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# Warp Rift

The Battlefleet Gothic netzine

*Issue 15*  
*Introducing:*  
*Diasporex*  
*and more excellent*  
*Battlefleet Gothic Articles*



## From the Nexus Publishing House

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Warp Rift:  
Issue Fifteen  
November 2007

**+++ Forgotten Mirrors+++**

There we go: another issue of Warp Rift. And this one feels like a fast and furious one.

Best thing of the last two months regarding Warp Rift is the fact I had to reschedule various articles for future issues of this fanzine.

The 'downside' is that some great things aren't published right away. But I hope to do them justification next year. This sounds worse then it actually is. Warp Rift 16 is to be released at the end of January 2008,

But back to this issue. As a central focusing point we have an impressive work on the Diasporex fleet list. Mitch adapted them from the novel *Fulgrim* written by Graham McNeill. As a nice bonus Mitch also written two scenarios plus extra campaign additions to go along with the Diasporex.

Zhai Morenn submitted his view on how the Dark Eldar refits should look like. I think a lot of people will be happy to see this list. In a coming issue of Warp Rift there will be more Dark Eldar goodies.

Lumbering in one of my Battlefleet Gothic directories I had an article on the Styx, ready to be 'unleashed'. I hope you will like it a bit and refind some use for this vessel of Chaos.

The showcase is, once again, filled with some gorgeous pictures of finely painted Battlefleet Gothic ships.

The story is a familiar one to most of us sci-fi budding people but this time placed in 'our' Battlefleet Gothic universe.

And on a last note but a very important one: keep a good eye on the Specialist Games homepage. Towards the end of November there will be a very cool fan made Battlefleet Gothic supplemental (huge!) available for download.

**Happy Gaming, Painting & Converting,  
Roy**

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# Encyclopaedia Gothica

Fleets of the Galaxy

New Fleets

## Diasporex

By Mitch,

Concept by Graham McNeill

### History and Origins

The Diasporex are not one race but many, a democratic multi-part confederacy of civilizations, both human and alien, who travel the galaxy together in the spirit of mutual cooperation and friendship. The humans of the Diasporex hail from an age of Earth long since passed, and are the direct descendants of the original colonists who departed ancient Terra during the Golden age of humanity, some 25 millennia ago, to colonise the galaxy. During this halcyon period of man's interstellar expansion, vast colony fleets left Earth for the farthest reaches of the galaxy, establishing countless new colonies along the way and encountering myriad alien civilizations.

Some of these races were hostile despite the peaceful intent of the original human explorers, but many more were benevolent,

and an age of peaceful trade and cooperation between humans and aliens blossomed. Many explorers from the races encountered chose to join the colonists, and gradually over the millennia, a great diversity of peoples gathered together around the original Terran colony fleets to form a collective, and called themselves the Diasporex. As a democratic civilization, the Diasporex govern themselves by a council known as the High Senate, which may be a reference dating back to the Golden age of exploration when the Diasporex initially founded permanent planetary colonies. None of these colonies are thought to have survived, although the system of governance developed is still used by the remaining nomadic Diasporex.

First encountered by Imperial forces in M31, the Diasporex fleets had by this time become great conglomerations of vessels, with ancient Human ships, their

configurations lost during the Age of Strife, sailing alongside vessels from a wide variety of alien races. One such fleet was encountered at this time by the Iron Hands space marines, who pursued the Diasporex for months before finally trapping them in orbit around the Carollis star as they attempted to refuel. Despite their best efforts to avoid a confrontation, the Diasporex were hounded mercilessly by Imperial forces until they became trapped in the star's corona as they sought to protect their refuelling facilities. Their fate was sealed as elements of a second space marine legion, the Emperor's Children, arrived to support their fellows and cut off the escape route of the Diasporex fleet. Although a few smaller vessels managed to escape and carry warning to other Diasporex fleets, many thousands were lost to the Imperium's savagery that day as the Diasporex fleet was virtually annihilated.

*Mitch would like to thank Graham McNeill, Black Horizon, Raysokuk, D-Monster, Xisor, Phantine XX and Nerroth for all their feedback and support which helped to make the Diasporex fleet list a reality. Cheers to all!*

That the Imperium should react this way to them was no surprise to the Diasporex, since they had been well aware of humanity's descent towards a totalitarian, xenophobic dystopia for centuries. The edicts of the Imperium are anathema to the Diasporex, who still abide by their original philosophy of understanding and peaceful cooperation between all races, in the name of the pursuit of knowledge and exploration. This viewpoint, incommensurate with that of the Imperium's own draconian policies, is why the Diasporex can expect only persecution and antagonism from the rest of humanity, who have been indoctrinated to fear and loathe the alien, and any who fraternise with them, without exception.

Against such diametrically opposed views, the humans of the Diasporex cannot hope to reconcile with the rest of humanity, which under the brutal heel of Imperial rule, is forever lost to them. Despite this they have endured across the millennia, and continue to represent what some may consider the higher ideals of humanity, though in a galaxy rent by endless war their hopes for a more peaceful future may well be folly.

Despite the hatred nurtured by the Imperium for the Diasporex and their societal structure, they are not without friends and allies, even among the Imperium itself. Over the millennia, the Diasporex have traded extensively with the

assisting each other against common enemies, such as the Orks and forces of Chaos. Similarly in more recent times, the Diasporex have cultivated good relations with the Tau Empire and its allies, and they have maintained a peaceful stance towards each other since initially making first contact. Perhaps most unusually of all is the willingness of some Imperial Rogue traders to deal with the Diasporex, who clearly do not subscribe to the xenophobia of the Imperial masses.

+++



### Diasporex Colony Fleets

Often based around a 'core' of ancient human vessels, the fleets of the Diasporex are extremely diverse in their composition, and may include the ships of dozens of other alien races. Together, this bewildering array of vessels form vast cooperative armadas which live, travel and fight together where it is necessary to do so to defend themselves.

The largest ships seen in any Diasporex fleet are likely to be the original colony ships, huge vessels dating from the Golden age of mankind and thus tens of millennia old. Other human vessels will likely be remnants of the original colony fleets, consisting of early cruiser and escort analogues as well as much less recognisable ship classes, their designs long since lost to the Imperium. Over the ages, many of these vessels have become hybridised with alien technologies, altering their outlandish appearance still further.

In addition to these ancient vessels, a plethora of alien craft also add to the composition of the typical Diasporex fleet, ranging widely in size and capabilities. Due to the democratic nature of the Diasporex, crews tend to be mixed and will include human as well as alien elements aboard all of their vessels, even ones which were originally human or alien in origin. This is by no means set in stone however, and it is entirely possible for ships to have

exclusively human or alien crews with no mixing aboard some vessels, though the fleet as a whole may be extensively varied in its overall composition.

A side effect of this diversity is that Diasporex fleets tends not to be as rigid and disciplined as other races, and do not follow any rigid command hierarchy unless a command ship such as a colony ship is present to coordinate the entire fleet. Without a command ship present, these assemblages tend to act more like a loose group of semi-independent battle groups rather than a coherent single entity, although they will cooperate with and support each other.

Vessels tend to group themselves into these loose fighting formations according to size class, configuration or origin, with similar ships squadroned together where possible. Fleet Masters can command each of these groups individually, and are usually, though not exclusively, stationed aboard the largest capital ship in each group.

