

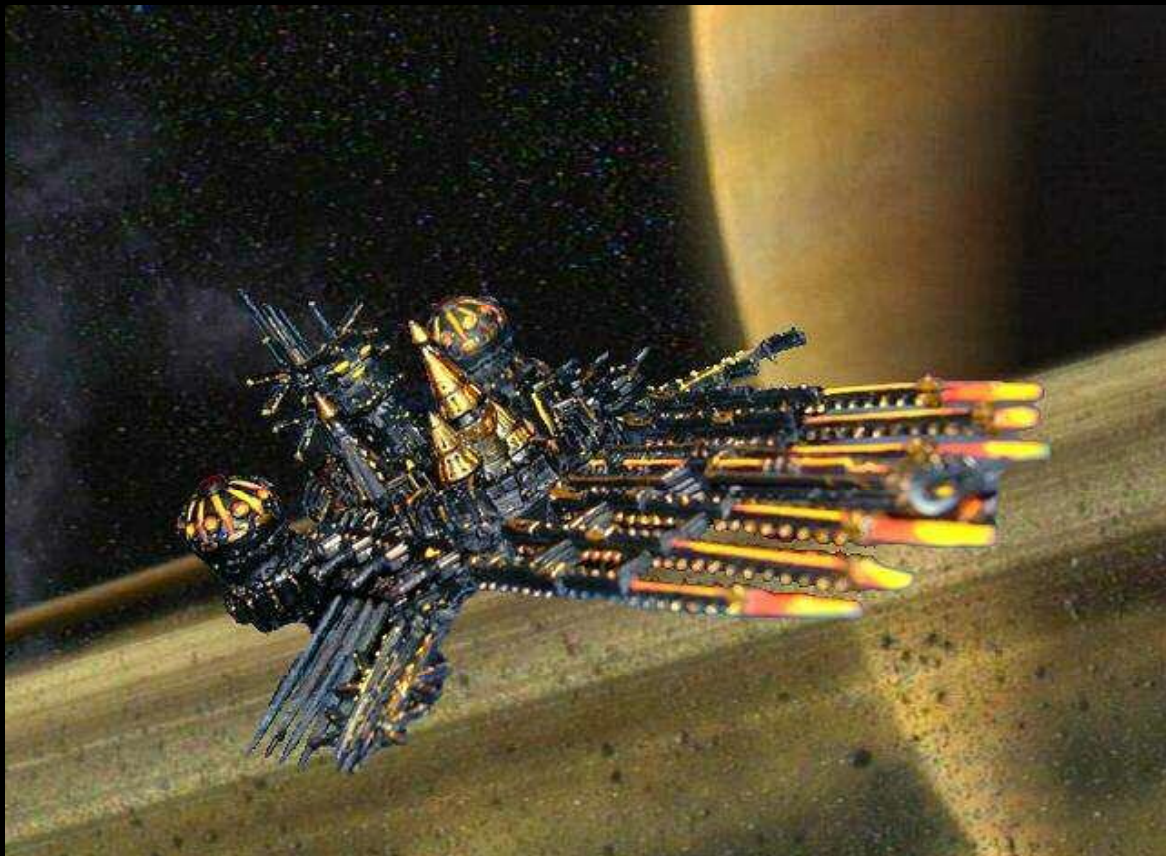
Warp Rift

The Battlefleet Gothic Netzine

July/Aug 2004

Issue 03

Eldar in Battlefleet Gothic | Captain Sinn's Gambit



Orkimeses' Workshop | Tau Refits | Destroyer of Worlds

From the Nexus Publishing House

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Warp Rift:
Volume One,
Number Three
July/August 2004

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Apologies: Issue two featured two excellent fiction pieces from Norman. However, due to human error (namely, mine) a few of the initial downloads of this issue contained the first story credited to Space Cadet. I would like to take this opportunity to apologise to Norman.

Welcome to this, the third packed issue of Warp Rift. By some divine will, this issue actually arrives on target (the first Thursday of the month), for the first time in its short history!

Unfortunately, again this issue I have had to drop the Ships Log section from this issue. This is due to a lack of battle reports, making me start to believe that, while we are all talking about the game, no-one is actually playing it! Please, if you do play a game in the next six weeks (or anytime), please send in a report of your game for inclusion in this tome.

Issue three of Warp Rift really is packed. We have the third part of the Captain Sinn series from Norman, along with an article on the best use of the Eldar fleet in the game. Also, this issue sees a whole raft of new rules, examining Tau refits and skills, as well as rules for new Orky Gubbinz!

While looking for a cover picture I examined Khyrons vessels in more details, and the pictures that almost made the cover have been compiled into a showcase article.

I hope you enjoy this issue, and all I have left is the usual plead for articles and anything that we can use in issue four and beyond. Until next time...

Good hunting, CyberShadow

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Eldar in Battlefleet Gothic

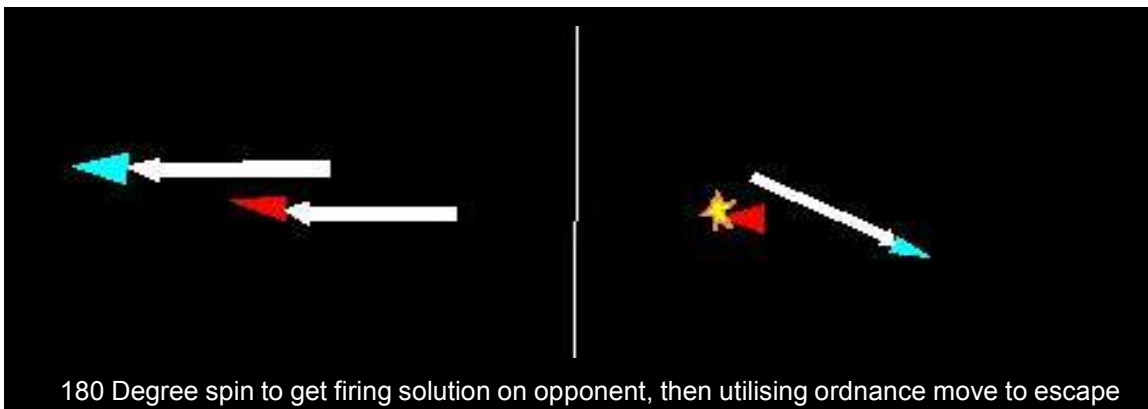
by David McCarthy

What could possibly be said about Eldar in BFG that hasn't been said before? They're fast; they're manoeuvrable; they have some amazing weapons; someone coughing while on board can punch a hole in the hull -- we hear it all the time. But these axioms are not universally regarded -- some are ignored when they should be centrepiece of any prospective Pirate's plan; others are unquestioned when they are in fact misleading. I hope to give you an idea of Eldar from my perspective and to form some new axioms of my own....

The first thing I noticed with the Eldar: In BFG, as in every other GW game, they are able to bring power at a point. In every game I've played using Eldar, I've had the ability to point my force at a particular enemy unit and bring a horrendous amount of my force's firepower on that one unit. A respectable Eldar attack will not merely damage a cruiser, or cripple it; it will obliterate it.

One advantage Imperial and Chaos ships have over Eldar is a dogged determination to keep fighting. Eldar fleets either consist primarily of escorts (in which case every successful hit is a ship out of action), or a few cruisers (which are damaged easily, have few hit points, and are usually bogged down by criticals). Other fleets have a lot more hit points, plus effectively-"regenerating" points with shields. Eldar cannot afford to spread their firepower across the entire enemy fleet.

