest.

Dragons: The Seadrake can deploy two Dragon auxiliaries per scenario. Only one Dragon can be deployed at any one time.

Dragons

Speed	Hull	Crew	Broadside
12	2	2	1
Handling	Armour		
n/a	n/a		

Prince Yrellian

Command: 2+
Swashbuckling: 4

Elegance of Command: Prince Yrellian can attempt to issue two different Order cards per Orders sub-phase (roll the Command checks separately).

Count Noctilus of the BLOODY REAVER



The tale of the Dreadfleet began in a remote castle at the heart of Sylvania, a landlocked region in the east of the Old World. Cursed and desolate, Sylvania has long lingered under the spectre of undeath. It is the province of the von Carsteins, an aristocratic dynasty of the dead who have spread the curse of vampirism across the Empire for time immemorial.

The bloodstained dynasty of the von Carsteins has always been driven by a lust for power. At the heart of their dangerous megalomania is an ambition to master the art of necromancy and use it to drive the world to its knees. Yet none have been successful for long. The von Carsteins have ever been thwarted at the last by the efforts of Man, or even by their own devious nature, for they constantly vie amongst themselves for supremacy.

Nyklaus von Carstein, known to seafarers only as Count Noctilus, was a creature possessed of a different vision. Tired of the infighting of his peers, Nyklaus sought a new route to power. Within the dusty tomes of necromancy and sorcery, he found a great many charts that mapped the ebb and flow of magic across the world. In a moment of revelation, Nyklaus realised that if he could master the art of seafaring he would be able to harness the gales of magic that whirl and cascade across the oceans.

Amongst the charts, Nyklaus found indications of a maelstrom that festered in the distant heart of the ocean. This skull-strewn vortex was a tempest of magic that drew the dead unto itself like a giant lodestone. Here was the power Nyklaus needed. He studied the vortex with an intensity only an immortal could muster, conducting experiments and modifying his theories until he understood the nature and form of the strange tempest.

Amassing every scrap of arcane knowledge he could find, Nyklaus von Carstein became a master in the art of translocation, an aspect of Shadow Magic as the men of the Empire call it. Better yet, Nyklaus learned that with enough power, he could translocate not only himself and his minions, but even the substance of the land itself.

Upon one dark and loathsome Geheimnisnacht, Nyklaus prepared a great ritual from the heart of his beloved castle. He raised twelve hundred of the dead from their makeshift graves, each one the corpse of a mortal he had personally slain in his long lifespan. With a titanic effort of will, he set them to shambling around his castle in a monstrous, convoluted spiral that coincided precisely with the flow of the vortex that haunted the Great Ocean. He summoned a great host of spirits and hordes of blood-sucking Fell Bats, sending them whirling

through the skies in intricate patterns. Finally, as Nyklauss cast his great ritual, the magic on the wind was drawn into his spell producing an eldritch storm that rose to a mind-shattering crescendo.

There was a single deafening, blinding crash of thunder and lightning, loud enough to wake even Emperor Karl Franz in the Palace of Altdorf. When the echoes faded, neither castle, nor crag, nor the dead that dwelt within them could be seen. The manic laughter of the triumphant Nyklauss von Carstein echoed within the boom and crash of the tempest, for his ritual had succeeded. His castle, proud as a conqueror's statue atop its dark and jagged crag, now jutted from the bone-choked morass of the Galleon's Graveyard.

Glutted upon raw power, the Vampire drew unto him the shattered remains of the dead warships scattered around, clothing the rough stone of his crag with the rotting timbers of once-great galleons until his castle sat at the crest of a composite sea-hulk.

To commemorate his newfound freedom he took a new name; Count Noctilus, master of the Bloody Reaver. The raw power flowing around the Galleon's Graveyard gave him an incredible level of necromantic control over its denizens, for given enough power a Vampire can control anything that has passed beyond the veil of death. Noctilus bent the Shadewraith to his will in a single night, forcing its captain, Vangheist, to obey his commands, and made unholy pacts with the master of the Black Kraken. Soon, Count Noctilus had his own empire, a dark realm that grew in power with every passing night.

The creature that had called itself Nyklauss von Carstein was gone forever. His short-sighted brethren could keep their dismal province, for Count Noctilus had a far grander aim; to claim the Great Ocean for his own, and drown the mortal world in a tide of death.

BLOODY REAVER

The Bloody Reaver is both a seagoing vessel and a stolid and forbidding cliff crested by an ancient Sylvanian castle. Its stony foundation is clustered with the remnants of rotting galleons, melded with eldritch power into one grotesque whole.

Teeming across the Bloody Reaver's slanted decks are the thousands of Undead servants ripped from

their graves in the Vampire's ritual of translocation. Every night, the bloated corpses of the drowned are summoned out of the ocean to further bolster the crew of the composite hulk. Many a broadside has slammed home against the Bloody Reaver, only to find the wreckage of ancient ships miraculously drawn unto it, shoring up its shattered architecture with scaffold and timber as if the warship were being refashioned by invisible giants.

From the battlements of the citadel atop its crags, Count Noctilus sends swarms of vampiric hellfish, skeletal Sea Giants, Hydras of sea-stained bone and worse to assail his enemies. Truly, the Bloody Reaver is a nightmare made real, for once its black work is done, it vanishes like the morning mist.



Bloody Reaver

Speed	Hull	Crew	Broadside
10	6	7	4
Handling	Armour		SAIL
5	5+		

SPECIAL RULES

Regenerating Hulk: At the beginning of each Status phase, roll a D6. On a 4+, choose one of the Hull, Crew or Speed Damage cards the Bloody Reaver has suffered and discard it.

Count Noctilus

Command: 2+
Swashbuckling: 5

Control Sea Monster: Instead of issuing an order, Count Noctilus may make a special Command check. If he passes, choose a sea monster anywhere on the seascape. The Dreadfleet player controls that sea monster for the remainder of this turn.



King Amanhotep of the CURSE OF ZANDRI



The ancient kings of Nehekhar were wealthy beyond imagining. So advanced was their civilisation that they once ruled the heart of the world. These proud monarchs suffered no upstart invaders to defile their realm and meted out swift death to all those that would challenge their rule. Though they suffered the curse of undeath millennia ago due to the sorceries of the Great Necromancer Nagash, the vengeful pride of the Tomb Kings did not decay alongside their mummified mortal bodies. Woe betide those who give a Tomb King a reason to bring his undying wrath down upon them.

King Amanhotep the Intolerant, known as the High-Handed Avenger of Zandri, was one of the most spiteful and unforgiving of all his kind. Yet it was the city of Zandri that Jaego Roth chose to raid in order to secure his new fortune.

When Captain Roth was in search of the bounty he needed to muster the sea-lords of Sartosa to his cause, he undertook a daring raid into the southern seas, fighting his way through the perilous Nehekharan waters and making landfall on the borders of the coastal city of Zandri. Using the Heldenhammer as a sea-going fortress, Captain Roth mounted a lightning raid upon the tomb-structures that clustered around the walls of the city of Zandri itself.

Though these tombs were the resting places of lesser nobles, they contained enough treasure to make a merchant prince weep – treasure to which the audacious Roth and his men helped themselves, narrowly escaping the desert revenants and animated statuary that rose to block their escape.

Roth was not fool enough to believe that he could escape retribution entirely, but in seeking to recruit more allies to his cause with stolen gold, he had earned himself a powerful and determined enemy. King Amanhotep, a miser in life and a madman in death, knew the location of every gold coin and jewel in his empire. Vowing revenge, he summoned the mightiest war barque in his navy, the Curse of Zandri, and commanded that the tombs Roth had raided be taken apart, stone by stone, and rebuilt into the warship itself.

Thousands of Skeleton Warriors and unliving Ushabti statues laboured night and day to build pyramids, obelisks and colossi into the war barque's hull. The hooded Necrosphinx of Zandri was torn down and reconstructed as the Curse's figurehead, and the four Necrolith Colossi of the city walls were built into its hull, ready to power the warship forward or sweep the decks of enemy vessels clear with massive ritual halberds when the time of battle came. The Liche Priests and Necrotects of



Zandri used their ancient magic to bind the animated titans fast to the vessel's sides, and King Amanhotep himself oversaw the mounting of the Great Blade of Kharpesh upon its prow.

Finally, the arcing structure that rose above the mighty warship's deck was rebuilt to hold a gigantic sapphire – the fabled Jewel of the River Mortis, heirloom of the sun god Ptru himself. By channelling the solar energies harvested by King Amanhotep's pyramidal tomb into the Jewel, the Curse of Zandri could direct a great beam of burning light from its arcing stern into an enemy vessel.



The Curse was complete – a warship built specifically to locate and destroy the impudent humans who had raided Zandrian property. Amanhotep vowed that for every ounce of gold stolen, he would consume a human pirate's soul. Under the blinding sun he swore an oath that he would find Roth and destroy him utterly as a lesson to the upstart civilisations of the north.

Through the divinations of his Liche High Priests, Amanhotep learned that Captain Roth was on a quest of his own. The human sought to destroy one of the Vampire Counts that had once roamed the Land of the Dead. Using the ancient star-magic of Nehekharu, Amanhotep journeyed through the stormy seas to the Galleon's Graveyard. There he made a pact with the Vampire Count, intending to use him as bait until his quarry revealed himself.

Curse of Zandri

Even by the standards of the Undead fleets of Nehekharu, the Curse of Zandri is a strange and wondrous craft. It is propelled through the waters by hundreds of skeleton oarsmen, undying soldiers whose strength is drawn from the tides of magic so that they will never tire in their task. The Great Blade of Kharpesh, forged anew, has been mounted as the Curse's prow. The blade bears the most potent curses the Liche Priests of Zandri can muster; aside from the physical damage it can inflict, any craft that it strikes will find itself plagued by the most terrible misfortunes.

Along the flanks of the Curse are massive statues of the Nehekharan gods, given unlife in order to hasten the demise of their prey. Gigantic Screaming Skull Catapults line its decks, ready to rain

shreiking death onto the decks of Amanhotep's enemies, and eight-foot stakes of sharpened dragonbone shoot out from the triangular apertures in its flanks as the Curse draws near to its prey.

The most lethal weapon at the Curse of Zandri's disposal is the tomb complex it bears to war, a mystical structure capable of harnessing the rays of the sun god Ptru. The mirrored pyramidal tomb projects searing energies from its crest in a coruscating column of light – a column aligned with the legendary Jewel of the River Mortis set into the Curse's arcing stern. At a single word from King Amanhotep, the sunlight stolen by the Jewel shoots out in a blinding beam of raw energy that can swathe even the mightiest of enemy vessels in flame. With such power at his bidding, Amanhotep seeks to make examples of those who would defile his lands.



Curse of Zandri

Speed	Hull	Crew	Broadside
8	3	4	2(+1*)
Handling	Armour		
3	5+		

SPECIAL RULES

***The Light of Ptru:** When firing a broadside, roll a separate, bonus broadside dice. If the target draws a Damage card as a result of this separate dice, it must take a Set Ablaze card in addition to any other effects.

King Amanhotep

Command: 2+
Swashbuckling: 4

My Will Be Done: Once per game, instead of issuing an order, Amanhotep may make a special Command check. If this is passed, roll a D3 and add the result to the Curse's Speed, Crew and Broadside for the rest of the turn.





Skretch Half-Dead of the SKABRUS



The Skaven rat-lord known as Skretch, warlord of Clan Skurvy, was once a prosperous piratical mastermind.

Skretch had backstabbed his way to captaincy over the corpses of his former allies. He and his vermin-infested fleet were the scourge of the Tilean coastline, raiding from the Skaven city of Spineport to Sartosa and back in search of slaves and treasure. Then came a fateful encounter that set Skretch spiralling into darkness and undeath.

The Skaven have always had a fascination with the crystallised form of Dark Magic known as warpstone. The rat-men obsess about it constantly; to them it is a drug, a delicacy, a gateway to power, and an engine for their eldritch magics all rolled into one. No matter how much gold Skretch amassed or how many Skavenslaves he put to work in the rotten egg stink of his brass engine rooms, only the sickly green-black glow of warpstone could calm his skittery, violent moods. It was because of his unquenchable lust for warpstone that Skretch commanded his ramshackle fleet to seek out the fabled Galleon's Graveyard; a place so rich in power it positively reeked of crystallised magic. In a way, Skretch's quest was successful.

The night before Geheimnismacht, Skretch's sharp-eyed rat-slaves saw a lambent green glow in the

mists ahead. Ordering full sail, Skretch rubbed his claws in glee; surely this was the light of a large warpstone haul ready for the taking? As they neared the green glow up ahead, a pair of bulbous eyes winked open, and a cavernous maw gaped, filled with hundreds of teeth the length of bowsprits. It was a titanic Orb Leviathan, a sea monster many times the size of Skretch's largest warship. A bioluminescent lure dangled from its massive broad head, glowing a bilious green.

The carnage that followed was incredible. The panicking Skaven unleashed every weapon they had at the fell creature, their rickety brass doom engines and Warp Lightning Cannons sending livid beams of unnatural energy into its flanks. Ultimately they only angered the beast. The Orb Leviathan went into a gnashing, thrashing frenzy until all that remained of Skretch's fleet was matchwood and bobbing spheres of crackling brass. The Orb Leviathan saved Skretch's flagship for last, opening its vast maw so wide it bit the vessel clean in half.

Miraculously, though Skretch's flagship was crunched into pieces, most of the Skaven crew were swallowed whole and hence survived. In the darkness of the beast's gut, Skretch's army of rat-warriors skittered and screeched; they were down, but certainly not out. In the foetid darkness the

rat-men fought back, devouring the sea monster's heart and gnawing at the beast's insides until it was little more than a fleshy shell. The beast eventually shuddered and expired with a great sigh.

Despite their efforts, the exhausted ratmen were still trapped inside, asphyxiating in the nauseous stench of the sea monster's bile. One by one, the Skaven wheezed their way into the afterlife, futile curses upon their twisted lips.

As is the way of all dead things of the Great Ocean, the corpse of the great sea-beast eventually washed up in the Galleon's Graveyard. There it was discovered by Count Noctilus, who saw great potential in such a monstrous guardian. Noctilus cast a mighty necromantic ritual; a spell so powerful that it not only imparted a semblance of life to the Orb Leviathan but, unbeknownst to the Count, also brought the rotting Skaven within its gut back from the clutches of death.

Perhaps it was the sheer amount of warpstone Skretch and his rat-men had ingested over the years, or perhaps it was their frantic drive to succeed, but something of their treacherous character remained intact even after their dark resurrection. In the stinking, red-black secrecy of the monster's gut, the unliving Skaven worked ceaselessly under Skretch's direction, marshalling the wreckage of their fleet and rebuilding deck, scaffold and engine so that the sea-beast itself became their vessel. When they felt the call of Count Noctilus begin to take hold of their Undead minds, the Skaven sounded their great warpstone Screaming Bell, mounted atop the sea monster's flat cranium, to drown out his

necromantic magic. They ripped aside great curtains of the beast's rotten skin and opened fire with the very same Warp Lightning Cannons that had once been the pride and joy of Skretch's own flagship.

Count Noctilus was impressed. The Leviathan-ship, christened the Skabrus by its master Skretch, seemed to pose a genuine threat to the mighty Bloody Reaver. The fact that the monstrous beast now clearly belonged to its last meal was weighed against the chance for winning an unusual new ally. Calling for a parley, the Vampire met Skretch face to rotten face and struck a bargain – as much warpstone as the Skaven captain desired, in exchange for eternal servitude in the Dreadfleet.

Skretch knew a good deal when he saw one, and readily agreed – at least for now. So it was that the monstrous vessel known as the Skabrus was born;

its captain a corpse within a corpse, and its unliving crew as verminous, callow and vicious as ever.

THE SKABRUS

The Skabrus is perhaps the most obscene vessel ever to sail the seas. An enormous cadaver the size of a Skaven underwarren, the sea monster's insides have become a maze of crude scaffolds and pitted brass spheres, each of which buzzes with tainted warp lightning. It is this fell energy that sustains the crew and powers the crackling warpstone weaponry bound to the monster's exposed ribs.

In place of its glowing lure, the monster now has a great warpstone-forged Screaming Bell that rings out in the night, drawing lost ships towards it in hope of salvation. Those foolish enough to approach the Skabrus quickly learn that the toll is a death knell that promises only horror and madness.



Skabrus

Speed	Hull	Crew	Broadside
12	3	3	3
Handling	Armour		
3	6+		

SPECIAL RULES

Warp lightning: The Skabrus' cannons fire not cannonballs but crackling arcs of warp energy that make a mockery of physical armour. As such, no armour saves may be taken against broadside hits from the Skabrus.

Skretch Half-Dead

Command: 4+

Swashbuckling: 2

Verminous Retreat: During any Status phase in which the Skabrus is in base contact with a single enemy warship, Skretch may roll a D6. On the roll of a 2+, he immediately escapes jeopardy. This does not prevent the Skabrus from taking its normal Movement sub-phase that turn, nor indeed from attempting to escape jeopardy in the usual manner.





Vangheist of the SHADEWRAITH



It is whispered in the booze-sodden dens of Sartosa that one of the Dreadfleet's number is crewed only by unquiet spirits – the departed shades of mutineers whose treachery has been rewarded by an eternity of torment. The captain of this benighted galleon is the arch-traitor Vangheist, a man whose name is synonymous with the most hated turncoats ever to sail the seas of the world.

Vangheist's story is over a hundred years old, though every captain abroad upon the Great Ocean knows it as well as he knows his own ship. The story goes that Captain Vangheist and the mercenary sea-dogs of the warship Stormbreaker were once employed by the archmage Albrechtus von Zeich, a gifted practitioner of Light Magic and dedicated opponent of the Chaos powers. Albrechtus requested that each of the Stormbreaker's crewmen swear a solemn oath upon the sacred waters of Manann, in exchange for a chest of purest gold – an oath to remain loyal to the wizard's orders no matter what temptation came before them. Vangheist's company were only too happy to oblige, for von Zeich's gold was plentiful, and shimmered with all the colours of the sunset.

Less than two weeks into their employ, the crew of the Stormbreaker began to regret their haste. The

archmage had demanded they sail due north, and though the Stormbreaker's cannons could drive off even the most determined raiders, the Sea of Chaos harboured far worse things than men.

The first few altercations were easily dealt with; sea-scorpions were driven away howling by darts of burning light from von Zeich's fingertips, and rival pirate ships became searing conflagrations of white-hot flame as soon as they raised the black flag. But as Vangheist and his men plunged ever northward, even the skies became hostile, their shimmering, psychedelic colours seeming to form mocking faces and leering daemonic skulls.

Still von Zeich would not tell of his true goal. Eventually, curiosity overcame Vangheist. Whilst the captain entertained the archmage in a feast to celebrate their victory over a squall of salt-harpies, his first mate, Rotten Einrich, forced entry into von Zeich's quarters. There he found an ancient tome bound in living leather, a book that whispered of a titanic serpent of living fire, and the secret of eternal life that lay within its lair.