The Diasporex are benevolent in their outlook, and will not attack other races unprovoked, preferring to avoid conflict and needless loss of life wherever possible. Their preference is to continue travelling and exploring the galaxy in peace, though they will defend themselves if necessary and if escape is not an option. Of all their enemies, the Imperium has a vested interest in running the Diasporex to ground,

so that these 'wayward brothers' can be welcomed back into the Imperial fold, forcibly if necessary, but mainly also because of the wealth of forgotten technology and intact STC's possessed by the Diasporex. The Adeptus Mechanicus have a particularly strong motive in this regard, and will follow any leads or sightings of the Diasporex in the hope of acquiring some fragment of lost knowledge.

Due to their nomadic nature, it is postulated that the Diasporex do not establish permanent colonies, instead preferring to live aboard their ships and remain constantly on the move. Consequently, their fleets must carry everything they will need to make repairs, re-supply and refuel themselves without the luxury of orbital facilities and planetary resources to assist them. The most risky of these operations is refuelling, which owing

to the unique nature of Diasporex drive technology, requires that their energy reserves be replenished using solar collection devices which orbit within the corona of a star, in order to gather the radiation and exotic particles required. Though stationary when in operation, these solar collectors may be towed by escort-sized vessels, or taken aboard capital ships when not in use. Indeed, most if not all capital ships carry their own solar collectors so that they may maintain a degree of self-sufficiency. Although there is no proof that the Diasporex have no permanent colonies, there are still vast areas of the galaxy that have not been reintegrated by the Imperial crusades, so there may be planets out on the eastern fringes of the galaxy, beyond the current reach of the Imperium which still support such enlightened, multi-cultural civilizations.

+++



### Diasporex special rules

#### Leadership

The Diasporex are skilled spacefarers, well practiced in the arts of interstellar travel. When rolling for ship leadership, use the following table:

Roll a D6:

1-2	7
3-4	8
5-6	9

#### Disengaging

The Diasporex have only survived over the millennia because they have become adept at fleeing and hiding when the need has arisen. They will always attempt to escape rather than fighting to the death and suffering needless loss of life. Whenever a Diasporex vessel attempts to disengage, it receives a +1 bonus to its leadership test. At the end of a game add up victory points as normal, but any Diasporex capital ship that is left as a drifting hulk is worth 50% extra victory points against Imperial Forces, or double victory points (100% extra) if the victors are Adeptus Mechanicus. There are no Renown bonuses gained in campaign games against the Diasporex.

### Attack Rating

The Diasporex have an Attack rating of 1.

### Celestial phenomena

Due to the millennia they have spent travelling the void, the Diasporex make any leadership tests required to navigate celestial phenomena on a leadership score of 10. This includes solar flares, radiation bursts and warp rifts, although they are still affected by blast markers as normal.

### Boarding actions

The Diasporex are by nature averse to the mutual carnage suffered in a boarding action, and will avoid initiating one unless absolutely necessary. However their ships incorporate advanced security stations throughout, consisting of automated gun turrets, emergency bulkheads and other anti-boarding defences, making Diasporex ships difficult to board successfully. In a boarding action the Diasporex receive no bonuses, but enemies suffer a -1 boarding penalty. Hit and run attacks are similarly difficult to execute successfully against Diasporex ships, with enemies suffering a -1 penalty. Diasporex vessels may use hit & run actions as normal, but receive no bonuses.

### Diasporex weapons

The weapon systems carried by the human vessels of the Diasporex are not dissimilar to current Imperial weapons batteries and lances. Torpedoes and other ordnance are also the same as described in the BFG rulebook.

Alien vessels, notably the Ceti, may upgrade lances on their vessels to **EM Disruptors** for +5 points per lance point, which use the following rules:

**Ceti EM Disruptors:** These work like lances, always hitting on a 4+ and ignoring armour values. However, instead of the usual effects of a lance shot roll a 1D6:

D6 Result:	Effect
1	The shot dissipates against the hull, causing 1 pt of damage as normal
2-5	The shot penetrates the hull, causing no damage but scrambling weapon systems (causes an effect on the critical hit table equivalent to the number rolled)
6	The shot penetrates deep into the ship's weapons control systems, slaving a single weapons system (chosen by Diasporex player) to the Diasporex ship, and immediately allowing a round of firing to be resolved at the nearest enemy ship.

### Hybrid systems upgrades

Over the millennia, both human and alien vessels making up the Diasporex fleets have been upgraded and hybridised with technologies from myriad sources. Many of these systems are original STC's, but some are also alien in origin. The Diasporex however, make no distinction between their sources, and all are used equally to augment the offensive and defensive systems of the fleet. Ships may select from the following list of upgrades, increasing their points cost by the appropriate amount, while others are only relevant in campaign games. These distinctions are indicated next to the upgrade. In addition, it is noted that some upgrades can be stacked, meaning that multiples of particular upgrades may be taken, such as extra hits, shields or turrets for example.

Escort sized vessels may have a single upgrade, cruisers may have 2 upgrades, while larger vessels such as Command ships may have 3.

Note that when initially building a fleet, Hybrid systems may be selected as the player sees fit. Upgrades only have to be generated randomly during campaigns.

Roll 3D6	Upgrade	Effects	Points cost
3	Heavy Armour	Increase ship armour value by +1, to a maximum of 6+. May be stacked. The first cost is for escorts, the second capital ships.	10/20pts
4	Reinforced Hull	Increase ship hits by +1. May be stacked. Capital ships only.	15pts
5	Automated Missile Racks	May fire torpedoes twice in same ordnance phase, but must miss a turn after firing.	5pts per 2 Torpedoes
6	Advanced Damage Control	May repair critical damage in the end phase on a 5+ instead of 6+.	20pts
7	Augmented Drives	Increase ship speed by +5cm. The first cost is for escorts, the second capital ships.	5/15pts
8	Shield Capacitors	Shields recharge rapidly, gaining a 5+ save against any hits they receive. Hull hits are unaffected.	25pts
9	Improved Shielding	Increase vessel's shields by +1. May not be stacked.	15pts
10	Advanced Sensor array	Ship gains a +2 bonus for enemy contacts, instead of the usual +1.	10pts
11	Enhanced Point Defences	Increase vessel's turrets by +1. May not be stacked.	10pts
12	Targeting Grid	Any ship weapons using the gunnery table do not count right column shifts for firing over 30cm. The first cost is for escorts, the second capital ships.	10/20pts
13	Inertial Stabilisers	Ship reduces the distance it needs to move before turning by 5cm. Capital ships only.	15pts
14	Structural Analyser	Lances are better able to target vital systems, gaining a +1 bonus to chances of causing critical damage.	15pts
15	ECM Jammer	Enemy torpedoes and mines must re-roll successful hits on ships with this upgrade. Re-rolls are made after turret rolls. Eldar torpedoes make their re-rolls lastly, after all turret and jammer re-rolls.	10pts
16	Survival Pods	If ship is destroyed, characters aboard survive on a 2+ on a D6, provided another ship is within 10cm.	10pts
17	Hard Shields	First shield hit suffered by ships with this upgrade are ignored, and does not generate a BM. Negates shield piercing (eg: Necron particle whips).	10pts
18	Dauntless Guidance System	Torpedoes only. If original target of the torpedoes is destroyed, the salvo may make a 45 degree turn at start of the owning player's ordnance phase. The turn must be towards nearest target. Use short burn rules for these.	10pts

**Fleet List**

**Jupiter Class Terran Command Ship.....360 pts**

*The Jupiter class command ship is an ancient prototype of the later Desolator class battleship, and was thought to have been first commissioned around M21 in the Jovian shipyards. Considered in its time to be a triumph of human engineering, the Jupiter class filled numerous roles within the colonisation fleets of Old Earth, most frequently as a command vessel which could coordinate and support other fleet components. Although the later Desolator shared the Jupiter's hull configuration, it was extensively refitted as a lance boat, losing much of the earlier vessel's versatility.*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	4	5+	4
ARMAMENT	RANGE	FIREPOWER/STR	FIRE ARC		
Port Launch Bays	Fighters-30cm	2	-		
Starboard Launch Bays	Fighters-30cm	2	-		
Port Weapons Battery	60cm	6	L		
starboard weapons battery	60cm	6	R		
Port Lance battery	60cm	2	L		
Starboard Lance battery	60cm	2	R		
Dorsal Weapons battery	60cm	6	LFR		
Prow Torpedoes	30cm	6	F		

May not use *Come to a new heading* Special Orders. May have up to 3 upgrades.

