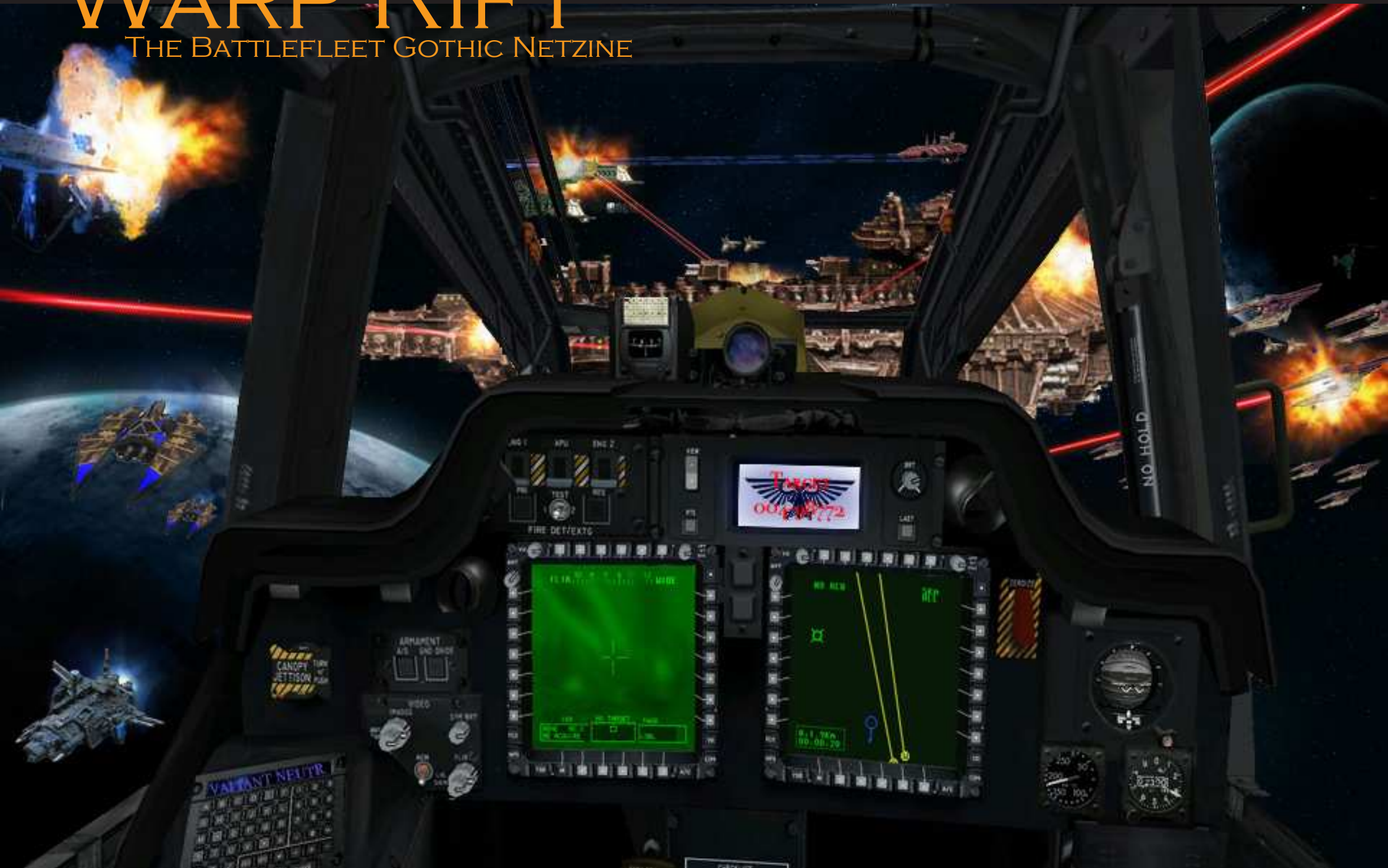


WARP RIFT

THE BATTLEFLEET GOTHIC NETZINE



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SEND YOUR SUBMISSIONS TO:

horizon@epic40k.co.uk

or

warprift@epic40k.co.uk

+++ WARP RIFT PUBLICATION TEAM +++

<u>Roy (Horizon) Amkreutz</u>	<u>Void Stalker II</u>
<u>Iain (Cybershadow)</u>	<u>Watcher in the Dark</u>
<u>Ray Bell</u>	<u>Admiralty</u>
<u>Reg Steiner</u>	<u>Tyranid War Veteran</u>
<u>Jack Watling</u>	<u>Magician</u>

CREDITS:

<u>Cover Picture</u>	<u>Jack Watling</u>
Additional Graphics & Pictures: Kharneth, Jonathan Hill	

+++ I SEE DEATH SHIPS +++

Boom!

Welcome to an explosive issue! Normally we do not want to experience this when commanding a fleet but it does happen everytime: One of our precious ships is destroyed during the battle.

In this issue we have two different articles giving views on hulking on destroying ships. And the Dry Dock is dedicated to building a cheap Hulk to be used on the tabletop.

Ofcourse, leading up to such a disastrous event of death ships, many things happen in space. From a spreading war or a campaign with friends. Both subjects being take care about in the Encyclopedia and Void Stalker section.

To counter all this mayhem among our ships a new GothiComp is being announced and the showcase gives you a fine piece of inspiration.

Well, what's more to tell? Most important to the community is the fact that the High Admiralty has started work on a new FAQ. The so called FAQ 2010 is being hosted by Ray Bell at the Specialist Games forum.

Go register and ask that question you think never has been answered before!

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

enjoy,
Horizon



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by John Quillen	
contact: jequillustration@gmail.com	
website: www.jeqdesign.com/	

OPTIONAL SHIP DESTRUCTION RULES

BY DAN LEE

It has always bothered me that, given how rare and irreplaceable they are, spaceships seem to be destroyed far too easily in BFG. After only a few short wars no-one would have any fleets left with which to fight! I have come up with these optional rules to make destroyed ships a bit more interesting than just using the catastrophic damage table. They do complicate the game slightly, so I strongly recommend never using them for escort ships, and perhaps only using them in smaller games until you get used to them.

Crippled, out of action, and destroyed

Ships are still crippled when they lose half of their damage points and taken out of action when they lose all of their damage points (i.e. are brought down to 0). A ship that is taken out of action does not roll on the catastrophic damage table until it is destroyed. This happens if it is reduced to the negative of its damage point total (i.e. an Emperor class battleship is destroyed when it reaches -12 damage points).

Out of action ships that were in a squadron cease being in the squadron as soon as they are taken out of action.

Out of action ships have no shields and no turrets (or their equivalents).

Out of action ships cannot move or turn, cannot shoot or launch ordinance and cannot use special orders. They cannot initiate teleport attacks in the end phase.

Out of action ships can roll a single dice for damage control in the end phase and can take critical hits as normal.

Emergency Actions

At the start of a players turn, the player must decide what ONE thing the crew aboard their out of action ships are trying to do this turn. For all of these actions the ship can only use its own leadership (with a -2 penalty) and may only use re-rolls that originate from the ship. Unless stated otherwise, each of these actions has no penalty for failure.

1) Disengage. *Cutting power to all systems after sustaining damage is very hazardous for the crew, as life support ceases and automated warning alarms stop alerting the crew to imminent system failures. Disengaging saves the ship, but at a terrible expense to the crew.* The ship drifts forward 4d6 cm then the ship must attempt to disengage as described in the BFG rulebook.

2) Abandon Ship. *The crew are desperately attempting to reach the salvation pods to escape the doomed ship.* The ship drifts forward 4d6 cm then the ship must pass a leadership test. If it passes then the crew escape safely. Treat the ship as a drifting hulk from now on.

3) Emergency warp transition. *The crew believe that their only chance is to take the ship into warp space, regardless of how dangerous the manoeuvre is in the heat of battle.* The ship drifts forward 4d6 cm then the

ship must pass a leadership test (with an additional -1 penalty if it is within a gravity well). If the test is passed remove the ship and replace it with a warp rift which remains for the rest of the battle. If the test is failed the ship takes 1d6 points of damage as it is ravaged by spatial distortions.

4) Detonate the warp core. *The ship may be going down, but it's going to bring as many enemies down with it as it can.* The ship must pass a leadership test. If it passes move the ship forwards UP TO 4d6 cm then remove the ship and resolve a warp drive implosion as if it had just been rolled on the catastrophic damage table. If the test fails move the ship forwards 4d6 cm then treat this as a plasma drive overload instead.

5) Stabilise the ship. *The crew attempt to not panic, affecting emergency repairs and coordinating their efforts for their next action.* The ship drifts forward 4d6 cm then the ship must pass a leadership test. If the test is passed, it may roll an extra 2 dice in the next two end phases when it attempts damage control. Regardless of whether it passes or fails the check, it may ignore the -2 penalty to its leadership for its next action.

Taking a Ship Out of Action Ship

When attacking a ship that is not yet out of action, if you take it out of action you must finish resolving all the attacks from that weapon system (e.g. if you hit a ship 3 times from a weapon battery and the first hit takes it out of action, you still resolve the last two hits

against the ship). All subsequent attacks can ignore the out of action ship or not (the attacker must nominate before rolling any dice).

A braced for impact ship that is taken out of action is still braced for impact until the end of its next turn.

Attacking an Out of Action Ship

You can always choose to ignore an out of action ship when shooting.

Unmanned ordinance that comes into contact with an out of action ship attacks automatically, but manned ordinance can choose to ignore it and fly past.

Resolve boarding actions against an out of action ship normally, treating their boarding value as zero and remembering that they have no turrets.

Hit and run attacks work against out of action ships normally.

Victory Points and Scenario Outcomes

A ship that is taken out of action awards its opponent 100% of its point value in victory points.

Anyone onboard a ship that is successfully abandoned counts as surviving the battle (this may affect the outcome of some subplots or special scenarios).

