

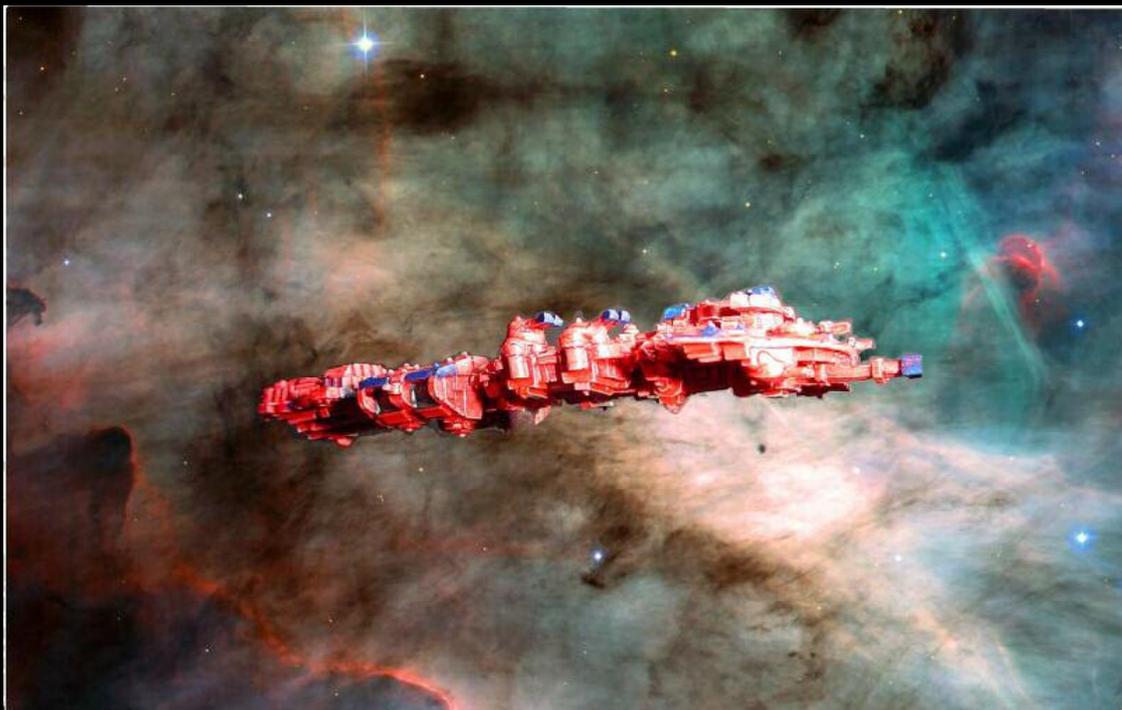
Warp Rift

The Battlefleet Gothic Netzine

Sept/Oct 2004

Issue 04

- ⊗ The Escort Gothic Fleet
- ⊗ The Captains Day - A New Chapter in the Captain Sinn Series



- ⊗ Alternate Ork Pirate Rules
- ⊗ The Tau'n Fleet
- ⊗ Kr00zin' - Part Two

From the Nexus Publishing House

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Warp Rift:
Volume One,
Number Four
Sept/Oct 2004

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And so, one week late again, issue four of Warp Rift hits the unsuspecting internet community. There is not much to say about this issue beyond the articles and features contained here. I will let them speak for themselves and let you make up your own minds.

I would like to make my (now regular) call for submissions to add to future editions on this publication. Warp Rift has been going half a year now, and I am interested in hearing about what people think about it. So, please feel free to drop me an email and let me know what you like, what you don't like, what you would like to see here and any other comments that you may have. You can get in touch by emailing me directly at:

warprift@epic40k.co.uk

Until next issue, thanks for the continued support. With your help I would like to see this publication grow and expand, and reach an even wider audience.

Goodhunting, CyberShadow

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Meet the Warp Rift Editors **by The Warp Rift Team**

I have been planning this article since issue one, but for one reason or another it was postponed each time. So, finally, we are able to bring you a little background on the dedicated team of players who bring this publication to you every two months. We hope that this will convince you that there are humans behind this, and where our individual backgrounds are.

Iain (CyberShadow)

I have been Games Workshop gaming since Rogue Trader days, cutting my teeth on the first edition of Space Marine and Space Hulk. My two games of choice are Battlefleet Gothic and Epic, and I run the web site dedicated to these two where this very magazine is based and hosted. I have been playing Battlefleet Gothic since Space Fleet, moving on to the free trial game in White Dwarf and then onto Battlefleet Gothic. I am primarily a Chaos fleet player, and my current fleet includes more than fifty four vessels, all individually named and almost none painted. I am an extremely slow painter! I also have an Eldar Corsair fleet of around the same size, and I am working on a human faction fleet (the Nebulae Alliance) and just embarking on a Tyranid Vanguard fleet, mainly for the converting possibilities - you may see an article here in about two years, when I have a squadron together.

Aside from Battlefleet Gothic and Epic (all versions and most forces), I play a whole range of wargames, from Ancients (Vis Bellica, Armati, etc using forces from Ancient Egypt to the end of the Roman Empire) to Fantasy wargames (BattleStorm) to Science Fiction (Advanced Space Crusade, Space Hulk). I am also a huge Science Fiction fan in all its forms.

I am the main editor for this publication, which sounds grand but actually I just put it all together at the end of the deadline. I am mainly in this position due to the fact that I first shouted about putting it all together.

Chris French

OK, we'll start with the surprising facts first: I am not a Hardcore WH40K player, and never have been. I have a hard time assembling snap-together models; and my painting skills are so poor, I nearly failed a 7th-grade art course (tho' I'm a menace when it comes to splatter-painting). I do not have any copies of any of the GW magazines, haven't read any of the novels, and know just enough of the 40Kverse background to know my Imperials from my Orks. In fact, the only 40K games I own are BFG (duh!), Space Hulk, and Space Marine Assault.

So, one asks, how did this clown get to be a sub-editor on a BFG webzine? Simple - I volunteered. (Folk in the Navy say "Navy" stands for "Never Again Volunteer Yourself")

Here's what I do bring to the table: I am a military historian, which comes in handy for coming up with ideas for scenarios and such (the approach known as "history with the serial numbers filed off"). I have an excellent grasp of vocabulary - I have been referred to as "The Typonator". (Any typos found in my section of Warp Rift are Iain's fault!) And I am a Recovering Rules-Lawyer; now when I spot a flagrant rules loophole, I try to find a way to close the damned thing, rather than exploiting it like a - never mind.... These traits combine to make me Iain's choice for the "random stuff which doesn't fit into any of the other categories" section.

How did I come to BFG? Watch the movie Event Horizon sometime, and/or read the works of Howard Phillips Lovecraft. (Take a wild guess why the Chaos force I'm building has an Acheron BC in it....) Basically, I like dark, and BFG is pretty damned dark - try reading the description of the Servitors again, and ask yourself if there really are any Good Guys in this universe.

The kitten currently sitting between me and the keyboard, head-butting my arms and generally making it difficult to type, is trying to tell me to shut up. So I will.