Galvanised by Einrich's tales of immortality ready to be seized, the crew made full sail northwards. It was not long before the coruscating night sky led them to their quarry. As the crew gawped

spellbound at the vortex of shifting colours that manifested above them, a great roaring tendril of flame burst from the glowing seas, crested by eight screaming heads that belched clouds of black acid. From the crow's nest of the Stormbreaker, von Zeich engaged the monster with searing bolts of pure Light Magic. On the decks below, the crew sent cannonades into its unearthly flesh. Though many of the Stormbreaker's crew were burnt to ash, the flame-wyrm was eventually defeated, banished back to the Realm of Chaos from whence it had emerged. Von Zeich rejoiced, despite his wounds, and bid Vangheist turn back to port – the beast was vanquished, and their quest was complete.

Vangheist refused. Raising his pistol, he shot the archmage in the chest and kicked him overboard into shark-infested waters. He would have the secret of immortality, consequences be damned.

Ever northward the Stormbreaker sailed, not realising that it sailed toward its doom. The shrill shrieks of the undulating sky-rays above them drew them on and on, until the colours of the sea and the sky became one, and the Chaos moon, Morrslieb, grew fat enough to fill the sky. The Stormbreaker passed into that dread realm at the top of the world, and it did not return – at least not as it had left.

Though Vangheist and his crew sailed onward in search of eternal life, they found quite the opposite, for the Realm of Chaos spat them back out into the material realm as unquiet spirits. If the crew had returned as mortals, they may have told tales of stars come to life, of sea-daemons and unholy pacts, of sailing the seas of Morrslieb itself. Yet when the

Stormbreaker eventually returned to the Great Ocean, the warship and its crew had long rotted away, leaving nothing but a ghost ship doomed to sail the skies forever more.

Vangheist's warship had become the Shadewraith, a vessel with no purpose other than to spread the misery of its eternal curse to all who look upon it.

SHADEWRAITH

The cadaverous warship now known as the Shadewraith rotted away long ago, yet its essence still clings to the mortal world. Shunned by the moon and the sea alike, it bears a terrible stigma, for the dread vessel floats above the waves as if

Manann himself cannot bear to suffer its touch. Draped in icy chains and foul streamers of rot, the cursed galleon carries with it an aura of cold that freezes the blood of those under its shadow.

The few sailors who have engaged the Shadewraith tell of ghastly revenants that descended towards them like sickly moonbeams given grotesque form; of cannonballs passing straight through as if the ship were made only of mist, and of captive souls screaming within its brig. In recent years, the Shadewraith has been harnessed by the fell powers of Count Noctilus, and it has been those who oppose the Dreadfleet that feel the terror of its cursed captain's touch.



Shadewraith

Speed	Hull	Crew	Broadside
12	3	3	2
Handling	Armour	SAIL	
4	6+		

SPECIAL RULES

Half-real: If the Shadewraith is the target of an enemy broadside, only the opponent's D6 scores of 6+ are counted as hits. All other D6 results are ignored.

Vangheist

Command: 3+
Swashbuckling: 3

Ghostly Flight: Instead of issuing an order, Vangheist may make a special Command check. If he passes, the Shadewraith may move as if it were a flying auxiliary for the duration of its Movement sub-phase (see page 43). When using the Ghostly Flight ability, the Shadewraith may not drop or weigh anchor.



Tordrek Hackhart of the BLACK KRAKEN



If the elder races of the world have one flaw in common, it is pride. It was pride that drove Tordrek Hackhart away from his brethren in the Guild of Master Engineers. It was pride that sent the rogue engineer into the sulphur-choked wastelands of the Dark Lands in search of forbidden knowledge and, ultimately, pride that sent Hackhart into the thrall of evil deities, trapping him in the inky depths of the ocean for all eternity.

Tordrek Hackhart was once a gifted Master Engineer who worked alongside Brokk Gunnarsson during the Great Conquest. Intensely competitive, Hackhart wanted nothing less than to be recognised as the greatest living Dwarf Engineer – an accolade that had been instead gifted to his guild-brother, Red Brokk Gunnarsson. Though Hackhart was reckoned the undisputed master of submersible ironcraft by one and all, when it came down to it he simply could not match the ingenuity and raw skill of Red Brokk.

Though it began as ambition mingled with simple frustration, the wound dealt to Tordrek Hackhart's ego festered for decades. One dark day, the rot took over altogether. In the boiling heat of the shipyard forges, Hackhart 'accidentally' shot Gunnarsson a dozen times with a steam-powered rivet claw.

Through sheer fortitude and bloody-minded stubbornness, Gunnarsson survived his wounds – Red Brokk was back at the anvil within a month, though industrial-sized rivets still stud his head and chest to this day. Hackhart, however, had a far greater wound to contend with. After much deliberation, the Kings of Barak Varr banished him from the Guild forever.

Hackhart did not take the news well. Fighting his way through the sea-marshals sent to ensure he left the hold in disgrace, the rogue Dwarf Engineer boarded the largest and most advanced submersible in Barak Varr's fleet; a strange tentacled warship that he had built after a series of troubling fever-dreams. Flooding his prized craft's floatation chambers, Hackhart quickly sank without trace.

The freezing depths of the deep ocean did nothing to cool the coals of resentment that burned in Hackhart's chest. Exiled from his seahold and, by association, all other Dwarf strongholds, Hackhart had been cast out into the cold. He drove his famous submersible ever further northwards, battling his way past the merewyrms of mist-wreathed Albion and venturing into the dreaded Sea of Chaos.

Hackhart was forced to use every trick and weapon at his disposal in order to fight his way through the



things that haunted those wretched waters. His tentacled submersible throttled corpse-skinned Behemoths and slew Triton Lords with volleys of corkscrew torpedos. Eventually, though, Hackhart's warship surfaced at that most hellish of all docks – Zhugulzar, the Black Port of the Chaos Dwarfs.

Though Captain Hackhart's name has since been entered into the Book of Grudges, and though his legacy to the Engineer's Guild has become little more than a cautionary lesson, the renegade Dwarf is still very much at large. There are whispers amongst the seafaring fraternity that a grotesquely modified submersible warship slides through the inky depths of the northern seas, rising through the turmoil to throttle its unwary prey with tentacles of barbed gromril.

And the tale becomes stranger still. The lost brethren known as the Chaos Dwarfs are experts in the art of binding Daemons into their engines of war, and there are those who say the Black Kraken is possessed by a Daemon of the deep. Rumour has it that its captain, heavily modified by his own prodigious skills in the arts of engineering, died many years ago – but that the unholy pacts he made in the name of vengeance were so potent that somehow he is kept alive beyond the grave.

The most recent myths to surround the mysterious Kraken-ship speak of its allegiance to the Dreadfleet, and a bargain made between Chaos Dwarf and Vampire Count – the tattered remnants of Captain Hackhart's soul exchanged for a last chance to destroy his nemesis, Red Brokk, and to prove his supremacy as the true master of the seas.

BLACK KRAKEN

Hackhart's ship is a technological wonder made possible only by the darkest and most eldritch sciences. It has but one crewman, Tordrek Hackhart himself. The once-proud Dwarf is no longer mortal, for the dark powers took him many moons ago.

The ship has its own defences, however, for the Black Kraken itself is alive; possessed of an unholy sentience that feeds upon acts of wanton destruction. What daemonic bargains Captain Hackhart made in order to bestow his ship with a malign intelligence will never be known, but their efficacy is without doubt – the metal tentacles that sprout from the craft's prow are capable of plucking enemy

crew from their decks or crushing a war galleon to splinters in an agonisingly powerful embrace.

Those few mariners who have seen the Black Kraken in action and survived have told of cannon batteries ranged along the craft's metallic bulk that are capable of firing torpedoes and explosive mines as well as conventional shot. None truly know of Tordrek's secret weapon, however, for he reserves its use for those times when he has successfully located and attacked one of Barak Varr's fleet. He calls it the Kraken's Bite; a great diamond-tipped drill that extrudes from within the warship's nest of tentacles, designed to chew through the armoured hulls of Dwarf fortress-ships. One ship in particular...



Black Kraken

Speed	Hull	Crew	Broadside
10	3	3	2
Handling		Armour	
3		5+	

SPECIAL RULES

Tentacled Monstrosity: The Black Kraken's tentacles may be used in any Boarding Action sub-phase against a warship with the majority of its base in the Kraken's fore arc. Add D3+1 to the number of dice the Kraken rolls for that boarding action.

Submersible: If the Black Kraken is not in base contact with another model, then instead of issuing an order, Hackhart may take a Command check. If he passes, remove the Kraken from play and replace it with the Submerged card (it does not count as removed from play for victory conditions). In that turn's End phase, place the Kraken anywhere within 10+2D6" of the Submerged card, and not within 1" of another model, facing any direction.

Tordrek Hackhart

Command: 3+
Swashbuckling: 3

Bitter Tenacity: When wounded, Hackhart may cancel the wound on the D6 roll of a 5+.

How To Play Scenarios

The next section of the book will take you on a journey from the storm-wracked outskirts of the Galleon's Graveyard to the maelstrom of skulls at its heart. You'll need to use every ounce of wit and skill at your disposal if you hope to succeed; regardless of whether you are playing as the Grand Alliance or the Dreadfleet, the game itself will be fighting against you even as your opponent seeks to send your warships to a watery grave.

SCENARIO BREAKDOWN

Not every game of *Dreadfleet* is a straightforward battle. In some scenarios you may have to rescue a stranded captain, capture as much treasure as possible, or sink a particular warship to achieve victory. Because of this inbuilt variety, each scenario has different rules, listed in several distinct categories. Here's a guide to what each of these categories mean:

① **DESCRIPTION:** The events that lead up to the battle are detailed here. This forms an ongoing storyline that follows the Grand Alliance's quest to destroy Count Noctilus.

② **FORCES:** The warships that take part in this particular scenario are listed in two columns; the Grand Alliance and the Dreadfleet, with icons of those warships included to help you get the right models ready.

③ **SETTING THE SCENE:** Each time you play a scenario, you will first need to set up the islands and shipwreck pieces according to the stipulations listed here. An example of the set-up in action is also given in the deployment map section, described below.

④ **DEPLOYMENT:** The parameters for how you deploy your warships are listed here. Where the instructional text says 'a warship must be deployed within (x)" of the (y) edge', it means that all of that warship's base should lie within (x) distance of the specified point of the seascape's pictorial border. The pictorial border is more for decoration than anything else; it is not considered part of the seascape for in-game or deployment purposes.

⑤ **GAME LENGTH:** This bit tells you how long the battle lasts. Some scenarios last six full turns. Some have a variable game length, or end after a certain event occurs.

PRECISION MEASUREMENTS

There will be times in your games of *Dreadfleet* when it is impossible to get an exact measurement from one point to another. Don't worry too much about this; there's no need to get bogged down in an argument about the slightest fraction of an inch. For instance, when setting up your islands, it might be tricky to get them precisely the specified distance apart. This is not a major problem. Just so long as the measurements

are accurate to the nearest inch then the scenario should play out just fine.

Remember that when making precision measurements during the game, or making use of the ship's wheel in a tricky situation, then if something is right on the cusp of two outcomes you should use the Most Important Rule (page 16) and roll a dice to decide which interpretation applies. It's called the Most Important Rule for a good reason!

⑥ **VICTORY:** The victory conditions for winning the game often mean comparing how much damage you have inflicted on your opponent's fleet, although victory conditions can also consist of more specialised criteria, such as 'The Grand Alliance player wins if 'this' happens, and the Dreadfleet player wins if 'that' happens'.

⑦ **SPECIAL RULES:** Each scenario has a series of special rules that give flavour to the battle and represent the circumstances of that particular clash. These vary from game to game, so make sure both players read and understand them before you begin play.

⑧ **DEPLOYMENT MAP:** This is a pictorial example of how you set up the terrain for the game to come, with the 'deployment zones' of each fleet clearly marked.

Some scenarios give the players quite a degree of freedom, and in these cases the deployment maps are merely examples of how the seascape might look. Others include instructions as to how close various elements of the game – islands, shipwreck pieces and so on – must be from one another, listed in inches. You can use the markers ranged around the edge of the seascape much like grid references on a map to help you place things in the correct place.

Scenario 2

The Captive In The Citadel

1



The Bloody Reaver had been driven off, for now. Better yet, Roth had spied the Swoedfish with his enchanted spyglass, the galleon had run aground up ahead, pennants fluttering in the shadows of a forbidding and ancient citadel.

Captain Jago Roth's joy at locating one of his allies was short-lived. It seemed that the storm had forced the Swoedfish to run aground before a citadel built in the architectural style of Sylvanus. 'It would be just like that gold-loving wench to send in a landing party in search of treasure, regardless of the danger', growled Captain Roth. 'She may already be dead at the feet of an Undead fiend!'

Five blades in Roth's eyes as he commanded the Heldenhammer towards the rocky islet at the small's heart. The castle atop it was strangely familiar to him – the Forbidden Citadel, as depicted in the Mayowright's morbid oil paintings. The Citadel was an affront upon the eye, and the convolutions of its steep pinnacles the sky like blades. The whole place reeked of evil.

As the Heldenhammer entered the reef, cannon primed, a piercing scream echoed through the night sky – the scream of a woman in pain. Captain Jago Roth reacted with all the patience of an enraged bull, commanding his flagship to make full sail toward the gruesome citadel and bring its enchanted warhammer smashing down into the castle walls.

As the battle raged between Captain Roth's crew and the Undead minions of the citadel, Aranea Salpique hacked her way out of the gatehouse, covered from head to toe in sticky black blood. She fought her way back to her warship, rejoined her crew and smashed the ancient citadel in pieces with a punishing broadside.

Unfortunately for the Grand Alliance, the Heldenhammer was not the only warship to be summoned by the screams. Through the mist came the Bloody Reaver, and it was not alone. A royal navy galleon of Nebekara followed close behind it, its decks crowded with animated statues that roared their great round heads menacingly. The great sea lion in armor glided with an immense white light, a light that looked not like a burning spear towards the Swoedfish. The battle was on.

2 THE GRAND ALLIANCE

Heldenhammer

Swoedfish

THE DREADFLEET

Bloody Reaver

Curse of Zandri

3 SETTING THE SCENE

The set-up represents a continuation of Corpse Reef. The Citadel Island is placed in the centre of the seascape. Place the rest of the islands and shipwreck pieces as shown on the map.

4 DEPLOYMENT

The Grand Alliance player deploys the Heldenhammer within 15" of the western edge and 6" of the southern edge of the seascape. The Swoedfish is deployed already run aground (but undamaged) on the westernmost side of the Citadel Island, facing the north-west corner of the seascape.

The Bloody Reaver arrives in the End phase of turn two. The Curse of Zandri arrives in the End phase of turn three. When they arrive, they are placed with their ship edges anywhere within 1" of the seascape's northern edge.

5 GAME LENGTH

The game lasts for six turns.

6 VICTORY

The Grand Alliance must first breach the Forbidden Citadel's walls in order for Aranea Salpique to escape (see below).

Then, the Swoedfish must voluntarily leave play off one of the seascape edges.

If both these events occur before the sixth turn ends, the Grand Alliance player wins. If not, the Dreadfleet player wins.

7 SPECIAL RULES

Initiative The Grand Alliance automatically wins the roll-off for initiative in turn one.

Stand Ready, Lads! The Swoedfish's crew have sworn to wait for their Captain to rejoin them before making their move. To represent this, the Swoedfish is not considered to be a warship until it is rejoined by its Captain, and hence may not activate or be chosen as a target.

Breaching the Citadel Walls: The Citadel's walls are breached once it has taken two or more Damage cards (of the same type, its Undead defenders have been defeated). The island itself remains in play, though the Forbidden Citadel rule is no longer used. Discard any Damage cards it has sustained.

The Forbidden Citadel: In this scenario, the Citadel Island is called the Forbidden Citadel, representing the domain of myriad Undead horrors. It is treated exactly as if it were an auxiliary of the Dreadfleet (albeit a really large and powerful one!). Put Damage cards that apply to the Citadel in a separate area, to one side of the Dreadfleet's Warship cards.

The Forbidden Citadel has the following rules:

- The Citadel is static. It can never move.
- The Citadel cannot target the Swoedfish in any way whilst Captain Salpique remains trapped inside.
- If the Citadel suffers a 'Speed' or a 'Special' Damage card, that card is ignored – the shot has hit the crag upon which the Citadel sits.
- The Citadel is treated as an island regarding running aground and escaping jeopardy.
- A boarding action can be launched by the Heldenhammer against the Forbidden Citadel (and vice versa) if the Heldenhammer has either run aground upon it, or is at anchor within 1" of it.
- Once the Forbidden Citadel accrues three or more points of damage of the same type, its Undead defenders have been defeated. The island itself remains in play, though the Forbidden Citadel rule is no longer used. Discard any Damage cards it has sustained.

8



The Forbidden Citadel

Speed	Hull	Crew	Broadside
n/a	3	3	2
Handling	Armour		
n/a	4+		

"Ha! No man, mortal or not, can hold me prisoner for long, corpse-thing. Let me show you what happens to those who try..."

— Captain Aranea Salpique

MORE THAN TWO PLAYERS

Sometimes you might want to play *Dreadfleet* with more than two players. Allocate each player a certain number of warships to control (dividing them as evenly as possible). Ensure that one player is in overall command of each side – this is generally the player that controls either the *Heldenhammer* or the *Bloody Reaver*. The overall commander draws their side's Fate cards, and gets final say on any decision that does not directly involve the warships controlled by his allies. Just so long as the Grand Alliance and the Dreadfleet alternate their Action phases and you remember the Most Important Rule, all should be well (though a mutiny can be an ugly and unexpected thing...).



Corpse Reef



After riding out the warpstorm that scattered his fleet, Captain Roth wasted no time in renewing the hunt. He set a vigil for the rest of his scattered warfleet, ordered his sharpest marksmen to take up position in the crow's nests, and pushed on into the warren of shipwrecks known as Corpse Reef.

It was not long before Captain Roth's worst suspicions were confirmed. Ahead lay a twisted landscape from his childhood nightmares; the Mapwright's crazy stories made real. Roth had found Corpse Reef – the labyrinthine outer boundary of the Galleon's Graveyard, its close-packed and jagged outcrops a weapon unto themselves. One error of judgement and the Heldenhammer would founder upon unforgiving rock, and be left at the mercy of the Dreadfleet.

As the Heldenhammer negotiated the outer reaches in order to find an easy path through the great barrier, it became clear that this was not a normal reef, but instead one fashioned of petrified bone. Each spur and claw-like protrusion was covered in the remains of a thousand dead sailors, their skeletal cadavers twisted together and reaching out in anguish in a vile mockery of coral beds. 'This is the work of Noctilus', murmured Roth. 'He cannot be far'.

Sure enough, before the hour was out, the ragged silhouette of the gigantic composite vessel known as the Bloody Reaver was sighted in the distance – one moment close at hand, the next in the furthest mists, mocking Roth with its presence. Its very form was illogical and painful to the eye – a half-dozen once-proud galleons captured and melded together around a stony core, crested with a castle much like those of old Sylvaria.