Campaigns

For the purposes of renown, you “lose” a ship if it is taken out of action.

Ships only need to be replaced if they are destroyed, or are hulked and your opponent holds the field.

Ships only lose a point of leadership if they are taken out of action (not for merely being crippled).

If a ship was successfully abandoned, then there is no chance of that ship losing leadership for having been taken out of action, as enough of the crew survived to resume their duties and keep the ship running as normal. If a new ship is required to replace the lost ship, the crew can transfer onto it, giving it their leadership.

Repairing and withdrawing ships work as normal. A ship cannot take part in a battle until it has been repaired sufficiently to stop counting as out of action.

Race-Specific Rules

Eldar do not use warp drives and so cannot attempt an emergency warp transition. When attempting to abandon ship Eldar ignore the -2 penalty to their leadership (they are well practiced in ship evacuation drills as they can ill afford to lose more of their population).

Dark Eldar do not use warp drives and so cannot attempt an emergency warp transition.

Necrons that are out of action cannot phase out

automatically; they must attempt to disengage normally. Necrons do not use warp drives and so cannot attempt an emergency warp transition. Necrons would never abandon their ships, and so may not attempt to do so. Necrons have a -1 penalty to leadership while attempting to take actions while out of action instead of -2. A Necron ship that is taken out of action is worth 200% of its point cost in victory points, plus an additional 100% if it is captured as a hulk.

Tyranids cannot abandon ship (how could a ship abandon itself?). Tyranids cannot detonate their warp core, as no amount of evolution would give a hive ship (or cruiser) the ability to spontaneously explode.

Tau vessels that initiate an emergency warp transition do not leave a warp rift behind, as their warp technology works on a very different principle to the warp drives of other races. Kroon and Demiurg vessels make emergency warp transitions as normal.

Well there you go. I think these rules are very comprehensive, but I’m sure I’ve overlooked something. I hope you enjoy them and I look forward to hearing what people think of them.



BLOW THE DRIVES!

BY SOLAR ADMIRAL NATHAN GULL (S.A.N.G)

Rules for using self-destruct by S.A.N.G

The Valorous surged forwards into the heart of the Necron fleet, Momentary indecision puzzled the C'tan on board the tombship, the cruiser was crippled and would accomplish nothing other than destruction by such a manoeuvre, that moment proved deadly. Gouts of fire spurted out of the great gashes torn in the crippled Lunar's side, in moments it was in the heart of the Necron fleet, then it exploded, hurling hull plating and the remains of weapons and other debris in all directions, boiling plasma reached out and licked the shields of the Necron capital ships in close proximity and tearing Necron escorts asunder, then the swirling cloud that was the Valorous contracted, sucked into the tear in real space caused by the implosion of the warp drive, reality twisted and the tombship edged towards the hole, then the tear closed, and a new threat loomed. Out of the debris came the Imperial fleet, all guns blazing, their weapons tore into the Necron fleet, whose shields had been knocked down by the destruction of the Valorous. Tremendous damage was inflicted upon the hulls of the Necron ships, Jackals and Dirges that had not been in range of the self destruct pin-wheeled away as the Imperials opened up left, right and centre. First one Scythe harvest ship exploded, then a second drifted away, no longer under power and obviously dead, the other two Scythes that had formed the backbone of the fleet were also in terrible condition, one twisted insanely by the power of the warp rift after receiving structural damage from the plasma drive overload, the other having born the brunt of the Imperial's assault, both were crippled and nigh-on useless. The tombship itself had lost its shields

and many torpedoes had streaked into the hull from the Imperial's barrage, lance strikes and weapons batteries had torn deep rents in the monumental ship's side, the Deceiver ordered a withdrawal with neither emotion nor inflection, gods do not have emotion, but blind courage and faith in the Emperor could even outwit a god, such were humanity's strengths.

So, its me again, whilst having a read through the terrifying nid rules (someone considering taking up BFG had suggested he would take the nids so I wanted some knowledge of what I was up against, *Know thine enemy*.) I read that many ships would self destruct rather than be devoured by nidlets in all of their horrifying shapes and sizes, but I thought it's not just nids that warrant self-destruct, despite how revolting they are, so I decided to embark upon my self destruct rules, they can apply to whoever you want as long as you have a decent explanation. Well then, let's get started shall we?

A ship may roll to self destruct at the start of any shooting phase, to self destruct you must make a leadership test with the following modifiers: for every damage point the ship has above being crippled (half) the leadership is at -2 as the crew see less reason to destroy their ship if it has not sustained bad damage, so for instance a Lunar cruiser with leadership 9 attempts to self destruct with 6 of its 8 damage points remaining, to be crippled it must be at 4 DPs, it is 2 higher than crippled so the leadership penalty is 2X2= -4 LD, the Lunar is therefore at 5 leadership for the test. For every point below crippled the ship is at -1 LD since there are less crewmen to carry out the

orders and damage to the ship has caused it to be more difficult to correctly initiate the self destruct. Ships that have 1DP left make the test with no modifiers, they see that their fate is a foregone conclusion, better to man the escape pods and do a controlled explosion than be killed by a sudden implosion of the warp drive. Ships that failed the leadership roll count as having self destructed immediately and then rolled a 1-4 for the effect of the self-destruct (see paragraphs below), the ship becomes a drifting hulk and counts as being destroyed and double victory points to the opponent, as, panicking, some members of the crew attempt to initiate the self destruct and fail whilst everyone else runs for the escape pods.

If a ship succeeds in the leadership test then roll a D3 to determine how many turns it takes for the ship to self destruct, or roll a D6 where 1 or 2= next turn, 3 or 4= 2 turns and 5 or 6= 3 turns, it's the same thing. For each movement phase after the self destruct has been initiated the ship moves straight ahead (NO TURNS) at a speed of the controlling player's choosing as if it were moving normally but it must be a constant speed so if in the first turn the ship moves 20cms, the next turn it must ALSO move 20cms. After the self destruct is initiated the ship can fire no weapons, launch no ordnance, go on special orders or do anything other than move in the manner described above, it is no longer crewed, just set on "autopilot" whilst the crew runs for the escape pods.

The ship self-destructs at the very beginning of the shooting phase of the turn rolled, to determine how the ship actually self destructs, roll 2D6 +1 for each

number under the leadership you rolled to initiate the self destruct and consult the following table (if you had LD 8 and rolled 5 then it is 2D6+3), this is to represent a good crew in optimum conditions being able to initiate a self destruct far more effectively than a bad crew.

1-4: Nothing, the crew abandon the ship waiting for a big boom, but nothing happens, they were so panicked and disorganised that they failed to initiate the self destruct properly, the ship becomes a drifting hulk and counts as being destroyed plus counts for double victory points to the opponent that he would usually get for destroying the ship (the enemy laughs their heads off at the crew abandoning a still working ship)

5-7: Instigate a plasma drive overload which ignores holofields (or biological eruption for tyranids) as if you had rolled it on the catastrophic damage table, the ship counts for the normal VPs for the enemy as if they had destroyed it.

8-10: Instigate a warp core implosion which ignores holofields (or bio-plasma detonation for tyranids) as if you had rolled it on the catastrophic damage table, the ship does not give any Victory points to the enemy, the bravery and skill of the crew is lauded by their allies and friends and is respected by their enemies, no one could claim a victory for self sacrifice performed so devastatingly well.

11-12+: Instigate a plasma drive overload and then a warp core implosion both ignoring holofields (or biological eruption followed by bio-plasma detonation for nids) as if you had rolled twice and rolled them one after another on the catastrophic damage table, the ship does not give any Victory points to the enemy but in fact gives the player whose ship self-destructed VPs equal to half the points cost of the

ship! (If you scored over 12 then you gain VPs equal to the ships full cost). Somehow the crew managed to coax the warp drive to implode, and then a moment later the plasma drive explodes, the tear in real space does its damage after the plasma drive overload and then heals over as the resilient boundaries between real space and the warp close into place, the crew become heroes, their names sung throughout their race's territories and will forever be a symbol of their dedication to their cause, their names carved into legend as an eternal reminder of the glory it is to sacrifice themselves to cast down their enemies.

BOOMBANG CRASH! Self destructions everywhere you may think, but actually using SD is a real risk, first you must make the LD test, if you fail then double VPs to the opponent without even having to destroy the ship! Ouch. Then it doesn't destruct then and there, in fact it could just float away and go bang miles away, even if you manage to get it smack bang in their fleet then it can still fail! So self-destructs are really only for certain occasions, still it adds a nice touch to the game IMO, you may want to tinker with the amount of VPs given, you may feel they are too large amounts, but such large risk makes the self-destruct such a potent weapon, a double-edged sword that could decapitate you, or your opponent's

chances of winning the game. Finally, one last rule as a finishing touch.

Optional: FAKE! Some canny captains will pretend to initiate a self destruct to panic and scatter an enemy fleet, before sailing in all guns blazing, if you are attempting a self-destruct with this rule then place a cut-out counter (included at the end of this article, glue the counters to cardboard or else your opponent will literally see right through your bluffs!) which is either FAKE, or BOOM face down. Do all of the tests and rolls whether you are faking or not as usual, if you fail the leadership test then you actually do self-destruct in a bad way, inflict it as you would for failing the LD test on a BOOM attempt, i.e. the ship self destructs immediately and then counts as having rolled a 1-4 for the effect of the self-destruct, the ship becomes a drifting hulk and counts as being destroyed and double victory points to the opponent. Once you've made all the rolls and the ship is about to blow, reveal the counter, if it says BOOM! Then S-D as usual, if it says FAKE then it was all a trick, the ship doesn't S-D and then acts as normal during the rest of the turn, this can lead to some interesting psychological warfare, does the enemy blink and scatter or not? Hope you enjoy the rules, S.A.N.G!!!