Ray Bell

I have been gaming since 1999 when I was introduced to Battlefleet Gothic which is still my favourite game. I also infrequently play

Warhammer 40K with a rather large Eldar army and Warhammer Fantasy with a newly spawned Lizardmen army to coincide with my Lizardmen Bloodbowl team who some how always get beaten up! I have been building an Epic Tau army to fight along side (or should that be under) my Tau fleets (it started when I bought Tigersharks because I thought they made pretty good spaceships, they do!). I enjoy converting and painting the ships just as much as playing with them. My BFG addiction is I hope in its final stages; I own over 1000 vessels at great cost to my health (have to stop eating for a while when a new fleet list comes out). I am mainly a Chaos player (I have 13 Chaos fleets, one for each of the Legions) but I own every fleet, each worth at least 1500pts (so how big is my entire chaos fleet!?).

John Webber

Home: Knoxville, East Tennessee... yes, it's almost like a separate state.
Work: Freelance Video/Film producer, Apple Computer "Expert".

Favorite places visited: Paris and Provence, France, Western Montana/Wyoming/Yellowstone N.P.

Education: B.A. Business Admin., Univ. of TN, A.A. Video Prod. Tech., Mississippi STCC.

Significant Accomplishments: Expenditure of untold \$\$\$ and body parts (mostly mine) racing Motocross for 7 years, many years ago.

Current favorite outdoor activity: Riding my bicycles, canoeing local rivers.

Current Heroes: Lance Armstrong, Jim Hall(Chaparral Cars), Sgt. R. Lee Ermey, Sgt. Alvin York, All those responsible for the making of "Band of Brothers", my Dad, Iain and Nate Montes ...

Start in wargaming hobby: Napoleonics in early 1980's.

Start in Games Workshop genre of hobby: 1988, WH40k and Space Marine/Adeptus Titanicus.

Start in BfG: 2001?

Main Fleets: Eldar Corsairs, Chaos Incursion, Imperial Navy/Space Marine

Current favorite BfG projects: Warp Rift Net-Zine, building Ork fleet, expanding Chaos fleet, scratch-building an Eldar Craftworld (yes, me too), etc., etc., etc...

Biggest Personal Problems: Not enough BfG playing time, not enough bicycling time.

Space Cadet

My name is Todd Kes. I got started with gaming in elementary school, where a friend and I would draw military forces on a map, and just fight each other that way. No rules, no points, just little pictures on a map. As you can tell, the fights would quickly get out of control.

In the seventh grade, I noticed another classmate holding a book of Battletech. This was one of the original books, with the designs for the Marauder, Stinger, and other Mechs directly in it. That introduced me to the concept of rules for a board game, which (except for chess) I had never thought of.

In high school I got introduced to Shadowrun, and bought books for that as well, thinking it was an interesting RPG game, mixing magic and technology.

After high school, I was in the Navy for a couple years, and while there, read a book called "Insurrection", by David Weber. After I got out of the Navy, I was in a local gaming store, and I noticed the game book for Crusade, for the game Starfire. That got me hooked on that game system (and I am still hooked).

From there, I branched out into Fire on the Suns (FOTS), an Excel based computer game, which can model just about any universe you want. While browsing the magazines in another gaming store, I noticed an article about BFG, and got hooked that way. I even wrote up a basic set of rules for fighters, but they were barely finished when the real thing came out.

Looking back, it has been around sixteen years that I have been having fun in gaming, in one fashion or another.



The Fly and the Shotgun: The All Escort BFG Force

by Chris French

As I write this, I am recovering from a half-hour-long chase and capture of a kitten who did not want to have flea-killing medication placed on his neck. Whilst stalking and pursuing said kitten, I was reminded of a debate that occasionally crops up in the BFG community, which also concerns the pursuit of small, annoying objects (though with far more destructive results) - is an all-Escort force a viable concept?

Like most things in BFG, the all-Escort force (also known as "the Fuzzy-Wuzzy fleet", for ancient and venerable reasons) has its positives, and its negatives. Herewith, a review of same:

Positives:

First of all, maneuverability is the strong-suit of Escorts; in most fleets (Orks excepted), Escorts can quite literally run rings around the multi-hit units. 90-degree turn modes, a shorter minimum - move - before - turning value, and usually a 5cm speed advantage mean that the F-Ws can control when and where the engagement occurs (this becomes important in light of one of the all-Escort force's major disadvantages; more on

this later). Also, this maneuverability means the Escort driver can get into the enemy's rear arc far more easily (the dreaded "game of grab-ass").

Second is the essentially modular nature of the Escorts. While a cruiser or battleship is pretty well set in what weapons it has, a Escort squadron can carry just about any weapon loadout its commander desires. Want a couple of torpedoes? Get 'em. Want lances? They're available. Pure WB (for whacking on those pointy-eared types)? Go ahead. The pure-Escort force can, within point limits, be whatever your heart wants it to be. (Sort of the Willy Wonka of BFG, only without the Michael Jackson vibe....)

The all-Escort force also has much greater weapon-arc flexibility than a capital ship. Look at the weapon arcs on Escorts; pretty much everything is L/F/R. This allows the Escort to shoot constantly on the way in to the target, then shoot as it passes, then pivot and shoot up the foe's backside. Meanwhile, a capital ship is limited in its arcs; damned few capital ships have L/F/R weaponry of any kind (Imperials take note), and what

weapons there are, aren't much more powerful than the Escorts themselves.

Damage issues are another plus. Every time a capital ship takes a hit, there is a risk of it vanishing into a warp rift, or simply being evaporated. The all-Escort force does not have this problem; if one part of the force is destroyed, the rest of the force keeps on as it was. Instead of having one entire side of a ship turned into a big "Attention Enemy - Shoot Here" sign, the all-Escort player simply loses a chunk of his firepower. Also, the all-Escort force doesn't have to worry about the rules for Crippled ships (but there's another problem he does need to worry about - attrition; more later). Shields are a wash; the Escort player has more of them than a comparable capital ship, but they'll all be affected by one Blast marker.

Finally, the Escort player can perform a nasty little trick that a capital-ship operator cannot - he can disperse his ships across a wide area, making life difficult for torpedo or NC-heavy forces. It can be somewhat annoying to unload a massed torpedo volley at a foe, only to see him open up his force, allowing the torpedoes to sail merrily off into the Dark. And for Imperials, those Nova Cannon shots can be a bear when the foe is spread across 90-odd cm of table frontage.

All that said, there are a few...

Negatives:

OK, the big one here is attrition of forces. Every time a hit is marked off, the striking power of the whole is affected, and not in a good way. For example, a 6-pack of Iconoclasts that loses one of its members is out 3 FP, and 1 turret. A Murder so hit may explode, or it may lose a gun deck, or it may simply motor on minus a hit point; there is a chance of disaster, but there is also a chance of nothing happening, whereas the Escort driver will lose something every time that 6 appears (or 4s and 5s, for that matter; Escorts have worse armor than capital ships, to boot).

And the Escort driver is going to get hit first; with the exception of Orks and Imperials (at this point, the Chris-side is gearing up...), the Escort ships all have far shorter ranges on their weapons than capital ships. The Escort force must run a gauntlet of fire, praying not too many hits are scored, before taking vengeance for the insult.

