Wandering Foes

Wandering Foes Rules

Space is big, and large parts of it are empty. Often ships will travel the void and never encounter another soul until they reach their destination. However any captain will tell you that unexpected enemies have a way of turning up at the worst times.

To represent this these rules are designed to introduce new enemies to the game that are not on either side and are out to either to fill their own pockets or simply to make the lives of those around them a little more difficult.

Selection:

At the start of the match, after rolling initiative but before deploying any ships, roll a D6. On a 4+ a Wandering Foe will enter your game. Roll on the table to decide what it will be.

Movement:

During the end phase, after all damage control, blast markers, teleport attacks and boarding actions have been completed, the Wandering Foe will move. Unless it cannot move (like the Haunted Space Station) a Wandering Foe will always move towards the nearest ship in such a way that will allow them to target the nearest ship with their strongest weapons. For example, an Alien Raider will move towards the nearest ship in a way that allows it to target the enemy with its Port or Starboard weapons.

This happens in ALL end phases. Essentially, it moves in the end phase of every player.

Shooting:

After moving, if it is able, the Wandering Foe must fire at every ship within range out of every arc it can. It will only ever attack the nearest ship and may not target any other.

No Wandering Foe may launch attack craft but it can fire torpedoes. Torpedoes may only be launched if an unobstructed line can be drawn from the stem of the ship to the stem of another ship in the arc the torpedoes are launched from (no firing torpedoes and hoping the enemy runs into them). Since they may only use the Lock On special order, a Wandering Foe can only launch torpedoes once.

Special Orders:

The only special order a Wandering Foe may take is lock on. This special order must be attempted every time the Wandering Foe activates in the End Phase if an enemy ship is within 30cm of the Wandering Foe.

Destruction, Criticals and Repairs:

Every Wandering Foe uses the normal critical hit table.

Every Wandering Foe rolls on the Catastrophic Damage Table as normal.

After shooting, a Wandering Foe may attempt to repair criticals like any other ship.

Deployment:

A Wandering Foe will deploy within 10cm along the table edge outside of the players deployment zone. This is known as the Wandering Foe deployment zone.

When deciding where to place it both players roll a D6. The one with the higher roll gets to place is somewhere within the designated Wandering Foe deployment zone (see example below).

