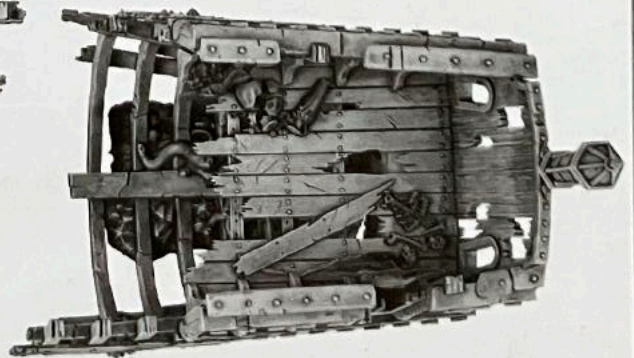
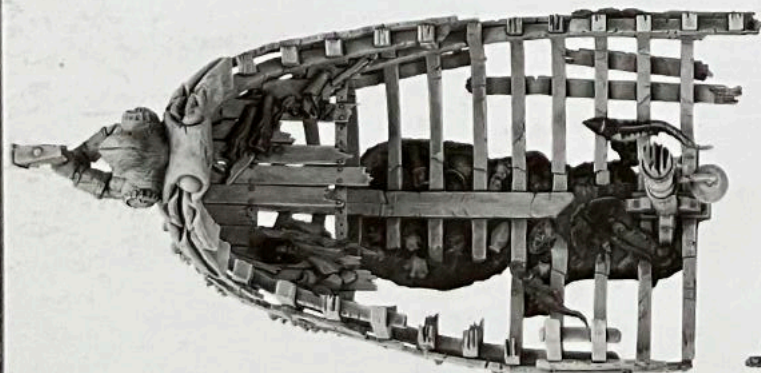
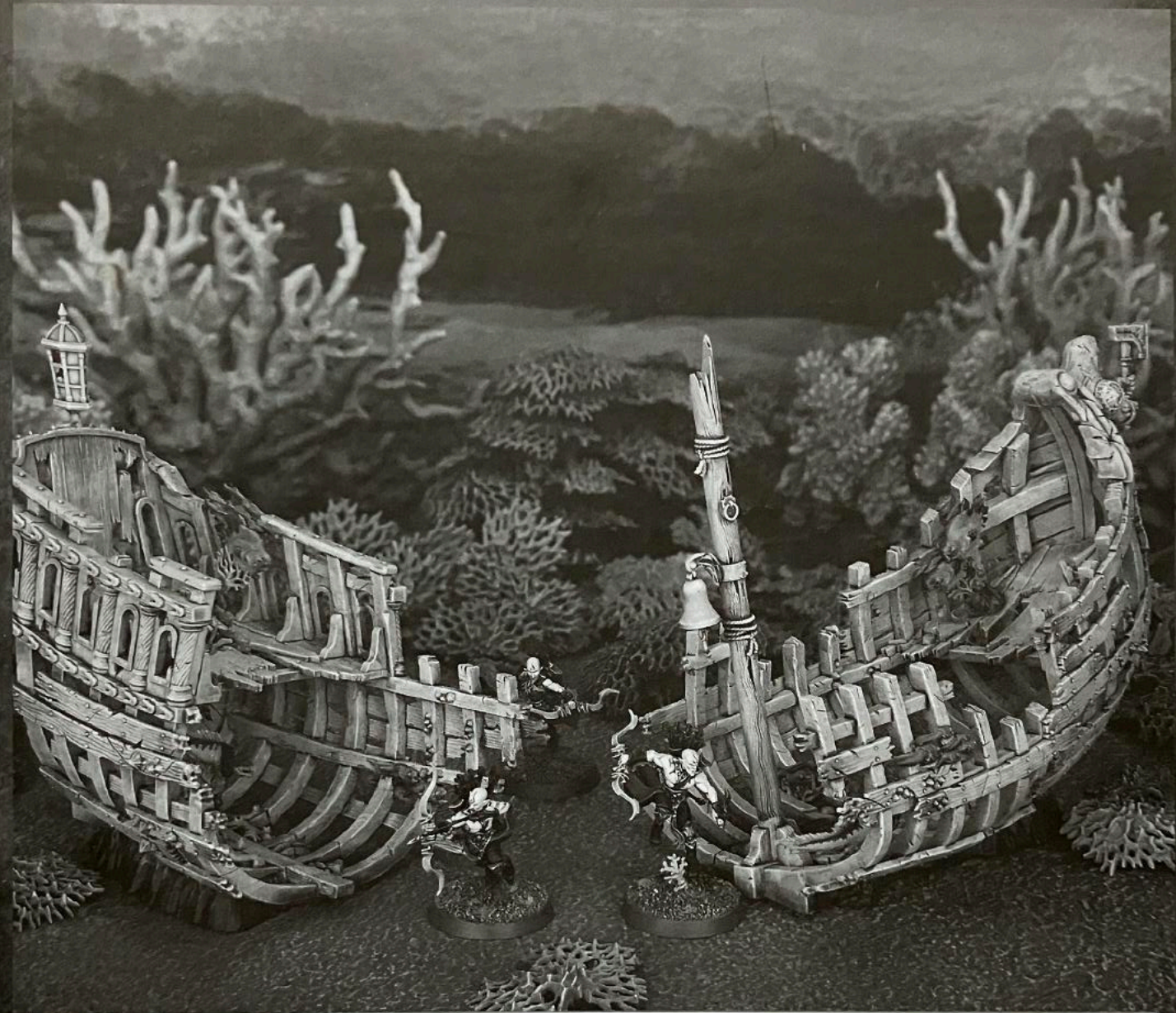




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GLOOMTIDE SHIPWRECK





• READ THIS FIRST • À LIRE EN PREMIER • LEER ANTES DE MONTAR
• LIES DIES ZUERST • LEGGI PRIMA QUESTO

- **BEFORE ASSEMBLING YOUR MINIATURES PLEASE READ THROUGH THE INSTRUCTIONS IN THIS BOOKLET CAREFULLY.** A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Remover and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.
- **AVANT D'ASSEMBLER VOS FIGURINES, VEUILLEZ LIRE ATTENTIVEMENT LES INSTRUCTIONS DE CE LIVRET.** Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pincas de Précision Citadel, l'Ébarboir Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.
- **POR FAVOR, LEE CUIDADOSAMENTE ESTE LIBRETO DE INSTRUCCIONES ANTES DE EMPEZAR A MONTAR LAS MINIATURAS.** Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.
- **VOR DEM ZUSAMMENBAU DER MINIATUREN BITTE DIE ANWEISUNGEN IN DIESER ANLEITUNG AUFMERKSAM DURCHLESEN.** Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffseitenschneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.
- **PRIMA DI ASSEMBLARE LE TUE MINIATURE LEGGI ATTENTAMENTE TUTTE LE ISTRUZIONI DI QUESTO LIBRETTO.** Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.

• EXPLANATION OF SYMBOLS • EXPLICATION DES SYMBOLES
• EXPLICACIÓN DE SÍMBOLOS • ERLÄUTERUNG DER SYMBOLE
• LEGENDA DEI SIMBOLI



- Special instruction - Please read
- Instructions spéciales - Lire attentivement
- Instrucción especial: Por favor, léela
- Besondere Anweisung - Bitte lesen
- Istruzioni speciali - Leggi attentamente



- Choice of parts
- Choix d'éléments
- Modelos de componentes
- Auswahl an Teilen
- Scelta di componenti



- Repeat process
- Répéter l'étape
- Repetir pasos
- Vorgang wiederholen
- Ripeti il processo



- Dry fit stage before gluing
- Tester avant de coller
- Comprobar el encaje antes de pegar
- Positionierung erst ohne Klebstoff ausprobieren
- Prova a secco prima di incollare



- Variant assembly
- Variante d'assemblage
- Variante de montaje
- Bauvariante
- Assemblaggio alternativo



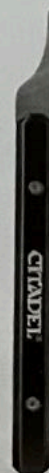
- Stage complete
- Étape terminée
- Paso completado
- Schritt abgeschlossen
- Fase completa



- Citadel plastic glue
- Colle plastique Citadel
- Pegamento para plástico
- Citadel-Kunststoffkleber
- Colla per plastica Citadel

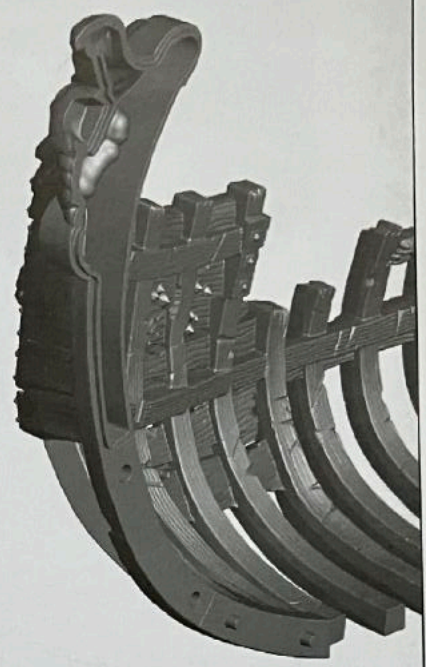
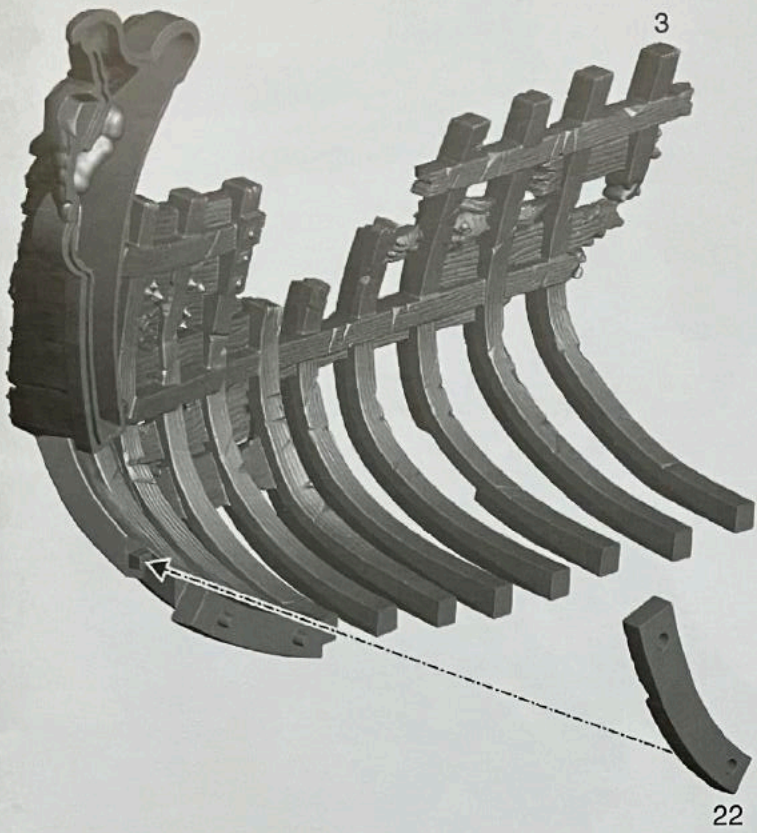


- Citadel fine detail cutters
- Pincas de precisión Citadel
- Tenazas Citadel
- Citadel-Seitenschneider
- Tronchesine di precisione Citadel