As the distant boom of ranging fire echoed across the reef, Captain Roth gathered his master gunners. 'A hundred crowns to the first man to hit that thing square amidships!' bellowed Roth. In his heart, the Captain knew the enemy vessel was too large and powerful to be sunk at this range, and that he would have to press further into dangerous waters in order to bring his quarry to bay. He gave the order to push on into Corpse Reef, and damn the consequences. As much for morale as anything else, first blood had to be drawn...

THE GRAND ALLIANCE



Heldenhammer

THE DREADFLEET



Bloody Reaver

SETTING THE SCENE

The players roll off, and the winner takes an island or shipwreck piece of his choice and places it on the seascape, following the restrictions below. His opponent then does the same. The players alternate placing islands or shipwreck pieces until there are none left.

No island or shipwreck piece may be placed within 18" of the eastern or western edges of the seascape, and no island/shipwreck piece may be placed within 3" of another.

DEPLOYMENT

The Grand Alliance player deploys the *Heldenhammer* within 6" of the western edge and 12" of the southern edge. Next, the Dreadfleet player deploys the *Bloody Reaver* within 6" of the eastern edge and 12" of the northern edge.

GAME LENGTH

The game only ends when one side meets the victory conditions.

VICTORY

The captains of each fleet are seeking to test the mettle of their opponent. If a warship has eight or more Damage cards, or has been removed from play, in the End phase, the opposing player wins – the damaged warship retreats into the mists to mount repairs. If both warships have taken eight or more Damage cards, or been removed from play, in the same End phase, the game is a draw.

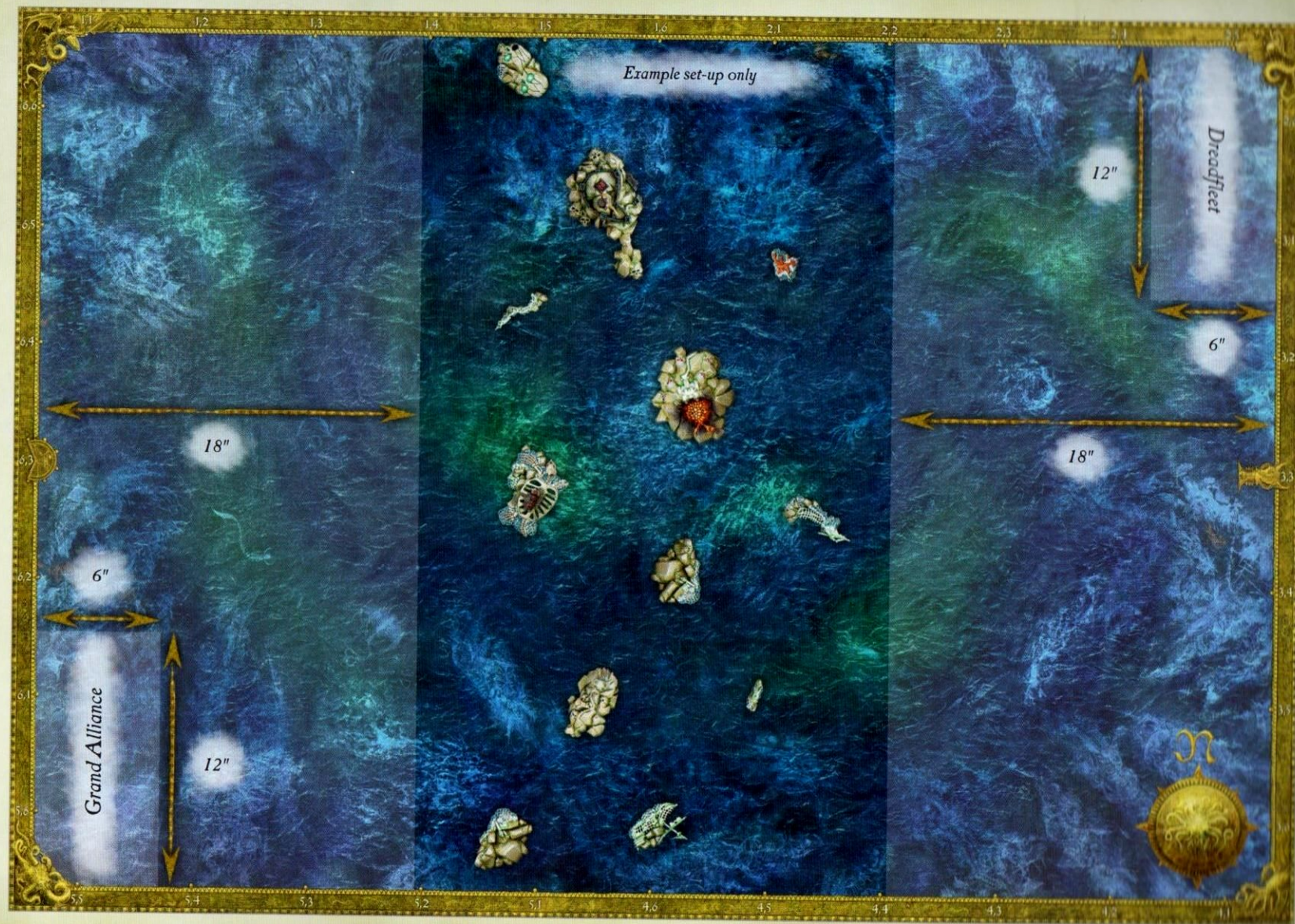
SPECIAL RULES

None. This scenario is designed to ease you into the game of *Dreadfleet* without any extra rules or intricacies to negotiate.

REVISITING CORPSE REEF

You might like to revisit this scenario with a few changes. Here are some suggestions:

- Use more warships on each side.
- Use fewer islands/shipwreck pieces, agreeing before set-up how many to use.
- A player wins only when all but one of his opponent's warships (not counting auxiliaries) have been removed from play. If both sides fulfil this victory condition in the same End phase, the result is a draw.



Scenario 2

The Captive In The Citadel



The Bloody Reaver had been driven off, for now. Better yet, Roth had spied the Swordfysh with his enchanted spyglass; the galleon had ran aground up ahead, pennants fluttering in the shadow of a forbidding and ancient citadel.

Captain Jaego Roth's joy at locating one of his allies was short-lived. It seemed that the storm had forced the Swordfysh to run aground below a citadel built in the architectural style of Sylvania. 'It would be just like that gold-loving wench to send in a landing party in search of treasure, regardless of the danger', grumbled Captain Roth. 'She may already lie dead at the feet of an Undead fiend!'

Fire blazed in Roth's eyes as he commanded the Heldenhammer towards the rocky islet at the atoll's heart. The castle atop it was strangely familiar to him – the Forbidden Citadel, as depicted in the Mapwright's morbid oil paintings. The Citadel was an offence upon the eye, and the crenellations of its keep pierced the sky like blades. The whole place reeked of evil.

As the Heldenhammer entered the reef, cannons primed, a piercing scream echoed through the night sky – the scream of a woman in pain. Captain Jaego Roth reacted with all the patience of an enraged bull, commanding his flagship to make full sail toward the gruesome citadel and bring its enchanted warhammer smashing down into the castle walls.

As the battle raged between Captain Roth's crew and the Undead minions of the citadel, Aranessa Saltspite hacked her way out of the gatehouse, covered from head to toe in sticky black blood. She fought her way back to her warship, rejoined her crew and smashed the ancient citadel to pieces with a punishing broadside.

Unfortunately for the Grand Alliance, the Heldenhammer was not the only warship to be summoned by the screams. Through the mists came the Bloody Reaver, and it was not alone. A royal war galley of Nehekhara followed close behind it, its flanks decorated with animated statues that raised their great ritual blades menacingly. The jewel set into its arcing aft glowed with an intense white light, a light that lanced out like a burning spear towards the Swordfysh. The battle was on.

THE GRAND ALLIANCE



Heldenhammer



Swordfysh

THE DREADFLEET



Bloody Reaver



Curse of Zandri

SETTING THE SCENE

The set-up represents a continuation of Corpse Reef. The Castle Island is placed in the centre of the seascape. Place the rest of the islands and shipwreck pieces as shown on the map.

DEPLOYMENT

The Grand Alliance player deploys the *Heldenhammer* within 15" of the western edge and 6" of the southern edge of the seascape. The *Swordfysh* is deployed already run aground (but undamaged) on the westernmost side of the Castle Island, facing the north-west corner of the seascape.

The *Bloody Reaver* arrives in the End phase of turn two. The *Curse of Zandri* arrives in the End phase of turn three. When they arrive, they are placed with their aft edges anywhere within 1" of the seascape's northern edge.

GAME LENGTH

The game lasts for six turns.

VICTORY

- The Grand Alliance must first breach the Forbidden Citadel's walls in order for Aranessa Saltspite to escape (see below).
- Then, the *Swordfysh* must voluntarily leave play off one of the seascape edges.

If both these events occur before the sixth turn ends, the Grand Alliance player wins. If not, the Dreadfleet player wins.

SPECIAL RULES

Initiative: The Grand Alliance automatically wins the roll-off for initiative in turn one.

Stand Ready, Lads: The *Swordfysh's* crew have sworn to wait for their Captain to rejoin them before making their move. To represent this, the *Swordfysh* is not considered to be a warship until it is rejoined by its Captain, and hence may not activate or be chosen as a target.

Breaching the Citadel Walls: The Citadel's walls are breached once it has taken two or more Damage cards (Hull, Crew or a mix). Once this occurs, Captain Saltspite rejoins her warship in the End phase of that turn and the 'Stand Ready, Lads' rule is no longer used.

The Forbidden Citadel: In this scenario, the Castle Island is called the Forbidden Citadel, representing the domain of myriad Undead horrors. It is treated exactly as if it were an auxiliary of the Dreadfleet (albeit a really large and powerful one!). Put Damage cards that apply to the Citadel in a separate area, to one side of the Dreadfleet's Warship cards.

The Forbidden Citadel has the following rules:

- The Citadel is static. It can never move.
- The Citadel cannot target the *Swordfish* in any way whilst Captain Saltspite remains trapped inside.
- If the Citadel suffers a 'Speed' or a 'Special' Damage card, that card is ignored – the shot has hit the crag upon which the Citadel sits.
- The Citadel is treated as an island regarding running aground and escaping jeopardy.
- A boarding action can be launched by the *Heldenhammer* against the Forbidden Citadel (and vice versa) if the *Heldenhammer* has either run aground upon it, or is at anchor within 1" of it.
- Once the Forbidden Citadel accrues three or more points of damage of the same type, its Undead defenders have been defeated. The island itself remains in play, though the Forbidden Citadel rule is no longer used. Discard any Damage cards it has sustained.



The Forbidden Citadel

Speed	Hull	Crew	Broadside
n/a	3	3	2
Handling	Armour		
n/a	4+		

*'Ha! No man, mortal or not, can hold me prisoner for long, corpse-thing.
Let me show you what happens to those who try...'*

- Captain Aramessa Saltspite

It Came From The Depths



Meanwhile, Flaming Scimitar and Grimnir's Thunder had ridden out the storm and reunited only a few miles away from the Forbidden Citadel. The Golden Magus had spied a large flooded crater to the east, at the centre of which was a shipwreck rich in treasure. No pirate lord worth his cutlass could have passed up such an opportunity, and the two warships made haste to recover the bounty. But all was not as it seemed, for a shadow passed through the depths below...

The sorcerous captain of Flaming Scimitar, whilst in parley with Red Brokk of Grimnir's Thunder, casually revealed that his sea-nymphs had located a shipwreck in a flooded volcanic crater up ahead – a shipwreck surrounded by barrels of rum that bobbed and floated about the edges of the crater. The Magus made a great show of not caring for the pigswill that the uncultured northerners called rum, but mentioned that some of the barrels also contained Dwarf fire-liquor, which was a potent prize indeed. The delighted Dwarf crewmen replied that not only did their fire-liquor scald the palate and act as a fine grooming agent to boot, when ignited it could set even rock aflame.

So it was with lightened hearts that the crews of Grimnir's Thunder and Flaming Scimitar made haste for the shipwreck at the heart of the volcanic crater. Who knew what riches were there for the taking; if nothing else, more alcohol was always useful, and the Golden Magus and Red Brokk both agreed that a celebration to mark their safe passage through the storm would be most welcome.

Just as the warships deployed their auxiliaries in order to 'requisition' the floating barrels of rum and Dwarf fire-liquor, a loathsome shape slid through the water underneath the Flaming Scimitar. The sharp-eyed captain of the Dwarf dirigible Valaya's Eye was the first to spy it. His runic semaphore reflected the rune for 'warning' in the still waters of the volcanic crater, glowing directly above a dark shadow that glided towards the Scimitar's auxiliary cog. Less than a second later, a trio of vast mechanical tentacles burst out from underneath the runic icon, seawater cascading from their clanking sections as they reached into the sky to snatch the dirigible from the skies. The Black Kraken was back for revenge!

THE GRAND ALLIANCE



Grimnir's Thunder



Flaming Scimitar

THE DREADFLEET



Black Kraken

SETTING THE SCENE

The islands and shipwreck pieces are set up to suggest the edges of a huge flooded volcano. The gaps between the islands and shipwreck pieces should be just wide enough to fit a cog auxiliary through. The only gaps that can allow a warship to pass are on the western and eastern sides of the crater.

Starting with the Grand Alliance player, the players take it in turns to place all five of the treasure tokens anywhere within 1" of the interior edges of the islands or shipwreck pieces that form the crater (see the Deployment map). The tokens represent clusters of barrels.

DEPLOYMENT

The Grand Alliance player deploys his warships within 6" of the southern edge of the seascape. The Black Kraken is not deployed at the start of the game – it instead enters play in the End phase of turn two (see opposite).

GAME LENGTH

The game lasts for six turns.

VICTORY

Once six turns have ended, the Grand Alliance player counts up the number of treasure tokens that are currently in his possession. The Dreadfleet player then counts up the number of enemy warships and auxiliaries that have been destroyed. Whoever has the highest total wins.

SPECIAL RULES

Ghoul-waves: In the End phase of each turn, all treasure tokens not already claimed by a model will shift position due to mischievous ghoul-waves carrying the barrels away from the Grand Alliance warships. During the End phase, the Dreadfleet player rolls a D3. He may then move all unclaimed treasure tokens a number of inches equal to the result, in any direction of his choice (the tokens can move in different directions, but they must move in a straight line). Some tokens may not be able to move the full amount; just move them as far as possible without them coming into contact with another model or the border of the seascape.

Recovering Barrels: If an auxiliary comes into base contact with a treasure token, it may claim it. Roll a D6 and consult the table opposite to see what type of prize the auxiliary has uncovered.

D6 RESULT

- 1 GAR:** The barrels are holed and full of nothing but seawater. Discard the treasure token.
- 2-5 YARR:** More grog for the lads! The barrels are full of rum. The auxiliary claims the treasure token.
- 6 HUZZAH:** The barrels are full of rare Bugman's fire-liquor. The auxiliary claims the treasure token.

Initiative: The Grand Alliance automatically wins the roll-off for initiative in turn one.

It Came From the Depths: The *Black Kraken* enters play in the End phase of turn two, after the treasure tokens have been moved. The Dreadfleet player selects an unclaimed treasure token and replaces it with the *Black Kraken*, ensuring the *Kraken's* base is at least partially over the previous location of the treasure token, and not within 1" of another model. Apart from these criteria, it's up to the Dreadfleet player how he places the *Black Kraken*. He must then replace the treasure token anywhere that is within 1" of the *Black Kraken* and not within 1" of another model.

Right Down Its Throat: Bugman's fire-liquor may be used against the *Black Kraken* with explosive results. At the beginning of a boarding action involving the *Black Kraken*, a model that has a treasure token representing barrels of fire-liquor may set fire to a barrel and hurl it at the *Kraken's* mechanical parts.



This attack automatically inflicts a Hull Damage card upon the *Black Kraken* (draw cards from the Damage deck until you find a Hull card, apply it, and discard the rest).

This attack does not 'use up' the treasure token.

"There's something big down there, in the depths... something cold, and black o' heart. Worse still, I got me a feelin' it's out to get us, and me in particular. Axes, lads; looks like we're in for a proper fight after all!"

- Red Brekk Gunnarsson

Wrath Of The Volcano God



Though Captain Saltspite had rejoined Roth's quest, tragedy struck when Roth himself was captured by a tribe of cannibalistic Ghouls. It was up to his allies to rescue the captain and return him to the Heldenhammer before the Ghouls sacrificed him to their evil god.

The fog banks cleared to reveal a strange circular rock formation with a desolate isle at its heart. To Roth's eye, it looked like some titanic caldera of a prehistoric volcano, the island inside it the last remnant of its fiery glory. Sure enough, clouds of ash trailed lazily from the highest peak.

This island chain held more secrets, too. As the Heldenhammer approached, a smaller trail of smoke led Roth's eye to the wreckage of a Dwarfen ironclad. Were these the storm-wracked remnants of Grimmir's Thunder? Roth's men proved reluctant to investigate, so the Captain took command of a cog auxiliary himself and set out to the wreckage of the ironclad.

A few minutes of hard oarsmanship later, Roth and his landing party disembarked onto the ash-covered sides of the volcanic isle. Negotiating the burnt stumps of once-fertile jungle, the crew advanced towards the wreckage. Outside the island chain, the Swordfysh kept a ceaseless vigil.

No sooner has Roth breathed a sigh of relief at finding that the wreckage belonged to an unknown Dwarf ship than the island burst into life. Grey-black Ghouls rose from the volcanic ash and fell upon them in great numbers. Despite fighting with the fury of a warrior born, Captain Roth was seized, and his crew were eaten raw and screaming before his very eyes. Yet the horror was not over. The Ghoul natives, intending to use Captain Roth as a human sacrifice, bore him to the lip of the volcano and began a devilish chant. To the captain's rising disbelief, the chant was echoed by the volcano itself, awakening it from its uneasy sleep into a boiling, spitting rage. Roth had to fight his way out or die.

As the ash cloud above the volcano glowed cherry-red, other warships were drawn to the site of Roth's predicament. The Dreadfleet approached, ready to take advantage of their foe's vulnerability. Less than a mile away, Grimmir's Thunder and Flaming Scimitar turned back upon their chosen course in order to reach the site of the commotion. Perhaps all was not lost after all...

GRAND ALLIANCE



Heldenhammer



Swordfysh



Flaming Scimitar



Grimmir's Thunder

THE DREADFLEET



Bloody Reaver



Curse of Zandri



Black Kraken



Skabrus

SETTING THE SCENE

The island with the volcano (imaginatively termed 'Volcano Island') is placed in the very centre of the board, and the other islands and shipwreck pieces arranged around it, each no further than 4" away, and with enough room to fit a cog between them. A single shipwreck piece is placed east of the others (see map).

DEPLOYMENT

The Grand Alliance player deploys the *Swordfysh* within 6" of the southern edge of the

seascape. The *Heldenhammer* begins the game within 1" of the easternmost shipwreck piece, facing north, as shown on the deployment map. Its auxiliary is placed by Volcano Island. Its crew have been eaten, though, so it cannot move unless Captain Roth is aboard.

The Dreadfleet player then deploys his warships within 6" of the northern edge and within 15" of the western edge of the seascape.

