



WARP RIFT

THE BATTLEFLEET GOTHIC NETZINE





COVER CREDITS:

This image started out as a 3D modelling assignment for school. I wanted to depict the a small flotilla of Imperial ships. The battlecruiser and her escorts, here plying the void, dangers lurking everywhere in the dark.

by Alex Eigner, <http://aegner.deviantart.com>

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All types of articles are desperately needed to keep this publication alive. In some cases, submission includes placement on the web at: www.tacticalwargames.net. Please include a note with your submission if you would like this clarified. Submission via e-mail implies approval for publication.

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NAVIS NOBILITE

Welcome back!

It's been a busy couple of months here as we prepare for the release of Warp Rift. This issue has been especially difficult to prepare because we haven't received submissions for several of the sections. Since we don't have full time staff writers to prepare articles for us, we really do rely on the community to produce content for us to publish each issue. If you've got some fluff or ship designs or perhaps a tutorial on painting and modeling we'd love to have it! Feel free to drop us the article and we'll put it in.

Another way you can help the magazine is by submitting your ships and fleets to Gothicomp. It's already been another year and the competition is open for submissions until the end of July! It might not seem like a big thing, but those images provide the magazine with a large selection of ships to use in articles throughout the magazine.

I'd also like to apologize for an error in Warp Rift issue 31. We had incorrectly listed the author of Battlefleet Limante as Bryan McMacho. His name should have been listed as Bryan McMahan. Sorry about that!

This issue has some good stuff with the final part of Battlefleet Limante, an alternative rule set for fleet engagements, and a Tactica on using the Tyrant

as well as another great conversion by Mangozac, this time of an Inquisitorial Black Ship. We also have part two of the Spacefleet to BFG conversion covering the Imperial support ships.

Unfortunately, we are unable to bring you any news on the status of the 2010 Compendium updates that were sent to Games Workshop by the High Admiralty a few months ago. We're hoping that something happens pretty soon because the update is much needed and provides a slight expansion of the BFG ships and rules.

For those of you who might not be familiar with the update I'm talking about, it's available from the link we've provided here until Games Workshop approves them for posting to the main website: <http://tinyurl.com/23nul8q>

Going back to the previous topic of submitting articles, another item we are always on the look out for are battle reports. It seems that there are only a few that get posted to begin with, but battle reports are a great way to find out about how the different fleets perform and how the new ships and rules changes from the Compendium hold up. If you've got battle reports we'd love to get them and photos make them even better!

Thanks for reading,
Aaron (Vaaish)





HIGH ADMIRALTY

Welcome to one of my off the cuff rants; this one is about making your own ship stats for your fleet.

First things first: you'll have to decide why your ship exists! This rings true for background and the actual predesigned elements of the fleetlist. Filling a tactical hole in a fleet list is pretty much always a bad idea! This includes things such as a 'cheap' carrier in an Imperial fleet, or an armoured prow in a Chaos fleet. It is better to pick an existing ship class and then alter its stats into a new class. There is no reason why the two classes have to be linked in the background but sometimes it does help.

Now consider why anyone would use your ship and whether this would stop them from using a different class they otherwise would. For example having a Chaos Heavy Cruiser based on a Hades but replacing some of its WB's with launch bays. The Hades and this new ship would fill the same supporting gunboat roles with their lances but the new ship can offer launch bay capacity to other carriers and so can still use lock-on special orders just as you would usually with a Hades. So this is effectively just an upgrade for a Hades that, beyond imposing a steep points increase, would make it obsolete.

Consider reducing the stats in some way to make both choices viable and different. Reducing the range of the dorsal

lances to 45cm makes the Hades better at lance support than the new ship meaning both ships have advantages over the other beyond cost.

The most common 'conversions' are Imperial and Chaos capital ships where combing the different plastic weapons can give new loadouts. Also keep in mind you could increase/decrease speed (including AAF distance), turrets, armour and hits. Changing turning (including minimum distance before turning) should only really be a downgrade.

It is usually best to have the dramatic changes as down grades so as not to risk over powering your ship. If you do decide to upgrade one of these characteristics one of the others should be decreased to compensate. For example giving an Imperial Dauntless class light cruiser a 6+ prow and reducing its turning to 45* to compensate.

An important factor which is quite often overlooked is are there any advantages to squadroning with existing classes to gain an otherwise unrealised advantage? For example having extra armour or shields will make them useful on point, protecting a weaker ship. Even being extremely cheap can give better leadership to a squadron! An existing example is high leadership torpedo Dauntless variants squadroning with lower leadership Dictators. The 'token' firepower, the weak broadsides of the Dauntless and Dictator, can be combined into something

far more useable. The Dauntless Dictator squadron is one of the great hidden gems in the Imperial fleet, both complimenting each other impressively well.

Putting a fair value to your new ship isn't as easy as buying upgrades or individual parts at a set price. Take the nearest ship class in the fleet the ship belongs to and compare them. It is important to compare to ships within the parent fleet list exclusively and not to those in other fleets, as one ship class can be considered more valuable depending on the other options and ship classes available. How much better or worse is your ship to that of its closest counterpart? Keep in mind that fleet role is more important than similar ship stats! This should give you a good starting point for value.

There are a few hidden rules to follow when designing a new ship. Battle Cruisers and Heavy Cruisers should always cost more or equal to the most expensive Cruiser in the fleet and visa versa; no cruiser should cost more than a BC or HC. No capital ship should have all armour ignoring weapons, if you can help it (the AM Gothic with a Nova Cannon is one of the only exceptions). No ship should be slower than 15cm!

All the best in your future endeavours,
RayB HA

IT'S NOT SO BAD: USING THE TYRANT

by DAVID HSCOCKS

In this article I will be refuting the claim made by many that the Tyrant class cruiser is a waste of points and should be avoided at all costs. I believe this claim is made by those who fail to understand the role the Tyrant is designed to play in an Imperial fleet.

Many people say that the Tyrant class cruiser is "able to take on several roles but be master of none", Adam Brown in Admiral's tactics (pg2) (available as a pdf on the Games Workshop site). This is to say that such people believe that it is neither a premier line breaker, such as the Lunar class, nor is it a useful long range gunship, such as the Vengeance class. If it is compared to such vessels in such a manner then this is undeniable. If one wishes to regard the Tyrant in such a way then this is a perfectly valid claim.

However, it is my belief, from experience, that the Tyrant has a more productive use, when taken without upgrades that is. If you remember that the Imperial ships need to be used as a team to bring out their full effectiveness then the design of the Tyrant makes more sense. Chaos vessels are excellent individual vessels, and do not need to work as a team to bring out their effectiveness (although teamwork always helps). If you couple a Tyrant with a Gothic class, then its superior weapon batteries can work with the Gothic's lances to cause greater damage. But, people say, a Dominator can do this task better.

Not so, as the Tyrant has torpedoes, which when fired with the Gothic's torpedoes produce a strength 12 salvo, enough to score several points of damage off the average Chaos cruiser. Then, the Gothic- Tyrant weapon battery/ lance combo can be used to efficiently finish it off, whilst they reload their torpedoes to attack another ship at close range, something a Dominator cannot do with a nova cannon. Given the nova cannons reduced effectiveness since the game's inception, this factor is an important one, the likelihood of a nova cannon causing significant damage is much

less than torpedoes at point blank range. Note that the Tyrant's weapon battery strength is important as if it was any lower, it does not guarantee to knock down the enemy's shields, from most arcs of fire anyway.

Another use for the Tyrant is against Eldar. It is the only basic Imperial Cruiser with longer than 30cm range weapon batteries. Even though the extra range is minimal, and when not upgraded, a bit puny, even one hit on an Eldar cruiser can be fatal due to their fragility. Most Imperial cruisers will never get the chance to fire, unless the Eldar player is careless. Due to the Tyrant's extra range, the chance of scoring a hit is proportionately more likely, making

the Tyrant a valuable anti-Eldar asset. Remember, scoring any hits on Eldar ships is an achievement, so make sure you take the ships that makes a hit more likely! Team up your Tyrants with Dictators and you will have a versatile and resilient anti-Eldar fleet.

I hope that this article will convince people to give the Tyrant another go, in the roles it was truly intended for, rather than the role people seem to have assigned it without fully considering the logic and reason behind their decision. When used as a member of a carefully constructed team (fleet), the Tyrant is a valuable asset. When it is picked for other reasons it will not work. Good Luck!



SPACEFLEET SHIPS IN BFG: IMPERIAL SUPPORT SHIPS

by TOM MOSELEY

This article covers Imperial support ships, it would have covered Eldar too but I've been a bit slack. There were a few very interesting ships added to the Imperial fleet that weren't warships but could greatly increase the offensive or defensive potential of the ships around them. I guess youngsters would call them buffs or something along those lines. If Space fleet had been fully developed I imagine all the races would have been given something like the Imperial ships, but support for SF was canned before the other races got fully developed fleets, or in the case of orks and chaos any fleets at all although chaos could use traitor Imperial vessels. This part is going to be a lot iffier in terms of point values as most of these ships have abilities that either don't currently exist in BFG or employ existing abilities in a different way. You'll see what I mean.

CASTELLAN SHIELD SHIP

This has been given an official conversion as a boring old freighter, a travesty that I feel I must rectify. In space fleet this was a very useful ship, especially when paired with the ironclad. While it had virtually zero offensive capabilities the Castellan had a massive number of shields that could be raised again at full strength if turned off for a turn, very useful compared to the other ships shields that stayed down once hit. Unfortunately if all its shields were knocked down it exploded. It was amazingly nippy in space fleet but I'm going to leave it at standard light cruiser speed.