**Europa Class Terran Cruiser.....180 pts**

*An early analogue of the Devastation class, the Europa class cruiser shares the same hull configuration as its descendent but carries a heavier load of mid-range weapons batteries. These were intended to allow the Europa class to operate alone or as the command vessel of small patrol groups. The weapon payload was phased out on the later design in favour of long range lances, more suited to the Devastation class's supporting role as part of larger battlegroups. Despite the Europa's heavier armament, it shared several limitations with the other cruiser variants of its time, namely less advanced drives and power relays for beam weapons.*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 8	20cm	45°	2	5+	3
ARMAMENT	RANGE	FIREPOWER/STR	FIRE ARC		
Port Launch Bays	Fighters-30cm Bombers-20cm A-boats-30cm	2	-		
Starboard Launch Bays	Fighters-30cm Bombers-20cm A-boats-30cm	2	-		
Port Weapons Battery	45cm	6	L		
starboard weapons battery	45cm	6	R		
Dorsal Lance battery	30cm	1	LFR		
Prow weapons battery	30cm	4	LFR		

May have up to 2 upgrades.

**Callisto Class Terran Cruiser.....170 pts**

*Like the Europa, the Callisto class is an earlier prototype of later hull designs which saw widespread use from the first days of the Imperium, most notably the Slaughter class cruiser. The Callisto class was designed to fulfil a multi-purpose role in battle, with its lance and weapon battery arrays able to produce a fearsome broadside at close range, and still pack a punch at greater distances. Nevertheless, as a warship the Callisto class was limited by its less advanced drive technology and inability to engage enemies at extreme range, being phased out as a result.*

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 8	20cm	45°	2	5+	2
ARMAMENT		RANGE	FIREPOWER/STR	FIRE ARC	
Port Weapons Battery		45cm	6	L	
starboard weapons battery		45cm	6	R	
Port Lance battery		45cm	2	L	
Starboard Lance battery		45cm	2	R	
Dorsal Lance battery		30cm	1	LFR	
Prow weapons battery		30cm	4	F	

May have up to 2 upgrades.

**Ganymede Class Terran Cruiser.....170 pts**

*Although its origins are now unknown to the Imperium, the ancient Acheron class heavy cruiser was directly based upon the Ganymede class, and shares many similarities with its predecessor. Both are dedicated lance boats, but the earlier Ganymede class utilised superior power relay technology of alien origin, allowing it to produce a lance broadside far more powerful than a vessel of comparable tonnage. The later Acheron class clearly lacked the technology required to produce such a powerful broadside, although it possessed other advancements that allowed it to engage effectively at much longer ranges with its main lance decks.*

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 8	20cm	45°	2	5+	2
ARMAMENT		RANGE	FIREPOWER/STR	FIRE ARC	
Port Lance battery		45cm	4	L	
Starboard Lance battery		45cm	4	R	
Dorsal Lance battery		30cm	1	LFR	
Prow weapons battery		30cm	4	F	

May have up to 2 upgrades.

**Defender Class Ceti Cruiser.....180 pts**

*The Ceti are one of the first races encountered by the colonists of Old Earth. Their original homeworld long since consumed by their dying sun, the Ceti became a nomadic, starfaring race of wanderers. Despite their fearsome appearance, these tall, heavily muscled quadrapedes are largely benevolent, motivated chiefly by curiosity and the pursuit of knowledge. First encountered as members of the Diasporex in M31, the distinctive ships of the Ceti are a relatively common sight among Diasporex fleets.*

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 8	25cm	45°	2	5+	3
ARMAMENT		RANGE	FIREPOWER/STR	FIRE ARC	
Port Lance battery		30cm	2	LF	
Starboard Lance battery		30cm	2	RF	
Prow Lance battery		30cm	3	F	

May have up to 2 upgrades. May upgrade lances to EM Disruptors for +5 points per lance.

**Mercury Class Terran Scout.....35 pts**

*The Mercury class scout is a tiny, ancient vessel originally designed to act as an advance scout for the colonisation fleets of Old Earth when investigating unknown star systems. Although only lightly armed and armoured, the Mercury carries advanced sensors superior to those in common use even in M41. In the dangerous, war-riven galaxy of the 41<sup>st</sup> Millenium, the Mercury class scout has proved invaluable to the Diasporex with its ability to give advance warning of approaching enemies even at interstellar distances.*

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort / 1	30cm	90°	1	4+	1
ARMAMENT		RANGE	FIREPOWER/STR	FIRE ARC	
Prow Lance battery		30cm	1	F	
Prow Torpedoes		30cm	2	F	
Hull Weapons battery		30cm	2	LFR	

May have any **one** of the above weapon options. May **not** have upgrades. If there is at least one scout present, the entire fleet gains an extra +1 bonus for enemy contacts. In addition, the Diasporex fleet may re-roll initiative for the first turn.

**Generic Terran/Alien Escort.....40 pts**

*The escort vessels found in Diasporex fleets are usually highly varied, consisting of a mix of early human vessels and a sometimes bewildering variety of alien ones. Many of the ancient Terran vessels are early analogues of later designs, though some have been lost from Imperial records for millennia. The alien vessels also date from various periods, and represent the myriad starfaring races which inhabit the galaxy and have chosen to become a part of the Diasporex.*

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort / 1	25cm	90°	1	5+	1
ARMAMENT		RANGE	FIREPOWER/STR	FIRE ARC	
Prow Lance battery		30cm	1	F	
Prow Torpedoes		30cm	2	F	
Hull Weapons battery		30cm	2	LFR	

May have any **two** of the above weapon options: 1 hull and 1 prow, 2 hull or 2 prow. May also have up to 1 upgrade. Ceti escorts may upgrade lances to EM Disruptors for +5pts per lance.

**Solar Collector.....pts: special**

Solar collectors are portable orbiting devices used by the Diasporex to recharge their ship drives and power systems. They are placed on the edge of the corona of stars of a suitable spectral type, where they accumulate and concentrate the radiation emitted from the star for later use. Since the Diasporex do not establish permanent bases, these devices are their only means of re-fuelling. They are however vulnerable to damage and can easily be destroyed by weapons fire. This is particularly the case if they have already accumulated an energy charge, which can be released in a cataclysmic fashion if the collector is damaged or destroyed.

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Defence / 1	0cm	0°	-	4+	-

A Solar collector will explode on a 3+ on a D6 if destroyed, with a blast radius of 3D6cm. Any vessel caught in the blast will suffer a number of lance hits equal to the number of turns the collector has been charging for (eg: a collector which has been charging since the start of the game will cause 4 lance hits to all vessels within range on turn 4, and so on). Shields and holo-fields offer no protection from an exploding solar collector.

**Diasporex Fleet List**

**Fleet Commander**

Diasporex fleets will only have an overall commander (ie: a High Senator) present if there is also at least one Command ship present in the fleet, in which case the Senator must be placed aboard it. A Diasporex fleet will only receive fleet re-rolls if there is a Senator present, otherwise they are limited to the ship re-rolls of the Fleet Masters.

