

# THE UNCHARTED SEAS



WAVE THREE  
NEW RELEASES



# THE UNCHARTED SEAS



Spartan Games is excited to  
announce Wave 3 of  
The Uncharted Seas.

In this release we bring you the  
new range of Uncharted Seas  
Scenery and new blister upgrades.



TAKE A LOOK FOR YOURSELF...

# THANIRAS ELVES

## ETERNAL WARRIORS



*CHIMERA CLASS FLAGSHIP: Resin Hull, Stat Card*

### **CHIMERA CLASS FLAGSHIP STE007 (above)**

With the Chimera Class Flagship the Thaniras Elves have unleashed their latest ship design upon their enemies in the Uncharted Seas – and the result is devastating. Powerful blasts of energy from massive Orbs rip enemy hulls apart, and hidden Orbs propel it across the waters.





**CROW CLASS DESTROYERS  
STE009 (above)**

With no sails the Crow Destroyer uses Orb power to move through the water, making this small craft a very useful addition to an Elven fleet. With an 11" move the Crow is all about getting in fast, hitting the enemy with its fore weapons (a full squadron can link for 12AD in Range Band 1) and using its broadsides to engage as it pulls away.

**PHOENIX CLASS BATTLESHIP  
STE002 (below)**

The elves have poured elegance, grace and deadliness into the design that is the Phoenix. Don't be taken in too much by its sleek curves though; this is a hardened war machine, capable of engaging and destroying enemy vessels with ease.





**RAVEN CLASS FRIGATE  
STE004 (above)**

Fast, nimble and sleek: three words that perfectly sum up the ship that is the Raven Frigate.

**VIPER CLASS CRUISER  
STE010 (below)**

This cruiser is an interesting addition to the Elven fleet as it brings with it the ability for skilled archers to exit the hull of the ship onto a raised platform around the rear of the ship and engage enemy models. Sharpshooters are used to kill the crews of models, while archers with poison tipped arrows are specialists in killing living flying creatures.



# ORC RAIDERS

## TRIBAL WARMONGERS



*PROWLER CLASS BATTLESHIP: Resin Hull, Pewter Sail, Stat Card*

### **PROWLER CLASS BATTLESHIP**

#### **SOR002 (below)**

Designed to give enemy vessels a true body blow, the Prowler Battleship epitomises the Orc way of life: nasty. Orc commanders will aim the Prowler at an enemy fleet and sail straight down its throat, a massive array of cannons to the fore smashing hulls and crews, a Red Ram rating of 9 ready to crush a hull if the ship hits a target and a crew rating of 12 ready to pour onboard a ship, wiping its crew out.





**MASSACRE CLASS TROLL SHIP  
SOR010 (above)**

Hulking in its design, the Massacre is now the core Battleship-class vessel at the heart of an Orc Raiders boxed Starter Fleet. Massive paddle wheels propel the vessel along, giant trolls on its deck looking for targets to hurl rocks at, and if that is not enough the gunnery crews search the horizon for ships to sink.

**HUNTER CLASS BATTLECRUISER  
SOR005 (above)**

The Hunter Class Battlecruiser is a truly evil naval vessel. As if its bulky hull was not enough, the masters of this ship decided to add a fighting platform and a host of very large, very nasty mortars to it.



*RAVAGER CLASS CRUISER: Resin Hull, Pewter Sail, Stat Card*



**RAVAGER CLASS CRUISER  
SOR003 (above)**

If you have a Battleship design that works well, why not take it and copy it? That is clearly what the Orcs thought when they built the Ravager Cruiser. Fore weapons slam into an enemy, and a full squadron of Ravagers can hand out a high level of pain, with large crews ready to board and capture enemy ships. One of the deadliest Cruisers in the Uncharted Seas.

**WARCROC CLASS FRIGATE  
SOR004 (below)**

Created to look like a giant crocodile, the Warcroc is not affected by the wind, propelled as it is by paddlewheels. Just like the giant crocodiles the Frigate is based upon, the Warcroc is a true pack hunter, with a full squadron able to swarm around larger enemy vessels.



