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Game:	**DREADFLEET**	**v1.1**
Publisher:	**Games Workshop (2011)**	
Page 1:	**Rules summary** front	**Aug 2014**
Page 2:	**Rules summary** back	
Page 3:	**Play reference** x2 front	
Page 4:	**Play reference** x2 back	

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

SETUP

Unfold the seascape and decide which player is the **Grand Alliance** player and which is the **Dreadfleet** player. Choose a scenario and set up terrain as instructed.

Shuffle the **Fate** deck and **Damage** decks separately. Each player takes their set of **Warship** cards and their hand of 5 **Order** cards.

Roll a red die (for the first number) and a white die (for the second number) and place the **wind gauge** on the corresponding position on the seascape's border.

Deploy warships according to the scenario instructions.

BASICS

Any fractions are always **rounded up**.

A D6 score can never be modified to less than 1. No single dice may be re-rolled more than once.

If players must **roll-off**, each player rolls a die, and the highest score wins the roll-off.

Make a **Command check** by rolling a D6; if the result is equal to or greater than the captain's current *Command*, the check succeeds. Regardless of modifiers, a roll of 1 always fails and a roll of 6 always succeeds.

Distances may be measured at any time. When measuring from islands and shipwrecks, use the closest point. When measuring from ships, use the base.

Once a warship has moved, it may not 'take back' its move.

For a model to have **line of sight** (LOS) to another, trace a straight, unblocked line from its hull/body to the target's hull/body. Sails, masts wings, tentacles and tails do not count.

Determine a model's **arcs of sight** (fore arc, aft arc and two side arcs) by using the navigation rod to draw 45º diagonal lines extended from each corner of its base.

If a ship *takes a hit*, this is the same as taking damage from a broadside: the target may make armour saves. If a ship must *draw a Damage card*, you may not save against the damage.

Rules on cards override rules in the rulebook. Each deck has its own discard pile; when the deck is exhausted, shuffle the discards to form a new deck.

Characteristics

If a ship's *Speed* is reduced to 0, it may not voluntarily move, but may otherwise act as normal.

If a ship's *Hull* or *Crew* is reduced to 0, it is destroyed; remove the model and its accompanying card from play and place all cards that applied to it on their discard piles.

THE GAME TURN

Each **turn** consists of 5 phases as follows:

1: Initiative

The players roll-off: the winner has initiative for the turn and chooses whether to move first (as first player) or second (as second player).

2: Status

Attend to any ongoing effects and resolve the effects of certain **Status** cards (red background). The first player resolves all those that apply to his warships first, then the second player resolves those that apply to his warships; then the first player resolves any Status cards left over.

3: Fate

The first player draws and resolves a **Fate** card, then the second player does so. Some cards are resolved immediately and then discarded; others stay in play as Status cards. In any case, they affect the wind gauge when drawn.

After following the card's text, the player that drew the card refers to the symbol in the card's bottom right and must **move the wind gauge**. Move the gauge the number of 'markers' shown in the direction shown by the arrows, or, on a 2D6 symbol, to a new location determined by a 2D6 roll (in the same way as during setup).

If a fate card is drawn that has **(BR)** written after its text, and the card effects cannot be applied, that player *may* take a **brief respite**: immediately issue a **free Repair order** to one of his warships instead of resolving the Fate card text.

4: Action

The first player **activates** a warship by choosing one of his warships that he has not chosen this turn, then resolving the actions available to that warship.

Each activated warship's Action phase is as follows:

    a. Orders
    b. Movement
    c. Broadsides
    d. Boarding Actions

Then his opponent may activate one of his warships and resolve its actions. Play continues to alternate until all warships in play have been activated. If one player runs out of warships, the other may activate his warships in any order one by one until they have all acted.

5: End

The game ends in this End phase if either player has fulfilled his victory conditions, or if you have run out of the number of turns specified by the scenario.

ORDER CARDS

During the Orders sub-phase you may attempt to issue your warship a single **Order card** by selecting the card and placing it faceup on the seascape.

