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Warp Rift

The Battlefleet Gothic netzine

Issue 13

*Space Wolves
The Eye of Argonis
...and more...*



From the Nexus Publishing House

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Warp Rift:
Issue Thirteen
July 2007

+++ Ragnarok +++

All right, before you another issue of Warp Rift and this time it is Wolf Time!

Last month Specialist Games finally gave us Battlefleet Gothic players some new models. In august the Ad Mech / Mars vessels will be available to us through mail order.

Lets wait and see what the rules will bring on them.

As well I hope to see some pictures of your own painted Ad Mech vessels in a future edition of Warp Rift.

On top of the new models Battlefleet Gothic will also be starring in White Dwarf issue 133.

Issue 13 features an extensive article by Admiral D'Artagnan about the Space Wolves Space Marines.

Besides the large portion of Space Wolves this issue also features a very fine and useful (I imagine) do it yourselves Voss Prow schematic, an Imperial Navy fleet building article, some variant ideas for Nova Cannon armed cruisers plus some fine vessels in the showcase and a story called the 'Eye of Argonis'.

Even though it is mentioned in the box to the right I kindly point out to you on not forgetting Gothicomp 2007 set up by www.tacticalwargames.net.

Happy Gaming, Painting & Converting, Roy

Do not forget to make a last minute entry and vote!

**Gothicomp 2007
Dates**

Submissions: may 1 – july 31

Voting round one: august 1 – august 22

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Encyclopaedia Gothica

Fleets of the Galaxy

Imperial Navy

Fleet building - Imperial Navy 3rd Calth Battlegroup

By Robert 'Orangesm' Holland

In the first issue of Firebase, I was picked up to do build a BFG Fleet for under 140 USD in less than 3 months. The follow on to this article did not see the light of day. I stated that my fleet would be historically based fleet. This meant from the start I would have an eye towards a large number of escorts and lighter vessels and a few cruisers to form the core of the fleet. I started by deciding how many escorts I wanted, a very odd decision. Some of this was driven by what I already had and I am counting those against my budget.



So fleet selection proceeded. To start 4 Cruisers form the core of the fleet. I started with the basic ship of the line a Lunar. The Lunar provides a variety of firepower and is a good start to any fleet. It provides enough firepower to hurt another ship, but lacks the punch of more dedicated vessels.

The next capital ship I chose was a Dictator. The Dictator is the only ship in this fleet that will have Attack Craft. Many people would gasp at this, but the reason it is there is to provide fighter cover. This is not the traditional use of attack craft as most players use them to go after the opposing fleet. The fighters will provide cover to the capital ships. Escorts will support each other using their turrets.

The next two ships were a Gothic and a Dominator. These two ships would be the hard hitters. The Dominator's purpose is to get in close with the enemy fleet and fire full broadsides on the closest enemy vessels. Once the Dominator has let loose hell, the Gothic finishes them off. The Dominator will deal with enemy vessels as they approach using the Nova Cannon. The Gothic, Lunar, and Dictator will try and force the enemy fleet to have to split or finish off a group of ships using torpedoes.

On to the escorts and there a bunch of them. With 4 Cruisers that means I need at least 8 escorts. No problem. Up front I wanted to include at least two Dauntlesses. I added these and will use them as a squadron, supporting the Dominator and Gothic.

The ships I already had were 2 Cobras and 3 Swords. They had an old paint scheme that I had redone on one fleet, so these are my starting point.

I started off with the Swords to test the paint scheme and it turned out just how I wanted. After the Swords I painted up some Heavy Transports from Forgeworld. These turned out well and I had settled with the scheme. So now to buy the rest.

Started off by purchasing a blister of 3 Firestorms and 4 Cobras when I went to the Glen Burnie Battle Bunker over the summer to play a game of Epic. And then I ran into a problem, the US Online Store and US stores in general do not stock everything that I want. So I had to order from the UK, so I needed to make it a big order and well worth it. Along with the ships for the fleet.

I also purchased two transport vessels and some attack craft. The purchase made I began painting once it all arrived.

It took me about a week to paint the fleet; I ran out of spray paint near the end and had to base the last 3 Swords using brush and Chaos Black.

Tactics

Now the basic strategy of this fleet is to divide and conquer. The speed of the escorts should help with this greatly as the fleet will be more fluid than most Imperial fleets. Chaos ships trying to engage at long range will have to deal with a single Nova Cannon, which should space them out a bit allowing the fast Imperial Escorts to gang up on the ships one at a time and work their way through the enemy fleet. Against Eldar the goal would be to bring the weapons batteries to bear at close range, the escorts being the best able to keep up with the Eldar movements. These two fleets are the ones I have the most experience fighting and the two I can plan the best for. Other fleets will require a little more trial and error to determine what exactly is the best technique. But divide and conquer is the core strategy for this fleet. We will see if I find any opponents locally or even within 5 hours drive.

+++ Let the Emperor be our Guide +++



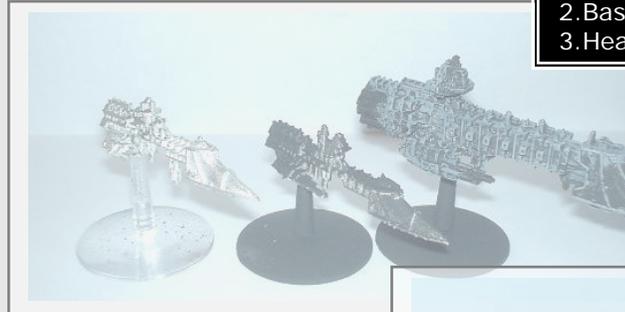
Fleet List

Lunar Class Cruiser <i>Athena</i> –	180
Dictator Class Cruiser <i>Hephaestus</i> (313 <i>Space Wing</i> & 314 <i>Composite Wing</i>) –	220
Dominator Class Cruiser <i>Helios</i> –	190
Gothic Class Cruiser <i>Eos</i> –	180
Dauntless Class Light Cruiser <i>Apollo</i> -	110
Dauntless Class Light Cruiser <i>Artemis</i> –	110
<i>Imperial Navy Patrol Squadron 31</i> (3 Swords) –	105
<i>Imperial Navy Patrol Squadron 32</i> (3 Swords) –	105
<i>Imperial Navy Support Squadron 33</i> (3 Firestorms) –	120
<i>Imperial Navy Hunting Pack 41</i> (3 Cobras) –	90
<i>Imperial Navy Hunting Pack 42</i> (3 Cobras) –	90
<i>Admiral Marneus Plutia</i> (Ld 9) -	100
Total:	1600 pts

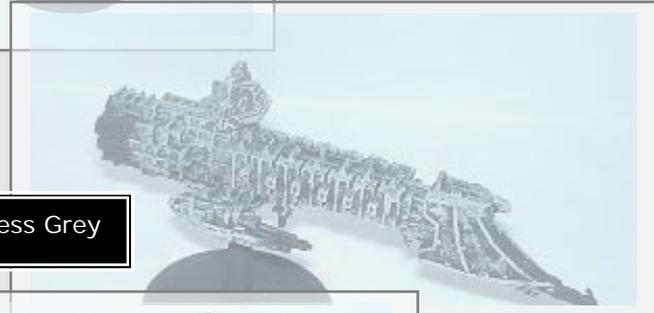
Note: In a 1500 point game I will not use either 1 of the Sword Patrol Squadrons or one of the Dauntless Class Light Cruisers.



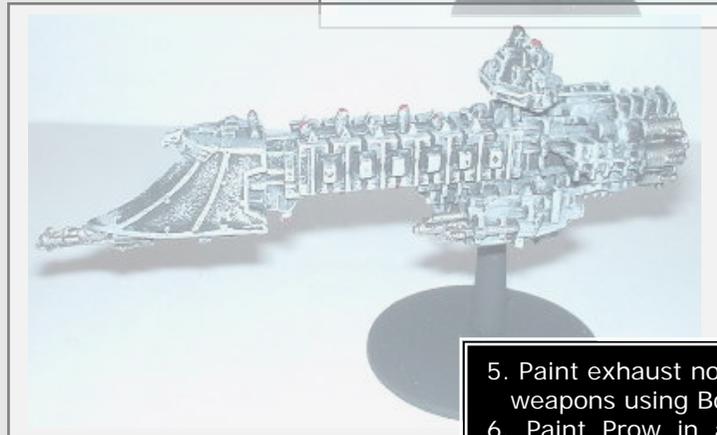
7. Pick out details such as lights and bridge areas with Red or Yellow
8. Pick out weapon mounts using Chaos Black.
9. Clean up as nessecary



1. Assembled Ship
2. Base Coat of Chaos Black
3. Heavy Drybrushing of Codex Grey



4. Light Drybrushing of Fortress Grey



5. Paint exhaust nozzles, side bound weapons using Boltgun Metal
6. Paint Prow in a green color (Goblin Green, Dark Angels Green, Camo Green, Snot Green, or Catachan Green)

Rules

**Experimental rules for ships with a default prow mounted
Nova Cannon**

By Gorthaur

Apocalypse class Battleship

The Apocalypse class may upgrade it's Nova Cannon into a strength 9 torpedo salvo for 10 points. It then gets a ramspike and 5 additional cm of speed.

As an alternative the Nova Cannon may be removed, the prow upgraded with a ramspike but no further prow armament. The energy formerly needed to run the Nova-systems can now be used to stabilize the Lance-systems and make them run all time at their full range of 60cm without risking to damage the ship. This option costs no extra points.

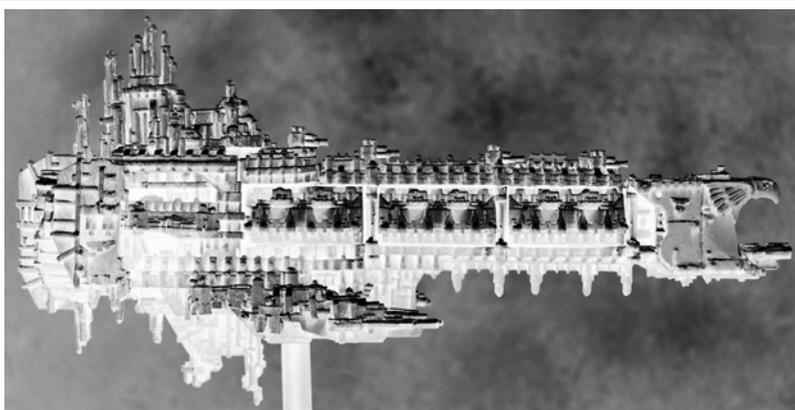


Mars class Battlecruiser

The Mars class now has the option to get rid of it's Nova Cannon which is replaced with a strength 6 torpedo salvo for -15 points. The ship also gets a ramspike if this option is chosen.

Dominator class Cruiser

The Dominator may remove the NC for -15 points and add a strength 6 torpedo salvo and a ramspike to it's prow.



Fleets

The Fangs of the Imperium

For the Strength of the Pack is the Wolf and the Strength of the Wolf is the Pack

By Dex 'Admiral D'Artagnan' Sy

Acknowledgements:

Much of the base stuff I used is based from Games Workshop. I also acknowledge Xabre who designed the initial Assault Barge and Assault Cruiser though I have changed them a bit and also Warmaster Ancaris for helping me tweak the list. I am also acknowledging William King for the character ships which I used based on his book. Some of the ship's have deviated from the source which I got them from, especially the Ragnarok (which I found on the Horus Heresy CCG), Fist of Russ and Ironwolf (which is from William King's Space Wolf series) as there is just a lot of contradictory sources as well as this writer's creative license when making this list. I have had to take liberties with some of the fluff in order to finish this article on time else, Blackhorizon might send his Chaos or Tau after me. I hope this list will not be too controversial. This is just my idea of how Space Wolves operate and most likely will differ with Specialist Games approach. Some may find it over the top, others may find it fair and still a minute few may find it under whelming. Still I hope it offers Space Wolf players another option on how their beloved Chapter's fleet can be played.