Playing Eldar is a lot about playing sneaky. It's not often an Imperial player will surprise you with his tactics -- they have minimal style, but a sledgehammer doesn't need it! The Eldar player can put 80% of his fleet into the perfect position and take out any cruiser he chooses. Don't like the look of that Emperor parked in the middle of 3 Gothics? Fake a flank attack, and at the last instant bring both halves of the fleet directly into the centre, obliterate the emperor, and retreat



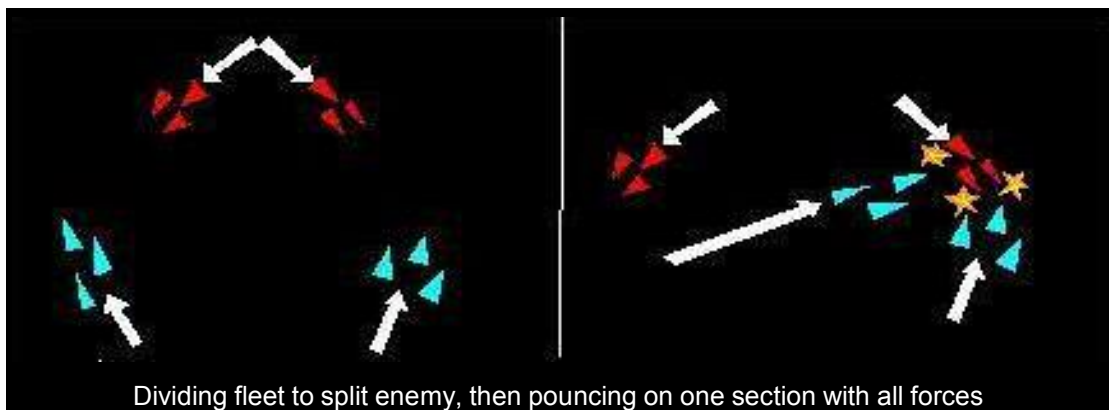
pronto! With your speed and manoeuvrability, you control the game.

Eldar are possibly the fastest and definitely the most manoeuvrable of all Gothic fleets. I want you to repeat that to yourselves a few times. There's not a ship in the game you can't outrun and not a ship that can outmanoeuvre you. Only Necrons can come close to matching your speed, and even for them it's a random affair that requires special orders; if they try it you can just spin 180 degrees, unload your weapons at them, and fly back the way you came, leaving them well out of position to pursue. You can have a good idea as to where every enemy ship will be for the next few turns; there is no excuse for letting the enemy dictate the battle's pace.

Eldar not only can dictate the battle they fight, they should dictate it! If an Imperial fleet flies at you with an Emperor and Mars in the centre and two Overlords on either side, and look all set to turn the Overlords and present broadsides, and you fly right at the front like you're supposed to, you deserve

what you're going to get! You can win any engagement, and win easily, but only if you fight on your terms! Is there an asteroid field in the middle of the board, and large amount of empty space behind it and between you and the Imperial fleet? Only a fool would fly past the asteroids and engage the Imperials on their terms. Dog the asteroid field, using it for Ordnance pot-shots, then jump out and take the Imperials apart as they approach. Is there a planet close to your main thrust? Force the Imperial ships close to the planet; it's perfect cover to dodge behind after you've attacked. Being Eldar is about being in total control.

Ask any BFG player to name the Eldar's most notable feature, and he'll probably say "manoeuvrability and speed". With 180-degree turns, and 2 moves per turn, "greased lightning" doesn't even come close to describing Eldar. Everyone knows this, everyone understands this -- but why doesn't everyone prepare for this? After many games, I've chatted with my opponent, discussing the game. Often I ask



Dividing fleet to split enemy, then pouncing on one section with all forces

why they did such-and-such, or what they thought of a particular tactic. Often, I ask why they seem to be playing their fleet purely aggressively, not reacting to my movements at all. And I always get the same answer: "You can't plan for Eldar movement, they can go anywhere".

Think about this for a second. I play Imperial, Chaos, and Orks regularly; and in every game, my opponents, resigned to the fact that they can't predict my movements, are just concentrating on their attack. This is a gift. Or, they do react to my movement; it then becomes easy to lure the enemy fleet out of formation. Whether by edging squadrons forward and back; faking a flanking manoeuvre, then rejoining the fleet; or the simplest Eldar tactic -- split your fleet in half, send each half opposite ways, and when he splits his fleet to react, move one half right back over the other side to concentrate on one half of his fleet, leaving the other half totally out in the open (people ignoring Eldar speed again) -- by the time you actually engage, the enemy's ships should be totally disorganised and unable to support each other.

The one tactic I see Eldar players use that makes me cringe is this: In any game (Warhammer, 40K, BFG, whatever), it is second nature to set up your forces exactly opposite your opponent. Is he sneakily setting up two Penitent Engines on a flank? Put a full squad of Warwalkers opposite! Has the

Empire player left a weak spot in the centre of his line? Put your full squad of Chaos Knights ready to plough through! Unfortunately, Eldar players in BFG do this, too. I've seen an Ork player set up a Brute-heavy fleet, with a huge Hulk at the back set up in a small area dead-centre of his side of the board -- and the Eldar player deploys opposite him! They then just move at each other. You can imagine the outcome. If I'd been playing, I wouldn't have been able to stop myself giggling as I set up all my squadrons right along the edge of my side, ready to split his fleet and engulf him.

Next, Eldar are fragile. It's not hard to see. With everything having 4+ armour, no shields, no turrets, and criticals on a 4+, they're hardly heavyweights. But then again, they're not quite "whoops, that one Sword has just killed my Void Stalker" weak -- played correctly, they can be annoyingly durable.

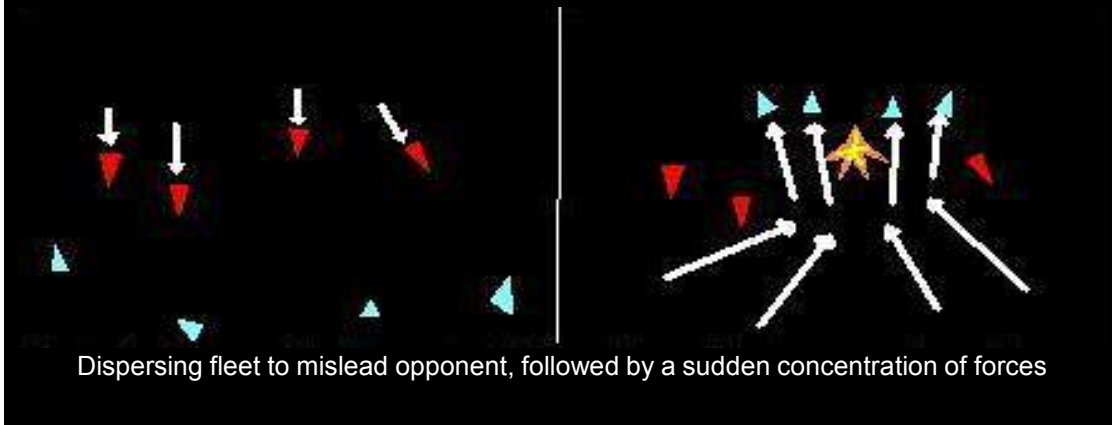
The best Eldar fleets are mostly Escorts. This is one true axiom. Eldar cruisers are quite powerful, but compared to cruisers of other races, they're not the behemoths you might expect them to be. The two main Eldar cruisers are the Eclipse (Strength 2 Pulsars and 4 launch bays for 250pts) or Shadow (Strength 12 batteries and Strength 4 torpedoes for 210pts), both on a 6-hit Eldar frame. That's it. You look at the Imperial List and see what a monster of a ship 250pts will buy you. But 250pts of Eldar Escorts will buy you a