Grimmir's Thunder and *Flaming Scimitar* do not deploy at the beginning of the game. Instead, in the End phase of turn one, they are placed with their aft edges 1" away from an edge of the seascape chosen by the Grand Alliance player (they must both be placed on the same seascape edge). They may be activated as normal next turn.

GAME LENGTH

The game lasts for six turns.

VICTORY

The Grand Alliance player must return Captain Roth to the *Heldenhammer*. If Roth has been returned to the *Heldenhammer*, has not taken a mortal wound, and the *Heldenhammer* is still in play after six turns have been completed, then the Grand Alliance player wins. If any of these conditions are not met, then the Dreadfleet player wins.

SPECIAL RULES

Initiative: The Grand Alliance automatically wins the roll-off for initiative in turn one.

The Island Chain: To represent the shallow waters surrounding the volcano, auxiliaries are the only models that may enter the ring of islands around Volcano Island.

Rescuing Captain Roth: Captain Roth may not be rescued until his cannibal Ghoul captors have been defeated. During each Status phase, fight a special duel between Captain Roth and the Ghoul King.

The Ghoul King is treated as an enemy captain with a Swashbuckling value of 2. Each player may add +1 to his captain's Swashbuckling characteristic for every friendly auxiliary that is in base contact with Volcano Island (not counting the *Heldenhammer's* auxiliary).

Keep track of the Ghoul King's wounds in the same manner as you would a normal captain, though slide the Wound card under the seascape instead of the appropriate Warship card to keep track of his wound results.

If the Ghoul King suffers a mortal wound, his minions will scatter in panic and are defeated. At the beginning of any of the *Heldenhammer's* subsequent Action phases, Captain Roth may then board a friendly auxiliary in base contact with Volcano Island (if there is one). Place a treasure token by that auxiliary – this represents Captain Roth. The Grand Alliance player must

then attempt to get that treasure token back to the *Heldenhammer*. If the rescuing auxiliary is destroyed en route, the treasure token representing Captain Roth is left in place. He is treated just like any other treasure token from that point on.

The Wrath of the Volcano God: During each Status phase, roll a D3. If the result is less than the turn number, a magma-skinned fire god claws its way out of the volcano! From that point on, any warship that ends its Action phase within 18" of Volcano Island must roll a D6.

On the result of a 4+, it is safe. On a 2 or a 3, it takes a hit as magma rains down upon the intruders. If a 1 is rolled, burning rocks smash into the warship – it must draw a Damage card and is Set Ablaze! Auxiliaries are beneath the volcano god's notice, and do not have to roll.



Scenario 5

The Pride of Ulthuan



The Grand Alliance had been reunited, and the Dreadfleet driven off by the wrath of the volcano god. Yet up ahead the unmistakeable sound of cannon fire still roared through the mists. Drawing nearer, the lookouts of the Grand Alliance made out crisp blue sails and wheeling Dragons – a warship of the Ulthuan navy had engaged the Dreadfleet!

At first, the sounds of battle were met with great puzzlement by Captain Roth and his crew, for since the welcome return of Red Brokk Gunnarsson and the Golden Magus after Roth's narrow escape from the volcano, the Grand Alliance was complete once more. Yet the cinder-red glow of flame and the crack-boom of cannon, even when distorted by the mists, were unmistakeable. Someone else had challenged the Dreadfleet's supremacy in their benighted realm. 'The enemy of my enemy is my friend', reasoned Roth. 'Let us help our new comrade send these dogs to the bottom of the sea.'

As the Grand Alliance set an intercept course for the battle, their unexpected ally came into view. It was a tall and elegant Elven warship, its seven fine sails flying proud, and its hull emblazoned with the devices of the Ulthuan navy. It appeared the captain of this mysterious ship had allies of his own, too – a pair of Dragons circled around its masts like gigantic seabirds; one red, one white. Each Dragon took it in turns to dive in towards the warships of the Dreadfleet and breathe a great gout of fire at the Undead fleet. Miraculously, they were keeping the warships of the enemy at bay.

Unfortunately for this mysterious Elven warship, the battle appeared to be becoming ever more one-sided as Count Noctilus summoned more and more of his minions to war. The mysterious Elven captain had been forced to seek shelter in the caldera of an underwater volcano, and with the Dreadfleet circling about its rim, his demise was only a matter of time.

Realising that he could win his fleet a powerful ally, Captain Roth ordered his warships to attack. His decision came not a moment too soon, for Noctilus' ally, the Chaos Dwarf Captain Tordrek Hackhart, had used fell magics to awaken the underwater volcanos beneath the Grand Alliance. A sulphurous stench assailed the nostrils, and the waters around the warships bubbled and boiled...

THE GRAND ALLIANCE



Heldenhammer



Flaming Scimitar



Swordfjsh



Grimnir's Thunder



Seadrake

THE DREADFLEET



Bloody Reaver



Skabrus



Black Kraken



Curse of Zandri

SETTING THE SCENE

The islands and shipwreck pieces are set up as two flooded volcanic craters, with very small gaps between each (see Deployment map, opposite).

It is important that you leave a 1" gap between each island/shipwreck piece. You must be prepared for some pretty precise manoeuvring to succeed in this scenario!

DEPLOYMENT

Starting with the Grand Alliance player, the players take it in turns to place a warship. Four of the Grand Alliance warships are deployed within 18" from the western edge of the seascape. The *Seadrake* is deployed within the area marking out the easternmost crater.

The Dreadfleet player deploys his warships anywhere in the hoop-shaped deployment area marked on the set-up map, anywhere within 4" of the crater within which the *Seadrake* must be deployed (see map). No Dreadfleet warship may be deployed within 6" of another.

GAME LENGTH

The game lasts for six turns.

VICTORY

The Grand Alliance is aiming to do serious damage to the Dreadfleet and simultaneously rescue the *Seadrake*.

After six turns have been completed, each player adds up the number of Damage cards currently next to his opponent's Warship and Auxiliary cards, and adds the number of Damage cards suffered by his opponent's warships and auxiliaries that have been removed from play (keep track of how many of these are placed in the Damage deck discard pile). This total is his victory points score.

If the *Seadrake* manages to voluntarily leave the board via the western edge of the seascape, the Grand Alliance player scores an additional D6+1 victory points. If the *Seadrake* is removed from play in any other fashion, the Dreadfleet player scores an additional D6+1 victory points.

Whoever scores the most victory points is the winner.

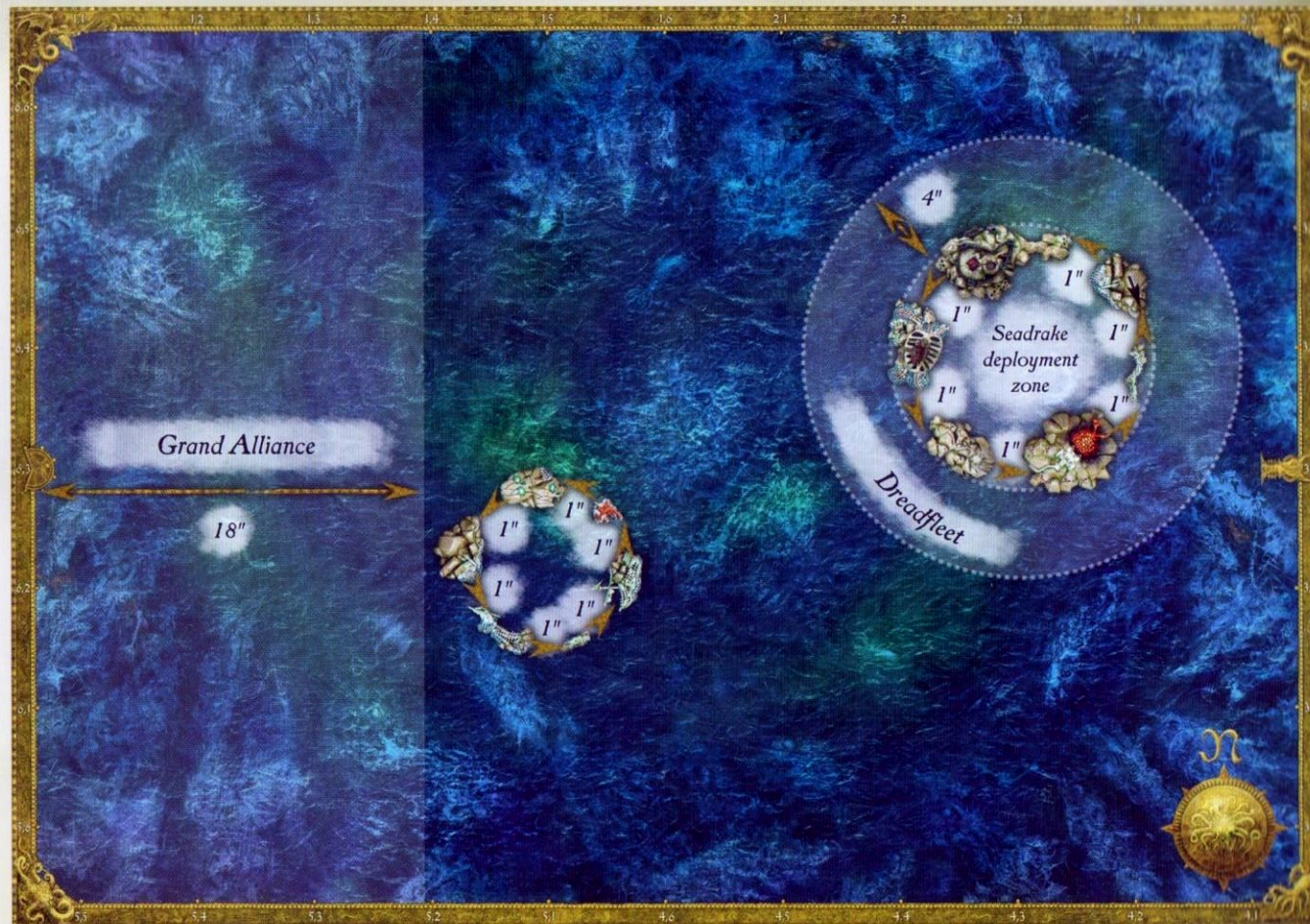


SPECIAL RULES

Initiative: The Grand Alliance automatically wins the roll-off for initiative in turn one.

Boiling Seas: The water around the flooded craters seethes with gouting spouts of fire. Any warship that is within 2" of an island or shipwreck piece at the end of its Movement sub-phase must roll a D6. On the roll of a 1, the owning player must draw Damage cards until a Hull card is drawn, applying it to that warship and discarding the rest.

TIP: The Grand Alliance player would do well to deploy the *Seadrake* last, and move it first – he'll have an uphill struggle keeping the *Seadrake* intact, so the quicker it reaches a position of safety, the better!



'One of them flimsy Elf vessels, looks like! And in deep trouble. What say, lads, shall we show those pretty-boys how a proper warship fights? Or should we leave those pointy-eared lackwits to the death they so richly deserve?'

- Red Brokk Gunnarsen

Scenario 6

Unnatural Tides



The Dreadfleet had been forced to scatter by the Grand Alliance's attack. Pressing his advantage, Captain Roth pursued the slow-moving Curse of Zandri, intending to strike whilst it was isolated. But its Tomb King captain had deadly magics of his own...

The Dreadfleet had once again retreated, luring their pursuers further into the Galleon's Graveyard. Coming alongside the Seadrake, Captain Roth engaged its captain, Prince Yrellian, in parley. The proud Elf captain also hoped to destroy Count Noctilus and eliminate his stain of corruption from the waters of the world. With typical Elven hubris, Yrellian had believed he could achieve his mission alone. Humbled somewhat by his rescue, Yrellian agreed to join forces with Captain Roth.

So it was that the Grand Alliance set sail, their numbers bolstered by not only the most gifted young captain in the Elven fleet but also by his Dragon allies. Hope flared once more; perhaps united they might extinguish the threat of the Galleon's Graveyard for good. Still, Roth intended to stack the odds in his favour before the final confrontation.

When the Curse of Zandri made its escape from the battle of the volcanic craters, the Grand Alliance were quick to give chase. They approached in a three-pronged attack formation known to mariners as the 'Spear of Manann', intending to overtake and destroy the Curse of Zandri. A scattering of rocky outcrops was all that lay between the Curse and its pursuers.

Peering through his enchanted Arabyan spyglass, Captain Roth espied a worrisome sight. King Amanhotep of Zandri was standing upon his deck, chanting loudly. One of his gnarled hands was raised to the skies, the other sprinkled a handful of glittering sand into the waters below his warship. As he did so, the waters of the Galleon's Graveyard receded with startling speed. It was as if the sea itself was drying up, drained by some appallingly ancient Nehekharan magic. As the Grand Alliance closed upon its erstwhile prey, their hulls began to scrape and slither on the corpse-coral beneath. Worse still, the sails of the Dreadfleet could be seen once more through the mists. Roth began to wonder if perhaps it was he who was caught in the jaws of a trap...

THE GRAND ALLIANCE



Heldenhammer



Flaming Scimitar



Swordfish



Grimnir's Thunder



Seadrake

THE DREADFLEET



Bloody Reaver



Skabrus



Black Kraken



Curse of Zandri

SETTING THE SCENE

The game begins with five shipwreck pieces set up as shown (see the main Deployment map, opposite). The shipwreck pieces are set up to suggest a scattering of small protrusions jutting through the water – these represent the peaks of far more mountainous structures under the unquiet waters, which will make their presence felt as the game goes on.

DEPLOYMENT

The Grand Alliance player deploys one of his warships within 6" of the seascape's southern edge. The Dreadfleet player then deploys one of his own warships within 6" of the seascape's northern edge. The players then alternate placing the remainder of their warships in the same fashion.

GAME LENGTH

The game lasts for four turns.

VICTORY

The opposing fleets are attempting to destroy each other as the waters recede around them. After four turns have been completed, each player adds up the number of Damage cards currently next to his opponent's Warship and Auxiliary cards, and adds the number of Damage cards suffered by his opponent's warships and auxiliaries that have been removed from play (keep track of how many of these are placed in the Damage deck discard pile). This total is his victory points score. Whoever scores the most victory points is the winner.



SPECIAL RULES

Unnatural Tides: At the beginning of turn two's Status phase, the Dreadfleet player must remove the shipwreck pieces and replace them with the largest islands. The islands represent the same peaks of rock as the shipwreck pieces, only with less water around them.

To do this, the Dreadfleet player chooses a shipwreck piece and replaces it with an island. The island must be placed so that its highest point is as close as possible to the location of the shipwreck piece it replaces. The island may be placed so it touches one or more warships (but does not rise up 'beneath' them). Other than these restrictions, it may be placed in any orientation that the Dreadfleet player desires. If an island ends up touching a warship, that warship immediately runs aground.

Once this process has been resolved, the Dreadfleet player chooses another shipwreck piece and repeats the process, replacing it with an island until all the shipwreck pieces in play have been replaced with islands.

At the beginning of turn three's Status phase, the Dreadfleet player places the remaining islands and shipwreck pieces, one by one, in any location and orientation that the Dreadfleet player desires, provided it is not within 2" of another model. These represent new peaks of rock that are revealed as the tide ebbs away.

The pictures to the right show examples of the seascape evolving as the game progresses.



Scenario 7

Empty Vessels



The Grand Alliance forged onwards, searching for the gateway to the inner realms of the Galleon's Graveyard. With the help of Roth's sea-chart, they soon found a landmark – a dread castle surrounded by the wreckage of shattered warships and ancient galleons.

Having sent their allies to harry the Curse of Zandri, the pirate lords of the Grand Alliance plotted a course into the midst of Noctilus' cursed realm. Captain Roth sought a specific area amongst the craters, sea monster skeletons and reefs: a crumbling sea-fort that marked the entrance to the shipwreck-strewn inner reefs. Less than an hour later, the silhouette of the castle that marked the inner regions of the Galleon's Graveyard blighted the skyline. Scattered at the feet of the islands around this forbidding fortress lay the splintered remnants of dozens, perhaps hundreds, of warships, sucked dry of life by the Bloody Reaver. The tragic spirits of once-proud vessels shivered through the mists all around them, and the low moaning of the damned echoed through the mists. Not all of the spectres were as insubstantial as they first appeared.

Despite the warnings in their hearts, the Grand Alliance pushed onward into the mist. Master gunners lined their cannons up on the castles up ahead, mindful that its battlements might not be as deserted as they looked. Helmsmen threaded a path through the wreckage with utmost care.

Suddenly, a great booming roar thundered across the waters as the castles ahead opened fire with cannons larger than any borne by ship or barge. The Grand Alliance was quick to return fire. Just then, the spectre of a galleon floated through the air towards the allies, and a bow-wave of freezing mist rolled before it. The unnatural thing came about, tattered sails and rusted chains trailing in its wake. Ancient guns mounted upon rotting decks sounded their fury.

The gunners of the Heldenhammer opened fire at close range. To their horror, their cannonballs passed straight through the ghostly apparition, tearing naught but a few wisps of ectoplasm from its cadaverous frame. The ship billowed away into the mists, disappearing as swiftly as it appeared. This was one battle that the superstitious pirates of the Grand Alliance would never forget...

THE GRAND ALLIANCE



Heldenhammer



Swordfish



Flaming Scimitar

THE DREADFLEET



Shadewraith

SETTING THE SCENE

The island and shipwreck pieces are set up as shown on the Deployment map opposite.



DEPLOYMENT

The Grand Alliance player deploys all of his warships within 12" of the south-west corner of the seascape. The *Shadewraith* is not deployed at the beginning of the game (see the Mists of the Damned special rule, right).

GAME LENGTH

The game lasts for six turns.

VICTORY

The Grand Alliance player wins if, at the end of the game, the *Shadewraith* has been removed from play and the Crumbling Castle's defenders have been defeated (see opposite).

The Dreadfleet player wins if, during any End phase, the Grand Alliance player has a total of ten or more Damage cards next to his Warship and Auxiliary cards. Keep a total of how many Damage cards have been suffered by Grand Alliance warships and auxiliaries that have been removed from play – for the purposes of assessing victory conditions, these cards count towards the total that the Dreadfleet player needs to win.

If both (or neither) of these victory conditions have been achieved by the end of the game, the result is a draw.

SPECIAL RULES

The Mists of the Damned: The *Shadewraith* enters play on the first turn, immediately after all of the Grand Alliance warships have completed their Action phases. Roll two dice as if you were randomly placing the wind gauge (see page 23 for a reminder) and place the *Shadewraith* with its aft edge 1" away from the indicated marker.