If the Escort player is taking a weapon-battery-heavy force, he's in trouble; Escorts tend not to have as many WB points, per capita, as capital ships. And since WB from different ships cannot be added together, every shot after the first one the Escort force attempts will

be affected by Blast Markers.

(From a economic standpoint, all-escort forces are a pain; after a while, all them little minis start getting' expensive.)

Boarding could be a problem, if the scenario requires it; escorts effectively are useless at boarding actions (1-HP ships boarding 8-HP ship - do the math.)

For Imperial players, "no capital ships" means "no Nova Cannon", which means the already-embarrassing lack of range the fleet suffers from becomes even worse. Being outranged by Escorts could be fatally embarrassing, as the Emperor's Finest are slowly pecked to death like a middle-aged unmarried man who lives with his mother.

And finally, speaking of lacking

weapons, there is one weapon which the all-Escort player is prohibited from using. That's right - I'm talking about assault craft. The Escort-only player simply doesn't have any - no fighters, no bombers, no assault boats, nothing. For the capital-ship player who faces an all-Escort force, aircraft are a god-send. (Apologies to A Certain Aircraft-Hating Long-Service BFG Player Who Shall Remain Nameless, but that's how it is.) Unless the Escort player has access to optional rules allowing combining of turrets, an incoming mass of aircraft is the last thing Ol' Fuzzy-Wuzzy is going to see.

To quote Queen's "I'm Going Slightly Mad": "And there you have it." The Escort-only force is a viable idea, or not, depending on what the enemy is fielding, and the eternal vagaries of the die rolls. And that's the way it ought to be.



Clarifications

By Space Cadet and Ray Bell

One of the advantages of a having an editorial team, is that we are all able to read articles from other editors, provide feedback and sort out any questions. Well, that would be an advantage if I could get organized enough to allow the time for this process to occur (sorry guys!). This process occurred with the new rules presented in issue three, but the questions and subsequent clarifications did not make it into the final version. So, to answer any doubts, they are presented here. Questions from Space Cadet (Todd), answers supplied by Ray.

Page 08 - Orkimedes' Tellyportas: What is the range of the Relay Tower? Can this be used to perform Mega-Armored Tellyporta attacks anywhere on the board, or is there a range from the mounting ship? *Some how I edited out the within 10cm sentence as it was within the fluff. But yeah its supposed to replace the teleport attack (as is said) and not be a ridiculous super weapon.*

Page 10 - Shokk Attack Lance Gubbins: For the Shock attack Lance Gubbins, what keeps the ship from putting in explosives, and teleporting them through the target's shields? I'd request that the target has to be shields down first. *To be honest it needs this advantage to be worthwhile (and fun), and besides it seems to fit with fluff about shock attack guns in 40K.*

Page 11 - Pulsa-Rokkit Torpedoes: For the Pulsa Rokkit, if there are multiple Pulsas on the board, how do you know which ones should be reduced in the enemy's shooting phased, and which should not? *They all should (apart from it's first enemies shooting phase). I thought this was pretty clear?*

Page 15 - Crystalline Composite Hull: Can this be taken multiple times? Can Escorts take this? *As with other refits you can't get doubles. Escorts can't get refits unless they're otherwise noted!*

If you have any questions, comments or queries about anything that you read here, feel free to drop us an email and we will do what we can to clarify the issue.

Tau'n Fleet List

By Ray Bell

Introduction

The Tau'n Fleet list represents the Kor'Vattra at its' earliest stage and as such is quite limited in firepower and experience. If used in a campaign I'd suggest that Tau Refits (and Normal Refits) should not be used. Crew Skills and the Promotion Table from 'WarpRift #3' should be used, but remember the Leadership is still reduced by 1 and the Promotion Refits are ignored. The Promotion Re-rolls may only be used by the Flagship or by any ships squadroned with it.

The Tau'n Fleet

Before the Tau Empire had asserted itself as an Interstellar contender, before the Tau had even discovered the Imperium of Man there was only one Tau Sept, T'au itself. Bottled up in one system, this civilisation of exponential promise built an enormous colonisation fleet using the countless Orbital Docks and Shipyards circling the Home world and various colonised planets and moons of the T'au system.

T'au Seven, the famed planet of alien discovery, proved an excellent choice to launch the first colonisation fleet. The resources, manpower and determined devotion to the Greater Good would carry the Tau fleet through space to claim Tau'n, the nearest truly habitable planet to T'au.

The fleet finally reached Tau'n, after spending considerable time deploying Way Stations, allowing supplies to reach the fleet 40 light years away from its' origin. Only having been in Orbit for one Kai'Rotta (just under 2 Months) a surprisingly large Ork Pirate Fleet entered the system having destroyed all the way stations in their path.

Having followed this trail of breadcrumbs from a small Ork Pirate base located inside a system in-between T'au and Tau'n. The Ork Warlord Scraghurtz led this offensive using the majority of his Pirate fleet. His aim was to gather resources to build a Rok Fleet large enough to complement his already impressive number of true Ork warships. This would enable him to initiate a Waaagh across the Eastern Fringe. The Tau'n Colonisation Fleet looked a lot like a massive convoy of Transport ships, a very tempting target. If the Orks had discovered the Way Station earlier, the Tau would never have got any Orbitals into place to aid in their defence and would most likely have been destroyed.

At the end of the Campaign the Tau had secured their first new Sept and re-established the Way Station link to the T'au system. But the Orks had collected the wreckage from over ten capital ships and were well underway to creating a Waaagh capable of crushing the fledgling Empire.

Tau'n Special Rules

Turrets: Tau turrets act as normal but gain a re-roll to hit when within 10cm of a ship with Tracking systems.

Railgun (Rail) Batteries: Rail Batteries function as normal Weapons Batteries but do not suffer for long range shifts when within 10cm of a ship with Tracking systems.

Tracking systems: See Turrets and Rail Batteries.

Gravitic Hooks: Gravitic Hooks allow the fleet to field a number of Orcas equal to or under the total strength of Gravitic Hooks. Note that a percentage of the Orca's point value is included in the Explorer and Merchant ships making the capital ships more expensive. Gravitic Hooks have no game effect and cannot be destroyed by critical hits.

Shields: Function as normal shields.

Critical Hits: Use the standard critical hit chart.

Leadership: Due to the inexperience of the Kor'Vattra at this time all ships have a normal leadership with a -1 modifier, giving them a leadership value between 5 and 8.

Teleport Attacks: Tau vessels cannot conduct teleport attacks.

Boarding Actions: Tau vessels have a boarding value of half normal.

Other Notes: The Tau'n Fleet list does not include Ion Cannons, Gravitic Launchers or Deflectors, as they haven't been built yet.

Gal'leath (Explorer) Class Starship Vash'ya Configuration 'Mk VII'

In the early stages of the Tau expansion the Explorer proved to be the great galleon of the Tau Empire. It made interstellar colonisation possible having massive cargo bays and Gravitic hooks allowing it to act as a mobile Orbital Dock during the first stages of colonisation. Most colonies pre-Tau'n were limited in size, being either research or mining colonies. Long-range observation posts were also scattered through out the neighbouring star systems to link the colonies together. Either way the Explorer carried the resources and people necessary to make these first interstellar colonies possible.