6-strong squadron of Nightshades (Strength 12 torpedo waves), 6 Hemlocks (Strength 6 Pulsars) or almost 4 Aconites (Strength 20 batteries). And these squads will not get bogged down by criticals; they don't survive to receive them! So I think it's a wise Eldar player who minimises cruisers and maximises Escorts. I'm playing a 1,500-pt game next week [ED. NOTE: By the time y'all read this, this fight will have long since come and gone; one wonders how he did...], and I've got one Shadow and one Eclipse; all the rest are Escorts. So this negates one Eldar weakness -- criticals on a 4+; I've barely got any ships to take criticals! And if I allow my Eclipse to take any shots at all (until it runs out of Ordnance), I'm doing something very wrong. Eldar fragility -- it really comes down to two things: How close you leave your ships to the enemy, and how many weapons batteries they can bring to bear. Eldar can be tough little sods. I try to always keep my Aconites hovering 60cm away from their target -- swoop in, blaze away and fly off again, making sure you're back to 60cm away and abeam. With Eldar manoeuvrability, you can almost always ensure that at the end of you turn, all your ships are either safely behind cover, or so annoyingly positioned that you don't bother working out the battery table -- just go straight to the Ordnance column! This means you're reducing huge, hulking battleships with Strength 12+ batteries to lobbing 2-3 shots at

your ships, only half of which are likely to hit. And if he manages to combine a few cruisers' salvos, but you brace....

Huge weapon batteries are only a problem if you let them be. Unless you're lucky enough to blow the damn things off the ship on your first run, just keep yourself well away until you do. With lances, bombers and everything else, your holofield, while not infallible, is trustworthy enough to pretty much discount them. I've proven (with some jamminess, granted) what tough little buggers Eldar can be -- I charged my Void Stalker, Locked On, at an Emperor parked between two Mars. I was really unlucky with the dice, and the Emperor was barely scratched as I flew past. Next turn, adding up lances, torpedoes and loads of bomber hits, my Void Stalker took 77 hits. Obviously I braced. Two hits got through. How's that for psychological impact?

The final point to emphasise is fleet unity. Again, GW are pretty consistent with Eldar psychology. In every other WH40K game, Eldar units have to work together as a cohesive force, or be wiped out. BFG is no exception. I've pointed this out to my opponents when I play them, and they always argue the point, complaining that I set up and move my fleet in a dispersed and non-supportive way. They're right. But whenever it comes to attack, that seemingly dispersed and non-supportive fleet suddenly coalesces and strikes as a unified whole before sweeping off into



cover again.

There is one truth to BFG play: If you can force your opponent to break his formation apart, while retaining your formation's cohesiveness, you'll win. It's as simple as that. If he ends up trying to attack your more-distant squadrons, you can attack his thrust with every unit you have

around. If he's sending cruisers out in every direction chasing your fleet, he may as well give up there and then. Similarly, if you're attacking piecemeal, you've got little chance. If he's hounding your ships and you have to keep regrouping, it's pointless. But you're not going to let that happen are you?



Orkimedes' Workshop

Created by Raymond Bell, Nate Montes and W. S. Scott Boyd, with help from the BFG-list and other helpful Grots. Compiled and edited by Raymond Bell.

Orkimedes was an Ork Mek with a brilliant mind capable of designing/inventing ingenious (insane) weapons and other such devices for renowned Ork bosses, or those with enough teef. He was probably Ghazhkull's greatest asset in the 3rd Armageddon war. During the war Orkimedes was the commander of his own Space Hulk, classified by the Imperium with many different names but it is commonly known by Orks as Orkimedes' Workshop.

Orkimides' Workshop was a research station, Mek colony, shipyard, weapons range and a gargantuan warship!

The following are six of Orkimedes finest achievements. If you have a Warlord on a Kroozer or Terrorship (not Battle Kroozers or Battleships), you may take one of the following refits for his ship instead of a normal Ork upgrade. Roll a D6 to determine which refit you get. (Note: these refits have been compiled to be used during the 3rd War of Armageddon, but there is nothing stopping you from using them in a normal game (if you give a good reason, like: Orkimedes is back!)).

1.Orkimedes' Tellyportas

One of his greatest successes was his Super Mega Long Range Tellyportas, capable of teleporting an entire Ork army millions of miles through space out side of any conventional sensor range. His Tellyportas were also used to make full-scale boarding actions while safely out of weapons range or even totally out of sight with the targeted ship having no idea where the Orks had come from. It being relatively easy to teleport onto a planet, teleporting on to an enemy ship at such range is a completely different story. Some Orks would end short of their destination to freeze their limbs off in the cold of space or end up half inside bulkheads or even ammo stores or people!

If there were a Kroozer with a special refit near an enemy ship with its shields down it could relay the scans of the interior back to the Workshop,

where a full-scale boarding action would originate.

Rules: Replace the Prow Heavy Gunz (or Torpedo Launchers) with a Tellyporta relay tower, which allows Orkimesedes to teleport a Mega Armoured boarding party onto an enemy ship instead of the Kroozers normal Tellyporta attack (so it can't be on special orders).

Mega Armoured Tellyporta attack: Roll 2D6 you may either take the highest result, this is how many Hit and Run attacks are caused on the target, or you may take the lowest result which is the number of Hit and Run attacks caused with a +1 modifier.



2.Orkilles Wheel

Orkilles was one of the most renowned Ork Warlords in existence, mainly due to the difficulty of dispatching this invincible green skin. Orkilles sought out Orkimesedes shortly before the 3rd Armageddon war. He requested that his ship be refitted to allow it to Ram more easily, after all Orkilles was invincible! Orkimesedes invented what was to become known as Orkilles wheel. Basically it was a red leather steering wheel hooked up to the engines and thrusters to assist the Captain in ramming.

Orkillies had made twelve successful Rams with this new refit. But on the 'Thirteenth' Ram, whilst ramming an Armageddon Class Battle cruiser, the Imperial Cruisers' Warp drive Imploded! All that remained of Orkilles Kroozer 'Smash and Ram' was an armoured beak drifting out of a maelstrom of plasma.

Rules: Replace the Prow Heavy Gunz (or Torpedo Launchers) with an 'armoured beak' (similar to a Brute Ram ship's) giving the ship 3 extra D6 ('13'D6 in total) to damage the enemy ship when ramming. Orkilles wheel allows the ship to Ram enemy ships allot easier so when attempting to ram roll one less D6 for the leadership test (making the Kroozer count as an escort wanting to Ram.)

3.Ork Shokk Attack Lance Gubbins (revision 2.0)

Orkzi Snot Grinder was a Warboss that blamed everything that went wrong or that was bad on snotlings. He hated snotlings more than any other Ork could or will, simply because he looked like one. He was a bit short for an Ork with a stupid black squig moustache but could easily shout up a Mob to whack something (usually snotlings). Orkzi Snot Grinder petitioned Orkimeses to create him a means to control the ever-growing population of snotlings in his army in a useful manner ('Day gotta be good fer somethin').

Orkimeses created the Shokk Attack Lance Gubbins. A weapon designed to rid the fleet of snotlings whilst simultaneously disrupting enemy functionality. The problem was it became too popular among Orkzi's fleet and he started to run out of snotlings. Before long the Orks realised they needed snotlings to do the things (Grot work) they didn't want to do. Next thing Orkzi Snot Grinder knew, his Ork Komrades had loaded him into his own Shokk Attack Lance Gubbins and fired him at the next beekee ship they came across. He ended up in "Launch Bay T-17" with 29,482 screaming snotlings when a Thunderhawk tried to launch. (His Komrades all ended up getting killed by the Space Marine fleet, but that's another story).

Rules: Replaces the Prow Heavy Gunz or Torpedo Launchers.
Range 30cm.

Shootyness: D3 + 1 Snotling Blitz Dakkaz, hits as normal Lances. 'Reload Ordnance' roll required to reload. ('Ard to get all dem Grots to wurk 'ard nuff alla time).