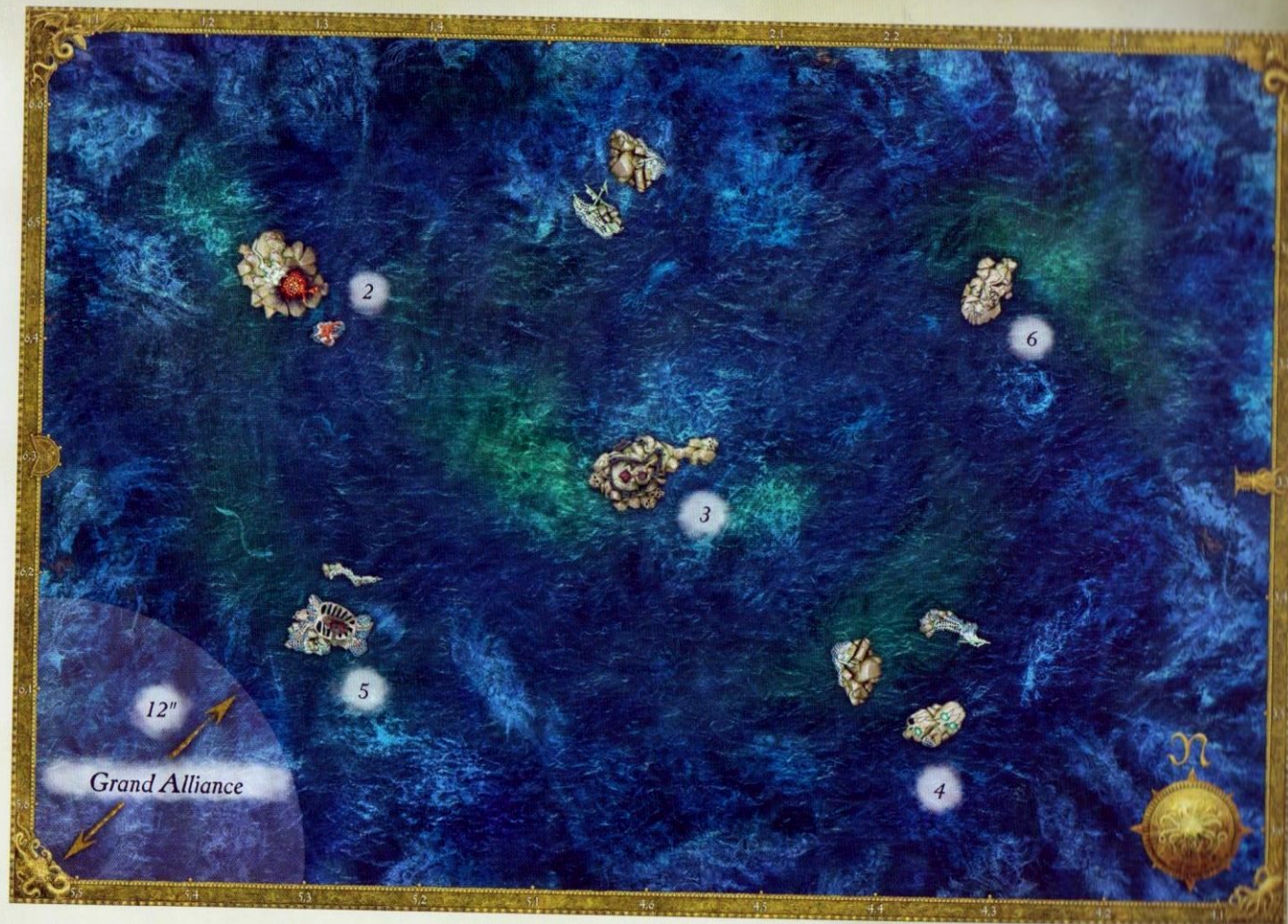
It then takes its Action phase as normal. Each time the *Shadewraith* completes its Action phase, it may try to disappear into the mists – even if it is in base contact with another model, but not if it is at anchor. Roll a D6; on a 1, nothing happens. On the roll of a 2+, however, the Dreadfleet player immediately moves the *Shadewraith* to the location that corresponds to the D6 result on the table below. Place the *Shadewraith* anywhere within 3" of that island, in any orientation of the Dreadfleet player's choosing, and at least 1" away from other models.

D6	Island
1	Nothing Happens
2	Volcano Island
3	Crumbling Castle
4	Skull Island
5	Leviathan Island
6	Corpseface Cliff

The Crumbling Castle: In this scenario, the Castle Island is called the Crumbling Castle. It is treated exactly as if it were an auxiliary of the Dreadfleet. Put Damage cards that apply to the Castle to one side of the Dreadfleet's Warship cards. The Castle has the following rules:

Crumbling Castle

Speed	Hull	Crew	Broadside
n/a	3	3	5
Handling	Armour		
n/a	4+		



- The Castle is treated as an island regarding running aground and escaping jeopardy.
- The Castle is static. It can never move.
- If the Castle draws a 'Speed' or a 'Special' Damage card, that card is ignored – the shot has hit the crag upon which the Castle sits.
- A boarding action can be launched against the Castle (and vice versa) if an enemy warship has either run aground upon it, or is at anchor within 1" of it.
- Once the Crumbling Castle accrues three or more points of damage of the same type, its Undead defenders have been defeated. The island itself remains in play, though the Crumbling Castle rule is no longer used. Discard any Damage cards it has sustained.

A Rock And A Hard Place



As the pirate lords emerged from the Shadewraith's lair, the shipwrecks were so dense it soon became near impossible for the Grand Alliance to continue. Yet to the east lay a patch of open water, punctuated only by a pair of forbidding islands.

Though the Seadrake deftly carved a winding path through the shipwrecks and corpse-corals, it was proving more and more difficult for the Heldenhammer to negotiate the crowded tracts of Noctilus' benighted realm. Any open stretch of water was a blessing, for there was a constant danger of holing the hull. So it is that when the Grand Alliance found a patch of relatively clear water, it sailed forth with little hesitation.

Unfortunately for them, Count Noctilus knew his territory well – the Dreadfleet lay in ambush on the other side, cannons primed and ready for war once more. It is not a battle they would have to fight alone. The mysterious islands that lay ahead housed two of the strangest hazards that guarded the Galleon's Graveyard – one threat a multitude, the other a behemoth.

As the Grand Alliance sighted the Dreadfleet's sails and surged forward to intercept its quarry, three of its warships passed within spitting distance of the mysterious islands. From the western island came what looked like winding columns of smoke until the dark pillars writhed and twisted in the air, heading straight for the Grand Alliance warships. The dark clouds that descended to feast on the interlopers were swarms of winged, vampiric hellfish – fang-mouthed monsters that stripped their prey's flesh from their bones and left nothing but blood-slicked skeletons.

The remainder of the Grand Alliance turned quickly to starboard, hoping to avoid the hellfish and use the eastern island as cover against the Dreadfleet's advance. As they drew closer, they saw that it was not a true island at all, but instead the remains of an elder chelonian of untold size. Atop this gruesome monarch of the sea stood ramshackle buildings that shimmered with magic. With a terrible slowness, the skeleton of the sea monster twitched and jerked, rising from the depths. The chelonian raised its titanic skull high and breathed a cloud of rotting poison over the nearest warship before smashing heavily into the hull of another. The fight was on!

THE GRAND ALLIANCE



Heldenhammer



Swordfish



Flaming Scimitar



Grimnir's Thunder



Seadrake

THE DREADFLEET



Bloody Reaver



Skabrus



Shadewraith



Black Kraken



Curse of Zandri

SETTING THE SCENE

This scenario uses only two features – Hellfish Isle (use one of the Rocky Isle pieces) and Leviathan Island; simply place the island pieces as shown on the Deployment map. Take care to place the two islands 14" apart, measuring as accurately as you can.

DEPLOYMENT

The Grand Alliance player deploys all of his warships within 12" of the 4,6 marker (measure from the little skull above it).

The Dreadfleet player then deploys all of his warships within 12" of the 1,6 marker (measure from the little skull below it).

GAME LENGTH

The game lasts until the victory conditions have been fulfilled.

VICTORY

If one player has only two warships (not counting auxiliaries) in play in the End phase, his opponent wins. If both players only have two warships in play, the result is a draw.



SPECIAL RULES

Hellfish Isle: A great swarm of flying hellfish falls upon those sailing too close to Hellfish Isle, tearing them apart.

Each time a warship ends its Movement sub-phase within 6" of Hellfish Isle, the controlling player must roll a D3. That warship must then draw that many cards from the Damage deck, applying Crew Damage cards and discarding the rest. The *Shadecvrath* is immune to this rule; its crew are little more than ghosts and the ravenous, flesh-eating hellfish pass it by.

Leviathan Island: The skeleton of an elder chelonian rises up to attack those who stray too close to Leviathan Island.

Each time a warship ends its Movement sub-phase within 6" of Leviathan Island, the controlling player must roll a D3. That warship must then draw that many cards from the Damage deck, applying Hull Damage cards and discarding the rest. The *Seadrake* is immune to this rule; its Dragon allies distract the skeletal sea monster long enough for the warship to pass.

Note that neither the hellfish nor the elder chelonian can be harmed or destroyed in any way – they really are best avoided!



'My father, the Phoenix King, said that one should always choose the lesser of two evils. How best to discern which is which...'

- Prince Yrellian



The Gauntlet



Battered and bloody, the Grand Alliance pushed onward towards the island chain that formed the keep of the Galleon's Graveyard. There was no going back. They had no choice but to penetrate the final defences of Noctilus' lair and brave the vortex at its heart.

The Grand Alliance soon located the gigantic reef of bone-strewn rock that acted as the inner walls of the Galleon's Graveyard. Within that strange archipelago lay the inner sanctum of Count Noctilus. More forbidding still, the Maelstrom of Skulls roiled and clattered at its heart, drawing the dead things of the oceans towards its gnashing maw.

As the mists parted, the jagged reef was revealed to the pirate lords, reminiscent of some mountainous beast's spine. Almost as if by design, there appeared to be three openings between the bony protrusion large enough to let even a flagship past. Across the Grand Alliance the orders were given — penetrate the outer defences of Noctilus' stronghold by any means necessary.

But Noctilus' outer walls were far from undefended. The largest protrusions of the reef's walls were carved with skulls, each cavernous eye socket glowing with lambent green flame. Atop one cliff was a sinister henge, no doubt the site of all manner of strange rituals. Was this the fabled Sculler's Gate?

As the Grand Alliance approached, intent on running the gauntlet by sailing between the skull-like sentinels, the two centremost cliffs moved towards one another with a grinding roar. Water frothed like saliva amongst the jagged teeth of rock. The gate was closing just in time to crush the interlopers as they passed through! Worse still, from the banks of swirling fog beyond the gates came an unholy moaning, and the tolling of a mournful bell floated through the sickly air. The Dreadfleet captains were well aware of the Grand Alliance's intentions, and they had mustered for battle once more.

Now more than ever, the journey ahead looked fraught with peril. But the Swordfish was already halfway through, and the Heldenhammer close behind. 'This conjuror's trick is supposed to stop me?' bawled Roth over the din, 'Full ahead! Full ahead! We'll send them to the briny deep yet, lads!'

THE GRAND ALLIANCE



Heldenhammer



Swordfish



Flaming Scimitar



Grimmir's Thunder



Seadrake

THE DREADFLEET



Bloody Reaver



Skabrus



Shadeverraith



Black Kraken



Curse of Zandri

SETTING THE SCENE

The islands and shipwreck pieces are set up to suggest part of a massive and close-packed island chain, with three gaps large enough to admit warships between each island. The 3" distance between the two most central islands is important, as it may change size as the game progresses (see the Deployment map).

DEPLOYMENT

Starting with the Grand Alliance player, the players take it in turns to place a warship, until no more are left to place. No warship may be placed within 6" of another. The Grand Alliance player deploys his fleet within 12" of the western edge. The Dreadfleet player deploys his fleet within 12" of the eastern edge.

GAME LENGTH

The game lasts for six turns, or until one side has no warships left in play (not counting auxiliaries), whichever occurs first.

VICTORY

The Grand Alliance is aiming to get as many of its warships off the eastern edge as possible. When the game ends, the Grand Alliance player rolls D3+1. If the result is equal to or less than the number of Grand Alliance warships (not counting auxiliaries) that have left play via the easternmost table edge, the Grand Alliance player wins the game. If not, the Dreadfleet player wins instead.



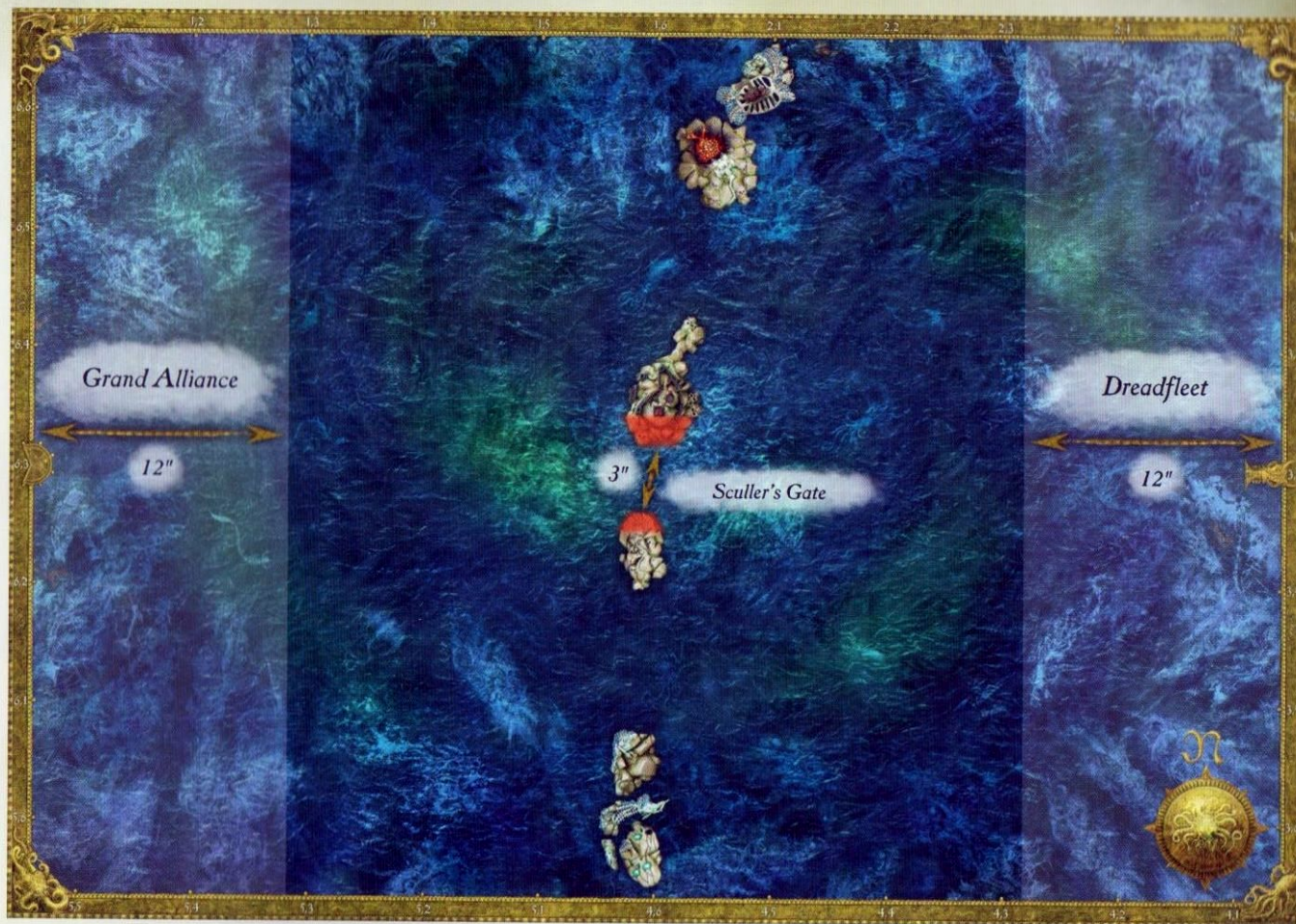
SPECIAL RULES

Sculler's Gate: This gateway of solid rock is magically enchanted to close upon any ship that strays too close, crushing the trespassers between teeth of rock.

If a warship moves within 3" of the highlighted areas of the Corpseface Cliff or Castle Islands (the islands that form the two halves of Sculler's Gate) at any point in its Movement sub-phase, the two islands will immediately begin to move toward each other.

The warship that has triggered the movement of the islands temporarily halts its Movement sub-phase whilst the islands move. Roll a D3 and reduce the distance between the two halves of Sculler's Gate by a number of inches equal to the result (move the islands an equal distance towards each other if possible). If this does not cause the warship that triggered the move to run aground, that warship may then complete its Movement sub-phase.

Once a warship has triggered the Sculler's Gate special rule, roll a D6 at the beginning of every Status phase. On the roll of a 1-3, reduce the distance between the two halves of Sculler's Gate by D3". On the roll of a 4-6, increase the distance between the two halves of Sculler's Gate by D3". If the full move cannot be made then move as much of it as possible. A warship that is in base contact with more than one island at the end of any Status phase must immediately draw D6 Damage cards.



'That damned blood-sucking dog wants us to stay on the outside of his little wall. Reason enough for us to go in, I say...'

- Captain Juege Relth

Warpstone Hunt



Whilst his minions met the Grand Alliance in battle, Count Noctilus was preparing an unholy surprise for his uninvited guests. All he needed to complete his ritual and turn the interlopers into the living dead was a great deal of warpstone...

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 harnessed 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.

The ritual was prepared, and mariners captured from boarding actions with the Heldenhammer were strapped to baroque altars in the deep dungeons of Noctilus' sea-borne castle. A storm gathered in the skies above, and thunder rumbled like the displeasure of a cantankerous god. The stage was set. Sending a psychic signal to his ally, 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 oxen clanfleet. The quest was of paramount importance; the Vampire Count intended to enter the fray only if the Grand Alliance intercepted Skretch. The Skabrus hauled its bulk around, its verminous captain following the scent of that substance most precious to all Skaven – even those who have cheated death.

Once more Skretch hunted for the source of his addiction, though this time it was for his Undead master, not for his own gain. The Grand Alliance gave pursuit, for Captain Roth's instincts told him something evil was afoot. The waters into which they sailed were clustered with shipwrecks, many of which seemed to be Skaven-built, judging by their shoddy and ramshackle construction. Sure enough, a green-black glow emanated from the water around several of the wrecks. Captain Roth was no fool – he knew well just how powerful warpstone could be, and the Golden Magus had already divined the fate that awaited them should they fail to keep the baleful crystal out of Noctilus' reach. As a violent electrical storm raged all around, the race was on – could Roth capture the warpstone himself, and deny his enemies the opportunity to enslave the Grand Alliance in one fell stroke?

THE GRAND ALLIANCE



Heldenhammer



Swordfysch



Flaming Scimitar



Grimnir's Thunder



Seadrake

THE DREADFLEET



Bloody Reaver



Skabrus



Shadewraith



Black Kraken



Curse of Zandri

SETTING THE SCENE

The terrain pieces are set up to suggest a scattering of large islands, with plenty of room to manoeuvre between them. Once this is done, starting with the Dreadfleet player, the players takes it in turns to place a treasure token on the seascape until they have all been placed, with the following restrictions:

- The treasure token is not within 12" of the edges of the seascape.
- The treasure token is not within 6" of any other treasure tokens.
- The treasure token is more than 6" away from any islands.

This process is repeated until no more treasure tokens can be placed.

DEPLOYMENT

The Dreadfleet player deploys all of his warships within 12" of the seascape's north-west corner. The Grand Alliance player then deploys all of his warships within 12" of the seascape's south-west corner.