The castellan extends the protection of its shields to any ship within 15cm, even enemies that get within that distance. All hits count against the Castellans shields first (though the armour value of the target ship is used to determine hits). If

CASTELLAN SHIELD SHIP

160 points



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Light Cruiser/6	25cm	45°	10	5+	2
Armament		Range/Speed		Firepower/Str	
Weapons Battery		30cm		2	
			Fire Arc		
			All Around		

Notes: The Castellan is a marvel of ancient force field technology that can provide an almost impenetrable shield wall. Unfortunately these days the Mechanicus aren't quite the wizards the techs of the Dark Ages were and the generators have a tendency to explode if overloaded. However when paired with a few Ironclads it can take the beasts into the heart of the enemy to unleash their fusion cannons without them being cut to pieces by lances on the way.

all ten are knocked down the ship will suffer an automatic critical hit to the shield generator. Ships within the field can fire out with no problem; however firing at another ship within the field will take down the Castellans shields first. Note that castellans cannot come within 15cm of each other while they both have their shields raised, one will shut down if this happens, controlling player gets the choice over which. The ship may also perform an emergency shutdown of the shields at any point during the firing phase before dice are rolled for any given salvo, however they may not be turned on again until the end of the next firing phase.

Only one Castellan may be included per 1000 points of ships (not including the Castellan itself)

GOLIATH FACTORY SHIP

GW already has a BFG conversion for this as the forge tender and for once it's actually better and more interesting than the original ship, however for completeness I'll give this one a go. You could also use it as a heavy transport or super heavy fuel transport. The original was a gigantic processing plant that would pick up raw material X from wherever and process it on the journey and so arrive full of refined product Y. Theoretically this could be anything but the rules always assumed plasma fuel, which could be dumped as a last ditch defence effort. It didn't even have any shields for goodness sake.

It starts with eight blast markers worth of fuel and can jet-tison as few or as many as it likes any time during its move to the rear of the vessel. The blast markers can be arranged no more than 3 wide in a manner of the players choosing. Each blast marker takes down a shield if a ship runs into



GOLIATH FACTORY SHIP

40 points



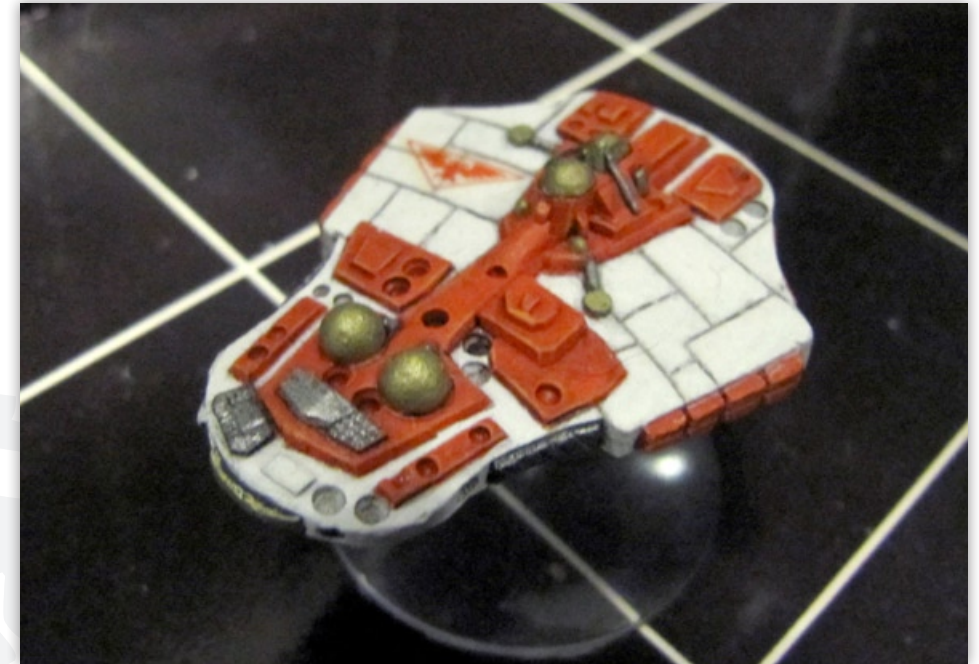
Type/Hits	Speed	Turns	Shields	Armour	Turrets
Light Cruiser/6	15cm	45°	1	5+	2
Armament		Range/Speed	Firepower/Str	Fire Arc	
Weapons Battery		30cm	2	All Around	

Notes: Very evidently not a warship, the goliath is stuffed to the gills with various raw materials and manufactoria. Other than its pitiful weapons batteries the goliath can jettison its plasma fuel. While they may not be a lance strike a million tons of exploding plasma fuel is enough to ruin anyone's day.

it, producing a normal blast marker. Unlike normal blast marker plasma fuel causes one point of damage on a D6 roll of 4 or more if a ship has no shields and will destroy any ordnance on a roll of 4+. The points value listed here is a nominal figure using Smothermans formula, but really this should only ever be used as part of a scenario.

GALAXY TROOPSHIP

65 points



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Light Cruiser/4	15cm	45°	1	5+	2
Armament		Range/Speed	Firepower/Str	Fire Arc	
Weapons Battery		30cm	3	All Around	

Notes: These gigantic troopships were used in the early days of the Imperium, taking four whole regiments worth of conscripts and training them in the weapons and tactics of the Imperial Guard on the journey. They are less popular now that the space lanes are not as safe as they were in the glory days of the Imperium as their poor defensive capabilities and large 'cargo' capacity means the loss of one of these is a great loss to the guard.

GALAXY TROOPSHIP

The simplest use of this is as a standard BFG super heavy troop transport but I want to try and emulate the way it worked in Space Fleet. Originally the Galaxy was said to carry up to four regiments and to also carry extensive training facilities and weapons work-

shops so that the ship could pick up recruits and have them trained and armed by the time they reach the warzone.

While the ship based combat stats are nothing to write home about the boarding value is five times the number of hits due to the number of regiments on board, plus the standard crew compliment of naval personnel and highly experienced guard instructors.

Although not intended for boarding actions it can engage in them and they count as an attacking transport in planetary assaults.

STALWART FRIGATE

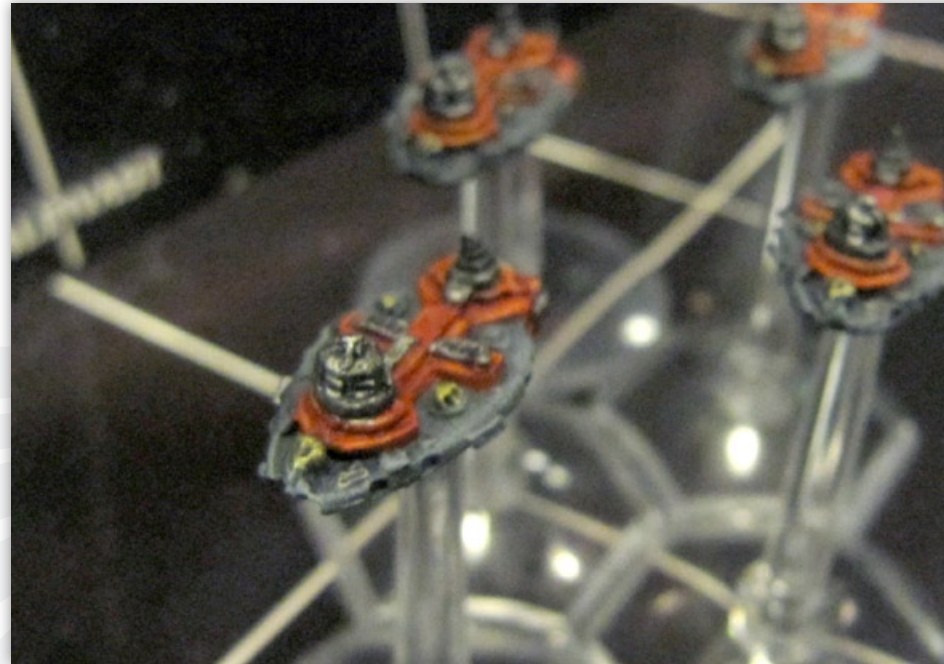
Converted to BFG and given the name Tarask merchantman by GW this was originally a much more useful little vessel in Space Fleet. It was a non warp capable escort ship designed to escort freighters from the jump point to their final destination and protect them from pirates. Although lightly armed they produced a "blind field" that could not be fired through and had an effect similar to a holo shield when under attack itself.

The Stalwart is a relic of the dark age of technology, a number were found in systems reunited with humanity during the great crusade. As warp travel ceased during the age of strife these little vessels were still useful for in system use and were retained in working order where larger warp capable vessels became a waste of resources. The ship projects a field of EM interference for hundreds of thousands of kilometres around it, making it impossible to target an object through the field. Unfortunately for the ship itself the enemy can usually work out the position of the Stalwart at the centre of the field, although the field itself does alter its dimensions slightly to help hide the ship. The Stalwarts own weapons are unaffected by EM fields generated by Stalwarts in the same squadron but other squadrons of Stalwarts will affect them and while it is theoretically possible, the Imperium lacks the technology to interface the cogitators of Stalwarts and other vessels so any different types of vessel in the same squadron as a Stalwart cannot fire through the blind field.

This kind of cloaking technology is found almost nowhere else in the Imperium, and where it is found it is almost always of xenos (usually Eldar) manufacture, so human technology of this type has worth beyond measure to the Mechanicus. As such the Stalwart is only found on a couple of major forge worlds, notably Bakka and Graia and are only used when something

STALWART FRIGATE

35 points



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	20cm	90°	1	5+	1
Armament		Range/Speed		Firepower/Str	
Weapons Battery		30cm		2	
			Fire Arc		
			All Around		

Notes: The Stalwart is mounted on a large base to represent the radius of the blind field, with a smaller circle drawn on to represent its own threat range. No ship except the Stalwart itself and other Stalwarts in the same squadron may fire through the blind field. The enemy may target the Stalwart itself though, but batteries take a negative shift on the gunnery table and the Stalwart gains a 2+ save against ordnance and lance strikes and doubles the number of D6 rolled for the leadership test taken to ram.



of extreme importance needs an escort from the system jump point to orbit.*

The Stalwart has a points value of 20 for the ship and 15 for the blind field, for a total cost of 35 points. However they may only be used in defensive missions and their numbers should be restricted in a way that is related to the assets being defended e.g. one per two transports or similar.