Admiral D'Artagnan

The noise of battle echoed throughout the hold where the Space Wolves laid in wait. Dust fell from the ceiling as their ship's shield struggled to keep out the effects of the enemy's arsenal from tearing them to shreds. The smell of ozone, gunpowder and a thousand other scents heightened the Wolves awareness; the caged animal inside them yearned all the more to break free and yield to the madness. The feared Fenrisian Wolves accompanying them were already snapping at each other. They would much prefer to be in personal combat than to endure this almost incessant shelling; the Blood Claws are about to go berserk amongst themselves.

"Patience, Wolfings", the veteran Wolf Guard Sergeant's deep, raspy voice intoned. "I know that the sound and smell of battle are making you anxious. I feel the same way. But as I have discovered that since I myself first gained entry to the wolves as a young pup hundreds of years ago, we must all wait our turn. We must trust our Brothers who rule this vessel to do their duty just as they trust us to do ours. Soon we will be required and when that moment arrives, I want all of you to be focused. Focused to achieve the task at hand."

The Blood Claws relaxed at the words of their Sergeant, his words tempering their animalistic rage. The few who were almost

about to brawl managed to keep their emotions in check.

"Good," said the Sergeant. "We will have foes to test our fangs and fury soon enough."

The Space Wolf Battle Barge *Pride of Fenris* guns were all ablaze, shooting at the enemy cruiser, alongside one of the Strike Cruisers in its pack: the *Wolf's Redoubt*. Their firepower covered the enemy in multiple explosions as their target's shields failed and their rounds punched through. Meanwhile, the *Asaheim's Fury*, sister to the *Wolf's Redoubt*, and their escorting Firestorms harassed the other enemy ships as best as they could while Thunderhawks

prowled around preventing enemy ordnance from approaching their mother ships or taking out all enemy escorts that tried to come near.

"Brother, the enemy has taken grievous hurt. Heavy damage to it's hull here and here as well as some hits near the bridge. It's also possible we may have disabled their port batteries. We have not noticed fire coming from those weapon banks in quite sometime," Iron Priest Kurtz reports. "The time draws near."

The data from the sensors were read by the Space Wolf lord Kiejl Blackwulf. Indeed, the damage had been formidable. While the damage on his flagship had been minimal, they had, to say the least, 'torn the enemy ship a new one.' The incoming reports filtered through his own diagnostics. Here in this place deep within the ship it felt as if he and the ship were one. He felt the damage done to his command, which were the result of successful enemy hits, as pain. Reports of some of his brother Wolves succumbed in battles elsewhere were also a concern to him. Recovering the gene seeds would not be easy. Even those who served on his flagship but failed their test to become a warrior within the Wolves, they were important as well as his ship could not function efficiently without their presence.

"Yes, it's about time," the Space Wolf Commander replied. "Prepare to bring the *Pride* alongside the enemy vessel. Order the *Wolf's Redoubt* to assist the *Asaheim's*

Fury in attending to the remaining enemy ships. Battle Leader Russ will need the extra firepower. Order them to continue laying down harassing fire. We should be able to handle this one by ourselves. Send our Thunderhawks to assist them as well. In the meantime..." At his command, a switch activates and he rose from his place.

A signal pierced through the rumbling echoes of combat: "Heed the words of Kiejl Blackwulf. Brothers, make ready, The time draws near when we can release our wrath. You all know our target well. Her corridors should not differ much from others of her class though we must be ready for any changes. We've hurt them. By Grimnar's

beard we have. And now we shall take another prize for our own, to lay at Lord Logan's feet and make him proud. And in this matter..." a massive steel hatch rose up where a huge equipment shaft elevator was located, the bright light behind it obscured the massive figure for a moment and as their eyes adjusted, they beheld their Venerable Lord and Brother Blackwulf, menacing in ancient Dreadnought armour. Stomping forward and slamming onto the deck, behind him Iron Priest Kurtz with his deadly Thunderhammer followed.

"In this matter, I plan to lead the way to lay hurt on this traitorous scum personally!" And with a mighty howl, the Wolves went forth to savage the enemy vessel.



Space Wolves Fleet Command

Fleet Commander

A Space Wolf Fleet does not follow the normal organization as the other races' fleets and follows its own navy organization more closely. As such a Space Wolf Fleet must include 1 Fleet Commander for every 750 points of ships.

0-1 Venerable Dreadnought

You may include 1 Venerable Dreadnought. The Venerable Dreadnought must be assigned to the Battle Barge and may not be used in any fleet list that does not include a Battle Barge. If there is also a Venerable Battle Barge in the list, then the Venerable Dreadnought must be automatically assigned there.

Venerable Dreadnought (Ld 10) –150 points

You may buy additional re-rolls:

- * One re-roll - 30 points
- * Two re-rolls - 60 points
- * Three re-rolls - 90 points

The Venerable Dreadnought also has other special rules:

Old & Wise: Improved Attack Rating

Venerable Dreadnoughts are wise in the ways of war. As such, they add +1 to the Attack Rating table when rolling for scenarios. In case of a tie or the Attack Rating table is not used, then the Space

Wolf player can get to re-roll the dice to see who moves first.

Hard to Kill: Repair Criticals

The Venerable Dreadnought is integrated into his ships systems when it is aboard where it can better direct his ship's efforts at any damage control aside from commanding the battle more efficiently. When a Critical occurs, the ship with the Venerable Dreadnought needs a 5+ to repair Critical Damage during the End Phase.

Leader: Improved Boarding

The ship with a Venerable Dreadnought may re-roll the D6 roll when the ship it is on is involved in a boarding action. The second roll stands.

Long Fang Fleet Leader

You may include any number of Long Fang Fleet Leader to satisfy the 1 Fleet Commander in 750 points rule. They can be assigned to a Strike Cruiser. If there is a Battle Barge in the fleet then he must be assigned there unless a Venerable Dreadnought is also taken.

Long Fang Fleet Leader (Ld 9) - 100 points

You may buy additional re-rolls:

- * One re-roll - 30 points
- * Two re-rolls - 60 points

The Long Fang Fleet Leader also has this special rule:

Fire Control:

The Long Fang Pack Leader allows his ship and/or squadron to automatically pass the Leadership test to fire at anything but the nearest enemy.

Wolf Guard Battle Leader

You may include any number of Wolf Guard Battle Leaders to satisfy the 1 Fleet Commander in 750 points rule. They can be assigned to any ship. The Wolf Guard Battle Leader has one re-roll to use.

Wolf Guard Battle Leader (Ld 9) - 40 pts

The Wolf Guard Battle Leader is limited to buying only one additional re-roll at 30 pts.

In addition, the Venerable Dreadnought's ship may carry a Wolf Guard Terminator Boarding Party for +30 points. However, Space Wolves have little trust or respect for the more arcane aspects of teleporting and dislike the idea and are stubbornly opposed to its use. Therefore a Space Wolf Fleet **cannot** do a teleport attack. Instead the Terminator Boarding party confers an additional +1 to the D6 roll when the ship is involved in a boarding action. Once the Terminators have performed in a boarding action, they may not be used for the rest of the battle.

Additional Space Wolves Characteristics

Wolf Packs

The Space Wolves only fight in packs, much as their lupine brothers and this is extended even towards their warships. By fighting as a unit, they can bring down their foes much more efficiently. All their ships must be in squadrons but instead of grouping the vessels by type (escort, cruiser, grand cruiser or battleship), the Space Wolves disregard the regular squadron rules and all the types can be mixed together. This means the Battle Barge, the Strike Cruisers and the Escorts can be in the same squadron with the Battle Barge (if available) or Strike Cruiser (if the Barge is not available) taking the role of the Alpha Dog. If the fleet is large enough (e.g. 1500 points), you can have two or three squadrons of ships. You can still choose to follow the traditional squadron rules by type but the important thing is all ships must be in squadrons.

Blood Feud

The Space Wolves never forget a grudge and have had a millennia long feud with the Dark Angels Space Marine Chapter and the Thousand Sons Chaos Space Marine Legion. When facing a fleet of Dark Angels or Thousands sons then the Space Wolves may not disengage until the Dark Angels or Thousand Sons ship is either destroyed or has disengaged itself. When going onto 'Lock On' special orders against a Dark

Angels or Thousand Sons crewed ship, Space Wolf ships gain +1 Ld. At the start of the game you must determine which models are Dark Angels or Thousand Sons. On the other hand, Dark Angels or Thousand Sons ship/fleet also gains this advantage against the Space Wolves.

I Want That Ship!

The Space Wolves are known for their penchant of capturing Imperial or Chaos ships for their own use rather than simply destroying them. Space Wolves players can choose to capture **one** capital ship per game when fighting Imperial or Chaos forces. Declare in the movement phase of the Space Wolf player's turn that he is attempting to capture and choose a target. As with the procedures for Moving in for Boarding on p. 34 of the main rulebook, vessels attempting to board may not shoot nor launch ordnance. The Space Wolves will not capture loyalist Space Marine ships. Defences cannot be captured.

Boarding Modifiers

The Space Wolves, being Space Marines get a +2 modifier for boarding, except against the Imperial Navy, Space Marines & Chaos ships, against which they get a +1 modifier, see also below.

Improved Boarding Value

When boarding Imperial, Space Marine or

Chaos ships, the Space Wolves **double** their Boarding Value. This modifier is applied whether the boarding action is a regular boarding action or a boarding action with the intent of capturing an Imperial Navy or Chaos ship. This is to emphasize the familiarity and experience that the Space Wolves have for Imperial, Space Marine and Chaos ship designs due to their repeated attempts to board these races' ships and the availability of the designs in their fleet. Remember to add the +1 modifier for being Space Marines against these three races.

The Planet Killer is a special case and the Space Wolves will not have any familiarity with Abaddon's flagship. Therefore, against the Planet Killer as well as the other races, follow the normal rules for boarding with respect to Space Marines which means only a +2 modifier is applied.

Boarding Action Results When Attempting To Capture an Imperial or Chaos Ship

The player with the highest total score is the winner. The losing ship suffers 1 point of damage for each point it lost the combat by. The chance of the boarded ship suffering a critical hit is waived during this type of boarding action as more care is used by the boarders to capture the ship intact. Just imagine that the Hit Points

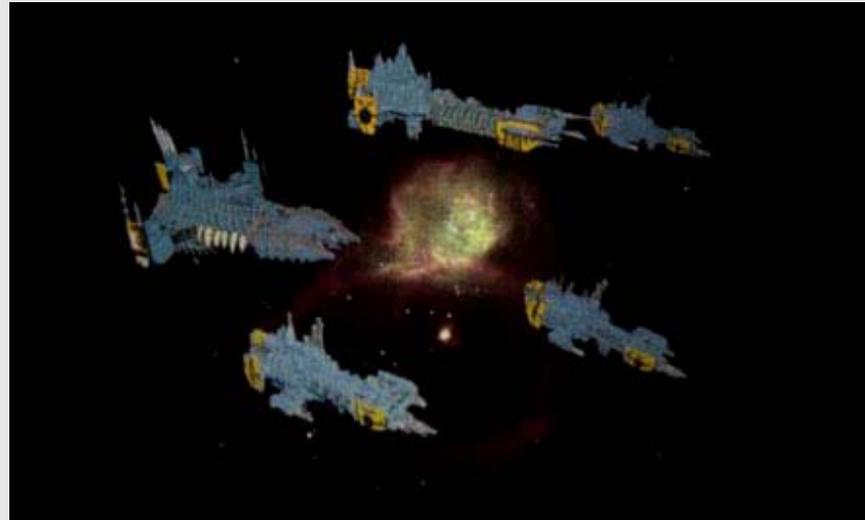
represents the crew instead of actual damage to the ship. The boarding ship(s) **will** suffer the effects of critical hits.

When a ship that is being captured is reduced to 0 HP by a Boarding Action, do not roll on the Catastrophic Damage table. Instead the ship is now under the control of the Space Wolves. At the end of the Space Wolf player's turn, the ship will attempt to disengage. The Space Wolf player rolls 2D6 against Leadership 6. If the ship unsuccessfully disengages then during the opponent's turn, it will have 1 HP, full shields, counts as crippled and have an Ld of 6. If it manages to survive the opponent's turn then it will do nothing other than attempt to disengage again at the turn of the Space Wolf player. Target ships which survive this type of boarding action may only move off in its movement phase if it passes a Leadership check at -3 due to all the confusion that is ensuing inside the ship.