The Mark VII was for the most part a huge transport ship, carrying colonisation equipment or Orbital components. But the Mark VII did have a fair launch capacity of Ion bombers and fighters. Some could even launch the prototype Manta Low Orbit Landers. Other than launch bays the Mark VII had Gravitic hooks to transport up to three Orcas and a dorsal armament of Rail Batteries, which latter variants of the Explorer would have as standard.

Rogue Traders encountered a Mark VII before the Damocles crusade and official contact with the Imperium. The Rogue Trader captain Marcus Orell designated the ship 'Dragon Fish' as he couldn't quite pronounce the ships variant name in Tau (T'au Gal'leath-Vash'ya Yen'al K'or'es). The Designation 'Dragon Fish' would latter be transferred to the Mk XXIII as all MkVII's were refitted.

Explorer Standard (Gal'leath Vash'ya) Configuration Mk VII.....160pts					
Imperial Designation: (earlier period) Dragon Fish Class Colonyship					
Famous Ships: Yen'al (Pioneer)					
TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15cm	45	1	5+ (4+ Rear)	5
ARMAMENT		RANGE/SPEED		FIREPOWER	FIRE ARC
Prow Rail battery		45cm		6	Left/Front/Right
Port launch bays		Varies		2 sqdrns	N/A
Starboard launch bays		Varies		2 sqdrns	N/A
Stern Gravitic Hook		-		3	N/A
NOTES: Can't Come To New Heading. When in contact with Blast Markers it can't turn.					

**Il'fannor (Merchant) Class Starship
Vash'ya Standard Configuration**

What has become known as the Merchant's Standard Configuration was developed specifically for carrying Orca Gunships and remains in the Kor'vattra for the same purpose. The Cargo bays were replaced by Rail Batteries and Gravitic Hooks making the ship a pure warship, even if not intimidating to Major races.

Merchant Standard (Il'fannor Vash'ya) Configuration, 75pts					
Imperial Designation: Moray Class Light cruiser					
Famous Ships: Tash'han (Rebelious)					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	15cm	45	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER	FIRE ARC	
Prow Rail battery		45cm	2	Left/Front/Right	
Port Rail battery		45cm	2	Left/Front	
Starboard Rail btry		45cm	2	Front/Right	
Port Gravitic Hook		-	1	N/A	
Starboard Grav Hook		-	1	N/A	

**Il'fannor (Merchant) Class Starship
Kor'eldi Carrier Configuration**

The Merchant was originally designed to replace the Explorer's transport role but the Kor'eldi configuration was designed to supplement the Explorer's Launch capacity. But when the Explorer Mk XV took shape as a dedicated carrier boasting three times the capacity than the Mk VII the Kor'eldi became obsolete and almost all were refitted as short-range transports. The Kor'eldi mainly ran the transport lanes between T'au and Tau'n.

Il'fannor Kor'eldi (Merchant Carrier) Configuration.....90pts					
Imperial Designation: HellWind Class Light cruiser					
Famous Ships: Vral'ka (Undercut blow)					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	15cm	45	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER	FIRE ARC	
Prow Rail battery		45cm	2	Left/Front/Right	
Port Rail battery		45cm	2	Left/Front	
Starboard Rail btry		45cm	2	Front/Right	
Port Launch bays		Varies	1 sqdrn	N/A	
Starboard Launch bays		Varies	1 sqdrn	N/A	

Orca (Kass'I) Class Gunship, Mk II

The second version of the Orca Gunship smoothed out the obvious flaws in the prototype but had still by no means found its niche in the Kor'vattra. The Mk II couldn't match the range of the capital ships and so had to speed ahead to get in range at the same time as its parent ship. But the main problem was that with such superior manoeuvrability the fleet commanders were tempted to use this ability all the time having their Orca squadrons pursuing the enemy and leaving the main fleet behind. Eventually the Orca's found their niche but only after the fleet commanders became more versed in fleet tactics. With the introduction of the Ion Cannon the Orcas became much more valued, firing their Ion cannons after the long range Rail batteries of the Capital ships. But this upgrade wasn't to come for some time.

Kass'I (Orca) Class Gunship Mk II.....20pts					
Famous ships: Por'ash squadron (Black Ocean)					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	90	1	5+	1
ARMAMENT		RANGE/SPEED		FIREPOWER	FIRE ARC
Rail battery		30cm		4	Left/Front/Right
NOTES: Can only be included in a fleet that has the same or more Gravitic hooks as Orcas.					

Messenger (Skether'qan) Class Class Relay ship 'Prototype'.

The Prototype Messenger unfortunately had a very unreliable Gravitic drive due to its size and recent inception. In the Tau'n fleet it was acting solely as a fleet support vessel but relaying messages with Gravitic Hook equipped Merchant Starships. As after the first trial of a Messenger relay one of the Messengers, Vash'run'al (Star seer), was lost in deep space as the Gravitic drive over shot its predicted re-mergence point as the drive burned out. It took over 2 Tau'cyr (roughly 2 years) for the Vash'run'al's signal to reach the nearest waypoint, by the time the Messenger was recovered the few crew that were aboard were found murdered. Their remains were scattered throughout the ship, blood, organs, skin and skulls forming strange iconic symbols frozen on the walls, floors and ceilings.

Skether'qan (Messenger) Class Relay ship 'Prototype'.....40pts					
Famous ships: Vash'run'al (Star seer)					
TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90	1	5+	2
ARMAMENT		RANGE/SPEED		FIREPOWER	FIRE ARC
Rail battery		30cm		1	Left/Front/Right
Tracking system		10cm		-	-
NOTES: Can't initiate boarding actions, -1 to Tau boarding modifier. Reduces the maximum number of Orcas in the fleet.					

Tau Ordnance

Tau Launch bays can launch Barracuda Superiority Fighters and Tiger Shark Ion Bombers. Mantas may be purchased for Explorers for 10pts per Explorer but they will only function with their Low Orbit Rules.

Barracuda Superiority Fighter

Barracudas are almost an exact equivalent to Imperial fighters, but doesn't equal its speed.

Barracudas act as normal Fighters with '29cm speed'.

Tiger Shark Ion Bombers

Tiger sharks are equipped with experimental Ion cannons, far too small to be used on a starship but extremely powerful for their size. The Ion cannons disintegrate any form of armour if enough shots hit in the same place.

Tiger Sharks act as normal Bombers (20cm speed, D6 attack runs) but ignore armour values; always hit on a 5+. Tiger sharks have Drone Decoys: can only be hit by turrets on a 5+.

Manta Low Orbit Lander (Low Orbit rules only)

The Manta was first designed to act as a low orbit transport from Capital ship to Planetary Surface.

Mantas may enter low orbit as if it were an escort. The Manta has a speed of 20cm in each ordnance phase. When a Manta lands on the Planet's surface it contributes 1 assault point and is then removed. The Manta has a 4+ save vs Ordnance excluding Torpedoes and Mines (this is a defensive save from bombers trying to bomb, assault boats trying to board, fighters trying to destroy. Torpedoes and Mines ignore the Manta and visa versa.