GAME LENGTH

The game lasts for five turns.

VICTORY

The winner is the player with the most treasure tokens in his possession at the end of the game. If the players have an equal number then the game is a draw.

SPECIAL RULES

Raging Currents: The warships are battling a strong eastward current in an attempt to recover warpstone from flotsam (shipwreck debris).

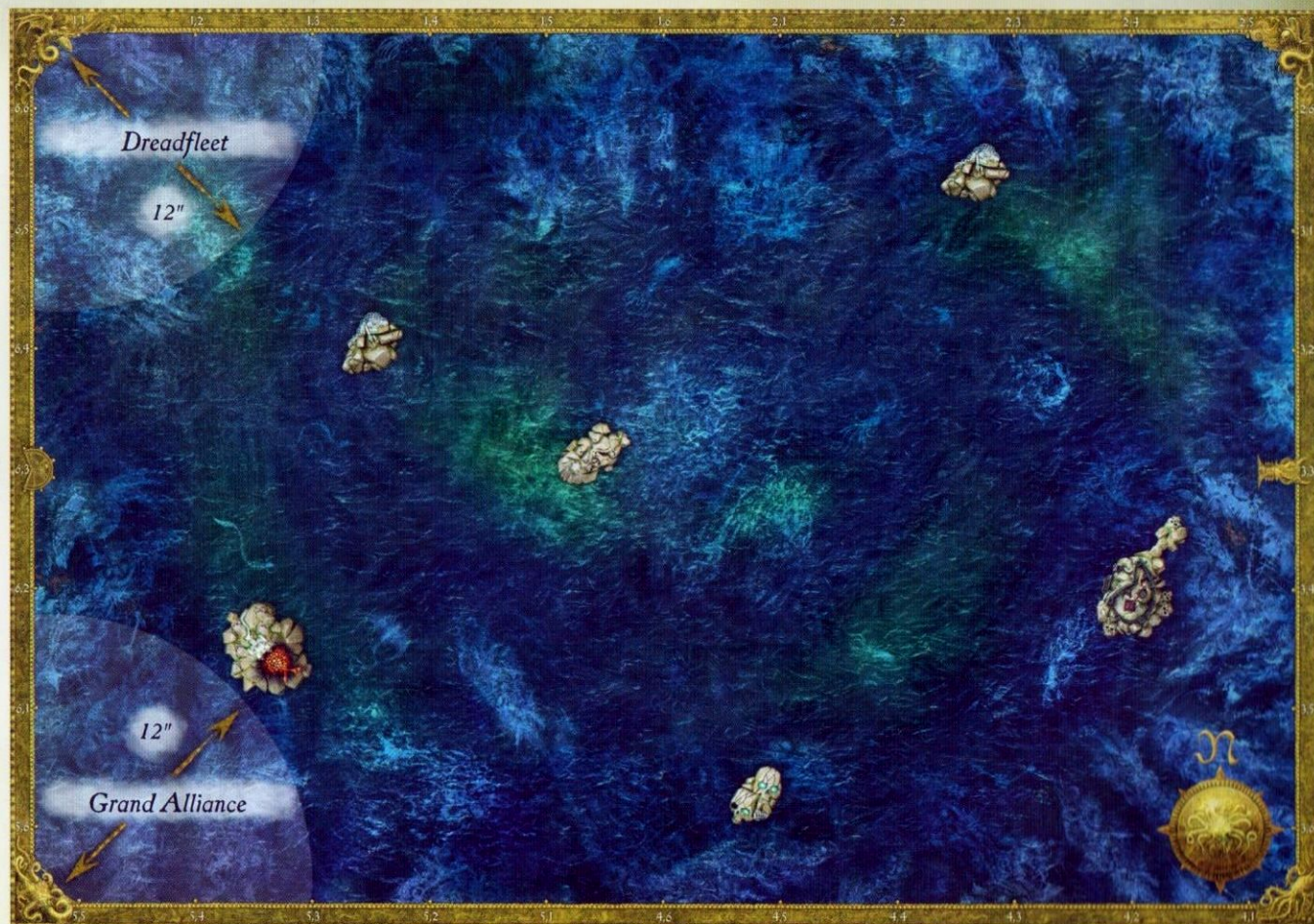
To represent this, during each End phase, the first player rolls 2D6. He then moves all treasure tokens eastwards a number of inches equal to the result (starting with those tokens furthest east, and working through to those furthest west). Any treasure token that touches the edge of the seascape is removed from play.

Collisions: An interposing warship or auxiliary stops a treasure token's eastward movement. However, if a treasure token has its eastward movement interrupted by an island, then instead of staying in place, that treasure token will move around the edge of the island a distance equal to the movement it has left over. Whenever a treasure token is required to move around an island, it will move around the shortest possible route. When that island is no longer blocking the token's path, that token is free to move directly eastwards once more.

Contrary Winds: For the entirety of the first turn, the wind gauge remains on the 3,3 marker – ignore Fate card wind movement symbols until the Fate phase of turn two.

Low waves: The strong current means little in the way of waves. Cogs testing to see if they capsize will only capsize on the roll of a 1.

Electrical Storm: Arcs of living electricity crackle through the skies above the battle. In the Status phase, the first player chooses an enemy warship (not counting auxiliaries) and rolls a D6. On the roll of a 4+, that warship draws a Damage card.



Recovering Warpstone: If an auxiliary comes into contact with a treasure token, the owning player immediately rolls a D6. On the roll of a 1 the treasure token is immediately discarded; the so-called 'treasure' recovered from the flotsam proved to be worthless.

On the roll of a 2+ the auxiliary may claim that treasure token to represent the warpstone it has found. An auxiliary belonging to the Dreadfleet that is within 3" of the *Skabrus* can re-roll this dice – Skaven have a sharp nose for warpstone, even when they're Undead!

'Warp...must have warpstone, yes-yes...catch it, catch it! Sniff it out... give it to Vampire, yes, but not all of it, not all... no-no, Skretch keep... keep some for himself... Must... feed...'

- Skretch Half-dead

The Sea-Maw



The hunt continued – though Roth had so far prevented his enemies from getting their skeletal hands on the warpstone they needed, the battle was far from over. Worse still, a new threat loomed on the horizon – the fanged edges of the Maelstrom of Skulls itself!

As the battle raged and each fleet's cogs fought through the waves bearing their precious cargo, a low roar haunted the cusp of hearing. Something lay ahead, something menacing and vast. Under the din of battle it was at first virtually imperceptible, and only the sharp-eared Prince Yrellian could detect its true nature. The Elf's already pale skin turned white with fear.

The Elves, great scholars of the world and the magic that pervades it, speak of a time in ages past when a colossal warpstone comet thundered out of the skies and struck the plains outside far Cathay. The legends tell that the comet had a mouth, and that instead of shattering upon impact, it burned through the world's crust, eventually emerging like a maggot burrowing through an apple. Its exit point, a titanic maelstrom, had never been accurately charted. All the Elven scholars knew was that it lay in uncharted waters, a vast fanged maw into which the dead things of the seas were drawn.

Prince Yrellian felt the dread realisation seep into his mind – the roaring, crashing sound that grew louder with every passing minute was the rumble of that maw-thing's undying hunger. The pirate lords of the Grand Alliance, lost in the business of battle, were being pulled towards the gullet of the most monstrous terror to ever blight the ocean. Though he may be too late to save his brother's soul, if he did not somehow stop it, Yrellian and his crew would be pulled into the sea-maw too.

As the raging current drew the warring fleets ever further east, the crashing roar of the sea-maw up ahead made communication impossible. Prince Yrellian felt bile rise in his throat. How could the Grand Alliance hope to steal the warpstone from Noctilus' clutches, battle the Dreadfleet, and avoid the dread pull of the maelstrom all at once?

With a horrible inevitability, the horizon gave way to a wall of mist pierced by what looked like jagged fangs of rock. The time of reckoning was at hand...

THE GRAND ALLIANCE



Heldenhammer



Swordfish



Flaming Scimitar



Grimmir's Thunder



Seadrake

THE DREADFLEET



Bloody Reaver



Skabrus



Shadowraith



Black Kraken



Curse of Zandri

SETTING THE SCENE

Four of the islands are set up to suggest a rough scattering of large outcrops, as shown on the Deployment map. The rest of the islands and shipwreck pieces are used to create the 'teeth' of the sea-maw – make these look as much like fangs as you can. Warships should avoid this part of the seascape at all costs!

Once this is done, starting with the Dreadfleet player, the players takes it in turns to place a treasure token on the seascape until they have all been placed, with the following restrictions:

- The treasure token is not within 12" of the edges of the seascape.
- The treasure token is not within 6" of any other treasure tokens.
- The treasure token is more than 6" away from any islands.

DEPLOYMENT

The Dreadfleet player deploys all of his warships within 12" of the seascape's north-west corner. The Grand Alliance player then deploys all of his warships within 12" of the seascape's south-west corner.

GAME LENGTH

The game lasts for five turns.

VICTORY

The players must not only recover treasure tokens but subsequently escape with them off the western edge of the seascape. Each player should keep those treasure tokens that his warships have carried off the western edge of the seascape in a separate pile. Players score one victory point per treasure token in their

possession at the end of the game. Treasure tokens that have been carried off the western edge of the seascape are instead worth D3 victory points. The player with the most victory points is the winner; if the players have an equal number then the game is a draw.

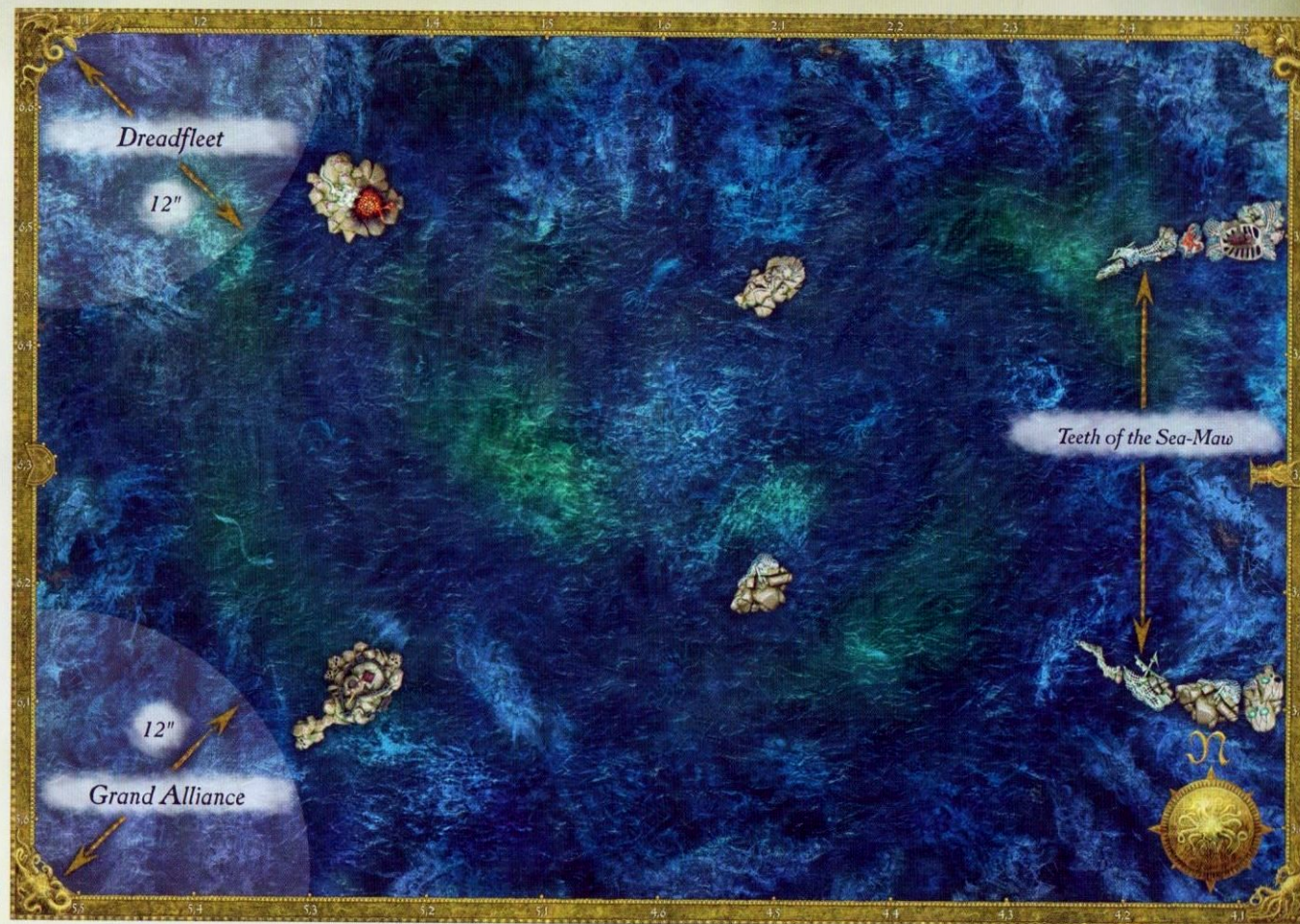
SPECIAL RULES

The Deadly Pull: The current of the sea-maw has become almost irresistible. To represent this, at the end of each Status phase, the Dreadfleet player rolls $2D6+2$. He then moves each warship (except flying auxiliaries) and treasure token a number of inches equal to the result in as easterly direction as possible (starting with those furthest east, and ending with those furthest west). When making this Deadly Pull move, models must stay 'facing' the same direction. Any model or treasure token that ends up touching the eastern edge of the seascape, or moving within 2" of the islands and shipwreck pieces that form the sea-maw's 'teeth', is removed from play.

Note that models that are at anchor and/or have run aground are immune to the Deadly Pull rule.

"The endgame is upon us. Fetch the prize, my children, and we shall teach these upstart mortals what it means to defy the Dreadfleet."

- Count Noctilus



Collisions: An interposing warship or auxiliary stops a treasure token's eastward movement. However, if a treasure token has its eastward movement interrupted by an island, then instead of staying in place, that treasure token will move around the edge of the island a

distance equal to the movement it has left over. Whenever a treasure token is required to move around an island, it will move around the shortest possible route. When that island is no longer blocking the token's path, that token is free to move directly eastwards once more.

Low waves: Cogs testing to see if they capsize will only capsize on the roll of a 1.

Deafening Roar: To represent the roar of the sea-maw drowning out orders of the captains, all Command checks have a -1 modifier.

Scenario 12

The Maelstrom



The swirling vortex of skulls at the heart of the Galleon's Graveyard had the Grand Alliance in its grasp. The Dreadfleet mustered to intercept them one final time, risking its own destruction in order to stop the intruders disrupting the source of their power.

The Grand Alliance's proximity to the heart of the Galleon's Graveyard had forced Count Noctilus to engage the Heldenhammer in open battle. The Vampire feared the Grand Alliance intended to somehow disrupt the Maelstrom and becalm it forever. Why else would they have come this far?

Though Roth was consumed with the need for vengeance, the Golden Magus and Prince Yrellian had convinced him they had a chance to end the curse upon the oceans of the world. The Magus had a plan, if not the courage to enact it; he believed that a contrary magical force released into the vortex could unravel it, just as the slightest touch upon a spinning top would finally bring it to a halt. The Magus gifted Roth three rune-sealed Grand Urns, each so large it took ten men to carry it. Inside were the most powerful of spirits, ethereal kings that the Magus had bound to halt the Maelstrom.

So it was that the Grand Alliance allowed the raging currents to take them further in. They skirted the edge of the Maelstrom, ready for one final apocalyptic crash. One by one, Roth's allied warships were overrun by Undead or else shattered by cannon fire, but they had bought the captain time.

Through the battle stormed the Heldenhammer at full sail. Though it was all but crippled in the ensuing boarding action, the Heldenhammer engaged the Bloody Reaver and smashed it apart with repeated blows from its figurehead, Sigmar's Wrath. Seconds later the critically damaged Heldenhammer spiralled into the vortex, unable to stop its descent. Roth's last act was to push the Grand Urns overboard, breaking each one open upon the jagged rocks at the Maelstrom's heart.

With a great shriek, the spirit-kings were released. The seas were ripped apart with raw magic as the Queen of the Salt-Devils fought back the furiously churning tide, the Great Sultan of Efreets turned the living waters to steam, and the Lord of Tempests dissipated the steam with his mighty breath. The Maelstrom diminished, little by little, before fading away altogether. The deed was done. The seas were calm once more. But of the Dreadfleet, and of the Heldenhammer, there was no sign.

THE GRAND ALLIANCE



Heldenhammer



Swordfysk



Flaming Scimitar



Grimmir's Thunder



Seadrake

THE DREADFLEET



Bloody Reaver



Skabrus



Shadewraith



Black Kraken



Curse of Zandri

SETTING THE SCENE

Several islands and shipwreck pieces are set up in a loose spiral that ends in the centre of the board. See the Deployment map for an example. Place the vortex marker in the centre of the board – in this scenario it is used to mark the heart of the Maelstrom.

DEPLOYMENT

The Grand Alliance player deploys his warships within 20" of the west edge of the seascape and within 6" of its south edge.

The Dreadfleet player then deploys his warships within 20" of the east edge of the seascape and within 6" of its north edge.

GAME LENGTH

The game lasts until the victory conditions have been met. This could result in a really long game, so have some snacks on standby!

VICTORY

If the *Heldenhammer* releases the spirit kings inside the Grand Urns and calms the Maelstrom forever as a result, the Grand Alliance player wins. If the Grand Alliance player manages to do this and the *Bloody Reaver* is removed from play, then the Grand Alliance player wins a spectacular victory. Vengeance is his! If the *Heldenhammer* is removed from play, however, or Captain Roth suffers a mortal wound in a duel, the Dreadfleet player wins.