**Fleet Master:**

+1 Leadership bonus for the vessel they are aboard.  
One ship re-roll.....50 pts

**High Senator:**

+2 Leadership bonus for the vessel they are aboard.  
One fleet re-roll.....100 pts

**Fleet Masters**

may have additional ship re-rolls at the following points cost:  
One extra re-roll.....25 pts

**High Senators**

may have additional fleet re-rolls at the following points cost:  
One extra re-roll.....25 pts  
Two extra re-rolls.....75 pts

**Capital ships**

*Up to one Command Ship may be present in the fleet for every 1000 points worth present*

Terran Jupiter Class Command Ship  
.....360 pts + upgrades

*0-12 Cruisers*

Europa Class Terran Cruiser  
.....180 pts + upgrades

Callisto Class Terran Cruiser  
.....170 pts + upgrades

Ganymede Class Terran Cruiser  
.....170 pts + upgrades

*For every three cruisers present, one may be an Alien cruiser*

Ceti Defender Class Cruiser  
.....200 pts + upgrades

**Escorts**

*The fleet may include any number of Escorts, both Human and Alien without limitations*

Generic Terran/ Alien Escort  
.....40 pts + upgrade

0-6 Mercury Class Terran Scout  
.....35 pts



**Character vessel: The *Earthseed*.....500 pts**

*Estimated to be over 25 thousand years old, the Earthseed is one of the original colony ships which departed Old Earth during the Golden age of technology, at the heart of a huge fleet of ships designed to protect it on its great mission to colonise the galaxy. Constructed inside a huge asteroid several tens of kilometers across, the Earthseed is a fully self-sufficient and self-regulating biosphere capable of supporting thousands of species of flora and fauna, and several thousand human colonists. Based on the ancient philosophy of 'greening the galaxy', the Earthseed was one of many hundreds of colony ships of this type, built to support a living biosphere rather than transporting its precious cargo in stasis fields or cryogenic freezers. Although these vast constructs were dependent upon the colony fleets that accompanied them for their main protection, they were not without defences of their own. Guided by highly advanced AI systems, these colony ships were fully capable of protecting their precious cargoes without the active participation of their human crew, which were in any case likely to be almost exclusively civilians and scientists. Though its original mission has been obsolete for millennia, the Earthseed is precious because it continues to support thousands of now extinct species from Earth's ancient past, and provides a welcome 'home from home' for the human descendents of those times.*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence / 20	10cm	Special	4	5+	6
ARMAMENT		RANGE	FIREPOWER/STR		FIRE ARC
Lance battery		60cm	6		All round
Torpedo silo		30cm	10		All round
Weapons Battery		30cm	10		All round
Weapons battery		45cm	6		All round
Weapons battery		60cm	4		All round

The Earthseed is guided by an advanced AI system which is responsible for operating its offensive and defensive systems. Should this fail, it will leave the Earthseed virtually defenceless. If a Bridge Destroyed critical effect is inflicted on the Earthseed then the AI system has been damaged. This damage is not permanent as it usually is, but all of the Earthseed's weapons will go offline until the damage can be repaired. This does not affect turrets, since these are controlled by a partitioned AI that will continue to operate independently. Any weapon systems critical results will reduce the Earthseed's lance battery by 1 point, its weapons batteries by 3 points (starting with longest range batteries first) and its torpedoes by 2 points until repaired. The Earthseed is fitted with Enhanced point defences (included in profile), a Targeting grid, a Multi-wave jammer and Advanced damage control. The Earthseed follows the same rules for special orders and movement as Ork Space hulks.

**Scenarios**

Due to their benevolent nature, the Diasporex are extremely unlikely to attack other races unprovoked and can usually only be brought to battle to defend themselves or their immediate interests. Since they do not attack or defend planets, there are a number of scenarios that are unlikely or simply inappropriate for the Diasporex to be involved in. The following guidelines suggest which scenarios from the BFG rulebook and Armada are valid for using with a Diasporex fleet, and what if any restrictions or modifications are required.

**Suitable scenarios:**

- Surprise attack** – Play as normal
- Blockade run** – Diasporex are always the attackers (ie: they always run the blockade)
- Convoy** – Diasporex are always the defenders (ie: they always protect the convoy)
- Escalating engagement** – Play as normal
- Fleet engagement** – Play as normal
- Cruiser clash** – Play as normal
- The Raiders** – Diasporex are always defenders
- The Gauntlet (A)** – Diasporex are always the defender (ie: they must run the gauntlet)
- Alien intervention (A)** – Diasporex are always the defender (ie: they Eldar come to their aid).

**Unsuitable scenarios:**

- The Bait** – Diasporex won't defend systems, nor would they raid them. They would defend solar collectors or others of their kind in a system, but wouldn't allow themselves to be drawn away from their charges.
- Planetary assault** – Diasporex don't assault planets, nor would they defend one
- Exterminatus** – As with planetary assaults, Diasporex don't defend planets, nor would they have the motive or weapons to destroy one.



**Additional Rules**  
**Dark Eldar Refit**  
 By Zhai Morenn

*Long having found the refit tables of Mon Keigh and even the proposed refits and crew tables for our weak corsair and craftworld cousins to be unsatisfactory and useless to our needs, we present a refit table and list of crew skills which are more fitting to the needs of the Dark Eldar. Do be kind enough to seek the permission of a campaign master or your opponent before using this table.*

*The following upgrades are purchased at 10% of the ships point value.*

**Ship Refits**

1. Obsidian Spiders: If the ship has no current critical damage, roll a number of D6 equal to the damage it has taken. If you get any 6's, the ship recovers one damage point. Only one may be recovered per End Phase no matter how many 6's are rolled.
2. Sensor Dampeners: Enemy ships do not receive any Ld bonus for this vessel being on Special Orders.
3. Malevolent Soul: The Dark Eldar ship has a spirit of it's own, twisted and black from it's masters will. This will has exerted and manifested it's desire for blood when it's crew otherwise is panicked. The ship suffers no leadership penalties for blastmarkers, nightmare fields or marks of chaos, etc except when trying to disengage, in which case the penalties apply as normal.
4. Netherfield: The ship counts as an escort on the gunnery table. Reroll for escorts.
5. Reinforced Structure: The ship gains 1 hitpoint. Reroll for escorts.
6. Grav. Field: The ship is not affected by gravity wells on the low orbit table (i.e. will not be drawn towards the planet.) Additionally it may during it's movement phase shift it's position up to 10cm in any direction without turning. This distance covered counts as part of it's movement.