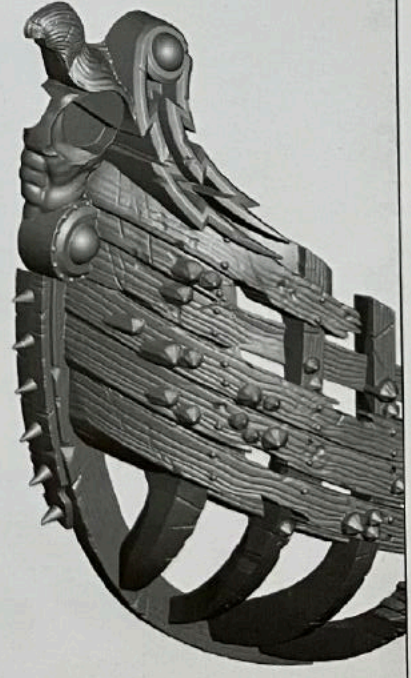
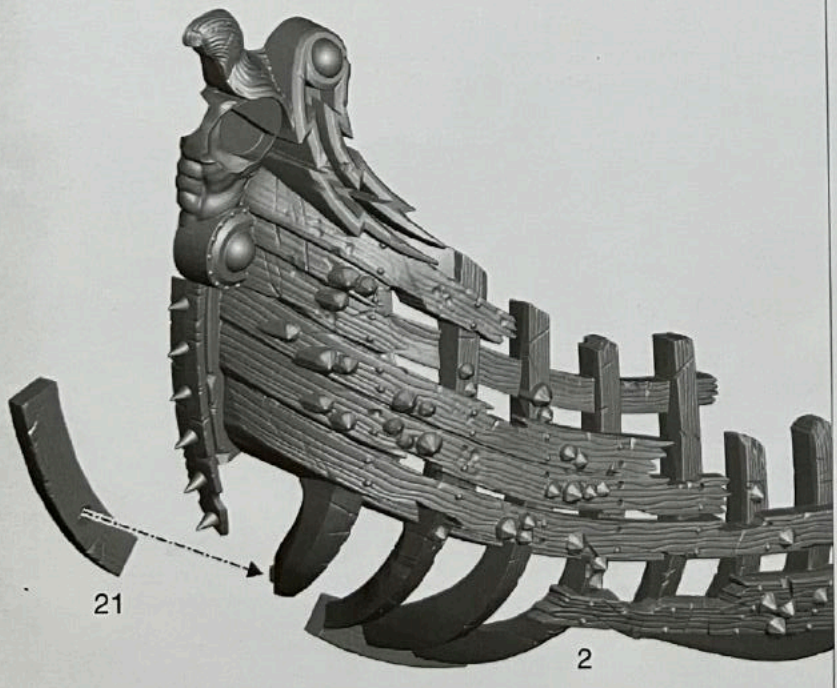


- Citadel mouldline remover
- Ébarboir Citadel
- Herramienta para rebabas Citadel
- Gussgratentferner
- Attrezzo per ripulire Citadel

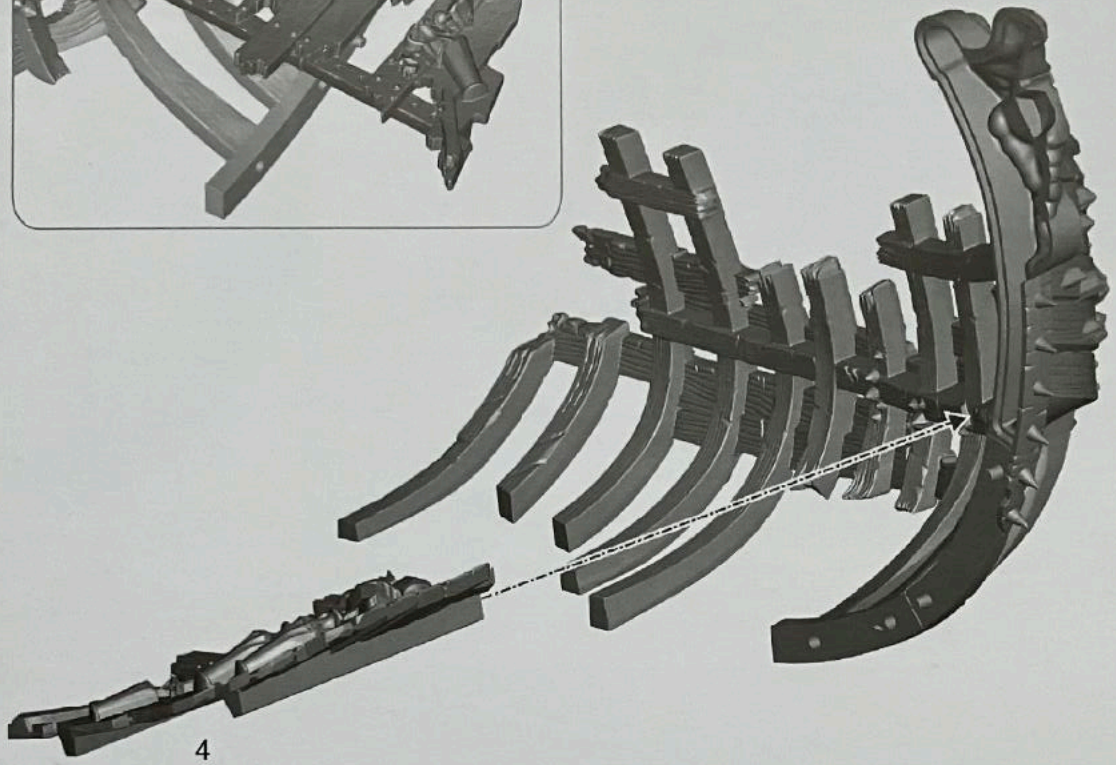
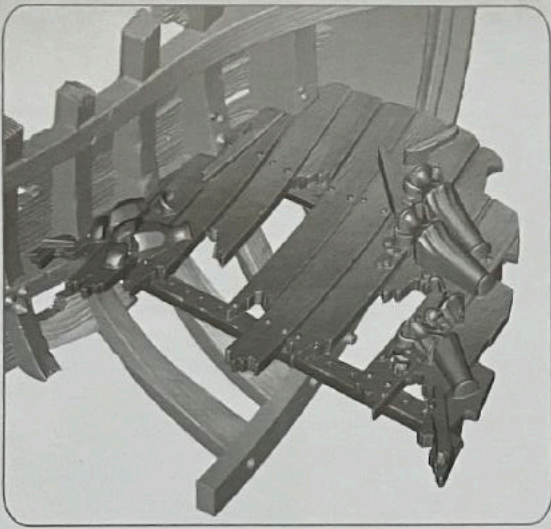
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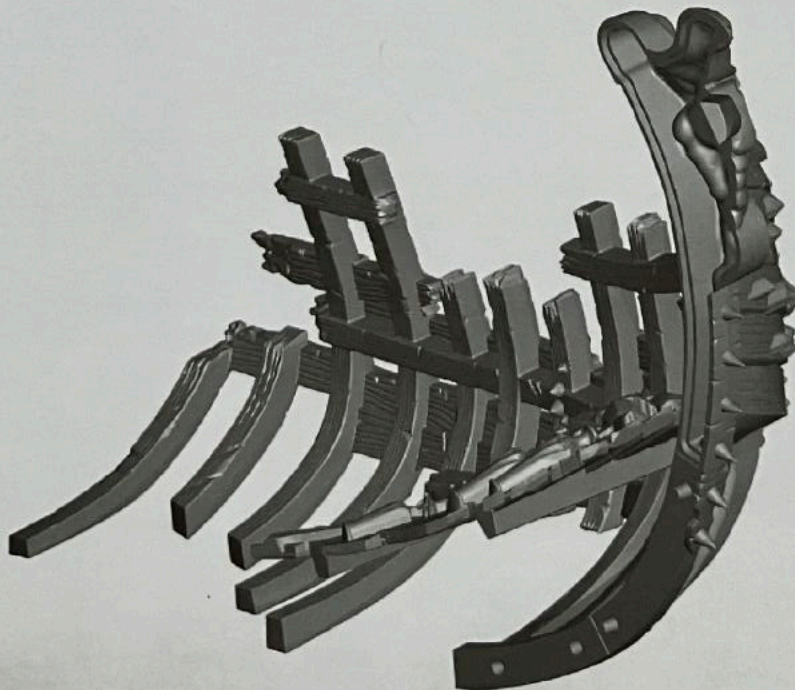
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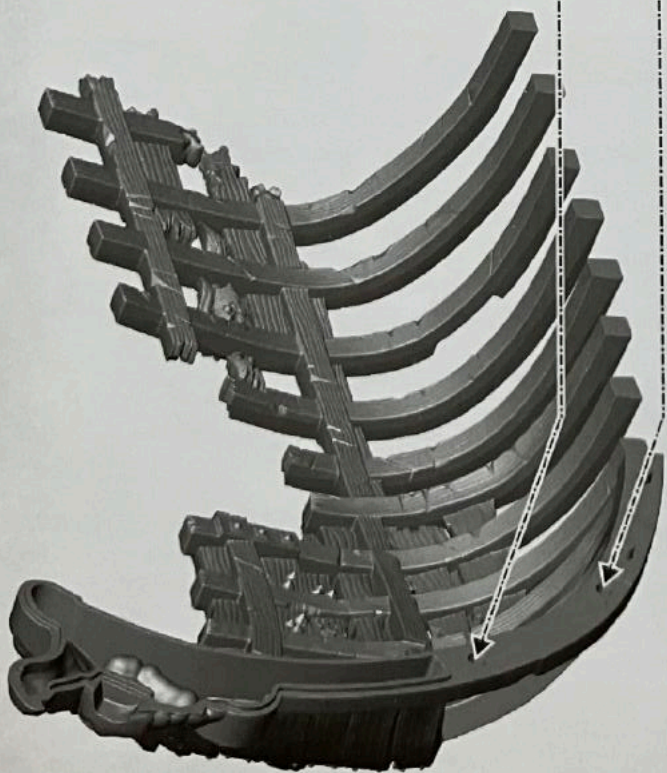
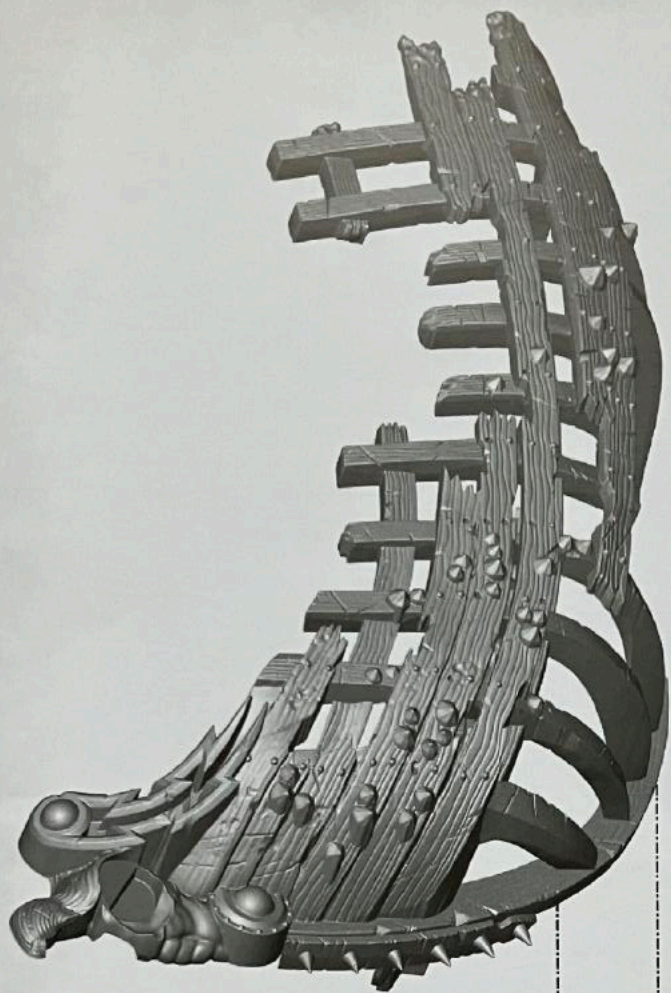