FAKE!	BOOM!	FAKE!	BOOM!
FAKE!	BOOM!	FAKE!	BOOM!
FAKE!	BOOM!	FAKE!	BOOM!
FAKE!	BOOM!	FAKE!	BOOM!
FAKE!	BOOM!	FAKE!	BOOM!
FAKE!	BOOM!	FAKE!	BOOM!

CAMPAIGN ENCOURAGEMENT

BY ROBERT HUGHES

Whether it's the thrill of a hail of torpedoes finishing off that looming capital ship or the excitement you feel when you outmaneuver your opponent, lining up the perfect shot with lock-on orders or even the joy of seeing two well painted fleets dueling out on the table there is something that draws us into this game. After the plans have been thrown to the wind and the last of the enemy ships has fled or been destroyed you begin to think of the next game and how you will approach that same opponent tactically and what you may have learned from the battle.

Then there is that little bug in your ear that yearns for a little more, something that asks whether or not the ships of your fleet improved from the battle do they know the enemy that much better? You hear someone say "Campaign" then your imagination takes off fueled with the intrigue of what you could do if your fleet could improve and what kind of edge that might provide in certain situations. Not only does this peak your curiosity it reminds you of one of the reasons you play the game in the first place for that sense of dramatic ship to ship combat and the need to carry the experiences into your first campaign so you might see what your veteran fleet is really capable of.

As with most new endeavors you should start small, no one ever said you had to have thousands of points to play this game and when the campaign is on you might become more attached to the ships you have anyway. That said a campaign will encourage most players to expand their fleet to allow more versatility and a greater challenge to their foe. So the small campaign can be plotted out of in a relatively tiny

region of space with each player staking claim or as roaming pirates the scourge of civilized space.

Encourage everyone evolved to play when they can to allow flexibility but make a time limit to play to represent a lack of communications in that players sector that will become neutral if undefended.

Encourage alliances as anything is possible with the 40k universe it may be that the chaos crusade will leave the imperial space alone having been bribed by a corrupt inquisitor or that the Ork admiral does not consider the planets of the Tau player populated enough for a proper fight, there really should be no reason not to at least consider alliances.

Encourage play by reminding everyone of the upgrades available to ships that survive combat and the crews there in. As for me this is the main reason for a campaign so that I can experience the fun of adding a little more variance to the "cookie cutter" fleet I might be running.

Scenarios can also be a fun and unique way to evolve your campaign. Test your mettle against an opponent where you are outnumbered and your reserves are stuck in the warp for a few turns, can you hold out for help to arrive? Track down the pirates to their space hulk lair before they complete the modifications required to make it a fully armed and operational battle station. These and many more scenarios require a little planning and imagination but provide serious fun to all involved and can further the campaign story line. Here is where you

make lasting stories rather than that "one off" game two weeks ago against Jimmy Playerhater now you can talk about how your fleet narrowly defeated the Dark Eldar raiders from sacking your star fort or how the gods of chaos smiled upon you as you sacrificed the captain of the Tau capital ship you boarded much to Jimmy's chagrin.

However if your group is lacking in the imagination section of their fleet simply go online as the ultimate resource for ideas and see what you can put together. It's all about fun so make sure everyone is on board but if you present a fair and fun scenario into the mix they will most likely be good to go.

Oh the joy of turning that enemy cruiser into a flaming hulk when your opponent provided you with a well painted target so try to do the same for them. Paint even a little bit and it does wonders for the visual aspect of the game.

Dry brushing these little three dimensional vessels of death could not be easier. Get a color or two you like take a good sized brush and but just a smidge of paint on the brush. Then wipe the excess off onto a clean paper towel until it appears dry and you are ready to apply.

Take the ship in hand and slide the brush along the length of the ship. The three dimensional extremities of the models lend themselves to dry brushing techniques so well that in a matter of minutes you will have accomplished something you may have thought you could not do.

If you are an advanced painter then you already know what to do and you should reach out to those you could learn from your experience. The key there is

patience because most novices don't believe in their own ability and have a hard time looking at your models compared to their own attempts.

As there are rules set down for trials for unpainted vessels your campaign could involve those rules to encourage a sense of realism and a good reason to paint. In my opinion painting is not a necessity and should not be required but simply encouraged to add to the enjoyment of the game.

The showdown is what I like to call a finisher battle that takes place to complete the campaign. Is this necessary? No, but how many times have you seen or heard of campaigns that simply die from loss of interest or lack of support? Short campaigns with a meaningful battle at the end provide players with a little closure and a small sense of accomplishment win or lose.

We humans are beings of short attentions and little free time for the most part so having said that, playing a showdown at the end of the campaign solves these shortcomings and is generally a good thing. It does not have to be a planned scenario it could be more of a free-for-all but planned battles do feel more realistic in the sense that there is a goal to be achieved.

Don't try to alienate players who might have been wiped out or almost gone put them into perspective with smaller goals in the mission like taking out an enemy ship that harried them through the campaign or let them add a small fleet without any experience that might have come to their aid to late and got embroiled into this conflict. I encourage this simply to increase the fun and remind them that there might always be another campaign and their luck might be better next time.

Winners and Losers are terms that try as we might we can't get around and heck who wants to anyway right? So you should come to some agreement of the outcome the campaign and the conditions within

one player or one side might prevail, bragging rights and victory dances abound but try to keep your composure or else you might lose some worthwhile opponents.

In gaming there is every personality imaginable and so as most of you are surely aware you have to deal with some trying individuals who might blow the fun out of the sky, I am looking at you Jimmy Playerhater, but rest assured that there will always be other opponents that making playing fun.

On a final note a follow up campaign is sometimes worth doing so that that smaller sector of space might have become larger and things may have changed for the races involved.

Keeping the surviving ships is encouraged and while players may agree to keeping the upgrades provided by the last campaign it is probably better to simply keep the names and start over with the upgrades to even the playing field.

It could be determined that so many years have passed and the captain and crew of the vessel have died or retired from service. It's all up to the group but new players might feel a little outclassed by your veteran fleet.

So I hope this will encourage you BFG enthusiasts to start thinking about your own campaigns and what the future might hold for your gaming group. Until then I will see you in the space lanes, through the sites of my bombardment cannons.

"These pitiful infant races are no match for our cunning and technology, I gain no honor here."

Eldar fleet commander, during the Darax cluster massacre of the Imperial Fleet stationed near the cluster



GOTHICOMP 2010 - RULES

BY TACTICALWARGAMES.NET/TACCMD

This is the sixth annual GothiComp, and will be run in a somewhat similar way to last years event. A slight alteration of the fleet category has been made.

The Goal

The general aim of this competition is simply to encourage players to get painting and show off what they can do. I encourage people to enter no matter how good or bad their painting and converting skills are.

The Deadline

This competition will open Saturday may 1, 2010, and the deadline for submissions is Saturday 31st July 2010, 4pm (UK time).

The Categories

General note: we encourage new ships not been shown in a previous edition of GothiComp. Of course vessels that have been completely repainted are allowed again.

The Single Ship/Squadron entry

Each separate entry should consist of a single miniature to be used for Battlefleet Gothic (however, note that conversions, scratch builds and even vessels from outside manufacturers are welcome). The only exception to this is:

- If the vessel is a light cruiser or equivalent, one or two vessels may be submitted as a single entry in the same photograph. Space Marine Strike Cruisers can

be treated as light cruisers.

- If the vessel is an escort or equivalent, then the submission must consist of between two and six vessels in a single picture.

Aside from this stipulation, the entry is largely down to the participant.

The community will vote on the entries as usual.

In addition, there will be a 'conversion prize'. This will be a token prize for one entry based on the skill and style of any conversion work which has gone into the vessel, in an effort to encourage creativity in modelling as well as painting. This will be judged by a select panel. All entries are automatically submitted

into both competitions simultaneously. The judges for the conversion prize are myself, Warmaster Nice and Cybershadow.

The fleet category

Each separate entry should consist of a fleet worth between 500 and 1000 points following the standard BFG list or equivalent.

The Prizes

At the time of writing this article one prize has been confirmed: Two Zeus Class Light Cruisers by Mangozac. Keep an eye on the forum to see what the other prizes will be.





The Pictures

You should submit a single picture per entry, no more. Each photograph should be no more than 3 megabytes large. They may be of any pixel size as long as the file size is not exceeded.

The Submission

To submit a picture of your vessel to this competition, you simply mail it at: **comps@tacticalwargames.net**

Make sure the header of the email contains the following: ship name / class name

Note that you do not have to be a member of the <http://www.tacticalwargames.net> boards to enter this competition but in order to vote you will have to sign up.

We will compile a gallery of the entrants which will be available online. This gallery will remain as a permanent fixture to the site, and so you will be able to browse the pictures in the future. Please note, I

am sure that there will be a rush in the last 24 hours before the end of this competition, therefore please don't wait until the last few hours if you can avoid it.

The Voting

Voting will take place here on these boards. Entries will be split into heats of up to ten entries each (this

depends on the number of entries). The winner of each heat will go through to the next round until a winner is determined. Please note that entries will be placed into heats in the order in which they are submitted here.

Note that this year only the ship and/or class name will be shown, not who submitted it.

Additional Rules

All decisions are final, any prizes are non-negotiable and the competition organizers reserve the right to remove competition entries or request that they are resubmitted or altered. We will hopefully never need this stuff, but just in case...

That is it. Feel free to email me with any questions that you may have. Now, what are you doing still reading this? Get painting!

Have fun!



SHOWCASE



EDIFY

BY CHUCK RAYGOR

“Time to launch, Mister Neist?”

“3 minutes 51 seconds, Captain” answered the lieutenant, “Torpedoes rooms 1 and 2 report latched, primed and ready”

“Very good Mister Neist, give my compliments to the torpedoeman.”

“Aye, Captain.”

Captain Tambov looked around his command bridge at the quiet intensity of the bridge crew going about their duties; his eyes fell on four midshipmen standing to the side of his command throne.