Make a **Command check** based on the Command of the captain of the warship. If passed, the order is issued successfully. Once an Order card is resolved, return it to your hand.

Full Speed Ahead

After finishing all other moves in its Movement sub-phase, the warship *must* move forwards 2D6" in a straight line (even if it runs aground or contacts another ship).

This order cannot be issued to a warship with a current Speed of 0, or a sail class warship caught in irons.

Hard-a-Port

At any point during its Movement sub-phase, even before it has moved, the warship *may* make an immediate free change of heading of up to 45º to port (using the ship's wheel as normal).

This extra turn is an exception to the Handling rules and can be combined with a normal change of heading.

Hard-a-Starboard

At any point during its Movement sub-phase, even before it has moved, the warship *may* make an immediate free change of heading of up to 45º to starboard (using the ship's wheel as normal).

This extra turn is an exception to the Handling rules and can be combined with a normal change of heading.

Fire As She Bears

This order may be resolved in response to another model declaring an attack against it (unless the attack is itself a *Fire As She Bears* order). The attack may be, for example, a broadside, a boarding action, an enemy spell, an attacking sea monster.

While in play, the order cannot be returned to your hand until resolved, the warship with it has been sunk, or a new order has been issued to that warship.

When resolved, the warship immediately fires a bonus broadside at the enemy model declaring the attack.

Repair

At the beginning of its Movement sub-phase, the warship may discard one Hull, Speed, Special, Crew or Set Ablaze card from its Warship card.

Damage cards listed as *Irreparable* cannot be repaired or removed by any means.

MOVEMENT

A warship's Speed is the number of inches it may move up to a turn if not in contact with an enemy model, island or wreck.

A warship may **change heading** several times during its movement. A warship must move straight forwards a number of inches equal to or greater than its *Handling*; once it has done so, it may make a single change of heading up to 45º.

Place a straight edge of the **ship's wheel** against the port or starboard edge of the warship's base, with the its inside corner touching the front corner of the base.

To move 45º, move the warship so the front edge of its base is flush with the other edge of the ship's wheel.

Auxiliaries do not have a *Handling* characteristic and may move in any direction.

Wind Strength

The number in the bottom left corner of the topmost Fate card on the discard pile is the **wind strength** (if there is no card in this pile, the strength is 1).

Sail class warships *must* move at least a number of inches equal to or exceeding the wind strength during their move, even if they run aground, etc (unless unable to do so).

A warship at anchor is not affected by wind strength.

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

A sail class warship with the wind gauge in its front arc at the beginning of its Movement sub-phase is **in irons** and does not have to move a distance equal to the wind strength. The warship must also pass a *Command* check: if passed, it moves as normal; if failed, the wind strength acts as negative modifer to its Speed that turn.

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

Dropping Anchor

A warship within 2" of an island or shipwreck at the end of its Movement sub-phase may **drop anchor** by placing an *At Anchor* card in the Status area of its Warship card. It may not now move for any reason.

A warship at anchor may re-roll its Command check when issuing a Repair order.

A warship may **weigh anchor** at the end of any subsequent Movement sub-phase by removing the *At Anchor* card. It then reverts to the normal rules for movement.

You may not drop and weigh anchor in the same turn.

If a warship at anchor is set ablaze, it is no longer at anchor; flip the card over to its *Set Ablaze* side.

A warship set ablaze may not drop anchor.

Running Aground and Colliding

A warship **runs aground** if any part of it, or its base, contacts an island or wreck.

It may not move any further or change heading and must draw Damage cards until it draws a Hull result (applying that result and discarding the rest).

If a warship comes in base contact with another warship, this only inflicts damage if the ship runs aground. **A boarding action has been initiated**; the warship's Movement sub-phase is ended and the warships are locked in place until one or the other *escapes jeopardy* or is removed from play.

Escaping Jeopardy

A warship in base contact with another model (and/or within 1" of the seascape border) may attempt to **escape jeopardy** instead of taking its normal Movement sub-phase, and replacing it (and therefore certain orders cannot take effect).

A warship at anchor may not escape jeopardy.