## Engine Refits

1. Void Shifters: The Dark Eldar vessel has been upgraded with additional manoeuvring drives that draw power from the void. The Dark Eldar ship may instead of making one turn up to 90 make two 45 turns at any point in it's movement. Additionally the ship may reroll it's attempts to navigate an asteroid field. (Allows two rerolls for escorts)
2. Polarization Field: A low level energy field surrounds the ship, channelling the debris of space around the vessel. The ship is unaffected by blast markers and celestial phenomena. (The ship may still make a leadership test to "ride the wind" in the event of a solar flare. This is optional.
3. Ghost Drive: When on All Ahead Full! the ship may choose to pass through any celestial phenomena or other objects it would otherwise be affected by such as blast markers, Tyranid ships with spore cysts, etc without suffering negative effects. This will allow the ship to automatically succeed in navigating an asteroid field.
4. Void Drives: The Dark Eldar Vessel has been upgraded with more powerful thrusters that are able to supplement their power with energy drawn directly from the void. +5 cm to the vessel's speed.
5. Sylph Wings: Modifications to the Dark Eldar vessel's drives have allowed for greatly increased bursts of speed. +2D6 when on All Ahead Full!
6. Enhanced Mimic Drive: If the ship is within 5cm of an enemy ship, any enemy ships outside of 15cm range must take a leadership test. If they succeed they have differentiated the Dark Eldar from their ally and may fire on the Dark Eldar ship normally. If they fail, they may choose to target the next closest Dark Eldar or roll a D6. If taking the second option, the attacking ship's owner must declare which weapons he will use in advance. On a roll of 1-3 the Firing ship has mistakenly targeted it's ally within 5cm of the Dark Eldar vessel and must fire previously stated weapons at it's ally as if it were an enemy ship. The attacking ship may not fire any left over weapons at the Dark Eldar ship under the pretence of "Now I know who is who" that turn. A roll of 4-6 has resulted in successfully targeting the Dark Eldar. The Dark Eldar ship must be already upgraded with Mimic Engines to be eligible for this upgrade. This upgrade only works against foes whom the mimic engine upgrade would normally work against. (Won't work against Necrons or Tyranids)



### Weapon Refits

1. Enhanced Void Siphon and Weapon Mounts: The ship has been upgraded in a manner that allows it to use All Ahead Full and Come To New Heading special orders without halving it's batteries or phantom lances. During AAF or CTNH, the ship's batteries and phantom lances remain at full strength.
2. Distortion Charges: Vessel has been fitted with an aft mounted weapon system which ejects a Warp Distortion Charge into the vessel's wake. The D-charge must be placed in the ships aft arc and moves 10cm towards the nearest enemy ship or defence in each ordnance phase. As far as interception is concerned, it is treated like an Eldar Torpedo. If it is not destroyed and strikes an enemy ship, place a warp rift marker (Nova Cannon template) at the point of impact. Any ships touched by the template suffer the effects of encountering a warp rift immediately. At the beginning of each Eldar turn roll D6 and on a 6 the rift closes- remove the template. Only usable once per game per ship that has been thus armed. (May only be mounted on Capital ships)
3. Rune Assisted Targeting Nodes: Those Eldar linked to the fire control systems are aided by a complex gunnery array. Ships fitted with Phantom Lances may reroll their first miss per turn. Reroll this result if the ship has no phantom lances.
4. Increased Ordnance Bay Capacity: The vessel increases it's torpedo bay strength or launch bay strength by 50%.
5. Anomaly Clarification Stones: The vessel does not suffer a right shift on the gunnery table for shooting through blast markers or celestial phenomena or firing in low orbit.
6. Enhanced Focus Artefact: Only the most innocent and unsullied souls can be used to create the core of this device and use it to increase the reach of the ship's weaponry. Sisters of Battle and Grey Knights can serve to this end, though young children achieve a similar result and are much easier to acquire. Add 10cm to the range of Phantom Lance or Battery weapons.

### Crew Skills

1. Expert Gunnery: This ship's gunnery crews are amongst the finest in the sector. When rolling to lock on, roll 3D6 and discard the highest roll.
2. Independent Minded Commander: The commander of this ship or escort squadron has always displayed a tendency for being the lone wolf of the fleet. This craft may always attempt to go on special orders even if another ship has failed it's command check. The only orders which may be used are ones that allow the ship or escort group to attack an enemy more effectively in the shooting & ordnance phases (Reload Ordnance and Lock On).
3. Excellent Pilots: Even the bombers of this vessel number several 'Aces'. Fighters from this craft may always move before enemy ordnance. Bombers and Slavebringers that are intercepted by enemy ordnance may make a D6 roll and remain in play on 4+.
4. Legendary Raiders: The ship's compliment of warriors, wyches and mandrakes are legendary for their ferocity and cunning. The ship doubles it's boarding value in a boarding action.
5. Survivor Instinct: If this ship or escort squadron's impaler(s) roll a 1 when determining if they successfully make their attack, roll a D6 for each Impaler that has been lost. On a 4+ a few survivors have managed to sneak into the module and disengage it from the enemy ship. This module may be used once again during the next turn.
6. Elite Command Crew: Once per battle this ship may automatically pass a Leadership test or command check. No need to roll any dice.

# Tactical Command

Tactics & Strategy

tactics

## What about the Styx?

By Roy 'Horizon' Amkreutz

### The History

When Battlefleet Gothic was first released with the original ordnance rules the Styx was a feared ship. With six launch bays it outclassed its Imperial Navy equivalent the Mars Battle cruiser. Its assault boats ripped enemy escorts apart, its fighters intercepted all incoming torpedoes and its bombers had the potential of damaging even a battleship.

But even then the Devastation was already dubbed the more useful carrier in the Chaos arsenal. It was (back then) 100 points cheaper at the expense of 2 launch bays.

Another downfall on the Styx was the fact that it was the most expensive ship outside of the battleships and Warmasters always go on the most expensive ship.

But with the unlimited ordnance the Styx could sit back and dish out large waves of attack craft so people still picked the vessel in their fleet.

Then the ordnance restriction came. A quite useful one it was; reading about people who maxed out on ordnance, building wave after wave behind an asteroid field and then sending them in after a few turns took the fun out of the game. Luckily I never experienced this myself as both me and my regular opponent more focussed on guns than attack craft.

The downside of the ordnance restriction however was that the Styx became a bad choice in a fleet. Taking two Devastations was far more favourable (do the two Styx versus three Devastations calculation for that!).

But even now, I still selected the Styx in my Chaos fleet....

With the release of Battlefleet Gothic version 1.5 early 2007 the Styx became a bit less worse as its price was dropped from 290 to 275 points.

I was happy with this drop as it gave me an extra 15 points available (almost) in my standard 1500 point, background driven, Chaos fleet. More on this later.

Still, many people didn't find the drop significant enough, claiming the Devastation is still the better choice. Of course, we all know the Devastation needs an upping of 10 points to justify its strength. The Devastation is maybe the single most effective cruiser in this game!

I do understand the High Admiralties hesitation to lower the Styx even further into the range of 260-265 points as that would create difficulties for the Imperial Mars class.

+++ Tactical Command +++

**The Tactic**

Now that we have looked a bit at the history of the Styx in Battlefleet Gothic I like to present you my views on why the Styx is a useful vessel in a Chaos fleet.

In my 'standard' Chaos fleet I have a core formed of the fast Desolator class battleship, two of the bristling with guns Carnage and, of course, a Styx. In addition to them I toss in following vessels as I like (depends on the moment): Slaughter class, Repulsive class Grand Cruiser, Infidel escorts and/or Iconoclast escort vessels.

Back to the core, the backbone, of my fleet: it is about guns. Heavy guns provided by the Carnages and the lances from the Desolator.

Now the Styx comes in, its 6 launch bays are enough to repel an enemy fleet with more launch bays (8-12) or dominate when the opponent has less available. Personally I wait and see what the opponent does launch, if I am on the 'defence' I launch fighters otherwise assault boats to hunt down escorts. So there is function one of this vessel: balance in the ordnance phase.

But there is more, together with the Desolator I use the Styx as a long range weapon support platform. Both give me a total of strength 12 60cm weapon batteries, I know on that distance you suffer shifts but they can always drop a shield or two. Then the lances come, you get six of them in total, all with a range of 60cm. The fact

the Desolator can easily go on lock on makes this a fearsome long distance danger to the enemy.

*Note: do not squadron them! And fire after your 'closer' ships have fired.*

To take benefit of my core's strength I use the Carnages to slowly close in on the enemy, always presenting their broadsides to the enemy. In a wider circle the Desolator and Styx, behind the Carnages, provide support.