Be reminded that the above Boarding Action Result is used when using the Space Wolves' rule for capturing a ship. In normal boarding situations, follow the Boarding Action Result on page 34 of the main rulebook.

Follow the rules for Drawn Combats and Escort Ships Boarding in the same page. Multi-ship Boarding is also followed but the only difference is again, the boarded ship will not suffer critical hits but the boarding ships will.

Victory Points can only be awarded to the



Space Wolves if the captured ship successfully disengages. If it is destroyed, no one gets the Victory Points. If the boarding ship includes a Venerable Dreadnought, it can use its Improved Boarding rule. Against a Dark Angel or Thousand Son vessel, then the Space Wolves will destroy it rather than capture it (except in campaigns when it might need to be captured).

Effects of capturing Imperial Navy ships in campaigns

During campaigns, every time a Space Wolf fleet attempts to capture an IN ship, the Space Wolf player will lose Renown at an increasing rate. The first time the Space Wolves attempts to capture an IN ship, the Space Wolf player will lose one Renown. The second time the Space Wolves

attempts to captures an IN ship, he will lose two Renown and so on. The third time the Space Wolves capture an IN ship, aside from losing three Renown, they will now be considered hostile by all Imperial Navy **and** Space Marine players. Furthermore, decrease the chances of granting the appeal by increasing the required dice roll by +1 for every attempt up to the max of 6. The loss of Renown happens whether the Space Wolf player successfully captures the Imperial Navy vessel or not.

The Space Wolf player may also start the campaign with one captured cruiser but this must be rolled for via the rules under 0-1 Captured Cruiser rules in the Capital Ships section below. If the Space Wolf player successfully rolled for a Captured Cruiser, he loses one Renown immediately.

Space Wolves Fleet List

CAPITAL SHIPS

The Space Wolf Fleet

Rumors have it that the Space Wolf fleet is made up of 15 Great Ships, one for each of the 12 Great Companies plus 3 reserves. Not all of these Great Ships are of the regular Space Marine ships one can find in most Chapters. For example, the ship used by the Great Wolf is an ancient one, dating from the time when the Imperium was at it's glorious. Others have been taken in battle or modified to better suit the Wolves' needs. Still, it is far more common to see the regular Battle Barge and Strike Cruiser than any of the modified or captured warships. However, with the untrusting nature of the Space Wolves, it would be difficult to substantiate the rumors and actual composition of the Space Wolves' fleet.

0-1 Venerable Battle Barge

You may include one Venerable Battle Barge in a fleet worth more than 1,500 points. The Space Wolves already have a Venerable Battle Barge in the form of the *Pride of Fenris*, an Emperor class battleship and this is the ship you must usually take. However, if the Space Wolf player prefers to use another class for his Venerable Battle Barge, especially due to the fact that the *Pride of Fenris* can only be taken in games of 2,000 points or more and

requiring the opponent's permission, then the *Pride of Fenris* can be set aside in the interest of having a fun game.

Since the Space Wolves are more of an assault type of marine, they are limited to only using ships with Launch Bays as their Venerable Battle Barge. This limits them to the Emperor, Oberon, Despoiler predecessor, Styx or Mars. The usual rules involving a Venerable Battle Barge are followed.

Venerable Battle Barge - Point Varies

0-3 Battle Barges

You may include one Space Marine Battle Barge for every 750 points or part thereof in your fleet up to the maximum of 3. In addition, you can include an Assault Barge instead of a regular Battle Barge but the regular Battle Barge must be taken first. Note that the Venerable Battle Barge is not counted towards this limit. Use the standard Battle Barge's stats found in Armada while the Assault Barge's stats are in the Variants section of this article.

Space Marine Battle Barge - 425 points
Space Marine Assault Barge - 450 points

Special Rules: for every Assault Barge, you must have one standard Battle Barge.

0-10 Cruisers

You may take as many Space Marine Strike Cruisers up to the maximum limit of 10. Use the standard Strike Cruiser's stats found in Armada while the Assault Cruiser's stats are in the Variants section of this article.

Space Marine Strike Cruisers - 145 points
Space Marine Assault Cruisers - 170 points

Special Rules: for every Assault cruiser, you must have one standard Strike Cruiser.



0-1 Captured Cruiser

Space Wolves are notorious for capturing and using Imperial or Chaos ships, much to the consternation of the Inquisition. Before the start of the game, roll a D6. On a roll of six, you may include one Imperial or Chaos regular-, heavy- or battle- or grand cruiser to use in your game. You can either pick the cruiser from what's available in the Imperial or Chaos fleet lists if your opponent agrees or roll for it using another D6.

Die Roll - Ship type

- 1-2 - Light Cruiser
- 3-4 - Regular Cruiser
- 5 - Heavy/Battlecruiser
- 6 - Grand Cruiser

You must then adjust your fleet list accordingly to fit the captured cruiser's cost in the agreed points of the battle. In this case, the normal restriction for acquiring heavy, battle- or grand cruiser is waived.

Additional notes for Captured Cruiser

Captured ships with launch bays will be upgraded to use Thunderhawks with this slight change in the rules: take half of total available bays and round up. So a Styx only has Strength 3 Thunderhawks available for it.

Captured ships with Nova Cannons always re-roll the scatter dice on direct hits with the second roll standing or choose to replace the NC with Firepower 4, 30 cm, Left-Front-Right Bombardment Cannons for



free. In addition, SM needs to pass a successful Reload Ordnance check at -1 for the Nova Cannon to fire again. Lastly, the the ship with the Nova Cannon is limited to D6 shots, rolled before the game begins.

Captured ships with torpedoes get access to boarding torpedoes for free.

+++

Escorts

Space Wolf Escorts are limited to the options below. The Space Wolves prefer Escorts with weapons that can hurt their enemy and help them with their boarding. Space Wolves have never hidden the fact that they long for the old days when their ships were at their zenith. And so, even while they are drastically hampered by the Codex, they would go out of their way to circumvent the rules while staying within it.

The Sword, the Falchion and the Gladius might be useful...to other Chapters, but not the Space Wolves.

- Rapid Strike Vessel (Cobra) - 35 points
- Rapid Strike Vessel (Firestorm)- 45 points
- Hunter class Destroyer - 40 points
- Nova class Frigate - 50 points

Note:

The Sword-, Falchion- and Gladius class though not available to the Space Wolves normally can still be acquired via the Reserve Rules in Armada.

+++

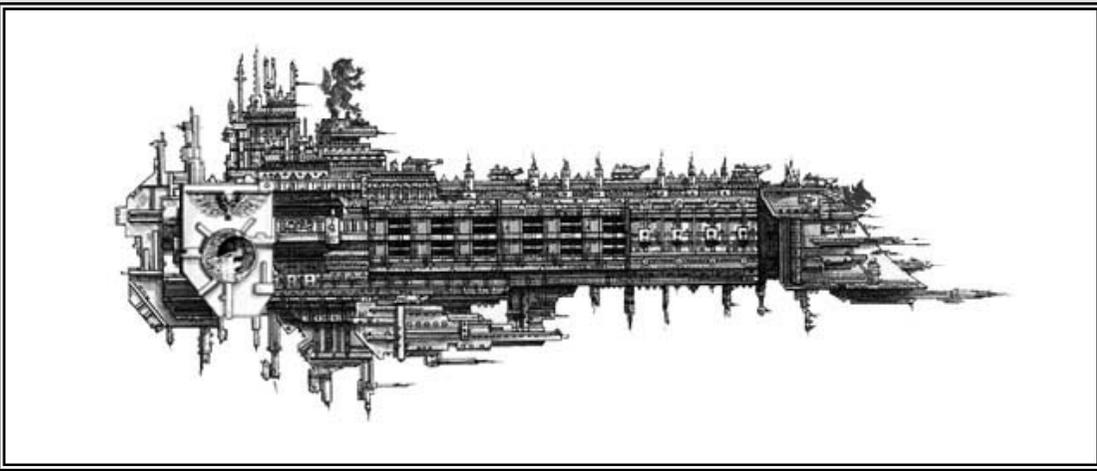
ORDNANCE

Any ship with launch bays carry the Thunderhawk Gunships. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes.

Space Wolves Character Ships

The Space Wolves, being one of the original Legions of the Emperor, has a long and colorful history behind it. For 10,000 years, it has helped defend the Imperium from the transgressions of Chaos and the threat of the Xenos. The long saga of the Wolves includes innumerable records of feats and valor and some of them include famous Wolf ships that have left an indelible mark in the oral Vedas of Russ' pack. Some of these ships are presented below. These ships are still active in the Space Wolf battlefleet and they are always ready to hunt and pounce on their unsuspecting foes.

Pride of Fenris, Emperor Class Battleship* **440 points*



Notes:
 The *Pride of Fenris* is a slow and ponderous vessel and cannot use Come to New Heading special orders. As with all Emperor class battleships, the *Pride of Fenris* dispenses with the normal armoured prow and instead carries a mass of prows and forward turrets. Giving it +1 to its leadership rating.
 The *Pride of Fenris* cannot carry Shark Assault Boats.
 The *Pride of Fenris* has had the Auxiliary Power Relay Refit giving it +5 cm speed.
 The *Pride of Fenris* 's cost includes the +35 points for SM Rules.
 The *Pride of Fenris* is considered as a Venerable Battle Barge for gaming purposes.
 The *Pride of Fenris*, being a Character ship, is only available in games of more than 2,000 points and can only be played with your opponent's permission and are not available to the 13th Wulfen.

Type/Hits	Speed	Turns	Armour	Shields	Turrets
Battleship/12	20 cm	45°	5+	4	5
Armament		Range/Speed	Firepower/Strength		Fire Arc
Prow Weapon Batteries		60 cm	5		Left/Front/Right
Dorsal Weapon Batteries		60 cm	5		Left/Front/Right
Port Weapon Batteries		60 cm	6		Left
Starboard Weapon Batteries		60 cm	6		Right
Port Launch Bays		Thunderhawks: 25 cm	2		-
Starboard Launch Bays		Thunderhawks: 25 cm	2		-

***The Pride of Fenris
-Venerable Battle Barge-***

Handed down from Great Wolf to Great Wolf, the *Pride of Fenris* dates almost all the way to the time when the Emperor and the Space Wolves Primarch, Leman Russ, first had their brawl. This ancient, stupendous vessel was the flagship of Russ himself and spearheaded the Space Wolf assault fleet, bestowed upon him by the Emperor himself on the day He gave Russ the 6th Legion. A mighty vessel of the Emperor class, it was a fitting chariot for Russ from which he could command his legion. When he led his brother wolves into the fray, their foes would soon find that surrender was a much simpler exercise than trying to match the ferocity of the Fangs of the Emperor.

During the Horus Heresy, the *Pride of Fenris* spearheaded the engagement against the Thousand Sons homeworld of Prospero. Her squadrons and weapons all laid waste to the Thousand Sons' defending battlewagons and the Space Wolves contingent in her bowels were the first to land planetside and Russ rushed out to deal swift and harsh punishment to their ex-brothers as soon as the Dreadclaws hatches opened. Meanwhile her guns and her squadrons of Swiftdeath fighters and Doomfire bombers ravaged the flagship of Magnus, *The Eternal Eye of the Red*, similar in class to the *Terminus Est*. The 13th Company would soon detach



themselves and pursued the forces of Magnus into the Eye of Terror.

