

Games Workshop's 'Dreadfleet?'

By Rob Morgan



I was talking to the man who runs the local Games Workshop outlet the other afternoon, and he showed me this new game. It's a huge boxed set, which apparently is a "limited edition" and will disappear from the lists before too long. Presumably, the moulds and masters will be disposed of.

There are quite a few useful pieces in this box, but the immense price of 70 pounds seems remarkable! Inside there are hard plastic models of some 10 ships. A few are entirely "fantastic" (one would make a great Nautilus) but there are some attractive galleons. Three, arguably four, of the larger models could be utilized in an early modern period naval game around the 1/600th or 1/700th scale, in my opinion. There are also seven small "cog auxiliaries," which in a smaller scale would serve nicely too in the same era. Not to mention a group of islands which also look attractive.

I'm told that there's absolutely no possibility of acquiring any of the ship sprues from the company, as they no longer "do bits" at all. Now, many members will recall the old GW Mighty Empires sprue which about 15 years ago came at around a pound a throw. It had a superb cog/carrack model, again fitting in around 1/600th in two pieces and hard plastic.

I've got a fleet of them, beautiful models, they required very little modification for the early 1500s. There were some on the Turnbridge Wells web site a while back, you may remember.

There were old Games Workshop forays into the metal galley, and some "dwarf ironclads," which I also liked, and turned into Victorian steamships. Like these in the photo, the airship's a converted jet drop tank!

Anyway, the world-wide company's policy is stupidly set in stone, and yet another rare handful of good quality, well-detailed ship models in kit form, which could be turned out relatively inexpensively, will vanish before too long. Yet there is a market amongst societies like ours, so why not sell to it?