

# DREADFLEET



*Into the Maelstrom*





*So it's a tale you're after is it? A yarn to warm your souls while you cosy up to a winter's fire as it burns low in the hearth? Fine, fetch me an ale or two and I'll tell you tale of mechanical krakens, of ghostly spectral ships, of a Golden Magus, of a leviathan carcass crewed by Undead rat-men, of a sea god's daughter, of bone hydras and sea giants, of a legendary Pirate Captain hell-bent on revenge and of his evil Vampire foe. I shall tell you the greatest story of them all – the tale of the Dreadfleet.*

The game of Dreadfleet sets two piratical fleets of vast warships against each other amongst the haunted environs of the Galleon's Graveyard. You get everything you need to play Dreadfleet in the box, from the seascape to the incredibly detailed warship models, even the dice and measuring ruler (or navigation rod) are all included. In fact, the only thing you'll need to supply are the players, which can be anything from 2 to 10 participants.

As exciting as these engagements are, Dreadfleet is also more than a set of random sea battles. There are twelve scenarios in the Dreadfleet Rulebook that allow you to re-enact the epic tale of revenge as Captain Roth's Grand Alliance hunts down Count Noctilus and his insidious allies. These scenarios can be linked into a campaign where individual admirals or teams of players vie for naval supremacy of the Galleon's Graveyard.

This booklet covers one such campaign. Once Dreadfleet had been unleashed upon the world, four members of the Design Studio immediately set about fighting through all twelve of the scenarios, following the campaign rules given in the rulebook. We follow the endeavours of Captain Tom Hutchings, and his able First Mate Duncan Rhodes as they battle against Count Christopher Peach and his fell lackey, Kevin Chin. If you're ready and willing to continue, then we'll begin...

Written by Simon Grant and Andy Hall.

Production & Reprographics: Phil Cowey, Tom Hutchings, Matthew Hutson and Jim Shardlow.

Special thanks to Tom, Duncan, Kevin and Chris for letting us cover their campaign.

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# DREADFLEET



Below are the salty sea dogs playing the Dreadfleet campaign. In the first run through of the scenarios, Tom and Duncan took the Grand Alliance, but we'll also show you what happened when they changed sides to fight as the Dreadfleet.

## *The Grand Alliance*

## *The Dreadfleet*



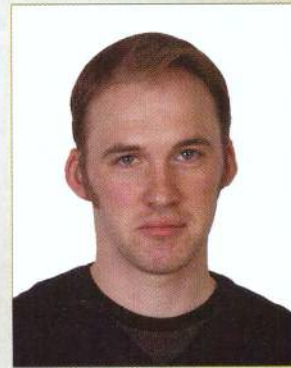
Tom Hutchings was the mastermind behind this campaign and it is his lovingly painted models that you can see arrayed in the photos throughout this book. But is he as good an admiral as a painter?



Duncan Rhodes is Tom's trusty lieutenant in the ensuing campaign. But don't mistake him as some toady lickspittle. To cross Duncan is to risk him uncoiling the lash and wielding it in your direction!



Kevin Chin will be taking command of some of the most iconic warships to ply the Galleon's Graveyard. The Skabrus and the Shadewraith all fall under his purview, but will he stay loyal to Count von Peach?



This unassuming army painter will be taking the role of Count Noctilus, the fell Vampire Lord of the Dreadfleet. Yes, behind those pursed lips in the picture above are a pair of gruesome fangs.