“Mister Drebber, what should be the next item of concern that a proper captain of one of His Devine Majesty’s warships should enquire in this situation?” the captain asked.

“Captain, I believe the charging status of the Port Lance Batteries would be appropriate,” answered the midshipmen.

“Correct Mister Drebber,” Captain Tambov turned to the Port Lance Battery Tactical Lectern, “Mister Dolgy, status please.”

“Captain, at current rate the capacitors should be fully charged in 2 minutes 20 seconds!”

“Very good Mister Dolgy, standby to fire once we release the torpedoes.”

“Aye, aye, Sir!”

“Captain!” came a cry from the Starboard Damage Control Lectern, “Fire reported in compartment 157 tack 376 tack 27 Omega, the Starboard Promethium Transfer Cistern.”

“Status, Mister Vatutin?” the Captain ordered.

“The compartment is sealed, the fires are spreading inside the compartment, lost comms with the first conflagration crew, a second crew is forming now.”

“When will they be ready, Mister Vatulin?”

“Approximately 4 minutes”

The bridge tech-priest spoke, the metallic ring to his “voice” easily brought him attention, “Captain Tambov, if you please”

“Yes, Magos Lozocan,” the Captain replied.

“Temperatures have risen to dangerous levels in 1573762712 Promethium Cistern, at current rate the second conflagration crew will not arrive in time and grave damage may occur if temperature levels are not brought under control with 3 minutes,” the hooded tech-priest then stood silently.

“Thank you, Magos,” Captain Tambov turned back to Lieutenant Vatutin, “Recommendations Mister Vatutin?”

“Release the atmosphere, Sir” answered the Lieutenant, “expose the compartment to the void and snuff out the flames.”

A dry cough came from the captain’s right, “Yes, Master Vladimir, your input.”

The captain’s savant meekly clear his throat and spoke in a raspy voice, “Captain, compartment 15737627 Omega shares ventilation with compartment 15738561 Starboard Number 2 Lance Turret Alignment Alleyway, it is currently manned by 13 armsmen, 2 tech-priest, 3 servitors and 124 press-gang men, once the atmosphere is vented it would take approximately 5.35 minutes to re-pressurize to adequate levels,” the savant’s eyes blinked rapidly for a split moment, “I estimate only a 13 percent survival rate for the armsmen and press-gang, the

tech-priests and servitors survival rate can not be computed with any degree of accuracy due to the unknown type of augmentation of those particular units.”

“Thank you, Master Vladimir” Captain Tambov looked back to the Damage Control Officer, “Mister Vatutin please inform the leading petty officer in the Alignment Alleyway to pull his armsmen from there and to secure the compartment for vacuum exposure, he has 60 seconds, after which time Lieutenant you may void the compartment.”

“Aye, aye Captain”

The Captain noticed the midshipmen in a hushed discussion among themselves, “Yes lads, questions?”

Midshipmen Drebber stepped forward, “Yes Captain, we were wondering why just the ratings, or why any, since the fate of the ship may be at stake, shouldn’t time be of the essence, even at the cost of some crewman.”

“A honest question, Mister Drebber,” the Captain stood up from this chair, his hands clasped behind his back and continued, “the crew on this ship constitutes a relative value just like any of her equipment and I will not dispose of anything needlessly, but if we must make sacrifices we shall begin with the least useful or the most easily replaced first, depending on the current circumstance. The average experience of our armsmen is about 7 years ...”

“6 years, 7.34 months Captain.”

“Thank you Master Vladimir,” the Captain continued, “over 6 years 7 months and it takes over 14 years of operations to attain that due to combat losses and sickness. The average press-gangs experience is ..., Master Vladimir?”

“5.83 months”

“Less than 6 months and it only takes ...”

“1 year 5.3 months.”

“Only 1 and a half years to achieve that. We can more easily replace the press-gang than the armsmen. If the press-gang could be brought out of there I would do so, through they are convicted scum pressed into service, even their

limited experience is useful, but they are chained at their stations and would require too much time to save, hence they stay. As there is time to save the more valuable component, the armsmen, we will attempt to do so.”

“Yes Captain,” Midshipmen Drebber said, “and what of the tech-priest.”

Glancing to Lozocan, the ship’s senior representative of the Adeptus Mechanicus, Captain Tambov replied, “I’m sure that during our discussion the sagacious Magos Lozocan has been in contact with his brethren in the alleyway and they are, as we speak, taking the appropriate measure to ensure their continued service to the Omnissiah, am I not correct Master Lozocan?”

“You are correct Captain,” the tech-priest bowed slightly and replied in his metallic voice, “Your deductive skills and observation of your surroundings would make you an excellent engine-seer.”

“I’ll take that as a compliment Magos Lozocan,” looking back the midshipman the captain continued, “see Mister Drebber, through we are currently in the process of losing 124 men through vacuum exposure, they can more easily be replaced the next time we anchor, that is, of course, there is a next time, but first we must see through this engagement.”

Captain Tambov turned away from the midshipmen toward the rest of the bridge crew, “Mister Vatutin, please inform me when the fires are out.”

“Aye, Captain!”

The Captain continued, “Time to launch, Mister Neist?”

“31 seconds until release point, Captain.”

End

DRIFTING HULKS

BY S.A.N.G.

Hello again! Nathans back, by now most of you must be getting pretty sick of me, but oh well. This is only the second modelling article I've ever done, my first was written after I'd modelled the stuff, and the lack of pictures of the process was a problem, remedied in this article which has pictures of each step, which is essentially cutting, gluing, painting, all very simply which leads to a nice effect, the second part of this article is one or two scenarios to do with your newly made space hulks, the hulk itself is not an ork ship but a wrecked Imperial cruiser which has been set upon by tyrannid ships and melted to bits by gobs of acid, because basically that's what I made, a model melted by acid (glue actually).

I will start here and now by saying thank you very much to Fafrin for his article in warp rift 14 on cheap space hulks (the ork kind) and roks out of polystyrene, and using spray paint to melt a little bit of the stuff to get the desired texture, I used up all my spray paint basecoating models, but I also noted Fafrin mention that superglue also attacks the white stuff, (also noted in Guilio Taverna's fantastic article on building a 'nid fleet from scratch in issue 16) so I pulled apart an asteroid shape and did some testing.

I had four glues to hand, GW superglue, GW plastic glue, Super glue from Revel modelling kits and PVA, the Revel stuff was lethal, eating up to 2 cms of poly, the GW stuff did less damage and the PVA did nothing of course, thus inspired by Guilio's incredible "La Cicciona" I started a far less ambitious and impressive, but nonetheless useful project, the next day I was done bar painting, and once again the project worked out better than expected, which

makes me think the next thing I try will blow up the house, this can't last for long...

So, at first I cut out a cruiser shape to see if I could make my own ship, and quickly realized why the big 'nid ship had all its poly covered, not the right texture, so instead I thought if I make it look acid burned it can be a dead ship, so without further ado, here we go!



Step 1: cutting.

This step requires less skill than you might think, remember that the ship will be acid burned beyond recognition, so you've just got to get the right shape, an outline. Start by cutting from your sheet of polystyrene a cuboid 10-15 cm long, 3 cm wide and 2-3 cm tall for a cruiser sized ship (all approximates, I didn't even measure the first time, I just did it by eye, you might want to add a bit to these estimations as you will be trimming bits off, if your slab of polystyrene isn't thick enough then you might be able to glue two slabs together with pva not superglue!!!!!!) this is shown in the first photo, then you need to measure about 5 ½ cm from the rear end of your ship, you will need to make a diagonal incision on either side to

mark where you cut, the incision goes inwards 1 cm and up the ship towards the prow 1 ½ cms from either side, then make a long straight incision surface deep to the prow to mark the rest of your cut (from the diagonal cuts on either side), the marks should look like those made in picture 2 (marked with black paint as the photo could not pick up the cut), the vertical cuts not much closer to each other or the main body will be too thin, then cut down the incisions to cut out the main body of your cruiser.



Here I made what I thought would be a fatal mistake, the thinner section snapped where it met the thicker bit, only half was unattached, and as I'm building this

model as I write this I don't know if it's going to make it, we shall see, onto the next part, you're half way there, next you cut the prow, turn the model onto its side and make another incision as show in picture three, marked once again in black paint, the incision should go a cm in from the top to the bottom of the model to slant the prow, this is also done by eye, cut off the little bit and you've cut out you're cruiser, it should look similar to picture 4 (side) and 5 (top)!



Note that in pic 5 you can see I also slanted the back of the ship towards the engines rather than have a blocky back section, this is simply personal preference and was done by eye as everything else was, I just included measurements to give an idea, you've finished step one and the most difficult part! Next you simply glue a few bits to the top (and bottom if you wish) to make them look more interesting and then we get to the really fun bit! Don't worry too

much if the model isn't perfect, my first one was done with a blunt pen knife, not the precision knife seen in pic 2, it looked awful but the heavy battle damage covered it all up, I have to say this one looks much better, I almost don't want to damage it, but melting poly is great fun so...!