Effect: When it hits (Ignores Shields), the target ship isn't affected until it has to try a Leadership Roll. It then has to add an extra D6 to the roll. Multiple hits do NOT add more dice, they affect more Leadership Rolls. 'Holo-field' saves cause Blast markers as normal Lances do, because of the Warp Tunnel effects on local space (& big cloud of flash-frozen Grots).

A Ship can 'Repair' an infestation (hunt & bag 'em) during its' normal Repair phase. Each 'Hit' requires a successful 'Repair', and the attempt is treated as a Repair for all purposes.

Notes: Each 'hit' by this weapon Warp teleports a Swarm of Tens of Thousands of panicking Snotlings into the Target Ship, ignoring shields. Once a 'hit' causes an extra D6 to be used, the effect is gone in game terms, just as if it was 'Repaired'. The 'hit' is ignored until a Leadership roll is required because the Snotlings are going to cause trouble at the worst time. Not on purpose, it just always works out that way. :-]



4.Pulsa-Rokkit Torpedoes

Paying a Bosses ransom the Bad Moon Warboss Gorf Green Gums demanded the making of a Pulsar Rokkit Launcha bigger than anyone elses ever. Orkimedes takes his work very seriously and as Green Gums had given him enough teef to fill a Small Space Hulk (if there is such a thing) he also built (or bought) a Kroozer specifically to wield this new weapon aptly named Gorf's Uge Launcha. Capable of sowing confusion in fleet formations and rather useful if you want to Ram, Green Gums showed off his new weapon to his fellow Bad Moon Warbosses who in turn got their own Pulsa-Rokkit Torpedo Launchas fitted (that is if they could match Green Gums price).

Rules: Replace the Prow Heavy Gunz (or Torpedo Launchers) with Pulsa-Rokkit Torpedo Launchas. (Direct fire weapon), Place a Nova Cannon template at the desired point between 15-45cm in the front arc.

Roll a D6: on a 1or 2 it moves straight back D6cm 'towards' the Launcha, on a 3 or 4 it moves D6 cm directly 'away' from the Launcha and on a 5 or

6 it detonates on target. Roll 2D6 for the range (from the centre of the template) of the Pulsa Generator and place the result dice on the Nova Cannon template (This will be necessary for future turns). If a ships base is directly under the template's hole it will suffer a hit through shields. If ordnance is under the template at all it is destroyed.

*The Pulsa's effects are only counted if within its range. For all purposes the Pulsa counts as a negative Gravity well. You may make a free 45 degree turn away from the Pulsa at the beginning of your movement and at the end of it (although it will be hard to do both!). You may NOT go into high or low orbit of the Pulsa (obvious really).

Ordnance is destroyed on a 6+ (saves will still be in effect, Tau Mantas cannot be destroyed by this). (Torpedoes are turned away 45 degrees at the start of their movement.) The Pulsa also causes a Right shift on the gunnery table for any ships shooting into, through it or from within the Pulsas range).

In the Next Ork shooting phase reduce the range of the pulsa by D6cm. Keep reducing the Pulsa's range by D6cm in both shooting phases until it has no range when it should be removed.

5.Telly-Batteries

An experiment that half succeeded is only ok if it works: Telly-Batteries were designed to allow, in effect, all round shooting from the Prow Gunz by teleporting the shot munitions in a different direction i.e. behind or at the sides of the ship. But it proved harder to perfect the facing than he first thought, quite often in the first tests the firepower ended up facing back towards the ship and on one occasion actually hitting it! But teleporting firepower through large objects was still quite useful especially for shooting Panzees in asteroid fields and shooting ooman Tin-Roks on the opposite sides of small planets. No one will be able to hide from an Ork again. Another advantage was the ability to put extra armour on the Prow and be able to shoot through it!

Rules: This Refit replaces the ships ability to conduct teleport attacks. The normal Prow Gunz become Telly-batteries. Telly-batteries are subject to a minimum range of 10cm but can fire through or into any obstruction (asteroids, moons/small planets, nearby hulks, Warp Rifts) as long as any part of the base or debris is within 10cm but suffering a right column shift while doing so (any other gunnery shifts still take effect normally). Anything larger than a small planet cannot be shot

through (more than 15cm diameter. So it can shoot through the end of a 15cm wide planet 10cm away, meaning it teleports 25cm away). Prow critical hits are ignored from weapons fire, but is still valid from Hit and Run attacks and equivalents.

6. Battle Kannon

Having seen Imperial Nova Cannons in action Orkimeses tried to replicate the weapon on an Ork Kroozer the 'Blundabus'. Orkimeses created a shorter range Kannon which although almost as devastating as a Nova Cannon is based on very different mechanical principles. To aim the single explosive shell Traktor projectors had to be installed at the sides of the Battle Kannon to change its trajectory from directly forward, as the cannon itself is rather simplistic in design. The explosive shell is larger than a conventional Nova cannon's shell (although salvaged Nova shells are sometimes used as the core) it does not explode with a Nova's magnitude, the majority of its damage is caused by chunks of its huge structure impacting the target at terrifying speed. So far Battle Kannonns have proven to be far more effective than the Heavy Gunz it replaces keeping with its Ork mentality.

Rules: Replace the Prow Heavy Gunz (or Torpedo Launchers) with the Battle Kannon. Each shell is fired towards an enemy vessel within 45cm travelling along long-range tractor beams for increased accuracy. A ship equipped with this weapon must already have a Traktor Field (represented by a large base as per Andy Chambers). Place a blast marker on the targets base (even if ordnance). If within 15cm Roll 3D6, if within 30cm roll 2D6 and if within 45cm a single D6; any rolls of 6 causes three hits, shields deflect hits normally (you can only hit once no matter how many 6's you roll! Holofields offer a 2+ save against the whole 3 hits, but there is always a blast marker in contact even if not saved). Successful hits then roll against the target armour value to cause critical hits. This weapon needs to reload to fire again. If crippled or when weapon strength is halved it may not fire.



Tau Refits

by Raymond Bell

NOTE: Kroot use the standard refits table in the rule book.

The following refits are purchased at +10% to points cost of ship per refit.

Engine Refits:

1. *Burst Compensator:* A realignment of additional thrusters and refining of the Gravitic Sheath allow much more control over acceleration at greater speeds. When on AAF you may move up to the dice rolled instead of maximum.
2. *Series Thrusters:* Very similar to the design of Rail battery sequence firing the hull has been fitted with numerous high-power short burn thrusters that fire off in sequence to make steady quick turns. When on CTNH special orders you may make the extra turn any time during movement.
3. *Manoeuvring Thrusters:* The ship has thrust vanes down the length of the ship almost looking like scales on a fish. -5cm from needed distance to turn.
4. *Inertial Arresters:* Decelerators and Inertial compensators have been integrated onto the hull. +1 Leadership when using Burn Retros or Come to new heading special orders.
5. *Auxiliary Power Relays:* The rear of the ship is laced with super conductive power relays and secondary thrust capacitors. +5cm speed.
6. *Demiurg Dissipater Shield:* The ships Gravitic Sheath has been supplemented with a prototype Dissipater shield procured through negotiation with the Demiurg. Blast Markers are 'hovered up' at the end of the ships movement so that it will never end in contact with Blast markers. Blast Markers still slow the ship down.

Ship Refits:

1. *Improved Sensor Spines:* Acquiring trace-emissions with much greater accuracy, the long-range sensor spines are more efficient at sensing enemy movements. +2 Leadership when enemy is on special orders.