SPECIAL RULES

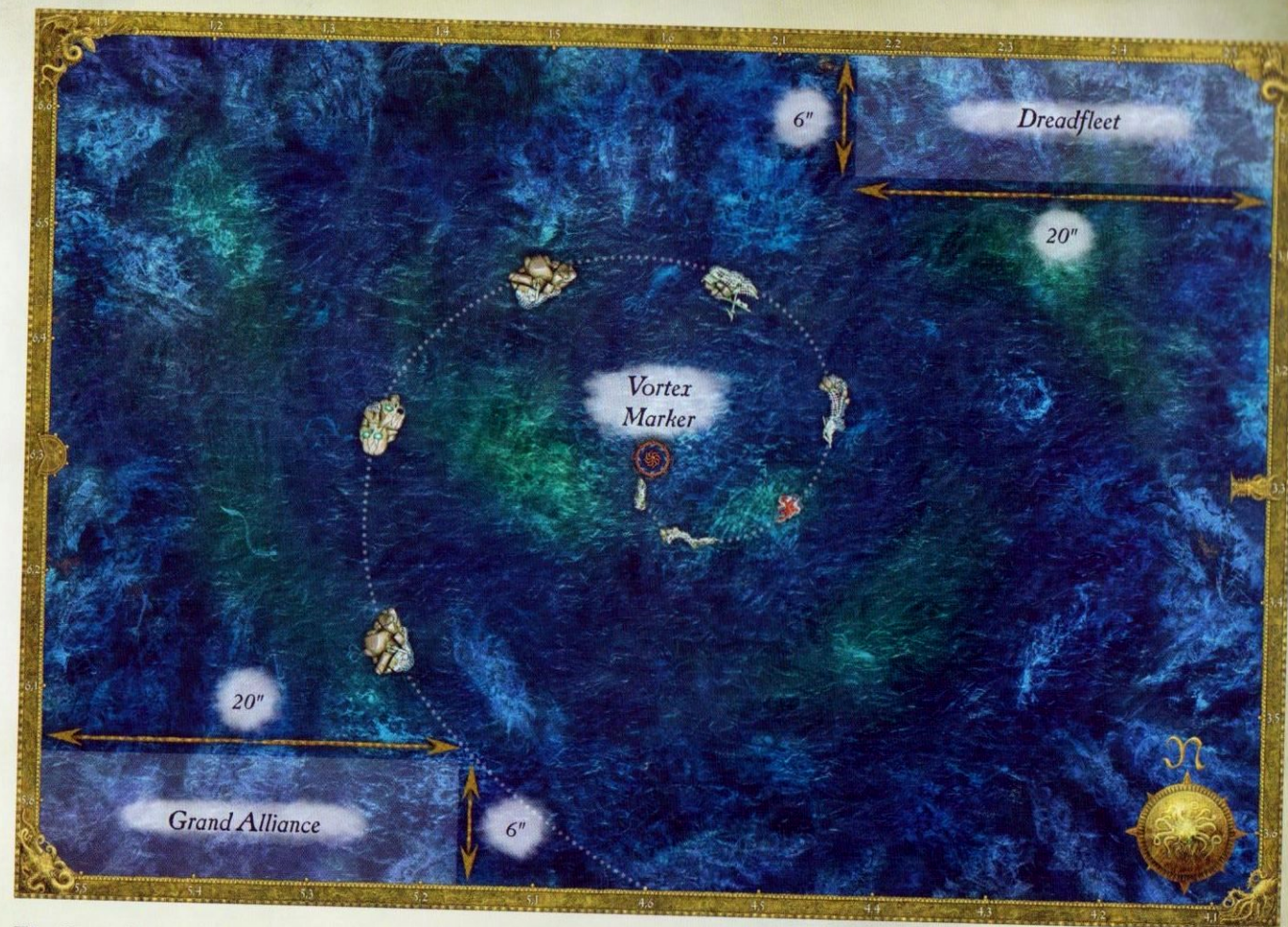
The Downward Spiral: The wind gauge is not used in this scenario. Instead, all warships (except flying auxiliaries) that are not at anchor, run aground or involved in a boarding action must move a distance equal to or greater than the current wind speed each turn. This represents the currents pulling warships along (or their own frantic efforts to overcome the currents if they are heading the 'wrong way').

To represent the pull of the Maelstrom, warships may only make changes of heading to starboard in this scenario. The exceptions are the changes of heading made during an escape jeopardy move, and that conferred by the 'Hard-a-Port' order – in these cases a warship may turn to port as it sees fit.

Deafening Roar: To represent the deafening roar of the Maelstrom drowning out the captains' voices as they shout out orders, all Command checks have a -1 modifier.

The Vortex Marker: Models that touch the vortex marker for any reason are removed from play as they are sucked into the otherworld forever more.

Pulled Under: Due to deadly underwater perils, if a warship crosses the spiral line that stretches between the topmost points of the islands and shipwreck pieces and the 4,6 marker on the southernmost table edge, that warship is removed from play (see map). This rule does not affect flying auxiliaries.



The Great Spirits: If the *Heldenhammer* is At Anchor within 1" of the vortex marker, Captain Roth may attempt to release the spirits within the Grand Urns. To do so, Captain Roth must make a Command check during the Status phase.

If he passes, he and his crew have had time to jettison the Grand Urns and calm the Maelstrom forever – the Grand Alliance player wins the game as described earlier. If the Command check is failed, nothing happens – they will have to try again next turn.

'I know you, fiend. You killed my wife, my father, and my only son. You may yet kill me. But by Sigmar, I will drag you and your Undead scum screaming to hell with me...'

- Captain Roth

Thirsty For More?

OK, so you've read over the rules for the game, familiarised yourself with the cast of heroes and villains, and had a crack at the scenarios. Some players will be wondering; is there a way to string these games into one long ongoing competition, or to keep track of how well things went from game to game? This last section allows you to compare each player's success in each scenario, and total up your successes over the course of such a campaign in order to see which player did best overall.

The easiest way for players to compare successes is to use the Campaign Score chart. The Campaign Score chart allows the players to keep track of their successes (or failures) based on a

set of criteria that vary from scenario to scenario. These criteria are expressed as abbreviations in the table, and we explain what they mean and how to use them in the key below.

At the end of each scenario, the Grand Alliance player works out his score using the criteria listed, and enters his total in pencil into the Total (1) column for that scenario.

His opponent must do his best to prevent the Grand Alliance player from achieving his goals! After the Dreadfleet player has taken his own turn at being the Grand Alliance player in a scenario, he enters his own total in the Total (2) box. These totals allow a ready comparison as to who has done the best in each scenario. Note that it is quite possible to score a total of zero (or even a minus number) should things go badly. You might want to let one player have a go at all twelve scenarios and then swap roles, or swap each scenario; it's entirely up to you.

Once all the boxes in a column have been totalled up, add the total in the appropriate Grand Total box. The player with the highest Grand Total at the end of the campaign can not only claim bragging rights, but is also crowned Supreme Admiral of the World. Huzzah!

CAMPAIGN SCORE CHART

SCENARIO	CRITERIA	TOTAL (1)	(2)
1. Corpse Reef	DC		
2. The Captive in the Citadel	VC x 2D6		
3. It Came from the Depths	VC x 2D6		
4. Wrath of the Volcano God	VC x 3D6		
5. The Pride of Ulthuan	VP		
6. Unnatural Tides	VP		
7. Empty Vessels	VC x 3D6		
8. A Rock and a Hard Place	VC x 3D6		
9. The Gauntlet	VC x 4D6		
10. Warpstone Hunt	VP x 3D6		
11. The Sea Maw	VP x 2D6		
12. The Maelstrom	VC x 2		
GRAND TOTAL (1):			
GRAND TOTAL (2):			

KEY TO ABBREVIATIONS

DC = Damage Cards

Add up the total number of Damage cards you have inflicted on your opponent's warships as described in the scenario's victory conditions, subtract your opponent's total, and enter the total in the relevant column.

VC = Victory Conditions

If you won, score one point and multiply it by the amount shown in the Campaign Score Chart to find the total. If you did not win, the score is zero.

VP = Victory Points

Count up the number of victory points or treasure tokens you scored and subtract the number of victory points or treasure tokens your opponent has scored; then multiply it by the amount shown to find the total.



Guide to the Galleon's Graveyard



① Castle Island



② Volcano Island



③ Corpseface Cliff



④ Skull Island



⑤ Leviathan Island



⑥ Rocky Isle



⑦ Shipwreck pieces

Summary

Preparing for battle

- 1) Lay out the seascape
- 2) Choose sides
- 3) Choose scenario
- 4) Set the scene
- 5) Sort and shuffle the decks
- 6) Determine wind direction
- 7) Ready your fleet
- 8) Start the game!

The Game Turn (p.22)

INITIATIVE PHASE:

Roll-off to find out which player gets the initiative.

The player with initiative chooses who will be the first player. The first player's opponent is the second player.

STATUS PHASE:

Resolve ongoing effects and any Status cards, with a red background.

FATE PHASE:

The first player draws a Fate card, resolves the effects listed on the card and then moves the wind gauge.

The second player then does the same.

ACTION PHASE:

The first player chooses a warship that has not been activated yet this turn and resolves its actions in the following order:

Orders sub-phase (p.37): Attempt to issue an order by making a Command check.

Movement sub-phase (p.24-29): Move around the seascape using the warship's Speed and Handling characteristics.

If your warship has run aground and/or is in base contact with one or more enemy warships you can attempt to escape jeopardy in lieu of a normal Movement sub-phase.

Sail class warships have additional movement rules (see page 26).

Warships may make one turn of up to 45 degrees each time they move at least their Handling distance in inches.

If the warship is in base contact with an enemy vessel, you must resolve a boarding action during the next Boarding Actions sub-phase.

If the warship is within 2" of an island or shipwreck piece at the end of its Movement sub-phase, it may drop anchor. The warship can weigh anchor at the end of any of its subsequent Movement sub-phases.

Broadside sub-phase (p.30):

Fire a broadside at an enemy warship.

- 1) Choose a target within 18".
- 2) Check that it is in your warship's side arc and that you have line of sight to the enemy warship.
- 3) Measure the range between the two warships and find the result needed to hit on the ranging chart.

RANGING CHART

Range	D6 result needed to hit
Short (0-6")	4+
Medium (6-12")	5+
Long (12-18")	6+

- 4) Apply any applicable modifiers to the result needed to hit:

a) First broadside: Each warship's first broadside of the game has a +1 modifier to hit.

b) Raking fire: If the majority of your warship's base is in the fore or aft arc of your target, then you get a +1 modifier to hit.

c) Other modifiers: These are usually from Damage and Fate cards.

- 5) Determine if the target is obscured or not. If it is, halve the number of broadside dice that you can roll, rounding up.
- 6) Roll your broadside dice. Each dice result that equals or beats your required to hit value scores one hit.
- 7) Your opponent can make one armour save for each hit inflicted.
- 8) The owner of the target warship draws one Damage card for each hit that is not saved and resolves it against the target of the broadside.

Boarding Action sub-phase (p.22): You must fight a boarding action against any enemies in base contact.

If both sides have at least one captain still alive, then you must first fight a duel!

Fighting a Duel (p.40):

Each player rolls a number of dice equal to the total, current Swashbuckling values of all their captains involved in the boarding action.

Each roll of a 5 or 6 is one victory.

Each player totals the number of victories they have, and the player with the most is the winner of the duel.

Each captain on the losing side takes a wound by taking a Wound card and placing it under their Warship card so it shows 'Flesh Wound'.

If a captain already has a Wound card, move the Wound card up one degree of severity.

If the result is a draw, a wound is taken by all captains involved in the duel.

Once the duel is resolved, the crew resolve the rest of the boarding action.

Fighting a Boarding Action (p.34):

Each player adds together the current Crew characteristics of all their warships involved in the boarding action to determine how many boarding action dice to roll.

Each roll of a 5 or 6 is a victory. Each player totals the number of victories they have, and the player with the most is the winner of the boarding action. Subtract the losing side's total from the winning side's total to obtain the boarding action result.

The player that scored the fewest victories draws a number of Damage cards equal to the boarding action result for each warship involved.

If the players have scored the same number of victories, every warship involved in the boarding action draws one Damage card regardless of the number of victories scored.



The second player then chooses a warship that has not been activated yet this turn and resolves its actions in the same order as the first player.

The players alternate activating warships, repeating the Action phase for each warship, until all warships have acted.

END PHASE:

Assess the victory conditions.

If a player has won or there are no more turns to play, the game ends. Otherwise go back to the Initiative phase and start a new turn.

AUXILIARIES (p.42):

Auxiliaries are counted as warships with the following exceptions –

They can never have orders issued to them.

They cannot escape jeopardy.

They do not 'run aground' when they contact islands or shipwreck pieces.

They do not have facings or arcs of sight.

They can fire broadsides in any direction.

The 'raking' modifier cannot be claimed against them.

Special Damage cards drawn by them are discarded and another card is drawn instead.

Line of sight from an auxiliary is traced from the highest part of the model. This point also counts as both corners when determining if a broadside shot is obscured or not.

They do not have a Handling characteristic and can turn freely at any point in their Movement sub-phase.

ANATOMY OF A WARSHIP



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Heldenhammer

Speed	Hull	Crew	Broadside	Handling	Armour
12	4	6	6	5	5+

Sail

SPEED

Sigmar's Wrath: The *Heldenhammer's* steam-powered figurehead may be used against an enemy warship in base contact, provided the majority of the target warship's base is in the *Heldenhammer's* fore arc. At the end of the *Heldenhammer's* Movement sub-phase, roll D6-1. The target warship draws a number of Damage cards equal to the result, discarding any Special cards and applying the rest.



Captain Jaego Roth

Command: 3+

Swashbuckling: 3

Will of Steel: Captain Roth re-rolls all failed Command checks. When fighting a duel, he re-rolls all dice that do not result in victories.

SPECIAL

CREW

STATUS

Bloody Reaver

Speed	Hull	Crew	Broadside	Handling	Armour
10	6	7	4	5	5+

Sail

SPEED

Regenerating Hulk: At the beginning of each Status phase, roll a D6. On a 4+, choose one of the Hull, Crew or Speed Damage cards the *Bloody Reaver* has suffered and discard it.



Count Noctilus

Command: 2+

Swashbuckling: 5

Control Sea Monster: Instead of issuing an order, Count Noctilus may make a special Command check. If he passes, choose a sea monster anywhere on the seascape. The Dreadfleet player controls that sea monster for the remainder of this turn.

SPECIAL

CREW

STATUS

HULL

Swordfysh

Speed	Hull	Crew	Broadside	Handling	Armour
12	3	3	3	4	6+

Sail

Ram Attack: When initiating a boarding action against an enemy warship, the *Swordfysh* may make a ram attack, provided the majority of the target warship's base is in the *Swordfysh's* fore arc. At the end of the *Swordfysh's* Movement sub-phase, the target warship draws D6-1 Damage cards, applying any Hull cards and discarding the rest.



Captain Aranesa Saltspite

Command: 3+

Swashbuckling: 3

Blessed of Manann: The *Swordfysh* may re-roll one D6 in each of its Movement, Broadside and Boarding Action sub-phases. Aranesa may re-roll one D6 in each duel.

SPECIAL

SPEED

HULL

CREW

Curse of Zandri

Speed	Hull	Crew	Broadside	Handling	Armour
8	3	4	2(+1*)	3	5+

***The Light of Ptrá:** When firing a broadside, roll a separate, bonus broadside dice. If the target draws a Damage card as a result of this separate dice, it must take a Set Ablaze card in addition to the normal effects.



King Amanhotep

Command: 2+

Swashbuckling: 4

My Will Be Done: Once per game, instead of issuing an order, Amanhotep may make a special Command check. If this is passed, roll a D3 and add the result to the *Curse's* Speed, Crew and Broadside for the rest of the turn.

SPECIAL

SPEED

HULL

STATUS

CREW

Flaming Scimitar

Speed	Hull	Crew	Broadside	Handling	Armour
12	3	3	2	4	6+

Sail

SPEED

Conjure Spirits: Choose which spirit to use at the beginning of *Flaming Scimitar's* Action phase.

Tempest Djinn: +3 Speed until the end of the turn. In addition, you may immediately move the wind gauge up to D6 markers in the direction of your choice.

Fire Efreet: Until the end of the turn, when firing a broadside or fighting a boarding action, roll a separate, bonus broadside dice or boarding action dice. If the target draws a Damage card as a result of the bonus broadside dice, it must take a Set Ablaze card in addition to the normal effects.

Sea-Nymphs: *Flaming Scimitar* may immediately discard a Hull Damage card.



The Golden Magus

HULL

Command: 3+
Swashbuckling: 1

The Sword of Fiery Curses: The Golden Magus adds 1 to the number of victories he scores in each duel.

SPECIAL

CREW

STATUS

Shadewraith

Speed	Hull	Crew	Broadside	Handling	Armour
12	3	3	2	4	6+

Sail

SPEED

Half-real: If the *Shadewraith* is the target of an enemy broadside, only the opponent's D6 rolls of 6+ are counted as hits. All other D6 results are ignored.



Vangheist

Command: 3+
Swashbuckling: 3

Ghostly Flight: Instead of issuing an order, Vangheist may make a special Command check. If he passes, the *Shadewraith* may move as if it were a flying auxiliary for the duration of its Movement sub-phase (see page 43). When using the Ghostly Flight ability, the *Shadewraith* may not drop or weigh anchor.

SPECIAL

HULL

CREW

STATUS

Grimmir's Thunder

Speed	Hull	Crew	Broadside	Handling	Armour
9	3	3	2(+1*)	3	3+

SPEED

***Flame Cannons:** When firing a broadside, roll a separate, bonus broadside dice. If the target draws a Damage card as a result of this separate dice, it must take a Set Ablaze card in addition to the normal effects.

Dirigible Dock: *Grimmir's Thunder* can deploy two Dwarf Dirigible auxiliaries per scenario. Only one Dwarf Dirigible can be deployed at any one time.



HULL

Red Brokk Gunnarsson

Command: 2+

Swashbuckling: 3

Master Engineer: When using the Repair order, if Red Brokk exceeds the Command check needed by 2 or more, he repairs two cards instead of one.

SPECIAL

CREW

STATUS

Skabrus

Speed	Hull	Crew	Broadside	Handling	Armour
12	3	3	3	3	6+

SPEED

Warp lightning: The *Skabrus*' cannons fire not cannonballs but crackling arcs of warp energy that make a mockery of physical armour. As such, no armour saves may be taken against broadside hits from the *Skabrus*.



HULL

Skretch Half-Dead

Command: 4+

Swashbuckling: 2

Vermicious Retreat: During any Status phase in which the *Skabrus* is in base contact with a single enemy warship, Skretch may roll a D6. On the roll of a 2+, he immediately escapes jeopardy. This does not prevent the *Skabrus* from taking its normal Movement sub-phase that turn, nor indeed from attempting to escape jeopardy in the usual manner.

SPECIAL

CREW

STATUS

Seadrake

Speed	Hull	Crew	Broadside	Handling	Armour
16	3	3	2	2	6+

Sail

Bolt Throwers: When drawing a Damage card as a result of the *Seadrake* firing a broadside, draw as many cards as necessary until a Crew card is drawn. Apply the Crew card and discard the rest.

Dragons: The *Seadrake* can deploy two Dragon auxiliaries per scenario. Only one Dragon can be deployed at any one time.



Prince Yrellian

Command: 2+

Swashbuckling: 4

Elegance of Command: Prince Yrellian can attempt to issue two different Order cards per Orders sub-phase (roll the Command checks separately).

SPECIAL

STATUS

CREW

SPEED

HULL

Black Kraken

Speed	Hull	Crew	Broadside	Handling	Armour
10	3	3	2	3	5+

Tentacled Monstrosity: The *Black Kraken's* tentacles may be used in any Boarding Action sub-phase against a warship with the majority of its base in the *Kraken's* fore arc. Add D3+1 to the number of boarding action dice the *Kraken* rolls for that boarding action.

Submersible: If the *Black Kraken* is not in base contact with another model, then instead of issuing an order, Hackhart may make a Command check. If he passes, remove the *Kraken* from play and replace it with the Submerged card (it does not count as removed from play for victory conditions). In that turn's End phase, place the *Kraken* anywhere within 10+2D6" of the Submerged card, and not within 1" of another model, facing any direction.



Jordrek Hackhart

Command: 3+

Swashbuckling: 3

Bitter Tenacity: When wounded, Hackhart may cancel the wound on a D6 roll of a 5+.