# DREADFLEET

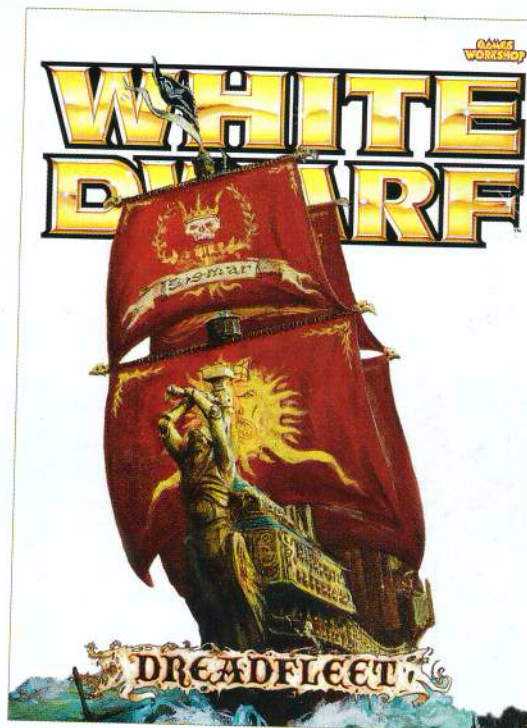


*Get Your Share of the Plunder Before it's too late*

The Studio campaign was played in early autumn, but with Christmas just around the corner, why not get your copy of Dreadfleet in time to game with friends throughout the festive holidays?



## Games Workshop





# The Captive in the Citadel

In the first of our featured campaign games, Aranessa Saltspite has been captured by a host of Undead creatures and is trapped within the Forbidden Citadel. Can the *Heldenhammer* reach Saltspite in time to aid her escape?



## THE STORY SO FAR...

In the campaign's opening scenario, Corpse Reef, Tom sailed the *Heldenhammer* with consummate skill against Chris' *Bloody Reaver*. With the wind as his ally, Tom swept around behind the Dreadfleet's flagship to deliver a punishing, raking broadside to its aft, having saved his first broadside to inflict maximum damage. His manoeuvre was soon rewarded, setting off the *Bloody Reaver's* magazine and causing grievous damage to ensure victory followed swiftly afterwards.

Both teams swapped sides for the rematch, with Kevin using the *Heldenhammer* against Duncan. As Roth, Kevin inflicted heavy damage, but Duncan carried the day after engaging in a boarding action that caused crippling damage to the *Heldenhammer*.

Duncan volunteered to lead Aranessa Saltspite in her daring escape. So it was up to Tom to free her from the Forbidden Citadel in order for Duncan's Captain to flee aboard the *Swordfish*. In the first turn, Tom sailed eastwards with a Full Speed Ahead order, hoping to close with the Forbidden Citadel as swiftly as possible. After much deliberation, he decided to hold fire this turn, hoping to make the *Heldenhammer's* opening broadside count all the more by unleashing it at close range. The cannons of the Forbidden Citadel, however, did no such thing, firing a speculative bombardment at long range. The *Heldenhammer* was hit, but Tom passed his armour save.

Turn 2 saw Tom retain the Initiative and fend off a Rain of Snakes. He called a Fire as She Bears order and pulled up alongside the Forbidden Citadel to unleash his first broadside. His luck was poor, and the fusillade caused no damage at all. But as he returned fire, Chris groaned in dismay as Tom preempted his bombardment and inflicted



two points of damage. Crucially, the two Damage Cards he drew were Crew and Double Crew – not only was Saltspite now able to fight her way free, but the cannonade had wiped out the garrison defending the Forbidden Citadel! In the End Phase, as Saltspite fought her way back to her warship, the *Bloody Reaver* emerged from the north-east, ready to cut off any escape attempt by the *Swordfish*.

Chris won the Initiative for the first time in Turn 3, his Fate card enabling him to load grapeshot. He put this special attack to good use, closing in on the *Heldenhammer* with the *Bloody Reaver*, and broadsiding it for a total of two Crew and one Speed damage. In response, Duncan escaped jeopardy with the *Swordfish* before Tom repaired a Crew damage and hammered the *Bloody Reaver*, causing it to list badly. Meanwhile, in the north, the menacing form of Kevin's warship, the *Curse of Zandri*, appeared from the fog.

In Turn 4, the Grand Alliance won the Initiative, so Duncan activated the *Swordfish* in a bid to escape the



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clutches of the *Bloody Reaver*. He swung around the rocks to his port side, turning north-east to sail Full Speed Ahead. He launched a broadside at the *Curse of Zandri* as he fled, managing to collapse Kevin's gun deck. But King Amanhotep wasn't going to let Saltspite off the hook just yet. Calling his Captain's unique order, *My Will Be Done*, Kevin was just able to reach the *Swordfysh* and launch what turned out to be a game-winning boarding action. The powerful Amanhotep inflicted a *Flesh Wound* on Aranessa Saltspite in the Swashbuckling phase before his animated statuary won the boarding action by four points and tore through the *Swordfysh's* fragile Hull to sink her outright. With Duncan's warship sunk, the Dreadfleet was victorious.