2. *Deflector*: The ships Gravitic sheath has been massively refined and upgraded giving the ship a Prow Deflector giving it 6+ armour in the front Arc (If the ship already had a Deflector you may either keep the result, meaning you would need 2 prow critical hits to incapacitate the Deflector, or you may re-roll, the second result stands).
3. *Drone Damage Control*: The ship has repair drones capable of working in the hostile environment of vacuum aiding to repairs. Roll 2 extra D6 to repair in the end phase unless in contact with blast markers.
4. *Crystalline Composite Hull*: New materials designed to withstand more punishment are used to replace key bulkheads and entire sections of the Hull giving an almost glistening look in space dock. Increase damage by 10% rounded up (i.e. Hero-+1, Explorer- +2).
5. *Blacksun Filter Comms Net*: Emergency communications networks, able to work through extreme disruption such as solar radiation and plasma storms. The ship does not suffer -1 Leadership when in contact with blast markers.
6. *Decoy Launchers*: decoys are launched which confuse the enemies sensors (almost like a Holo-field). The ship receives a 6+ save against all hits (not against shields), this can be in addition to being braced.

Weapons Refits:

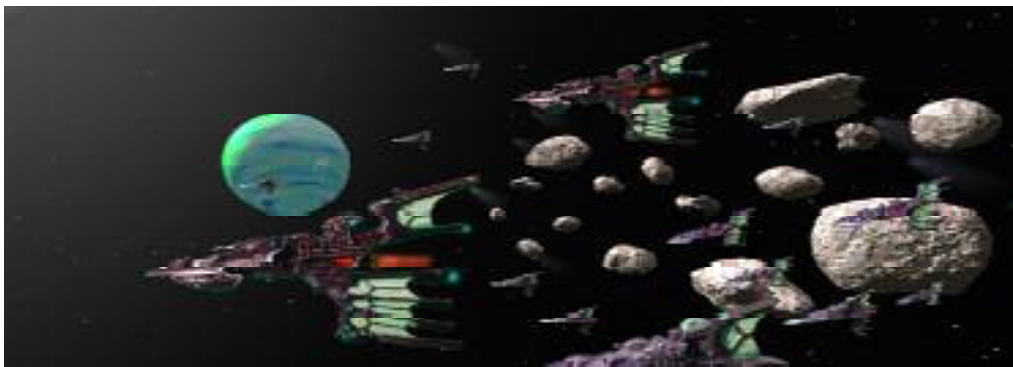
1. *Tracking Systems*: The ship gains Tracking Systems boasted by the Messenger Boats (see Tracking System Rules). But as these systems are very sensitive they are disrupted by extreme power fluctuations; when on All ahead full, Come to new headings, Burn Retros special orders the Tracking systems are ineffective.
2. *Farsight Targeters*: The targeters amplify all target data by narrowing all sensors on a single enemy ship or squadron giving much clearer targeting. Rail batteries receive the left shift for within 15cm on all ranges.
3. *Multi Targeter Control*: The ship has a direct link between all gunnery crews and the bridge via a Multi Targeter Control Centre allowing orders for target allocation to be transferred quickly and efficiently. The ship can always choose which target to shoot at (If used in a squadron the whole squadron benefits).
4. *Additional Auto Loaders*: New auto loaders have been added to all ordnance bays supplementing the standard Loaders. +1 Leadership when reloading.

5. *Heightened Guidance Filters:* Extra power has been routed to superior weapons systems coupled with long-range guidance so the vessel can support the fleet at greater range. All weapons ranges (excluding ordnance) are increased by 10cm but speed is reduced to 15cm because of the extra power drain and needed stability.
6. *Motion-Tracking Targeters:* A complex analytical array linked to the ships navigational systems enables the gun crews to fire with greater accuracy when the ship is performing special manoeuvres. When on All ahead full, Burn retros or Come to new heading special orders firepower is reduced by 25% not 50%.

Crew Skills Table:

1. *Expert Gunnery:* The Gunnery crews are amongst the best in the whole Kor'Vattra. Re-roll failed command check to lock-on (once per battle).
2. *Skilled Engineers:* The Engineering crew has grasped a total understanding of all the engines systems improving on their efficiency. When on AAF you may re-roll the extra movement D6, second roll stands even if it's worse. (once per battle).
3. *Adept Trimsmen:* +1 Ld to use CTNH Special orders.
4. *Yeld'I:* The experience of the ships pilots is unusually high for the Kor'Vattra given their usual lifespan in a conflict. 4+ save to fighters (as if they were Eldar).
5. *Disciplined Crew:* The ship's crew have all found their niche in the ship and in the Kor'Vattra acting with unquestionable purpose. Once per battle can re-roll a failed leadership test or command check.
6. *Elite Command Crew:* The ship's command crew works as one for the Greater good each knowing what the other is thinking. Once per battle can automatically pass a Leadership test or command check.

*(Kroot Do not have crew skills)



Campaign Promotion Table:

Renown	Title	Ld	Notes
1 - 5	EI'Kor	8	1 re-roll
6 - 10	EI'Kais'Kor	8	2 re-rolls
11 - 20	EI'Mont'Yr	8	2 re-rolls, 1 Refit
21 - 30	O'Kor	9	2 re-rolls, 1 Refit
31 - 50	O'Kais'Kor	9	2 re-rolls, 2 Refits
51+	O'Shovah	10	2 re-rolls, 2 Refits.



The lone Murder cruiser slipped through the Warp, re-entering space like a fish leaping out of the water. There was a complete silence and utter stillness, the vast speed of the vessel lost with no backdrop to chart its pace. It headed inexorably for a small, reddish planet. Outside the orbital path of the planet, an artificial moon endlessly circled the tiny star, a disk of metal which glinted in occasional reflection of its sun, augmented by a multitude of blinking lights. From behind the vast, orbital city emerged three vessels, long structures studded with munitions. They rounded the station, and moved into a combat formation.
This world would not be plundered so easily.