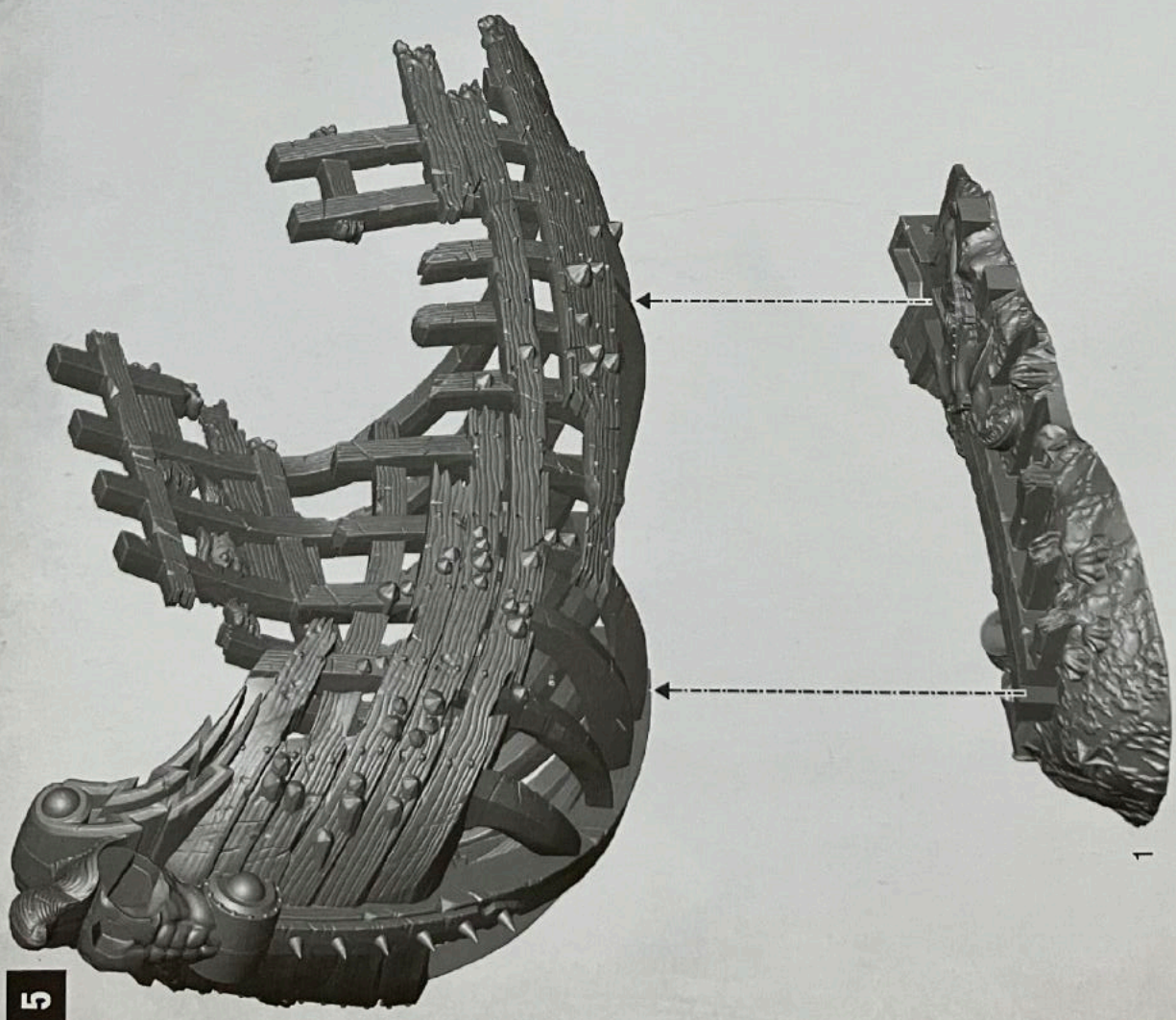
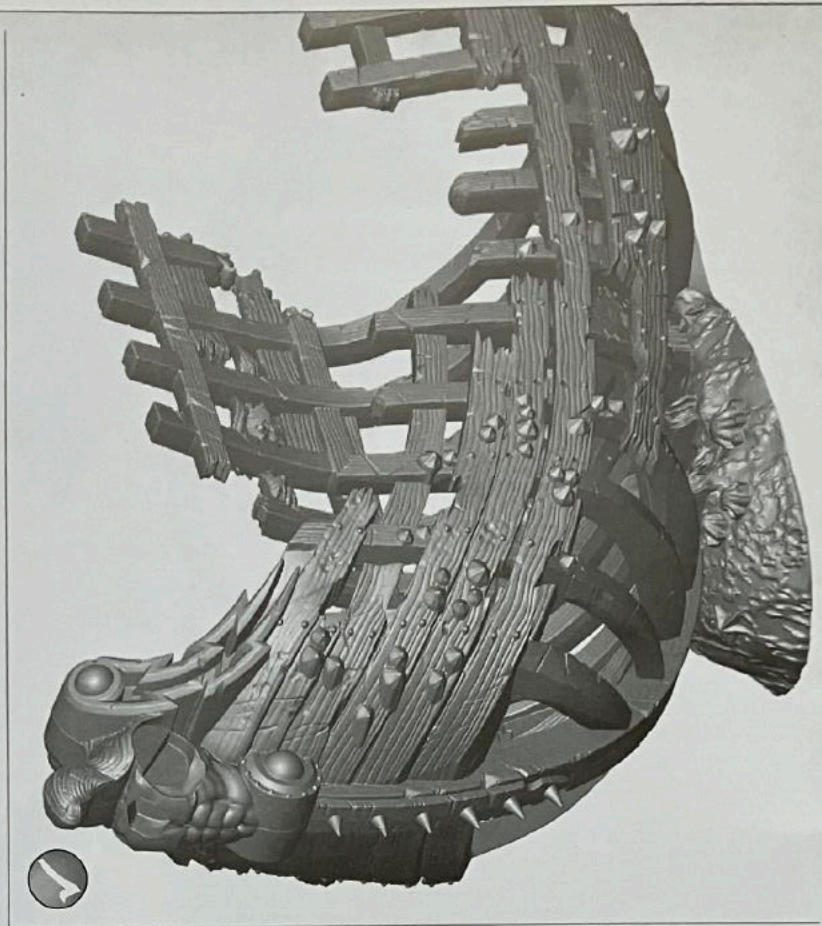
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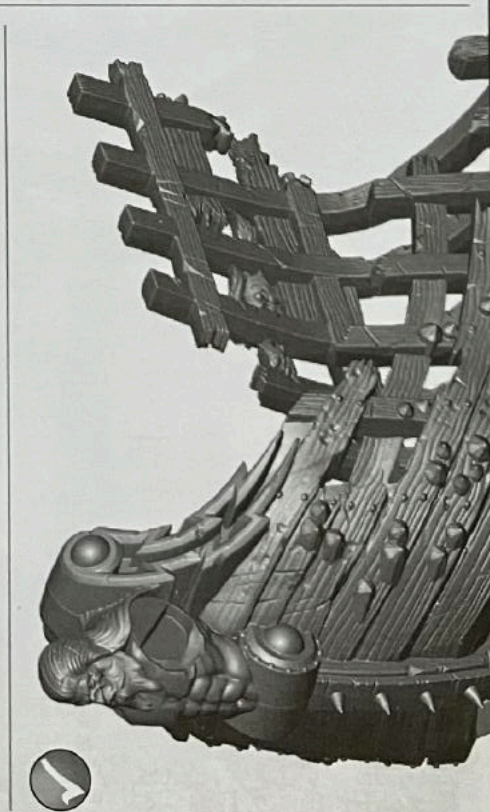
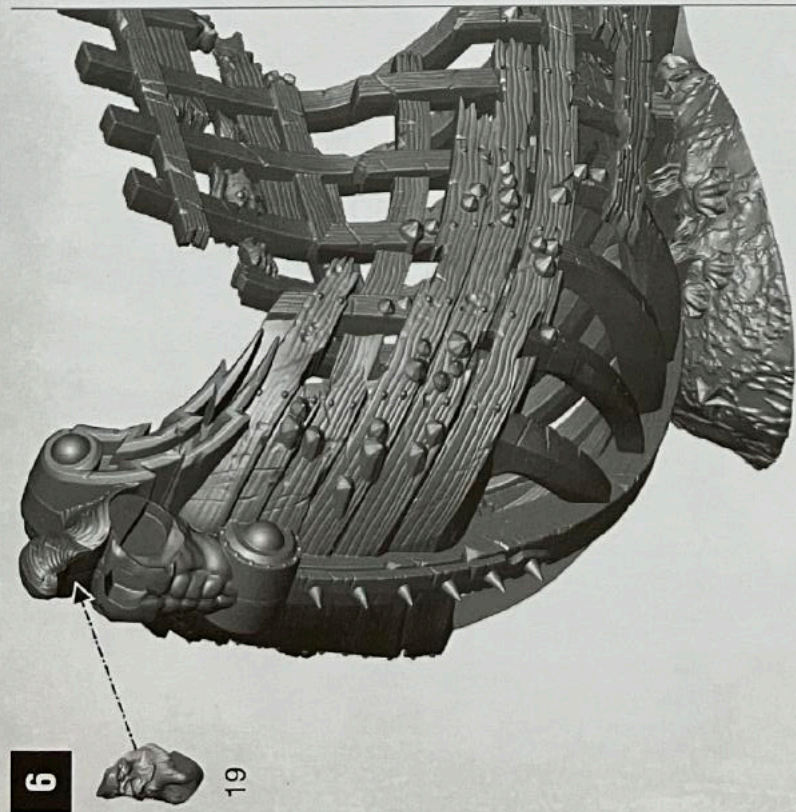
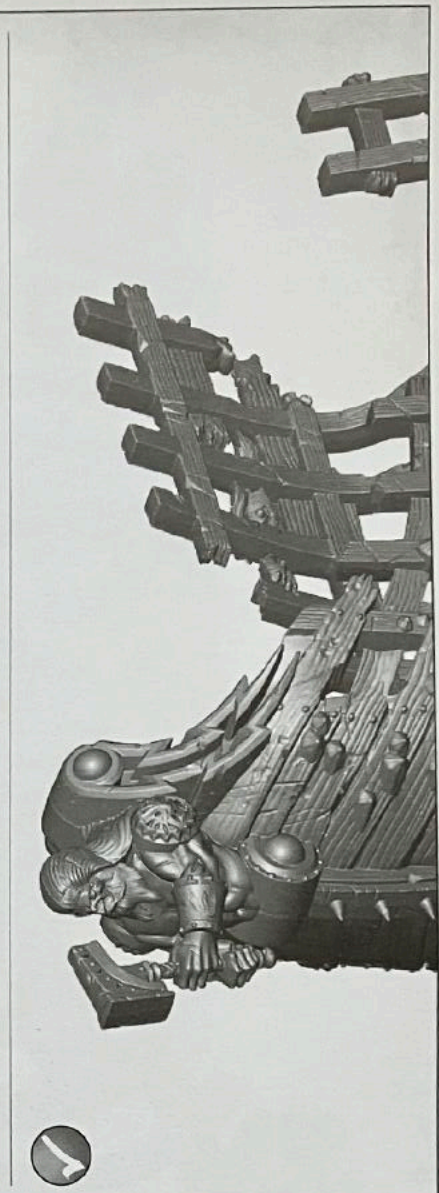
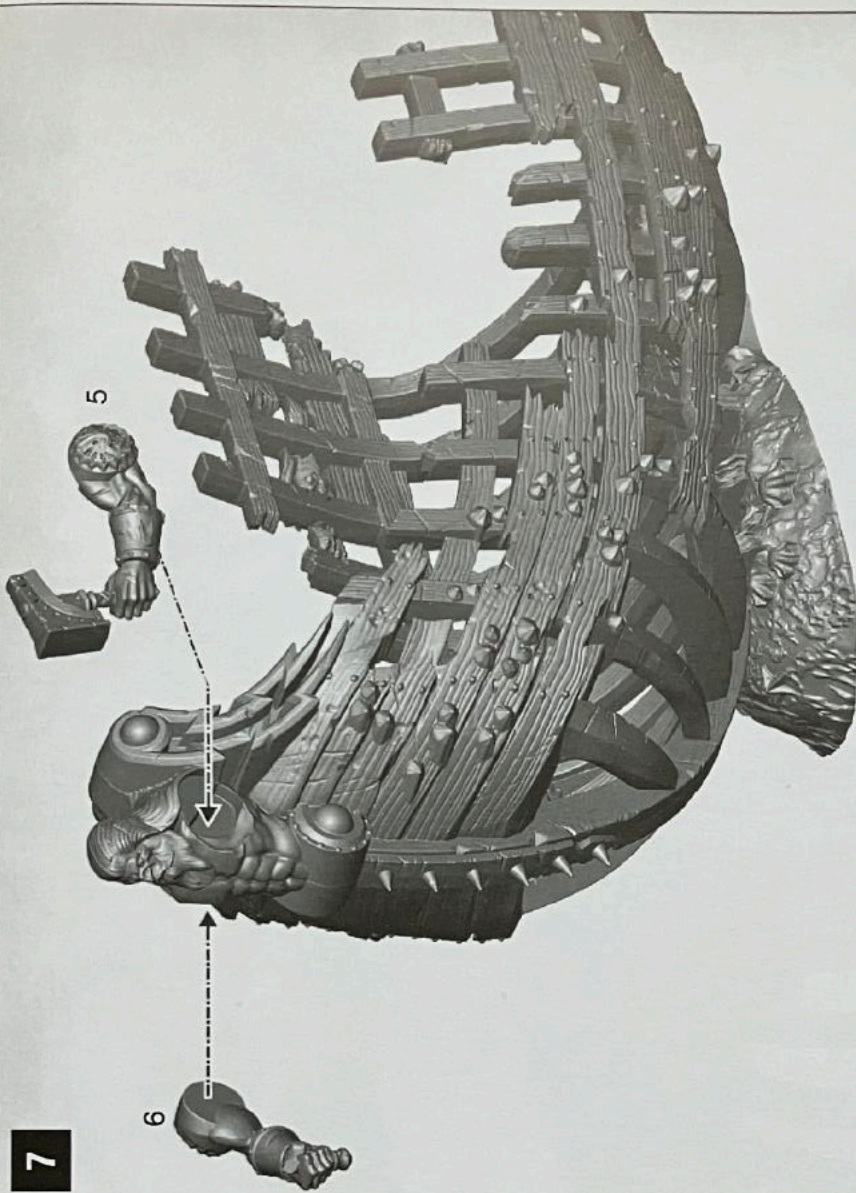