As per the campaign rules, the roles were reversed and another game played to determine the overall victors. The Grand Alliance (Chris and Kevin) played well, but were unable to breach the Forbidden Citadel's walls until Turn 4, making it straightforward for Tom and Duncan to win.



## HIS WILL BE DONE!

Having used his Captain's unique order to increase the warship's Speed, Broadside and Crew values by three for this turn, Kevin was able to completely overwhelm the *Swordfysh* in a brutal boarding action. The results of which saw the warship suffer three points of Hull damage and sink.



# Wrath of the Volcano God

Captain Roth has been seized by cannibalistic Ghouls intent on sacrificing him to their living volcano god. Tom and Duncan must rescue their Admiral before Kevin and Chris' Dreadfleet overwhelms the warships of the Grand Alliance.



In the fourth scenario, the stakes were getting increasingly perilous for Tom and Duncan who had also lost the previous scenario against the grasping steel tentacles of the *Black Kraken*. What made the situation even more desperate was that Chris and Kev had been successful as the Grand Alliance. Tom and Duncan needed to rescue Roth from the volcano island to put the campaign back on an even keel (pun very much intended!).

As Captain Roth duelled with the Ghoulish King on the lip of the volcano, his fleet sailed or steamed to the rescue. From the north came the Dreadfleet, the *Skabrus* skulked towards the west of the island chain, while Chris sent the *Bloody Reaver* and the *Curse of Zandri* to intercept the *Heldenhammer* in the east. Of the *Black Kraken*, there was no sign... yet. In the second turn, the Dreadfleet moved again, the *Skabrus* continued to voyage westwards even though the *Flaming Scimitar* and *Grimnir's Thunder* had appeared on the horizon. *Heldenhammer* dropped anchor just outside the island chain, hoping its captain would

join them soon. Meanwhile, the *Black Kraken*, which had surfaced only briefly in the first turn, submersed once again to lurk under the waves. *Grimnir's Thunder* brought its batteries into range of the *Skabrus* and fired, striking it twice. The Skaven vessel took a crew and double hull damage cards, and was already in trouble. Across the seascape, the *Bloody Reaver* moved around the rocky bluffs and fired a ranging broadside at the *Heldenhammer* to do a point of hull damage. It was then the Golden Magus' turn to unleash hell upon the listing *Skabrus*, the Fire Efrete added its power to the *Flaming Scimitar's* broadside sinking the leviathan with all hands (and tails) on board.

However, it was not going to go all the Grand Alliance's way, the *Black Kraken* arose from the depths directly behind the *Heldenhammer*. The third turn saw initiative go to the Dreadfleet, and Kevin gleefully moved the *Black Kraken* into the *Heldenhammer* – its mechanical tentacles immediately started to pull apart the rigging. Captain Saltspite was not about to let this metal abomination wreak





## SINKING THE SCABRUS

The *Skabrus* was the first to encounter the Grand Alliance. But its captain, all too keen on grabbing personal glory, had made a mistake in facing off against *Grimnir's Thunder* and the *Flaming Scimitar* unsupported. The corpse ship was quickly sunk by the combined might of Dwarf cannon and the flames of the Fire Efreet.



havoc on the ocean waves, and so ordered the *Swordfysh* into a ram. The blow struck home, causing devastating damage, and then, with a combined boarding action including the crew of the *Heldenhammer*, the *Kraken* submersed once again – but would not be surfacing anytime soon...

The *Bloody Reaver* continued to close with Grand Alliance's flagship, but in the east, the *Flaming Scimitar* and *Grimnir's Thunder* had launched auxiliaries into the circle of islands. This gave Roth the bonus he needed to mortally wound the Ghoul King and make for his own cog.