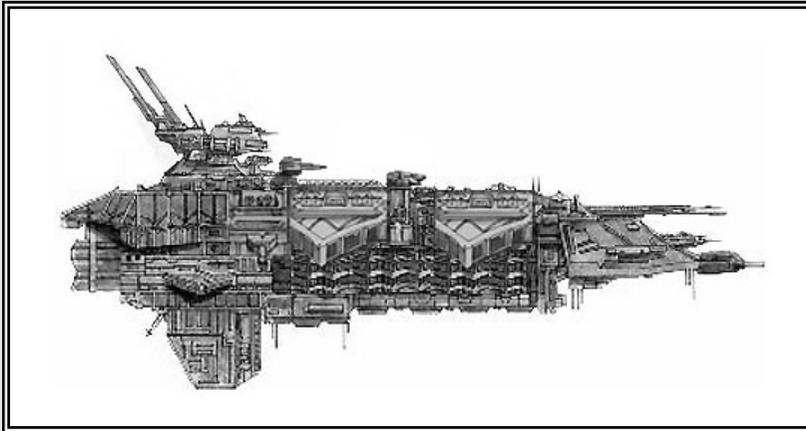
After that grueling battle, the Space Wolves were soon needed back at Terra, for Horus' treachery had been revealed. Russ in great haste tried vainly to return to Terra but his way was bedeviled by the forces of Chaos and only when the battle was over, after assistance from an unexpected quarter, did the *Pride of Fenris* finally arrive in Terra's orbit. The battle was finished and yet the war was not won. Abaddon had escaped with many of Horus' forces, the Emperor broken and the Imperium was left in a state of shock and distrust. Russ in the *Pride of Fenris* soon returned to the Fang and faced a future full of questions and heavy burdens.

The *Pride of Fenris* rarely comes out to do battle although she has participated in each and every one of the thirteen Black Crusades that Abaddon has launched. Much of the time it stays in the orbit of the Fang for the Space Wolves still remember the time when their home was threatened by the Thousand Sons who were thirsting for revenge for the sacking of Prospero and whose forces were repulsed by the Space Wolves with great loss. Only in the most direst of circumstances would the *Pride of Fenris* ever leave the Fang unprotected.

+++

Ironwolf, Vindictive Class Grand Cruiser

325 points



Type/Hits	Speed	Turns	Armour	Shields	Turrets
Grand Cruiser/10	20 cm	45°	5+	3	3
Armament		Range/Speed	Firepower/Strength	Fire Arc	
Dorsal Lance Batteries		45 cm	2	Left/Front/Right	
Port Lance Batteries		45 cm	1	Left	
Starboard Lance Batteries		45 cm	1	Right	
Port Launch Bays		Thunderhawks: 25 cm	2	-	
Starboard Launch Bays		Thunderhawks: 25 cm	2	-	

Notes:

The *Ironwolf* carries a mass of prow sensors giving it +1 to its leadership rating. The *Ironwolf* is not considered a Venerable Battle Barge. It is considered a Captured Cruiser for gaming purposes. Be reminded you can only use 0-1 Captured Cruiser in the Space Wolf fleet list. The *Ironwolf* also earns 3 Assault Points for

every turn they spend landing troops or bombarding the planet rather than 2 as is normal for SM. The *Ironwolf*, being a Character ship, is only available in games of more than 2,000 points and can only be played with your opponent's permission when you successfully roll for a Captured Cruiser and are also not available to the 13th Wulfen.

Ironwolf

The *Ironwolf* is Egil Ironwolf's flagship. It is the second ship to bear the name when the first was lost in one of the battles long ago. In honor of the lost ship, the Space Wolves renamed one of the ships they captured during that same battle, an extremely rare *Vindictive*-class Grand Cruiser which their foes had been using as their command ship. The *Vindictive*-class is a rare offshoot of the *Vengeance*-class Grand Cruisers. It gave up its broadsides in order to maximize the space within its bowels for attack craft. It has been described as the *Emperor*-class battleship's smaller sibling.

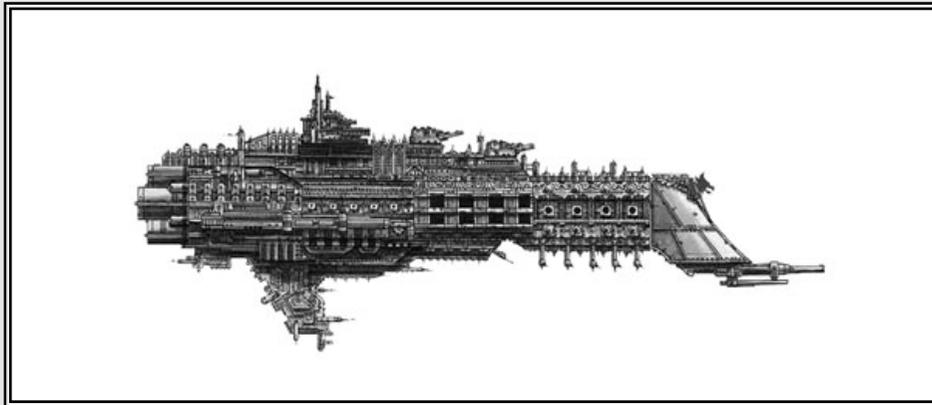
Great was the loss of the original *Ironwolf* for it had been with the Wolves since their inception. They deemed the captured ship which belonged to a class once numerous among the Legions and one which they favored as a warship, an apt replacement for the much beloved *Ironwolf*. The capture of the new *Ironwolf* occurred not so long after the Codex Astartes was enforced. Therefore, the Space Wolves decided to keep this ship and the events surrounding her capture a secret from the Imperial hierarchy, allowing them to believe that this new *Ironwolf* was one and the same as the original *Ironwolf*.

She has enough ordnance to rival that of the *Emperor*-class battleship and her lances provided ample support for the Space Marines she normally carried with her during the time of the Emperor's Crusades. Once they filled the void and now the class is all but a memory. Yet it is not a memory in Egil Ironwolf's Great Company for she has been active wherever the Iron Wolves are sent.

These days, the *Ironwolf's* launch bays have been reconfigured to carry the ubiquitous Thunderhawk. Drop pods hardpoints have also been added in order to ensure a quick and massive drop whenever the Egil Ironwolf's Great Company arrives in orbit to assault a planet. This has always been the favored tactic of Egil Ironwolf and thus the ship is well suited for his purposes.

The *Ironwolf* is not a ship suited for ship to ship battles. Rather she excels at being a command ship supporting the main frontline of Strike Cruisers, Cobras, Firestorms, Hunters, Novas as well as spearheading the assault on a planet. She acts as the head of its pack as they roam the universe, intent on their duty to the Emperor and ever watchful for the predations of both Chaos and Xenos alike.

***Fist of Russ, Mars Class Battle Cruiser*320 points**



Notes:

The *Fist of Russ* is not considered a Venerable Battle Barge. It is considered a Captured Cruiser for gaming purposes. Be reminded you can only use 0-1 Captured Cruiser in the Space Wolf fleet list. The *Fist of Russ*, being a Character ship, is only available in games of more than 2,000 points and can only be played with your opponent's permission when you successfully roll for a Captured Cruiser and are also not available to the 13th Wulfen.

Type/Hits	Speed	Turns	Armour	Shields	Turrets
Cruiser/8	20 cm	45°	6+Front/5+Rear	2	2
Armament		Range/Speed	Firepower/Strength	Fire Arc	
Prow Nova Cannon		30 cm – 150 cm	1	Front	
Dorsal Lance Batteries		60cm	2	Left/Front/Right	
Port Bombardment Cannons		30 cm	6	Left	
S'brd Bombardment Cannons		30cm	6	Right	
Port Launch Bays		Thunderhawks: 25 cm	1	-	
Starboard Launch Bays		Thunderhawks: 25 cm	1	-	

Fist of Russ

Controversy ever hounds Berek Thunderfist's flag, the *Fist of Russ* for this ship has been a thorn in the relationship between the Imperial Navy and the Space Wolves. The ship was commanded before by Captain Luc Schepke when it was still

known as the *Kormoran*, one of the *Mars*-class battlecruiser serving with the 3rd Cruiser Flotilla of the Armageddon sector. The Imperial Navy was supporting the Space Wolves in one of their missions to cleanse a planet overrun by Chaos heretics backed by latter's bitterest foes, the Thousand Sons.

During the midst of the battle, a Chaos incursion fleet abruptly arrived and inflicted severe losses to the Imperial Navy fleet, forcing the admiral in charge to order the fleet to disengage. The Space Wolves under Berek Thunderfist defied the order and his force of Strike Cruisers went gamely after the Chaos forces. Captain Schepke disobeying his admiral and stayed behind to give fire support for he knew what would happen to the Space Wolves if the entire Imperial fleet left. The *Kormoran* fought valiantly until it was crippled and virtually destroyed. With her help, the Chaos fleet was driven back but at the cost of the ship, her crew and her gallant captain. The Space Wolves salvaged the wreck and took it back to the Fang where it was refitted and refurbished.

When the Imperial Navy found out that the ship was still functional, they demanded it be remanded to them. The Great Wolf Logan Grimnar merely laughed at them and denied their "request" and told them the Space Wolves would better care for the ship who had given so much to the Space Wolves' cause but that if they really wanted it back then they can try to take it back. It

is said only the Emperor's intervention prevented another war among the allies. Afterwards, the Space Wolves gave Captain Schepke a burial they reserve only for fellow Wolves.

Renamed the *Fist of Russ*, the ship is now a permanent part of the Space Wolves fleet, fighting side by side with the Great Wolf's flagship, the *Pride of Fenris*. Meanwhile the Imperials ever wait and bide their time when they can reclaim one of their own.

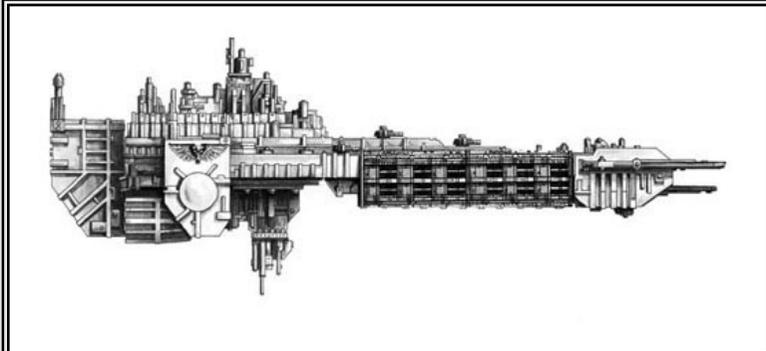


A Murder Class is being boarded by two Space Wolf Strike Cruisers

Space Wolves Ship Variants

The Space Wolves have in their possession certain variants of ships that are more suited to their aggressive nature. While they still maintain and utilize the standard battle barges and strike cruisers in their Starfleet, they have also made some alterations to some of their ships with the help of the Iron Priests. Though very limited in number, they have already proven their worth in action as an effective pack member of the Space Wolves fleet.

Space Marine Assault Barge450 points



Famous Ships
Ragnarok

Ragnarok -Assault Barge-

The *Ragnarok* is a heavily modified Battle Barge, its broadside weapon batteries replaced in favour of Thunderhawk Launch Bays. This design is an obvious development resulting from the success of the Assault Cruiser. The *Ragnarok* can carry almost the entire armoury available to the Space Wolves and release them in a single massive drop that always takes the opponents groundside by surprise. Its bombardment cannons then provide more than ample cover and can saturate the field in devastating salvos, blasting the opponents positions with contemptuous ease and making it far easier for the Space Wolves on the ground to overrun their enemies.

She first participated in the Third Battle of Armageddon, when the Space Wolves sent five of their Great Companies to aid the Imperial forces against the rampaging

Type/Hits	Speed	Turns	Armour	Shields	Turrets
Battleship/12	20 cm	45°	6+	3	4
Armament		Range/Speed	Firepower/Strength	Fire Arc	
Prow Bombardment Cannons		30cm	6	Left/Front/Right	
Dorsal Bombardment Cannon		30cm	8	Left/Front/Right	
Prow Launch Bays		Thunderhawks: 25 cm	3	-	
Port Launch Bays		Thunderhawks: 25 cm	2	-	
Starboard Launch Bays		Thunderhawks: 25 cm	2	-	

Notes:
The Assault Barge is a slow and ponderous vessel and cannot use Come to New Heading special orders. The Assault Barge may replace its Prow Bombardment

Cannons for Strength 6 torpedoes at no extra cost. The Assault Barge also earns 3 Assault Points for every turn they spend landing troops or bombarding the planet rather than 2 as is normal for SM.