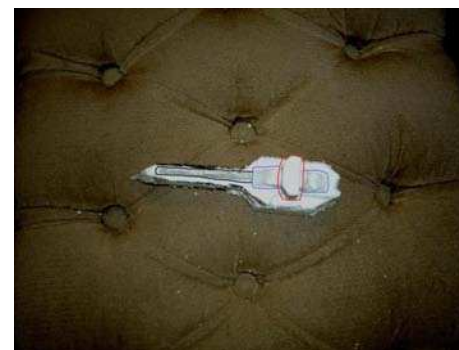


Step 2: (optional)

In this step you can glue bits of poly to top and bottom to make those bits more interesting, the first time I did it with mangled cut offs, then had to smother them in acid to hide how bad they looked! This time I will try a more professional approach, what I did was take the cut-offs from where we cut the main body thinner towards the prow and sliced off a very thin sliver of poly the length of the thinner part of the body and a cm high, I then cut an indent halfway along which was ½ a cm long, then sliced from one end of the sliver to the indent so I cut the height in half for half the length, I then cut a slope of about ½ a cm up and ½ a cm along at the thinner

end, this meant that I had a thin slice of poly which went up half a cm from where it would be glued to the main body, then along, then up another half cm, and along again (in the black box pic 8), for the next section of the top decks I got a piece of cut-off about as thick as the thinner half of the main body and slightly shorter than the thick part of the main body and 1 and ½ cm tall and cut a slope up from one end to the top, then went 2 cm along and then sloped back half way, along level a bit, then finally sloping down to the bottom at the back (blue box pic 8), this means the entire length of these two sections of upper deck go up a level, along, up a level, along, up a level, along, down a level, along, and then down to the back, finally I cut a bit of poly a cm tall, a cm long and 2 and ½ cms wide, then cut it into the shape of the Imperial cruisers bridge which looks something like the shape below (red box pic 8)

Finally, glue the first two parts, thinner on the thin bit on the main body and thicker over the thicker part, then the last bit (bridge) onto the flat top level of the thicker top deck.



Now just wait for the PVA to dry overnight! This model took me about an hour to cut out and doesn't look to bad if I do say so myself, I added a few trims not mentioned in the article so far like tapering the prow and shaving a little bit, tomorrow we get down to the really fun bit, battle damaging! If you like you can skip battle damage, mount this on a base and

use it with your other ships, it lacks a bit of texture but I think I might do a few firestorms and swords to bulk out my forces, might even create my own super battleship like this! Nighty night, see you in the morning...

Snuffle snuffle, snore snore, growl roll twitch, NO! SOMEONES STEELING MY PRICELESS LIFE SIZE FOAM REPLICA BATTLESHIP!. Snuffle snuffle snore snore...

Good morning Engineers! Hope you had a good night's sleep, I sure as hell didn't, strange dream... Anyways, onto the next stage!!!

Step 3:

what you've all been waiting for, it's time for some melting, on the first model I did I went massively overboard until the model was more holes than poly, mainly to cover up how rubbish it was! Essentially you want to melt holes in the sides and ones on top, covering up any areas which have obviously been stuck on (gobs of acid where you glued the bits to the top) and a large gob all over the back in the engine section to cover up the fact there are no engines! We'll just say the 'nids were disabling their prey, I won't tell if you won't, just go with the flow and do what you think best, I can't give you the precise placing of every hole, its up to you! Back in 10 with photos of my dead hulk!

Well then, here is mine below! What do you think?



As you can probably see I've fiddled with the brightness to try and make the ship stand out more clearly, I'm not very good at photography or fiddling with pics, but in my defence taking photos of a white object with a flash camera is defeatist in the first place.

So, you've created an acid scorched, melted and blasted model, what next? Paint it!!! If you like you can do a really snazzy paint job on the outside like a proper ship then mix black, green or any other colour your acid might be with some pva and paint the holes to get a nice, shiny toxic acid effect, or you could be lazy like me and simply paint the outside the colour of an imp cruiser (dark angels green in my case) and the holes black, either way you'll need quite a bit of paint and it's difficult to get into all the nooks and crannies, as the time honoured phrase goes, here's one I made earlier...

So I'm not the best painter, carver, gluer or anything else arty in the world, but you have to admit that considering it was made from poly and pva it doesn't look half bad.

The crack in my as yet unpainted one has held, but is flopping a bit, an idea for somebody who's interested in taking this one step further might be to break the ship in half then reattach it at an angle with thin bits of metal like a sliced up paperclip jutting out, looking like a ship breaking in half.

Anyways you can use these hulks to show a cruiser which has taken catastrophic damage and been reduced to a drifting hulk, or you can use these as the centrepiece of a scenario.

I have two to round this article off.

S.A.N.G.

Scenario 1:

looting the hulk: this scenario can be played with any size fleet, and is best played for realism sake with Imperial, Chaos and Ork fleets because they are the main races who salvage bits from these wrecks but it could be said that the tyranids are looking for genes to steal or the tau wish to learn more of the enemies capabilities, the scenario can be played one of two ways, the first is a straight out race between the two fleets to the hulk followed by each either towing or removing the stuff needed, the second is where one fleet has already boarded the hulk, a small force guards the boarding troops and the main fleet sets up a perimeter, the enemy sneaks through the perimeter and must destroy the small force by the hulk, take whatever they can then flee before the foe catches them.

Option A:

race for the hulk: Both fleets are of equal points and set up 40cm from the hulk on opposite sides of the table, the hulk is set in the centre of the table atop a two penny, its base, the battle is as normal with the exception of:

You can board the hulk to score extra victory points, to board the hulk make a boarding action as usual but you don't need to roll to battle the enemy crew, they're dead...

To salvage some tech you roll a D6 in the end phase, on a 5+ the first turn you board you've found a valuable piece of tech (or something else useful)! You then announce if you will leave the hulk or search for more tech, (whilst the crew is boarding you cannot fire any weapons or move the boarding ship) if you search for more tech then roll again in the next end phase, on a 5+ you find another piece of tech etc. after finding a second piece of tech roll a D6, on a 1 there is no more to be found, after finding a third piece roll another D6, on a 1 or 2 there is no more

tech, after the fourth piece it is on a 1,2 or 3, etc. if you fail to find a tech the first end phase you board it is a 4+ next time, then 3+ if you fail again then 2+, after finding a new tech it is reset to 5+, then with each subsequent failure it goes to 4+, 3+ etc. The tech is stored on board the boarding ship; you may want markers to remember how much tech is on which ship

If someone has already boarded the hulk and someone from the other fleet boards they can only board the hulk, not the boarding ship, then make a boarding action as normal except the only modifiers are the race specific ones, i.e. Being orks, chaos or space marines, the losing side has their ship turned into a drifting hulk and loses any tech they have on board to the victors, the boarding crews cannot roll to find tech in the turns they fight the boarding actions. Alternatively a cruiser sized ship or larger can tow the hulk away by moving into base contact and declaring they are towing not boarding, the towing ship moves 10 cm each movement phase and otherwise moves as normal (the hulk's base stays in base contact with the towing ship obviously), if the towing ship is destroyed the hulk moves in the direction it was going at the same speed as it was last moved and in the movement phase of the previous towing ship, it only stops moving if boarded or towed again, if it moves off the edge of the table it, and the tech still inside it, is lost. The hulk can be destroyed, it is a cruiser with eight hits, equivalent shields to the ship boarding or towing it or none if there isn't a ship in base contact, and armour of 5+, critical hits do nothing, there is nothing critical left to hit and you do not roll for catastrophic damage.

VPs are awarded as normal plus 50 points for each piece of recovered tech, to recover tech you must disengage or move off the edge of the table a ship with tech inside it, each piece of tech inside the ship

gives you 50 points, if you manage to tow the hulk off the table you get D6 X 75 points, if you board a ship with tech in it and win then all the tech inside it is transferred to your ship, if a ship with tech in is destroyed, the tech is lost.

Option B:

once again it can be anyone fighting anyone, the defending side has a fleet of any size, up to a quarter of it is stationed within 20 cms of the space hulk (area 4 lime green) with at least one ship in base contact with the hulk boarding it. The rest of the fleet is deployed equally through areas 1, 2 and 3 (green), spaced evenly apart, ships in areas 1 and 2 face the short table edge area 3 borders, ships in area three face either long table edges, no ships can be any closer to area 4 than 60 cms (keep the deployment area on the other half of the board to the enemy deployment area. The attacking fleet is deployed in area 5 (red), it can have up to half the defending fleet's points and is deployed at least 40 cms from Area 4,

The attacking fleet's goal is to either board and steal tech from the hulk after defeating the smaller defending fleet, steal as much tech as it can then disengage before the larger fleet can destroy them or tow the hulk away if they can (note you cannot tow a ship being boarded by another ship), boarding and towing etc is all the same as in the first scenario except you cannot disengage by making a leadership test, you must leave the edge of the board, a ship carrying tech is at -10 speed. The defending fleet's goal is to destroy the attackers, the defenders can only attempt to destroy the hulk after the smaller defending fleet is destroyed, the defending fleet cannot search for tech or tow the hulk and the ship boarding the hulk to begin with has found no tech (the defending side can board the hulk but only to stop it moving if it was towed or to instigate a boarding battle if an enemy ship boards the hulk). You can do an interesting

variation on this where the smaller defending fleet can get the tech and must attempt to find as much as it can before running for the safety of its comrades. Victory points are not awarded, instead each side awards itself a point for each crippled capital ship or escort squadron and two points for each destroyed capital ship or escort squadron, the attacking side gets a point for each piece of recovered tech and four points for towing the hulk off the board, the defending side gets two points if the hulk isn't destroyed or exhausted of tech or taken off the board.

Scenario 2:

this is sort of a mini scenario which can be played using my rules in warp rift issue 27 for fighters and bombers, otherwise this will get very boring, very quickly. You will need two hulks for this, or an asteroid or a space station or anything that can be used as a base, I just use hulks because that's what the article is about and I made two of them! It is usually pretty short since it should really only use fighter and bomber counters and a few escorts. Set up the hulks 60 cms apart from each other, each one is a pirate base, (you can have more than two hulks and several players at one time if you want) and each one is the

home of the pirate's fleet, which for realism's sake is going to be a lot of fighter and bomber squadrons and maybe a maximum of six escorts (few pirates have a large fleet at their command), if you want you can include any number and type of ships, but then it's more of a fleet battle. Simply choose your forces and fight it out, for the first one I did I chose 9 fighters, 9 bombers and 3 firestorms on each side, the main aim for both sides is to destroy the opposing hulk, each hulk has 5+ armour and 8 hits (criticals do nothing) no turrets or shields, and of the 9 fighter squadrons I marked out 2 are elite, this means that in fighter combat (see the fighter and bomber rules I did) the ordinary fighters hit each other and get hit on a 4+, but when facing an elite squadron an ordinary squadron rolls 5+ to hit and the elites hit on 3+ (on bombers it is 2+ for elites), elites against elites is back to 4+ to hit each other.