Player 1 Deployment Zone

Wandering Foe Deployment Zones

Player 2 Deployment Zone
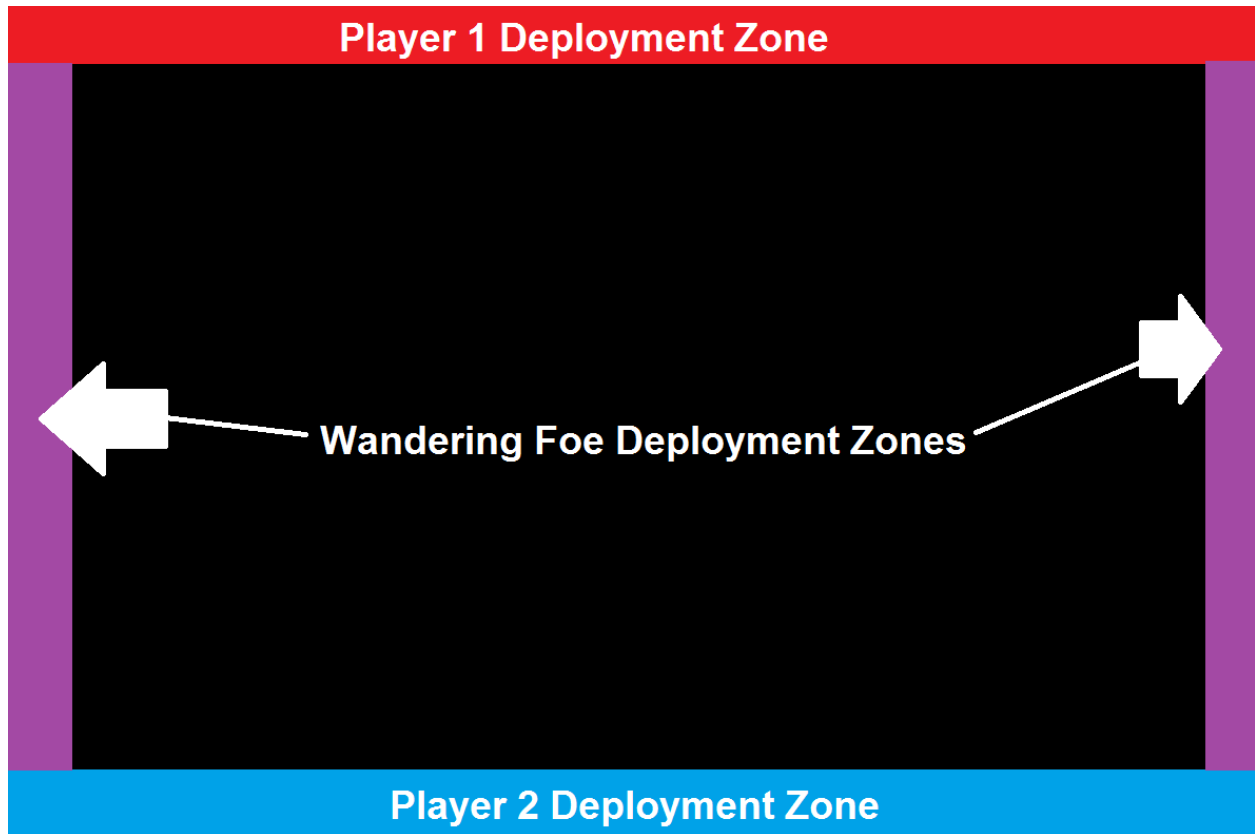
The Rewards of Victory:

Should any player manage to destroy a Wandering Foe consult the table below to discover the reward.

Imperial Renegades	+100 Victory Points (Dauntless Class Light Cruiser) +110 Victory Points (Endeavour Class Light Cruiser)
Warp Beast	+150 Victory Points
Alien Raider	+200 Victory Points
Chaos Raiders	+70 Victory Points (3 Iconoclast Destroyers) +100 Victory Points (3 Idolator Raiders) +110 Victory Points (3 Infidel Raiders)
Daemonic Bastion	+300 Victory Points
Haunted Space Station	+150 Victory Points

Wandering Foes Table

1	Imperial Renegades
2	Warp Beast
3	Alien Raider
4	Chaos Raiders
5	Daemonic Bastion
6	Haunted Space Station

Imperial Renegades

It is the sad truth that over countless centuries a large amount of Imperial citizens have gone renegade. Not all are traitors and not all are working against the Imperium but the Emperor cares not. A renegade is a renegade and they will be dealt with as such.

Roll a D6 and then consult the table below, deploy the ship shown. This ship has a set leadership of 7.

1-3	Dauntless Class Light Cruiser
4-6	Endeavour Class Light Cruiser

Many people turn from the light of the Emperor because they are weak and cowardly. As such when challenged they will attempt to flee rather than stay and fight. This ship must attempt to disengage once it is crippled. If this test fails it may not make another one in any following turn. Instead it will use all of its movement to move off the nearest table edge, attacking as normal, for the rest of the match. Once it leaves the table it has fled. No one gains additional victory points.

Warp Beast

It is rare but sometimes a creature from the depths of the Warp will pass over into our reality. These beasts are a threat to any ship that comes across them for they can rip a vessel apart with ease.

On the plus side once they've eaten enough souls they tend to disappear so at least they don't stick around long...

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/10	20cm	90°	0	4+ (6+ Front)	0

The Warp Beast has no weapons, however whenever it is in position and range to do so it will automatically pass all tests and ram the nearest ship.

After destroying a ship (no matter the type) it will return to the Warp to feast on the souls of the slain. Remove it from the table, no one gains additional victory points.