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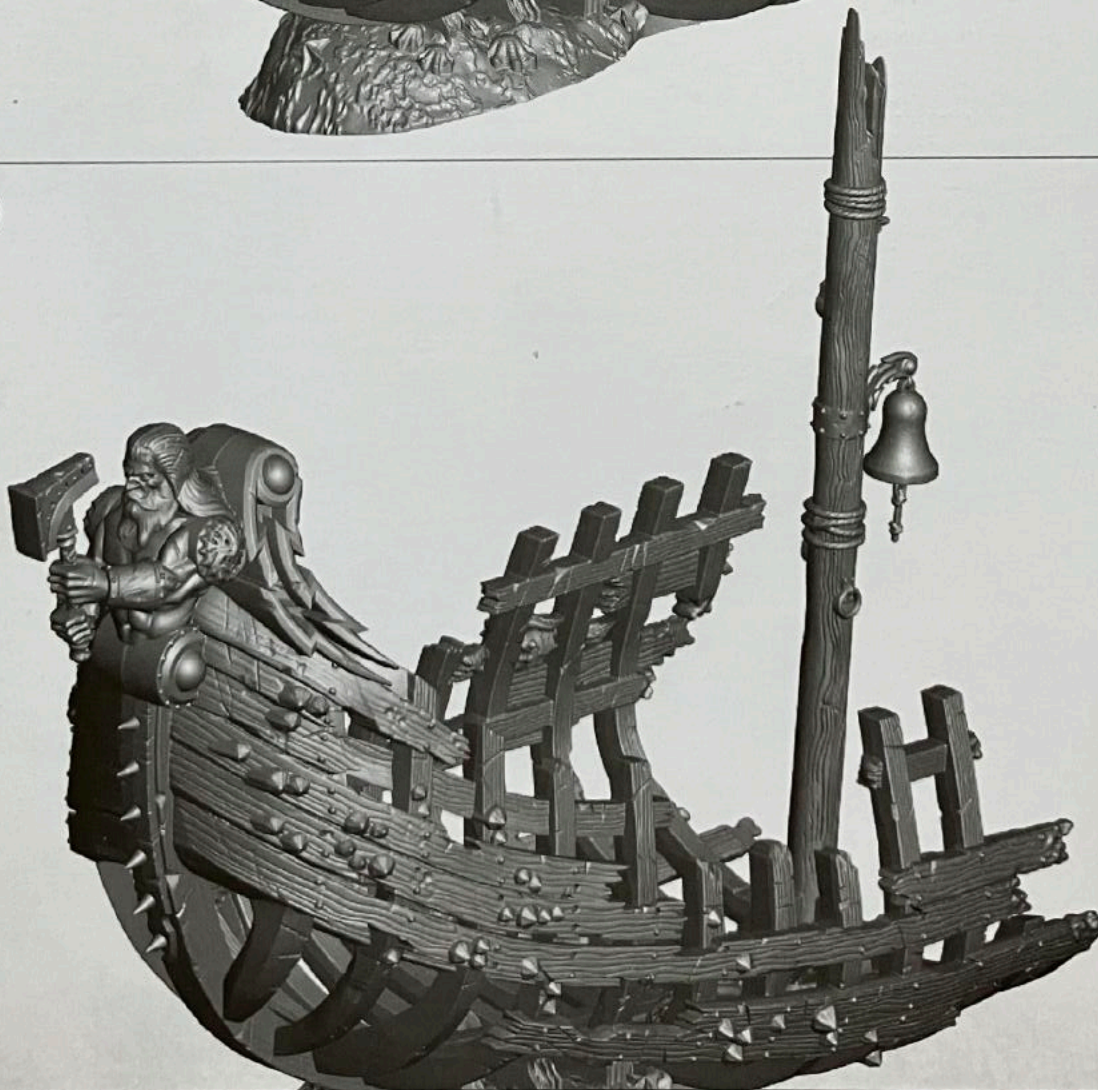
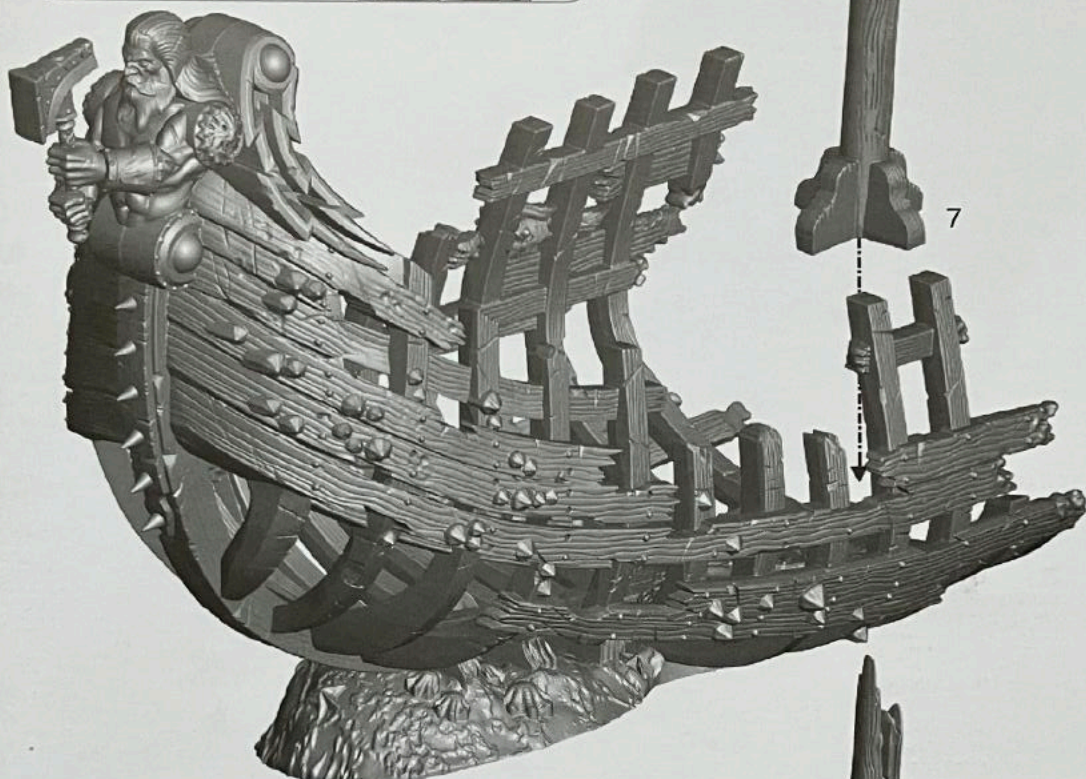
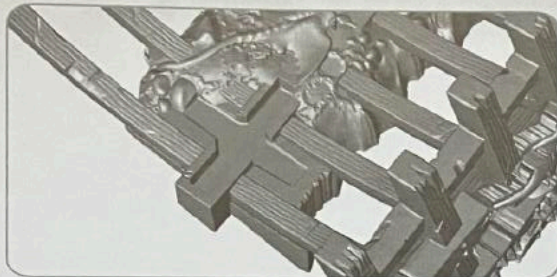


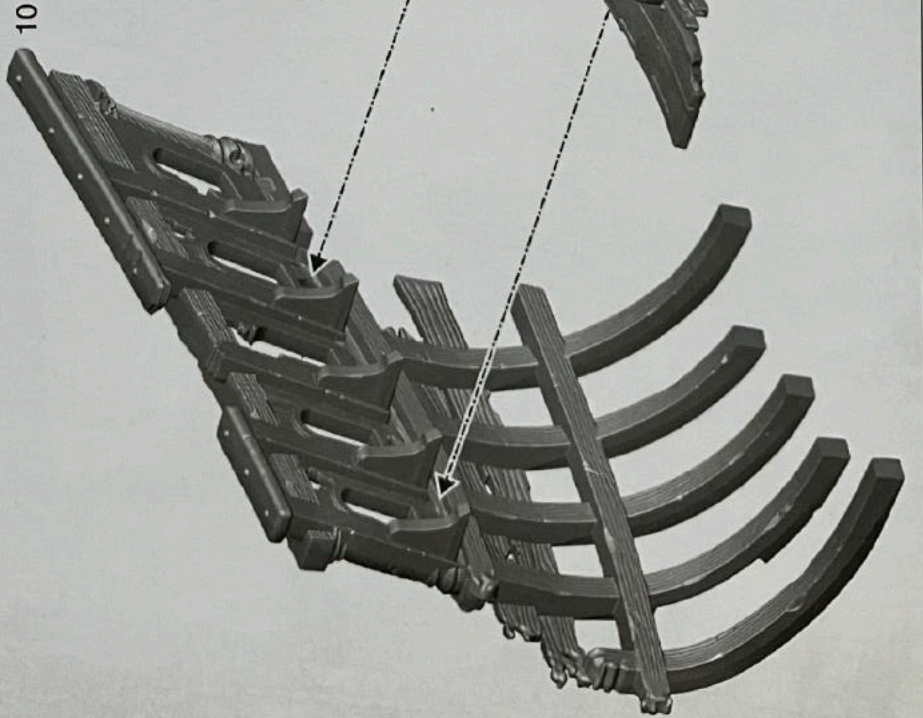
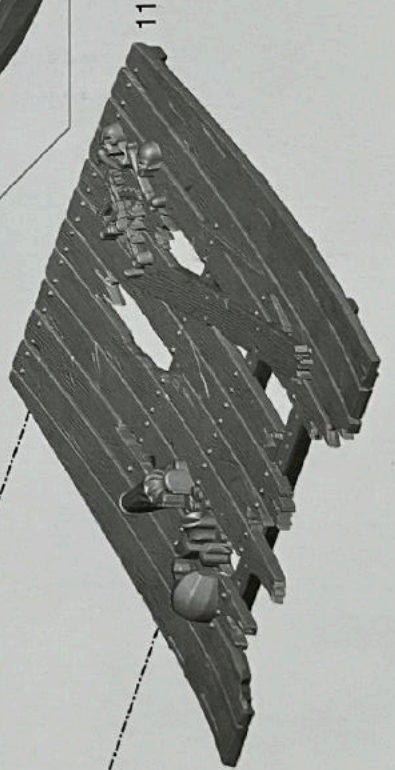
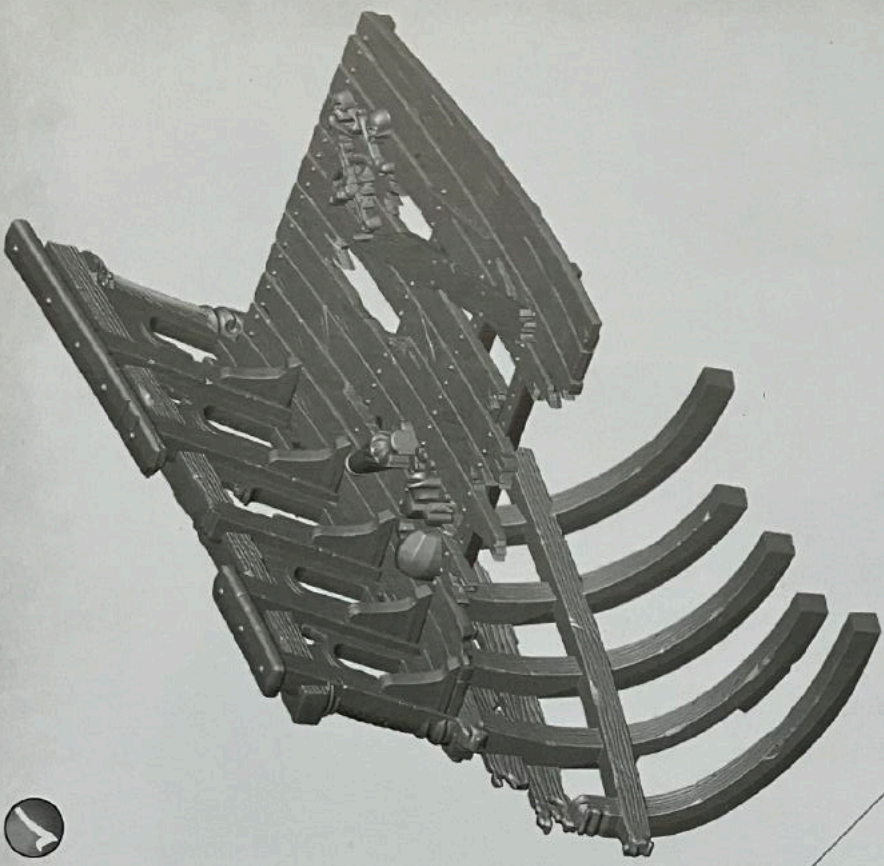
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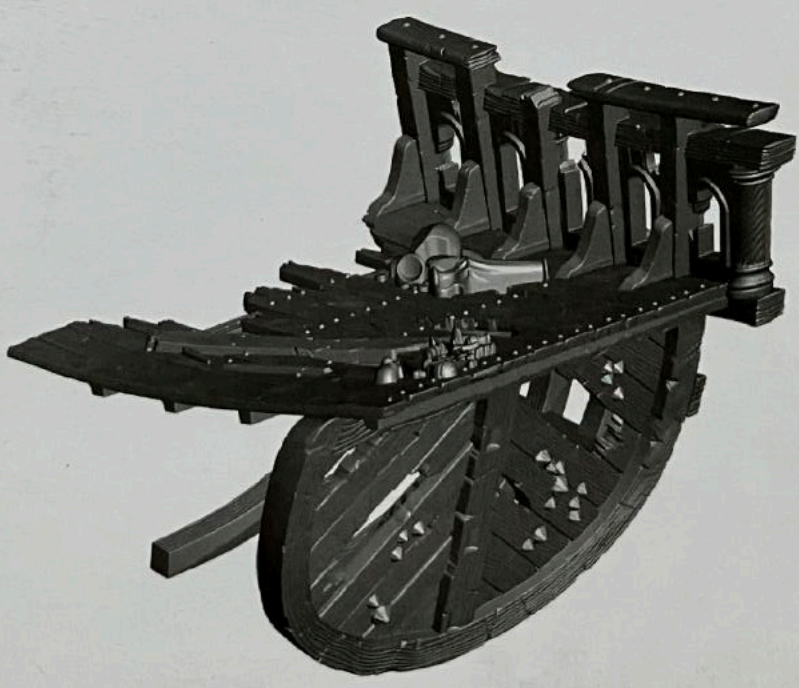
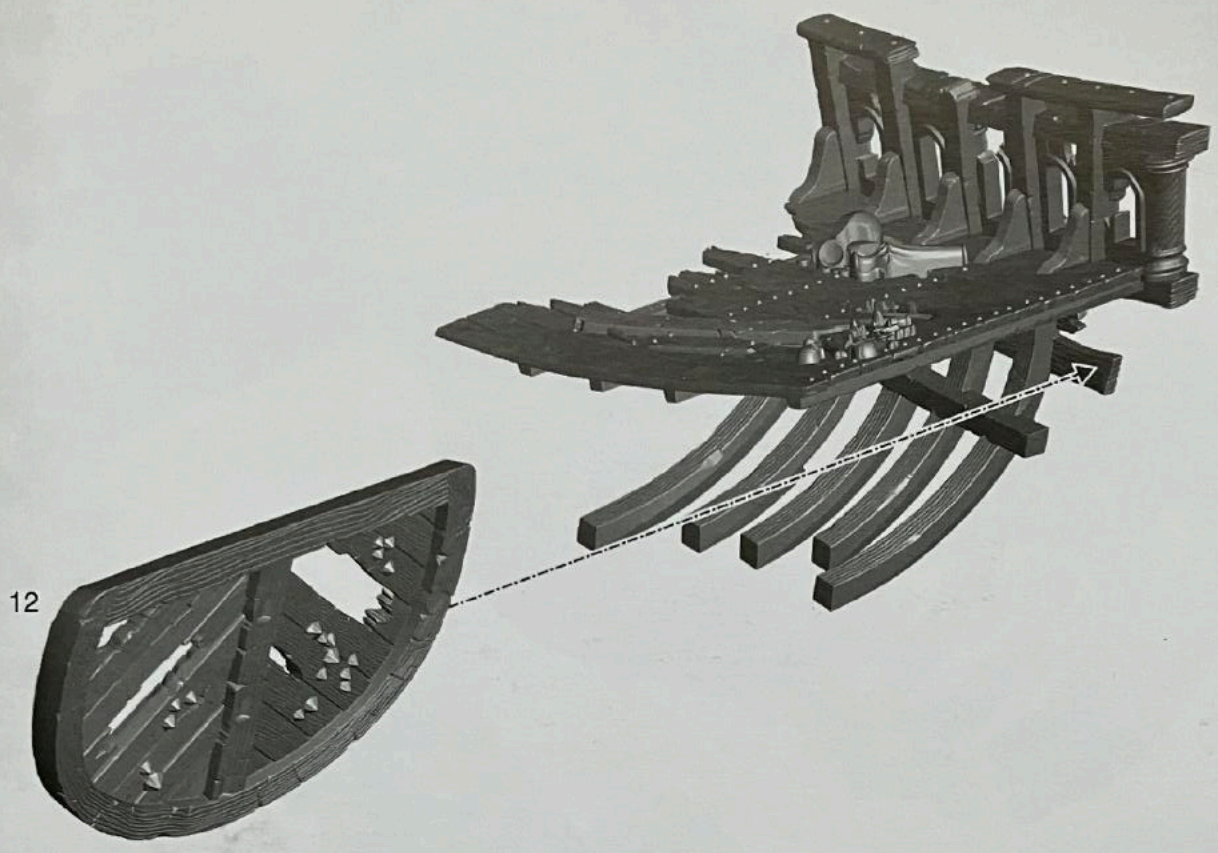