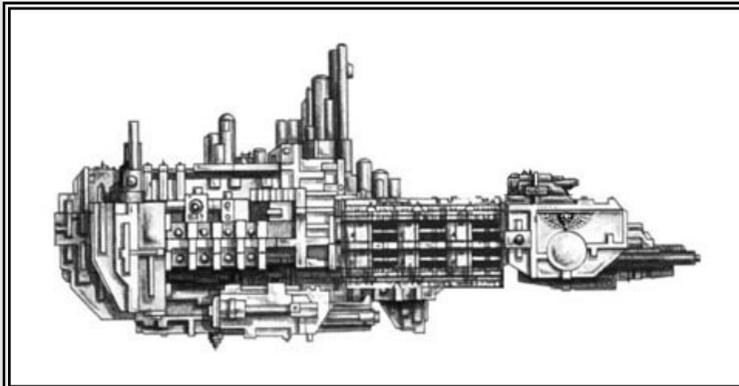
Orks. She was the centrepiece of the Space Wolves task force. The Space Wolves helped the Imperial Navy defend the space lanes and her Thunderhawks heavily damaged the Ork battlekroozza *Skumbag* allowing *Ironwolf* to bring her bombardment cannons to bear and finish off the wounded Ork battlewagon.

Seldom was she seen since the Third Battle of Armageddon but during the 13th Black Crusade, she again made her appearance supporting the 12 Great Companies sent by the Great Wolf Logan Grimnar. This time she fought side by side with the Great Wolf's flagship, the *Pride of Fenris*, in dealing with the Chaos forces which threatened to overrun Cadia. Aside

from the Space Wolves' own arsenal, they also took onboard the 545th *Lebensruam* Line Combat Regiment and their equipment and vehicles. So great is this ship's capacity that it can easily afford to take on another regiment's table of organization aside from those of the Space Wolves. Together, they added to the reserves for Ursarkar Creed to hold Cadia.

Space Marine Assault Cruiser

170 points



Famous Ships
Sword of Morkai
Dire Wolf

Sword of Morkai

The Assault Cruiser is a fairly recent design, first seen in M.37. The *Sword of Morkai* was a originally regular Strike Cruiser. She and her sistership, the *Grey Fang*, were on the way to the hiveworld Gorgon, a mission of pacification. Heretics had taken over the government and all over the planet, loyal servants of the Emperor were being exterminated and the worship of Chaos was spreading.

The *Sword of Morkai* and her consort had stopped at the forgeworld Vulcan, the last system before jumping into Gorgon, to replenish their stores. While orbiting there they were set upon by heretic raiders who had been given portents of the Space Wolves' impending arrival and they decided to ambush the Space Wolves first before they reached the heretic's planet. Though only using whatever ships the heretics

Type/Hits	Speed	Turns	Armour	Shields	Turrets
Cruiser/6	25 cm	90°	6+	1	2
Armament		Range/Speed	Firepower/Strength		Fire Arc
Prow Bombardment Cannons		30cm	3		Left/Front/Right
Prow Launch Bays		Thunderhawks: 25 cm	2		-
Port Launch Bays		Thunderhawks: 25 cm	1		-
Starboard Launch Bays		Thunderhawks: 25 cm	1		-

Special Rules: The Assault Cruiser may replace its prow bombardment cannons with Strength 6 torpedoes for free. The Assault Cruiser also earns

3 Assault Points for every turn they spend landing troops or bombarding the planet rather than 2 as is normal for SM.

could commandeer, they managed to catch the Space Wolves unaware, docked as they were with the orbiting defense station. The heretics exploded a fireship that had docked near the *Grey Fang*, hulking her and severely damaging the *Sword of Morkai*. The Thunderhawk squadrons of both ships had survived largely intact and they virtually annihilated the small force of heretic pirate ships.

With only limited space available on the *Sword of Morkai's*, it was decided to rip out her damaged weapon battery banks since the broadsides were damaged beyond immediate repair and the Wolves were needed immediately on Gorgon. By doing this, they could use the space as a hangar for the surviving squadrons as well as all

the vehicles and armaments they managed to salvage from the wreck of the *Grey Fang*.

The haphazard repairs and modifications were suitable enough that when they finally reached their destination, their foes were surprised when what amounted to nearly two Great Companies of Space Wolves dropped down from orbit when they were expecting only so few because of the destruction of her consort. The Wolves savaged the heretics and soon the arrival of the Imperial Guards put an end to the uprising.

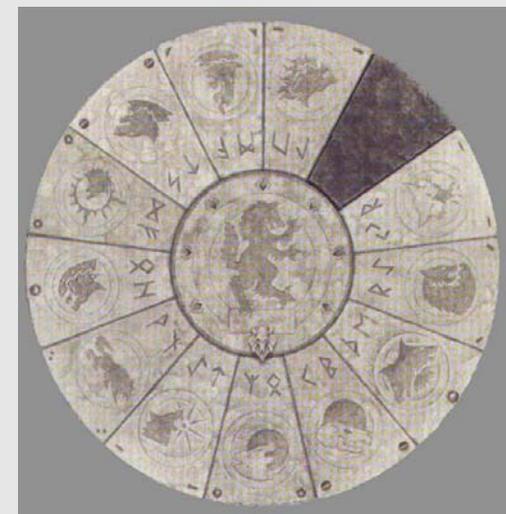
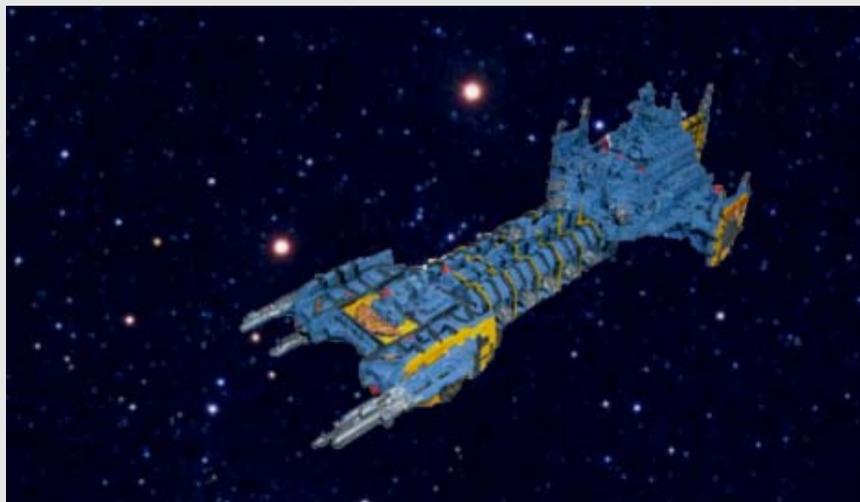
Upon returning to the Fang, the Great Wolf learned of what transpired and soon ordered the Iron Priests to begin conversion

of some of the existing strike cruisers to Assault Cruisers standards as he liked the flexibility of bringing 2 Great Companies worth of Wolves on one ship. So far only two Assault Cruisers have been officially seen outside of the Fang. Only the Iron Priests and the Great Wolf knows for sure how many more there will be.

Other famous Space Wolf ships

Battlebarge:
Canis Imperialis (destroyed in the Battle of the Fang)

Strike Cruisers:
Asaheim's Fury
Claws of Russ
Wolf's Redoubt



Show case

Vessels of the Galaxy

S
H
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C
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E

Ray 'Raysokuk' Bell
- *Eternal Crusader* -
Black Templar Space
Marines



Warmaster Nice
- Chaos Fleet -



Chaos fleet

Converted Planet Killer



Converted Desolator

Dry Dock

Vessels of the Galaxy

Imperial Navy DIY Voss Prow Schematic

By Rodrigo 'Captain Tyberius' Barbera

five 2 mm Plasticard pieces "sandwich" about 1.3 x 1.5 cm each (draw carefully, carve and sand the front of the block to get the "prow" shape)

Wings from WH 40k vehicle kit

Model Eagle's head with greenstuff over a plasticard "beak"

Drill Torp. Tubes

"Bas relief" with modelling knife

Lines carved with modelling knife

0.3 x 1.0 mm Plasticard stripes cut and glued to fit the prow

If you are not very familiar with greenstuff modelling, here is another eagle head option (1 mm plastic card with 0.6 stripes)

I.M.S. Spear of Voss

I.M.S. Sword of Voss

An example of his own modelled Voss Prow on two home made Imperial Navy Light Cruisers from the Armada rulebook.

Officer's Mess

Lounge time

Short Story:

The Eye of Argonis By Wesley Hines

"Helm, evasive maneuvers. Hard to port!" the captain barked out, glancing nervously at the readouts on the terminal beside his left arm.

"Aye Captain, adjusting 30 degrees port." the helmsman replied, correcting the ship's course with the controls in front of him.

The hull groaned as the large ship pulled the evasive maneuver, causing the crew to feel the pull as the inertial dampeners worked to capacity to compensate for the harsh action of the vertical thrusters. On the bridge's main screen, the image of the oncoming torpedo whisked by to the right, flying into the empty space past the starboard side of the ship. The small tactical screen on the armrest of the Captain's chair showed the all-clear. Breathing a sigh of relief from the near-miss, the Captain straightened his uniform, and began to relay his new orders.

"Helm, come about 5 degrees starboard, let's show this bastard what we're made of. Prepare the batteries for a stern rake." the captain barked, eschewing confidence, as was his trademark.

The overhead lights flickered and a large groan was heard around the ship as the weapon batteries charged to fire, causing a slight

power surge across the grid. The large Lunar class

cruiser *Nex Visio*, well within targeting range and now directing its starboard batteries to the enemy, fired a large salvo into the fleeing ship. The stern rake expertly executed by the crew caused massive damage to the enemy's aft. Large plumes of plasma residue and metal debris from the cruiser's engines scattered in its wake.

"Captain, I suggest we take advantage of her immobility. Perhaps a torpedo strike?" offered the ship's first officer.

"Agreed, number One. Helm, pitch 25 degrees starboard. Ready the prow torpedo launchers. Hit her while she's standing still for us boys. Fire at will!" the Captain ordered, a confident smile playing on his rugged and regal features.

The bridge shook briefly as the torpedo bays ejected their deadly warheads. The main view port of the bridge showed the scene outside as the missiles sped their way to the crippled ship drifting a few kilometers ahead. Thick layers of armor seemingly melted like butter as the torpedoes buried themselves deep into the *Lightbringer*, only to detonate moments later and spread the remnants of the once proud ship in a huge radius around the explosion. Cheers erupted

from the bridge crew, as the last pockets of air and flammable gases were extinguishing into cold space. Captain Tharius Godspur was content to smile as he watched the reaction of his crew around him. It was a great way to say good-bye.

"The *Lightbringer's* hailing us, sir." the small man at the communications station spoke loudly, trying to be heard over the noise of the celebration.

"Put it on the main vox, Ensign." Tharius ordered, a smile still drawn on his face.

"My congratulations, Captain. At one point, were I a betting man, I would have been sure that we had you cold. Once again your prowess on the battlefield impresses me. Well fought Captain, or should I say Admiral?" the man on the vox link exclaimed.

"Now, now, Felonius, we both know that's not official, yet. But in regards to the battle, modesty must permit me to tell you that even I was unsure the outcome of that one. Your torpedoes only missed by a hair's length." Tharius replied.

Tharius pressed several buttons on his command cogitator, and suddenly the shattered image on the main screen was replaced with that of the *Lightbringer*, safely anchored in front of the *Nex Visio*. A voice from the bridge's main vox notified the staff that the simulation had ended.

"Well, no matter how it ended, it was once again a pleasure to duel with such a fine captain. I know you will make an exquisite Admiral."

"My thanks, old friend. Now board your shuttle, we shall celebrate with a fine dinner aboard the *Nex Visio*. I'll have the chef prepare your favorite." Tharius offered.

"Fillet Grox sautéed in a sweet amasec, how can I refuse? I shall join you shortly. The Emperor protects. *Lightbringer* out." The rival captain replied, excitement laden in his voice.