Make a **Command check**, with a -1 for each enemy model in base contact: if passed, move the escaping warship anywhere up to D3+1" from its position, facing the same direction and not in base contact with another model; it may then make a free change of heading. If the check is failed, it may not move at all that turn.

Leaving the Seascape

If a warship's base comes into contact with the seascape border, it is immediately removed from play.

BROADSIDES

1. Choose a Target
Announce a single target you think is within LOS. You may choose another target if you find the first is not in LOS.

You may fire a broadside even if engaged in a boarding action, and even at the warship you are engaged with. You may fire at a warship engaged with another model.

2. Check Arc of Sight to Target
A warship may only fire a broadside at a target if the majority of the target's base is within one of its side arcs (ignore intervening models).

3. Determine Number of Broadside Dice
A warship's Broadside characteristic determines the number of broadside dice rolled.

A **partial shot** occurs if the target is even partially obscured: the firing warship's *Broadside* characteristic is halved for that shot before other modifiers are applied.

To check, trace lines from the side corners of the firing warship's base to the nearest corners of the target warship; if anything occupies the space between them, the target is obscured.

4. Determine D6 Result Needed to Hit
Measure the range between the closest points between the firing warship's base and the target's base. The range values include the maximum range in that range band. The maximum range is 18".

First Broadside: The first broadside a warship fires in each scenario has a +1 to hit.

Raking Fire: If a firing warship has the majority of its base within the fore or aft arc of its target, it has a +1 to hit.

Range	D6 Result To Hit
Short (0 to 6")	4+
Medium (6 to 12")	5+
Long (12 to 18")	6+

5. Roll to Hit
Roll broadside dice: **for every D6 result equal to or exceeding the number required, score a hit**. A roll of 6 always hits and a roll of 1 always misses, regardless of modifiers.

6. Target Takes Armour Saves
For every hit you score your opponent must make an **armour save** by rolling a D6: if the result equals or exceeds the target's *Armour* characteristic, the hit is cancelled.

7. Target Draws Damage Cards
For every hit not saved, the target must draw a Damage card and immediately apply the effects. Each card must be fully resolved before another card can be drawn.

BOARDING ACTIONS

Enemies whose bases are touching are in **base contact**; neither may move until they *escape jeopardy*.

A model that comes into base contact with another warship for any reason is considered to have launched a **boarding action**.

To resolve a boarding action, each player rolls his **boarding action dice**: a number of D6 equal to his current *Crew*.

Results of 1-4 have no effect. Results of 5-6 score a single victory each. The player with the least total victories subtracts them from his opponent's total victories to determine the **boarding action result**.

The warship with the least number of victories must draw Damage cards equal to the boarding action result. If the players score the same number of victories, each warship must draw a single Damage card.

Multiple Boarding Actions
All the boarding actions of multiple warships are combined into one battle called a **multiple boarding action**. Every time an involved warship reaches it Boarding Actions sub-phase, that multiple boarding action is enacted.

Roll separate boarding action dice for each warship in contact with one or more enemy warships, and tally up its total victories. Each player then combines the number of victories that all of his warships have scored. This total is compared to the enemy's sum total.

Each warship from the side with the least victories draws Damage cards equal to the boarding action result.

If the players score the same number of victories, each warship involved must draw a single Damage card.

DAMAGE AND STATUS CARDS

Damage Cards
Damage cards are divided into **Crew**, **Speed**, **Hull** and **Special** cards. **Crew**, **Speed**, or **Hull** cards reduce the corresponding characteristic by one or more. A 'double' or 'triple' card still counts as a card of the same type.

If you must draw a card of a specific type and no cards of that type have been drawn when you reach the end of the deck, instead apply the last card drawn instead of discarding it.

Place a drawn Damage card adjacent to the target's Warship card in the appropriate area.

If the total Hull or Crew damage is equal to or greater than the corresponding characteristic, remove the warship from play, placing all its Damage cards on the discard pile.

If a warship takes a Damage card that cannot affect it, discard that card with no effect.

Status Cards
A warship can have more than one **Status card** in play at once; even multiple *Set Ablaze* cards (but only one *At Anchor* card).