Captain Roth boarded his vessel just as the *Bloody Reaver* hove into view. With the *Heldenhammer's* powder still dry it unleashed a broadside that shook Noctilus' composite vessel to its core. The *Curse of Zandri* fired back but could not even scorch the paint upon *Heldenhammer's* hull. As the Volcano God emerged to rain down fiery rocks on the *Bloody Reaver*, Roth and his allies made good their escape. Finally, a victory for the Grand Alliance!

## FIGHTING AS THE DREADFLEET

Flush from victory, Tom and Duncan took to their roles as captains of the Dreadfleet with a confident swagger. However, there was every chance that Chris and Kevin would repeat the feat and win the scenario using the Grand Alliance warships.

This was not to be. Having learnt from the mistakes of the previous game, Tom and Duncan kept their warships close together, and sailed in a south-west direction. The *Black Kraken* reached the islands first and launched an auxiliary to help bolster the Ghoul King's duel. This had the intended effect of slowing Roth's rescue, and despite losing the *Curse of Zandri*, the Dreadfleet over-powered the Grand Alliance. Duncan and Tom were victorious yet again and their campaign was back on track.





At the heart of the Galleon's Graveyard lies the Maelstrom, a swirling vortex of skulls and seething evil. In the climactic sea battle, the Grand Alliance must silence the Maelstrom and break the power Noctilus has over the oceans once and for all.