Of course this is an ideal situation and not every battle will give you an opportunity as such but the main advice to keep the Desolator and Styx a bit back behind the Carnages is never a bad choice.

In addition to the 'core' I most likely use a little squadron to guard the Desolator and Styx. Iconoclasts are perfect for this (an overlooked escort in my opinion).

When I use a Slaughter it goes with Infidels and it supports to Carnages. Do not rush this one in. The Repulsive adds great firepower to the Carnages as well in the 45cm range.

But I am diverting, back to the Styx. In smaller battles where I cannot field the Desolator I will use the Styx as my flagship in an almost same manner but closer to the 'inner circle' ships to avoid being caught alone by an enemy counter speed strike.

So, concluding, the Styx offers me enough launch bays to compete in the ordnance battle where one Devastation

that or where two Devastations would cost me some precious guns. Also it offers long distance fire support to my gun ships, especially when used in conjunction with the Desolator.

Of course, against a heavy ordnance fleet, like the Tau can field, the direct ordnance battle is almost always at a loss. But that should be compensated by the long range gunnery from the Chaos vessels. In this case the 'inner circle' should close more cautiously and keep more distance to the enemy ordnance.

Trying to brace multiple enemy carriers is a high urgency point as a braced vessel cannot reload its launch bays or torpedoes.

Some people point out that the Styx is merely a cruiser, only 8 hit points and 2 shields, but a very expensive one. And this makes it a prime candidate for the enemy fleet to hunt down.

That may be true but in my opinion is that when you fly the Styx along the Desolator, at a distance between 51-60cm, and use the gun ships in an inner line, the enemy has far more worrying targets to think about.

Of course the enemy want to sink your only carrier! But isn't that what you want to do also? So make sure you suppress the enemy carriers.

The Styx would gain in value if the Devastation got tuned down or increased in price because as it now stands is that the

Styx is priced correct and the Devastation is not.

However I personally find that most weaponry is hardly ever used on the Devastation: I personally would never steer a carrier within 30cm of the enemy to use my batteries and as the ship is no line breaker you normally only use either the port or starboard lances.

The Styx does not have this problem: you can easily use the batteries at a range of 60cm and the lances are left/front/right so you lose no weaponry to one side.

That is how I use the Styx in my own fleet, always with good results, as far as I remember this ship has never been destroyed. But there are other utilities to make good use of the Styx.

When you play using the 13<sup>th</sup> Black Crusade list from Armada it is a very good idea to give the Styx Chaos Space Marine Crew. This way you get an extra +1 to your Leadership which is always good for a carrier. The +1 to hit-and-runs attack is nice as well when you sent out the assault boats.

Another good idea for the Styx is to squadron it with a Despoiler. That gives good leadership, both are carriers and thus have no conflicted special order issues. The Despoiler also has 60cm batteries and 60cm dorsal lances. But in this the Despoiler is the downfall as it is the weakest choice of battleships and a huge point sink in my opinion, but for people who

like to use the Despoiler above is a good idea to include a Styx and create a dominating ordnance force.

A rather curious tactic I have read about is the idea to squadron(!) a Styx with a Carnage cruiser, which is used as a 'shield' for the Styx. This also requires the inclusion of one or two Devastations in the fleet. The Carnage and the Styx (16 weapon batteries + 2 lances @ 60cm on Lock-On is good, plus the batteries increase to 22 within 45cm) are used as gun ships, where the Styx its launch bays count towards the

maximal available launch bays in the fleet. This ordnance can then be launched from the defensive deployed Devastation. Devious and a cunning ploy.

But just like the Despoiler option this idea focuses on an ordnance heavy fleet. Where I personally like more guns in a Chaos or Imperial Navy fleet. And thus we return to my initial point: the Styx provides enough launch bays to balance the ordnance phase without giving up your main weaponry: Batteries and Lances.



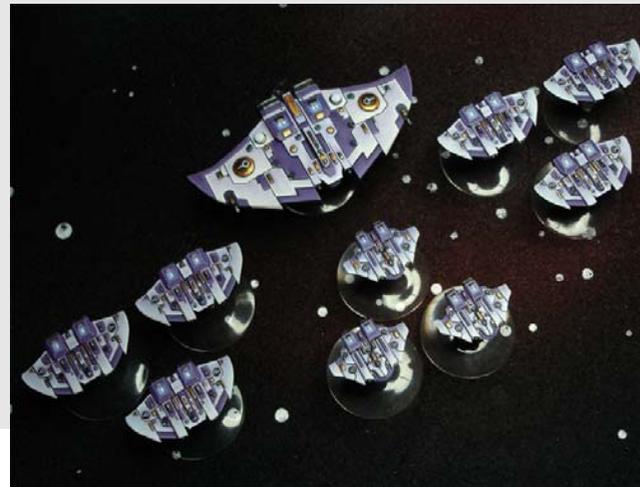
# Show case

Vessels of the Galaxy

S  
H  
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C  
A  
S  
E



*Lord Chronos  
Forgeworld Tau vessels*



S  
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*Captain Leviticus  
Nurgle fleet of  
Chaos*



# Officer's Mess

Lounge time

Short Story:

## Shadow of the Harvest

By BigmanT773

++++++Report on Upcoming Necron Threat++++++

*Commit to:* Imperial Record GFT 17/5423  
*Transmitted:* Terra Inquisition Record 4332 5/7821  
*Transmitter:* Astropath Freri  
*Crossfile to:* Necron Fleet AA  
*Receiver:* Astropath Burnel  
*Input Date:* 8551960.M41  
*Input Clearance:* Admiral Frederick Goodwin  
*Author:* Admiral Frederick Goodwin

*This letter is addressed for Admiral Francos Brimidar. You are here by charged with the destruction of the Necron fleet. Amass forces as you see fit. We have deemed this threat worthy of a full naval response. Mind you, however, we feel that Captain Asmar Tiberius is not suitable for this operation. His previous encounters with the Necron could possibly make him a liability. That aside we know you will not let the Imperium down.*

*Good Hunting.  
The Emperor Protects.*

++++++End Transmission++++++

Captain Asmar Tiberius stood at his command pulpit, his hands clasped behind his back, surveying the star filled view screen in front of him. Various crewmen scurried all around the bridge of the Apocalypse Class Battleship, *New Frontier*, carrying out various tasks, concerning the running of the ancient vessel.

The communications expert spun around in his chair, got to his feet and made his way over to Tiberius to talk to him directly. Tiberius noticed the man coming and turned to face him while keeping an augmented eye fixed to the view screen.

The crewman stopped at the step of the pulpit and addressed the Captain. "Captain, there is a line coming in for you from High Command." Tiberius seemed to think for a moment before acknowledging the information. "I'll take it in the conference room. Assemble my staff for a meeting in five minutes."

The bridge officer nodded and went back to his post, presumably to carry out Tiberius' orders. Tiberius stepped down from his pulpit and walked through a door toward the side of the bridge. Inside was a large conference table of beautiful oak, made from the trees of holy Terra herself. Tiberius sat down in a chair at the head of the table

and triggered the activation switch for the pict screen that lay at the opposite end of the room. A man's face appeared instantly, ragged and ancient from millennia of life. His face was riddled with augments, but yet he still retained a graceful appearance. Tiberius smiled as he immediately recognized the man as Francos Brimidar, commander of the Battlefleet Andromeda.

"Asmar, it is good to see you again my friend," Brimidar said, his voice hoarse and ragged.