*WARCROC CLASS FRIGATE: Resin Hull, Stat Card*

# SHROUD MAGES

## MASTERS OF THE ELEMENTS



*ADEPT CLASS DESTROYER: Resin Hull, Pewter Turrets, Stat Card*

### **ADEPT CLASS DESTROYER**

#### **SSM008 (above)**

The first Destroyer to be used by the Shroud Mages, the Adept is an all round capable machine of war. Its fore and broadside weapons are effective, but the addition of a turret gives it the ability search the horizon for prey.



*INFILTRATOR CLASS DESTROYER: Resin Hull, Stat Card*



**INFILTRATOR CLASS ASSAULT DESTROYER - SSM009 (above)**

A ship whose name features the word assault in it makes it easy to guess the purpose for which this particular engine of war was created. All that is required is to steam up to an enemy ship, slam into it using the Steam Burst MAR, hit them hard with assault troops (using the Blinding Flash MAR) and – if all goes well – capture the ship.

**RIPPER CLASS SUBMARINE SSM007 (below)**

This large submarine was designed by the Shroud Mage engineers with one purpose: tabletop intimidation. Its massive cutting blades are designed to slam into the hulls of enemy ships, ripping their bottoms wide open and sinking them in the blink of an eye.



*RIPPER CLASS SUBMARINE: Resin Waterline Model, Resin Submerged Tokens, Stat Card*

# DRAGON LORDS

## ANCIENT RULERS OF THE LAND



*ARCANE CLASS CRUISER: Resin Hull, Pewter Sails, Stat Card*

### **ARCANE CLASS CRUISER**

#### **SDL010 (above)**

Dragon Lords do like their Cruisers and the Arcane was developed with one purpose in mind: to provide more magic support to their Medium Class Squadrons. The hull has been improved, making it a capable fighting ship.





**ELDER DRAGON  
SDL011 (above)**

The Elder Dragon is the greatest and most cunning species of beast the Dragon Lords can summon to war. There are some dragons that are larger and tougher, but the Elder Dragons are considered to be the reincarnation of the long lost Ancestor Dragons, and treated with utmost respect.

**TWILIGHT CLASS CRUISER  
SDL005 (below)**

The Twilight was the first Heavy Cruiser deployed by the Dragon Lords in the waters of the Uncharted Seas, and is in effect an up-gunned variant of the Shadow Class Cruiser. One of the key additions to the vessel is a potent fore cannon, and a squadron of four Twilights can hit an enemy hard.



# IRON DWARVES

## MASTERS OF ENGINEERING



*ARMOURY CLASS TROOP CARRIER: Resin Hull, Stat Card*

### **ARMOURY CLASS TROOP CARRIER SDW012 (above)**

The idea behind the Armory Class is a simple one: move troops around safely, before landing them ashore to assault enemy positions. This also means this vessel is perfect for performing Boarding Actions.



*BELCHER CLASS SUBMARINE: Resin Waterline Model,  
Resin Submerged Tokens, Stat card*



**BELCHER CLASS SUBMARINE  
SDW007 (above)**

The Dwarven Masters of Engineering who designed this vessel were clearly looking forward to the future. Sleek and fast, the submersible glides through the waters of the Uncharted Seas looking for prey. When an enemy ship is spotted the submersible closes in and rises, exposing its potent Magma Guns.

**BELLOW CLASS AIRSHIP  
SDW010 (below)**

The Dwarven engineers truly excelled themselves when they created this magnificent machine of war. Developed initially to allow troops to explore inland on the landmasses of the Uncharted Seas, the Bellows Airship is now proving itself as an airborne danger to any enemy vessel.