CONSTELLATION TARGETING SHIP

The Constellation is absolutely packed to bursting with sensors and targeting computers that some sections of the Mechanicus believe are the best humanity ever made. The constellation links into the targeting cogitators of friendly ships and gives them greatly improved targeting data and fire control.

As a result of this all friendly ships within 15cm get a 15cm range bonus to all weaponry and the negative shift on the gunnery table is only applied over 45cm rather than over 30cm.

Also any one weapon system (not ordnance) may re roll misses as if it was on lock on orders. Each separate line on a ship datasheet counts as a separate system, e.g. A Tyrant class cruiser could elect to re roll its port side 45cm range battery or its port side 30cm battery; it could not re roll both. Neither could it re roll both port and starboard 45cm batteries. However, a Dominator could re roll its port batteries as it is only one weapon system, represented by one line on the data sheet. This

*This background means you would not really be able to use them much fluff wise, I just wanted to make up something appropriate; this is way beyond current Imperial technology, a real dark age relic. I imagine any admiral losing one of these would be better off dying in heroic fashion against the enemy rather than return to face the wrath of the Mechanicus.

Maybe you could have them as rogue trader vessels that are equipped with bought or looted Eldar technology if you wanted a backstory that made them a bit more common.



will stack if the ship is already on lock on orders to give one weapon system 2 rerolls. Against Eldar the constellation negates the negative shift on the gunnery table and the Eldar save against lances is reduced by one, however the range and re-roll effects are lost, as the sensors and cogitators are working at full capacity simply to target the Eldar normally.

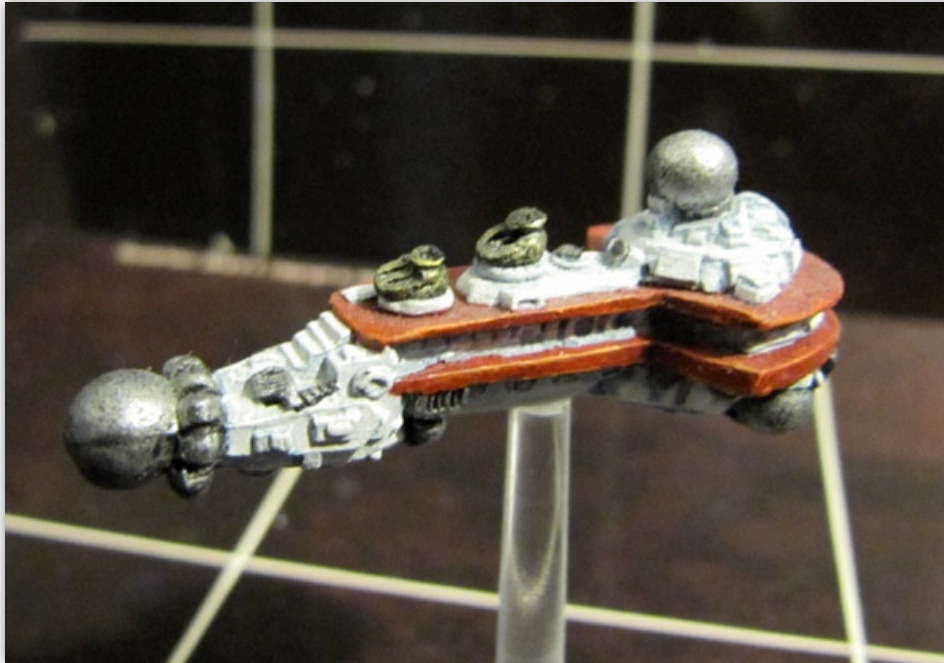
The constellation does not affect ordnance and benefits from its own special abilities, so although listed as 30cm the weapons batteries have an effective range of 45cm.

The constellation costs 25 points for the ship and the special abilities cost another 25 points for a nice round 50 points. However, it

should be noted that these are rare ships and you may only include one Constellation per full 1000 points of fleet.

CONSTELLATION TARGETING SHIP

50 points



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	15cm	90°	1	4+	1
Armament		Range/Speed	Firepower/Str	Fire Arc	
Weapons Battery		30cm	3	All Around	

Notes: Filled to bursting with targeting cogitators and sensors, the Constellation has little room for engines, shield generators, weapons or armour and as such makes a poor combat ship but its ability to enhance the combat effectiveness of the ships around it make it an incredibly valuable tool in the Imperiums arsenal.



FLEET ENGAGEMENT VARIANT

by DAN LEE

These are alternate rules for the fleet engagement scenario. Rather than picking a formation and then being forced to deploy your ships separated across the board (in a way that frequently looks nothing like your chosen formation), in this scenario you choose how you are trying to approach the enemy and then deploy accordingly. You can attempt to use stealth to sneak up on your enemies' fleet, use long range patrols and reconnaissance to foil sneaky tactics, or deploy in a convoy, forsaking stealth but also keeping your fleet together.

FORCES

Both fleets are picked to an equal points value.

BATTLEZONE

Fleet engagements could happen anywhere. Setup celestial phenomena in any mutually agreeable manner.

SET-UP

After determining who is the attacker and who is the defender, each player must select to use either stealth, a picket, or a convoy to engage the enemy. If both players pick stealth the attacker uses stealth and the defender uses guard down (they have been taken by surprise by their swifter opponents). If both players pick picket the defender uses picket and the attacker must use guard down (the more defensive fleet establishes their picket lines earlier). In any case, players take it in turns to deploy ships or squadrons, starting with whoever rolls lowest on a d6.

Stealth: *Your ships power down and drift towards the enemy. This is very much a gamble. If it pays off, your enemy will not be able to react to your presence until your fleet is right on top of them. If it fails, your ships may be caught with their shields down; literally.*

Instead of deploying ships or squadrons, deploy numbered tokens (secretly noting on your roster which numbers corresponds to which ships or squadrons) anywhere along your table edge. You may also deploy an extra decoy token for every three ship/squadron tokens. Tokens use the following profile (regardless of your fleet rules): speed 15cm, turn 45 degrees, moves as a cruiser, no weapons, cannot be attacked by your enemy. Note that you cannot squadron anything other than escorts as the resulting massed energy signatures would be unmaskable.

Tokens can be removed and replaced by the ship or squadron they represent in one of two ways. At the start of your turn, you may remove a token and replace it with your ship or squadron (all squadron vessels should be within 10cm of the marker), ensuring they have the same facing as the marker. They may then move, shoot, etc. as normal for the rest of the game.

The second way to reveal markers is for your enemy to get close and pass a leadership test. If, after an enemy ship has moved, it is within sensor range (see table below) of a marker it may make a leadership test (with any applicable re-rolls allowed) for each token within range. If it passes then the token is removed and replaced as described above. If the test is failed then the token remains. In revealed by the enemy, revealed ships/squadrons must take a leadership test (only re-rolls from the ship/squadron are allowed). If the test is passed, the ship/squadron behaves normally for the rest of the game. If it is failed, the ship/squadron has no shields or turrets (or any fleet equivalents) until the start of its next turn, but may then behave normally for the rest of the game.

Ship Size	Sensor Range
Strike Craft	Base contact
Escorts	30cm
Cruisers (all varieties)	30cm
Battleships	30cm
Space Stations (all varieties)	50cm

Note on mimic engines: if a token is revealed and it has mimic engines it is automatically assumed to pass the leadership test to allow it behave normally. This replaces the normal rules for mimic engines in this scenario.

Picket: *Your fleet sends out its escorts and strike craft ahead. This provides a better chance of foiling stealth approaches but does force your fleet to spread out.*

Deploy your ships using the deployment zones given below. Your ships can each face in any direction. You can also, as a single deployment, place as many strike craft as you are normally allowed to launch. If you do so, all of your carriers begin the game empty and must reload ordinance before they can launch any more. **Table diagram is on the following page.**

Convoy: *Your fleet stays together so that each ship can support the rest. This leaves you vulnerable to fleets trying to sneak up on you, but gives you the most control over your deployment.*

Deploy your ships up to 30cm from your board edge. All ships must face the same direction, though you may choose which direction that is. All ships must deploy within 10cm of a previously deployed ship (not counting the first one, obviously).

Guard Down: Unfortunately you have been taken completely by surprise before you could deploy your fleet properly.

Deploy your ships on your table half, at least 30cm from any table edges. All ships should face the same short table edge chosen by you. All ships should be placed, wherever possible, at least 15cm from any other of your ships (not counting members of their own squadron).

FIRST TURN

After deployment both players roll a d6. The player with the highest leadership admiral receives a +1 bonus to this roll. The player with the most escorts receives a +1 bonus, and the player with the fastest ship receives a +1 bonus. The winner of the dice roll may choose whether they go first or second. Re-roll ties.

GAME LENGTH

The game lasts until one fleet is fully disengaged or totally destroyed.