A **Fate card** with the word *Spell* is placed in the Status area of the warship listed; even if it is your opponent's warship.

A **Fate card** with the word *Upgrade* is placed in the Status area of one of your *Warship* or *Cog Auxiliary* cards. That cog auxiliary (or, if placed on a warship, a cog auxiliary that the warship successfully deploys) is upgraded.

A **Fate card** with the word *Shot* is placed in the Status area of any warship, except the *Skabrus*, *Curse of Zandri*, or *Seadrake*. A warship may only have one *Shot* card at a time.

DUELLING AND WOUND CARDS

At the beginning of each Boarding Action sub-phase, immediately before the main boarding action is fought, the captains of each warship automatically fight a **duel**.

Each player rolls D6 equal to their captain's current **Swashbuckling** characteristic. Results of 1-4 have no effect. Results of 5-6 score a single victory each.

If one captain's total is higher, he wins the duel and his opponent takes a wound. If the total victories are the same, each captain takes a wound.

The first time a captain takes a wound, draw a **Wound card** and tuck it under the top of the corresponding Warship card so the *Flesh Wound* result is showing (he is now subject to that penalty).

Every time a wounded captain takes another wound, adjust his Wound card to show the next most severe wound result. Penalties inflicted by the wound results are cumulative.

A captain who suffers 4 wounds has suffered a **mortal wound** and may not participate in any further duels. The warship's first mate may issue orders in his place; he has a Command characteristic of 6+.

Duelling During a Multiple Boarding Action
If several warships are engaged in the same boarding action, all the captains from each fleet roll their Swashbuckling dice and add their victories together. Compare this result to the total of the enemy's victories.

All the captains on the losing side suffer a wound as normal. If the duel is a draw, all the captains involved suffer a wound.

AUXILIARIES

Warships that deploy **auxiliaries** are **parent warships**. Each auxiliary has an **Auxiliary card**. Unless specified, auxiliaries start the game inside their parent warship.

Warship	Auxiliary
Heldenhammer	Grand Alliance Cog
Flaming Scimitar	Grand Alliance Cog
Swordfysh	Grand Alliance Cog
Seadrake	2 x Dragons
Grimnir's Thunder	2 x Dwarf Dirigibles
Bloody Reaver	Dreadfleet Cog
Shadewraith	None
Curse of Zandri	Dreadfleet Cog
Skabrus	Dreadfleet Cog
Blake Kraken	Dreadfleet Cog

A warship may deploy its auxiliary before it moves in the Movement sub-phase, by placing the auxiliary model anywhere within 1" of its parent warship and not in contact with another model or token, and placing the relevant card next to your Warship cards.

If a warship attempts to deploy a cog auxiliary while *not* at anchor or run aground, make a **capsize test** by rolling a D6: on a 1-3, the cog and its card are removed from play.

Once in play, auxiliaries follow all normal rules for warships, with the following exceptions:

– they do not have captains and cannot issue orders or duel.

– they cannot *escape jeopardy*.

– they do not run aground if they contact islands or wrecks.

– they do not have facings or arcs of sight, and can fire broadsides in any direction. Warships cannot claim the *raking* bonus against them.

– any Special Damage card they draw is discarded (draw another to replace it).

– when determining LOS to or from an auxiliary, trace the model's-eye view from its highest part. This part also counts as the model's 'corners' for the purposes of determining if the partial shot modifier applies.

– they do not have the Handling characteristic and can turn freely at any point in their Movement sub-phase.

Docking Auxiliaries
An auxiliary may immediately **dock** with any warship from the same fleet with which it comes into base contact. Remove the model, but leave the Auxiliary card facedown next to the Warship card of the vessel with which it docked. The auxiliary is immediately repaired of damage and may later be deployed by that warship.

There is no limit to the number of auxiliaries that can be docked with a warship.

Dwarf Dirigibles and **Dragons** may only dock with their parent warships.

Flying Auxiliaries
Dwarf Dirigibles and **Dragons** are **flying auxiliaries**. They do not take capsize tests, and may move freely over other models, though they may never voluntarily end their move over another model.