*BELLOWS CLASS AIRSHIP: Resin Model, Pewter Wings, Flight Stand, Stat Card*

*KRAKEN CLASS SUBMARINE: Resin Waterline Model, Resin Submerged Tokens, Stat Card*



**KRAKEN CLASS SUBMARINE  
SDW008 (above)**

When this little beauty hits an enemy model it certainly lets itself be felt. The submarine lowers itself in the water, not quite submerged, and a ram rises up out of the water that is slammed into the hull/body of a model. The engine room of this vessel gets called upon to give it 150% when a ram is about to take place. The dwarves are expected to generate a sudden burst of speed that allows the model to slam into an enemy model with all of its might, ripping a giant hole in it.

**PISTON CLASS RAM CRUISER  
SDW013 (below)**

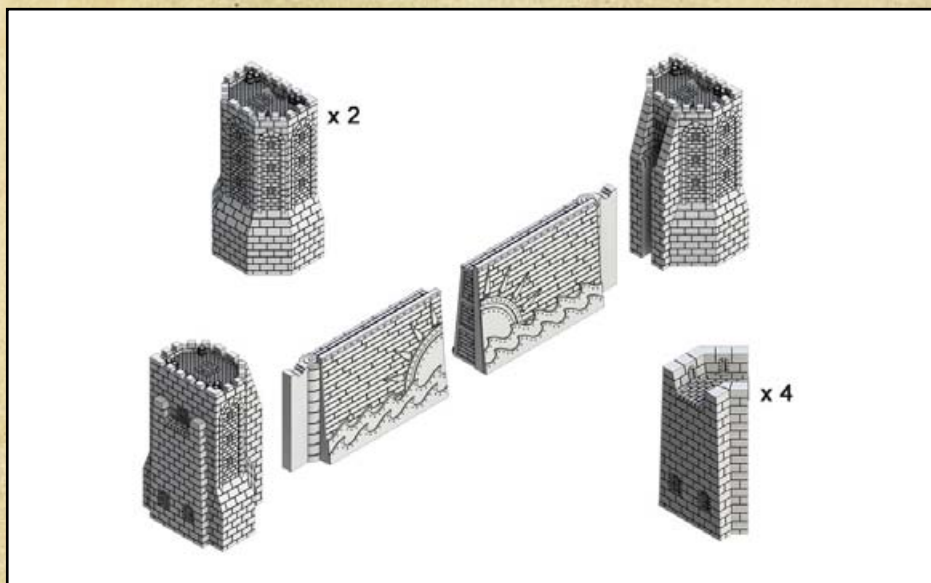
One of the most unusual looking Dwarfen vessels, the Piston Ram Cruiser has a steam-powered front that can be opened and closed as the vessel readies itself to ram an enemy vessel. With decent broadside weaponry, the model can engage the enemy with relative success, but its true nature comes from being able to slam into a model and literally bulldoze it out of the way.



*PISTON CLASS RAM CRUISER: Resin Hull, Stat Card*

# UNCHARTED SEAS SCENERY

*BATTLE GATES & TOWERS SET: 10 x Part Resin Model Set*



## **BATTLE GATES & TOWERS SET**

### **SSC008 (above)**

When building an armed and armoured sea-based emplacement, large gates and imposing towers are vital for both protection and striking fear in the heart of an opposing commander. This set contains four wall corner pieces, two gate towers, two gate pieces and two end towers. The pieces in this set are 1/600 scale and fully compatible with all of the models in the Uncharted Seas Scenery Range.

*BATTLEKEEP: 2 x Part Resin Model*

**BATTLEKEEP  
SSC003 (right)**

The Battlekeep is a defensive tower, bristling with mortars, which can be used to watch over distant areas of the Deep Blue or built nearer to home to help protect important coastal positions. This set contains one Battlekeep and one tower plinth. The pieces in this set 1/600 scale and are fully compatible with all of the models in the Uncharted Seas Scenery Range.