"Fine work, people. Once again, it has been my honor to serve with the fleet's best crew. I shall retire to my chambers before the captain arrives. Number One, you have the bridge. The Emperor protects." he explained, saluting as he turned to leave.

"Aye, Captain." replied the first officer, raising his salute until Tharius turned around and left the bridge.

+++

Captain Tharius Godspur, a tall and handsome man in his late forties looked into the mirror of his private cabin. Absently combing his short midnight black hair, he let his mind wander through the events that played out earlier. He locked onto his hazel eyes in the mirror, and took a few deep breaths. The after-effects of battle, even simulated ones, usually left him drained and feeling weak.

Satisfied that his appearance at least qualified as decent, he left his private cabin and made for the shuttle bay. Midway to his destination, an alarm suddenly blared over the vox speakers in the corridor. Quickly following the alarm, the vox bead in his ear came to life.

"Captain, we've intercepted a distress signal, originating from the Argonis system." the first officer explained over the vox link.

"The nature?" asked the Captain.

"We're unable to decode the actual message, sir. However, it is using imperial encryption. It's definitely one of ours, sir."

"Understood, notify the Captain of the *Lightbringer* of the situation, and send him my apologies. Set course for the Argonis system. I'm heading back to my cabin to change and then I'll join you on the bridge. Captain out." barked Tharius, agitated and disappointed to miss a chance at having a good meal with good company.

+++

An hour and twenty minutes later, the *Nex Visio* translated out of warp near the third planet in the Argonis system. The ship's brief travel through the empyrean still showed the tell-tale signs of the warp, as trace amounts of ice and an ethereal haze surrounded the large cruiser as it firmly set back into real space. The ship's helmsman set course for the large expanse of deep space between the third and fourth planets of the uninhabited system, the source location of the distress signal.

"Report." the Captain stated, walking into the bridge and making his way to his command chair.

"Sir, we're in the approximate area of the signal source. ETA in one minute and twenty seconds." replied the young man sitting at one of the main terminals.

Bringing the outside view of space onto the main view port screen, the Captain searched visually for signs of what might have called them out to this desolate waste of space.

Turbulence unexpectedly rocked the ship, tossing several of the crew in the bridge against the equipment and machinery lining the area. An alert sounded loudly over the vox as amber warning lights replaced the normally bright white ones.

"Helm, report." the Captain yelled over the blurring klaxons.

"Nothing but empty space in front of us, sir. It's almost as if we just came out of warp. I'm reading a vast power source fading from our last position." the Ensign shouted quickly.

"Damage report?"

"All systems reporting nominal, sir." yelled a man from his station behind the Captain's chair.

"Turn off that bloody alarm." instructed the Captain, tempted to cover his ears with his hands.

The alarm quickly subsided, and the amber light faded as the bridge was once again lit bright white.

"Navigator, did you notice, or were there any fluctuations with the warp drive?"

"None, my Captain. However I too felt a strange surge of warp power." an eerie sounding voice echoed through the vox.

"Ensign Vogel, investigate with engineering and give me a report in five."

"Aye, Aye, Captain." resounded the Ensign, keying over the vox to speak with the engineering section.

Outside of the ship, a small field of debris floated directly in front of them, a few kilometers away. A slight haze surrounded the field, causing it to seem blurry at times.

"Number One, send a search drone to that field, also set it to look for signs of a warp field. That debris is nowhere near large enough to be a ship, so someone must have fled this area, I want to know who and why."

The first officer nodded his head, saluted and made his way to the cogitator in the back. Tharius watched as a small drone shot out from under them and appeared in the space in front of the ship. It scattered to and fro, searching for signs it was programmed to find. The drone began to appear smaller and smaller, as it waded further away. It was barely visible when it reached the debris and shot back a burst of data to the terminal the first officer was using.

Abruptly, the space around the tiny drone seemed to grow darker. Before Tharius's eyes could make out any details, the drone exploded in a bright shower of sparks. In an instant, the space where the drone was became an enormous metal object. Streaming out of the disturbed space, Tharius could now see that it was a large ship soaring towards them. Still many kilometers away, he could still make out that the ship was venting trace amounts of gas and had visible battle damage.

The alarms returned as the *Nex Visio's* sensors now detected the emerging ship nearby. The bridge crew hurriedly assessed data and checked their terminals to find out what had just taken place.

Tharius, familiar with just about every ship in the Emperor's fine navy, recognized the ship as a Lunar class cruiser, the same as the *Nex Visio*. Its prow showed scars and burns from recent laser damage. Random antennae and aesthetic features across its body were also torn and broken. The unknown ship's propulsion hinted at a good amount of engine damage, making its flight slow and clumsy.

Before the Captain could bark out any orders, the strange ship's forward lance batteries fired. Searing blasts struck the *Nex Visio's* prow, damaging the starboard side torpedo tube. Once again the bridge crew was rocked back and forth as the inertial dampeners couldn't compensate for the sudden force.

"Helm, 45 degrees port. Ready the starboard batteries, fire when locked. And somebody get those damn shields activated!" spat the Captain, holding onto his chair tightly to prevent from being thrown to the metal floor.

"Comms, open a vox link to the unknown ship." After a brief second or two, the vox link beeped a successful connection.

"Un-identified ship. I am Captain Tharius Godspur of the Lunar Class cruiser *Nex Visio* of the Imperial Navy. You have taken hostile actions, we will be forced to fire back unless you power down all weapons immediately!"

Two more blasts followed immediately, targeting the communications antennae. The vox link churped and fell dead silent.

"Sir, comms are down." reported Ensign Vogel.

"Emperor-damnit, fire on these bastards!" yelled the Captain through gritted teeth.

The *Nex Visio* turned her starboard batteries on the oncoming attacker. The laser cannons tore into the ship, scoring huge chunks out of the prow and even destroying the lance lasers. Severe damage had been handed to the enemy, but still she kept her course straight towards the *Nex Visio*.

"What's the situation on the shields?"

"Captain, we've sustained damage to the shield generators, it could take several minutes to get them up!" one of the ratings yelled from his station up front.

"This is just perfect..." the Captain mumbled to himself. He quickly turned around and shot a look at his first officer. His chief mate returned the knowing look. Remembering that they've been in worse situations, the Captain gave a little smile of re-assurance back and nodded.

"Sir, I've identified the ship. She's..." the Ensign trailed off, a confused expression overtaking his features.

"Ensign, report!" shouted the Captain, currently at a loss for patience.

"Sir, she's... she's the *Nex Visio*. She's us... sir." The Ensign turned around for his last few words, hoping the Captain would understand that he was dead serious.

Another alert joined the chorus of the red alert klaxon as the attacker fired a torpedo. The deadly warhead launched out of the tube and started its path towards them.

"They've fired a torpedo, Captain!" the first officer shouted.

"What damage are we looking at if it hits?" Tharius dared to ask.

"Captain, with our shields down and no chance to outrun it, we're looking at total damage, sir." the first officer answered. "We've no time to scramble fighters, and point defense turret sets three through six are irreparably damaged."

"Ideas, thoughts, number One?" asked the captain in a grave voice.

"Sir, I... I..." trailed the first officer, clearly not knowing what to do.

With a sudden confidence and renewed vigor, the Captain stood from his command chair. "Helm, prepare translation to warp. Use our last jump data as coordinates. Warp as soon as humanly possible."

Clearly troubled by his Captains orders, the Ensign swallowed hard and began to follow orders. The first officer, in evident panic, left his station and approached closely to reason with the Captain.

"Sir, that's madness. Even if we survive the sudden translation to warp, the other ship's gravity could destroy us. This attempt could kill the navigator outright. And even if we do make it to warp there's no telling when or where we'll end up!" he spoke in a low voice directly to the Captain. All he could see in return was the confident gaze from Tharius.

"Settle down old friend. You said it yourself; we're scrap if we stay. Trust me, this is the only chance we have to avoid sure destruction." the Captain replied calmly.

Nodding his head slowly, the uneasy first mate returned to his station and prepared for the desperate gamble. The torpedo, now more than half it's way to them, sped along its course.

The Captain was clearly troubled by the events unfolding. Recognizing his own ship, it was disturbing to see its mirror image attacking him, forcing him to put his entire ship and crew in dire danger. Resolving to survive for now and ask questions later, he opened the channel to vox the entire ship's crew.

"All hands, prepare for immediate warp translation. Prepare for possible impact. The Emperor protects!"

The Captain nodded to the Ensign, and the warp translation engine was activated. The normal rites and ceremony for entering warp space had to be ignored for this quick maneuver, putting the ship and every soul aboard it in the most extreme danger. Thousands of lips murmured prayers to the God-Emperor as the ship started to buck and sputter as the real space outside of the ship merged with the ethereal nature of the warp.

As the *Nex Visio* translated to warp, the torpedo nearby was caught in the conversion of otherworldly energy, causing it to explode immediately. Immense waves of destruction rippled outward and struck the aft of the *Nex Visio* just as it transferred into the empyrean.

The ship felt as if it had accelerated tenfold without warning, and every person aboard the ship was flung forward violently. Machinery sparked and small fires erupted inside of the bridge, as the Captain crawled his way back to his command chair. Wiping the blood from his brow, he actively noticed that he was still alive, and that the ship was safely in the warp. He laughed briefly as the notion of being 'safely' in the warp was quite contrary to itself.

Dazed and still quite in shock, the first officer stared puzzlingly at his Captain, bloody and laughing in his command chair. Trying to shake off the effects of the concussion, he stood at his station and ran a damage check.

"Captain, engineering is reporting massive damage to engines four through six. Hull breaches in sections 118 and 202 have been sealed. Other than that, we're in warp and the safety shield is holding." the first officer reported, adding a sigh of relief at the end.

"Everyone ok?" asked the Captain. A chorus of 'yes sir' resounded as each of the bridge crew tried to put out the small fires and repair their working areas.

"Navigator Hensly, what's our status?"

"My captain, we are navigating the warp. However, due to the quick and harsh nature of our entrance, I cannot tell presently where we are. When I locate the astrinomicon I will inform you of our whereabouts."

"Very well, keep me informed." Tharius replied simply.

"Captain, sensors reported the destruction of the other ship as we translated to warp. The wake from our translation and the ensuing explosion from the torpedo rent it apart."

"Thank you, number One. Let's get everything repaired and assessed. I want senior officers to meet me in the tactical briefing room in ten minutes." the Captain ordered as he stood up and started to leave.

"Good job everyone. Now let's see if we can make sense of this mess. Number One you have the bridge." he replied before turning to the hatch and exiting the bridge.

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The bandage secure on his forehead, the Captain absently touched the sore area around it and sat down at the long oval table.

"Gentlemen, let's get down to business." he started, as the senior staff and his chief mate took their seats around the table. "Number One, were you able to make out what the initial distress signal stated?"

The tall and slender first officer cleared his throat before answering. He pushed aside a few strands of his blond hair that had fallen into his eyes as he sat down.

"I have, sir. It turns out that using standard imperial de-encryptors was insufficient to translate the message. However, using our own internal decryption, I was able to decipher most of the distress call."

Whispers and excited murmurs broke out from the men all across the table. The Captain allowed a few moments of this until asking the first officer to continue.

Callow Iseng, first officer of the *Nex Visio* for over eight years, took a deep breath before speaking again.

"This can only mean that someone that has our ciphers and knows our system could have encoded that message. Sir, either we sent that message, or somehow someone stole our ciphers and system data and sent it."

Ignoring the commotion once again breaking out and growing impatient, the Captain asked "Given some time, I'm sure we or anyone else could have decoded. What does it say?"

"There was a little bit of signal loss, but from what I can derive it warned 'Do not enter the Argonis system. This area is to be quarantined by the ...of the Imperial Navy.' From there, I've been trying to use filters to figure out the missing sections of the message, but so far no luck."

"Very good, number One. See if you can't figure out the rest." the Captain nodded and began to type on the command terminal in front of him.

"Navigator, have you found a marker yet on our location." asked Tharius.

"No, my Captain. Keeping us safe from the torrents of the warp storm we are caught in have kept most of my attention. I do have some curious data that I wish to compare, but it will have to wait until I can safely give more of my attention to it." the eerie voice explained, emanating from the vox speaker on the tabletop.

