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EDITORIAL

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EDITORIAL

+++ Time Flux +++

Hello,

Welcome to a new issue of Warp Rift.

It are some odd days for Battlefleet Gothic it seems. The game is getting an extensive FAQ, this will be online soon, it is rumoured that the Forgeworld book Imperial Armour 10 about the Badab War will feature some Battlefleet Gothic related material. It is not know what it exactly will be though. Fantasy Flight Games will be releasing a supplement to their Rogue Trader RPG book next year being called: Battlefleet Koronus. Where the core book itself already contained a great deal on space vessels this new book will just breath Battlefleet Gothic I guess.

On the downside it appears that the BFG Armada book is no longer available on the Games Workshop site.

This issue of Warp Rift itself contains an Ork Tactica written by Deadshane who won Adepticon with his Ork fleet.

Furthermore the second installment to the Spreading War takes a majority of pages this issue.

In the vessel ages article we see ideas on how age affects the ships of the Imperial Navy.

The showcase features this years fleet finalists of the GothiComp painting competition.

Asuryan's Light in the Darkness Rekindled tells the tale of a forsaken Eldar vessel.

enjoy,
Horizon

+++ Anargo Sector +++

In a previous Warp Rift we have two published articles originating from the Anargo Sector. Well, the sector itself has gone a little quiet itself after that but just recently the Astronomican brought it back to life again. So in the near future we can expect more great information from them. Among it the details for Battlefleet Anargo and the layout (to the world levels) of Anargo Sector.

http://www.sg.tacticalwargames.net/forum/index.php?board=8.0

+++ BFG Chronicles +++

The long going BFG Chronicles project is also being restarted (again, admitted) but it seems they are getting somewhere. Book of the Imperium will be the first to keep an eye on.

http://www.sg.tacticalwargames.net/forum/index.php?board=8.0

+++ High Admirality +++

The Admirality has released rules for the Tau Commerce Protection Fleet and Eldar Haven Spire plus refit tables for the pointy-eared race.

Issue TwentyNine – Content:

ORK TACTICA

BY SHANE MCROBERTS "DEADSHANE"

"Mudgutz sez: Propa' ways ta krump 'em!"

Orks are the worst fleet!

Orks can't use ordinance or special orders reliably!

The only chance you have of winning with orks is the Space Hulk!

ORKS ARE CRAP!

Chances are if you've been playing gothic for a while (or even if you're new to the game), you've heard these comments before when referring to the Ork Fleet. They really arent far from the truth using traditional or common Ork tactics that you might find online or within publications. Traditional Ork tactics are either reckless (ramships) or totally give up the initiative to your opponent's fleet during the battle (SpaceHulks & Roks). While sometimes these tactics will work, they've still contributed to the "Underdog" status of the Ork fleet in gothic. There are other reasons Orks have a hard time, speed and mobility, unbalanced ships, rear armour 4, reliance on weapons batteries... the list goes on. The fleet has many pitfalls. However, the Ork fleet also has many strengths. We'll try to concentrate on those here. If one is to win reliably with Orks in gothic, it is imperative that you build and pilot a fleet according to the strengths.

In tournament play, when you consider chances for victory, there is very little margin for error with Orks, they are NOT a forgiving fleet to play and your tactics must be sound. This tactica will address primarily tournement play and how to win. How 'I' win...and how YOU might win playing this very characterful fleet. If you've played Orks in the past and gotten so frustrated that you would've liked to take a sledgehammer to yours or your opponents fleet in frustration, this is your chance. This will be how to play your fleet AS an irresistable sledgehammer of the Ork Waaagghh, but in space.

Lastly, before we begin, these are of course 'my' opinions. These are the most effective ways that I personally think the ork fleet plays. Bottom line is, if you already win with orks and feel that these tactics arent as good as your own or are too different, congrats on your winning record and keep it up! These are ways that I've found that are effective, take from this tactica what you will...or dont. If you've been losing with orks, and you try what I've written here and are successful, I can honestly and with great confidence tell you that the comments you'll be hearing will sound more like....

Geez, thats a ton of ordinance!

I thought Orks were supposed to fail leadership checks.

You're one of the best Ork players I've played!

I didnt know they were that good!

...I hear these all the time.

PART ONE: STRENGTHS OF THE ORKS

or- "Orks is da most strongestest!" -Warlord Mudgutz

All fleets in Gothic have certain things that they do very well or advantages over other fleets. Orks are no different. While they might not have the speed and maneuverability of the Eldar, the Nova Cannons of the Imperials, or all round 6+ armour of the Space Marines, they have their own strengths that make for formidable forces in their own rights. The strengths that we'll make use of here in this tactica include:

CHEAP SHIPS WITH LOTS OF HIT POINTS

For a base cruiser, the Kill Kroozer is one of if not THE cheapest basic cruiser in the game. Figure that in with a front armour of 6 and 10 hit points and its a bargain. The Terror ship also is cheap for a carrier. Devestation's are considered by some one of the better carriers in the game, our Terror ship has the same launch capacity, 2 more hit points, the capacity to launch torpedoes, and is 5 pts cheaper. An Ork Battleship typically costs around the same as other races Battlecruisers/Grand Cruisers.

TORPEDOES ON ALL CAPITOL SHIPS

Kroozers and Terrors can both trade in their forward mounted Heavy Gunz for Torpedo bays. Depending on your fleet make-up, this can provide excellent distractions for your enemy. Torpedoes also increase the versatility of your 'weapons-battery' heavy ships, giving them another role in the battle. Hammer Battlekroozers also have this option availiable.

MORE REROLLS

Ork fleets can get 3 re-rolls per Warboss and a Warboss for every 500 pts in the fleet. More RR's availiable than ANY other fleet in the game.

FIGHTA-BOMMAZ

Acting as either fighters OR bombers, they reduce the guesswork about how many of either class of ordinance you need.

LARGE BASES ON THE KROOZERS/TERROR SHIPS

While some might consider this a disadvantage, it actually makes boarding actions easier to accomplish. Which brings us to....

IRRESISTABLE BOARDING ACTIONS

Warlords double the boarding value of any ship they're on except for the Space Hulk. When you have 3 in say, a 1500 pt game, thats potentially 3 ships with a boarding value of 20, more than double a basic cruiser. Throw a Warlord on a Battleship and the boarding value is 24, THREE times a basic cruiser. This is a very big deal indeed. Normally it requires ships to gang up on a single in order to get bonuses like this, when Orks can use this advantage ship-to-ship, it can translate into horrendous results for your enemy.

....

There are also some scary weaknesses that you always have to be on the lookout for. If you want to play with Kroozers and Terrorships (we do) you have to look out for:

REAR ARMOUR OF 4

The only ships you want behind you are dead hulks of cruisers that you've destroyed. You'll also need to launch enough fighters to keep enemy bombers at bay, they can also do horrendous amounts of damage to our ships.

SPEED

While we dont have to make a leadership check to go "All ahead full!", more speed would be nice. Our capitol ships need to close the distance fast and get into knife-fighting range as soon as possible. Our plodding speed of 20cm is a definate issue, be aware of how long it takes to get into the fight. While on par with Imperials, nose to nose, they can outshoot us.

NO LANCE WEAPONRY

This glaring weakness is one of the big reasons that we as Orks have to alter our tactics and strategy to accomodate the tools we DO have availiable. Only our Battleships have anything resembling lance armament. Armour 6 on enemy ships requires a different approach during an engagement.

LOW SHIELDS/TURRETS

Orks obviously dont really care to play it safe and don't know much about defense. A single sheild sounds bad, and it is. A single turret combines with that rear armour of 4 making enemy bombers a DEFINATE issue.

LOWERED LEADERSHIP ON OUR SHIPS

This makes special orders difficult, reloading ordinance is harder. Re-rolls are that much more important, luckily, we get lots of them.

Dont worry, these weaknesses can all be compensated for, its not as bad as it sounds.

Put all of this together and what does it mean? How are we going to build our tournement list? Try to think about it a bit.

Your tournement list will consist of many more HP's of ships than your enemy has, cheap carriers, tons of ordinance, and maximum Warlords.

How do we destroy ships? Sometimes with weapons batteries, sometimes with lots of ordinance, but mostly:

BOARDING ACTIONS!

PART TWO: SHIP REVIEW

Or: "She dun look like much, but Sheez got it where it counts, ya grot!" - WARLORD MUDGUTZ

Some of the ships in the fleet are great, others, not so great. Some are downright a waste of time. In order to build a fleet that will lend itself to the combat doctrine that this tactica will encourage, we have to avoid certain ships. Escorts, in particular, are not a good idea. Escorts are easy to destroy and give up victory points much easier than capitol ships. Most of all, they dont help out with the boarding actions which is what our fleet will be doing in every game if possible. I've found that there is very little in a support role that an escort can do that ordinance cannot do itself. I can hear you already..."But what about the ramships????"...more about them later, lets start with the big ships.

THE MIGHTY SPACE HULK

Hit points like crazy, gunz everywhere, lances, gunz, ordinance, heavy gunz, 6 turrets, more gunz, that little cluster to the right on the top....yup...GUNZ! An impressive sight on the feild, scary, mighty....don't bring it! It doesnt fit into the plan, speed is a factor. The last thing we need is the backbone of our fleet moving 10cm across the board a turn, and it WILL be the backbone, at 600pts it demands that you build your fleet around it, to support it. On paper it looks great, on the board its fun to play, but it wont work. It can be avoided far too easily thanx to its slow speed. In effect its a 600pt carrier that only launches 11 craft a turn on average. Not so good. You have to be able to maneuver in this game, this monstrosity doesnt do it, leave it at home.

ORK ROKS

Why you would take these w/o the Space Hulk I cant imagine. Again, unable to maneuver and easier to kill than the Hulk. Roks are part of a Space Hulk strategy. Again, leave them behind.

ORK BATTLESHIPS

Armada gave us these mighty ships. Large and in charge, these cheap 12 hp monsters can be either the true speartip and purpose of your attack, huge support, or a mighty distraction so that the real attack succeeds. Ork Battleships, strangely enough, are amongst your FASTEST ships when employing tactics that are complimentary to the fleet. Specifically, the Dethdeala and the Kroolboy have "Soopa Engines" making your AAF orders more effective allowing you to get one of your Warlords 'stuck in' quickly. This is a huge threat to any ship considering your boarding value of 24 on a battleship with embarked Warlord. Gorbags Revenge can be fun at times when maxing out ordinance is to your taste. Slamblasta, sadly, doesnt really help much, its speciality being 2 prow mounted lances....the only source of lance firepower in an ork fleet short of a Space Hulk...its too little too late. Also, the Hammer...Kroozer HP's at a Battleship cost, its versatility isnt really needed or useful.