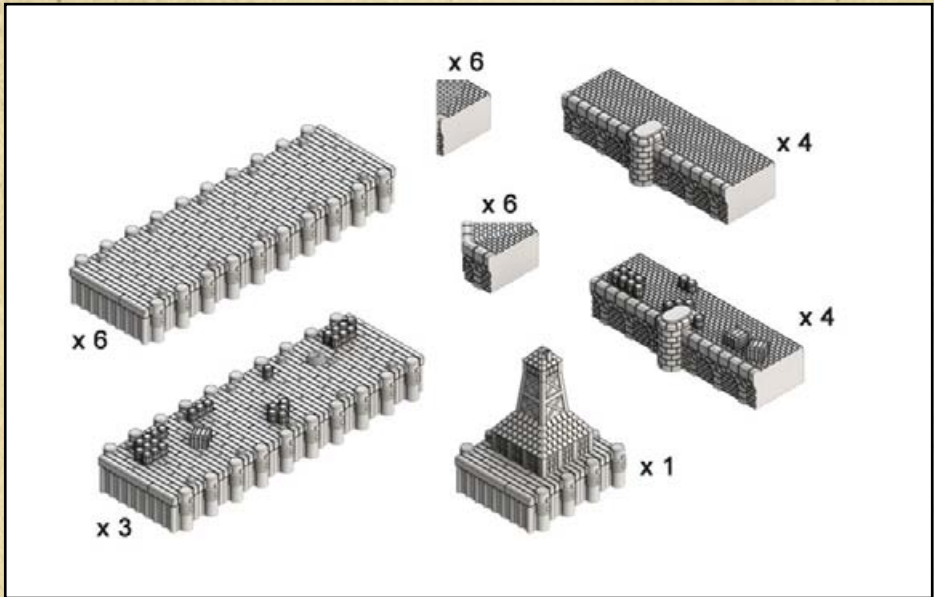
**LIGHTHOUSE  
SSC007 (right)**

The Lighthouse of Karak is an ancient building of wonder. Several proud races claim ownership of the lighthouse, having paid princely sums for it to be torn down and then rebuilt afresh in the harbour of their choosing, but it's unlikely that any of them really owns the original. This set contains one lighthouse and one tower plinth. The pieces in this set are 1/600 scale and fully compatible with all of the models in the Uncharted Seas Scenery Range.



*LIGHTHOUSE: 2 x Part Resin Model*

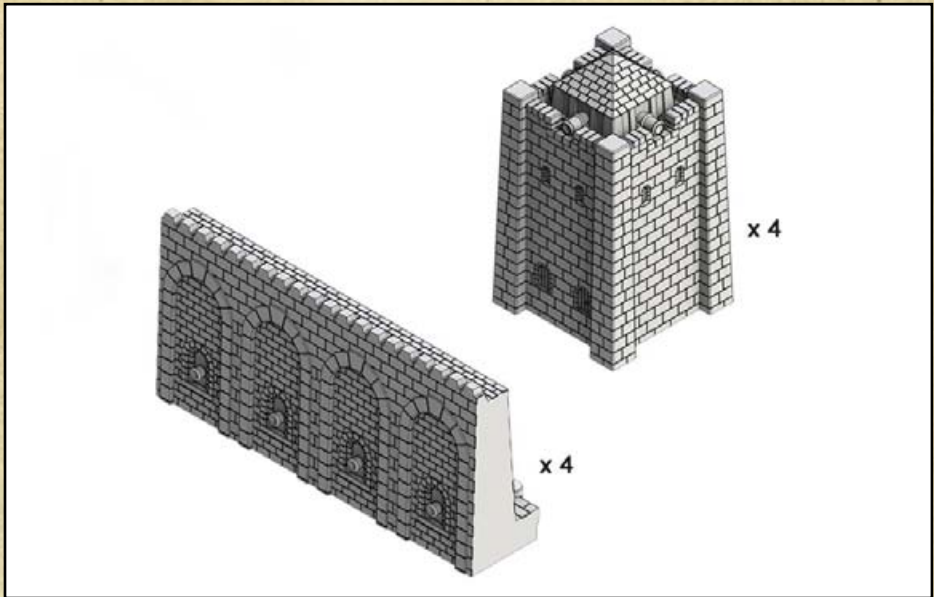
*JETTY & WHARF SET: 30 x Part Resin Model Set*