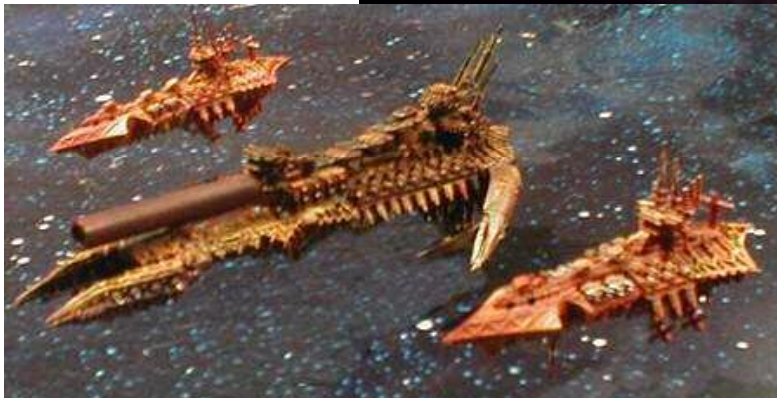
Destroyer of Worlds

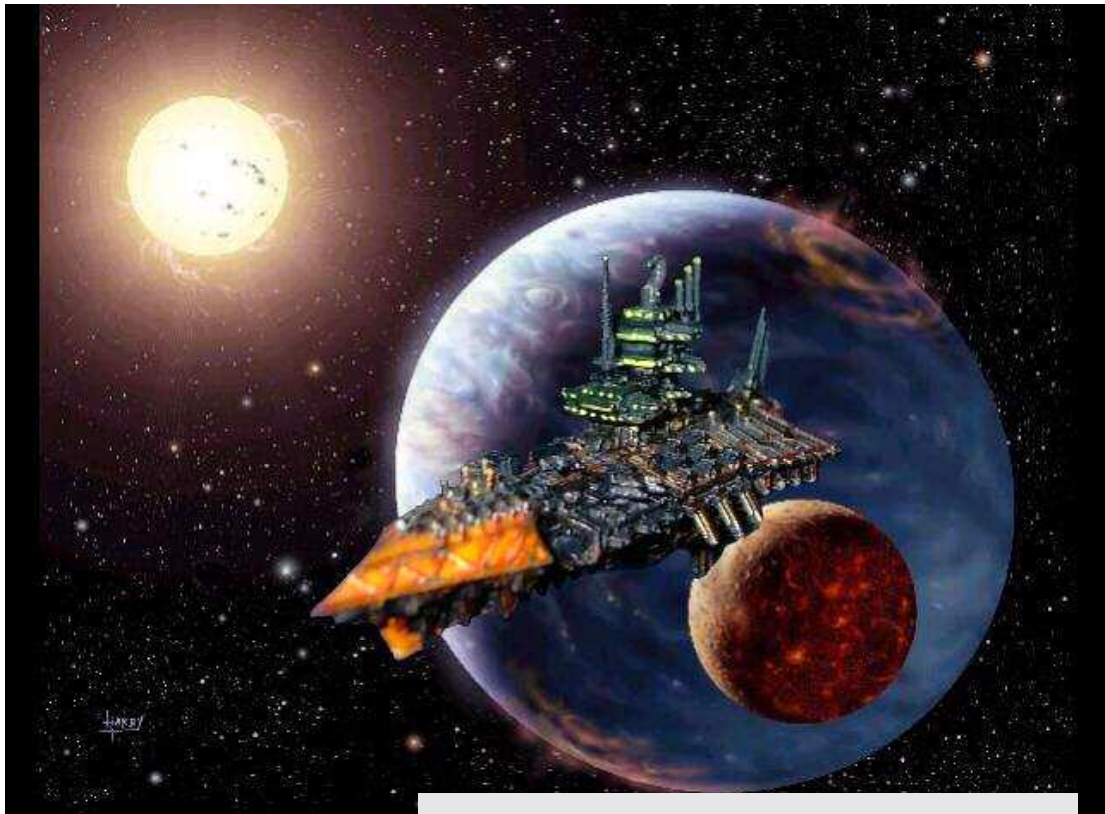
By Khyron

While looking around for this issue's cover picture, my mind turned to the various Chaos fleets of Khyron. After he pointed me to one of his picture archives, I found more excellent examples of his vessels than I could use. So, more of his work is presented here in the hope that it will inspire you to greater painting and converting of your ships. If you have an example of your vessels for the game that you are particularly pleased with, why not send them in to us and you could see your work displayed here in the future. The email address is in the front of this magazine.

Right: Abyss Class Warcruiser

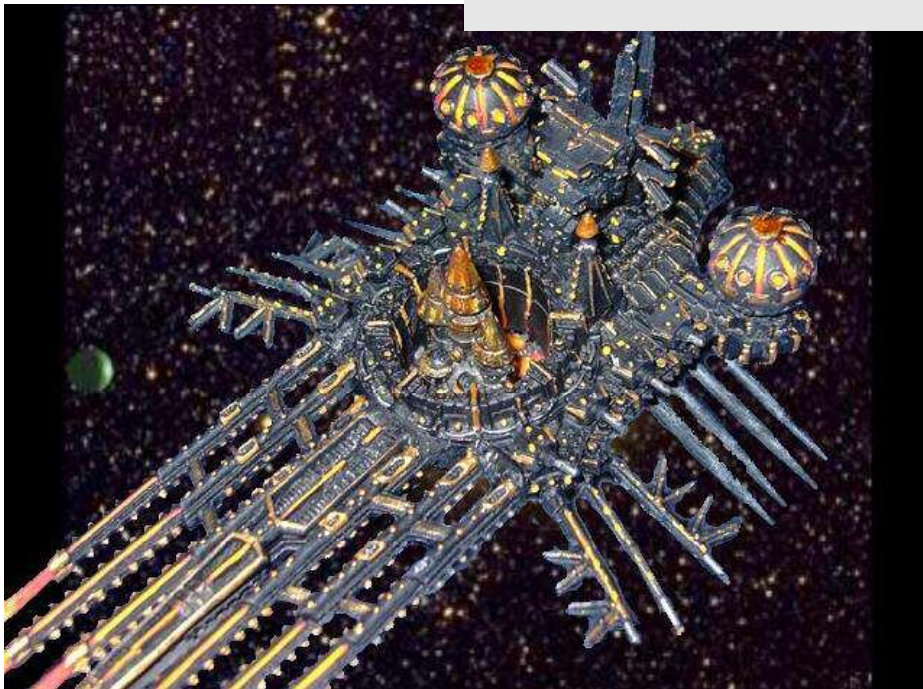
Below: The Prince of Doom with the Mayhems





Above: Bulwark Class Cruiser

Below: Herald of the End of Times Planet Killer





Above: Abyss Class Warcruiser Child of Chaos Orbiting Moon of Bairsten Prime

Below: Reaper Dreadnought of Khorne





Above: The Voice of Chaos Firing Main Lances

Below: Asteroth Class Command Cruiser



Captain Sinn's Gambit

By Norman

"Admiral Marcel, the Haynes reports a reading on her scans sir", shouted the vox officer. "Haynes defiantly says it is the Red Devastation, and she is listing to starboard 25 degrees'. "There also appears to be wreckage of two Murder class cruisers, a half a dozen escorts of Infidels by the make, and what appears to be one Ork Ammer, a Terror ship, three Kill Kroozer's and many escorts as well Admiral".

"Damn, the Orks beat us to Captain Sinn and his ship" replied Admiral Marcel as he beat his cybernetic right hand on his armrest of his command chair. "I thought for sure we were going to get him this time".

"Admiral, all is not lost", said Fleet Captain Vassal. "If she is dead in space we can either launch boarding parties and take the Red Devastation as a prize or we can launch torpedoes into her from the Lunar cruisers Lexmar and Phoebes, with Cobra escort squadron six."

Flexing his cybernetic right hand as he thought for a moment. Admiral Marcel could see the Lord Admiral awarding him the Solar Star, promoting him to Solar Admiral, more ships to command. Getting up, Admiral Marcel

walked over to the surveyor station to look over the tactical situation. With his ship the Emperor class battleship Saint Silas, the Overlord class Battlecruiser Odin's Fury, the two Lunars cruisers Lexmar, Phoebes, the Dictator cruiser Poe's Raven, the Dauntless Haynes, three escort squadrons. 'What do I have to fear? The Red Devastation is crippled and shows no sign of life.

'The asteroid field is harmless; there are no energy signatures or even ships. It is not like there are ships lying in wait for us. I think the great Captain Sinn overstepped himself and got taken by Greenskins. Heck if the Greenskins Warboss was around I probably have to take him back so the Lord Admiral Severus could pin a decoration on him. That would be like the Lord Admiral, to give an award to an Ork for doing our work,' thought Marcel.

"Captain Vassal, we are going to take her, prepare to launch the Shark boats and tell the rest of the fleet to close up."

"Have the Raven launch two squadrons of Furies to provide cover in case there are Greenskins still around, and order our fighter crews to stand by."

"Aye Admiral" commented the

vox officer. "The Raven is launching as well as our Shark boats sir. Boarding parties are away."

From surveyor station three, the adept begins to notice an anomaly. As the fleet moved closer to the edge of the asteroid field white fuzz begins to creep onto his screen. Turning to report the anomaly to the Tech Mago, he is sharply rebuffed by a senior Tech-Priest. "Brother have you recited the proper prayer over your screen before and during shift?", asked the newcomer.

"No senior adept, I have been deep into my work," replied the adept. "Vigilance is the key as well as keeping up your prayers, after your watch I recommend three watches in the Penance chamber for your laxity" stated the senior Tech-Priest.

"Close the fleet up" bellowed Admiral Marcel. "These damn asteroids are getting thicker as if they had minds of their own."

"Admiral, if I may be your pardon, but closing the fleet up here may cause us more harm than good" offered Flag Lieutenant Duane.