VICTORY CONDITIONS

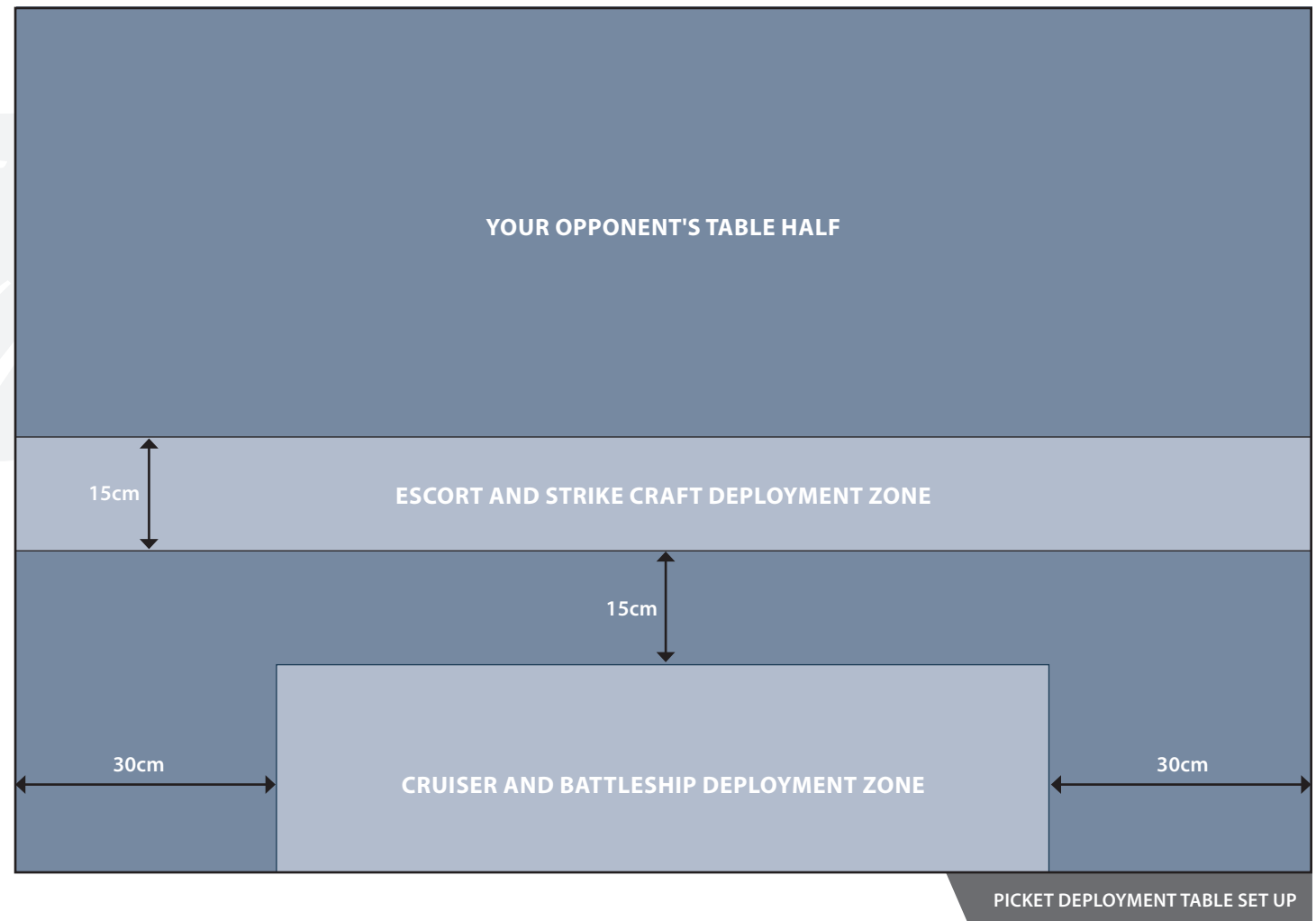
Both fleets score victory points as normal. To win, a player must get more than 10% of the game size in points than their opponent. E.g. in a 1500 point engagement, you must score over 150 points more than your opponent to win.

Designers notes: The stealth rules work on the assumption that the stealth ships will want to reveal at about 50cm, so they can move in and attack within 30cm. Sensor ranges were chosen so that a ship can also move and possibly detect a ship at about 50cm, hopefully keeping things relatively balanced, while still giving faster ships an edge as patrol or infiltration ships.

The guard down deployment can heavily penalize a player, but this is intentional. It can only occur to you in one of two ways: either your fleet tried to sneak up on a much more aggressive fleet and they beat

you to it, or you tried to form a picket against a fleet that was much more defensively orientated and they formed their battle line first.

The rules in general should open up some interesting tactics. They are likely to enforce the differences between high attack rating fleets and low attack rating fleets, rather than diminish them, as more aggressive races will be able to use stealth much more successfully but more defensive fleets can form pickets much more readily.



BLACK SHIP CONVERSION by MANGOZAC

Hi BFG fans! Well I again find myself writing an article for Warp Rift at the bequest of its excellent editor Vaaish. He was very fond of a commission project I did at the beginning of the year and asked if I would write up a brief Dry Dock article on it. So I hereby humbly present my second Warp Rift article detailing the conversion of a pair of Imperial cruisers into Inquisitorial Blackships.

About six months ago I was approached by a European BFG fan who had seen some of my BFG scratchbuilding work and asked if I could build him on commission a pair of Blackships. The brief was simple and used a picture of a model created by Rob Henderson for a rules PDF, however I was given pretty free reign to come up with whatever I deemed appropriate. Since I had to build two copies I decided that I would create the Blackships as a set of resin parts which I could use to convert a pair of standard plastic Imperial cruisers.

Unfortunately since this project was a commission I didn't document large parts of the construction process, so the WIP photos I do have do not begin until the project was well established (they're actually the photos I sent to the client to ensure he was happy with the direction I was taking).

The more scratchbuilding I do the more I'm convinced that anybody can do it, so long as they have three things:

- The right selection of tools
- The right selection of materials (particularly styrene extrusions)
- Patience

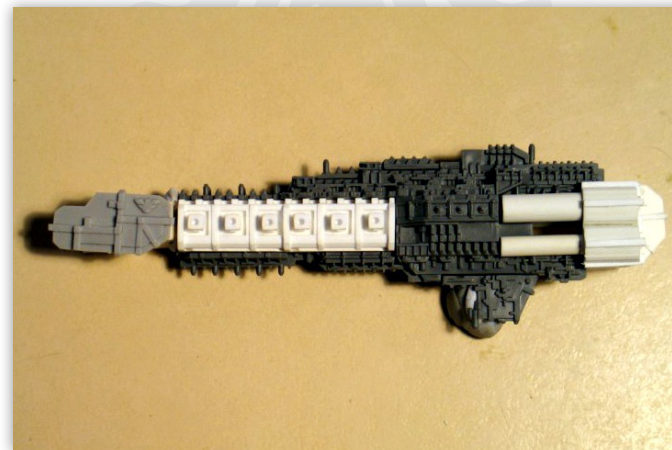
PLANNING

As stated above, the primary inspiration for the design came from the Blackship rules PDF, however I also perused the internet and found a couple of other Blackship conversions. I also drew heavy

inspiration from the Space Marine Battlebarge with regards to its side fins and prow. From the rules I knew I had to represent the Blackship's superior characteristics: high speed, heavily armoured and heaily armed.

Once the donor plastic Imperial cruisers had arrived I assembled the main hull (sans drive tubes and horizontal wing piece) and chopped off the prow. From there I could decide exactly how to proceed with the project and decided that there would be 7 resin parts for the conversion:

- Engines and horizontal wings
- Port and Starboard vertical fins
- Two large sized weapons battery modules (each taking the space of two normal weapon modules).
- Prow (with integral launch bay)
- Bridge



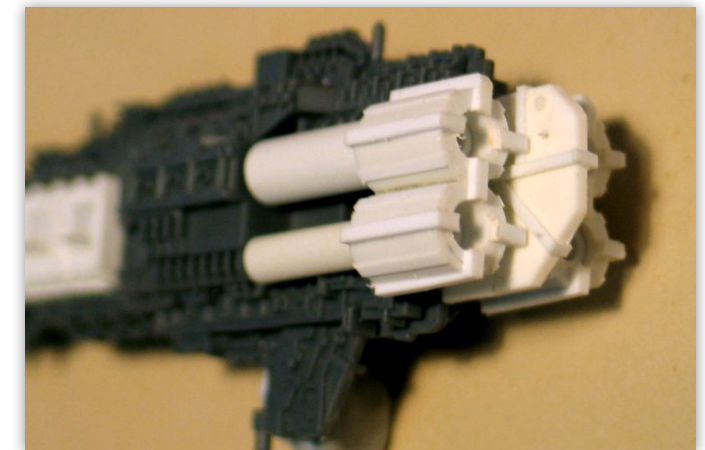
I then set to work cutting up styrene loosely until I started to create an approximate form I liked.

INITIAL CONSTRUCTION

Since I had experience creating weapons batteries I decided to begin work on them very early on. The block is simply some laminated 1.0mm styrene sheet with strip styrene built up over the top for detailing. I used a lot of 1.0x1.0mm styrene strip on this project.

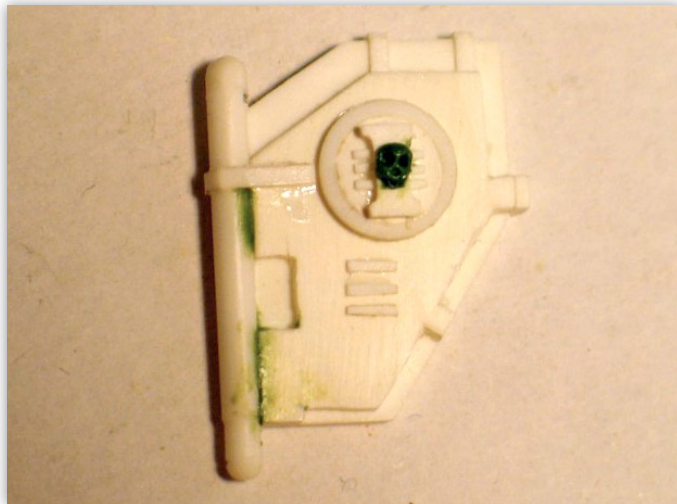
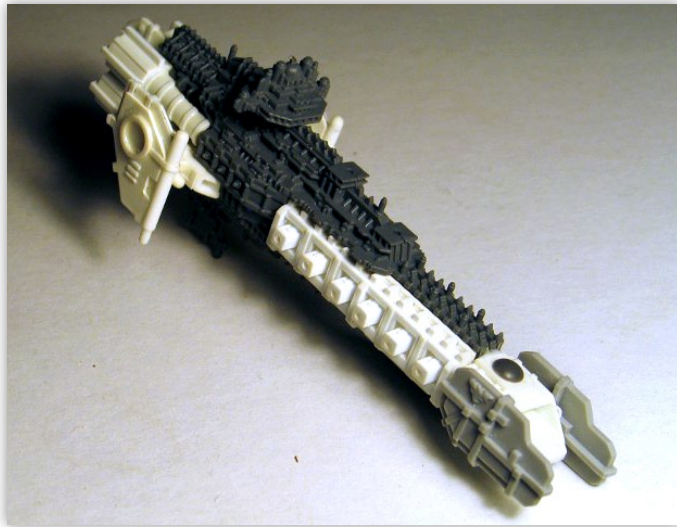
The engines were blocked out by selecting some telescoping styrene tubing cut to size and mounted around a drive shield/fin between them. To represent the power of the engines I opted for large, long drive tubes that extended right forward to under the bridge.