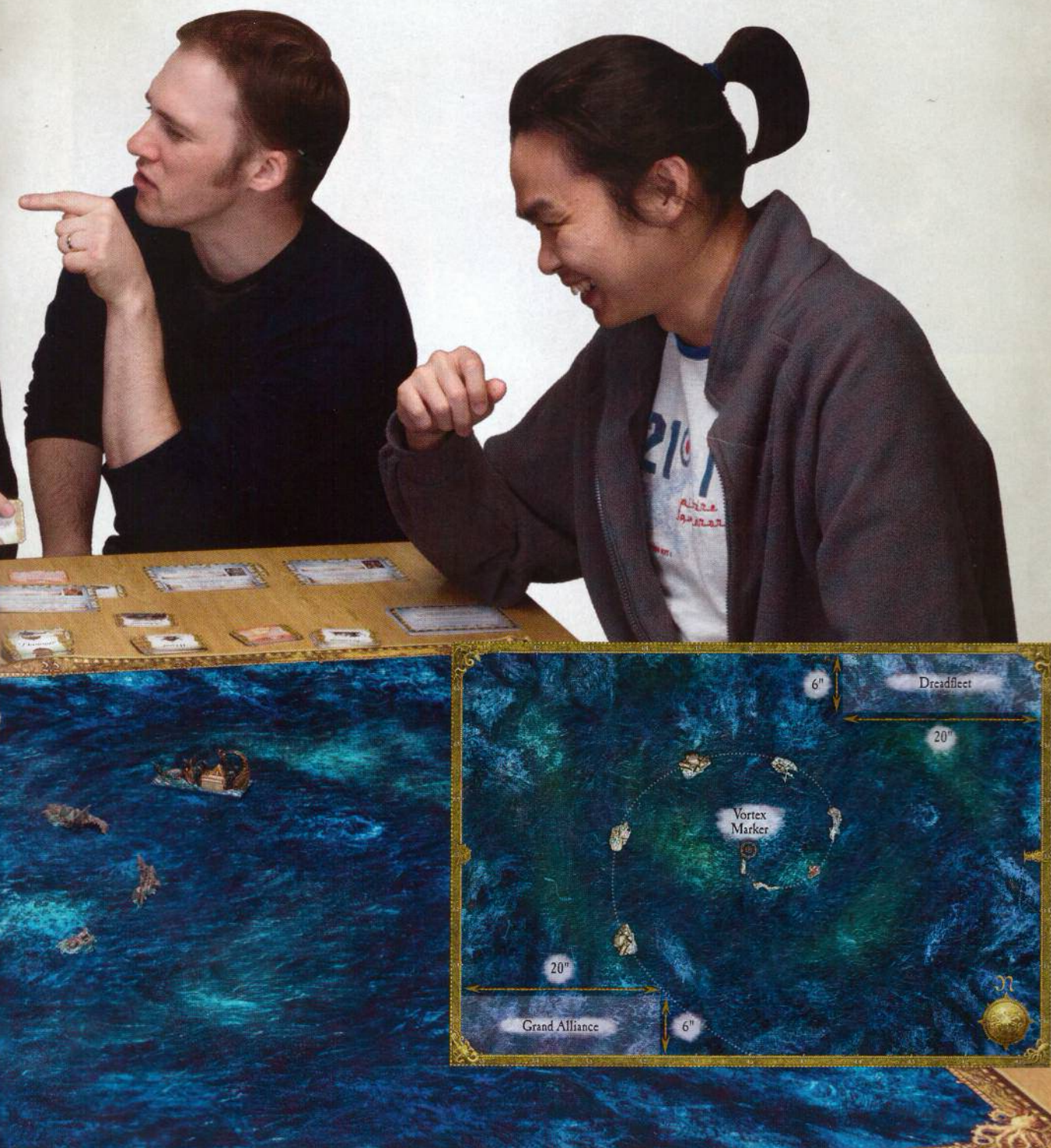
# DREADFLEET

## THE TALE AS TOLD SO FAR

The campaign continued apace as the players made their way through the other seven scenarios on their journey, picking up a lost Elven Prince, suffering unnatural tides, encountering haunted sea-castles and damned ghost ships, taking part in a Warpstone hunt and encountering a sea-maw. On the way, the action was dramatic and oft-times unpredictable. Who'd have thought Chris Peach's captaincy of *Grimnir's Thunder*

would see him sneak through Sculler's Gate or Duncan's command of *Skabrus* meant the Skaven ship collected the least amount of warpstone.

You can see how the teams performed with the Campaign Score Chart on page 15, for now it is enough to know that despite some closely fought battles, Tom and Duncan have the edge going into the final scenario – who will be victorious? Read on to find out...





The Bloody Reaver leads the Dreadfleet in a head on collision with the Grand Alliance.



The game started with a titanic sea-spear bursting through the swirling waters damaging the entire Dreadfleet. All of Kevin and Chris' warships had to immediately take a hull damage card. Manann was obviously keeping a close eye on his daughter, as it was the *Swordfysh* leading the way.

Despite the destruction wracking the Dreadfleet, Count Noctilus signalled the advance and the warships under his command obeyed, closing with the Grand

Alliance. Tom, in the guise of Captain Roth, was also guided by the singular purpose: at last was a chance to destroy the *Bloody Reaver* – at least until the re-fight!

Going into the second turn it was clear fate would also play a part in the ensuing combat. Firstly, every vessel apart from the *Heldenhammer* and *Shadewraith* had their sails set on fire as Tom drew Lector Lazlo's Fire, and then Chris had the temerity to draw a *Ghastly Fog* from the fate deck. Firing Broadside would be limited to short range, but the warships were rapidly closing with each other, so neither side saw this as a problem.

The *Sea Drake* was the first to engage, scoring crew damage on the *Bloody Reaver*. One of its Dragons swooped into the air and placed itself within 3" in the *Bloody Reaver's* bow, while the *Sea Drake* itself, sailed by.

At the end of Turn 2, the *Ghastly Fog* lifted to reveal the majority of each team's fleet within short broadside range with the exception of the *Curse of Zandri* bringing up the Dreadfleet's rear. The third turn saw the *Black Kraken* acting first, by attacking his ancient nemesis on *Grimnir's Thunder*, the resulting boarding action was a draw. However, Tom and Duncan were not finished with Tordrek Hackhart just yet. The *Swordfysh* was next to move and rammed the *Black Kraken*, in an echo of the fourth scenario. This time the mechanical warship

Below: Turn 5.





didn't go down so easily. But Duncan still had warships to play, he activated *Grimnir's Thunder*. The Dwarf warship fired upon its foe and rune-inscribed cannonballs smashed into the *Black Kraken's* metal hull consigning it to the inky depths once again.