This is a short scenario to be played whilst waiting for/ in between games or when you have little time on your hands, it is great for getting used to and developing tactics for the revised F/B rules and is not a straight out whoever has the most luck with rolling wins (as it would be with only Fs and Bs) as you must divide up your forces carefully and choose what

your escorts shall target, enemy fighters, bombers or escorts? It is all about economy of firepower. You can have a scenario where you attempt to take the enemy hulk by doing boarding actions, maybe adding assault boat counters and instead of doing hit and runs modify it to do a boarding action of some kind, you can have entire pirate fleets desperately trying to protect their hulk, the base scenario is fun and short which is something of a rarity in tabletop war-games.

So, there you have it, a pretty easy method for building drifting hulks out of polystyrene and pva (and then removing bits with super glue!) with 2 (and a half) scenarios to go along with it, I hope you enjoyed doing the modelling and my guide was at least reasonably useful, I'll sign off now as the powers that be have just reminded me that my string of good luck with modelling is likely to end, namely by rolling my precision knife off the table which narrowly avoided my foot (did that once before with a garden fork except it went through rather than beside said foot! That wasn't good), so, until next time

Good luck with all your projects and battles! S.A.N.G

WARP RIFT

THE SPREADING WAR - PT.1

BY REG STEINER

The Spreading War - Rebellion

Rollins sat back, shifting to make himself comfortable. The intelligence briefing and planning session promised to be a long one.

This Naval Facility was too new. The briefing had to be conducted using a flat screen to display the information. In only days, the Hafas Cluster would have a newly operational Fleet Navy Base.

Admiral Rollins had to avert his eyes from the screen, for a moment as the bright white flare signaled the screen coming to life. In a moment, the screen was focused on the Southern arms of the Galaxy. Both Southern arms began to be specked with little red and yellow symbols. Flags for the briefing. Only a very few of the violet colored flag symbols showed where active war had broken out.

The Admiral turned, sensing a presence just behind his seat. Standing tall was the new Captain just given command of the Space Station they were gathered in. Behind him, all the other supply officers, communications officers, and ship commanders sat watching the Admiral from the large semi-circle of raised platform they all sat behind.

“Admiral.” Captain Fitch began, “I have the report about your Aide.”

“Is Commander Chuikov all right?” Rollins asked seriously.

“The Commander will be several months recovering.” Captain Fitch replied, “Whatever it was that stung him, nearly killed him. The planet below this station is near bursting with resources we need, of every kind, but the surface is dotted with regions of wicked overgrowth and poisonous creatures. One such creature must have been in with the fresh fruits from one of the farms.”

“As of now, all materials and foods from the planet must go through level two quarantine. We cannot have our people taken from their jobs in this manner.” Admiral Rollins’ clipped tone said far more, “How many other such occurrences have been reported?”

“I do not know, Admiral, I will have to find out and report to you after the briefing.” Fitch responded, formally.

“Yes, right after the briefing.” Rollins agreed. “And more detailed information on my aide’s condition as well, please.” Admiral Rollins lifted an arm, and motioned toward the large, flat screen. “Let us begin the briefing, now.”

A voice came from everywhere, filling the room with a carefully modulated female voice.

“Yes sir. The little flags on the screen show our areas of most concern. The red symbols show where security on each planet or base is at maximum, the yellow indicates where reports are arriving of both rebel activity and infiltration of pirates, or other raiders. As of this briefing, only those few scattered violet symbols show where combat is in progress.”

“A moment.” Admiral Rollins interrupted. “Prior to my arrival here, I was told there are several different groups causing the outbreak of fighting. Three of those indicators are very close. Are they not all just one faction?”

“No sir.” The female voice responded. “All three are from different causes. One Ork, one Renegade Traitor, and one Tau fleet are each involved in separate actions.” One of the violet symbols flickered, as each faction was named.

“There is no indication of co-operation between any of the belligerents?” Rollins asked.

“No such reports have been sent to us.” The voice replied.

The Admiral turned, looking at a small officer seated just behind his right shoulder. “Add this question to the Intelligence Office. Are there any signs of co-operation between any of the enemies active in these sectors? I expect frequent

updates to that question.” Admiral Rollins turned back to the screen. “Continue please.”

“Yes sir. As of this moment, of the eight remaining violet combat markers, five are Ork incursions, and the remaining three are all Renegade Traitors. The current intelligence accumulated over the past months shows much greater renegade fleet appearances than anytime in the history of these regions.”

The female voice stopped. But the big flat screen began to flicker with newly added colored arrows. Each arrow started out short, but as it flickered, it lengthened, often bending and curving.

“The blinking green arrows are the known movements of Ork space fleet elements, and the yellow-green arrows are suspected Ork raider sized forces. The dark red and dark green arrows are known traitor fleet movements. The smaller arrows branching off are, we hope, intelligence and recon probes from those renegades. We are unsure of the sizes of the fleets on this briefing, for all the factions. Too many reports with too wide a range of reported vessels have been received, to have any degree of certainty. Our own garrison forces are having a very bad time getting reliable reports on enemy vessel numbers. There seems to be a means of increasing and decreasing the force sizes, unobserved by any intelligence gathering methods.”

“I must interrupt again,” Admiral Rollins said, “Why are the renegade and Ork fleet arrows coming so close, and no sign of fighting?”

“I am afraid the reason is the flat screen, Admiral.” The female voice calmly replied, “There is still significant distance between the indicated forces, but in depth. The nearer force is the green arrow, and the renegade force is farther, almost out of that arm of the galaxy.”

“Very well. Continue. Wait.” The Admiral sat forward. The entire front screen blinked with a red hue, just as he said ‘continue’. “What is this interruption?” The front screen went dark as he asked the question, and immediately went to a video feed of an action in space, somewhere.

“Admiral, I am only just now receiving a text message with an answer to that question.” The bodiless female voice was less carefully modulated now - sounding hurried, instead. “A few moments, please Admiral.”

The video was enough to keep everyone from being impatient for

answers.

Three large Ork warships, in line-ahead formation, were quartering away from the viewers. Tiny warcraft spiraled out of the front two Ork ships, and speeded ahead. Beyond the Ork ships were three rows of other ships, also quartering away from the viewers. The images were small, and shaded in alternating dark and light colors, making a pure video, however highly magnified, difficult to identify ship types. The attacked ships only vaguely resembled anything like an ally or Imperial design.

Little sparkles of light along the nose, and raised mid-sections of the Ork warships, showed where weapons were fired. In only moments, flashes of light among the attacked rows of ships showed where the Ork fire impacted. The brighter bursts of light made the ship types plain.

“Troopships.” Someone behind Rollins whispered.

“Fuel and Ammo ships, too.” Someone else observed, quietly.

Small warships appeared from out of the dark, and from just off the top edge of the screen they all watched. Two light cruisers and two groups of four small frigate and destroyer types entered into the picture, and began to ‘sparkle’ as well. Larger flashes of white light showed where Ork ships were now struck, in turn. A pattern of large flashes in the space in front of the Ork ships, caused many little attack craft to disappear. Other surviving tiny Ork attack craft scattered.

Just at that moment, the video feed to the screen violently twisted to the left, and fixed on a very large, guns blazing, head-on view of a too-close Ork warship. The video jumped, rolled, and broke into sparks of light - and the big screen went black.

“Admiral.” The woman’s voice was back. “This was from a comm ship, that seems to have been attacked as well. We estimate that a supply ship assembly point, real-time plus nine hours away, is the point of the attack. I have a list of ships that are supposed to be assembled there. But the feed was cut before any determination could be made of losses.”

“Very well.” Admiral Rollins again interrupted. He stood and turned toward the assembled officers.

“We will not resume the briefing.” Rollins began, “Each squadron commander will have this briefing record for immediate review. First, our mission has been changed for us. Our respective fleets were assembled here to provide

a reserve force for the Navy units already engaged in these sectors. Only one component of our fleets was to be an operational patrol and interdiction fleet.” Rollins paused.

“Lieutenant Konig,” The Admiral looked over all the officers in front of him. “Are you recording my remarks?”

“The moment you began speaking, sir” The woman’s voice of the briefer replied.

“Very good,” Rollins began again, “A copy of this session is to go to each ship assembled here. To continue what I now see as operational orders.

First, we must use available ships to make a proper battle-fleet for the security of this area, and sectors near-by. I will be sending each ship its designation and assigned position in the fleets we are to lay out now.

Second, the fleet units we here have just become, will be assigned sectors and missions in those sectors. In some cases there will already be friendly fleet units in those sectors. We will remain separate from those units. I will not blur already existing fleet organizations by attempting to absorb other units, from other fleets. We will extend every effort to co-operate in joint missions, however.

Third, all Supply officers present will begin immediate operations to bring new ships to this command, from the ship-yards assigned to support us. These ship-yards have been operating at too slow a pace for far too long. The lack of imminent threats fostered a, um, relaxed attitude towards ship-building. You officers must immediately establish a war-fighting attitude in those facilities. I want ship replacements and repairs setting new speed records in each of our ship-yards. You other officers without Navy yards in your area of responsibility, do have support materials responsibilities. You will ensure a flow of every kind of food, fuel, and ammunition supplies that exceeds projected needs. Double the on-hand numbers of spares of every kind, for every equipment type.

Fourth, I know I am asking the impossible. But each of you will force the impossible into reality.”

Admiral Rollins paused again, and leaned back to sit on the top of the counter behind him. Then spoke again.

“The increased threats to sectors so long quiet was the force behind the creation of this new orbital station, and the fleets of vessels we brought here. My operational instructions included the authority to re-establish these collected ships into an operational fleet element, instead of the support elements originally planned.