Treasure Tokens
Unlike warships, auxiliaries may collect **treasure tokens** by moving into base contact with them; the token then moves with the auxiliary. An auxiliary may only collect one treasure token per turn, though they may carry any number of them.

An auxiliary that docks with a warship 'hands over' any treasure tokens it has to that warship. The token(s) then move with that warship (and cannot be handed from one warship to another).

Tokens can be handed between auxiliaries in base contact, or handed from a warship to an auxiliary it is deploying. If a warship carrying treasure tokens is removed from play, leave any tokens at the spot where the warship sank.

Sea Monsters
The **Bone Hydra**, the **Leech Wyrm**, and the **Sea Giant** are sea monsters, auxiliaries that only enter play through Fate cards.

Unless a sea monster is controlled by Count Noctilus, it has its own Action phase after all other Action phases have been taken (randomly determine which goes first).

At the beginning of its Action phase, determine which player has the nearest warship—his *opponent* controls the sea monster.

Sea monsters cannot dock or be deployed. They may claim treasure tokens (though they may not hand them over).

THE GAME TURN

1: Initiative
Roll-off to determine who has **initiative** for the turn and chooses to be first player or second player.

2: Status
Resolve ongoing effects and red background **Status** cards.

3: Fate
The first player draws and resolves a **Fate** card and **moves the wind gauge**, then the second player does the same.

If a card has **(BR)**, and its effects cannot be applied, that player *may* immediately issue a **free Repair order** to a warship instead of resolving the text.

4: Action
The first player **activates** a warship and resolves its actions:

    a. Orders
    b. Movement
    c. Broadsides
    d. Boarding Actions

Play alternates until all warships have been activated.

5: End
The game ends if either player has fulfilled his victory conditions, or if a specified number of turns have run out.

ORDERS

Select and attempt to issue an Order card: make a **Command check** based on the *Command* of the warship captain. If passed, the order is issued successfully.

MOVEMENT

A warship may move up to its Speed in inches in a turn if not in contact with an enemy model, island or wreck.

A warship may **change heading** up to 45º once it has moved straight forwards inches equal to or greater than its *Handling*. **Auxiliaries** may move in any direction.

Sail class warships not at anchor *must* move at least equal to or exceeding the **wind strength** during their movement.

Wind Astern: A *Sail* class warship with the wind gauge in its aft arc at the beginning of its Movement sub-phase may add the wind strength to its Speed for that turn.

In Irons: A *Sail* class warship with the wind gauge in its front arc at the beginning of its Movement sub-phase does not have to move at least as far as the wind strength, may

not use the *Full Speed Ahead* order, and must make a *Command* check: if failed, the wind strength is subtracted from its Speed that turn.

Dropping Anchor A warship within 2" of an island or wreck at the end of its Movement sub-phase may **drop anchor**. **When at anchor it may re-roll its Command check for a Repair order**. **Weigh anchor** at the end of any subsequent Movement sub-phase. You cannot drop and weigh anchor in the same turn. A warship *set ablaze* is no longer *at anchor* and may not drop anchor.

Running Aground A warship **runs aground** and stops moving if it contacts an island or wreck. Draw Damage cards until a Hull result (discard the rest).

Escaping Jeopardy A warship in base contact with another model (and/or within 1" of the seascape border), and not at anchor, may replace its normal Movement sub-phase to **escape jeopardy**. Make a **Command check** (-1 for each enemy model in base contact): if passed, move up to D3+1", facing the same way and not in base contact with another model; it may then make a free change of heading.

BROADSIDES

1. **Choose a target within 18" and LOS.**

2. **Check that the majority of the target's base is within your ship's side arc** (ignore intervening models).

3. **Roll broadside dice equal to your warship's *Broadside*.** If the target is even partially obscured the firing warship's *Broadside* characteristic is halved.

4. **Measure the range between the ships and find the number needed to hit.** Apply any modifiers.