KILL KROOZERS

Ahhh, the much maligned Kill Kroozer. I call it a mighty chariot from which my second and third warlords win the battle for me. Kill Kroozers, typically ignored by opponents due to their lack of ordinance threat or effective firepower, scream towards the enemy in an attempt to get to boarding range. Warlords with Mega Armoured parties hitch a ride on these boyo's and sometimes will double up on a particularly important target for a sure KILL. Not wounding....KILL of a capital ship. Don't let their speed of 20cm's fool you, they can be FAST. Pick a direction to fly this thing, and launch it like a missle using the ork's AAF orders. Frequently you'll be surprised with a 10hp chunk of steel flying at your enemy at 30+cm a turn....with a warlord on board. That is one dangerous missle, if it hits its target wonderful things happen. To max out ordinance, go ahead and replace the forward heavy guns with torpedoes for a one-shot distraction. It gives your opponent something to think about, and it covers your advance for the REAL attack.

TERROR SHIPS

The bread and butter of the ork fleet. Terror ships launch wave after wave after horrendous wave of Fighta-bommaz, AB's and torpedoes. Squadroned together, they will reload off of the leadership of the best leadership in the squadron. Assisted by the many many availiable Ork ReRolls, you will find that this cheap cheap carrier will easily make its presence felt in the battle. Their role is support, but in a pinch they can still add 10hp's to a boarding action. Always remember that ordinance is the primary mission however. Keep pumping it out, keep the enemy concerned with dealing will all your ordinance. Brace sparingly...your hp's can handle whatever damage they dish out. Reload reload (reroll) reload....

Remember that problem that our ships have with enemy bombers? Yea, multiple cheap Terror ships mitigate that disadvantage by launching scads of Fighta-bommas.

ESCORTS

As I am writing this tactica, I will tell you my opinions of escorts. Many of those that read this will disagree with me, but they can write their own tactica.

Anything escorts can do, ordinance can do better. Ordinance is faster, and in enough numbers can handle break-off flanking forces of the enemy fleet just fine. Enemy escorts die in droves against AB attacks. Ordinance when it dies, costs nothing. Escorts when they die, cost victory points.

I typically dont use escorts, and prefer to maximise capital ships. That is MY formula for victory, this is my tactica. Now with that said....

If you find that you really want to use escorts in your fleet, there is one in our arsenal that fits the bill. No, it isnt the Ramship. Ravager attack ships add MORE ordinance into the mix. These ships, with their d6 wave of torpedoes each, can intensify your ordinance strike. A truly scary sight is when 6 cruiser hulls, several ravagers and even torpedo bombers all launch their payloads simultaneously. It's a torpedo spread that cannot be ignored and will break fleets up out of formation so that you can pick on portions instead of charging headlong into their entire gunline.

Ramships are wasteful, a danger to themselves by definition and not armed heavily enough to be effective. Some Ork players stand by them stating that they are the only source of speed that allows them to even contend with Eldar. I say, if you are counting on speed 25cm to deal with Eldar...you will lose the race...everytime.

Ordinance is faster, and can deal with Eldar more effectivly than ANY of our escorts.

PART 3: TWO KEYS TO VICTORY

Or "Do dis an' dis fer da big WIN!"-Warlord Mudgutz

My successes with the Ork fleet can be directly attributed to two things: ordinance and boarding actions. These two damage dealers are the two mightiest strengths that the orks have at their disposal. Both are reliable weapons, both very destructive.

Yes, I said that Ork ordinance is reliable...contrary to popular beleif.

BOARDING ACTIONS
How do people keep from taking damage in Battlefleet Gothic? "Braced for Impact" is how. Can you brace for impact against damage done in a boarding action? Nope. What do Orks love to do to enemy ships? Board.

If you want to play Orks in Battlefleet Gothic, you have to learn every last detail of boarding. You have to get good at it. Boarding actions will always be in the back of your mind during the battle and you will know how to get every single 'plus' out of the boarding table to swing advantage more into your favor.

A "How To" article on boarding actions in battlefleet gothic could take up plenty of space just by itself. Since this is MY tactica...I'm going to simply go with how I'VE had success. You can work and play with my formula...maybe come up with your own ideas. We'll do this assuming a 1500pt battle.

First, point your fleet in the right direction to intercept the enemy and utilise your FREE Ork "All Ahead Full" orders. This makes your entire fleet fast all of a sudden. Dont forget, this doesnt reduce the amount of ordinance you fire so on the first turn do it with your Terror ships as well in order to keep them in range to support your Killkroozers and Battleship.

Max Warlords...Everytime. The stronger your boarding ability in your fleet, the stronger your fleet. More ships with Warlords ready to board=redundancy and more opportunities to board.

Personally, my favorite way to facilitate boarding in my Ork fleet is to throw a Warlord on a Battleship

(one of them has to go there anyway) and give him powerfields. This is your 'decoy'....but its a decoy with teeth. The job of this ship (preferably the dethdeala or Kroolboy for speed) is to soak up the firepower and/or ordinance of the enemy covering the advance of the rest of the fighting vessels in your fleet. I will typically give the Warlord "extra power feilds" in order to soak up a little more fire on the way in. If the Battleship is able to board a juicy target, its great, but the time your opponent will spend shooting it up since its the biggest and baddest ship in your arsenal will be considerable...and it should prove an invaluable sheild for the rest of your fleet.

Essentially, the Battleship covers the advance of my two Killkroozers that are also Warlord equipped and right behind her. These Warlords arent equipped with "extra power fields", instead opting for the "mega armoured boarding parties". With the added plus of the Mega Armour, the KillKroozers boarding value of 20 (with the Warlords of course) is a serious problem for any fleet that gets within 15-20cm of our forward arc. Killkroozers are definatly the ship for this mission. Terrorships can do the job as well if needed but Terrorships are generally kept busy pumping out more and more ordinance to cover the fleets advance.

Also, be sure that your ships are all mounted on larger bases. This makes boarding actions that much easier and is completely legal, strangley enough, due to a packaging blunder that GW covered by simply saying "Larger bases OR small bases can be used on cruiser hulls for orks". While this may make navigation past blast markers a little harder or present a better target for nova cannons, the benefit for boarding actions is too great to pass up.

Dogpile important targets with multiple ships to ensure their death. A ravaged Battleship and two

healthy kill kroozers equipped as above is a death knell for most any capitol ship out there barring tyranids. No braced for impact allowed, and a drifting hulk to give you that many more victory points at the end of the battle. Glorious.

ORDINANCE

Ordinance is just as important as boarding to your game. I personally like to use 4 terrorships in a single squadron to contribute a VERY formidable force of fighta-bommas in the air. AB's are of course launched in abundance if the escort threat is significant, but Fighta-bommas are great. With d3 + 3 attacks against ships with 3 or more turrets, they tend to hit harder than regular bombers (sans fighter escort) against capitol ships with that sort of ordinance defense. (against a target with 4 turrets: regular bomber needs to roll a 5 or 6 to do damage, fighta bomma needs to roll 3+ on its attack run) My current fleet can support up to 20 aircraft and 20 fighta-bomma's coming at you cannot be ignored...its damage, it finishes off damaged ships, and regardless of how "useless" people tell you fighta-bommas are, they still dont like to be hit by them. Since I tend to replace forward mounted heavy gunz batteries with torpedo launchers, its all the worse. You bring lots of carriers in an Ork fleet to mitigate the disadvantage of fighta-bommas only being able to hit a target 3 times MAX. Whats more effective in a 1500 pt fleet? 8 eldar bombers, or 20 Ork fighta-bommas, that not only can do bombing runs...but intercept the eldar bommers instead if they decide to.

The fact that you dont have to decide a ratio of fighters to bombers out of your launch bays does a lot to make your ordinance runs easier...less chances for mistakes there. People forget about this advantage and its a big one. If an opponent with huge amounts of launch bays makes a mistake in how many fighters he launches, he might miss an opportunity to do

damage. If he launches too many Bombers, he might get taken advantage of by a surprise ordinance alpha strike by his opponent. Orks dont have to worry about this as much as other fleets since our fighta-bomma's are dual purpose. The only thing you have to ask yourself is whether or not you want to launch assault boats.

Make sure you run your carriers in a squadron to take advantage of that SINGLE leadership 8 terror ship that you rolled. Your fleet may have low leadership accross the board, but if you bring multiple terror ships (like any good player using this tactica) one of them is bound to roll a 7 or 8 for leadership. Combine this with the multiple rr's granted by the multiple warbosses, enemies on special orders giving you an add'l +1 and then the fact that Terrorships generally play the backfeild of your fleet keeping a low profile to avoid getting blast markers in contact, and you've got a squadron that generally doesnt have much trouble reloading its ordinance throughout the game.

Keep pumping ordinance at people. Remember, even though your Battleship may be going AAF every turn...it still lends a launch CAPACITY of 4. Keep your ordinance in the air in maximum amounts. If your opponent is worrying about your ordinance, he's worrying less about your ships. Ordinance costs nothing, ships cost points.

Huge torpedo salvoes launched by entire ork fleets can sometimes break up enemy formations. If you replace all of your heavy gunz with torpedoes... it creates a rather impressive torpedo strike that formations will have trouble surviving. Concentrate all your torpedoes toward the center and watch your opponent break his fleet into two seperate smaller formations. This makes engaging into knife fighting range easier. It can also make it harder for his ships

to support each other.

More and more and more ordinance on the feild gives your opponent more to think about. More things to think about allow for more opportunities to make mistakes.

Pump out that ordinance. Board those ships. The combination of these two mechanisms in your fleet are the two primary keys to victory.

PART 4: SOME LITTLE TRICKS

Or "Ya gots ta be STRONG AND KUNNIN', but dere's times ya gots ta be KUNNIN' AND STRONG!"- Warlord Mudgutz

There are some tactics that work really well in an Ork fleet that some other fleets might not be able to get away with, or benefit from quite as much. We'll talk about a couple of those here.

BRACE FOR IMPACT

As an Ork Admiral, your fleet is one of the stoutest out there. You've got hit points to spare. You've also got opponents out there that expect you to brace for impact when your terror ship is about to take 8pts of "for sure" damage. Here's your problem, if you brace, you lose the ability to reload your ordinance next turn...that simply wont due. TAKE THE HIT. Often, in the game of BFG, your opponent will expect you to brace, sometimes...he'll NEED you to brace. When you don't, you don't go along with his battle plan. That can only be a good thing for you. If your opponent blasted the snotlings out of your Terror ship expecting you to brace the entire squadron he could be in for a rude awakening. Your squadron may now be in the position to move forward a bit and be totally

within striking distance of the ships that caused this damage...and your crippled terror ship could still have reloaded its ordinance so as to contribute STILL two more fighta bommas and maybe even a torpedo salvo in order to extract revenge for itself. Note that your ship took 8 hit points....the damage that kills a normal cruiser, now your ship is operating at half capacity. Again....WHEN OTHER CRUISER HULLS WOULD BE DESTROYED! You've got hit points to spare amongst your fleet. Dont worry about the threat of 4 lances that are Locked on. Dont brace against the first or even the second Nova cannon shot. Take some risks, your ships will pull you thru. Remember, Orks don't give a dang. Play them that way. Try not to brace for impact unless its a REAL emergency. Take some hits...come out the other side all scuffed up, its ok...your opponent will be hulked.