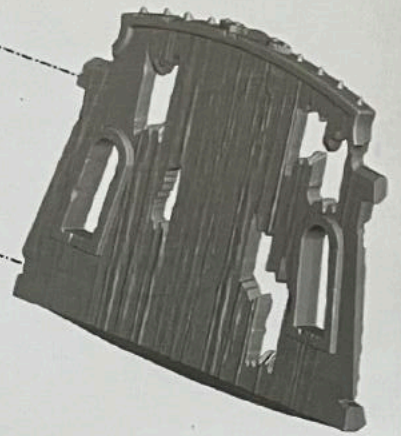
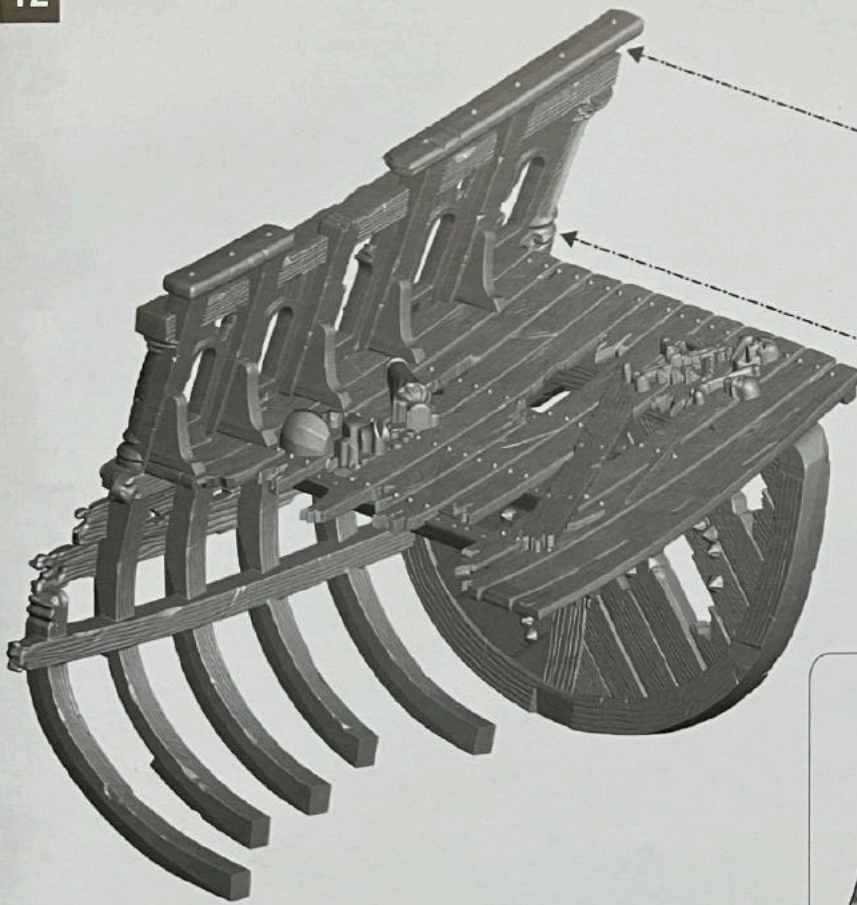
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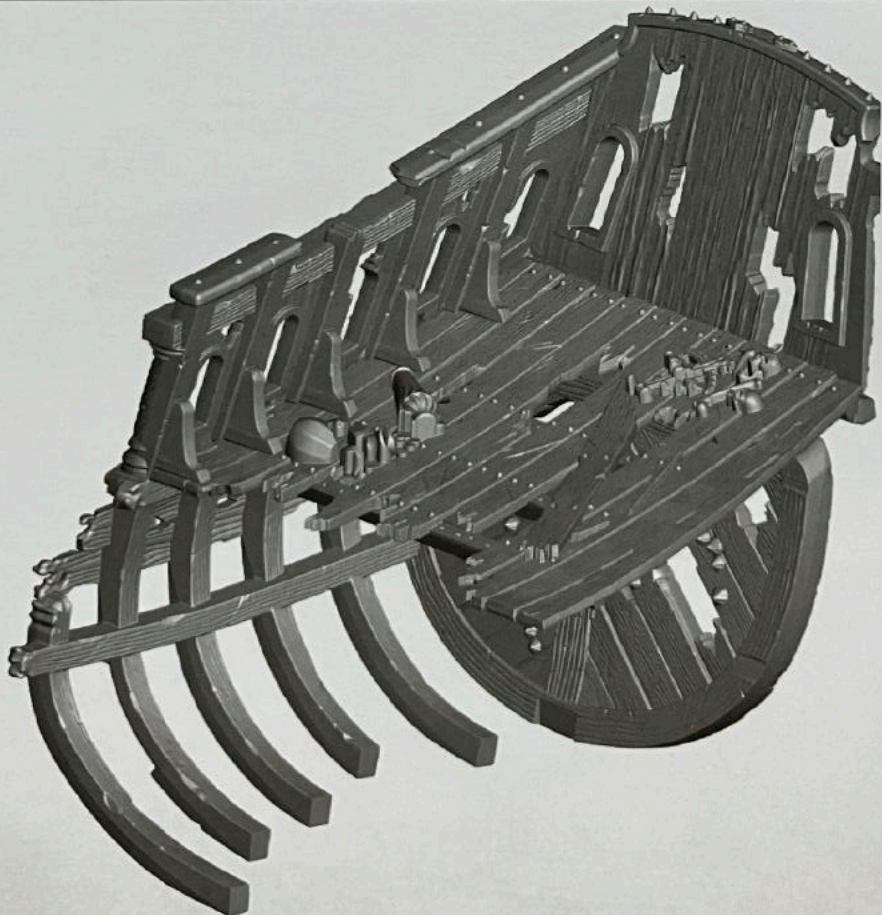
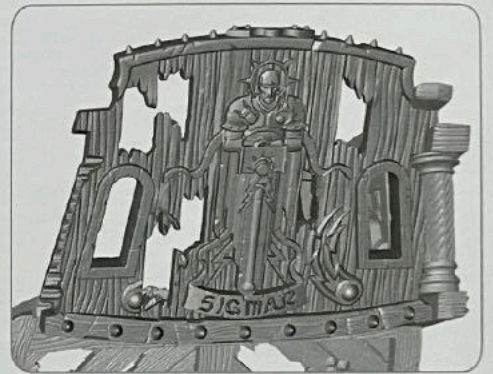