High Orbit Defences

Tau Orbitals of the Tau'n Campaign

Tau Orbitals were used extensively during the Tau'n campaign carried by the 17 Explorers and a few Merchant Transports that were part of the fleet. Having Explorers in your fleet will increase your defence point allowance representing their transport ability of Orbitals.

In scenarios where the Tau player is defending a world (possibly Tau'n) you will receive D6x5 extra Defence points for each Explorer on the table at the start of the game.

Tau Orbitals are much like the high orbit defences in the Rulebook except they are modular and therefore customisable. Tau Orbitals follow ALL the normal rules for High Orbit defences.

Tau Orbital.....20pts in addition to Security and Civilian Modules					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/4	0cm	00	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER	FIRE ARC	
Security Modules (maximum of 4)		Each security module adds +1 turret			
Launch bay: 15pts		Varies		1 sqdrn	
Rail Battery: 15pts		45cm		3	
Gravitic Hook: 5pts		0-3 Orcas (25pts each). Can be squadroned with other Orcas bought in this fashion.			
Civilian Modules (maximum of 4)					
Research Module: 5pts		+1 Shield, up to max of 3			
Habitat Module: 5pts		+1 Hit			
NOTES: Tau Orbitals have tracking systems if worth over 50pts. Can Purchase modules for the assigned points.					

Tau do not use the normal High Orbit defences from the Rule Book, they use the following instead.

- Tau Orbitals.....pts: varies
- 0-2 Minefields.....40pts
- Orca Gunships.....25pts (see Tau Orbitals)

Transports

**Il'fannor (Merchant) Class Starship
Vash'ya'vesa Transport Configuration**

The Merchant was originally designed as a Transport to replace the Explorer as the Galleon of the Empire. The Vash'ya'vesa (Transport Configuration) is the unrefitted Merchant starship and so does not have any broadside weapons, Gravitic Hooks or launch bays.

Merchant Transport (Il'fannor Vash'ya'vesa)..... pts: Special Imperial Designation: Heavy Transport					
TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	15cm	45	1	5+	2
ARMAMENT Prow Rail battery		RANGE/SPEED 45cm		FIREPOWER 2	FIRE ARC Left/Front/Right
NOTE: In scenarios involving transports replace all normal transports for Merchant Transports at a ratio of 2:1 (Normal:Tau).					



“Break right! Break right!”

Seldar threw the stick shift right, pulling the Starhawk into a spiral, as the craft groaned under the forces involved. He risked a backwards glance to see the Chaos Swiftdeath Interceptor react too late, thrown off the attack line by the sudden change in approach pattern.

He dragged his thoughts back to his Starhawk, and the looming shape of the Chaos Murder Cruiser ahead. He gunned the thrusters, and the rest of his formation drifted back into the attack pattern. The runes inside his craft flashed as the squadron acknowledged the bombing run ahead, and then broke formation again, making the defending turrets work for their kills.

Gamma fourteen and seven exploded in balls of gas as they were caught in defensive flak, before the formation drew around behind the Cruiser, lining up to strafe along the length of the enemy vessel. Seldar gritted his teeth and prepared himself for the run, selecting his targets as his thundered towards the ship, avoiding the wash of its main engines.

Tau'n Fleet List

0-1 Commander: Tau Kor'O (Ld 8), 1 re-roll..... 50pts

Capital Ships

0-17 Battleships (May not have more Explorers than Merchants).

Gal'leath (Explorer) Class Starship
 Vash'ya Configuration 'Mk VII'160pts

Orbital Allowance: In scenarios where the Tau player is defending a world (possibly Tau'n) you will receive D6x5 extra Defence points for each Explorer on the table at the start of the game.

1-23 Cruisers

Il'fannor (Merchant) Class Starship
 Vash'ya Standard Configuration.....75pts

Il'fannor (Merchant) Class Starship
 Kor'eldi Carrier Configuration.....90pts

Escorts

Orca, Kass'I Mk II.....20pts
 Can only be included in a fleet that has the same or more Gravitic hooks as Orcas.

Messenger.....40pts
 Note that Messengers use up one Gravitic Hook each, taking the place of an Orka Gunship.
 Due to their rarity you may only field one per 750pts.

Squadrons

Capital ship squadrons no larger than two.
 Orcas maybe in squadrons of two or three.
 Messengers may not be placed in squadrons.

No additional ships maybe chosen such as Mercenaries, Rogue Traders or Allies.

Alternate Ork Pirate Rules

By Ray Bell

Introduction

These alternate rules are a set of tweaks that change the way the Ork Pirate Fleet plays. They balance the fleet so they are not inherently weak or expensive but keep with the Ork mentality. This is not an attempt to just make Ork ships better but to stop putting the Green Man Down! The main problems with the Ork fleet are the Ordnance phase and the point values of the escorts. Please try the following rules out and tell us what you think.

Alternate Ork Pirate Rules

The Ordnance Phase

Turrets

Unlike turrets of other races Ork turrets are haphazard, numerous and don't have sophisticated targeting systems. But as there are so many of them they distract bomber pilots and can benefit greatly from luck.

Ork Turrets always hit on 6's and will shoot at different types of Ordnance (e.g. Torpedoes and Bombers). Ordnance with forms of stealth such as Eldar bombers will still be hit on 6's, it's just unlikely the Orks know what they are shooting at.

Normal massed turret rules apply, except that the turrets hit on 6's.

The number of turrets each ship has changes as follows:

- Kroozers: 2 turrets
- Escorts: 2 turrets
- Brute Ramships: 1 turret.

Fighta-Bommas

Fighta-Bommas act as fighters as normal. Fighta-Bommas act as weak bombers with fighter suppression: D3 (D6 result: 1 or 2=1, 3 or 4=2, 5 or 6=3) attack runs - Turret value +1 attack. This means that fighta-bommbers will always get at least 1 attack even if shot down! Think of this as a Kamikaze attack or the fighta-bommas as highly maneuverable torpedoes!

Waves

Orks are so poor at coordinating waves of attack craft ships with ordnance they can't combine waves of ordnance with other ships in the same squadron (just like Ork torpedoes).

Torpedoes

The speed of torpedoes is brought down to 20cm speed (boarding torpedoes are still 20cm). But torpedo bays automatically reload just like the All Ahead Full special rule (there is still a special order dice placed, and the ship can't reload if on any other special order). Ships still can't combine torpedo salvos.

The strength of torpedoes is changed to 2D6-2 for Kroozers (assuming the Prow Heavy Gunz are replaced by torpedo tubes) and D6-1 for Ravagers.

Kroozers run out of torpedoes on a roll of a double for the strength (but not if a double is rolled for reloading any launch bays) and Ravagers run out on a roll of a 1.

(Note that only the ship that has a double or a 1 rolled runs out others in a squadron would not run out unless they also had a double or a one, a good way to mark this is with the contact markers from the box set.)

Note that launch bays reload as normal.

Heavy Gunz

Heavy Gunz can fire massive 'Flak Shells' allowing them to hit Ordnance on a 5+ rather than a 6+.