For the prow I cast up a pair of side fins from my previous Zeus Light Cruiser project and mounted them either side of a piece of rectangular cross section styrene tube which would ultimately be the prow launch bay.



PROGRESS

Like I said earlier, scratchbuilding is all about patience. BFG models have lots of repetitive details so you have to just get into a zone and keep layering on more levels of styrene strip/rod. The next picture shows how significant progress was made all over, including the side fins. At this point I was still using a stock imperial bridge but



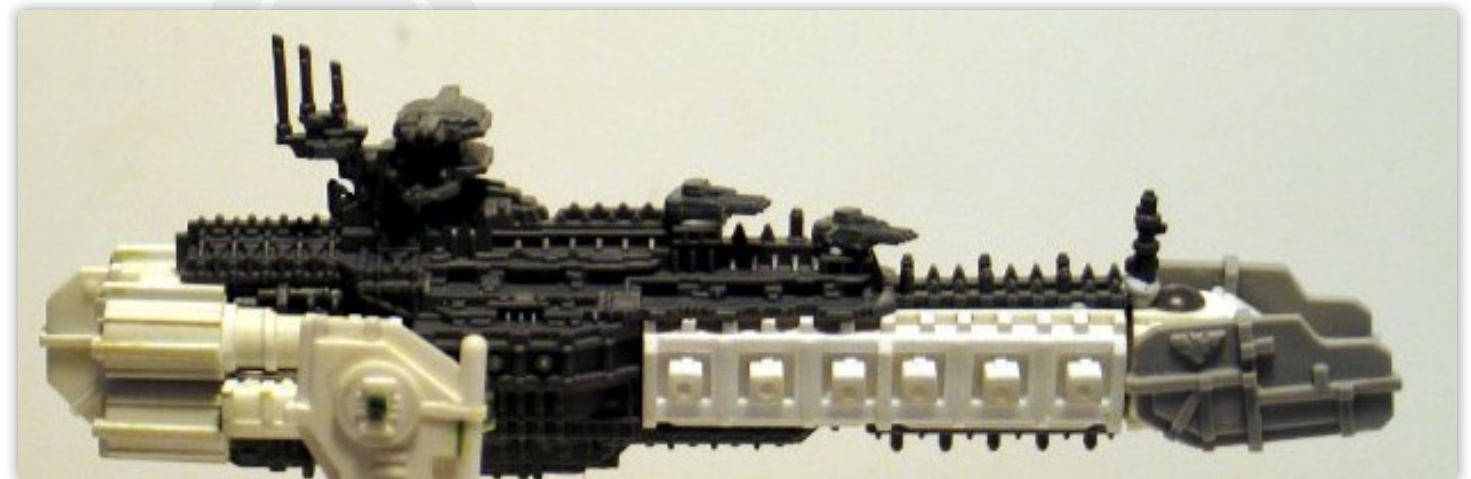
still intended to scratchbuild a custom one inspired by the Kar Duniash bridges on the Rogue Trader Cruiser.

The picture to left shows one of the two vertical side fins. Obviously the two fins are mirror images so two had to be made. Making mirror duplicates of parts is a real pain, but is easier if they are made simultaneously. For example the main parts of the fin is made from two sheets of styrene glued together. To ensure that the two fins are as closely mirrored as possible I lightly glued two sheets of styrene together (ensuring that the glue bond would be easy to break later) and cutout the two fin piece shapes. The shapes were sanded to the correct shape and made sure to fit correctly. By then breaking the glue bonds I had two of each piece needed for the fins which were then glued together as required for the two mirrored fins.

THE BRIDGE

The bridge was the part I had been putting off for most of the project, but eventually I had to tackle it. I began building a box shape that would fit over the mounting block for the standard bridge and ended up with an interesting design:

After consulting with some friends however I became convinced that my new bridge design just didn't suit the Blackship aesthetic.



BRIDGE MkII

Actually, calling it a MkII implies that I actually designed something. But I didn't. At this point I wanted to get the project finished and after rummaging around found that one of the plastic Chaos bridges looked perfect. Some slight cutting and filing later and the project was done! I also mounted some Chaos lance turrets along the dorsal to round out the armaments.



RESIN CASTING

The project wasn't quite over yet – the client wanted two ships so I had to take all of my scratchbuilt parts and mould them up! This was done using single part split moulds in silicone, with the parts cast in grey tinted resin. Casting is a massive topic in itself so I'm not going to go into any details here.

FINISHED PRODUCT

These are the photos I sent to the client before posting him the completed models. Suffice to say he was very pleased with the result! Notice how I had swapped the Lance turrets back to the big boxy type – that was at request of the client.

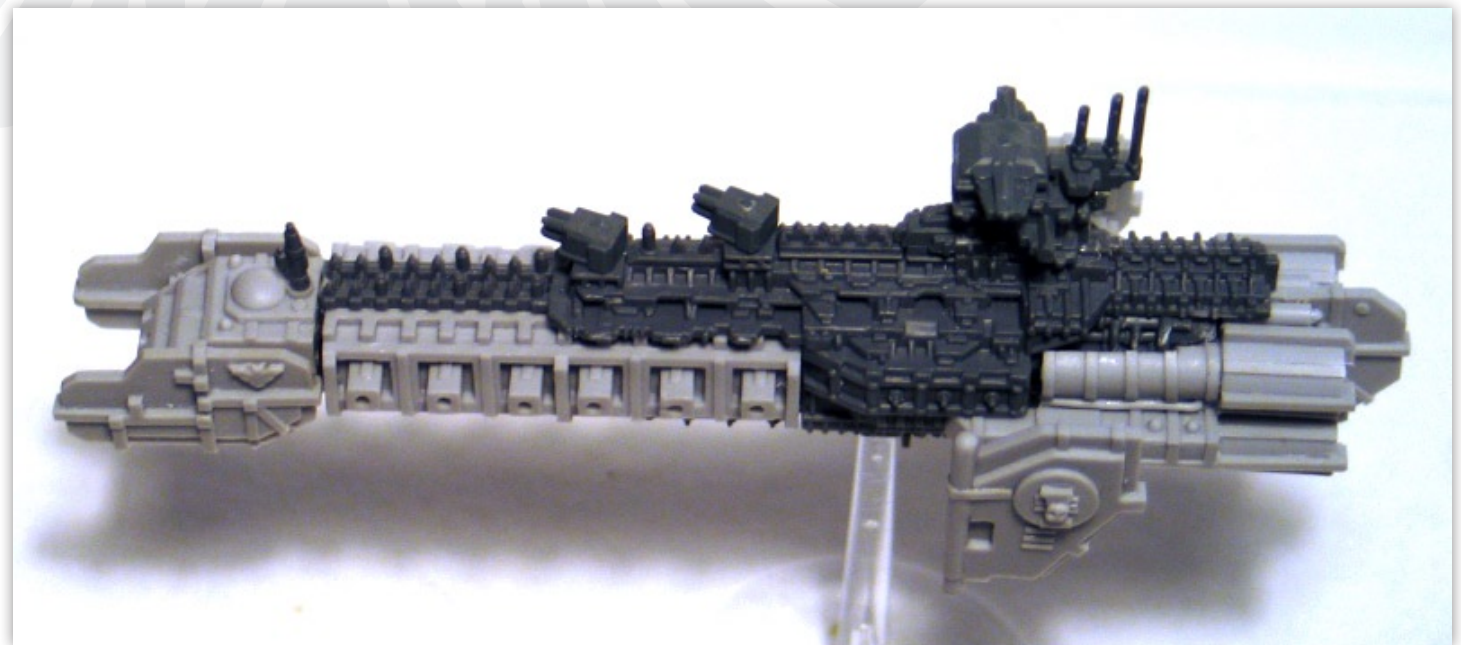
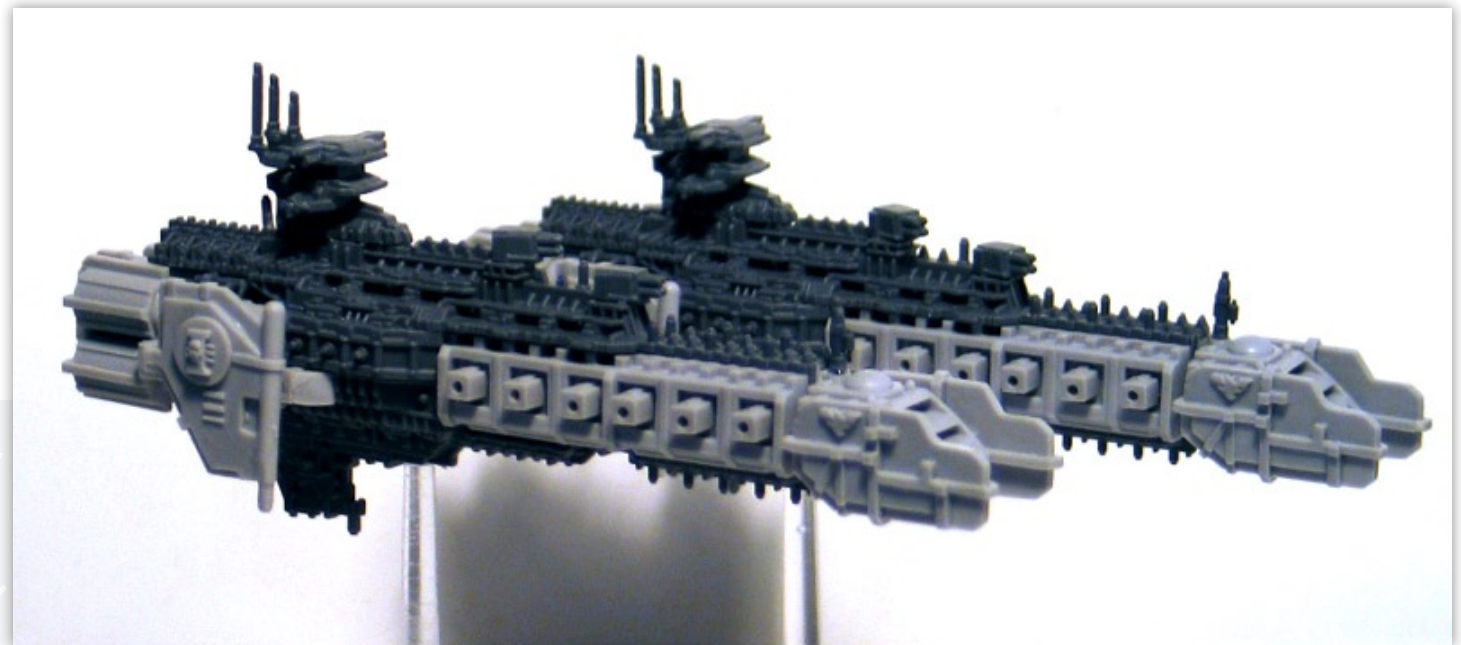
CONCLUSION