"Lt. If I wanted your opinion I would ask it of you. If you think about it, that is why you're a Flag Lieutenant and I am an Admiral" snickered Admiral Marcel.

"Then with your permission, Admiral, may I lead a recon flight out to check more of the asteroid field?" asked Lt. Duane.

"Anything to get you out of my hair; now be gone" said Admiral Marcel. "If the Lord Admiral wasn't the man's Godfather, I would have you give him a bad review and shipped him off to a space station somewhere Captain. That man does not know what it is to be a naval officer."

As the fleet began closing up formation, unknown to Admiral Marcel, that the enemy was closer than he realized. Out in the cold of space little flares of light were slowly making their way to the Saint Silas from the asteroids that were closing in on the approaching fleet.

"Recon flight Sigma seven departing from starboard launch bay", reported Flag Lieutenant Duane as the flight of four Star Furies leapt into the void of space. As the recon flight left the starboard launch bay, along the port side of the Saint Silas one word was spoken by dark armored warriors, "Contact," as they attached to the warship's great side.

"Admiral, how is Fleet Commissar Novane coming along from his illness, sir?" asked Captain Vassal.

"The ships doctor has never seen

such a case of cramps as bad as he has", replied Admiral Marcel. "I do hope he gets well, I do not like not having him running the ship."

As the two senior officers talked, a harried Ensign approached. Coming to a halt, the young Ensign brought forth a smart salute and held it as the Admiral Marcel and Captain Vassal ignored the young man. Building up his courage the young Ensign spoke, "Sirs, urgent message from one of the escorts."

"We have lost one escort to collision with an asteroid and another heavily damaged, we are also losing contact with them from some kind of interference" related the nervous ensign.

"What", bellowed Admiral Marcel, "What do you mean we lost an escort and another damaged", screamed the Admiral.

As the nervous ensign was preparing to reply, an enormous explosion from within rocked the great Battleship amidships. As the explosions rang through the command deck, alarm bells began to ring, red battle lights came on and the great blast doors began sealing the bridge.

From surveyor station three, the young adept there yelled at the top of his voice, bringing the Tech Mago and Tech Priest to his station. When the two arrived the saw with there own eyes the

multiple energy signatures of enemy ships appearing as from nowhere. Muttering under his breath so as not to be heard, the Tech Mago said "By the Great Machine God, we are surrounded."

As the Shark assault boats and its fighter escort closed on the Red Devastation, a wave of Swiftdeath Fighters came from the hidden side of the Red Devastation. The great battleship began to come to life.

In the lead Shark assault boat a Junior Lieutenant felt his throat constrict and his trousers sodden as he realized that they were about to die as the first Swiftdeath came into view. As the young Junior Lieutenant began the prayer of Faith, his world went up in a ball of fire as the Swiftdeath banked from firing its energy cannons. Slowly the assault force and its fighter escort began to perish from the more numerous Swiftdeaths.

Elsewhere Flag Lieutenant Duane was locked into a melee of combat with an equal number of Swiftdeaths. In the asteroid field the pace was swift, either the other pilot got you or a mistake of crashing into an asteroid did. Right now it was two to one against Lt. Duane. Praying to the God-Emperor, Duane relied on old skills to out fly the Chaos Swiftdeath pilots if couldn't out

fight them. As he flew through a tightening corridor of asteroids Lt. Duane managed to come out into clear space. Taking advantage of the situation and knowing that the Chaos pilots were close behind, Duane brought his Star Fury into a loop. Coming out of the loop the two Swiftdeath pilots never saw the twin missiles that destroyed their fighters.

Finishing his loop and beginning to level off to gather his bearings Flag Lt. Duane saw in front of him a sight that took his breath away.

As the bridge aboard the Saint Silas shook from more internal blasts, Admiral Marcel was in shock. His beloved warship had been attacked. From reports, three unknown ships supported by the what the surveyors reported as two Devastation Class Cruiser's the Iron Dream, Hellion, the Hades Class Heavy Cruiser Widows Bite, the Desolator Class Battleship Aftermath, and numerous escort vessels were coming up from behind. What intrigued him were the three unknown cruisers that appeared to be launching two waves of Dreadclaws each.

Not the fact that the Odin's Fury was being blown up by explosions, that the Lexmar drifting along or that the Phoebes was in locked combat with two Murder class cruisers and a Hades. Or that the Captain from

Poe's Raven and the Haynes were retreating, but why the three unknown cruisers looked like giant evil birds, these were the last thoughts going through Admiral Marcel's head as the armored bulkhead blew inward and Black armored warriors were pouring into his command bridge as unconsciousness overtook him.

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"Where am I?", asked Admiral Marcel to no one in particular as he awoke with a splitting headache.

"It appears we are in a brig on a ship, whose I do not know", replied Captain Vassal. In the back ground the sounds of men screaming and other vile sounds to horrible to bear.

"Captain what happened to the ship and the crew", asked Marcel.

"I believe that infernal Captain Sinn managed to get boarding parties aboard us somehow", said Vassal. "I believe," started Captain Vassal as the door to the brig swung open. Standing in the door way was an armed Chaos Storm trooper in black carapace armor holding a las-gun in his hands. On his left side of his armor was the symbol of Chaos Undivided and on his right they symbol of Captain Am Sinn's forces, the Flaming Heart. Behind him stood a taller man in similar

armor with a side arm flanked by two more Chaos Storm troopers dressed as the first armed Storm trooper.

"Please come with us, the Captain would like your company on the bridge", spoke the taller man. Looking at each other hesitantly Admiral Marcel and Captain Vassal almost protested as a large mutant of amazing size with arms as big as tree trunks, metal legs and a very small head passed the guards and gripped both by the shoulders. "Boss said go see da Captain", spoke the mutant in a surprising loud voice.

With a Storm trooper to the front, the large mutant holding there shoulders and the three storm troopers to the rear, Marcel and Vassal were forced marched to the uppermost levels of the ship.

Where they were brought to command pulpit of Captain Am Sinn.

"Welcome gentleman to the Night Raven, my command ship" said Captain Sinn. Sitting in his command pulpit with two Storm trooper guards that flanked him, an a Ogryn off to the side with a large axe in his hands. Sitting in the pulpit, Marcel and Vassal saw a average built man with childhood acne scars, piercing hazel eyes that seemed to change as he talked and brown hair wearing a dark maroon Imperial Fleet Captains uniform. Where the Imperial Aquila would be was the symbol of Chaos undivided and Captain Sinn's personal emblem the flaming heart that was actually flaming.

"I demand that you release us



immediately Captain", bellowed Admiral Marcel. "You can not hold us like this."

"Quit you blustering you pompous parrot. Right now you are my guests aboard the Night Raven", spoke Captain Sinn. "I want you to be the first to see something very remarkable, you could say it's a gift from the Gods I serve."

Speaking quickly, Captain Vassal asked the most challenging question, " Naval Intelligence thought the Red Devastation was your flag ship? An what are you talking about?" Still on a roll, Captain Vassal decided to go one more question further. "Captain why did you allow yourself to be seduced by the forces of Chaos?"

With that last question asked of him, Captain Sinn's eyes began to turn red as he began to rise from his seat. Everyone around him, except for Marcel and Vassal held in place by the mutant, started to step back. "Why, you ask Captain, you want to know why I fell to Chaos, how come I serve them" he asked them.

"I will answer your question in the order you asked them."