Range	D6 Result To Hit
Short (0 to 6")	4+
Medium (6 to 12")	5+
Long (12 to 18")	6+

First Broadside: +1 to hit.

Raking Fire: +1 to hit if your warship has the majority of its base within the fore or aft arc of its target.

5. **Roll to hit. Each D6 result equal to or exceeding the number required scores a hit**. A roll of 6 always hits; a roll of 1 always misses.

6. **Armour saves.** For every hit, your opponent makes an **armour save** by rolling a D6: if the result equals or exceeds the target's *Armour*, the hit is cancelled.

7. **Target Draws Damage Cards** For every hit not saved, the target draws a Damage card and immediately applies the effects.

BOARDING ACTIONS

Enemies in **base contact** must resolve a **boarding action**. Each player rolls D6 equal to his current *Crew*.

1-4: no effect. 5-6: single victory each.

Subtract the least total victories from the most total victories. The warship with the least number of victories must draw Damage cards equal to the result. On a tie, each warship must draw a single Damage card.

Duelling

At the beginning of each Boarding Action sub-phase, the captains of each warship automatically fight a **duel**.

Each player rolls D6 equal to their captain's current *Swashbuckling*.

1-4: no effect. 5-6: single victory each.

The captain with the higher total victories wins and the loser takes a wound. On a tie, each captain takes a wound.

A captain who suffers 4 wounds has suffered a **mortal wound** and may no longer duel. The first mate may issue orders in his place (*Command* of 6+).

AUXILIARIES

Parent Warship	Auxiliary
Heldenhammer	Grand Alliance Cog
Flaming Scimitar	Grand Alliance Cog
Swordfysh	Grand Alliance Cog
Seadrake	2 x Dragons
Grimnir's Thunder	2 x Dwarf Dirigibles
Bloody Reaver	Dreadfleet Cog
Shadewraith	None
Curse of Zandri	Dreadfleet Cog
Skabrus	Dreadfleet Cog
Blake Kraken	Dreadfleet Cog

A warship may deploy its auxiliary before it moves in the Movement sub-phase. Place the auxiliary within 1" of its parent warship, not in contact with another model or token.

If the warship is *not* at anchor or run aground, roll a D6 **capsize test**: 1-3, the cog is removed from play.

Auxiliaries follow all normal warship rules, with the following exceptions:

– they have no captains and cannot issue orders or duel.

– they cannot *escape jeopardy*.

– they do not run aground if they contact islands/wrecks.

– they do not have facings or arcs of sight, and can fire broadsides in any direction. Warships cannot claim the *raking* bonus against them.

– any Special Damage card they draw is discarded (draw another to replace it).

– trace model's-eye view LOS from its highest part (this also counts as the model's 'corners' for the purposes of determining if the partial shot modifier applies).

– they do not have the Handling characteristic and can turn freely.

Docking Auxiliaries

An auxiliary may **dock** with any warship from the same fleet in base contact, immediately repairing damage.

Any number of auxiliaries can be docked with a warship. **Dwarf Dirigibles** and **Dragons** may only dock with their parent warships.

Flying Auxiliaries

Dwarf Dirigibles and **Dragons** are **flying auxiliaries**.

They do not take capsize tests, and may move freely over other models, though they may never voluntarily end their move over another model.

Treasure Tokens

An auxiliary may collect one **treasure token** per turn by moving into base contact; the token then moves with the auxiliary (they may carry multiple tokens).

An docked auxiliary 'hands over' any treasure tokens it has to that warship. The token(s) then move with that warship.

Tokens can be handed between auxiliaries in base contact, or handed from a warship to an auxiliary it is deploying.

If a warship carrying treasure tokens is removed from play, leave any tokens at the spot where the warship sank.

Sea Monsters

Sea monsters are auxiliaries that enter play through Fate cards.

Unless a sea monster is controlled by Count Noctilus, it has its own Action phase after all other Action phases have been taken (randomly determine which goes first).

At the beginning of its Action phase, determine which player has the nearest warship—his *opponent* controls the sea monster.

Sea monsters cannot dock or be deployed. They may claim treasure tokens (though they may not hand them over).