Another successful project and another happy customer! I was very happy with how the design turned out. I don't know if the client has painted them up yet but perhaps we should pester him for a showcase for next issue of Warp Rift!

With these articles I write long past completion of the detailed project I often find I don't have pictures of many parts of the process, leaving things feeling a little incomplete. I'm planning to commence one of my next BFG projects with a Warp Rift article in mind, so hopefully will be able to give a very complete pictorial description of the process.

For any questions or further information feel free to contact me or the other mad keen modellers on the Resin Addict forum at <http://www.resinaddict.com/forum/>

Thanks for reading!



BATTLEFLEET LIMANTE, PART II

by BRYAN MCMAHON

Having returned to port after successfully engaging a local pirate cartel fleet and exterminating its' hidden base, the XIXV Cobra flotilla returned to a hero's welcome. Medals and celebrations were passed around as freely as the wine. An unfortunate side effect of the festivities would manifest itself in the following weeks as the entire watch post, save one man, was planetside enjoying the festivities: one man who was asleep at the console. Thus the Ork fleet was able to pass the outer and inner sensors without detection, and launch their Roks towards the fourth planet in the system.

The System of Rienea, and the Planet Timiothy were about to receive a rude awakening to the Ork threat now bearing down on their homes. The launch of the Roks triggered warning klaxons inside the stations aging the systems. As general quarters was sounded, all crews raced to their ships. The Mechanicus beseeched their vessels to awaken for war with all haste and the planetary guard mobilized to defend its citizenry and protect their only star port. No one in the sector had encountered Orks before and the subsequent failure to stop the first wave or even inflict a single enemy casualty was devastating to morale. The soldiers feared their attackers were invincible instruments of some unknown powers' wrath they had awoken during their celebrations. Realizing the defender's tenuous position, the Fleet sallied from their docks in an attempt to prevent reinforcements from deploying via Teleportas to overwhelm the beleaguered defenders on the surface.

Julima Gregacy, Flag Captain of the combined XIXV and VIKM destroyer groups, ordered that no torpedoes be fired before closing to within just 100,000 kilometers for fear of them being dragged into the atmosphere and causing more damage to their home world then the enemy was inflicting. He planned on the initial salvo baiting the Orks into leaving the atmosphere and giving chase. There, his faster vessels would keep just ahead of the enemy

PLANETARY SURVEY: TIA



Tia: M Class planet. Fifth planet from star XF572AI.

Satellites: None recorded.

Biosphere, secondary: 42km.

Biosphere, primary: 14km.

Gravitational category: Delta (0.8 Terran standard)

History

Colonized before the Dark age of technology by famous Explorer Limante and his crew when their ships finally gave out to the stress's put upon them by the rigors of exploring so far from their launch point. Coming to rest on what is now known as the Northern continent, though at the time it was a simple chain of islands, they set about making a home worthy of his name.

From this small beginning humanity spread throughout the world and made several colonies on the other planetoids within the system to procure minerals not able to be sustained within the gravity well of this world. The first recorded use of the name Tia was shortly after they set up a comms relay upon the world and sent back information pertaining their discoveries while traveling the starts looking for a home. Named for

his first child who later went on to explore most of the uncharted portions of the Sector after he passed on.

Planetary Capital: Tia's Favor.

Named for the famous summer home where Tia Limante spent her rare down time relaxing and being a normal person again. She was not present often but when she was it was recorded to be a hive of activity organizing for the next excursion or spreading information gathered from the last one. She was to eventually settle down long enough for several children to be born and to continue the exploration of even more of the outward rim of the Galaxy. Their names are not recorded officially, though much speculation surrounds weather she really had children at all since no blood relatives survive to this day to support the claim.

Defensive Capabilities

A score of ground based defensive silo's give complete coverage to orbital defenses against bombarding hostiles. Half a dozen ground air strips provide air support to suppress any invaders already on planet and to sally against any incoming drop ships.

Fourteen defensive platforms hover watchfully around the world as it plays host to the Sector Command station and its subsequent orbital dock yards. Nearly two dozen installations litter the area around the planet not including those stationed around the other planetoids in the system.

Military Presence: Alpha

Tia hosts the only full strength cruiser squadron within the entire sector and training installations for recruits as well. This system is the most heavily guarded in the entire region. Any enemy who dared to tread here would soon regret that decision.

It also plays host to the training grounds for the 4th Escort Carrier Battle group, so there is no shortage of attack craft to help repel invaders. With the ordinance factories planet side providing support, potential enemies have good reason to avoid this system.

Culture

It is a good thing the Tau don't exist any where near this sector of space, as the two share similar belief systems regarding how to live one's life. Due to the decision of the Inquisition and later Primarch Guiliman, to leave the Heresy a mystery to these people, any overt exposure to xenos races usually end with peaceful cooperation and often open trade routes. Though at one time this was not the case. Early on the people were encouraged to fear these races and openly attack them, but lacking Escilsiarcy guidance they soon reverted to their normal habits.

Thought of the day: Blessed be the mind too small for doubt.

and lure them to the picket line formed from the vessels who had missed the Ork approach. The frigates, *Truth's Light* and *Golden Pillar*, were waiting powered down alongside the escort carriers *Random Fate* and *Long Arms*. The carriers would appear as harmless transports on sensors and would register little threat to observers. The destroyer group would move past this trap and hit both flanks simultaneously.

A fair plan, but as the age old adage goes. No plan survives contact with the enemy...

###

"Come about to heading 5489 mark 3982 and prepare a full salvo." The ship's captain barked into his comms unit.

A strangled metallic reply came back moments later, **"Course adjusted sir, awaiting fire order on your command."**

The next few tenuous seconds ticked by with a pace so slowly only the seconds ticking by on his watch reminded him time was still going forwards. The captain removed his cap and wiped his brow on his sleeve as he waited for the given firing point to be reached. These invaders, whatever they were, could be defeated. You simply had to use more ordinance than normal against them.

Commander of the *Triumphant* and her sister ship *Regin's Pride*, both Cobra class destroyers, he knew the deadly effect of a torpedo volley at close range from several past experiences. This time it should work as well. Reaching down to the comm unit he flicked the key and gave a low growl into it. It was reasoned that since the enemy was unknown any activation keywords could be intercepted and reused against the fleet at a later time so only sounds were issued, with the *Regin's Pride* using a small bird call as its order to launch.

"Order received and carried out Captain." came the strangled metallic reply.

His Flag Captain had been with him for nearly 20 years on this vessel, and they both knew its character flaws and quirks like no

one else on board. Not even the Mechanicus priests could tell them anything about the ship they didn't already know. Looking out his view port he watched with joy as the torpedo volley was sent on its way. His cybernetic hand twitching again, he looked down at it for just a moment reflexively before his ship shuddered under a sudden and large impact.

Having fallen from his feet he scrambled to regain his footing when the comm crackled to life.

"Sir, return fire from the enemy ships! Fires on multiple decks and shields down! Weapons systems are minimal and we have incoming attack craft, what are your orders?"