Actual attacks so close to this new facility is proof enough that strong

security measures need to be in force immediately.” The Admiral shifted to his left, and looked hard at Captain Fitch.

“Captain Fitch, I wish to relieve you of command of this station, and re-assign you as Squadron Commander of the Quick Response Task Force I will be creating immediately. You will assist me in selecting a force of cruisers and support vessels for that force. Are you ready for re-assignment?”

Captain Fitch stood, and saluted while replying fiercely, “Yes Sir!”

“Good.” Rollins smiled and continued, “Vice Admiral Tanaka. Your battleship will be the flag for the battleships assigned here. We may not have many, but I intend to make their presence felt through-out these sectors. I wish for you to provide me with a plan for the sortie of your new battle-group, and a plan for the sortie of individual battleships with other capitol ship support.

One last detail. Captain Hanson, I wish for you to hand over command of your cruiser to your First Officer, and take command of this station. You have demonstrated superior organizational skills. We all will need those skills to pull together all the threads for supporting a widening war. Are you also ready for such a large, new assignment?”

Within the middle of the pack of seated officers, a tall officer stood, saluted, and answered, “Sir!”

“Very well. This staff meeting is over.” Rollins was again standing rigid, all business. “We must all return to our ships and begin preparations to deploy immediately. Those ships not tasked with accompanying Captain Fitch will be on standby alert, pending further action reports from the combat zones. Complete detailed orders will come from my staff shortly. Good hunting to us all. Dismissed.”

Admiral Rollins watched with satisfaction, as all the officers filed out of the briefing room. The excited, expectant voices of the departing officers told Rollins that battle was indeed preferred to mere waiting for re-assignment, while sitting in a ‘rear area.’ They would all get the chance to fight, very soon, Rollins told himself.

"Raid" scenarios

Introduction: *The following series of scenarios are meant to follow the storyline - but not necessarily influence the developing story. Players can get the most benefit by playing each scenario twice, and comparing the score each had as the attacker and defender. For the "ultimate" comparison between players, play all three scenarios as the defender, then play all three again as the attacker, and then compare the total victory points.*

This series of games that follow all the "Log Entries" in the storyline were developed to take most of a summer of gaming for a game club. With enough players, each person can try the six games against different opponents for most. By the time the entire series of games have been completed, some very large scores of victory points should be posted on the clubhouse wall! Each scenario is purposefully "unbalanced" in points. The ability to command what you have is more important here, than which combination of choices a gamer can tailor within a points limit. That is the purpose of the recommendation to switch sides, and play again.

As always, each scenario in this series can be played "as is", and not part of a campaign or club event.

Notes on terms used in the scenarios: The terminology used here may be unclear to some. To be sure of the "Players" in this space melodrama: The term "Rebel" and "Renegade" is not exclusively "Chaos". The enemy forces described as 'rebel' and 'renegade' is primarily meant to describe Imperial vessels, with added vessels from the "Chaos" fleets. So a scenario player using the Renegade/Rebel force list can use any Imperial ship needed to complete the force list detailed for any scenario. Or, use his personal Imperial fleet, and supplement from the Chaos fleet list, if needed. This is true for all the scenarios to follow, not just the first three listed here.

The term "Carrier" is often used to describe any ship that has the ability to launch bombers, fighters, and or assault boats. Some reserve the term for vessels that only exhibit launch bays down all possible starboard and port positions, where lances or batteries might go. For these scenarios - "Carrier" includes any ship able to launch ordinance attack craft.

Note that "Assault Ship" is described in that scenario where used, and when as a useable term.

First Scenario: Ork raiders vs. Imperial convoy.

Combining the "Convoy" scenario with a raid is fairly straightforward.

Imperial Forces

- 12 cargo supply/fuel and contain no more than 2 troop carriers
- 2 squadrons of 2 Sword Escorts
- 1 squadron of 3 destroyers (Cobra or equivalent)
- 1 Dauntless (or equivalent) Light Cruiser

Ork Raider Force

- 2 squadrons of 3 Ork escorts (Savages and Ravagers)
- 2 squadrons of 2 Onslaughts each
- 1 Ork Kill Kroozer

Note: Substitute other Ork escorts as needed to accommodate a player's collection. No Ram ships.

Set up battle area as per "Convoy" Scenario, from page 74 of the rulebook. A better setup is from the Armada rulebook, page 136, "The Gauntlet" for tabletop terrain. Ignore the Ork entry points listed on that page.

Imperial force begins 20cm into the table, measured from a short table edge. Ork forces enter from the opposite short table edge, from either corner

of the table, following the first Imperial turn. The Ork mission is to attack and destroy all cargo ships. Imperial player gets double victory points for each cargo ship to leave the opposite game table edge. Each cargo ship has a value of 35 points. Normal victory points for destroying enemy warships of both sides.

Second Scenario: Ork raiders vs. Imperial orbital installation.

Imperial Forces

- 6 cargo supply/fuel ships
- 4 Sword class escorts
- 2 Dominator cruisers
- 2 Firestorm escorts
- 1 orbital terminal station

Ork Raider Force

- 2 Terror Kroozers
- 4 Ravagers escorts
- 4 Onslaught escorts
- 1 Kill Kroozer, escorted by 4 Savages
- 6 Ramship escorts.

Note: If ships must be substituted to fit into a player's collection, the replacement must be as close as possible a "fit". If a ship had no attack craft launch capacity, that needs substitution, the substitute must not be launch capable, for example.

Set Up: Place a medium or large planet 30cm from the exact center of the table, to left or right of center, toward the short table side. As close to equidistant from either long table edge as is possible. The Orbital Terminal is placed 20cm from the edge of the planet, toward the nearest short table edge, on an imaginary line with the center of the planet. The station is a "way station" for this system's jump routes. The planets are all uninhabitable.

The station has a single weapons battery strength of 8, in 360 degrees fire arc., and 3 bombers with 3 fighters total.

All Imperial ships are in three groups, close to the station, but no closer than 20cm to the planet.

All Imperial ships are “powered up” and waiting for the “all clear” to begin their runs into the jump to other locations.

The cargo ships are not part of the warships deployment.

The Imperial Naval forces are two separate groups made up of 1 = Dominator, 2 = Sword Escorts, and 1 = Firestorm Escort, in each of the Imperial fleets, equaling the above force totals.

To make a jump away - each of the three groups must start near the station, and each must make two consecutive “All Ahead Full” moves towards the near short table edge. Only the first “All Ahead Full” move must be checked with a command roll. The second AAF move is automatic, no “command check” needed. Just roll for the AAF distance. If ships have not exited the near short table edge after the second AAF turn, the ships are removed anyway, having successfully jumped into the “jump path” or “gate”.

The Ork attacker mission is destroy the station behind the planet. The Imperial forces are on orders to other systems. (Should we stay and fight??) The scenario is meant for a separate player to command each of the three Imperial groups, to make the stay or leave decision a group effort, not a single player choice. (If needed, for lack of available players, the cargo ship group can be operated by a player with warships). Victory points are awarded normally, although individual player ‘kill’ scores seem what players compare.

Third Scenario: Imperial Counter-Strike

Imperial Forces

- 4 Cruisers
- 10 Escort class

Renegade/Chaos Forces

- 2 Cruisers
- 6 Escort Class
- 4 Liquid-Gas Container ships (Fuel cargo ships will do)

Notes: Imperial Cruiser force may have one Battle-Cruiser. One Imperial Cruiser must have launch bays. This cruiser is also equipped with Assault Boats, as well as Bombers and Fighters. One Renegade cruiser may be a Battle-Cruiser, only one Renegade cruiser may have launch bays (to choose no launch bays is permitted.)

Set up: The Large planet is again centered on the 4x6 foot table. Remaining table top “terrain” is chosen using the Random Method for each table segment.

2 Renegade Cruisers, and three Escorts, are placed 60cm from one short table edge.

The 4 cargo class ships, and 3 Renegade Escorts are placed 20cm from the large planet’s edge closest to a long table edge (In orbit).

Imperial ships will all enter from the same short table edge as the Renegade force is nearest to (60cm), arranged in any manner, in any kind of squadrons the owning player wishes, as the first part of Turn One.

Mission: The Imperial player’s mission is to capture the Cargo ships. This is done by attacking with Assault Boats. Each Assault boat is considered to have a

crew factor of “1”, and each Cargo/Container ship is crewed by a strength of “1”. Use the Boarding Action rules in the main book, and add a crew strength of “1” for each successful Assault Boat attack that turn.

For Example: 3 Assault Boats succeed in attacking a single cargo ship in this Ordinance Phase. The Boarding Action formula is used to determine the outcome, where the defender has one crew, and the attacker has three crew committed to the attack. Therefore the attack would be a D6+3, for the attacker, versus a D6 only for the cargo ship defender. Any “Damage” result is not ship damage, but crew casualties, instead. So if the defender rolled a “6”, and the attacker rolled a “2” (+3) = 5, the attacker force is reduced from “3” to “2”, and the fight for control of the cargo ship must wait for the next “End Phase”, to try again. Any result rolled that equals a “Critical Hit” on the attacked ship results in the destruction of the cargo ship, and all aboard. A “Critical Hit” on the “Attacker’s ship” is ignored.

Victory points are calculated as normal, except the cargo ships are worth 50 points each, to whomever owns one at the end of the game. The “Noble Gases” in each cargo ship is sorely needed by both sides. Renegade owned cargo ships must exit the short table edge opposite the planet, from the Renegade cruisers starting positions. As can all Renegade ships wishing to escape. Leaving the table by that route awards zero victory points to the opponent. To leave the table anywhere else gives full victory points to the Imperial player. Imperial ships can “disengage” by exiting any table edge. Of Course, the Renegade player can attempt to destroy all Imperial ships, instead of departing.