"Likewise, Admiral, it has been far too long. It is good to see that some of the Navy's finest are still patrolling the galaxy." Brimidar smiled at the compliment, "But if you will excuse me for being blunt, you did not call to just check up on me." Brimidar seemed to frown for a moment but quickly recovered and got to the point. "Ah, Asmar, you haven't changed a bit. But as you say let me get to the point." He paused and cleared his throat, "I'm afraid what we have feared for so long has finally come upon us. The Necrons have reentered Imperial Space. My psychics tell me that the fleet is bigger than the Hive Fleet Kraken. But you know them, lot of talk, not so much logic." Tiberius noted the obvious distaste Brimidar still retained for astropaths, even after all these years.

"But if that were true, then they would be putting off a massive warp signature wouldn't they?" Tiberius stated.

"That's what I tell them, but you know these damn people. They won't listen to an old man," Brimidar smiled. Tiberius smiled in return and leaned back into his chair, grabbing the cup of recaff that had been conveniently placed on the table for him. "I'm assembling a fleet to stop them in the Vespi V system, and I'm bringing in the Battlefleets Scarus, Cadia, Agripinaa, Galileo, Hydra and Coronus along with the Martian Reserve Fleet."

Tiberius leaned forward in his chair, enthused by the sheer mass of power. Seven Battlefleets was nothing short of a Crusade. "That's great, Admiral. I'll set a course for the rendezvous immediately," Tiberius replied, setting his cup of recaff back down on the table.

"I'm afraid that's why I called," Brimidar cut in. He sighed before continuing. "Asmar, the *New Frontier* will remain where she is, patrolling the Pili Gulf."

"But, Admiral, the *New Frontier* is one of the greatest ships in the galaxy. You would actually have us stay here and patrol the neutral zone? During a war?"

"I'm sorry, my friend, but due to your previous experience, we cannot afford to put you in the line of fire. Your fleet will remain in the Gulf and await further orders."

Tiberius stood up and saluted. "Yes, Sir," he simply stated. Brimidar frowned again before the pict screen winked off. Tiberius leaned back in his chair and rested his chin on an augmented fist. He sat there in silent thought for a while before the doors to the conference room slid open and six officers stepped through the door. They all sat down in their respective seats and waited for Tiberius to come back from his reverie.

Tiberius looked around the room before addressing them. "Well, Ladies and Gentlemen, I have just received word from Admiral Brimidar that a Necron fleet is inbound to Imperial controlled Space. He says that his astropaths have picked up something in the warp and they indicate that the fleet is possibly larger than Kraken."

A hushed awe swept through the room as the thought of a fleet larger than the Tyranid Hive Fleet Kraken could actually exist.

"I'll get my men to preparing the Lance batteries," Lieutenant Sepris said.

"Our orders are to remain here in the Pili Gulf and await further orders," Tiberius continued as though he had not even heard the comment.

"What? That's ridiculous. The *New Frontier* is the most powerful ship in the Navy," Commander Lyter explained, absolute disbelief etched across his face.

"I explained as much to Admiral Brimidar. He has no doubt about the *New Frontier* and her crew, but has doubts about the abilities of her captain. He believes that since I have been placed in a unique position with the Necrons, I should not be made to be put in such a position again," Tiberius responded giving a quick glance down to his augments.

"That's insane. Your experience with the Necron makes you the perfect man for this fight," Commander Lyter explained.

"Admiral Brimidar tends to disagree," Tiberius said simply.

"Sir, with all do respect, we're ready. We've been out here for over a year now. The *New Frontier* is destined for more than just chasing comets."

Tiberius leaned on the table and picked up his cup of recaff. He sipped down the hot liquid and savored the bitter sweet flavor.

Lieutenant Fox brushed her long dark hair over her shoulder and gently cleared her throat before speaking up. "Sir, the crew is ready for anything, and they trust your judgment. If you lead them into this fight they will follow you."

"As will we," Commander Lyter chimed in.

Tiberius looked around the room and bobbed his head up and down slightly as if in agreement. "Well, regardless, we have our orders. You are all dismissed." The senior staff solemnly got up and proceeded to exit out of the conference room. Tiberius remained seated, however. He sat there staring at the wall in deep thought. He reached into his pocket and pulled out an old Terran pipe and held it in his mouth. He did not smoke, but somehow the strange little object brought him comfort.

Some time passed before he made his decision. He slugged down the last of his recaff and gently placed it back where he had found it on the table while placing the pipe back in his pocket. Tiberius got to

his feet and straightened his uniform by tugging down on it sharply before making his way out of the room.

Tiberius walked out onto the bridge and stepped up onto his command pulpit. All bridge operations seemed to cease as he entered the bridge as if everyone knew of what was to come.

"Ladies and Gentlemen, I am about to disobey a direct order from High Command. If any of you have any objections, inform me now it shall be noted in my log," he said looking over the room. No one objected and Tiberius nodded happily. Commander Lyter smiled and moved himself to the Captain's side.

"Then without further ado, Helmsman, set a course for Vespi V. Take us into the warp.

+++

The *New Frontier* emerged from the warp into a scene of utter devastation. Even though they were a good distance away from Vespi V, the destruction was easily scene even from outside the system.

"Sir, we're receiving ship to ship communication lines from the fleet," the communications man reported from his post.

"Put them on the speakers," Tiberius told him. The bridge came alive with noise as ships transmitted vox messages across space.

---"Get those Lance Batteries back online"---"All stations, open fire!"---"New heading 432 by mark 3. Make sure they don't come up behind us."---"Damage to decks 5 through thirteen. Pull back and assess."---"Watch the port thrusters, don't let them over heat."---"Squadron 4 inbound for target 238 dash 56. Missiles hot."---"Ramming speed! Take the filth down with us."---"Get those ships out the"-----"We are the Necron. C'tan's chosen warriors. Your flesh shall be striped of your bones, your planets shall be purged of all life and you shall be made to serve the sun-god for the rest of time. Your technological and biological advances shall be added to our own. Prepare yourselves, your doom has arrived."-----"All engines in full reverse!"---

Tiberius walked over to the communications position and cut the link. "Helm take us in, maximum speed. Pull power from life systems if you have to."

"Aye, Captain," the crewman replied.

The crewman manning the radar station spun in his chair to face the Captain. "Sir, the Admiral's ship has been destroyed." The bridge suddenly fell quiet as the shock washed over them. The Admiral, a veteran of countless space battles and commander to a ship almost as ancient as the Imperium itself, were gone.

Lyter was the first to snap back to his senses. "What is the status of the fleet?" he asked the same crewman.

"Sir, Battlefleet Scarus and Cadia have lost five ships. Battlefleet Coronus has lost three and the Martian reserve fleet has yet to report in."

Tiberius looked into the view screen trying to pick out the Necron ships. They were not hard to find, the ships glistened with an ancient metal and were in a flawless formation. Tiberius could make out the outline of a Cairn Class Tombship surrounded by various Harvest ships and Light Cruisers.

"Take us in, ensign. Charge the Lance Batteries and load missile bays. Bring our guns to bear," Tiberius ordered and immediately the crew carried out his commands.

The *New Frontier* soared into the fray, heading for the nearest enemy ship. The Necrons were in a very tight formation around the Cairn Tombship, the smaller ships using themselves as shields rather than weapons. The Necrons moved ever closer to the withdrawing Imperial fleet. The *New Frontier* went forward undaunted, straight into the mass of ships.

"Sir, the ships are too tight, we'll never make it," said the helmsman concern etched across his face.

"There's a variance on the left side of their formation. Angle the prow for insertion, Ensign," Tiberius replied calmly.