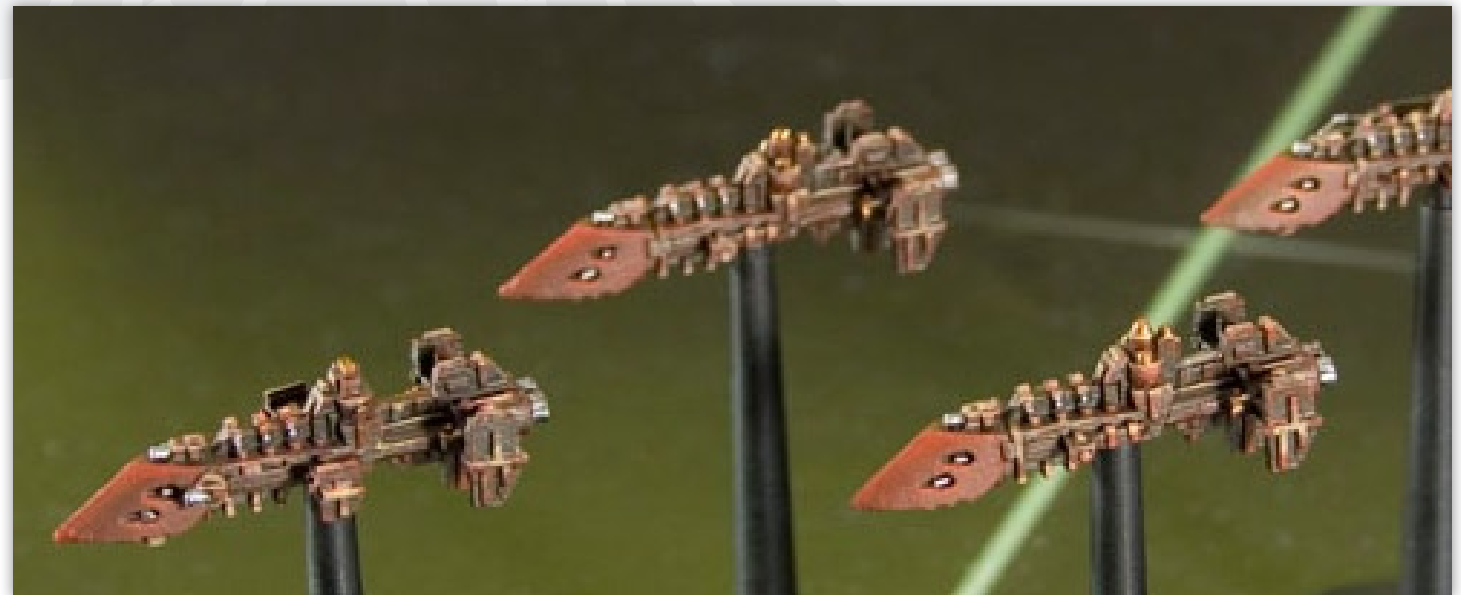
Keying the unit again his voice came steady and calm, **"Return fire as best you can, prepare defensive turrets to repel their assault and what is the status of the *Regin*?"**

re-keying the comms unit he seated himself back into his command chair and strapped himself down so that didn't happen again.

"Sir they are undamaged and moving to support us against the incoming ordinance wave. Our torpedo spread has been neutralized. Sir, multiple new unknowns moving in on our location mark, 4879 by 9012. They were hiding behind our satellite sir." The worry in his voice came through loud and clear despite the machinery twisting of his words.

"Understood, order the *Regin* to pull off and make for the rendezvous point as ordered, we will draw enemy fire and assist in their escape. Ignore any reply from the *Regin* and reload the tubes. What is the status of the other wings?"

His own voice continued to remain calm, despite his thoughts running wild in near panic. His survival instinct was kicking in fully now and wanted to rescind his order and to tell the *Regin* to remain where it was as he withdrew, but he couldn't bring himself to say it. To damn a pristine ship and crew to suicide when it was now obvious that even a surprise attack was unable to catch them off guard, was sheer idiocy.



"Sir the other wings have meet with the same resistance we have, but some have obtained some minor success. Count of 5 enemy vessels apparently crippled and a dozen lightly damaged. Capital ships moving from far side of the Satellite to cut off our own escape route, but they are allowing the Regim to escape unmolested."

The flag captain's own relief mirrored his own. At least some one would survive this debacle to continue to struggle against this invader.

His hairs stood on end and his every nerve tingled, having used a teleporter on several occasions, he knew the signs well. He quickly unstrapped himself and slammed his hand down on his command override button. The boarding warnings went off all through the ship, and he drew his pistols to prepare to meet the attack on his vessel personally. The first wave appeared right in front of him. 3 brutishly large humanoids with ramshackle armor scraps attached at random places, one wearing a mop bucket on his head, if it could be defined as a he within its own species.

His twin bolt pistols boomed off of the inner sanctums walls and behind him the hissing of hatch releases told him the astropath was coming to join him shortly. His rounds impacted the back of the closest one and sent him sprawling across the deck and into the wall, he didn't move. The other two turned and with a loud yell ran at him with giant cleavers raised. He split his aim and fired again, both stumbled back from the hits to their torso's but resumed their charge at him again. His third shots hit the left attacker in his waist while the right was struck on the shoulder. Both continued charging.

Behind the attackers the command deck's lift was rising and he could hear the shouts of support from his command staff, but paid them no heed. He re aimed both shots at the right one this time and caught him in the middle of his abdomen and where its heart should have been if it were human. This one tumbled back to the wall as well, but the last one swung its cleaver for his left shoulder and bit deeply into his side. The captain let out a strangled yell of pain as the clever finally stopped below his rib cage just above his

kidney. He struggled to raise his right arm and its bolt pistol to exact retribution but a large leather boot sent him sprawling and wrenched the weapon from his side.

He raised his head feebly unable to comprehend the shouts and screams from below. *Surely his men could beat back this foe, he had killed two himself*, he thought. Looking up he could see the other two limping back towards him, not dead after all. The last one grinned at him wickedly with a gaping mouth containing large rows of fanged teeth.

"Death to da Umies!" it roared as it raised a large metal cleaver.

The last sound Flag Captian Gregacy's heard was the wet snap of bone as the clever impacted his skull.

ORK CHARACTERS:

Warboss Fizalbomstik

Warboss Fizalbomstik is the overall commander of the encroaching WAAAAGH-HH during the present conflict. Replacing a rather stupid Warboss, even by Ork standards, Fizalbomstik has transformed the unruly mobs of Boyz roaming around the nearby stars into a respectable WAAAAGHHH. Unfortunately, a rare moment of introspection led him to conclude the ships he had just aren't big enough for a Boss of his standing. The smaller ones put out a lot of Dakka, that's true. But nothing says Boss, like three or four dozen Kroozers backing you up and where better to get them than from those pesky 'umies!

He engineered the recent upsurge in violence around the sector in an attempt to draw away enough ships from Sector Command that he can attack this vital station and still have enough of his Boyz alive to keep on fighting the rest of the Hummies afterward. He currently resides aboard his kroozer, The *Invincibalz* which has been modified to carry Killa Kanz instead of boarding torpedoes and includes several Mad Meks to keep everything in perfect working order, at least by Ork standards.

Mad Mek Tinkawitdats

Using the typical Ork process of just building something without understanding how it works, Tinkawitdats has come up with a surprisingly large amount of successful experiments. The biggest so far is a hidden base station that the Orks in Limante can limp back to just in case they happen to run into a fight tougher than their rather considerable estimation of what they can handle. The station doubles as a construction yard where he can tinka with all sorts of gidgits and gazmos.

He is currently stationed aboard the Kroozer *Imawat?* implementing his latest ideas for better shieldzng.

HISTORY: THE BATTLE FOR THE SECTOR

The neighboring sector, Iniant was corrupt to the core; the common citizenry deluded into thinking their rituals and sacrifices were for the God Emperor, but were instead feeding the infernal powers of the Dark Gods. These rituals continued for many centuries almost completely unchecked by the Imperium at large. When a response finally came, however, it was far greater than those allied with the Ruinous powers could defend against. Thus they chose to flee to the weakest nearby sector: Limante. They chose this sector due to the fractured lines of command and the lack of battleships since the Choas fleet managed to escape with a captured Retribution class.

The Chaos forces began to prey on shipping lanes and take advantage of the upheaval surrounding the initial incursion by the Orks on the opposite side of the Sector. They never anticipated what was going to happen on the final raid as they activated their warp space inhibitors before setting off for the Eye.

Through some strange cosmic coincidence, the warp inhibitors were boosted beyond comprehension for a few moments dragging all ships in the sector traveling through the warp directly to the waiting chaos forces. Luckily, most ships were not in range to be brought the full distance and, although they were confused, they were unharmed and resumed their courses after finding their bearings.

Things were not so fortunate for the Chaos fleet, however, because a sizable contingent of Imperial vessels were en route to stop the Ork incursions from penetrating deeper into the Limante, and were pulled to a single location. Admiral Rea quickly established himself as the leader of the ad-hoc fleet and ordered battle lines be formed against the Chaos forces. These worshipers of the Ruinous Powers had tied up several flotillas sent to defend the beleaguered worlds whose defenders were failing. The Chaos forces would pay dearly for the lives they had unwittingly doomed.

From the start it was apparent that the Chaos fleet had a serious advantage against the mostly escort Imperial fleet. This didn't dissuade the impromptu battle group from joining the fray. The only light cruiser to be pulled with the rest of the Imperial ships, the *Haloius*,

was sent away from the battle in an attempt to escape the inhibitor field and relay the group's position to Sector Command and make them aware of the incursion by the forces of Chaos.

The Chaos Warmaster Tikoas, champion of Nurgle, had chosen a most unusual battlefield to conduct his raids. In between two black holes, there existed a small corridor of space several million kilometers wide that was safe for travel. This narrow gap was called the "Lucky Run" by local traders because it was by luck alone one navigated this lane successfully. Many who tried were crushed mercilessly by the opposing gravity wells. Tikoas chose to battle in this narrow lane, ensuring the superior firepower of his fleet wouldn't need to be divided to hunt any victims attempting to escape.

When the Imperial battle groups were disgorged from the warp they quickly gathered themselves before Tikoas' own forces could attack, the Warmaster was given pause. Was this a gift from Grandfather Nurgle or was it a test of his abilities? Regardless of his superior position, the sheer numbers arrayed against him would no doubt provide a true test of his mettle.