SPECIAL

STATUS

CREW

SPEED

HULL

Full Speed Ahead (Order)

The captain issues orders for his warship to move at full speed.

A warship that has been successfully issued this order resolves it after it has finished all other moves in its Movement sub-phase.

When this card is resolved, the warship with this order must move forwards 2D6" in a straight line.

The Full Speed Ahead order cannot be issued to a warship with a current Speed of zero, or to a sail class warship that is caught in irons.

For full rules, see page 38.

Repair (Order)

The captain issues orders for his crew to make impromptu repairs.

A warship that has been successfully issued this order resolves it at the beginning of its Movement sub-phase.

When this card is resolved, the warship with this order may discard one Hull, Speed, Special, Crew, or Set Ablaze card from its Warship card.

For full rules, see page 39.

Hard-a-Port (Order)

The captain issues orders for 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 Handling rules.

For full rules, see page 38.

Hard-a-Starboard (Order)

The captain issues orders for his warship to take an extreme right 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 starboard.

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

For full rules, see page 38.

Fire As She Bears! (Order)

The captain issues orders for his warship to deliver a punishing broadside just as the enemy hoves into view.

A warship that has been successfully issued this order may resolve the order in response to another model declaring an attack against it.

When this card is resolved, the warship with this order immediately fires a bonus broadside at the enemy model declaring the attack.

For full rules, see pages 38-39.

Submerged



Wound



Set Ablaze

The warship is on fire, an uncontrolled conflagration eating through timber and melting metal. Roll a D6 in each Status phase; on the roll of a 1 or a 2, draw a Damage card. A successful Repair order specifically allocated to this card allows it to be discarded.

STATUS

x1 Submerged card
x10 Wound cards
x10 Set Ablaze/At
Anchor cards

1 FLESH WOUND

Captain's Command checks suffer a -1 modifier.

2 SERIOUS WOUND

Captain's Swashbuckling is reduced by 1.

3 HORRIFIC WOUND

Captain's Swashbuckling is reduced by 1 and his Command checks suffer a further -1 modifier.

4 MORTAL WOUND

Captain fails all Command checks, cannot participate in duels, and can no longer use his special ability.

At Anchor

The warship is at anchor. This renders it unable to move, for any reason, until it weighs anchor at the end of any subsequent Movement sub-phase.

See page 26 for full rules.

STATUS

Note that the Set Ablaze cards have the
At Anchor cards on their reverse

Dragon

A mighty Dragon swoops down from the masts of the *Seadrake*, flame spitting from its jaws. A Dragon is a flying auxiliary (page 43).

Speed	Hull	Crew	Broadside	Handling	Armour
12	2	2	1	n/a	n/a

AUXILIARY

HULL

CREW

Bone Hydra

The Bone Hydra is a malevolent, multi-headed sea predator that has rotted down to skulls and bones. See page 43 for the full Sea Monster rules.

Speed	Hull	Crew	Broadside	Handling	Armour
10	2	4	1	n/a	n/a

AUXILIARY

HULL

CREW

Sea Giant

A titanic Sea Giant, its slimy flesh ravaged by the curse of undeath, rears up out of the water to attack the intruders. See page 43 for the full Sea Monster rules.

Speed	Hull	Crew	Broadside	Handling	Armour
6	3	2	-	n/a	n/a

AUXILIARY

HULL

CREW

Leech Wyrn

A Leech Wyrn is the rot-breathing corpse of a sea dragon, infested and controlled by wriggling chasm leeches. See page 43 for the full Sea Monster rules.

Speed	Hull	Crew	Broadside	Handling	Armour
8	2	3	1	n/a	n/a

AUXILIARY

HULL

CREW

Dwarf Dirigible

A Dwarf Dirigible drifts above the waves, its runic semaphore flickering in the seas below.

A Dwarf Dirigible is a flying auxiliary (page 43).

Speed	Hull	Crew	Broadside	Handling	Armour
8	1	1	1	n/a	6+

AUXILIARY

HULL

CREW

Cog

A small but robust cog is deployed ready to join the battle. A cog is an auxiliary (see page 42).

Speed	Hull	Crew	Broadside	Handling	Armour
8	1	1	n/a	n/a	n/a

AUXILIARY

HULL

CREW

Auxiliary



STATUS

STATUS

STATUS

STATUS

SPEED

SPEED

Crew

The target takes one CREW damage.



CREW

1

x12

Double Crew

The target takes two CREW damage.



CREW

2

x1

Hull

The target takes one HULL damage.



HULL

1

x12

Double Hull

The target takes two HULL damage.



HULL

2

x1

Speed

The target takes one SPEED damage.



SPEED

1

x6

Double Speed

The target takes two SPEED damage.



SPEED

2

x3

Triple Speed

The target takes three SPEED damage.



SPEED

3

x3

Damage

Fire on Deck!

The warship has caught fire. Put a Set Ablaze card in the warship's Status area. Roll a D6 in each Status phase; on the roll of a 1 or 2, put an additional Set Ablaze card in the warship's Status area.

SPECIAL STATUS

Keel

The warship's keel or centre line is broken. Each time the warship changes heading with the Hard-a-Port or Hard-a-Starboard order, roll a D6. On a 4+, the warship must draw Damage cards until it gets a Hull card, applying it and discarding the rest.

SPECIAL

Gun Deck Collapsed

An entire gun deck has collapsed.
The warship's Broadside is reduced by 1.

SPECIAL IRREPARABLE

Wheel

The warship's wheel has been jammed in place. Roll a D6; on the roll of a 1-3, the warship may only make changes of heading to port whilst it has this card, on the roll of a 4-6 the warship may only make changes of heading to starboard.

SPECIAL

Head Gunner

The head gunner has been killed, and the coordination of the gun decks temporarily ruined. The warship suffers a -1 modifier to its Broadside in its next Broadside sub-phase. Discard this card at the end of the warship's next Broadside sub-phase.

SPECIAL

Adrift

The warship has stalled, its sails loose, or its engine flooded. It may not move in its next Movement sub-phase. If playing the Maelstrom scenario, the warship must instead move a distance equal to the wind speed. Discard at the end of the warship's next Action phase.

SPECIAL

Magazine

Part of the ship's magazine goes up with catastrophic consequences. Immediately draw D3+1 further Damage cards. During each Status phase, roll a D6; on the roll of a 1 or 2, a spark ignites in the powder room. Draw another D3+1 Damage cards.

SPECIAL STATUS

Crow's Nest

The sentry posts that act as the warship's eyes and ears have been damaged. The captain's Command checks suffer a -1 modifier and the warship's Handling is increased by 1.

SPECIAL

Rudder

The warship's main rudder has been badly damaged. Its Handling is increased by 2 and it cannot issue Hard-a-Port or Hard-a-Starboard orders.

SPECIAL

Ship's Mascot

The warship's beloved mascot has been killed! The crew fight all the harder to avenge its death. The warship and its captain have a +1 modifier to all of their D6 rolls in their next boarding action. Discard this card after the modifier has been applied.

SPECIAL

First Mate

The first mate has been killed, damaging the chain of command. The captain's Command checks have a -1 modifier. The warship may no longer issue orders on a 6+ if its captain suffers a mortal wound.

SPECIAL IRREPARABLE

Rigging

The warship's rigging is tangled up worse than the hair of a sea-hag. The warship's Handling is increased by D3 (roll at the beginning of each Movement sub-phase). If the target is not a Sail class warship, discard this card and draw again.

SPECIAL

Waterline

The target has been hit at the waterline and seawater is pouring in at an alarming rate. Roll a D6 in each Status phase; on the roll of a 1 or 2, the warship must draw Damage cards until it gets a Hull card, applying it and discarding the rest.

SPECIAL STATUS

Slowly Capsizing

The warship is slowly capsizing. If at any point there are no Damage cards in the Damage deck or the Damage discard pile, then this warship finally capsizes and is immediately removed from play.

SPECIAL

Listing

The warship is listing badly and cannot bring its guns to bear. It has a Broadside of zero for the duration of its next Action phase. Discard this card at the end of the warship's next Action phase.

SPECIAL

Figurehead

The warship's figurehead is seriously damaged, and with it the superstitious crew's morale. The warship and its captain suffer a -1 modifier to all of their D6 rolls in their next boarding action. Discard this card after the modifier has been applied.

SPECIAL

Chain Explosion

Barrels of powder ignite in a chain explosion. The warship's Broadside characteristic is reduced by 2 and it cannot be issued the Fire As She Bears order.

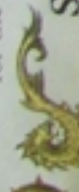
SPECIAL

Damage

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 fleet first). The captain of that warship suffers a -1 modifier to his Command checks for the rest of the game.

1



STATUS

4

Plug it with the Cabin Boy

A gaping hole in the ship's hull is shored up using unconventional measures. If there is a warship that has suffered more Hull Damage than any other warship, it may discard one Hull Damage card. (BR)

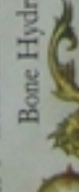
1

3

The Bone Hydra Rises

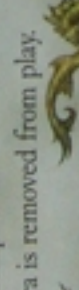
Place the Bone Hydra Auxiliary card in play (see page 43 for the sea monster rules). Then check to see which warship is closest to the wind gauge. That warship's opponent places the Bone Hydra model 1" from that warship. This card is discarded if the

6



REMAINS IN PLAY

0



Mer-Fiends

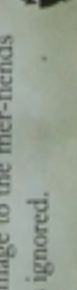
From the deep waters rise web-fingered figures clad in seaweed, brine pouring from between their needle fangs.

Each warship that is not within 3" of an island or shipwreck piece must immediately resolve a separate, exclusive boarding action against the mer-fiends (Crew D3). Damage to the mer-fiends

4

3

0



Sea Sirens

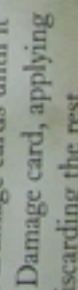
Out from the corpse-coral comes a haunting song that lures those who hear it to their doom. Randomly select a Grand Alliance warship. That warship's captain must take a Command check. If he fails it, his

warship draws Damage cards until it draws a Crew Damage card, applying it and discarding the rest.

5

4

4



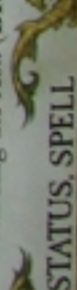
Hurricane of Blades

The Golden Magus hurls a torrent of curved blades at his foes. If Flaming Scimitar is in play, then at the end of its Broadside sub-phase it may discard this card to target a warship within 3". That warship draws D3+1 cards from the Damage deck, applying any Crew or Speed results and discarding the rest. (BR)

6

6

0



STATUS. SPELL

Old Rope

The warship's quartermaster emerges triumphant from below decks, ropes in either hand. If there is a warship that has suffered more Speed damage than any other warship, it may discard one

3

1

1



Speed Damage card. (BR)

Rain of Snakes

A squall of poisonous sea snakes rains from the skies. Each warship must immediately fight a separate, exclusive boarding action resolved against the sea snakes (Crew 1). Damage to the snakes is ignored.

4

1

1



Deluge of Skulls

A fierce rain of gnashing skulls hammers out of the skies. The players must roll a D6 for each warship.

On the roll of a 1, the warship must draw Damage cards until it draws a Crew Damage card, applying it and discarding the rest.

4

1

1



Lector Lazlo's Fire

The masts and rigging of the warships are suddenly illuminated by crackling discharges of raw magic.

Roll a D6 for each sail class warship. On a roll of 1-3, that warship must draw Damage cards until it draws a Speed Damage card, applying it and

4

0

0



Shimmerlings

The intruders find that their salt-madness hallucinations are coming alive!

Randomly select a Grand Alliance warship. That warship must immediately fight a separate, exclusive boarding action resolved against the

4

3

3



shimmerlings (Crew 2). Damage to the shimmerlings is ignored.

'Tis But a Scratch

The player with the fewest warships in play may nominate a captain (if both fleets have the same number, randomly select a fleet first).

The captain is magically healed — remove his Wound card from his Warship card.

4

0



Leech Wyrms Attack

Place the Leech Wyrms Auxiliary card in play (see page 43 for the sea monster rules).

Then check to see which warship is closest to the wind gauge. That warship's opponent places the Leech Wyrms model 1" from that warship. This card is discarded if the Leech Wyrms is removed from play.

6

4



REMAINS IN PLAY

The Wind of Aqshy

Aqshy, the Wind of Magic that manifests as searing flame, blows strong. Each warship must roll a D6.

On the roll of a 1, the warship must pass an armour save or be set ablaze. If so, put a Set Ablaze card in the warship's Status area.

6

6



The Spear of the Sea God

The titanic sea-spear of Manann bursts up from the waves. Roll two dice to randomly determine a marker on the seascape's edge. Any Dreadfleet warship within 18" of the small skull next to that marker must draw

6

6



Damage cards until it draws a Hull Damage card, applying it and discarding the rest. (BR)

Fiery Phoenix

Yrellian summons an elder phoenix. If the Seadrake is in play, then at the end of its Broadside sub-phase, it may discard this card to target a warship within 12".

That warship must take D3 armour saves, taking a Set Ablaze card for each failed save. (BR)

4

2



STATUS. SPELL

Fate

The Sands of Time

If the Curse of Zandri is in play, then at the end of any duel that Amanhotep wins against a single enemy captain, he may discard this card to automatically reduce that captain to the 'mortal wound' result. (BR)

2 STATUS, SPELL

4

Incendiaries Loaded

The crew have loaded incendiary shot full of blasting powder into their cannons. Discard this card when this warship fires its next broadside. Once that broadside has been resolved, the target draws Damage cards until it draws a Hull Damage card, applying it and discarding the rest.

3 STATUS, SHOT

2

Cursed Shot Loaded

Discard this card when this warship fires its next broadside. Once that broadside has been resolved, the target draws Damage cards until it draws a Special Damage card, applying it and discarding the rest.

2 STATUS, SHOT

4

Boarding Ship Ready

Put this card in a warship/cog's Status area. A warship with this card that successfully deploys a cog may transfer this card to it. If a cog with this card comes into base contact with an enemy warship, that warship must immediately resolve a single, exclusive boarding action against it (it now has Crew D3). The cog is then removed from play. (BR)

1 STATUS, UPGRADE

?

Living Tsunami

Aranessa's prayers bring Manann's wrath down on her foes. If the Swordfish is in play, then at the end of its Broadside sub-phase it may discard this card to choose a point on the seascape. All warships within 3D6" of that point take D3+1 hits (roll separately). (BR)

3 STATUS, SPELL

5

Fire Ship Ready

The crew have filled their cog with fire oil. Put this card in a warship/cog's Status area. A warship with this card that successfully deploys a cog may transfer this card to the cog. If a cog with this card comes into base contact with another warship, that warship takes D3 Set Ablaze cards.

2 STATUS, UPGRADE

3

Chainshot Loaded

The crew use chained-together cannonballs to tear apart the enemy's rigging. Discard this card when this warship fires its next broadside. Once that broadside has been resolved, the target draws Damage cards until it draws a Speed Damage card, applying it and discarding the rest.

3 STATUS, SHOT

2

Powder Ship Ready

The crew have packed their auxiliary with gunpowder. Put this card in a warship/cog's Status area. A warship with this card that successfully deploys a cog may transfer this card to the cog. If a cog with this card comes into base contact with another warship, that warship takes D3+2 hits.

1 STATUS, UPGRADE

?

Wrath of the Sea Giant

Place the Sea Giant Auxiliary card in play (see page 43 for the sea monster rules). Then, check to see which warship is closest to the wind gauge. That warship's opponent places the Sea Giant model 1" from that warship. This card is discarded if the Sea Giant is removed from play.

4 REMAINS IN PLAY

?

Becalmed

All sail class ships have their Speed characteristic halved until the End phase of this turn (this may be further modified by Damage cards they have sustained). (BR)

1

0

Fate

Grapeshot Loaded

The crew have loaded buckshot and blades into their cannons. Discard this card when this warship fires its next broadside. Once that broadside has been resolved, the target draws Damage cards until it draws a Crew Damage card, applying it and discarding the rest.

2 STATUS, SHOT

3

Blessed Shot Loaded

Discard this card when this warship fires its next broadside.

Once that broadside has been resolved, the target draws Damage cards until it draws a Special Damage card, applying it and discarding the rest.

If you are the Dreadfleet player, discard this card and draw again.

2 STATUS, SHOT

4

Assassin Ship Ready

Put this card in a warship/cog's Status area. A warship with this card that successfully deploys a cog may transfer this card to it. If a cog with this card comes into base contact with an enemy warship, that warship's captain must immediately resolve a single, exclusive duel against the assassin (Swashbuckling 4).

The cog is then removed from play. (BR)

1 STATUS, UPGRADE

?

Warpstorm

If the Skabrus is in play, then at the end of its Broadside sub-phase it may discard this card to target all warships within D6+2" (including the Skabrus). All targeted warships take a number of hits equal to the D6+2 roll. (BR)

2 STATUS, SPELL

6

Port... No Starboard... No Port!

Randomly select a warship from the fleet with the most warships in play (if both fleets have the same number, randomly select a fleet first). That warship must immediately make a 45 degree change of heading. Roll a D6; on a roll of 1-3 the turn is to port, on a 4-6 it is to starboard.

4

2

Stop Malingering

The ailing crew are whipped back into action. If there is a warship that has suffered more Crew damage than any other warship, it may discard one Crew Damage card. (BR)

2



Storm of Magic

Put this card in play. Whilst this card is in play, instead of drawing a single Fate card in the Fate phase, each player rolls 2D6 and draws that many Fate cards. Apply any Spell cards and discard the rest. Roll a D6 in each Status phase; on a 3+, this card is discarded.

7

REMAINS IN PLAY



Morrslieb's Kiss

The Chaos moon hangs low over the blighted seas. Put this card in play. Whilst this card is in play, each warship takes a hit at the end of its Action phase on the roll of a 4+. Roll a D6 in each Status phase; on a 2+, this card is discarded.

5

REMAINS IN PLAY



Cackling Winds

Put this card in play. Whilst this card is in play, randomly determine the wind gauge's position at the beginning of each warship's Action phase (see page 21). Roll a D6 in each Status phase; on a 2+, this card is discarded. (BR)

5

REMAINS IN PLAY



A Ghastly Fog

The last breaths of a legion of dead sailors roll out across the water in a ghastly fog. Put this card in play. Whilst this card is in play, only short range broadsides (0-6") may be fired. Roll a D6 in each Status phase; on a 2+, this card is discarded.

3

REMAINS IN PLAY



Wail of the Banshee

The wind's usually low howl rises to a deafening, soul-searing crescendo. Put this card in play. Whilst this card is in play, all Command checks have a -1 modifier. Roll a D6 in each Status phase; on a 3+, this card is discarded.

1

REMAINS IN PLAY



Gale Force Winds

The storm rages with even more force than usual. Put this card in play. Whilst this card is in play, add +3 to the current Wind Strength. Roll a D6 in each Status phase; on a 4+, this card is discarded.

7

REMAINS IN PLAY



Bloodsharks

The warship nearest the wind gauge is being followed by hull-gnawing bloodsharks. If this warship is at anchor or is run aground during the Status phase, it must draw Damage cards until it draws a Hull Damage card, applying it and discarding the rest.

1

STATUS



Fate