Escort Point Values

Onslaught 35pts

Ravager, Savage, and Brute Ramships are all 30pts each.

But these points represent the changes in turrets, torpedoes and Heavy Gunz.



Kr00zin' - Part Two

By Kr00za

This issue, we revisit the shipyards of Kr00za, who is becoming a regular here at Warp Rift and has put together a Chaos Blackstone Fortress. We are always looking for more vessels from players out there, so what are you waiting for?





Heres a list of bitz used -

Tyranid Claws:

9947010602906 x2

9947010602905 x2

9947010602901 x2

9947010602902 x2

Chaos Spawn Spines:

9947991500106

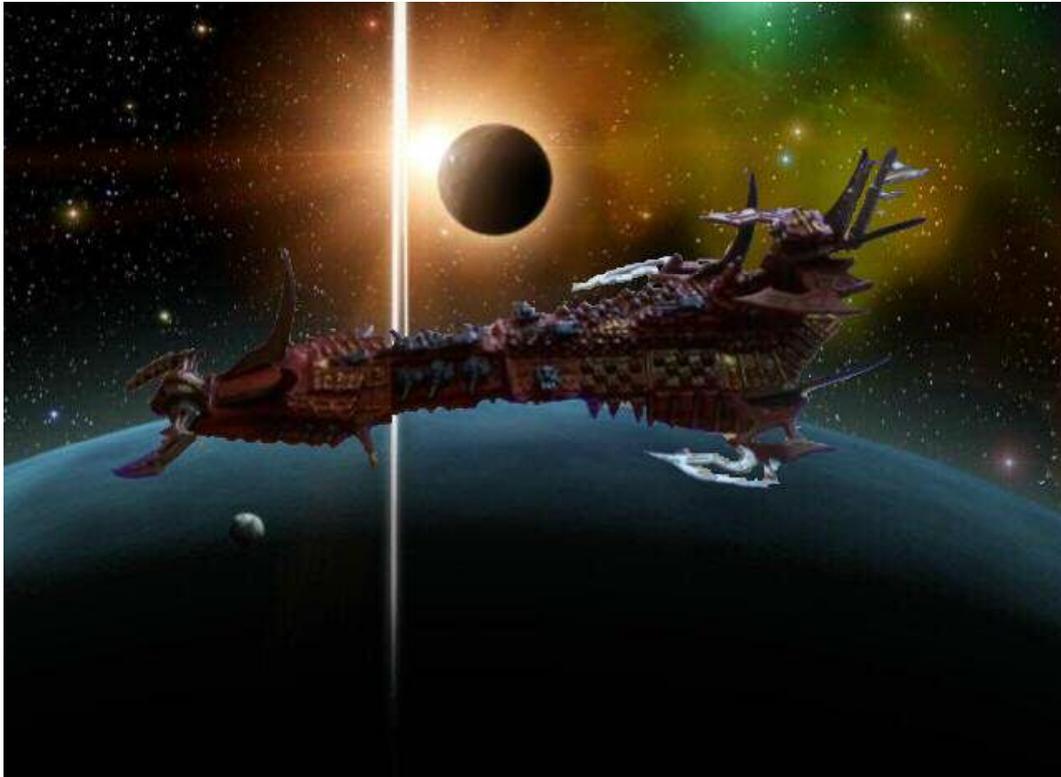
9947991500107

Plus bitz from the Chaos Spiky Bits sprue.



The Captains Day

By Norman



"Admiral Severus, Captain Sinn has been on a rampage, all over three sectors," exclaimed the Commander from Fleet Intelligence. "Sinn has been leaving more death and destruction than some battles fought during the Gothic War. He is also leaving that damn burning heart symbol in some cases".

Looking up at the Commander from Fleet Intelligence, Admiral Severus was deep in thought. Taking a moment to clear his

thoughts, the admiral began to answer.

"Commander, Captain Sinn is deeply unhappy about something." Putting up his hand the Admiral stopped the Commander from asking his questions. "Let me explain a little history first. The burning heart is the symbol he uses to show how his heart is in pain from loss. It was a special symbol between him and his wife Alexandria. It showed his wife how much he loved and

missed her."

"When she was reported to have been killed by an Imperial Taskforce, it broke his heart and his will to live. Using some form of techno-sorcery, Sinn uses the burning heart to show that he is making revenge on the descendants of the Taskforce's senior officers, the Administratum, a planetary governor and a few others. It is also his means to show the Imperium that he had delivered his justice that we did not. Also Commander, the burning heart is used by Captain Sinn when something really has made him angry. Now what is the total number of burning hearts reported now, is it I believe eleven, if so then Captain Sinn is truly upset".

Elsewhere above the planet Thraxis Prime home a Imperial Naval base, six non-descript freighters emerged from warp space. Making it through the naval security check points, the freighters begin to head to the merchant docks located in the naval yard for unloading of supplies that fed the massive Imperial fleets.

"Freighter Hearts Desire, please state the nature of your emergency", spoke the naval controller into the vox caster. "I say again, the helm is not responding, we need assistance

immediately". The naval controller immediately dispatched two heavy tugs to take the Heart Desire under control, as an uncontrolled freighter in the middle of the shipyard was a danger for every ship there.

But before the two tugs could get to the distressed freighter, the Hearts Desire with a burst of speed turned to starboard. From the naval controllers position the Hearts Desire was headed straight for the Overlord Battlecruiser Lord Tempest. Without hesitation the naval controller hit the emergency klaxon alerting the naval yard of an imminent attack.

In Admiral Severus office, the admiral reacted to the sounding klaxon, calling his staff to find out what was happening. As he was beginning to receive the answers, the Hearts Desire rammed into the Lord Tempest exploding into the mighty Battlecruiser. The mighty Battlecruiser rocked from the sympathetic explosions from ammo stores loaded aboard her. But what was to anger the Admiral the most, was not the damage to the Lord Tempest, but the burning heart that would last for a month, that was burning over his ship yard.

In warp space aboard the mighty dreadnought Night Raven the personal flagship of the notorious Captain Sinn, Commander Stephan and Major Anders were

approaching Captain Sinn's personal quarters behind the bridge. As they approached they saw the Captains purser being thrown from the captain's stateroom, "Guards take him to the rack for twenty turns", commanded the voice from within. Obeying the order given, the two Chaos storm troopers picked up the whimpering purser.

As the two storm troopers went to pass Major Anders and Commander Stephan, Major Anders stopped the two troopers, "Sailor what did you do to anger the Captain?" The purser looking up to Major Anders, and with fear in his eyes, "Sir, I forgot the cream for the captains herbal tea".

Major Anders and Commander Stephan both looked at the purser and then to each other. Without hesitation both men turned about face and headed away from the captains quarters.

Later in the officer's mess, a council was being held with Major Anders, Commander Stephan, Ghee, Reng, Plato and the newest member of Captain Sinn's staff Force Commander Bane of the Legion space marines. With all the staff present everyone looked at Commander Stephan the oldest member of Captain Sinn's original crew.