"Very well, the Emperor Protects." replied the Captain, cutting off the vox link.

"Now, what about this business of the other ship. Why was it broadcasting our identification? And how did it look so bloody much like the *Nex Visio*?" Tharius demanded, looking to each of his staff around the table.

"Sir..." one of the senior ranked men braved. "It seems to be a genuine ID signature, Imperial Navy issue, sir."

"Oh that's a bunch of bull..." chimed another, before Callow interrupted him.

"Sir, I ask that we take a break so that more information could be gathered and interpreted." the first officer soothed.

"Very well, we'll meet back here at 1300 hours."

+++

Tharius awoke ten minutes before 1300 hours. He was covered in sweat and could scarcely remember the bad dreams that had just haunted him. Taking a look at the clock beside his bed, he stood up and reached for his beeping vox.

Pressing the button, navigator Hensly's strange and hoarse voice sounded over the vox. "My captain, I have found some disturbing coincidences." he started.

"Coincidences?" the Captain yawned, trying to shake the sleep out of his weary body.

"It seems that the strange signature our drone had come upon before its destruction closely matches that of this area in warp space. In fact, I don't believe that we've left the Argonis system. I don't believe we can." he explained calmly.

"What the hell do you mean you don't think we can?" the Captain replied, suddenly more awake than he had been for days.

"It's almost as if we're caught in a whirlpool of warp energy. We're moving, but mainly circling around the point where we translated to warp, my Captain. Unfortunately that is all I can gather. I am pretty sure that we can safely translate back into real space, but I'm not sure exactly where we'll come out."

"Thank you, navigator Hensly. I will relay this information to my senior staff and we'll figure out a strategy."

"The Emperor protects, my Captain."

"The Emperor protects, navigator." he replied back, this time confidence lacking in his voice.

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Once again the senior staff was seated around the large oval briefing table. Faces turned to alarm and confusion as the Captain relayed the navigator's findings. When asked about possible scenarios, the room fell suddenly quiet.

"A theory, Captain." the first officer stated, breaking the silence.

"Of course, number One." the Captain affirmed.

"I was able to decrypt the last piece of the message. A lot of the data had been lost, but I was still able to decipher it. Given the fact

of what the navigator told us the drone sent back, our current situation in the warp, and the mystery of the attacking ship, I am left with one possible answer."

Anticipation filled the already cramped room, as a few of the men even leaned forward in their chair, awaiting Callow's answer.

"Sir, if you will remember back to when the ship first appeared, seemingly out of nowhere, it was crippled."

"Yes, I remember it was venting trace gases, and there was extensive damage to the prow." the Captain answered.

"Exactly. After running a damage report comparison, I have found that the *Nex Visio* has almost the same exact damage. I believe it is the same damage. Sir, engines four through six are still down. In fact, we have a small plasma leak from engine four, causing what would be a trace gas leak in real space." Callow explained, excitement taking over his voice.

"Just what are you suggesting?" the Captain asked, his hands rubbing against his eyes and forehead in frustration.

"Sir, the total message that I can reconstruct merely says this, 'Do not enter the Argonis system. This area is to be quarantined by the authority of Captain Tharius Godspur of the *Nex Visio*, Imperial Navy.'"

Tharius swiftly looked up at his first officer. Voices once again broke out all over the room as the staff discussed this last bit of shocking news.

"How can this be?" the Captain asked no one in particular.

"Sir, the vessel that shot us had the same damage as we do. It has the same ID and make. It even has our enciphers and system data. I believe that the ship we encountered was ourselves, from another point in time. The future, from when we encountered it. We're in the state that the attacking ship was in when we first clashed."

Pandemonium struck as some of the officers stood up and started to shout voices of dissent and disbelief. Several men just laughed it off, explaining this all to be a bad dream and perhaps they had not survived the translation to warp after all.

"Sir, there's more. I need to speak with you alone. I've consulted with Hensly and I think I know why this is happening." Callow yelled over the panicking men.

A hush fell over them as all eyes went to that of the Captain.

"You are all excused. Number One, meet me in my private quarters." the Captain was able to say before hell broke out again in the room.

+++

"Callow, you and I have seen some strange things in our years together. Tell it to me straight old friend, you know I can take it." the Captain said, making sure the door was closed and the privacy field was up in his private cabin.

"Tharius, have you ever heard of the old philosophical discussion of the chicken and the egg? Which came first?"

"Of course."

"Unfortunately I don't have an answer there, nor do I for how this exactly started. But basically we're in a time loop." Callow allowed a minute for the thought to sink in.

"A time loop?" the Captain repeated, more to himself than anything.

"Like I said, I'm not sure how it all started, but our hasty translation to warp, and the destruction of the crippled *Nex Visio*... we've started or added to something very bad."

"How bad?" pondered Tharius.

"Sir, I believe that billions of lives are at stake." Callow put it out plainly.

"Billions? That's ludicrous! The Argonis system is uninhabitable. There's no one around for light years!" the Captain said, his voice rising uncontrollably.

"I've consulted with navigator Hensly, and the information we got from the drone, coupled with the warp storm we're currently in, we've found out something very disturbing. Somehow, we've created a tear in normal space. The debris field where the future *Nex Visio* came out of... that's where warp space is opening into real space."

"Like a miniature Eye?" the Captain dared to ponder. The first officer merely nodded slowly. Shuddering, Tharius made the sign of the Aquila on his chest, and turned to face the window of his cabin. All he could see was black as the safety shield prevented the horrors of the warp from reaching inside the ship.

"Exactly, sir. Somehow, we figured this out before, and when we emerged back into real space, you sent the quarantine message, and we attacked our own ship, trying to prevent ourselves from going into warp and making things worse." His nerves involuntarily speeding up his words, Callow took a couple of needed deep breaths for calm.

"But how could we know exactly what we would do?" the Captain wondered. "Even I never thought that we would pull a stunt like going into warp the way we did. How could we have predicted that?"

"Sir, maybe because we've seen us do it before..."

"Now I'm really getting a headache." the Captain said, causing both men to laugh nervously.

"According to our calculations, if we go through the loop one more time, the tear could become permanent, and grow in size exponentially. Another Eye of Terror in space, this time only a few light years from hundreds of Imperial planets. Billions of Imperial citizens."

"So what do you think we should do, Callow? You know I've always respected your opinion and treasured your advice."

"Captain, Tharius, old-friend, I think it may be time to stop thinking about our survival, and start thinking about the bigger picture. We have to stop our past selves from making warp. If we don't, there's gonna be larger problems than one lost cruiser in this sub-sector."

"Well, you know I never really wanted to be Admiral. I've always known that I was destined to die a Captain. There's no better crew or first mate that I could've asked for." the Captain said, putting his hand on Callow's shoulder. Callow returned the gesture, looked into Tharius's eyes and nodded.

"So, we've failed before, how can we make it work this time?" Tharius asked.

"You're the brilliant tactician, sir. I'm sure you'll think of som thing."

The hardest thing Captain Tharius Godspur had ever had to do was to inform his senior staff and crew of the impending fate that awaited them. Even when told his plan, not one person flinched from duty to the Imperium or the Emperor.

"Once again, the greatest honor a Captain can ever have is to serve with as fine a crew as this. The Emperor protects!" the Captain finished over the vox, addressing the entire ship.

"Navigator Hensly, prepare for translation back into real space."

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As the *Nex Visio* materialized back into real space, the younger *Nex Visio* stood only a few kilometers ahead of them. Captain Tharius Godspur stared at the viewport screen for a minute, and then made the order.

"Send the distress signal." Tharius checked the terminal next to his chair to ensure that the signal went out, hoping that the repairs to the communications antennae were sufficient.

"Sir, signal is away." the man at the communications station relayed.

The Captain, navigator, and first mate had all brainstormed on how to prevent total disaster. The second guessing, outmaneuvering, and outwitting of their mirror selves seemed too hard a task. The Captain had entertained various suggestions, but had made up his mind a few minutes before they transitioned out of the empyrean.

"Ensign, I want all power re-routed to the engines. Take the lasers off-line. Relay even the auxiliary life support systems. Everything but the vox and main view port."

"Aye Captain!" barked the Ensign, keying in his commands.

The lights in the bridge began to flicker, moments later going out and being substituted by the backup system. Once again the bridge's illumination was replaced with the deep amber of the emergency lighting. A low-grade rumbling shook the deck as all power was being thrust into the few working engines of the crippled ship. Every man and woman aboard could feel the acceleration, as even the inertial dampeners were feeding into the engines.

"Ready a torpedo in the port launcher."

Far below, press gangs were straining to place the heavy warhead into the tube launcher. Several poor souls broke bones or worse to hurriedly get the torpedo in place and arm it for launch.

The ship in front of them, the people aboard assuredly asking plenty of questions and searching for answers as they once had, began to grow bigger in the view port. The Captain took a deep breath and stood from his command throne.

"Coms, open a channel to the *Nex Visio*..."

The first officer raised an eyebrow, unsure of what his Captain was thinking.

+++

Sending its last burst of data, Captain Tharius Godspur of the *Nex Visio* watched as the drone they had just sent to investigate the area scatter into a million pieces from the collision with the emergent ship. The communication officer alerted the Captain of a vox request received from the strange cruiser. Tharius turned to the young Ensign and nodded his acknowledgement.

"On the main view port screen, Ensign." he commanded.

Gasps echoed throughout the room, as on the view screen they saw a mirror image of their bridge. A Captain, the spitting image of Tharius Godspur except for a bandage on his forehead, stood next to a chief mate that looked exactly like Callow Iseng. Stung with surprise, the Captain stood speechless.

"Captain, unfortunately there is not enough time to explain what exactly is taking place here. Needless to say, you've been here before. I have been where you are now. We have but moments, so listen very carefully. What I do now, I do for the billions of lives in this sector, and for the greater good of the Imperium. As my, our,

entire life has been to the Emperor, so must our death. From the very beginning our crew has stood by us and the Emperor, and they will not shirk now, nor must we. Stay the course, good captain. The Emperor protects." the doppelganger relayed over the vox gravely.

Silence filled the bridge on the *Nex Visio*. The Captain sat in his chair, seemingly lost in thought. The first mate stared into his terminal, pondering the situation quietly. Suddenly alarms reverberated around them, bringing life and noise back as the crew moved into action.

"Sir, the ship is on a collision course with us. Contact in thirty seconds." the helmsman reported.

Tharius stood deathly quiet, staring at the view port and watching in fascination as his ship, the *Nex Visio* sped towards him. Towards his own ship. A ship he knew better than himself. The *Nex Visio*, given under his care over ten years ago. A ship that had served unflinchingly in over two-hundred space engagements.

"Captain, if we don't act now, we won't be able to escape collision. Sir, give the order for evasive maneuvers!" first officer Callow Iseng yelled, vying for Tharius's attention.

"Orders? Sir?" the Ensign pleaded, his nervousness apparent in his voice. Looking down, he saw his hands shaking above the terminal.

Everyone on the bridge turned and stared at their Captain, awaiting his words fervently.

Callow left his station and approached Tharius, leaning down to speak into his ear.

"Tharius, give the order." he pleaded the Captain.

Breaking his reverie, Tharius looked up at his first mate and smiled. Nodding, he patted his old friend and chief mate on the shoulder. Rising to his feet, he gave his final order.

"Helm, hold course. Keep her steady." he ordered calmly. Letting out a deep breath, Tharius Godspur sat in his command chair.

"Sir... damnit... Tharius! What are you doing?" Callow yelled, loosing the battle to control his emotions.

The Captain looked up at him calmly and stated simply, "Trusting myself, old friend."

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As the two ships met in a mammoth collision of colossal force, the armed torpedo in the port launcher of the crippled *Nex Visio* erupted. The ensuing explosion momentarily matched the heat of a large sun. More than half of each ship was instantaneously vaporized, sending very little debris in the radius around the destruction.

A few minutes later, the harsh nature of space took back control in the Argonis system. All that could be found in the gap between the third and fourth planets was a few scattered fields of wreckage. The cold of deep space once again dominated the expanse.