In the meantime, the *Shadewraith* had flown to the side of the vortex channel between the *Black Kraken* fight and the chain of islands. This was the heading the *Heldenhammer* had also chosen, hoping to slip past the Dreadfleet and face the *Curse of Zandri* and then onto victory. With the *Shadewraith* blocking the way, Tom had to deal with the ghostly warship or become mired in battle and eventually lose the scenario. Captain Roth was unfazed by the *Shadewraith's* appearance for he had Sigmar's Wrath upon his prow. The great steam hammer had been blessed by the Grand Theogonist himself and evil spirit ships would suffer its blows as well as any mortal vessel. And so it was that *Heldenhammer* attacked, and Vargheist was forced to see his damned warship take damage as Sigmar's Wrath rose and fell.

The *Bloody Reaver* was next to move, forced into contact with the High Elf Prince's Dragon, but it could still broadside the *Flaming Scimitar*, and left it listing badly

with a loss of 5 speed. The Golden Magus fired back, causing a slew of crew damage on the *Bloody Reaver* even as it limped away, managing to go faster than it should have thanks to the Tempest Djinn blowing into its crippled sails.

The following turn saw the Grand Alliance gain the initiative. The *Flaming Scimitar* moved again, sailing through the Dreadfleet blockade and into range of the *Curse of Zandri*. The Golden Magus opened fire, causing a magazine explosion and setting Amanhotep's royal pyramid aflame!

The *Bloody Reaver* disengaged from the Dragon and the warship's new bearing put the *Heldenhammer* back in its firing arc; Count Noctilus ordered its guns to fire. Tom's flagship was rocked by the salvo but remained afloat albeit with a damaged rudder. The remaining Grand Alliance warships fired into the *Shadewraith* hoping to destroy it before the *Heldenhammer* took its turn. The ghost ship proved preternaturally resilient; at one point it had 12 damage cards, but still remained. In the end, Sigmar's Wrath finally did for it. With the *Shadewraith* destroyed, the *Heldenhammer* had the head start it needed to reach the centre of the Maelstrom and win the battle for Tom and Duncan.

## THE FINAL BATTLE

The very last game of the campaign saw the teams swap sides for the final time. It was Chris and Kev's turn to see if they could vanquish the Maelstrom. The Grand Alliance started well, the fleet as a whole managing to get much further into the Maelstrom than in the previous game before the *Heldenhammer* broke away. The reason for this soon became clear, Duncan had kept the *Bloody Reaver* and *Curse of Zandri* much further back this time. While the rest of the Dreadfleet engaged and broke up the Grand Alliance's formation, the *Bloody Reaver* and *Zandri* worked in concert to destroy the stragglers before closing with the *Heldenhammer* and sending it to the seabed.



Sigmar's Wrath smashes into the ethereal hull of the *Shadewraith*, destroying the ghostly vessel.



# The Grand Alliance



Tom Hutchings



Duncan Rhodes

**Tom:** Well, that went pretty well, all things considered! Duncan and I made a great team, spotting sneaky tricks and mean manoeuvres to pull on Kevin and Chris (although they were by no means a walk-over, ably defeating us in several scenarios).

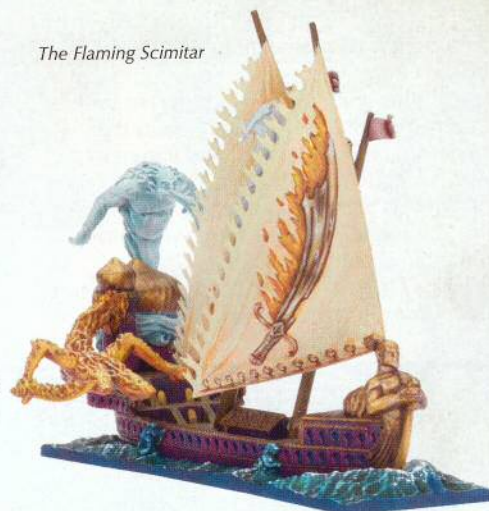
While the difference in Victory Points throughout the campaign looks huge, this is quite misleading, as all our games were closely fought and brutal! I think sneaking the wins (or at least, not huge losses) in scenarios five and six gave us a huge advantage (negative scoring there is really quite nasty!), not to mention managing to prevent Kevin and Chris from winning The Maelstrom as the Grand Alliance was what truly secured us our victory.