Commander Stephan looked over

the assembled council members. "I have not seen the Captain so upset before this time. I have never seen him completely wipe out a pirates base and not take supplies or grant mercy. He even left a burning heart there".

"What about Kensington, where we raided the planet, took all those prisoners, grabbed what supplies and other stuff he wanted. Then what does he do before we left orbit, he virus bombed the planet. Then he took the prisoners we needed for back at Encounter and traded them to the Dark Eldar for a mimic engine, something he's never done before. He actually traded with the Dark Eldar", spoke Reng.

Ghee looked at them all "Most of the raids and battle we have fought he has left total devastation and no survivors, not too mention the burning heart he has been leaving. Then he sent a burning heart to Admiral Severus as well".

Everyone then looked at Commander Stephan. Deep in thought, Commander Stephan began to think back to when the captain had acted like this before over the thousands of years they had been together. Then it struck him what the problem was as he noted something on the far wall of the officer's mess. Looking at the assembled staff, Commander

Stephan smiled.

"I know what's wrong with the Captain and what we must do", he stated. As he began to speak many of the staff were surprised, that this was the problem. So bowing their heads they began to plan. "When we reach Encounter, we will go our own ways to accomplish the mission."

In uncharted space the fleet of Captain Sinn reached the place where they called home. A small forgotten system that Captain Sinn named Encounter, located in wildspace. Located in Encounter were thirteen planets, that during the time of strife the system was cut off by warp storms and forced to survive. The citizens of the system slowly slid away from the worship of the Emperor and began to worship Chaos undivided. They built ships for the day they would get to rejoin their Chaos brethren.

Captain Sinn, who braved the warp storm that hid Encounter, was seen by the populace as their hero and savior. It is here that the fleet comes to heal and rest. In Encounter Prime's orbit, there is a small planetoid that Captain Sinn calls home when he needs time to rest.

As the officers began to give liberty to the fleet, many would go to Encounter Prime to worship or enjoy the pleasures of Slaanesh, to see the blood games of Khorne,

or seek Tzeentch for guidance. Some go to the small moon where followers of Nurgle reside.

After the Captain had left the Night Raven, the council met once again in the officer's mess. "Ok, I told the Captain we were going to leave the system for training raids or other reasons. He just looked at me and shrugged his shoulders and walked off", spoke Stephan to the others. Looking to the others gathered, Stephan spoke once more, "I wish you all luck and will see you in three month's time". With that the council members left to board other ships of the fleet.

In orbit above the Planet Abnett, Commander Stephan was on the bridge of the Desolator class battle ship Aftermath watching as his mix force of Chaos space marines and infantry assaulted the planet. The system defense ships were no match for the small raiding fleet that came in system. Abnett's small Planetary Defense Force was keeping busy trying to repulse the multiple landings or were digging in to defend vital targets. But in the city of Dunn, a small infiltration team just kidnapped the man they were after.

Evading the PDF troopers in the city of Dunn, the small force of Legion space marines made their pick up with the prize in tow. They boarded their transport and sped to the Aftermath. Once aboard the great battleship, their prisoner



was brought before Commander Stephan. On shaking knees, the man began to plead for his life, "I don't know nothing, I cannot help you", screeched the prisoner. Looking at the man between the two chaos space marines Commander Stephan just smiled and spoke. "Can you make this" as he showed a pic slate to the man. The man just looked up and was utterly speechless for a minute, then "Yes, my lord, I can, just don't hurt me". Turning from the man, "Give the recall order, we make return to Encounter" spoke Commander Stephan.

Elsewhere, aboard the Craftworld Isil-Gan, Reng walked among her people once again. Many shunned her or turned their backs to her as

she walked. As she approached the Crystal Dome, blue armored, silver helmeted Guardian Defenders blocked her admittance. With crossed energy halberds they forbade her entrance. "Reng, you are forbidden entrance to the Crystal Dome" as the Guardian spoke as he was slowly reaching for his shuriken pistol. "You have voluntarily left the home to wonder the path of a Ranger, you have no place here" sneered the Guardian to Reng.

But within the Crystal Dome, the great doors began to open. From in strode an elderly Eldar in regal robes of shimmering blues and gold. Supporting him was a solid ebony colored walking staff. As

the Guardian Defenders saw who was coming through the door they dropped to a knee and bowed their heads. Reng seeing who was coming through the door also did the same. The senior Guardian spoke to the elderly Eldar "Farseer Elvadrierion, we were barring passage of this rogue ranger who tried to gain entrance to the Crystal Dome".

"Delulas, do not bar the passage of your sister. I have been expecting her arrival" spoke the Farseer. With that, Reng stood up and approached. "Now, child offer me your hand so as to support me as we go in". With that Reng, offered her hand to the elder Farseer, and the two proceeded into the Crystal Dome. As they walked in, the great doors closed behind them.

With caring blue eyes, Farseer Elvadrierion looked into Reng's eyes as the two took a seat on a white marble bench among the crystal matrix of the dome. "Now, my child do not let your brother's antics disturb you, but tell me why you have come home. It is not time for you to return to us as of yet".

Looking up, Reng looked at her old mentor, "Lord, I need an item from the Craftworld. I need to give this to Captain Sinn. I believe it will make his mood better. He has sunk into this foul depression and I believe this will make him better".

"Then my child get what you need and return to your Captain" spoke Farseer Elvadrierion. With those words, Reng gently kissed the old eldar Farseer on the cheek and left. As she left, she missed the words the old one softly spoke, "Be well my daughter".

Proceeding to a part of the Craftworld that had not been visited in some time, Reng proceed to the chamber where the prize she was seeking would be found. After much searching through dusty corners, she found her prize. "This shall work," she thought to her self. With her prize in hand, she quickly made her way back to the Webway portal to return to Encounter.

Else where in Imperial held space, a battle rages on the decks of an Inquisition deep space fortress. "Fire in the hold," shouts one of the Chaos Space Marines from Legion as a melta charge explodes against a hatch. From the other side of the hatch comes the return fire of a lascannon. As two of the Chaos Marines attempt to storm the breach the bolts of energy felled them.

"Its no use, we can not force the hatch, the Inquisition Stormies have it blocked with that frakking lascannon. Approaching the huddled Chaos Space Marines, Force Commander Bane, takes a quick look down the hall. "Ok, Marines, stand ready, I have

something for them" spoke Bane to the Marines.

In the distance the deck began to thump as something very heavy was walking upon it. As it drew near, the enhanced senses of the Marines could smell unguents, ozone and hear the noise of servomotors. Standing up the Marines flatten themselves as a Chaos close in Dreadnought lumbered past them. Turning the corner the monstrosity began its slow approach to hatch way. Even as slowly as it moved the Inquisition Storm Troopers could not slow the Dreadnought. All that was heard next was the sounds of men screaming offering prayers to their husk of an Emperor and the crash of metal. In the com beads of the Marines, a metallic voice spoke "All clear". As one the Marines turned the corner and proceeded to the next hatch.