PLAY WITH TERRAIN AND DIFFERENT SCENARIOS

Don't play "Cruiser Clash" against a good Eldar player in open space. You just lost. Play scenarios where there is an objective to control, or a ship to escort. Some Scenario's can force an enemy to get close to you, thats where we want them so we can board. Not only are these battles more interesting, but they're more in character for us. It should come as no surprise then that these sort of missions are easier to win. Also, "Cruiser Clash" IS an ok mission to play...just not in open space. Play with some terrain. Use the rulebook rules for placing terrain. Your fleet benefits very well from the cover that terrain in BFG grants. Also, learn to utilise planetary gravity wells. A good Ork player can completely make up for his lack of maneuverability throughout his fleet by hovering near a medium or large planet using gravity well turns to maneuver. I almost ALWAYS use planets to aid me in battle. If there is a large planet on the board I will always try to make sure the planet is between the bulk of my forces and a significant long-ranged part of his. Not only does it block line of sight, but it will grant me some maneuverability as I advance toward it. USE PLANETS.

FIGHTIN' DA PANZEES

Corsair and Craftworld Eldar fleets seem to be the bane of Ork players everywhere. We cannot catch them, and our gunz dont have the range to reach them.

Remember what I said about Cruiser Clash and Terrain? We dont need to go back there right?
O.K. then, what is your problem vs. Eldar? Speed. It's the Eldar claim to fame. Speed and Maneuverability. They go where they want and as fast as they want. You're ships are still plodding along at 20cm hoping to catch them, right? Wrong.

I'm going to illustrate the PERFECT scenario against an Eldar fleet and you can take from that some tactics and tricks on how to fight them.

Firstly, you want the Eldar fleet to be between you and the Sun. What this can do is make it more difficult for a key enemy ship to 'run away from you'. They can still move parallel, or even toward you, but moving INTO the sun is their slowest speed, and your best chance to bring your prow mounted gunz (at 45cm range) to bear...and we all know how much Eldar hate Weapons Batteries.

Second, try to take cover behind a large or medium planet. It cannot get shot thru by the Eldar lances and any torpedo strikes will hit the planet and detonate. If the planet is large you should be able to utilise gravity wells and lower speeds to maintain a position behind the planet. If you're able to do this, the only way the Eldar fleet can touch you is to jump to the other side of the planet (where he'll be meat for the beast..and our WB's) or try an impotent attack with

his bombers...which brings us to the final and most important key of beating the eldar....

Third, Fighta Bomma's, the key to success against the Eldar. Ordinance, Faster and more maneuverable than the eldar fleet. Using this tactica we have aircraft in abundance. More than the expensive eldar carriers are equipped to handle. Send salvo after salvo of fighta bommas after the eldar. DO NOT run them in waves. Since the eldar ships have no turrets waves of aircraft have no purpose...send each one out seperatly. If/when your squadrons are close enough to engage the Eldar fleet send only one or two fighta-bommas to each enemy ship within reach. Your goal is to cover the entire enemy fleet with blast markers. If your Eldar opponent is running several units of escorts (since eldar escorts are so good) make sure THEY are all covered with blast markers. This can create a dangerous situation for your opponent. Not only is there a potential for damage from the bombers, (slight due to the holo-feilds) but when your opponent moves away or thru the blast marker on his turn he has a chance to take another point. Unlike our sturdy Ork ships, Eldar ships cannot sustain any real amount of damage and every point can be felt. Every point inflicted has a good chance to score a critical. This is danger that your Eldar opponent cannot outrun and can only mitigate with distance, time, and his own fighters. Eldar are truly one of the most important reasons that Ordinance is so important to Orks in a Tournament/Take all comers fleet. The more Fighta-bommas you can keep in the air, the easier a battle against Eldar is going to be.

If you are able to utilise all of these strategies against an Eldar player, while NOT playing in open space and possibly with an objective that will draw him to it...you will have a better than average chance of victory.
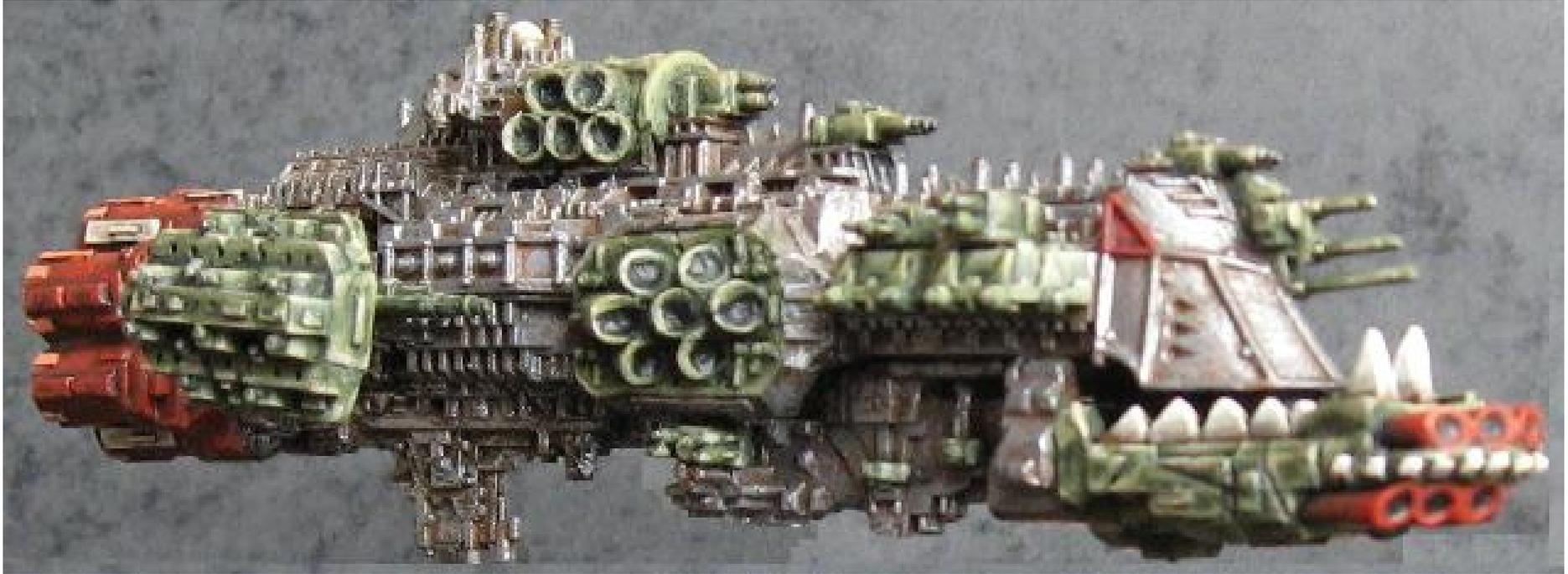
PART 5: CONCLUSION

*Or "Dat's dat! Now get out dere an' SMASH 'EM...
WAAAGGHH!"-Warlord Mudgutz*

Well, thats pretty much it. Of course all these little tidbits require practice and proficiency on your part to pull off successfully. This is however, how I've managed to have such a good run with the Ork fleet over the years. As you should be able to see, the Ork fleet in BFG is much different than say an IN fleet or Chaos and CANNOT be run the same way. Its a fleet all its own that requires a certain "technique" no less specific than even the Eldar fleets require to be run successfully.

It's something I really hope for that Ork players will see these tactics and make them their own. Hopefully, some of you will learn just a little bit from what I've written down here and really surprise your opponent with a good beatdown. Maybe even utilising these techniques in ways that 'I' never imagined. I've had tons of fun with the Ork fleet since the first models were released for them many years ago...and never looked back. It's truly one of the most fun fleets in the game if you can learn to play it well.

Played well, its immensley strong and since its considered an "underdog" fleet...all that much more rewarding and impressive when you pull off that "big win".

Played badly...well..."Orkses is never beaten in battle. If we win we win, if we die we die so it don't count as beat. If we runs for it we don't die neither, so we can always come back for anuvver go,see!"

Asuryan's Light in the Darkness Rekindled

By Hellebore

Asuryan Ra en el Kael edi zar

Asuryan's Light in the Destruction Between Storms

The Seers of Ulthwé are psychic masters, even by the standards of the eldar. Many a time the Ulthwé Seer Council, led by the mighty Eldrad Ulthran, had foreseen the deadliest of threats, time and again protecting their once mighty race from destruction. However, the Sight is not perfect, and despite their best efforts, the Great Enemy moved ever closer. It was following the aftermath of Abaddon's 12th Black Crusade that the Seers of Ulthwé decreed it time to grow another ship, a mighty machine such that the enemies of the Eldar would know again the truth of eldar supremacy. *Asuryan's Light in the Darkness Rekindled* was to join the pride of the Ulthwé fleet, but alas it was not to be.

Bonesinger Liariean Toluc formed her Wraithchoir from the most skilled artisans and composers of Ulthwé, determined to create a ship of unsurpassed beauty. Such was the rapture and joy of the ship's birthsong, all those on Ulthwé could feel it, and many were drawn to the Domes of Creation to witness its birth. Toluc had incorporated more than a dozen schools of design into the creation of the ship, birthing a leviathan of breathtaking power and beauty. Based around the Phoenix battleship hull, *Asuryan's Light in the Darkness Rekindled* was a shark amongst minnows. So proud was she of her creation, so lost in its form and perfection Liariean took it

upon herself to command the ship's maiden voyage.

Although slower than the smaller cruisers, the ship had enormous reserves of power that Liariean used to her advantage. Performing ever more intricate manoeuvres, the ship darted through a dense asteroid field, destroying the largest fragments with precision fire from the dorsal lances. Intoxicated with the power of her ship, and hidden by heavy metal rich asteroids, Liariean was unaware of the Great Enemy's forces closing in.

In a system cleared of danger two baroque monstrosities, unholy creations of the fell powers, powered in for the kill. Normally even a Phoenixship could outrun the crude constructions of the Mon-keigh; however caught unawares, its fate was sealed. Realising the danger, the wayfarer ordered an emergency message to the Ulthwe fleet even knowing it would arrive too late.