"First the Red Devastation was my flag, I transferred it to my new ship the Night Raven, that is all you need to know on that first". "Second when you realize there is more than the Navy and you lose it and can never replace it, you

can be driven to the edge. Years ago, I was going to revenge myself on a Fleet Captain and his task force for killing my wife and unborn child. But an over zealous Fleet Commissar brought a security team with him on my ship to place me and my officers under arrest for treason. So I and my crew reacted, killed the Fleet Commissar and his detail, took some supplies and left Imperial Space. You see, I lost my wife and first born, who shall never see his father or the wonders of the Universe, all because of some Fleet Captain that should never have worn the Imperial Aquila in the first place" spoke Sinn as he was face to face with Vassal.

Regaining control of himself and with a slight sigh from his guard, Captain Sinn relaxed in his chair. Throwing a leg over the side of his command pulpit, Captain Sinn waved his hand and a servant succubus brought a tray with drinks on it. "Ian pass the drinks around please", asked Sinn of the tall Storm trooper. Passing the drinks around, Marcel and Vassal were hesitant to take the drinks until the large mutant began to squeeze their shoulders. Taking their offered drinks they stood in silence.

"By the way, I took the liberty of raiding yours and your Fleet Captains liquor cabinet, so please drink it is your liquor anyhow", spoke a grinning Sinn.

As they sat drinking there offered drinks a beautiful Eldar women with a lithe build, white skin and piercing blue eyes came up to Captain Sinn with little clothes to hide anything. With a slight smile, she leaned over the Captain and seductively ran her hand up his knee as her mouth came level with his ear. After a few minutes of this, she straightened up, turned and left the assembled group.

"Reng has brought us news, she says Ghee is about ready for the final act" spoke Sinn. With those words, Marcel and Vassal were turned around to look over the great bridge. As they watched, great doors with symbols of all four ruinous powers on them began to slide open. When the great doors were open, the Saint Silas could be seen floating in space with occasional small explosion leaving her battered hull, along with three Iconoclast class Destroyers. "Gentleman I want you to watch the dais that is slowly rising up in front of the armor glass prowscreen."

"The figure you see is Ghee, a Tzeentch sorcerer, you see he is about to finish a spell he has been working on for months", said Sinn. With a small laugh, "Ghee is about to sacrifice your entire crew to Chaos Undivided and if it works as he says, I will have a blessing from the Four."

As he finished saying this, the far

figure of Ghee was raising his arms, the air of the bridge felt heavy with energy, the Choir of demons that Captain Sinn kept began to wail the song they been taught by Ghee. With the energy mounting, the inhuman singing of the demons, Marcel and Vassal tried to run but were held tightly by their mutant guard.

As the energy built and the wailing increased Admiral Marcel thought he was on the edge of madness when all of suddenly, from the little man on the raised dais, red energy began to flow. Marcel tried to turn his head and close his eyes but the energy just seeped through his clinched eyelids. Just about when he could not take it any more, there was one high note and then a rush as if everything left. Marcel would later swear in years that followed that everything evil passed though his body out the prowscreen toward where his ship was floating.

The last conscious thought Admiral Marcel had was the sight of what appeared to be two Daemonic appearing ships with three smaller bird like ships emerging from where the Saint Silas and the three Iconoclast class Destroyers once floated.

When Admiral Marcel awoke, it was with pain in his right arm just where his cybernetic hand was and a powerful headache. "Where are we," he asked aloud again, as

his sight became focused. "What happened," he asked.

"Admiral we are in a savior pod, after the ships appeared you passed out, Captain Sinn said he was freeing us, but only after we paid a price. The Ogryn that was there with the big axe cut off your cybernetic hand and then they dragged us to the shuttle bay. They loaded us into an Imperial Savior pod and cast us adrift" related Captain Vassal.

With fire in his eyes and a new found energy in his body, Admiral Marcel looked at Captain Vassal, looking dead into his eyes, Marcel spoke "Do not speak of what happened, if you do so the Inquisition will torture us and then put us in an unmarked grave. We must keep the secret of what happened to ourselves to best fight Captain Sinn, is that understood Captain Vassal? Or I might be the only survivor from the Saint Silas" spoke Marcel with much venom in his voice he could muster as his hand lay on his holstered Navy bolt pistol.

Somewhere in the Eye of Terror a shuttlecraft made its landing on the flight deck of the black Styx Heavy Cruiser. The Chaos Space Marines of the Black Legion honor guard came to attention as the gangway touched the deck. Walking down the gangway was a tall-scarred man in ebony armor with a gold inlay of the symbol of Chaos Undivided on his left chest and a chained hellhound in his right hand, down walked the newest Master of the Chaos Cruiser Trowel, Warmaster Fathom. "Welcome aboard the Trowel Warmaster Fathom" spoke a mutant with Lieutenants pips on his shoulders. Without much action, Warmaster Fathom let lose the hellhound onto the unsuspecting Lieutenant. As the hellhound tore into the startled mutant, Warmaster Fathom spoke, "Thank you for welcoming me aboard Lieutenant, please be a snack for little Sinn here" as he continued across the flight deck of the Trowel, as he approached the hatch way, a whistle came from Warmaster Fathom, and the hellhound followed his master through the hatch.

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Astronomicon

This section of the magazine serves to highlight some of the questions and points raised on the Yahoo Gothic List. None of the answers here are official, but can be considered as a sensible interpretation of the rules. Also, if we get any questions or emails here at Warp Rift, they will be published here.

Q: Is the fleet commander in the campaign for free?

A: Yes.

Q: Can he buy extra re-rolls? And, can he buy ship upgrades, like Mega Armor Boarding parties, or Marks of Chaos?

A: No, and no.

Q: Can the fleet buy other commanders, like Chaos Lords or other Warbosses? And what about their upgrades?

A: No, since any extras are gained as refits and upgrades during the campaign.

Q: Do the Eldar ships taken to replace those lost have a Ld of 6, or of 7? Also, what about Space Marine ships/Chaos ships with Chaos Space Marine crews?

A: All ships return with Ld 6 and then add racial modifiers. So, Eldar come back with a Ld of 7, and so do all Space Marines.

Q: Can fighters intercept and destroy a wave of torpedoes? Can a single squadron of fighters destroy all of a S6 wave of torpedoes? Can I "recall" some of my fighters/bombers squadrons (remove the squadrons) during the ordnance phase to relaunch ordnance during my fire phase (assuming a successful 'reload ordnance' test)?

A: Yes. Yes, fighters remove other ordnance on a marker for marker exchange (i.e., 1 fighter marker will take out 1 bomber marker, 1 fighter marker, or 1 torpedo marker, be it a S1 torpedo salvo or a S100 torpedo salvo). And, yes, assuming you make the Reload Ordnance test between recall and launching, not a problem.

Q: Do Chaos Space Hulks get boarding torpedoes?

A: Yes.

Docking Claws

The best of the web, listing sites which deal with Battlefleet Gothic. If you have a site that you would like listed here, drop us an email.

www.epic40k.co.uk (www.epic40k.co.uk) - The host of this publication, www.epic40k.co.uk is a growing site featuring the EpiComms Forums for great Gothic and Epic chat, the Players Index to find players in your area, and the Spotters Guide, a discourse on the vessels in the game, as well as lots more.

[Port Maw \(www.one-end.com/portmaw\)](http://www.one-end.com/portmaw) - Currently undergoing a revamp, Port Maw has always been a favourite for web surfers looking for Gothic. In particular, the site has a large collection of new vessels for the game.

[Blackstone 6 \(http://blackstone.outpost10f.com\)](http://blackstone.outpost10f.com) - While currently not being updated regularly, there are still a lot of useful articles here, and some excellent extra counters and downloads.

The Golgotha Spiral

(<http://www.angelfire.com/games4/chubbybob/bfg1.htm>) - An excellent site focussing on the vessels of the Golgotha Spiral, and the unique vessels which patrol it. An gold mine for the Gothic converter.

Incoming

Got an event for Gothic coming up? Let us know. We want to hear about meetings, groups, conventions and games. So, put the word out, and drop us an email detailing your events.