Having received the distress signal and instructions from that of the *Nex Visio*, the Imperial Navy ordered an immediate quarantine of the Argonis system. Twenty days later, a small rescue vessel braved the area where the *Nex Visio* was last known to have been. With little evidence to go on, the disappearance of the *Nex Visio* was classified as a reactor failure.

With no bodies or personal effects to bury, a small ceremony for the leadership and crew of the ship was performed a few systems away on the Captain's home planet.

Captain Felonius Thesper, in honor of his friend's memory, and as the newly appointed Admiral, commissioned the *Nex Visio Duos*.

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Void Stalker

Scenario's & Campaigns

Scenario

Space Wolf Scenario I – Wolf Hunt

By Dex 'Admiral D'Artagnan' Sy

The Space Wolves have uncovered something disturbing. A successful foray on a renegade space station resulted in the acquisition of information of a high ranking traitor in the Imperial hierarchy of the current campaign. The data recovered was fragmentary at best but included the name of a task force which had just departed for another sector with much needed supplies and also to reinforce a wavering defence. In it's roster is a ship which had orders to betray the task force to a Chaos force waiting in ambush. Unfortunately, the name of the ship is not mentioned, just that it is of a certain class. Unfortunately there are two ships of this class and one of them is the Task Force Commander's flagship!

The Space Wolves need proof and so must engage the task force in order to obtain the proof. They know the consequences will be dire but allowing the traitor to successfully conclude his orders would result to much greater hardships for

Emperor. They cannot communicate with the task force commander. For all they know, he is involved in this devious plan up to his eyeballs. The only way for them to know which of the two vessels is the traitor is when it sends out a signal on a frequency which they obtained from the raid on the space station.

Forges

This scenario is a modified Cruiser Clash with the SM having an objective of capturing the traitor Imperial Navy vessel. The Imperials must defend themselves from this barbaric attack from a known ally and prevent the target ship from being captured. Each ship must not be worth more than 185 points.

The Imperial forces may have a fleet of up to 750 points escorting 500 points worth of transports. There must be a pair of cruisers with the same class. The Imperial task force commander must be in one of

the two aforementioned ships of the same class.

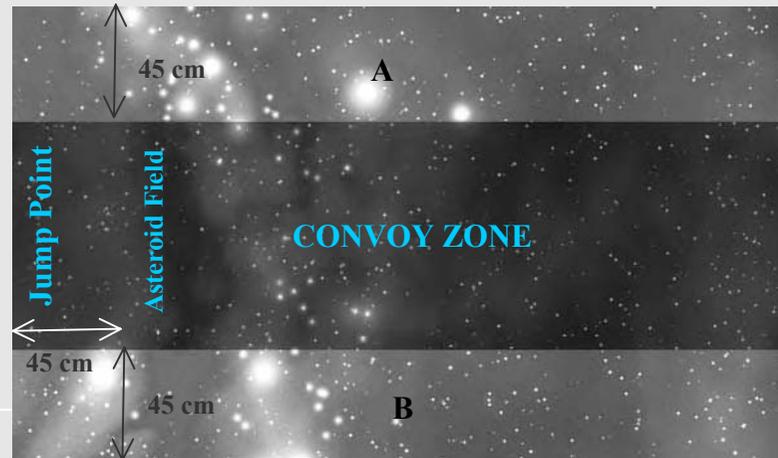
The Space Wolves may have a fleet up to 1250 points. The Space Wolves must avoid destroying the Imperial ships. They can cripple them, however. Note that the Imperials do not have any qualms about destroying the Space Wolf ships.

Battlezone

The encounter happens at Deep Space near the jump point. Set up celestial phenomena in any mutually agreed fashion. However, there is an asteroid field blocking the way to the jump point. Place an asteroid field D6x5 cm blocking the way to the jump point at a distance of 45 cm from the table edge where the said jump point is. This game would be better played on a rectangular table. Follow the rules on movement on p. 44 of the main rulebook with respect to moving through asteroids.

Set-Up

The Space Wolf player sets up first in the shaded areas outside the Convoy Zone. His deployment zone in either shaded area is from the table edge to 45 cm where the asteroids are placed. The Space Wolf Player rolls D6 for each of his ships or squadrons to see in which deployment zone it will be placed. The Imperial Navy player sets up at the short table edge opposite the table edge with the jump point. The Imperial Navy places one ship on the table edge where the convoy will move in from. The Imperial Navy player may not enter the table within 45 cm of either of the long table edges.



Special Rules

Both players must not know which ship the traitor is. The traitor will only activate the signal on turn 3. I suggest writing down the names of both ships on scrap paper, roll them up individually, then put them in a container and mix it up. The Imperial player then gets one and keeps it until the third turn when the signal is activated. Unroll the paper and find out which ship it is on. This makes for more suspense.

First Turn

The Imperial Navy player takes the first turn. The convoy moves onto the table from the point indicated. Any ships which do not move onto the table on the first turn must move onto the table of the second Imperial Navy player's turn. Any Imperial Navy player's ship that fails to move onto the table on the second is deemed lost and cannot participate anymore. The two ships of the same class must move onto the table. If either do not move onto the table by the second turn, the Space Wolf player wins.

Game Length

The game lasts for eight turns.

Victory Conditions

Space Wolf player wins if he manages to capture the traitorous ship or if either or both ships of the same class on which the traitor is onboard do not move onto the table by the second turn. Imperial Navy player wins if he manages to move off the jump point table edge opposite his deployment zone or destroys the Space Wolves.

Scenario

Space Wolf Scenario II – Hunter Hunted

By Dex 'Admiral D'Artagnan' Sy

The Space Wolves have overstepped their bounds. The Imperium's patience does have its limits and now an Imperial Navy task force is on the way to take back what is rightfully theirs. Capturing renegade vessels is one thing. Capturing loyal Imperial Navy battlewagons are another. The sector's Lord Inquisitor has instructed the Imperial task force commander to take back the captured vessel and to inform the Space Wolf commander that the Imperial Navy will not allow the further capturing of any loyal Imperial vessel, under any circumstances.

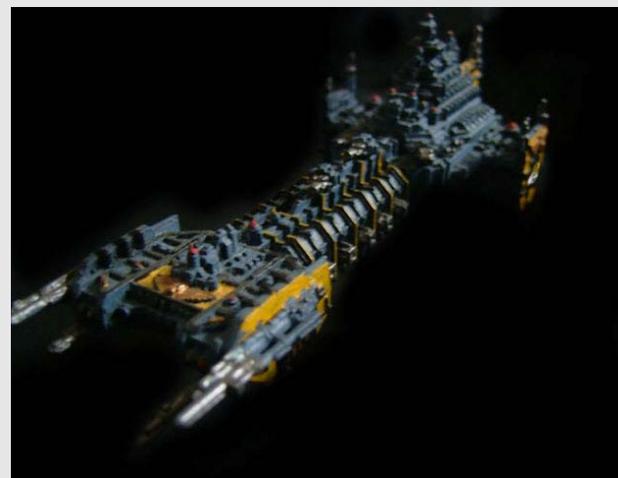
The Space Wolves have gotten wind of the Lord Inquisitor's plan and are loath to give up what they have taken great pains to acquire. They will not give up the captured vessel without a fight, Inquisitors orders or not. Rumors have also reached their ears about this particular Lord Inquisitor's "loyalty" if not "reliability". All they know is the Imperial vessel they have captured has been proven to be tainted and full access to the ship's database might well prove the high ranking conspiracy. They would prefer to let Wolf Lord Logan Grimnar be their judge and intercessor with the Imperial administratum. In the meantime, they whet their fangs in anticipation of a nee ess yet necessary battle.

Forces

This scenario is a heavily modified version of Scenario 5: Blockade Run. While the captured vessel must run to preserve what "evidence" the Space Wolves have of the warship's complicity, it is going up against much more heavier odds.

The Imperial forces, regardless of whether they are hostile to the Space Wolves or not, may have a fleet of up to 1500 points, but he may choose only Escorts, Cruisers, Battlecruisers and Battleships from his fleet list.

The Space Wolf forces number only up to 1,000 points, excluding the captured vessel. It is suggested to use a Lunar as the captured ship. They can also purchase up to 3 Minefields. The captured cruiser only has an Ld of 6 and half its starting hit points. It cannot go on All Ahead Full special orders as the previous crew had deliberately damaged the controls of the engines and so must limp away to safety. Weapons, shields, turrets and ordnance all function normally. Ships with Nova Cannons follow the rules under the Captured Cruiser entry. Ships with torpedoes have access to boarding torpedoes for free.



Battlezone

The blockading force is stationed at the edges of the system. The engagement happens at the Outer Reaches.

Set-Up

The Imperial player deploys within 20 cm of one of the short table edges. The Imperial player then rolls D6 for each of his blockading ships or squadrons to determine which half of it's table zone it is deployed in. Imperial ships may start facing in any direction. The Space Wolves player then sets up his forces, including the captured vessel within 10 cm of the short table edge opposite the Imperial player's. Place an asteroid field D3x5 cm by D3x5 cm in the middle of the table.

First Turn

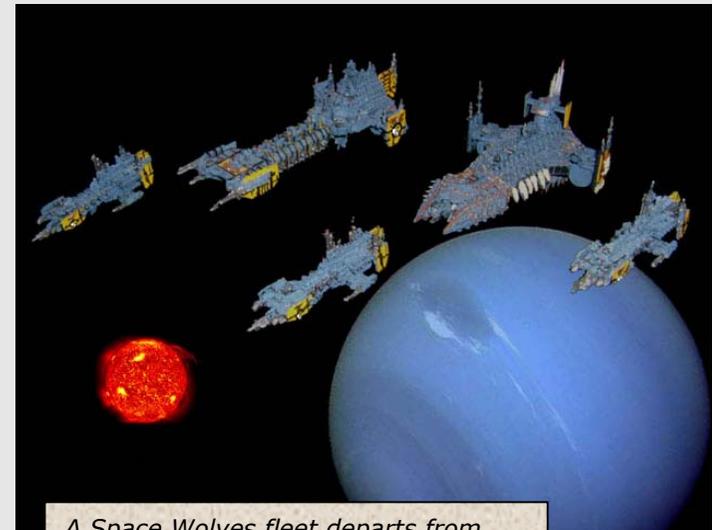
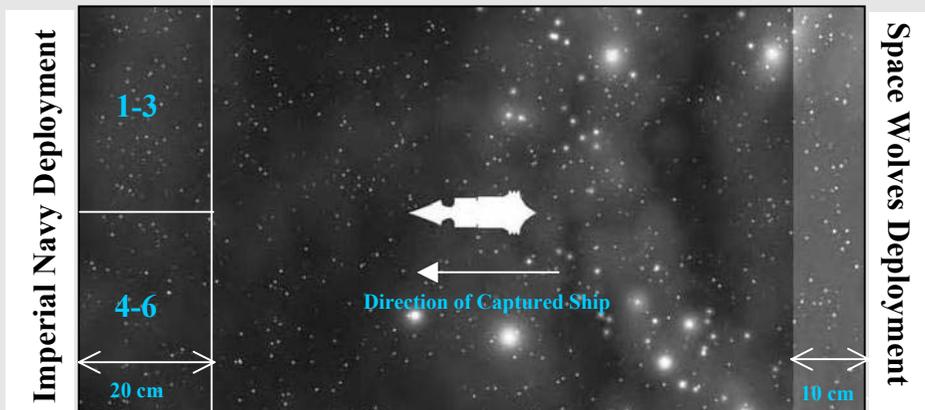
Both players roll a D6. The player with the highest score may choose to go first or second.

Game Length

The game lasts for eight turns.

Victory Conditions

The Space Wolf player automatically wins if he can move the captured cruiser off the table edge opposite his deployment zone. Otherwise, the side with the most Victory Points wins. Both players score victory points for destroying or crippling enemy ships as normal. The captured cruiser must not be destroyed. Destruction of the captured cruiser will result in the awarding of Victory Points equal to double its value to the player who's fleet did not destroy it.



A Space Wolves fleet departs from their Homeworld.