The daemonic vessels pounced on the eldar ship with a desperate hunger, rushing toward it at breakneck speed before burning retros and slamming into its sides. Liariean raged impotently as the chaos filth scored and splintered the hull, burning their way in to defile her beautiful Phoenixship. The hull seemed to heave in agony as it was polluted with the sorceries of the Great Enemy. Every Eldar on the ship could feel the terrible thirst pressing against their soul, as if Slannesh had swallowed the ship whole. The Infinity Circuit writhed with barely contained warp energy as She who Thirsts became manifest within the ship itself.

Realising with horror what the boarding mon-keigh had done, Liariaen detached herself through the Infinity Circuit in an attempt to stall the unnatural intrusion that was threatening to possess her ship. Everywhere she moved the crew fled in panic from perverted, capering nymphs and sensuous apparitions; daemonettes summoned into the ship by the slanneshi chaos marines who followed behind. The mon-keigh warriors let out hypersonic screeches of ecstasy that shattered organs and blasted the minds of the few eldar still alive. To her dismay she found some had become entangled in the soporific snare of the daemons, falling into their arms in soul-destroying imitation of The Fall itself. Shrieking with distraught fury, Liariean lashed out with her immense psyche, forcing the ship to respond.

Unlike the joyous harmony of creation, the splendour of life, this was a deathsong, a battlecry, discordant and deadly. The staid and steady rhythm where the wraithbone responded with grace was gone; in its place something altogether more malign appeared. The flowing buttresses and bulkheads of ship writhed under Liariean's psychic will and spears of morphing wraithbone shot out toward the enemy, skewering more than a dozen and obliterating twice that. Pressure doors that did not previously exist sliced the enemy in two, whilst nascent airlocks voided others into space. Many times the servants of the Great Enemy attempted to fuse with the Circuit, and Liariean could feel their seductive promises eroding her will.

Lashing out with a psychic blast, Liariean warped the wraithbone around the daemonettes, compressing

their essences within a pocket and releasing her reserves of wraithspiders, which fell voraciously on the daemonic essences, tearing them apart in a welter of psychic energy.

On every deck, its innards defiled, the ship and Liariean fought back. Where an eldar fell, a shroud of wraithbone protected its waystone, and so Liariean filled the Infinity Circuit with the souls of her crew, increasing the potency of her assault with every one. Eventually she pushed the enemy back to their cursed ships and, warping her outer hull, shot lances of pure wraithbone through her tormentors' sides breaking their hold. Bereft of their mooring, the daemonships floated away from their prey, hulls ruptured and torn. One, its plasma reactor irrevocably damaged, exploded in a ball of sickly pink light. The other, its hull rent in a dozen places shimmered briefly and disappeared, escaping to the warp.

To Liariean however, the taste of victory was as ash in her mouth. The entire crew was dead. Her own body, ravaged beyond limit, had perished as she used the last of her energy to annihilate the minions of the Great Enemy. Most tragically, *Asuryan's Light in the Darkness Rekindled* was a deformed ruin. Limping back to her Craftworld, the once mighty ship attracted a flotilla of escorts and cruisers, all responding to the summons for aid. Aghast at the destruction wrought, none dared approach, feeling the seething anger and grief residing in the ship's Infinity Circuit.

It took many months for Liariean's original Wraithchoir to coax the ship back into its original shape, but they were unable to wholly remove the psychic taint of the Great Enemy. Many of the crew, their souls fatigued and weary, could barely maintain cogent thought, and were transferred to the bosom of Ulthwé's Infinity Circuit where the souls of their ancestors attempted to comfort them to no avail.

Liariean refused to leave the confines of the ship for her Craftworld, instead haunting its passageways and chambers, brooding over her revenge.

The Seers were troubled. The taint still held aboard *Asuryan's Light in the Darkness Rekindled* was beginning to have a draining affect on the crews of other ships. Unable to persuade Liariean from her ship the Seer Council determined the best course of action was to release the ship on extended operations and put it as far from the Craftworld as possible. Falann, a spiritseer from Liariean's own clan, was selected to act as her water-bearer, to lessen the fires of her vengeance.

* * *

For the next 300 years *Asuryan's Light in the Darkness Rekindled* was the terror of the sector, inexplicably placing itself in the right place to thwart the Great Enemy's servants. Many whispered that the ship had been irrevocably tainted during its maiden voyage, and that Liariean had somehow gained an eye into the warp.

During the Necron raid on Adrioch this ancient enemy learned the nature of Liariean's wrath. As part of an interdiction force Liariean descended upon the Yngir servants with consummate fury, crippling a Necron Cruiser before they disengaged and fled. When the Seers divined Waaagh Snikreg would pass through an eldar colony system, it was the lightning raids of *Asuryan's Light in the Darkness Rekindled* that diverted the ramshackle fleet into the Tahmal sector and the unsuspecting Imperium.

But always the ship was hounded by chaos forces, as if drawn by the very presence of the tainted ship. Time and again, despite all odds, the battleship survived each encounter, bowed but never broken. Amongst the outcast raiders it took on a sinister reputation,

a ship cursed by chaos, yet destined to survive. It became known as Kael-dirach - the ship between destruction and joy.

At the close of the 41st millennium, as part of Eldrad's plan to assuage the damage the impending darkness would cause, he dispersed Ulthwé's armies and fleets. By splitting his small force he was able to make precision strikes to alter critical events. One such event was to take place in Cefilana, known to humanity as the Ulant System in the Scarus Sector. The Seer Council knew that without the Mon-keigh ships as a bulwark, the Eldar fleet would not survive its mission. With the storm encroaching and the Council's Sight clouded, contradictory futures crossed impossible paths and darkness shrouded everything. With trepidation the Council's appointed *Asuryan's Light in the Darkness Rekindled* - Kael-dirach, the task of delivering their messenger. The rising darkness consumed everything, but perhaps, something tainted by the darkness itself could survive where others would not.

Returned from a recent mission pursuing chaos raiders, Kael-dirach was released immediately with the Council's envoy; Seer Coridol. As soon as he stepped aboard the predatory hunger of the ship became palpable, Liariean's soul conveying images of imminent destruction and death. No escort was to accompany the battleship, and it set out alone, into the darkness.

Approaching the rendezvous in the outer reaches of a dead system strewn with rocky debris, a sensor sweep detected a single Imperial cruiser. When the cruiser reached visual range, a chillingly familiar silhouette materialised astern of the phoenixship. Liariean let out a psychic scream as the deamonship from her maiden voyage appeared alongside. The psychic backlash disrupted the materialisation of the

deamonship, allowing Falann to turn abeam of the sun and flee from their pursuers.

Unprepared, the ship fell prey to a squadron of Iconoclast Destroyers bearing in off port. At such close quarters the ship's sophisticated holofields were little use against the resultant battery fire, and the damage was catastrophic. Impacts along the hull left two fifths of the ship open to the void, while a lucky strike tore through a mainsail, reducing power to the engines. Liariean, enraged at yet another desecration to her beloved ship, railed at their flight, demanding justice. However, Falann's force of will cowed her into abeyance, and so, defeat bitter in her mouth, Liariean turned from her enemies and limped away.

Falann and Coridol held grimly to their seats as Liariean closed all bulkhead doors. Sudden fire from the Imperial cruiser tore through one of the destroyers while the Kael-dirach heaved to starboard, its superstructure groaning with the strain. Coming about suddenly on her pursuers, Liariean opened up with her forward batteries, the focused lasers slicing through the nearest destroyer in an explosion of plasma. Multiple contacts appeared on the emission receptors as two more Imperial cruisers and their escorts moved out from behind a large asteroid. A wave of crude torpedoes sped past Kael-dirach's flank blossoming across the hulls of the Chaos ships. Just as suddenly as they had appeared, the daemonships vanished, fading back into the warp followed by Liariean's impotent fury.

After several brief communications between the Kael-dirach and the mon-keigh vessels, Coridol transferred to their flagship. Liariean turned to repairing the hurt done to her beautiful wraithbone body, ever wary of the barbaric vessels even now keeping watch over her. Following many hours of talks, Coridol returned to the Kael-dirach, wearied

but triumphant. The Mon-keigh would supply the aid demanded, and while there was a price Ulthwé would endure.

In the subsequent months of the Black Crusade, several chaos enclaves situated on traitorous Imperial worlds were annihilated by mysterious black clad warriors, appearing like ghosts from the planets' surface. Their uncanny ability to strike at the heart of the traitorous forces left the heretic leaders baffled, and the holes in enemy lines caused the chaotic forces of the sub-sector to collapse with little effort.

Meanwhile, a flotilla of Imperial ships and a several Eldar vessels appeared in a small system within the Scarus Sector. With a low population density no one remarked their passing, and no one witnessed the destruction wrought. Directed by the Eldar ships, the entire Imperial fleet fired all their weapons at a single point on the surface of the third planet, utterly obliterating a swath of crust 50 kilometres wide. Just as bafflingly, the fleet immediately turned and departed, leaving only a solitary Eldar ship, a sinister black behemoth floating silently in the void, caught between destruction and joy…

Ship Statistics.
Asuryan's Light in the Darkness Rekindled
Points: 445

Type/Hits:	Battleship/10
Speed:	10/15/20 cm
Turns:	Special
Shields:	Holofields
Armour:	5+
Turrets:	0

Weaponry

Dorsal Phantom Lances :	45cm	3	LFR
Prow Weapons Batteries :	45cm	16	F
Keel Torpedoes :	30cm	8	F

Asuryan's Light in the Darkness Rekindled has a Leadership value of 9.

Special Rules
• Liariean Tuloc's Soul is such a strong force aboard Asuryan's Light in the Darkness Rekindled, that despite its effective status as a Ghostship, it follows all the normal rules for an elder ship. In addition, such is the tragedy and power of her soul, the ship receives a re-roll only it may use, and counts as having an Aspect Warrior fighting crew.

• Daemonships are attracted to the Ghostship's presence, and will never deviate when using the ship as its focus. Should a Daemonship attempt to materialise near the Ghostship any damage it wishes to repair is reduced to 1 point on the roll of a 6, the soulscream of Liariean makes it exceedingly difficult for the ship to knit itself back together.

• Due to the chaos taint suffered by the Kael-dirach, all ships friendly or not, suffer -1 to their Leadership when within 15 cm of it. Such is the loathing in Liariean's soul any Daemonship within 15cm also suffers -1 to its Leadership.

IMPERIAL VESSELS BY AGE

BY DAN LEE

The Imperium is unique in the BFG universe in that it is the only race in a technological decline.
The Necrons, Eldar and Dark Eldar have all achieved an advanced level of technology which they have no need to improve on.
The Tau and Tyranids are in a constant state of development and evolution.
The Orks have their technology written in their DNA and so cannot change it.
For the forces of Chaos the temporal fluxes of the Warp make a mockery of the concept of technological advancement or age.
But for the forces of the Imperium, older is better.