USING BATTLEFLEET LIMANTE IN BFG

Due to the lack of supplies and the general complexity required to build capital ships, cruisers are limited to **one** cruiser or **two** light cruisers per 500 pts in any Battle Fleet Limante list. Battleships or grand cruisers may never be taken by a fleet using Battlefleet Limante.

When making a Special Orders check with Capital ships in Battle fleet Limante, roll for each ship or squadron as per the rules found in the BFG Rulebook. If you fail a check, you may continue to attempt Special Orders, but use the following chart instead. (Yes, sometimes a captain does something you wouldn't do when under his own initiative... that's why he isn't in command yet!)

Roll	Effect
2-4	Failed as normal
5-7	-5cm speed next turn.
8	Weapons Battery and Lance strength halved. Double torpedo strength. No effect if ship doesn't have torpedoes.
9	Launch bay strength halved the turn. Add the unmodified launch bay strength to your Weapons Batteries total. Example: An Emperor adds 4s side but can only launch two markers per side. Re-roll if ship doesn't have Launch Bays.
10	May not use Brace for Impact on your opponents turn. +2 LD for Reload Ordinance checks in your next turn. Re-roll if ship doesn't have ordinance
11	One re-roll on one Weapons Battery or Lance dice for a single ship in this squadron for this turn only.
12	Repair one damaged system without a repair roll necessary and deny your opponent the bonus for your fleet being on Special Orders.

Escorts are king!

With so little help from any ship yards, you must make do with whatever motley collection of vessels can be scraped together in a short period of time. Any admiral you purchase can be put into an escort squadron without penalty. Experience levels among the crew of Escorts and Cruisers are better than many other fleets. When rolling for Leadership values, roll on the following table for all ships.

Roll	Leadership Value
1	7
2-3	8
4-5	9
6	10

There aren't many "Free Merchants" or "Rouge Traders" in the sector who haven't been press ganged into regular military cargo runs. Roll on the normal table for any transports and do not subtract one from their Leadership roll.

Desperate times

As ammunition and attack craft become increasingly hard to come by, great care was taken in rationing these precious resources lest the fleet runs out at a pivotal battle. When reloading Ordinance subtract one from each subsequent roll you make from your Leadership value for the purposes of Reloading Ordinance only.

Home Field Advantage

Due to the ad-hoc nature of most fleet patrol routes under normal circumstances, most fleet commanders find themselves in new territory almost every sortie. However, in Battle Fleet Limante most ships stay relatively near to their home base and sent out only to those areas within their local space. This does prevent capital ships from operating together in large clashes but it allows crews to become familiar with the surrounding region. Battle fleet Limante players may move one piece of terrain after both fleets have been set up but before the first turn has commenced. The object cannot be moved within 15cm of another terrain piece already on the table. Solar flares cannot be moved to a certain turn; these stay random.

Campaigns

Due to the fact that most ships stay close to home rather than form into larger war fleets in this part of deep space, campaigns with Battlefleet Limante are limited to Raiding missions and may not use of the Space Marine appeals chart.

Re-Rolls

Re-rolls may be purchased at the prices listed below:

Number of Re-rolls	Price
One Re-roll	50 pts
Two Re-rolls	100 pts
Three Re-Rolls	150 pts

You may also purchase commanders for your ship at the prices listed below:

Rank and Effect	Price
Captain (LD 8)	25 pts
Commodore (LD 9)	50 pts
Admiral (LD 10 and 1 Re-roll)	75 pts

Battlefleet Limante uses ANY Imperial Navy list with the following ship entries added to the fleet roster:



LIMANTE'S JUSTICE (0-1)

200 points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/8	20cm	45°	2	5+/6+ Prow	3

Armament	Range/Speed	Firepower/Str	Fire Arc
Port Launch Bay	Furies: 30cm Starhawks: 20cm	1 squadron	—
Starboard Launch Bay	Furies: 30cm Starhawks: 20cm	1 squadron	—
Port Weapons Battery	30cm	3	Left
Starboard Weapons Battery	30cm	3	Right
Port Torpedoes	30cm	3	Left
Starboard Torpedoes	30cm	3	Right
Prow Torpedoes	30cm	6	Front

Notes: Due to supply shortages and many sabotage attempts by pirates on the dockyards where she was constructed, the Limante's Justice was changed from a Dictator configuration to something completely original. With the space made available by reducing her weapons batteries and launch bays, torpedo launchers and the targeting equipment to make them more accurate were installed. Unfortunately, the guidance systems in the torpedoes used up much of the fuel space and therefore had a tendency to burn out before reaching their target.

This unusual configuration is used rarely because it quickly depletes torpedo reserves. In its only major fleet action, it crippled four enemy vessels who had come along side her. The torpedoes combined with assault boats overwhelmed enemy defenses and caused heavy damage allowing the accompanying escort squadrons to destroy nearly 60% of the enemy fleet.

ESCORT CARRIER

45 points

Only one squadron of Escort Carriers may be purchased per 500 points and the squadron may not exceed four ships.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	25cm	90°	1	5+	2

Armament	Range/Speed	Firepower/Str	Fire Arc
Ventral Launch Bay	Furies: 30cm Starhawks: 20cm	1 squadron	—
Prow Weapons Battery	45cm	1	Left/Front/Right

Notes: Using the ruined and modified hulls of existing Escort class ships, this ingenious design bore fruit within the few patrol fleets active in the Sector. It allows access to the much needed and scarce Attack craft launch bays for almost all of the sectors sorely outgunned fleets.



SCENARIO: CONTACT!

This is the first recorded action against the Ork menace. It ended in a full retreat with the loss of both cruisers and nearly all of the attending fleet as they covered the escape of the transports. There were no xenos vessels destroyed. Please use the planetary assault scenario with the following modifications.

ORK FORCES:

Kill Kroozer: WAAAAAGGGGHHH *Of doom*

Warboss: Dagooztuffs, Mega armored Boarding Nobz, LD 7

Terror ship: 'ERE WE GO!

Warboss: Movitmagots, Looted torpedo's, Maniac Gunners, LD 8

3x Brutes: SMASH!, LD7

3x Brutes: KILL!, LD6

2x Brutes: What?, LD8

2x Brutes: Where?, LD7

5x Ravagers: Squeee!, LD7

IMPERIAL FORCES:

Lunar: *Divine Judgement*, Nova Cannon, LD10

Dauntless (Torpedo): *Aarwa's Bane*, LD8

4x Heavy Transports: *Red 5*, LD6

2x Cobras: *Tac Patrol*, LD8

3x Cobra Widowmaker: *Scrubbers*, LD9

3x Escort Carriers: *Detio*, LD8

No Fleet Commander

Battlefield:

This scenario is designed for play on a 6'x4' board. Divide the board up into 6 parts. The top left has a 6"x3" asteroid field; the top right has no obstacles. The middle left has the abandoned planet Imego V while the middle right has the planet's only satellite. This satellite is the starting location of the docked transports. The bottom left has a 5"x4" gas cloud; the bottom right has no obstacles. There is a solar flare present to represent how the Orks masked their approach as sensor ghosts.

Special Rules:

In order for the transports to leave the dock they must pass a leadership test using leadership 6. This represents the transports being brought online with minimal personnel. All defending ships start on stand down status except for the transports which are allowed to roll immediately. The rest of the fleet must make their leadership test to come to battle stations and load weapons. While on stand down status the ships may Brace for Impact and make a single 45* turn. They count as defenses while on stand down and may not move.

The *Divine Judgement* suffered a reactor leak just prior to the engagement which had not been repaired. Every time the ship moves more than 10cm, place a blast marker every 5cm and one on the ship's base at the end of its move. This illustrates the reactor shields being unable to compensate for the leak at higher stress levels and using energy reserves to strengthen the reactor shielding. Successful repair ends effect.

Resilient: *Because this is the first contact with Orks in this sector, the Imperial weapons may fail to hit critical systems. All Ork ships receive a 5+ saving throw against all non boarding damage. This includes attack craft and torpedoes.*

Both sides reload ordnance with a -1 leadership penalty applied after all other modifiers. Torpedoes and attack craft are hard to come by for everyone in this Sector!

Historical Summary:

Ork ships entered from the planet's edge and from behind the asteroids. The Terror ship led the planetary assault and was first to close with the enemy while the Brutes were used to flank and corral Imperial craft towards the closing Kill Kroozer while the Ravagers moved to cut off any escape. The Orks used the incoming solar flare to sneak past the outer defenses and disable the weapons platforms orbiting above the planet. They then moved on the unsuspecting Imperial fleet. Slow to sound general quarters, the *Divine Judgement* was caught and crippled before it could come to full alert. The other ships managed to come to battle stations before they were caught by enemy fire and made a good account for themselves.

The transports quickly broke from the dockyard and quickly made towards the jump point. The training squadron *Scrubbers* attempted to clear the way but their path was blocked by Ork ships. The *Scrubbers* quickly exhausted their ammunition and suffered heavy casualties. Forced to flee or die, they chose to ram their opponents but caused little damage. Seeing this waste of resources and manpower, the captain of the *Aarwa's Bane* flanked the enemy forces with little regard for his own safety and managed to prevent the enemy ship from intercepting the two remaining transports.

The Orks destroyed all Imperial forces except the two transports and a single Cobra that managed to disengage. After the fight it boosted away to join up with the transports and was destroyed while trying alert a nearby system of the Ork threat.

ORK RIPPER CLASS ESCORT

40 points

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	20cm	45°	1	4+/6+ Prow	—
Armament		Range/Speed	Firepower/Str	Fire Arc	
Dorsal Gunz Battery		30cm	2	Left/Front/Right	
Prow Big Boarder		30cm	1	Front	

Notes: The Prow Big Boarder acts just like the Dark Eldar Impaler Module with the exception that it rolls 3d6 and picks the lowest two dice. If two 1's and a 6 should be rolled the escort has run out of Boyz to throw at the problem and can not launch the Boarder again.



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