Elsewhere Inquisitor Rankin with two Inquisitor Storm Troopers and a servitor were headed to the nearest Savior pod to escape the servants of Chaos. As the lead Stormtrooper hurriedly turned a corner he smacked into a wall of muscle. Unbalanced the Stormtrooper looked up in time to see a eight-foot tall Orygn standing there with a very big heavy bolter being held one handed. The last thing the Stormtrooper heard and saw was the smile and the word "Ello", as the his life faded.

Aboard the Black Paladin, Ghee the Tzeentch sorcerer felt the power from within the space station, but only for a second before it faded again. From the space station itself, savior pods sprang forth as crew tried to escape. But the weapons of the Black Paladin and her escorts began shooting the pods to prevent the escape. "No!!!!" shouted Ghee, but it was too late as the savior pods were destroyed. Turning his head, Ghee realized that the sword may have been on one of the pods and was now destroyed.

Later in a returning assault transport, Plato sat by himself with a big smile on his face. Nudging one of the fellow Chaos Space Marines, the other spoke, "That Orygn been sitting there smiling like a grox in heat and saying got Boss nice shiny, what an idiot".

On board the freighter Lady Midas, "Major Anders, we have secured the ship" spoke one of his Sergeants. "Have the prize crew, make course to Encounter" shouted Major Anders. Thinking of himself, I wonder if everyone else had it easy.

On Captain Sinn's private planetoid, Captain Sinn was a very unhappy individual. The staff was staying away from him especially after his took a pot shot at his butler for intruding on him. His

Daemonettes and concubines could not please him. Walking on Encounter Prime did him no good as did participating in one of the gladiatorial fights, there was no challenge there, the houses of Slaanesh could offer nothing, Tzeentch offered no solace, and the little Nurgle planet, well he didn't need to extra baggage from there. So the great Captain sat in his rocking chair on the great balcony over looking his vast estate. Sinn could feel the years weigh down upon him; he was feeling old and sorry for himself. His friends were all gone, making excuses to just get away from him.

From a distance the las singing butler slowly on jittery legs entered the room where Captain Sinn was sitting staring out. "Captain Sinn, Milord there is a courier for you in the ballroom, he says Lord Khyron sent him". Cringing in fear, the butler feared the worst as Captain Sinn arose and was heard muttering under his breath as he walked past the butler. "Let me go see what this sycophant has to say from the winged wonder", muttered Captain Sinn as he strode past his butler.

Upon entering the ballroom, "Frak, why are there no lights on in here, is it afraid of some light", mumbled Sinn. Before Captain Sinn could proceed further, the ballroom came to life with lights and sounds. From the throng of

people, aliens and mutants gathered a great "SURPRISE and Happy Birthday Captain!!!" was shouted.

Momentarily stunned, Captain Sinn took a step back and gave a genuine smile of amusement upon his worn features.

"Happy birthday Captain" said Reng as she kissed the Captain on the cheek. Walking past Major Anders, he saluted "Happy birthday sir". Bowing to Captain Sinn, "Long life to you Captain" spoke Ghee. Off to the side Force Commander Bane gave a salute, arm crossed the chest with a half bow. Bouncing from foot to foot was Plato with a large something wrapped in garish paper. Standing behind the crowd was Commander Stephan. Captain Sinn, upon seeing his life long friend, made a bee line to him. Embracing his friend in a hug, Sinn spoke to his closet friend "Thanks, Stephan, I know you did this". Holding him close Sinn whispered in his friends ear " You know I will get you for this with a very good joke". Standing back from his friend, Stephan looked at his friend, "I know you will", he replied.

"Now follow me" smiled Stephan to his friend. Out in the middle of the floor was the biggest birthday cake that had been seen in some years. "Captain, I went to all the trouble with some of Bane and

Anders men to kidnap the best pastry chief I could find to make this cake. It is your favorite, Devil's Delight" spoke Stephan.

Silent as a whisper, Reng was standing next to the Captain with a ornate wrapped present in her hands. "Captain I wish to give this too you, it is from me to you" spoke Reng. Slowly opening the present, Captain Sinn looked upon a bluish grey cloth neatly laid in the box. "Pull it out Captain". With out further waiting Sinn pulled out a garment that was slightly longer than a mans undershirt. With a puzzled look, Sinn glanced at Reng. Returning the look Reng answered. "Am, it is a mithril shirt. It is designed to prevent injury to the wearer". Looking up, Captain Sinn pulled Reng close and kissed her deep.

"Captain, we have more presents for you to open" spoke a voice in the background. From the Legion Space Marines and Ghee there was an amulet of Demon calling, Major Anders forces brought in a freighter of fine wines and luxury products. Others brought a variety of gifts and offers. Even the Demon Prince Khyron sent a squadron of the new Hells Talon Fighters.

As the present were done being opened, Plato came forward to present his to Captain Sinn. In his deep voice Plato spoke to the Captain, "Boss, ere is present I got

for you, it is shiny, you like", smiled the giant Ogryn. Taking the present from Plato, Captain Sinn took a seat to open the huge package. Amid the crowd of people there was mumbling on what the giant Ogryn may had gotten the Captain. Bets were on a busted las gun.

As Captain Sinn removed all the gaudy wrapping from around the case, it was evident it was a weapons case that was warded to prevent psychic emissions from escaping. When the Captain opened the case, Ghee felt the energy, he now knew where the sword of the Apocalypse went, and Plato apparently found it.

"Ghee, what is this sword, do you know" asked Captain Sinn.

"It is the Sword of the Apocalypse; it has the 4 known powers of Chaos, Tzeentch, Slaanesh, Khorne and Nurgle. Also there is a fifth power but I have no idea what it does. The cross guard has the four powers and the pommel holds the fifth. The sword is very powerful, from what I understand it give its wielder strength from Khorne, grace from Slaanesh, skill from Tzeentch and stamina from Nurgle. The fifth I am unsure what it would do for the wielder" spoke Ghee. Looking at the sword admiringly, Sinn felt the power flow through his body as the sword and its new owner silently matched wits.

Placing the sword down, Captain Sinn faced the crowd of friends, looking for a face. Captain Sinn strode toward them. "Reng, come and go with me". Taking Reng by the hand, Captain Sinn waved to the group and left the room with Reng in tow.

Deep in the Eye of Terror aboard the flagship of Warmaster Fathom, the Warmaster was not sleeping very well. A voice was being persistent in his mind. Finally being unable to take it no more, Fathom sat bolt up in his bed, "What in the name of Horus do you want with me" he shouted to the empty room. Slowly a golden glow began to gather in the shape of a small winged dragon with multiple colors that radiated. "Why Warmaster Fathom, I have come to offer you power if you accept".

"Accept power from a demon I know nothing of", spoke Fathom. The voice responded from the glowing dragon, "But Fathom you called me, Lord Tzeentch, your soul speaks of revenge and power". Momentarily shocked, Fathom weighed his chances to himself. Once again the dragon spoke as anticipating what Fathom was thinking, "I can make you stronger, powerful, you would not have to serve Abbadon and you could have revenge on Sinn as well".

Getting out of his bed, Warmaster Fathom took a knee before the Lord of Change and uttered words that would change his life again. "I accept". Unseen by Fathom, there was a slight smile to the face of the Lord of Change.



Docking Claws

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

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

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

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

The Golgotha Spiral

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

Incoming

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