Since the end of the Great Crusade, more technology has been lost than has been found, and as a result older ships are often better built and more powerful than their newer sister ships.

These rules allow you to vary the power of your Imperial vessels to represent their age. You could apply these rules to Mechanicus or Space Marine vessels, but they were written with the Imperial Navy in mind. If you use them for other lists you may need to reconsider the point costs.

Imperial Vessels fall into one of three age categories: new (a few centuries old), old (a few millennia old) and crusader (ten millennia old, dating back to the Horus Heresy and the Great Crusade).

Each age category provides the following modifications to a ships statistics (note that these are not cumulative).

New:
No change. These ships were built without the benefit of the Imperium's best technologies.

Old:
+5cm speed, +5cm weapon battery and lance range. More efficient engines, better forged macro-batteries and more precisely built lance optics provide the Imperium's older ships with distinct advantages in combat.

Crusader:
+5cm speed, +1 Ld and +15cm weapon battery and lance range. The most ancient of machine spirits provide these venerable ships with an overall increase in ship efficiency, as well as helping to co-ordinate weapons systems to engage more distant targets.

The points cost for these changes are given below. You may have as many ships of each age category as you wish, though escort squadrons must consist of ships that are all the same age (for simplicity). As the Imperium places great importance in older vessels, your admiral must always go on the oldest vessel possible.

Note that I've deliberately made the "standard" Imperial Navy vessels cheaper. That is because, in my experience, the Imperial Navy is terribly under-powered compared to most other fleets in normal game sizes (i.e. up to 1500 points). Rather than getting bogged down into a debate about whether that's true or not, I'll just say that these are suggested point changes. So long as you and your opponent agree, you can use whatever point changes you deem appropriate.

Point Changes per ship

Age Category	Escorts	Light Cruisers	Cruisers	Battle Cruisers	Grand Cruisers	Battleships
New	-5	-10	-15	-20	-20	-30
Old	None	None	None	None	None	None
Crusader	+5	+10	+20	+20	+30	+40

GothiComp 2010 - Finalists

By Tacticalwargames.net/Taccmd

~ Mandrina Fleet ~

The Spreading War - pt.2

By Reg Steiner

The Spreading War Third Entry

Admiral Rollins quickly read the messages on the screen. Although pleased, Rollins did not let himself show it. His new Aide has done well. The carefully worded dispatches she carried, coupled with the instructions he gave her verbally, made the impact the Admiral desired. Added to the rumors spreading throughout the entire quadrant, how this new Admiral caused otherwise important Lords, Governors, and high-ranking military officials to be replaced, suddenly, much improvement has been made in nearly every operational concern an Admiral can have. Supplies flow more smoothly. Ship repairs are on schedule. New builds of every description are ahead of schedule. Even individual ship Commanders and Captains, right down to the rank and file personnel, have improved significantly in every area. A little worry what the Admiral might do, is having the desired effect.

Admiral Rollins straightened up from his reading, and scanned the combat bridge of his battleship. Once again, his eyes rested on the large, blank wall of bridge armor. Not really blank, just no needed equipment positioned along that wall. Instead, the ship's crews have been decorating the expanse of armored wall. A column of names down one side listed the operations and campaigns this ship was involved in. Next to that column was another, this one of dark silhouettes of all the enemy vessels this ship had accounted for. The Admiral had not chosen this battleship because of past glories, but for the advanced communications, and battle computers. To command an entire fleet in battle, considerable information must flow to and from the Admiral.

The main holograph in the bridge's center flared with a swirl of white light, and quickly settled on a tactical display. It is time.

Coasting at minimum power helped the fleet 'appear' suddenly near the enemy. The bad part for everyone was the slow approach caused un-relieved tension. Wait too long, to restore full power, and several bad things happen at once. Time spent building maneuvering power, and building power to the energy weapons, left a ship a slow, easy target with only some of its own projectile weapons

working. It was hoped that the enemy would react slowly, confused by the near-by appearance of so many enemies at once.

The tactical display showed larger than actual sizes of enemy ships, all still motionless in slow orbit over the planet's magnetic poles. Very soon, full power would be available to all the Admiral's fleet of ships. Then the surprised enemy would be lucky to escape alive.

Movement. Two of the smallest, and one large cruiser began to move. Rollins ordered all ships to begin firing, but at the still stationary ships. Ignore the ships already moving. Rollins turned and nodded at Vice-Admiral Coel, indicating this ship may proceed to fire.

Targets had been assigned before the start of the approach to this planet. Now the combined firepower of several ships tore into one enemy ship at a time. Enemy capitol ships disappeared behind brilliant flares of bright white, from prows to engine exhaust ports. Several struck ships had one or more shield generators operating, Not enough.

Admiral Rollins crossed his arms over his torso, and spread his legs further apart. This ship would soon begin maneuvers.

Watching the central holo intently, Rollins enjoyed the spectacle. Names under enemy renegade ships began to flash red. Rollins did not recognize any of the enemy ship names, so these were all recent additions to the enemy numbers. The traitor ships from the long ago civil war were rare. Plus very many were known to be hidden in that awful place the traitors had chosen to base themselves. Well, these new renegade and traitor vessels would not be joining the old ones. Rollins only counted seven escort class ships angling away at high speed. Just behind were the three cruisers that had managed power to engines in time, and had been ignored by Imperial firepower. Let a bare few escape, Rollins told himself, to tell how the enemy of the renegades has decided to fight smart.

Nearly a dozen escort ships were mere fragments, falling, burning, toward the planet below them. The only enemy battleship had managed to break orbit, and start to head for the tormenting Imperial fleet. This had caused all fire to be

directed at the renegade battleship. Now it drifted, jets of flame marking escaping atmosphere from the shattered hull. Three more heavy cruisers and one more light cruiser had also been caught unprepared. Like the battleship, engine power had been enough to move the ships out of orbit. Renegade commanders and crews had no desire to be incinerated falling into the planet. Imperial execution squads were cleaner ways to meet an end. All the cruisers would not escape.

Rollins ordered firing on the enemy halted. Then quickly followed with orders to begin boarding attacks. Admiral Rollins did not want only smoking bits of enemy ships. He wanted these warships captured. Towed to repair docks, the enemy ships would become needed replacements for Imperial ships. Now Rollins watched as the boarding craft closed on the disabled enemy ships. Swarms of fighter attack craft zoomed into the view from the lower edge of the holo display.

Faster than the boarding vessels, the fighters would ensure that enemy ship defenses were unable to intercede. The boarding craft would return for more troops, again and again, until the enemy ships were securely and permanently Imperial possessions.

Admiral Rollins had requested Marines to join his fleet's operations. They would arrive soon. But Rollins wanted to deliver a message to the renegades. It was not going to be so easy, anymore, for the renegades to spread their vile deceits. Rollins told the communications officer to relay his order to begin landing troops. The effort to relieve loyal troops below must begin immediately. Then expunge every traitor.

Satisfied, Rollins left the combat bridge for his quarters.

["Down the Slot!" parts 1 and 2. Then Planetary Assault scenario]

Introduction: *Captain Fitch was made Operational Commander of a small fleet of warships, by promotion to Senior Captain from Theater Fleet Admiral Rollins. A political as well as military necessity. A proven battle commander can sometimes be promoted to levels where that success in battle is compromised, by the political and administrative needs of the new position. During active war fighting, too much command rotation and movement of leaders has a bad effect on the morale of those being led. So it is here. Fitch is operationally an Admiral. "On paper" Fitch is a Captain of a warship. Admiral Rollins followed the tactics and results of Captain Fitch's raids and other operations, with an eye toward expanding those operations to other fleet elements, and even the main Battle Fleet operations. The following is examples Rollins found interesting indeed.*

Scenarios for Third Entry: "Black Star Express"

First Scenario: "Down the 'Slot;" Captain Fitch calculated a new attack tactic was needed. Using the new Communications Ship technology, attack

tactics were developed to make new uses of available weapons. First, the Renegades and Rebels that were attempting to secure resources and manufacturing, to both deny the Imperium those assets, and build on their own successes, now had operational problems. Invaded worlds could not be conquered with the initial attack forces. Losses in material and equipment must be made good, or the Imperial force would ultimately re-conquer the progressively weaker rebels. Here was where Fitch would strain the Renegade efforts far beyond what a few ships in a single battle could ever hope to do. Using studied tactics from a much earlier Earth war, Fitch deployed special "Task Forces", often only a "Carrier Force" of one, or more launch capable warships that 'stood off' at extreme range for attack craft to deploy and return. Enemy assembly points and 'way stations', where enemy ships must enter normal space, re-compute, and journey some distances to that system's next entry point, to make the next jump - these were targeted. Fitch knew full well that the enemy must respond. To have the enemy withdraw carrier capable warships of their own, to cover critical convoys, weakened the rebel fleets in other operational areas. This would give Admiral Rollins the means to have some tactical superiority against those weakened rebel fleet units.

Imperial Forces:
12 Bombers (Ordinance markers)
4 Torpedo Bombers (Ordinance markers)
4 Fighters (Ordinance markers)
1 Sword class Escort - Special Communications vessel. See Below.

Renegade Forces:
1 Light Cruiser (Not Launch capable)
5 Iconoclast Escorts (One Squadron)

Special Rules: Imperial Ordinance is placed near the Renegade entry point as "contact markers" Four numbered markers are used, with a written note to show which numbers are actual placed Ordinance. These can be placed within attack range of the Renegade force, and replaced with the correct ordinance markers, following the first move of the renegade force. If a marker is visible (not behind a planet or other table feature) - It can be fired on by any Renegade ship(s) in range.. Imperial Ordinance markers are replaced once they have been removed from play, as losses or having completed attack missions - however - only in groups of 4 markers of the same ordinance type (bombers only, or fighters only, within a grouping)on the next Imperial turn.

Example: 2 torpedo bombers attack one Iconclast transport, and 2 torpedo bombers attack the Light Cruiser. Only the attack against the light cruiser is completed, the attack on the transport will not be until the following Ordinace phase - meaning that a replacement of 4 torpedo bombers cannot enter the battle table for another turn. These groups of 4 markers can enter along any long table edge, from either side of the table. There is no limit to the number of attack craft available - The Renegade fleet must traverse the entire table, from short table edge entry point, to the exit point 20cm from the far short table edge - The jump point.