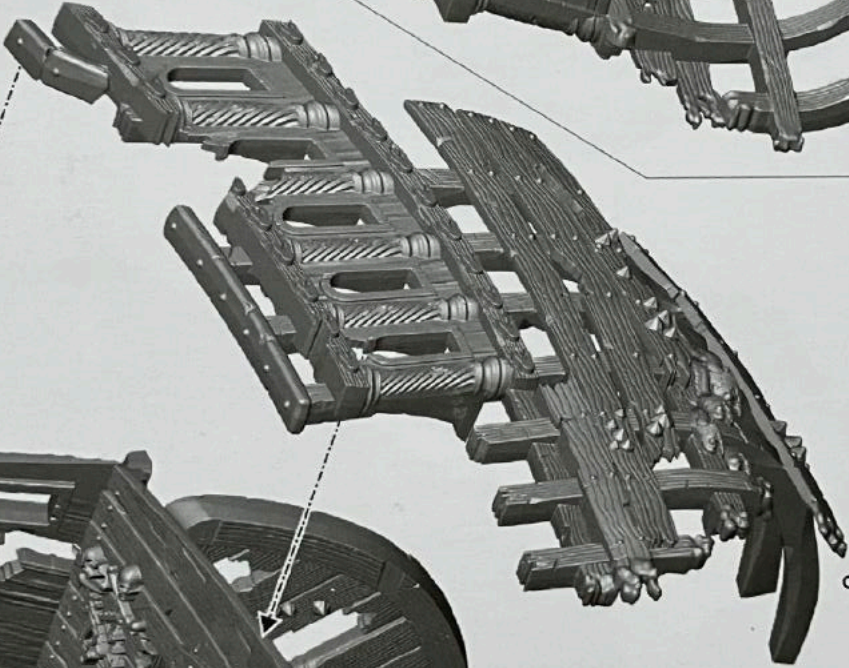
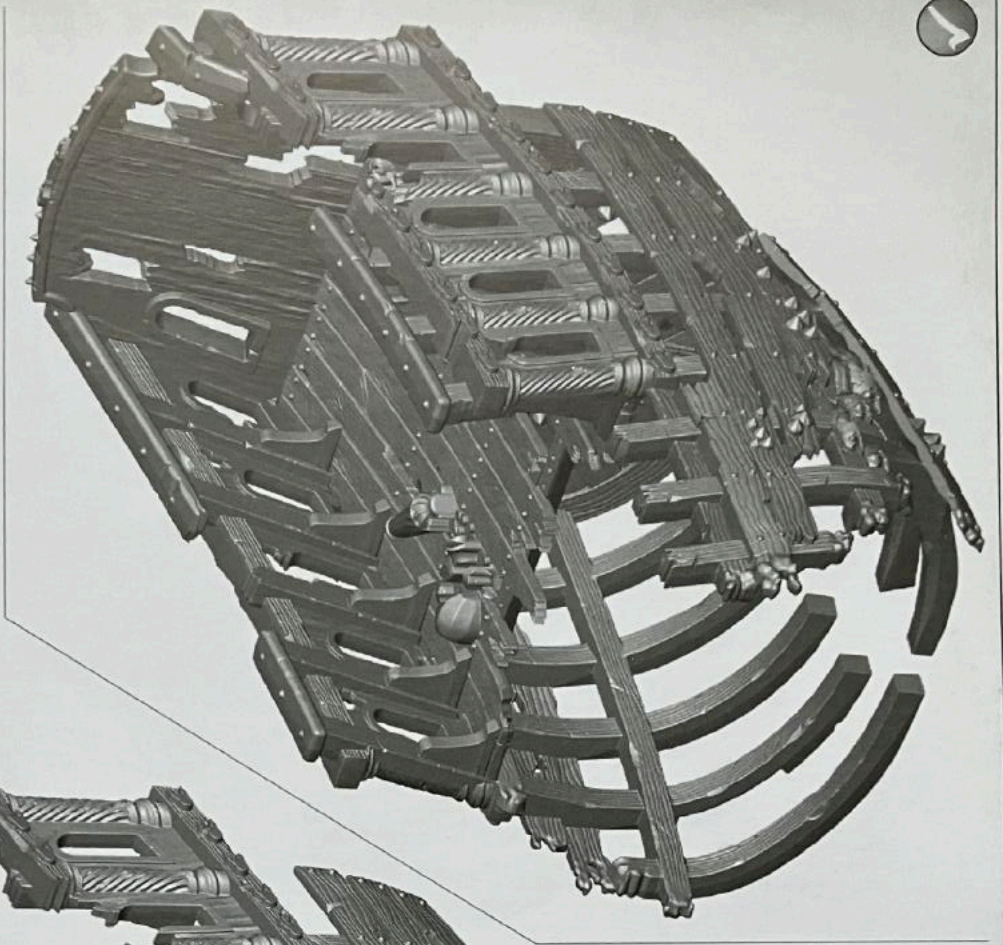
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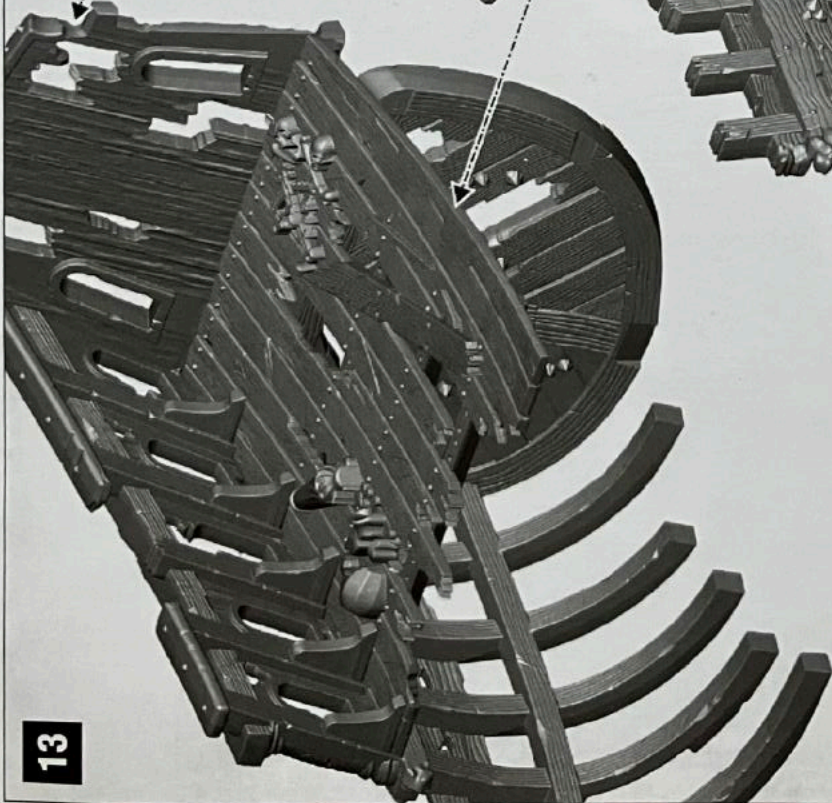


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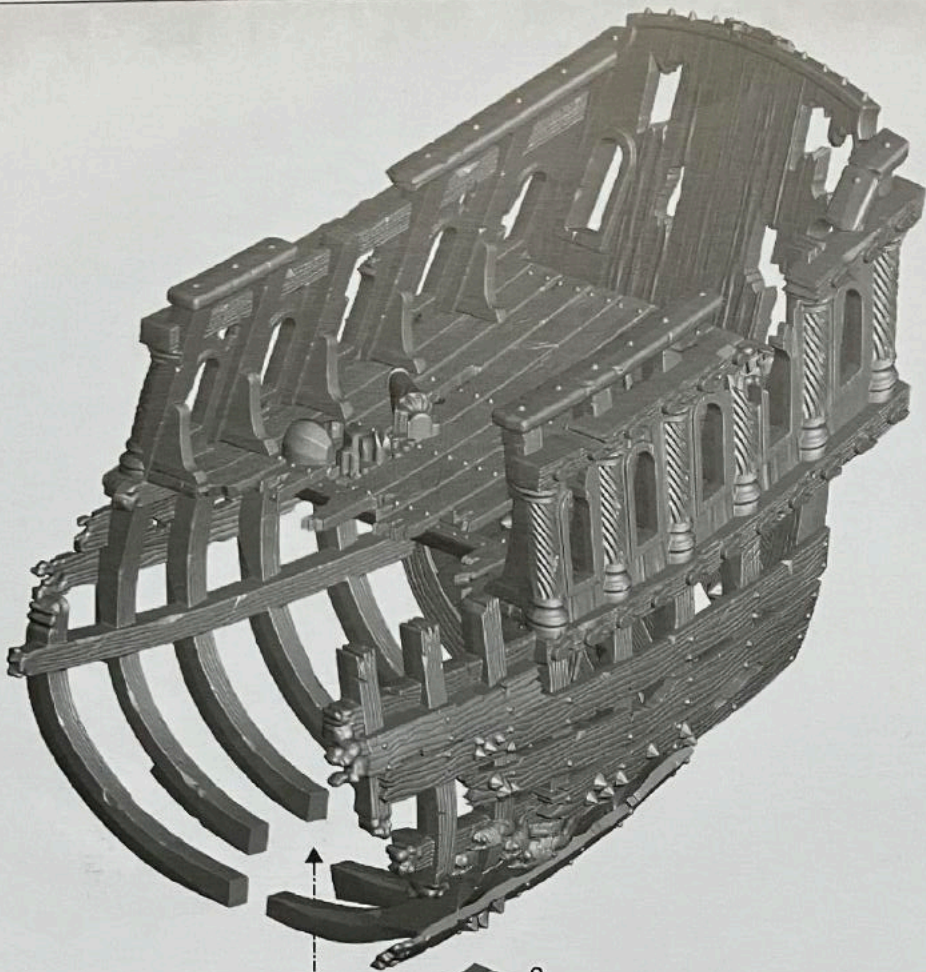




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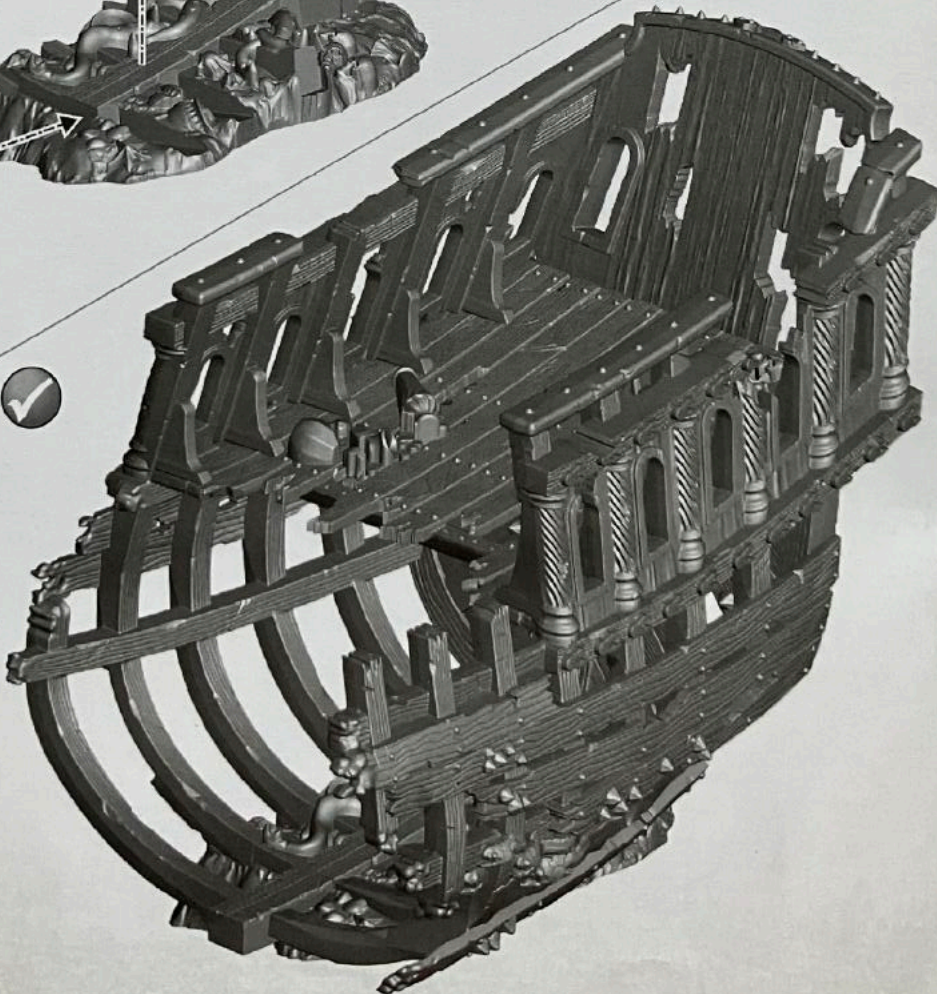