Alien Raider

Space is filled with all types of alien scum. Over the years the Imperium has done much to earn their eternal hatred ensuring meetings between them are always bloody. Often a xenos ship will attack with the hope of crippling their target, taking whatever they can find of value and fleeing before help can arrive. They tend to run away once the target shows its teeth however.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/8	25cm	45°	2	5+	2

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Disruptors	30cm	6	Left
Starboard Disruptors	30cm	6	Right
Prow Disruptors	45cm	3	Front

Disruptors are treated as Weapon Batteries when firing, however these weapons get their name due to their ability to disrupt shields. Any roll of 6 made when firing ignores shields.

Alien Raiders are little more than scavengers and will flee when presented with a meaningful challenge. All Alien Raiders have a set leadership of 6.

This ship must attempt to disengage once it is crippled. If this test fails it may not make another one in any following turn. Instead it will use all of its movement to move off the nearest table edge, attacking as normal, for the rest of the match. Once it leaves the table the Alien Raider has fled. No one gains additional victory points.

Chaos Raiders

Chaos forces constantly assault the domains of mankind and even alien races suffer attacks from these lunatics. Not even other Chaos worshippers are safe from them. A group of Chaos ships attacking a trade convoy or patrol is a common, if unpleasant, occurrence in the galaxy.
Roll a D3 and consult the table below, deploy the ships shown. These ships form a single squadron with a set leadership of 6.

1-2	3 Iconoclast Destroyers
3-4	3 Idolator Raiders
5-6	3 Infidel Raiders

As they are little more than pirates, these raiders are not interested in staying to fight. When they destroy a Cruiser or larger they will attempt to disengage. They will also attempt to disengage if any ships are lost.

If this test fails the squadron may not make another one in any following turn. Instead it will use all of its movement to move off the nearest table edge, attacking as normal, for the rest of the match. Once it leaves the table the raiders have fled. No one gains additional victory points

Daemonic Bastion

When the Warp rages and storms break across the galaxy the barriers between the Sea of Souls and the material realm grow thin, allowing the creatures of the Warp to cross over. In places like these the world itself changes, allowing larger, more dangerous things to enter the physical universe. During the Ruinstorm vast citadels and fortresses crossed over, these bastions were the equal of any fleet and while they employed ancient, crude weapons countless ships met their end in battle with these unholy edifices. Rarely do such structures appear in the galaxy today but they still materialise from time to time, promising ruin to all that come across them.

Deploy a space station, or similar structure that perhaps looks a bit more evil, in the exact center of the table or as close to it as possible.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Defence/10	0cm	0°	3	5+	0

Armament	Range/Speed	Firepower/Str	Fire Arc
Daemonic Ballista	30cm	14	All round
Bronze Gateways	30cm	3	All round

The ballistae used as weapons by these bastions are based on the war machines used during the ancient days of humanity. They fire bolts of bronze etched with sorcerous sigils hundreds of meters long. When they strike a ship they deal a worrying amount of damage. Daemonic Ballista are treated as Weapon Batteries that ignore shields on a roll of 6.

When the Bronze Gateways of these vast structures grind open they create a portal into the heart of the Warp allowing daemons to pour through. During the Shooting Phase the nearest enemy ship with no shields suffers a number of Teleport Attacks equal to the Firepower rating of the Bronze Gateways.

Haunted Space Station

Many 'haunted' stations are actually just home to pirates, criminals and rogue traders that have made the station their base of operations. Some though are said to be manned by the souls of the lost, or crewed by daemons from the warp.

Whatever the case, it's generally just best to leave them alone.

Deploy a space station within the gravity well of a planet token on the board. If none are present, place the station at the exact center of the table or as close to it as possible.

The Haunted Space Station will fire on any target within range, however the 'ghosts' (or more likely pirates) aboard it are poorly trained. When shooting, the Haunted Space Station suffers a right column shift before any other modifiers are applied.

Any attack craft the station could normally deploy are likely either piles of rust or have been sold long ago. No attack craft may be launched by the station even if it is manned by pirates.