Set Up: Using Armada: Page 136, set up the table-top, using the random method for placing features is usually preferred. Like this Armada scenario, the Renegade force must traverse the length of the table. With attacks from all sides. One Special Imperial Escort: Sword class must be on the table somewhere. It can be set up anywhere on the table to start, and must 'drift' 10cm, if not moved otherwise, as per rules. It is not meant to be a combat ship, although it has its guns. It also has arrays of special multiwavelength optical telescopes, and special new communications gear. "Bridging" the videos of long range intelligence gathering with newly developed beamed communications using trans-dimensional technology, has remade long range command and control. In short range communications, the new communications ships really excel. Thus making these Ordinance attacks possible, without the supporting (carrier type) ships needing to stay so near (on the game table). If the communications ship is destroyed, or forced to retreat from the battle-table, all new Imperial Ordinance attacks stop. Ordinance still on the game table may complete attacks, only new, replacement ordinance from off the game table ceases.

Scoring: This battle is best as a repeat battle, where opponents change sides, and replay the scenario, add together the results, then compare scores. Each ship is normal victory points values, plus, the Iconclasts are worth an extra 25 points each, on top of the normal 30 points.

Special Torpedoes: Normal torpedoes were designed for this scenario, however, if common agreement will allow the use of the special torpedoes, it is recommended that only one attack by the torpedo bombers be allowed to any special torpedo type. Choose well, and remember, your opponent(s) will get their chance too!

Mission: The Iconoclast escorts are actually being used to transport urgently needed wargear, and soldiers, to the Renegade warfront on a nearby planet. If these critical supplies get through, the Imperial ground forces will likely be ground under the heels of the battle hardware onboard these Iconclasts. For both sides, these are "mission critical" supplies! Good luck!

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Second Scenario: "Down the Slot, pt. 2 - Through the Wrecking Yard!"

Captain Fitch attempted a tactic Admiral Rollins was already using: Capture ships. After one attack on a convoy (see above), Fitch dispatched special assault boats saved and stored on the carriers just for this occasion. A light cruiser was attacked and crippled, and nearly wrecked beyond ability to maneuver, when the assault boats, full of special attack troopers, attached themselves to the renegade light cruiser. Not to "hit and run", but to utterly destroy any surviving renegades, and take possession of the light cruiser.

This scenario is played out just like the above scenario (with below listed force differences), except, at any time after the first Imperial turn, the Imperial bombers, or torpedo bombers can be substituted with assault boats. These assault boats will come in as replacements for lost or 'mission complete' ordinance markers removed from play as previously detailed. Likewise, they cannot enter until they are in groups of four ordinance markers, just like the scenario above.

Special "Capture Rule": Each assault boat has the equivalent of one "crew point" as described in the Boarding Actions in the Blue Rulebook. When calculating the "Boarding Action" formula, these "crew points" from the attacking assault boats are used in the formula. Instead of each successful attack point being marked against ship hull or hit points, instead, "crew points" from the warship are removed. If more "crew points" are lost from the attacked ship, than the ship originally had for "hit points" remaining - then the assaulting crew has won control of the warship. Likewise, if the attacked warship instead inflicted hits on the attackers, (there is no attacking ship in this "boarding action" to lose hits.), that number of attackers (crew points) brought by assault boats is removed from the equation. (If four markers equaling 4 'crew' were brought, then up to four markers are present to be removed, or not. If all the attackers are casualties, then there is no more "boarding action" to interrupt normal ship operations - it can fight normally again! So if a warship of eight hits (undamaged) is attacked by these special boarding parties, the combat is still fought using the boarding action rules, as always, only now the ship could remain undamaged from the combat, if the attackers are instead destroyed. Having a full crew definitely helps. However, if a "critical hit" is also rolled on the boarding action results - that critical hit takes affect - and is rolled for as usual for location

and type. Remember: Hits are against crews, not hull or hit points, when negotiating these boarding actions. Crew sections lost on attacked ships, that regained control, must log the lost crew on the ship's register. If 50% of the ship's crew is lost, that ship is now "crippled" and operates as any "crippled" ship would for the rest of the battle. Newly captured warships are unable to make any form of attack - the captured ship may only maneuver within the limits of any damages (crippled, or not, etc) and escape.

Imperial Forces:
12 Bombers (Ordinance)
8 Torpedo Bombers (Ordinance)
8 Fighters (Ordinance)
1 Sword Escort (Communications ship)
(Unlimited) Assault Boats - Note above special use.

Renegade Forces:
Heavy Cruiser (may be Launce Capable, or not)
Cruiser (Not launch Capable)
6 Iconoclast Escorts

Mission: This scenario is played exactly as stated above, except that the Imperial commander has the additional option of capturing nearly destroyed, crippled enemy cruisers. Captured ships count victory points as if destroyed, for the capturing player. Destroyed Iconclasts are again at an extra 25 victory points. Remember to change sides, and replay this scenario, with or without special torpedoes. Compare scores for final player victory.

Third Scenario:

This scenario combines two other scenarios from the books.

Admiral Rollins needs to pick his targets carefully. The ruined Imperial fleet units that had been assigned to the regions now embroiled in war, had been so severely reduced, that Admiral Rollins was very nearly on his own. But with the attacks Captain Fitch had been able to pull off, plus the Renegade forces intent on expanding their conquests, key enemy worlds could be picked off. Larger enemy fleet presences around some worlds, or throughout some systems, meant that the smaller force Captain Fitch commanded could not come near. However, after a series of attacks in surrounding Renegade controlled sectors, one large Renegade base was unsupported. If Rollins could hit at the right moment, he could sweep the enemy fleet from the skies, and bring relief to loyal ground forces still contesting the planet's surface. A doubly important mission, for Rollins to show that he would bring fleet aid to planets resisting the rebels…

Set up: Using the setup on page 150 of the Armada rulebook, set up the battle table. For this scenario, the Renegades do not have operational space stations, or orbital defenses. These were destroyed or damaged to extensively when the rebels first attacked. And, thanks to Captain Fitch, replacement equipment has not been delivered. Only Renegade and Rebel fleet units are above the planet.

Imperial Forces:
2,000 points of Warships
5 Transports (cargo/troop) - no points cost.

Special Note: *Up to four ships may be launch capable, - to a maximum of 16(markers) launch bay capacity.*

Specialized "carrier" cruisers are permitted, but not exceeding the launch capacity limit.

***Assault Ship - may be used, but still counts against the 16 (markers) launch bay limit, while providing assault boats. .*
5 Transports (cargo/troop) - no points cost.

Renegade Forces:
1,200 points of Warships
2 = airfields, see below

Special Note: *One warship may be launch capable.*
12 Ordinance markers are available from the planet's airfields, starting on turn three of the game.
(Bombers, fighters, assault boats are available every other turn).

Force Deployments: The Renegade and Rebel ships are in orbit around the planet, within 20cm of the planet rim. All ships in the Renegade fleet must pass a leadership test (unmodified by leader re-rolls - each ship is on its own) to begin moving and fighting. The Renegade objective is escape. Double victory points are earned for each rebel warship to escape off the table, using any table edge to escape.

Imperial forces enter on turn one, from either of the short table edges. Not only is the Renegade fleet to be destroyed, but where possible, enemy warships are to be captured. Using the same "Capture Rules" as previously detailed above, Imperial warships have brought assault boats for twin purposes - to land special large assault teams on damaged enemy ships to seize control, and land troops to support Imperial ground forces. (Don't forget to add the points costs to add assault boats to each Imperial ship able to launch ordinance) To make planet landings, the fleet must first subdue the planet's rebel airfields. There are two, launching the Ordinance detailed above, and each is defended by ground weapons of strength "2" lances at 30cm range. Imperial ships must get into low orbit (now in 30cm range of the airbase weapons) and destroy the facility. This will take 4 hits against an armor strength of "6", with one shield. Once both bases are destroyed, no further ordinance can be launched. (Yes, while under attack, the bases can still launch attack craft ordinance.) If one base is destroyed, half the ordinance is unavailable

immediately. (Strength now "6" ordinance)

**Assault Ship:

Based on the Assault Ship in the United States Navy from the World War Two era. This ship was armed almost like a destroyer, but 'fitted out' to launch the assault craft landing the marines and army assault troops, such as the "Higgins Boat" and "Duck"(designation 'DUKW'), among others.

For B.F.G. play, any model with launch bays, from the cargo ship sized, to Light Cruiser, to Cruiser size model can be used - if the vessel is only equipped with port and starboard launch bays - no weapons batteries or lances on the side positions. Sometimes called a "carrier", this model can also be an "Assault Ship". The points costs for the ship are the same as the 'carrier' model of whichever size, but with the additional points cost of added "assault boats", as the rulebook sets out to add assault boats (+5 points per bay). One final condition: Assault ships cannot also have fighters, or bombers. These ships are transports for troops and equipment, and the assault boats to get them to a planet. On the game table, any ship that looks like a 'carrier', but is an 'Assault Ship' for this scenario - must be identified to opponents. Enemy intelligence gathering is still too damned efficient!! Of course, assault boats can be launched from some other Imperial vessels, and then could also be used against the planet, or against other enemy ships.

This is another scenario meant to be used with 40k/Epic games. Rollins has brought 4,000 40k game points of troops and equipment - or the Epic equivalent. This is meant to put Imperial Forces back onto attack, rather than defensive missions.

Once again, to trade off which player is the attacker, and defender, and then compare points scored - is the preferred means of scorekeeping. Who can do better against the odds??

Final Notes:

Later scenarios where the "Assault Ship" may be also used, will always be calculated for costs and uses, as described above.

Capturing Ships Rules, as described above, may be described as used in some following scenarios, and if so, the calculation of the capture attempt will use the same mechanics as described above.

The Spreading War Fourth Entry:

Space Marine battleships hovered in lazy grace across the top of the holographic star-field. All the bridge crew stood at their stations, rigid, staring right at the blast door entrance. Admiral Rollins was always 'at attention' when on the bridge, and managed to look relaxed, to his crew on the bridge.

The blast doors parted with a prolonged hiss and low growl of heavy moving objects.

One, then two, and then pairs of large shapes appeared in the opening, and then came through into the lighted command bridge. Each was taller than Admiral Rollins, by more than a head height. These marines wore the special armor reserved for the elite few. Patterns of dark blue, dark grey, and light grey on the armor made the marines seem to blur into the background shadows, even as they moved.

"Captain," Admiral Rollins said, smiling, "welcome aboard. Is all your staff with you? We have much to consult and plan together."

"Admiral." The only Marine with his helmet off replied, "My planning staff is with me, in the form of my Lieutenant Gaal. The remaining men with me carry other command responsibilities we will need for our operations together."

"Very good, Captain." Rollins replied, "Have you decided how many of your Marines will be stationed on each of these warships?"