Without a doubt, my favourite ship throughout the campaign was the *Flaming Scimitar*. While she might not boast the terrifying profile of (say) the *Bloody Reaver*, the Golden Magus' control of his elemental spirits can really turn the tide of battle, whether by the blunt application of the Fire Efrete early in the battle to add that fearsome red dice to your broadside and boarding actions, or the more subtle use of the Tempest Djinn to move the Wind Gauge

and force key enemy warships into irons, or give a speed boost to the Grand Alliance.

As far as favourite moments throughout the campaign go, The Maelstrom scenario is the winner by far... The *Heldenhammer* sailing dangerously around the deadly whirlpool and smashing headlong into the *Shadewraith* alongside *Grimnir's Thunder*, cannons firing at all comers, Roth and Gunnarsson duelling with the ghostly Captain Vangheist as they break the Dreadfleet's blockade, before victoriously calming the storm... Awesome.

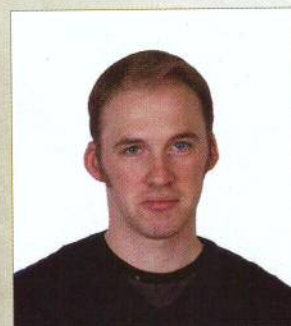
The Flaming Scimitar



# The Dreadfleet



Kevin Chin



Chris Peach

**Chris:** Looking at the scores on the chart opposite it's quite a painful read. But the numbers do not tell the whole story, we had some early victories. The main one being Scenario 3 where we prevented Tom and Duncan from winning it with the Grand Alliance but we were then victorious ourselves. Later on in the campaign, the victories were fewer and further between as Duncan and Tom really got to know the warships well, especially those of the Grand Alliance. Tom's use of the *Heldenhammer* in a number of battles was exemplary and it didn't help that he couldn't seem to roll anything but a 6 with Sigmar's Wrath – five Damage Cards is a lot to take on any warship in one go.

That's not to say the campaign was devoid of our own outstanding moments. Sending *Grimnir's Thunder* to the murky depths with The Light of Ptra on the *Curse of Zandri* in the eleventh scenario was a particular highlight of mine.

More important though, was getting together with three mates and playing this exciting story from the start. You got a real sense of narrative and progression as each scenario unveiled another twist and

introduced another warship. Linking the scenarios together instead of playing them as stand alone games really helped to foster that spirit of high adventure that pervades the whole of Dreadfleet.

For the campaign we played with Tom's ships. But if you are getting together to game this way, you could share out painting duties. Maybe one team taking on the Dreadfleet warships and the other painting the Grand Alliance and then everyone gathering to paint the islands, preferably while eating pizza!



The Curse of Zandri



# DREADFLEET

When participating in a Dreadfleet Campaign, you fill out the campaign score chart as each side plays the relevant scenario as the Grand Alliance. More details can be found on page 94 of the Dreadfleet rulebook, for now this is how our players got on.

## CAMPAIGN SCORE CHART

SCENARIO	CRITERIA	TOM & DUNCAN	CHRIS & KEVIN
1. Corpse Reef	DC	9	6
2. The Captive in the Citadel	VC x 2D6	0	0
3. It Came from the Depths	VC x 2D6	0	4
4. Wrath of the Volcano God	VC x 3D6	16	0
5. The Pride of Ulthuan	VP	9	-12
6. Unnatural Tides	VP	-6	-4
7. Empty Vessels	VC x 3D6	0	15
8. A Rock and a Hard Place	VC x 3D6	0	9
9. The Gauntlet	VC x 4D6	19	14
10. Warpstone Hunt	VP x 3D6	8	0
11. The Sea Maw	VP x 2D6	6	6
12. The Maelstrom	VC x 20	20	0

GRAND TOTAL (Tom & Duncan): 81

GRAND TOTAL (Chris & Kevin): 38

### 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.



## Now it's Your Turn...

Everything you need to play Dreadfleet is in the box, all you need are some pirates (2 to 10 players) to take command of the warships and you, too, can sail into the Galleon's Graveyard and become legendary.



# DREADFLEET



LAST CHANCE TO BUY – AVAILABLE WHILE STOCKS LAST

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