Special Note: A tally of all Victory Points Earned should be kept, for each player, for all completed scenarios for later use.

Rollins put the cup of tea back on the little tray. He could not drink it. The video on the large flat screen was both absorbing and disturbing. The monitor satellites were at maximum magnification.

The wide leaf-spear shaped vessels, painted in black, trimmed in red and yellow, had formed a wide line-abreast row of warships. Now closing on the Imperial vessels that remained undamaged, all weapons on the dark ships fired steadily.

Admiral Rollins shook his head. Disorganized. No real plan for the battle, obviously. So many ships and men wasted.

“Admiral?” A woman’s voice behind him.

Rollins turned. In a moment, he saw a rather young woman, but of Commander rank. “Please seat yourself, Commander. I wish to keep my eye on this mess we are receiving, at the moment.”

“Might I also watch, from a bit nearer?” The Commander asked.

“Do so.” Rollins answered curtly.

The Imperial cruisers and battleships did not wait for the returning Traitor Fleet vessels to come fully into range. Instead, the Imperial ships scattered and accelerated to make escape speed for a jump. Two squadrons of Imperial escort class ships launched groups of torpedoes at the advancing enemy. These seemed the guided kind of torpedo. Rollins’ jaw clenched tightly, as he spotted a third squadron of Imperial escorts. These fired all their torpedoes at two crippled, burning Imperial ships. From so close, no torpedo could possibly miss. A pale attempt to deny the enemy ships to repair, and crews to enslave. Only self-destruct engine overloads could guarantee no survivors, and no hull to repair.

The whole operation was just sloppy, Rollins decided. The battle was begun with the enemy having clear advantages in position and numbers of capitol ships. Yet the Imperial fleet commander had proceeded into the jaws of what amounted to a trap. Inexperience. Maybe. From this vantage point, Rollins could see an overwhelming desire to attack the enemy show itself. Rollins decided that some attitudes needed adjustment, throughout the entire Imperial command chain. Better to withdraw from such a disadvantageous engagement, and seek a better position, and more vessels must come forward to re-enforce. Then seek battle. Not just waste resources on such demonstrations.

“Admiral, if I may ask...” The woman Commander’s voice broke Rollins’

morbid, angry reflections.

“Yes?” Rollins asked.

“Admiral, I have seen such episodes many times in past weeks. Are you going to replace the Admiral in charge of these task groups?” She asked seriously.

“No. He is already dead.” Rollins answered just as seriously, “Certain area political officers are commanding such attacks, as what we are seeing here. The incredibly stupid waste of ships makes me wonder if those political officers are not actually in league with the enemy. But since I have seen identical wasting of ships and men against several different races and traitor fleets, I fear it is just wrong-headed ideas to attack, no matter the cost.”

“I had not heard Admiral Sisk was dead.” The woman Commander offered.

“He was killed in the first fleet sortie.” Rollins added, “A chance hit on the command bridge from a torpedo. Word of the Admiral’s loss has been kept quiet.”

“Why?” She asked, surprised.

“It seems there are several Vice-Admirals vying for the chance to command.” Rollins finally turned to face the Commander beside him. “Their desire for promotion over-rides their training and good command sense. So of course they are contributing to the problems. Word of Admiral Sisk’s loss would likely set off internal fighting, and further the cause of the enemy.”

“But they must find out soon, no matter how secret his loss is.” The Commander pointed out.

“Yes. That is why each of them is on the way here. Separated by several days. Each will be quickly and quietly replaced.” Rollins allowed a small smile to show for the first time. “This is where you come in, Commander. You will be my liaison. When you and I are finished with this work, each force will have a new Task Group Commander. You, Commander, are in line for promotion. With so many newly opened ship Captain’s positions, you will likely be assigned to a ship as Captain. I happen to know of a light cruiser just leaving repair docks, and

needing command personnel.”

“What will I be expected to do?” She asked, guardedly, “I am not much good at subterfuge.”

“You will be installing new security, and junior command personnel on each of the Vice-Admiral’s ships, as each of them is en-route to see me.” Rollins replied. “There will be a certain element of risk. Surprise may actually cause some violent resistance to being replaced, on some of those ships.”

“I can handle it.” She straightened even more, and stared straight ahead. “May I ask a favor of the Admiral?”

“What is it, Commander?” Rollins asked, impassive.

“Would I be considered for the Admiral’s Aide, sir.” She asked, a little too loud.

“I think that can be arranged.” Rollins did smile, now.

Fleet Battles

Introduction:

This next set of scenarios are both influenced by the second part of the storyline, and leads into the third part of the “The Spreading War”. If scores are being kept, and the game club is tying the ongoing story and games together, it is important to remember that the storyline is jumping from sector to sector, as well as to different star systems in a sector. Individual ship’s names, and even player’s fleets are not actually being tracked in this broad story base. Players are not required to track damages and losses to their respective fleets. The “unbalanced” nature of the earlier scenarios and more terrible losses to come, would not be a proper measure of player’s fleets. Each player may use the very same ship in the last scenario, as the upcoming scenario, even though it was totally destroyed in the last scenario, for example. Likewise, players can keep “personal scores”, but those ships are not “upgraded” from experience. Any added upgrades or modifications allowed in gameplay, are only for the one game. Not permanent additions to ships or fleets. This is important to remember in upcoming games.

First Scenario “Death and Glory!”

As noted in the storyline, proper leadership for the Imperial Navy is absent. To give an illustration of the “amateur” leadership - All Imperial Navy ships are at a Leadership score of -1. Randomly roll the Leadership values for those ships and squadrons (Flagship and any lone escorts, and escort squadrons), then subtract one Leadership point. The challenge of eroding morale is part of the challenge for the Imperial player. Renegade ship Leadership values are also rolled as normal prior to a game. They are not suffering from any leadership problems! This “Leadership Situation” is for this scenario, only!

Imperial Forces

- 2 Light Cruisers
- 2 Cruisers
- 2 Battle Cruisers
- 2 Battleships
- 14 Escort Class (any combination)

Renegade Forces

- 4 Cruisers
- 2 Battle Cruisers
- 1 Battleship
- 12 Escort Class (any combination)

Notes: Specific classes of ships were not named precisely so a player can fill in the above with any ships from his own, and borrowed (if needed) collections.

Limits: The renegade force may have two launch bay equipped ships, and the Imperial player may have two launch bay equipped ships. If there is only battleships with launch bays, or only light cruisers with launch bays on either side, this should be kept “classified” until the game starts. (balance was not a criteria!). The Imperial Nova Cannon is limited to two ships total, or less.

Table set up: This is a ‘Fleet Battle’ in the Outer Reaches. The Imperial forces set up 20cm in from one long table edge, in a box 40cm wide, and 20cm deep, centered on that table edge. Ships can be anywhere within that ‘fleet box’ a player wishes - not all ships in a line 20cm out. The Renegade player can set up all ships in one, or both, 20cm by 20cm ‘boxes’ on the corners of the opposite long table edge, as defined by measuring 20cm down each corner edge, and drawing a chalk line into the table to intersect and form the box. The Renegade player can place any number of ships in either box - there is no need to divide the force equally. The Imperial player has the first turn. Play continues until all ships from one side are either destroyed, captured, or have escaped from any table edge.

Victory points are as normally awarded.

**Second Scenario:
“Death and Glory: 2”
“Rear Guard action.”**

Imperial Forces

- 3 Light Cruisers
- 2 Cruisers
- 6 Escorts (Any combination)

Renegade Forces:

- 2 Cruisers (No Heavy/Battle Cruisers)
- 1 Battleship (may have launch capacity)
- 5 Escorts (Any combination)

Notes: Only one Imperial Cruiser may have launch capacity. Only one Renegade may have launch capacity, either a cruiser or battleship.

For this scenario, all Imperial ships have normal Leadership scores, as rolled for at the game's beginning. Imperial Leadership for this scenario is not affected by the scenario above.

Special One-Time Attack: Any Imperial ship with torpedo launch capacity has one special attack for this game. Only once this game, each Imperial ship with torpedoes may make a second torpedo attack in the following manner:

During one of the Imperial player's turns, torpedoes are fired (in the combat phase) and finish movement in the Imperial player's Ordinance Phase.

In an act of desperation, the Imperial ships make ready, and launch torpedoes again - in the following opponent's turn! To accomplish this feat, many safety procedures had to be circumvented. Command check for reloading torpedoes is still needed, and must be successful. If during this desperate second attempt to load/launch torpedoes, the command check roll result is a “12” (A six on each of the two dice) - There

has been a terrible accident! Treat the accident as if an “11” (six and five on each of the dice) was rolled on the Critical Hit Table. (Ouch!). If all has gone well, and the Command Check is passed, the second set of Imperial torpedoes are placed on the proper ship's base(s), and moved - all within the opponent's combat and ordinance phase - thus giving the Imperial fleet a second “swarm” of torpedoes for the opponent to deal with. Remember - this is a desperate act, for the Imperial Rear-Guard to attempt.

This “Double Torpedo Attack” is not to replace the normal torpedo use rules, in other games. This is a one-time illustration of desperate measures sometimes taken by desperate commanders.

A ship or two “blowing up” from the failed Command Check is to illustrate why this will never be a ‘normal’ form of attack - To Dangerous!

The Renegade mission is to force all Imperial ships to retreat from the game, off any table edge. The Imperial Mission is to force all Renegade ships to retreat from the game, off any table edge.

Normal victory points are awarded for destroyed vessels. Any ship that retreats from the battle, by escaping off the table, with less than 50% damage

- awards full victory points to the opponent. Ships that escape off the table with 50% or more damage

- award no victory points to the opponent!

Notes to game players - there is a good possibility of an unexpected “unbalanced” game result here!

- To be Continued -

Reg Steiner





CONTACT: JEQILLUSTRATION@GMAIL.COM
WEBSITE: WWW.JEQDESIGN.COM/