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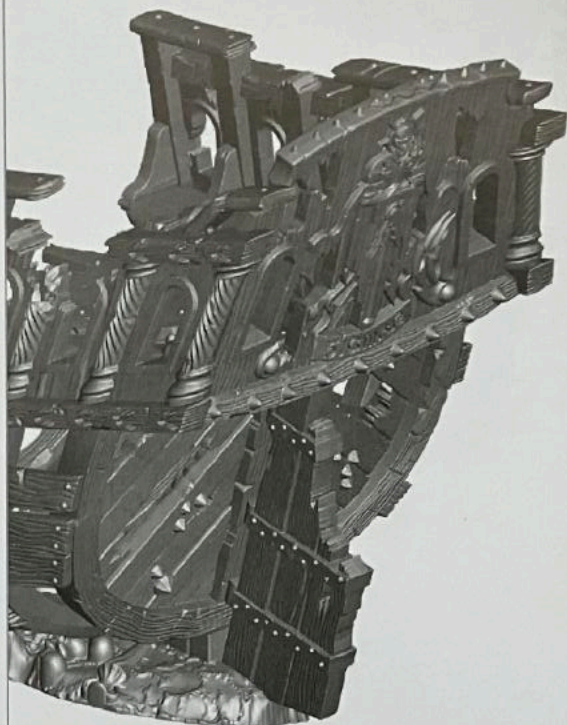
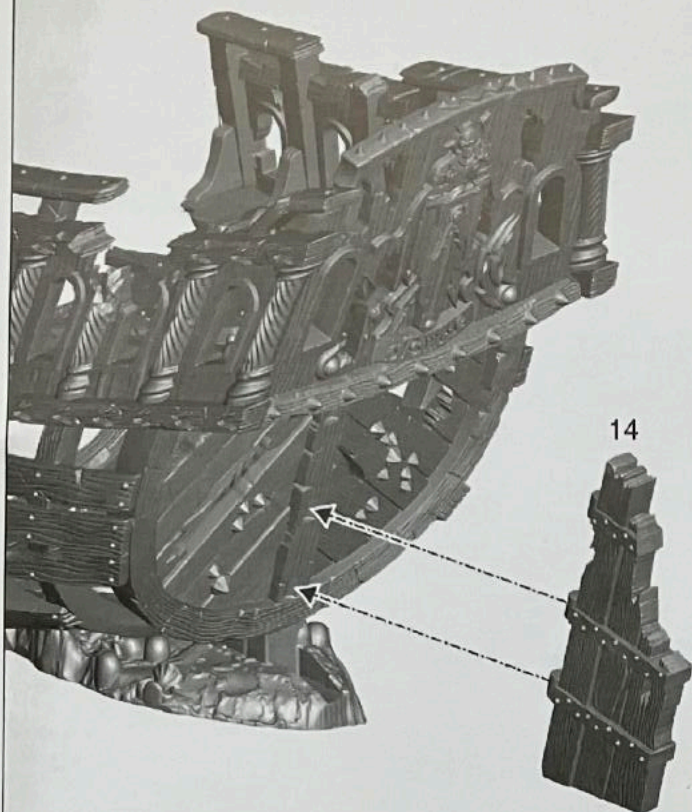


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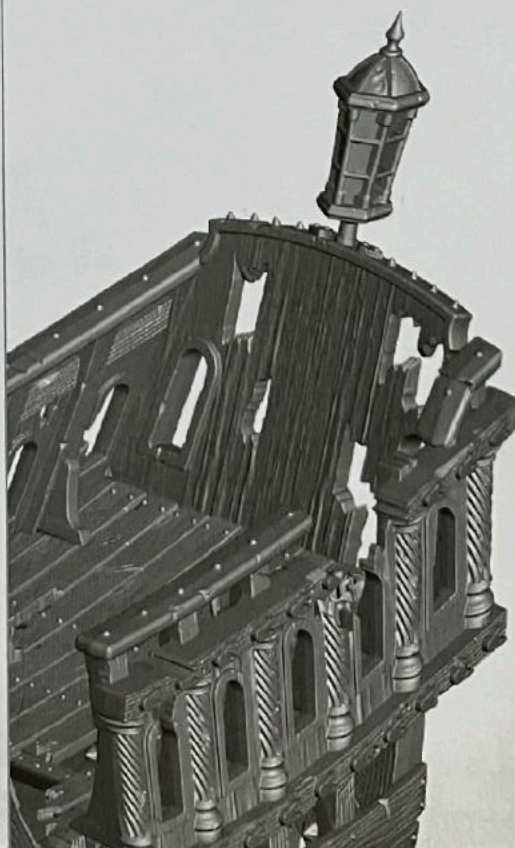
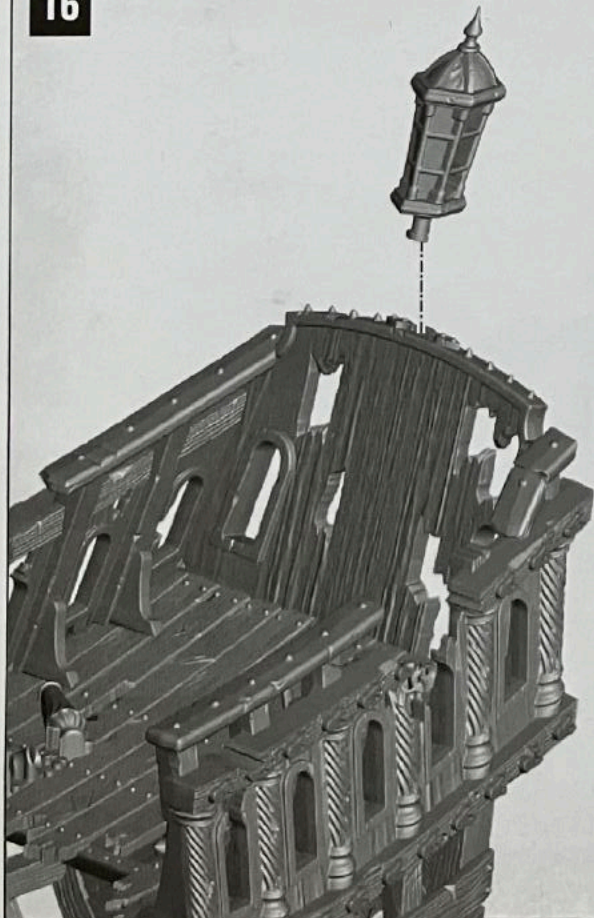


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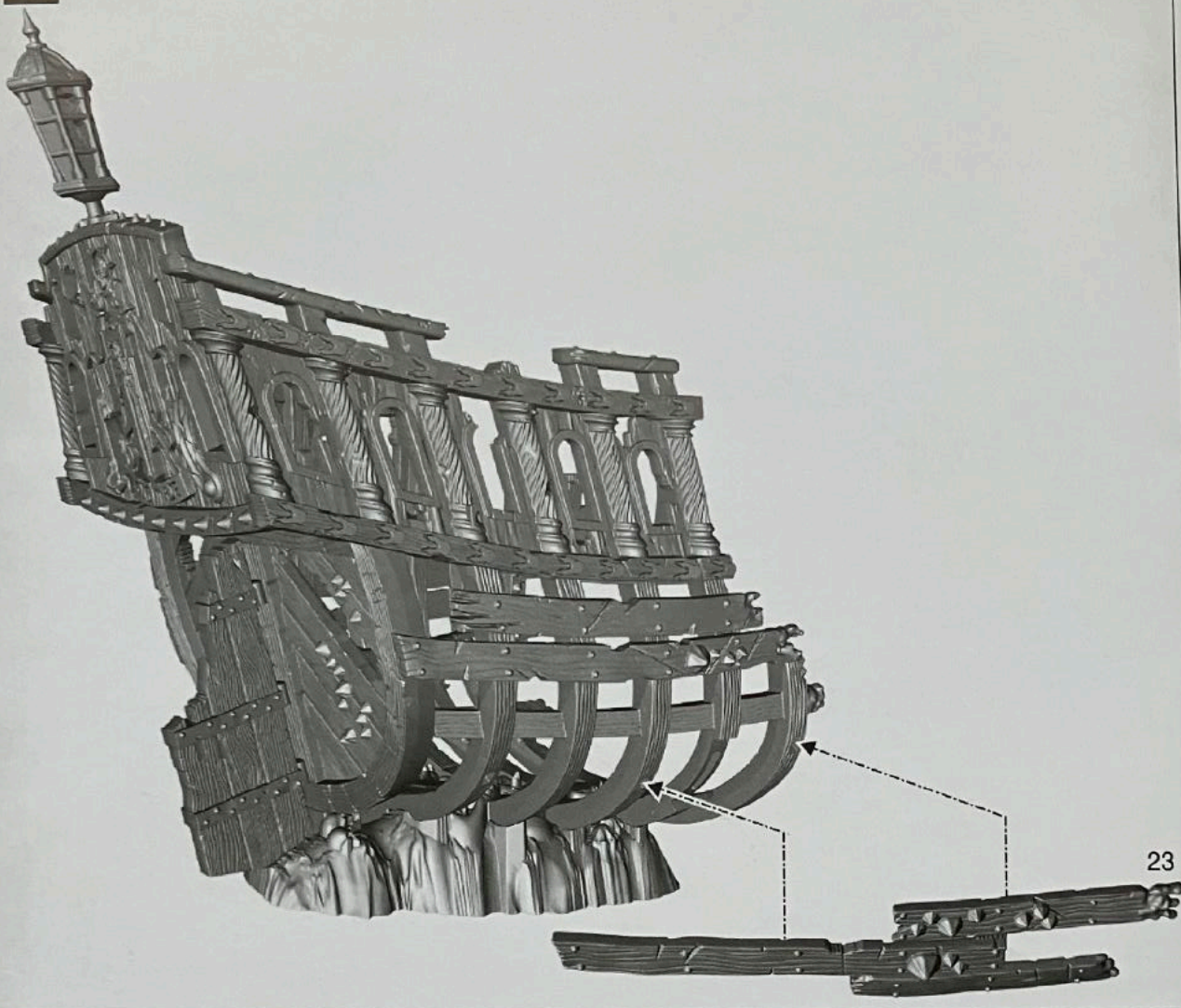


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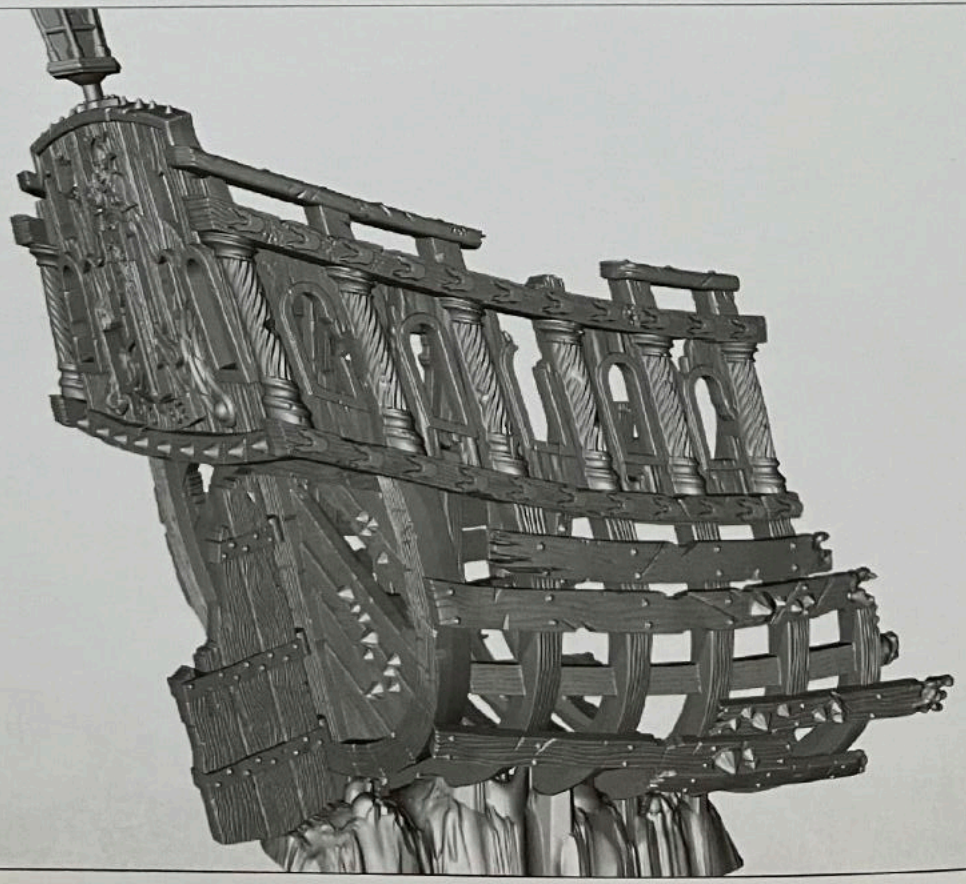
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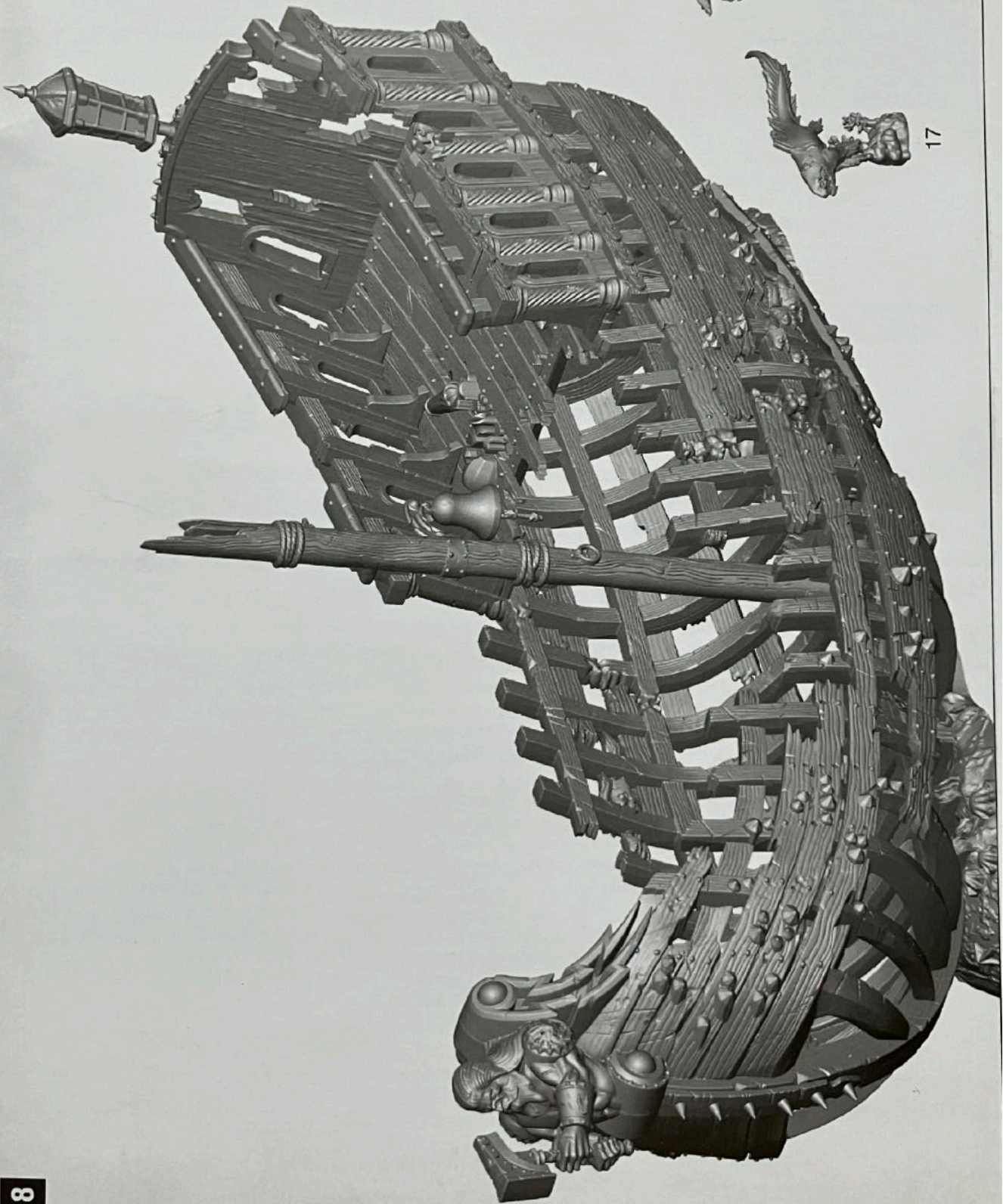