**JETTY & WHARF SET  
SSC002 (above)**

The Jetty and Wharf Set allows you to build a basic harbour, or expand your current harbour further into the Deep Blue. This set contains twenty wharf pieces, nine jetty pieces and one Harbour Master's Tower. The pieces in this set are 1/600 scale and fully compatible with all of the models in the Uncharted Seas Scenery Range.

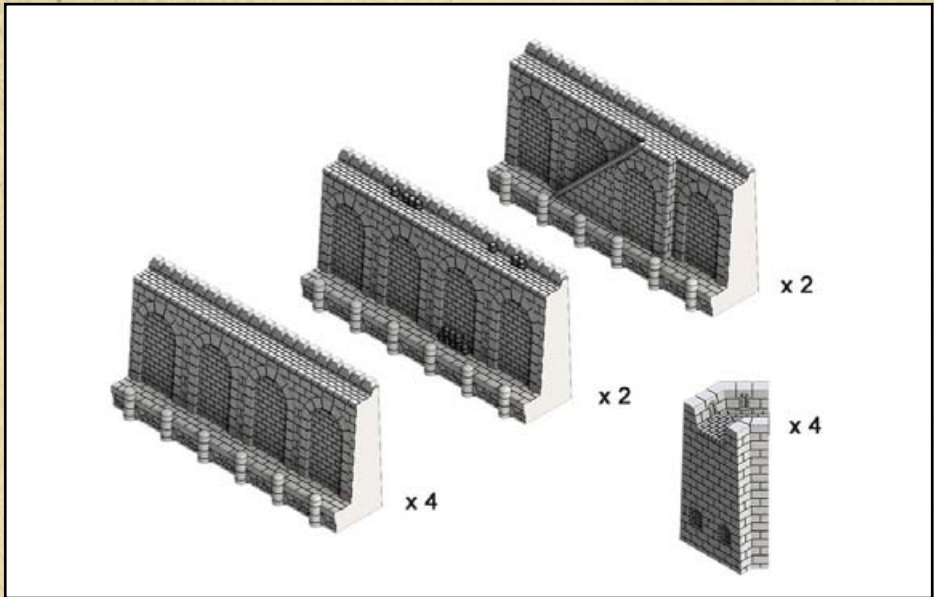
*TOWERS & GUN WALLS SET: 8 x Part Resin Model Set*



**TOWERS & GUN WALLS SET  
SSC005 (above)**

When the fighting in a region escalates to a small scale war, basic fortifications are rarely enough to keep out attackers. The Towers and Gun Walls Set allows you to erect armoured emplacements to protect coastal villages and other important objectives. This set contains four towers and four gun walls. The pieces in this set are 1/600 scale and fully compatible with all of the models in the Uncharted Seas Scenery Range.

*WALLS SET: 12 x Part Resin Model Set*



**WALLS SET  
SSC006 (above)**

The Walls Set is perfect for extending basic fortifications or creating a simple defensive bastion against opposing fleets set upon causing havoc on the beaches of your homelands. This set contains four plain walls, two walls with barrels, two walls with steps and four wall corner pieces. The pieces in this set are 1/600 scale and fully compatible with all of the models in the Uncharted Seas Scenery Range.

*WAR TOWER: Resin Tower, 4 x Resin Turrets*



**WAR TOWER**  
**SSC004 (above)**

The War Tower is a sea-based military emplacement with a choice of defensive options. This set contains one War Tower with four modular tops (mortar, cannon, ballista and blank). The pieces in this set are 1/600 scale and fully compatible with all of the models in the Uncharted Seas Scenery Range.



# THE UNCHARTED SEAS



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