"None." The Marine Captain's eyes flared, his face lit in a fierce smile. "I have detailed different ships to accompany each force you deploy, Admiral. From these Marine warships, marine strike teams will accomplish the tactics you described to me."

Admiral Rollins' smile faded a little. "You have not brought so many Marines as can deploy to so many Navy strike missions."

"There are three more Marine forces on the way here. Three other Marine forces have offered to join our combined operations, but cannot arrive for nearly thirty standard ship days." The fierce smile on the Marine Captain broadened further, "You propose a most unusual means of attacking and dismaying our enemies. Even if the enemy is not so distressed by your tactics as we hope, these Marines relish the chance to try."

"That is most welcome news." Rollins' smile was back, undimmed, "Then several Marine vessels will be available for most Navy operations?" Without

waiting for an answer, Rollins continued, "Let us repair to the proper conference room, and let this ship's crew resume their work." Rollins gestured to another door, only a dozen feet from the blast door entrance. The door was smaller, requiring the Marines to enter single file, their sheer bulk of armor allowing nothing else.

When the bridge had emptied of Marines, and Admiral Rollins, Vice-Admiral Coel ordered the short jump to the new station. Coel reminded the communications officers to relay the jump order to the Marine ships, just to ensure the timing of the jump was at the proper intervals.

Coel could feel the sudden lift of tension from every soul on the bridge. The power of the Marine presence was a physical, threatening, presence no ordinary human could ignore. That Admiral Rollins could be in a room, alone, with so many threatening, fearful, massive warriors for so long raised the level of respect for the Admiral of every crew and officer of every ship under Rollins' command. Here was a Navy officer that would get things done.

Scenario Set - For the Fourth Entry of: The Spreading War - Rebellion!

<u>Introduction:</u>
The Marines joining Admiral Rollins had a critical mission waiting, just for them. Admiral Rollins has intelligence data on a most unique opportunity. Within a large cluster of "Wilderness" star systems, a single star system has a renegade facility of tremendous importance. Around the only inhabitable world, in this system, a large orbiting platform has been built. It is due to become fully operational in a very few weeks. Built with the weapons and defense systems of a warship, it is actually a large manufacturing complex. Surrounding asteroid fields are rich in need resources of every type. A second, smaller 'mining' orbital station is just outside the largest asteroid field. It too is loaded with weaponry. Last of all, the habitable planet is providing food resources, as well as additional mineral and energy resources. Because of the remoteness of the renegade star system, the renegades and rebels believe it is unlikely to even suffer a raid from Admiral Rollin's already over-stretched forces. Rollins has detailed the Marines to lead an assault against this strategically important star system. But it must be captured in as nearly intact and operational a condition as possible. Despite believing that Rollins cannot attack this 'plum' of a system, the Rebels have a battle-force rotating through the target star system every few days, to as seldom as every two weeks. Times between arrivals of this Rebel battle force is kept random to prevent raiders. Should this Rebel battle force be destroyed,
several other systems would lose their security as well. It is part of the operational orders, to make an attack on this system when the Rebel security battle-force is present.

Because the Rebels and Renegades are from the Imperial 'Order of Battle' - the Imperial fleet lists can be used to build up the Renegade and Rebel forces, as well as the Chaos fleet lists.

First Scenario: Take the Stations!

Imperial Forces:
<u>1st Force: Marines</u>
1 Marine Battle Barge
4 Marine Strike Cruisers.
8 Marine Escorts

<u>2nd Force: Imperial Navy</u>
1 Battle-Cruiser - May have launch bays
1 Cruiser
1 Light Cruiser
6 Escorts

Renegade and Rebel Forces:
1 Battleship - May have launch bays
3 Cruisers - 1 cruiser may have launch bays
1 Airbase on planet. (See below)
1 Orbital Factory/Battle- station above planet.
1 Orbital Mining/Battle-station near Asteroids
1 Asteroid Defense Platform

Set Up: On a Standard 4x6 table, place a medium planet 60cm from one short table edge, and 60cm from one long table edge. 30cm further along that same long table edge, start an Asteroid Field. (We use aquarium gravel -cheap and polished!) The Asteroid field should be 10cm to 12cm wide, and make a curved field 25cm long, away from the planet, and curved toward the table center. Along the opposite long table edge, from the center of the edge, measure in 40cm, and start an asteroid field that mirrors the other field in curve direction, and this one is 35cm long by 12cm to 15cm wide. Place a station model 15cm from the planet's edge, to represent the larger battle/factory station. Treat the station as if it were a warship with armor 5+, one shield, 10 hit points of hull, 8 weapons batteries (all around), and three lances (all around), with 2 turrets. Also treat the station as a warship for critical hits, where crits against port or starboard weapons, reduce the weapon power of the station by half. A critical hit on dorsal weapons eliminates lances until repaired. Hits on maneuver and engines do not cause any effect, except where additional hull points are lost. If plasma engine explosion results from hits, this station is treated the same as a warship again. The second, smaller station is treated like a warship again, with 6 hits, one shield, 2 turrets, armor 5+, and 8 weapons batteries (all around). Dorsal critical hits are ignored on this station. Place this smaller orbital station in the larger asteroid field (furthest from the planet), approximately centered on the field edge closest to

the planet. The airbase on the planet has 2 turrets, one shield, 4 weapons batteries, and 4 hits at armor 6+, with 4 ordinance markers able to launch, every other turn. All space station and planet weapons batteries and lances have range = 30cm. Renegade ships enter the small table edge nearest the planet on turn one. Imperial forces enter the opposite table edge on turn one.

Missions: The Mission of the Imperial Navy is to secure the star system for the Imperium. As much as possible of the installation must remain intact for the Imperial Navy to use. Once the orbiting stations have been reduced in capability (Crippled), the Marines can go in and capture the stations. The Renegades and Rebels in these scenarios are not Traitor Marines (Chaos) for any purpose. Actual Traitor fleets and Traitor Marines, will be identified as such when appropriate. The Rebels and Renegades can be 'under the sway' of Chaos, and so can use ships from that list, just not Chaos Marines.

The Imperial Marines have been given the mission to disable and capture any of the enemy ships in this system, as well as capture any base or other facility on the planet below the battle-station.

The Rebel fleet has been ordered back to this star system, to try to prevent the loss of the star system to the Imperial Navy. This system is of critical importance to the rebellion. The Imperial Navy is unaware of the extra entry points to other rebel controlled systems, located just at the edge of this star system.

To Capture facilities, stations, and ships: The Capture procedure is the same as the earlier scenario, using the "Boarding Action" rules from the rulebook. Again, the number of crew points is equal to the remaining hit points of a ship, so 3 hits remaining,

equals 3 crew points. Each Assault boat carries one "crew point" for the equation, for the 'attacker' side. Captured ships are without weapons, and can only escape off the new owner's entry points. Crippled ships are still crippled for movement purposes. If the game ends before newly captured ships maneuver off the game table, there is no penalty. The airbase can be attacked, from 'low orbit', and have Thunderhawks land marines here too. The number of base hits remaining is the number of 'crew points', just like a ship.

Special Addition to Rule: Each Thunderhawk from a Marine ship also carries one 'attacker', but counts as "2" crew points in the assault. The +2 listed in the formula for marines still applies, and is only applied once - no matter how many marines assault. These assaults can also be combined with normal ship to ship and teleporters all added together for the big Boarding Action. Critical Hits do still apply, but not hits to the hull to destroy the ship being attacked, the hits are on crew points. Critical hits do not apply to the attacker, if there is no vessel participating in the attack, so there is no need to roll that check for the attacker.

There is the possibility of the Renegade side having assault boats available, and the same rule to attack the crews, instead of the hull points is possible - or just run a Boarding Action as normal, and "do-away" with the crippled Imperial ships. The Renegades have no "mission" requiring ship capture - This is Admiral Rollin's trying to make up the losses to the Imperial force - any way he can. The Space Marines are just fine with 'close and personal' attacks.

Mission Complete: Victory points are as normally awarded from the rulebooks, except that each captured ship is worth normal victory points, plus an extra 50% in points. The large station is worth 30

points destroyed, and 60 points captured, the small orbital station is worth 15 points if destroy, and 30 points if captured. The planet's air base is worth 15 points if captured and only 5 points if destroyed.

Fighting on another table: This scenario lends itself to games of 40k fairly easily. The assault on the airbase seems quite straightforward. Stations can be crafted from a series of passages and galleries that connect ultimately to the 'prize', such as the main power generators, and master weapons control centers. However, such passages and rooms would be, should be, mostly straight and useful for moving around needed items on the station - not a maze where moving a generator replacement would be impossible. A 4x6 foot table covered with cardboard squares, often fairly large themselves, with large passages (4 or 6 inches wide) can be made with cardboard boxes, just cut down to make short walls, and sprayed with stone texture, or black and touched with some silver and rust color. We made several such table tops to make for some crazy games! Moving to different levels meant attack squads had to move to another table!

One important point on "Links" to other games - our experience (the author's group) is that such side 40k games are best as completely separate games. Do not hold up the battle in space, to find out if the airbase is captured or not. A quick roll on the Boarding Action chart means the battle in space can continue.
The new Rogue Trader would be a little harder, but some creative Masters can have role players leading, or making up squads. The numbers of adversaries need adjustment, as well. Could be they just boarded the station after significant damages had sadly reduced the defenders. Or it looks that way, anyway(?)

The Spreading War Fifth Entry:

Captain Fitch paced the room, his intelligence reports waving in his fist, as he turned back, and forth. Admiral Rollins' Aide resolved to once again try to get the Captain to sit and wait. She moved in front of Fitch.

"Please Captain," Commander Heinz asked again, "have a seat over here and wait. The Admiral will not react well to you rushing to meet him with this news." Fitch stopped in front of her, his face a frozen hard mask of resolve. She continued, "The Admiral must have seen the very reports you have obtained. There must be some reason we have not heard of our own Navy in those areas."

"Yes." Fitch had a hard edge to his voice. "Target priorities. Too many human worlds at threat at the same time. Only so many Navy assets to try to stop enemy alien attacks. Some planets must fight on alone. I've been told."

"Admiral Rollins has to keep enough ships together to meet the enemy on at least equal terms." Commander Heinz observed, "To many little pieces of a fleet would just be impossible."

"I am here to ask that my task group at least be allowed to try." Fitch's eyes were on a page of symbols held in his hand. "I think I can at least make the Ork invader so unsure of what is hitting him, and where, that the human held worlds in this sector will be un-assailed for some time." Fitch looked up. "At least until proper sized fleet elements can utterly smash the Ork scum."

Security bolts in the entrance door clicked and thumped. Several of the Admiral's staff entered and moved to their positions around the briefing consoles. Admiral Rollins entered, flanked by rapidly speaking senior officers, apparently adding information on some subject.