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GLOOMTIDE SHIPWRECK

When the Idoneth Deepkin go to war, they bring their supernatural sea with them. Ethereal creatures, fish and corals flicker into existence, while features of the seabed manifest eerily on the battlefield. Barnacle-encrusted shipwrecks become havens for aquatic creatures, and shoals of etherfish dart out to protect the Idoneth Deepkin or assail any foes that draw near.

DESCRIPTION

A Gloomtide Shipwreck is a terrain feature consisting of 1 Shipwreck scenery model. The model is supplied in two halves; you can either field the two halves as two separate terrain features, or place the two halves so they are touching in order to form a single large terrain feature.

SCENERY RULES

The following scenery rules are used for this terrain feature (do not roll on the Scenery Table from the *Warhammer Age of Sigmar* rules sheet).

Guardians of the Deep: *Shoals of small sea creatures infest this wreck, swarming out to shield Idoneth Deepkin that are nearby.*

Roll a dice each time a wound or mortal wound is allocated to an **IDONETH DEEPKIN** unit wholly within 6" of this terrain feature. On a 6+ the wound is negated.

Predators of the Ethersea:

Enemies that approach too closely to this spectral wreck quickly find themselves under attack from the predators that use it as their lair.

At the start of your hero phase, roll a dice for each unit within 3" of this terrain feature. Do not roll for **IDONETH DEEPKIN** units. On a 4+ the unit suffers 1 mortal wound. On a 6+ the unit suffers D3 mortal wounds instead.

KEYWORDS

SCENERY, GLOOMTIDE SHIPWRECK

GLOOMTIDE SHIPWRECK

Lorsque les Idoneth s'en vont en guerre, ils emmènent une mer surnaturelle où qu'ils se rendent. Des créatures éthériques, des poissons et des coraux apparaissent comme par magie, tandis que le paysage des fonds marins se manifeste sur le champ de bataille. Des épaves couvertes de bernicles deviennent les sanctuaires de créatures aquatiques qui protègent les Idoneth et attaquent l'ennemi.

DESCRIPTION

Un Gloomtide Shipwreck est un élément de paysage composé d'une figurine de Shipwreck. Celle-ci est constituée de deux éléments. Vous pouvez soit les placer comme des paysages séparés, soit les mettre en contact pour former un seul gros élément de paysage.

RÈGLES DE PAYSAGE

Les règles de paysage qui suivent s'appliquent à ce paysage (ne lancez pas le dé dans le Tableau de Paysages des règles de *Warhammer Age of Sigmar*).

Gardiens des Profondeurs: *Des bancs de poissons infestent l'épave et se ruent pour protéger les Idoneth Deepkin si l'occasion se présente.*

Lancez un dé chaque fois qu'une blessure ou blessure mortelle est allouée à une unité **IDONETH DEEPKIN** entièrement à 6" ou moins de ce paysage. Sur 6+ la blessure est annulée.

Prédateurs de l'Éthermer: *Les ennemis qui s'approchent trop de cette épave spectrale sont attaqués par les prédateurs qui s'en servent comme antre.*

Au début de votre phase des héros, lancez un dé pour chaque unité à 3" ou moins de cet élément de paysage, sauf pour les unités **IDONETH DEEPKIN**. Sur 4+ l'unité subit une blessure mortelle. Sur 6+, l'unité subit à la place D3 blessures mortelles.

KEYWORDS

SCENERY, GLOOMTIDE SHIPWRECK

GLOOMTIDE SHIPWRECK

Cuando los Idoneth Deepkin van a la guerra, llevan consigo su mar sobrenatural. Todo tipo de criaturas etéreas, peces y corales les siguen, y diferentes características del fondo marino se manifiestan en el campo de batalla. Muchos barcos hundidos, con todo el casco cubierto de algas y percebes, se han convertido en refugio de criaturas acuáticas, y bancos de peces aetéricos salen de ellos para proteger a los Idoneth Deepkin o asaltar a los enemigos que se les acercan demasiado.

DESCRIPCIÓN

Un Gloomtide Shipwreck es un elemento de terreno que consiste en 1 miniatura de escenografía Shipwreck. la miniatura se suministra en dos mitades; puedes desplegar ambas mitades como dos elementos de terreno independientes, o colocarlas tocándose de modo que formen un único elemento de terreno más grande.

REGLAS DE ESCENOGRAFÍA

Este elemento de terreno utiliza las siguientes reglas de escenografía (no tires en la Tabla de Escenografía de la hoja de reglas de *Warhammer Age of Sigmar*).

Guardianes de las profundidades.

Bancos de pequeñas criaturas marinas infestan este pecio, surgiendo de repente para proteger a los Idoneth Deepkin cercanos.

Tira un dado cada vez que se asigne una herida o herida mortal a una miniatura **IDONETH DEEPKIN** que esté completamente a 6" o menos de este elemento de terreno. Con un 6+ la herida es negada.

Depredadores del mar de aetér.

Los enemigos que se acercan demasiado a este pecio espectral son inmediatamente atacados por depredadores que lo utilizan como guarida.

Al inicio de tu fase de héroe, tira un dado por cada unidad a 3" o menos de este elemento de terreno. No tires por las unidades **IDONETH DEEPKIN**. Con un 4+ la unidad sufre 1 herida mortal. Con un 6+ en lugar de eso la unidad sufre 1D3 heridas mortales.

KEYWORDS

SCENERY, GLOOMTIDE SHIPWRECK

GLOOMTIDE SHIPWRECK

Wenn die Idoneth Deepkin in den Krieg ziehen, bringen sie ihr übernatürliches Meer mit sich. Geisterhafte Kreaturen, Fische und Korallen materialisieren sich flackernd, während Teile des Meeresgrunds sich geisterhaft auf dem Schlachtfeld manifestieren. Mit Seepocken überzogene Schiffswracks werden Rückzugsorte von Wasserkreaturen, und Schwärme von Geisterfischen schützen die Idoneth Deepkin oder greifen nahe Feinde an.

BESCHREIBUNG

Ein Gloomtide Shipwreck ist ein Geländestück, das aus 1 Shipwreck-Geländestück besteht. Das Modell besteht aus zwei Hälften; du kannst die Hälften entweder als zwei separate Geländestücke aufstellen oder die beiden Hälften so aufstellen, dass sie sich berühren, um ein einzelnes großes Geländestück darzustellen.

GELÄNDEREGELN

Die folgenden Geländeregeln gelten für dieses Geländestück (würfle nicht auf der Geländetabelle auf dem Regelbogen von *Warhammer Age of Sigmar*).

Wächter der Tiefe: *Kleine Seekreaturen leben in diesem Wrack und schwärmen aus, um Idoneth Deepkin in der Nähe zu beschützen.*

Wirf jedes Mal einen Würfel, wenn einer Einheit der **IDONETH DEEPKIN**, die sich vollständig innerhalb von 6" um dieses Geländestück befindet, eine Verwundung oder tödliche Verwundung zugewiesen wird. Bei 6+ wird die Verwundung verhindert.

Raubtiere der Schleiersee: *Feinde, die diesem geisterhaften Wrack zu nahe kommen, werden schnell von den Raubtieren angegriffen, die es als Schlupfwinkel nutzen.*

Wirf zu Beginn deiner Heldenphase einen Würfel für jede Einheit innerhalb von 3" um dieses Geländestück. Würfle nicht für Einheiten der **IDONETH DEEPKIN**. Bei 4+ erleidet die Einheit 1 tödliche Verwundung. Bei 6+ erleidet die Einheit stattdessen D3 tödliche Verwundungen.

KEYWORDS

SCENERY, GLOOMTIDE SHIPWRECK

GLOOMTIDE SHIPWRECK

Quando gli Idoneth Deepkin vanno in guerra portano con sé il loro mare sovranaturale. Creature eteree, pesci e coralli appaiono dal nulla, mentre elementi tipici dei fondali marini si manifestano sul campo di battaglia. Relitti infestati di cirripedi diventano un rifugio per questi esseri acquatici e banchi di pesci eterei sfrecciano per proteggere gli Idoneth o assalire i nemici nelle vicinanze.

DESCRIZIONE

Un Gloomtide Shipwreck è un elemento di terreno composto da un 1 modello di Shipwreck. Il modello è fornito in due parti, puoi schierare le due metà come due elementi scenici separati, oppure collocarle in modo che si tocchino per formare un singolo elemento di terreno più grande.

REGOLE DEL TERRENO

Per questo elemento scenico vengono usate le seguenti regole dei terreni (non tirare sulla tabella dei Terreni della scheda delle regole di *Warhammer Age of Sigmar*).

Guardiani degli Abissi: *banchi di piccole creature marine infestano questo relitto e sciamano per proteggere gli Idoneth Deepkin nelle vicinanze.*

Tira un dado ogni volta che viene assegnata una ferita o una ferita mortale ad un'unità di **IDONETH DEEPKIN** interamente entro 6" da questo elemento di terreno. Con 6+ la ferita è negata.

Predatori del Mare Etereo: *i nemici che si avvicinano troppo a questo relitto spettrale si trovano rapidamente sotto attacco dei predatori che lo usano come tana.*

All'inizio della tua fase degli eroi tira un dado per ciascuna unità entro 3" da questo elemento di terreno. Non tirare per le unità di **IDONETH DEEPKIN**. Con 4+ l'unità subisce 1 ferita mortale. Con 6+ l'unità subisce invece D3 ferite mortali.

KEYWORDS

SCENERY, GLOOMTIDE SHIPWRECK