Admiral Rollins spotted the dour Fitch, stopped in front of Fitch.

"Good job, Captain." Rollins said warmly, "I have been getting fresh reports on your latest efforts. Your fleet has caused considerable anxiety with the enemy renegades. They are seeking to find you and destroy you, before you interfere any further. I think several enemy held installations are now ready to become targets for our main attacks. Enough support has been withdrawn, or destroyed, that those worlds we attack will get little help." With a wave of his arm, Rollins steered Fitch toward a seat, and continued, "Your reward for a good job is another, tougher assignment."

"May I interrupt, sir?" Fitch asked, standing behind the offered seat, but not sitting.

"I see the reports you have with you." Rollins stated calmly, "If those reports have anything to do with your questions, then you and I are of the same mind."

"Yes, sir. These are very unpleasant to read." Fitch began, "I was told you also were aware there were problems here, Admiral. My concern is if our fleet is unable to deal with those Ork vermin, spreading into several sectors."

"Captain Fitch," The Admiral was all business, "You were ordered to return here to refit, and rearm. Your ships are to be provisioned for a long series of operations. The sectors you have been observing in those reports are in another Fleet's area of operations. That other fleet's Admiral and I have just concluded discussions. Your force, Captain Fitch, has been detailed to begin operations in those very same sectors. You are still attached to my command, and your mission will still be one of raids, and rear area disruptions. You will not be tasked with enemy interdiction unless the most dire of circumstances force that decision. I will make that decision on interdiction, not you. Formal written orders for your missions will be arriving at each of your ships very shortly."

"Does that about cover your questions, Captain Fitch?" Rollins' wrinkled brow asked even more questions.

"Yes sir!" Fitch went rigid, and saluted smartly.

"Then you and I have concluded our business for today. I expect you need to be over-seeing preparations, yes? Then be on your way." Admiral Rollins returned the salute, and turned his attention to the stack of other work on the console. Fitch was gone before Rollins looked up with the second folder in his hand, the first already set aside.

"That Captain has a tougher job ahead of him than he knows." Rollins said into the room, "I think he will need a second line of supply, and extra replacement ships detailed for his use, when he calls for the help I am sure he will need."

"Yes sir," Commander Heinz commented, "you have already told us to

detail ships for Captain Fitch. The problem is too many missions and not enough ships. Like always sir."

A murmur of agreement followed her remark, as the other half-dozen officers looked through their own folders.

"I know." Rollins leaned back a little. "Captain Fitch is about to find out that the Ork aliens are not at all like the renegades and traitors he has dealt with up to now. They have no real 'rear area' to raid. There will either be a force of alien ships present when he arrives, or not. To shoot-up the planets that are without ships around them will not slow the Ork alien attacks one bit. Any Orks left behind would only be the oldest and most injured of that species. They function as slave keepers and garrisons. Any truly fit Ork is off to the next war. If Fitch is lucky, he may discover Ork ships still not finished, to attack. That will help the most. As well as any small force or individual Ork ships he can discover and destroy. Should Captain Fitch discover and attack any worlds where many Ork ships are being built, he will quickly be overcome by the large force such Ork worlds keep near. I have spelled out this very topic in his orders dispatch. I fear that the actual discovery for himself will be needed to convince the good Captain."

"Admiral." Commander Heinz again spoke, "Are any other fleet elements going to be able to help?"

"Not from us." Rollins answered, "I told him the truth. There is another

fleet assigned to those areas. But they have taken fearful losses. If Captain Fitch can make enough of a nuisance of himself, the Ork ships around those areas may split up into smaller groups to seek him in many different star systems at once. He may be found and destroyed, if so. But also give that other fleet of Imperial servants a chance to hit each of the smaller Ork elements, and destroy them, one at a time. Right now, that cannot happen. Captain Fitch may be the only hope they have."

Admiral Rollins sat forward again. "Now I want a standing order ready for transmittal. Each and every cruiser, and escort class ship, that leaves repair yards and has not been re-assigned to an element of our fleet, yet, to be on stand-by orders to rush to those sectors Captain Fitch is engaged within." Rollins paused.

"I may not be able to detail any ships for his mission now, but as each repaired ship is 'awaiting orders' status for some time, usually, that is one resource I can set up to help Captain Fitch. He will need the help. That is certain." Rollins looked around, at the worried expressions each officer showed, and continued.

"Now, Commander Heinz, you were going to tell me of some of the 'old ones', the Eldar."

"Indeed sir." Commander Heinz replied, as she reached for a thick folder, and pulled it from the stack before her.

"Fifth Entry" Scenario Set
For
The Spreading War - Rebellion!

Introduction: *Captain Fitch has a surprise first action in the troubled star systems he has rushed to. His force picks up a large Ork fleet's trail. Lucky for Fitch there have been living witnesses of the Ork fleet. Not so lucky for Captain Fitch, the Ork force is somewhere near equal to his own force. Worse, the Ork fleet has just split into two fleets, and are both about to attack human settled worlds. The Imperial forces assigned to patrol and protect this region has be caught in the double body blow of rebellion in the fleet, in unheard of numbers of locations. Meaning sufficient fleets suddenly became weak, ineffective Imperial fleets from*

defections. And the second blow coming in the form of Ork tribes and clans clumping together into large and larger fleets of their own.

Now Fitch cannot follow only one force, and sacrifice the other human world to a major raid, or worse. He knows he must divide his own force to follow the enemy, and drop a hammer on the Ork raid attempts. Captain Fitch is lacking perfect intelligence reports. He knows one Ork force is a little smaller than the other Ork force, from a living witness. But he does not know which force attacked into which gate-path. There is a chance his dividing his force in the same manner, could put a smaller Imperial force into the position of trying to stop a larger Ork attack on a human world.

Captain Fitch divides his forces as best he can,

and quickly jumps after the Ork raiders, trusting in the training of his experienced crews to make a difference.

Set up: One battle table is set up using Blue Rulebook page 76, for the first scenario - but only for the planet feature. The second scenario set up will be from page 72 of the Blue Rulebook. Other than a planet, no other features like asteroids are recommended. The Orks are not lurking and springing from ambush - this is an all out attack to smash all they can, and leave again. (There are rumors flying thick that the rebels and their allies from the Traitor Fleets are "paying off" the Orks with weapons.)

First and Second Scenario Forces: Both the Ork and Imperial player makes two fleets rosters, one

at 1,200 points and the other at 1,500 points. Orks may have 3 ships with launch bays in the larger force, and 2 ships with launch bays in the smaller force. The Imperial Player may have 2 ships with launch bays in both scenario's forces. When both fleets are completely chosen and completed on the rosters, put each roster in their own envelop. Add two envelopes with the same number of sheets of paper inside, so each player now has four envelopes to choose from. For the first scenario, place all four envelopes in a shallow box, and shake them up. Each player keeps choosing an envelop until one contains a force sheet, or stops choosing if the first choice is a fleet roster. This is the force for the first battle. The battle may be equal - in which case the second scenario will be, or disadvantaged. Of course, if there is any imbalance in the first scenario, the reverse is true in the second scenario.

Special force notes: Each of Captain Fitch's capitol ships have one special crew skill, as chosen from the Crew Skills list in the Campaign section of the Blue Rulebook. These do not have to be the same skill. Escorts under Fitch may also have a Crew Skill, but only if the escorts are in Squadrons of 3 or more vessels. No lone escorts may have an extra crew skill. For the Ork force, only the flagship in each Ork force may have one Crew Skill added.

Planet Defenses: The planet in Scenario One has 1 airbase, protected by 2 laser silos, and has 2 Orbital weapons platforms. See book pages 142 and 146. These are the targets for the Orks. The planet in the second scenario has two airbases, each protected with 2 laser silos. These are again the targets for the Orks. As per the rules for attacking planet fixtures in the rulebook. A marker will need to be placed on the planets for the location of the bases. A marker or model will need to be placed just outside a medium planet's 'gravity well' for the Orbital Platforms.

Entry points: The Ork force in scenario one is placed 30cm into the battle table from the short edge farthest from the planet. This table edge is the Ork entry point. The Orks have the first turn. The Imperial player chooses one long table edge. On turn one, The Imperial player rolls 1D6, and if 5+ is the result, the Imperial force enters 30cm along the long table edge, as measured from the Ork entry edge. (Following, remember?). If not, then on the second turn, a 1D6 result of 3+ has the Imperial force enter 60cm in from the Ork entry edge, along the long edge earlier selected. If not able to enter, the Imperial force will automatically enter the battle table on turn 3, at a point 60cm from the Ork entry point, along the long edge first selected.

For the second scenario, the Imperial force enters first, from one short table edge, racing for the planet. The Ork player rolls 1D6, where a 5+ means that the Ork fleet enters on one long table edge, selected before the first move. (both players write down their choice, keeping it unknown to their opponent until used) If unsuccessful, the Ork player attempts on turn two, where a 1D6 roll of 4+ is successful. The Ork force will enter automatically on the third turn. When the Ork force enters, they may enter at any point on the selected long table edge, but not closer than 45cm from the Imperial force already on the table.

Scoring the scenarios: All the planetary installations and ships have victory points equal to points cost. If the Orks fail to destroy any planetary installations, or orbital platforms, then the Imperial player receives a bonus equal to the points cost of the installation, in addition to any points earned for destroying and crippling enemy ships.

Note: The need to use identical ships from a collection for both scenarios is not a concern. Players of these scenarios do not need 2,700 points of models collection. The series of scenarios are once again not connected as in a campaign.

These scenarios, and spin-offs like them, are again easily adapted to 40k games, and even some clever adaptation will allow Rogue Trader players to try out this combination of games. Instead of bombardment, there could be a combination of bombardment, and troop assaults. Assault boats from the ships can be used to assault planets too - not just hit and run attacks on ships. Those assault boats are big enough to take a lot more than a squad of marines. A little research and adaptation will put 40k scenarios on those planets! For Apocalypse games - larger transports will be necessary to add to the games.

Reg Steiner

BATTLEFLEET GOTHIC
CHRONICLES

The Imperium of Man is the greatest human realm in all history, from Ultramar in the Eastern Fringe to Hydraphur in the Segmentum Pacificus, it straddles the galaxy and claims it all in its iron grasp. But in this galaxy of 400 billion stars, even the uncounted worlds of the Imperium constitute only the fraction of a fraction. Imperial worlds are but tiny islands of light, surrounded by inhuman would be empires, and by the endless eternal Night of the Void between the stars. It is only through the tireless vigilance and might of the Imperial Navy that the fragile lattice of humanity's civilization is made strong, only by unending effort are the candles of Imperial worlds kept alight. At the edge of the Segmentum Tempestus, one small constellation of these lights flicker in a gathering storm, and threaten to go out...

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