The *New Frontier* flew past the retreating Imperial fleet at full speed, quickly leaving them in her dust. The Necron fleet had already seen the *New Frontier's* advance and were changing course to intercept them. The smaller ships moved out of the formation and started opening up on the approaching ship, their lightning arcs lancing out at the shields of the Apocalypse Class Battleship. The *New Frontier* took them all in stride and returned their fire with a few port and starboard battery rounds. The tiny Dirge Class Raider ships were easily destroyed by the huge vessel bearing down on them as it passed them by.

The Imperial ship continued on and speared through the Necron fleet. The Necrons were caught off guard and had to recharge their weapons.

"All stop! Open fire!" Tiberius ordered. The crew reacted with precision only know by few Captains. The *New Frontier* came to a screeching halt and her batteries opened up with brutal ferocity, tearing into the unprepared ships on either side. "One quarter speed. Prepare the vertical thrusters to fire on my order."

The ship began to move slowly out of the mass of ships. The Necron ships were almost fully charged and ready to unleash their deadly Gauss weaponry. Timing would be crucial.

The Necron vessels started to come inward trying to prevent the *New Frontier's* escape from the rear of the formation. Like clock work and without a second's hesitation the fully charged weapons of the Necron ships lashed out. "Vertical Thrusters, Fire!" Tiberius ordered intensely. The Imperial ship groaned with strain at the sudden course adjustment. But, nevertheless, she answered the call and ascended upward, away from the enemy fleet. The lightning acs and Gauss Particle whips, previously aimed at the Imperial vessel surged into one another. The weapons destroyed the vessels from the inside out, sending the deadly Gauss weaponry coursing through the ships.

"Get me a line to the fleet," Tiberius told the communications man. A beep sounded around the bridge, signaling the line was open. "This is Captain Asmar Tiberius of the *New Frontier*. I am taking command of the fleet. Re-converge on these coordinates and prepare for a second attack."

"All ships acknowledge, Sir," the com man reported. Tiberius walked over to the helm and typed in a view numbers, sending them to the fleet. The *New Frontier* moved away from the Necron fleet, leaving two Scythe Class ships dying in her wake.

The Imperial ships met on the coordinates Tiberius had provided, quickly moving to form some kind of a rough alignment. "Tell the fleet we will be using a Darganian tactic," Tiberius said to the communications expert.

"But, Sir, Darganian tactics are banned by the Imperial Navy, aren't they?" the helmsman asked.

"If it works, history will remember this as the Tiberius maneuver," Commander Lyter said.

"If it works," Tiberius replied smiling.

"Sir, the fleet all agrees," came the com man a second time.

"Take us in then, ensign."

The *New Frontier* moved forward, six ships staying on her heels, while the remainder of the fleet hung back and broke to the left and right. The Necron fleet was already regrouping, filling in the gaps from the two downed Scythe Vessels.

The Imperial vessels closed the space between the two fleets quickly. The Necron ships would not fall for the same mistake again. They kept to their course, keeping their ships parallel not bothering to bring their guns to bear on the approaching ships. They charged up their weapons and prepared for another incision.

Tiberius smiled. "All stop. Bring our guns to bear." The *New Frontier* pivoted on its axis, bringing its port side around. The ships following did the same, spinning and bringing their Lance Batteries to bear.

"All ships, open fire," Tiberius ordered.

Space came alive with light and energy, as the Imperial vessels opened up on the once again unprepared Necron ships, the Lance Batteries tearing into the prows of the enemy vessels. The Cairn Class Tombship backed off from the engagement, letting its surrounding ships take the brunt of the fire. The Necron ships started to come around and return fire.

"Spread out and engage," Tiberius said to the ensign working the com. In response the ensign started talking into his headset, presumably to give the fleet the Captain's orders.

The fleet did, indeed, spread out and moved to engage individual ships. The Necron ships were beginning to lose formation, many of the ships leaking fluids and parts into the vacuum of space.

"Sir, the rest of the fleet still needs more time," came the com man again.

"Tell them they need to hurry. We will give them as much time as we can." The ship was throne around as it was hit by a lightning arc, the shields straining to remain active under the immense surge of energy.

"Return fire. Take life support from decks five through eleven and transfer power to the shields. Get those people out of there."

"Aye, Sir," said a station from behind the pulpit.

The *New Frontier's* shields flickered up to full strength as new energy was directed toward them. The *New Frontier* fired her Lance

Batteries and unleashed a volley of missiles toward the new threat. The shields of the Scythe Class ship remained active and protected it from the attack. The Necron Class ship opened up with its Gauss weaponry again, this time the shields of the *New Frontier* failed and the lightning arc struck the port side of the Apocalypse Class Battleship, spearing the ship and crippling its midsection.

"Damage report," Commander Lyter said getting to his feet.

"Damage to decks nine, ten and twelve. Three and four are venting plasma," replied the helmsman.

"Seal off those decks," Commander Lyter ordered to the same man.

"Sir, the Necron are circling behind us," reported the radar station.

"Full reverse, get us out of here," shouted Tiberius. The *New Frontier* reversed course trying to get out of the range of fire of the first Necron vessel while trying to intercept the second before it flanked them.

The much faster Necron ship managed to get behind them and proceeded to opening up on the exposed flank of the Imperial vessel. The ship lurched forward as the energy struck the ship.

"About face, ensign. Bring our guns to bear on both of them," Tiberius managed to say calmly despite the conditions.

The *New Frontier* sluggishly responded, managing to bring her guns to bear. She opened up with all her fury and let her Lance Batteries tear into the side of the Necron Vessels. They penetrated the ships shields but barely did any damage, the shields sapping the energy before they reached the hull.

"Little damage, Sir. They're charging for another attack."

"Charge the Lance Batteries for another attack. All hands, brace for impact," Tiberius bellowed.

The darkness was lit up as Lance Batteries streamed through space impacting onto the shieldless Necron vessels. The dying ships lurched and went belly up as the Lance Batteries gutted them through. The second half of the fleet soared through space, sending missile volleys, and Lance Batteries coursing through Necron ships on their strafing run. The retreating Cairn Class Tombship, once thought safe, firing behind its shield of ships now found it self flanked with nothing between it and twenty ships but its shields.

The second half of the Imperial fleet turned, bringing their starboard guns to bear, and opened up on the Necron fleet. The Tombship tried to return fire, but the massive amount of fire power was too much for it to handle. The Lance Batteries continued to strike into it, sending pieces of its once immaculate hull rolling into space. Some smaller ships and Harvest Class ships tried desperately to block the Imperial vessels from destroying their command ship. But the Tombship was far from finished. It jumped forward, firing up its engines and propelling itself toward the fleet.

The Legendary Exorcist Class Cruiser *Warrior Knight* from Battlefleet Agripinaa moved forward to intercept the Necron vessel, three other ships following closely. The Tombship moved toward them, and prepared its weapons for the attack. The massive ship sent out a lightning arc that tore one of the following ships apart, ripping the ship in two as though it were paper.

*Warrior Knight* stopped and pivoted bringing its port side guns to bear while the second ship followed suit bringing itself into a tight formation with the *Warrior Knight*. The two ships let out a powerful Lance Battery attack but they merely hit the shields of the Tombship and stopped, not even managing to penetrate the ancient ship's energy shield.

The Tombship fired again putting a gaping hole in the port side of the second ship, completely crippling it at rendering it useless.

The *New Frontier* broke away from its engagement and moved to assist the *Warrior Knight*. The Tombship fired at the inbound *New Frontier* but the shot went wide, just barely missing the hull of the ship. The *Warrior Knight* took the opportunity and fired another volley into the distracted Cairn Class Tombship. The shots, this time, penetrated the shields and hit home, ripping apart the outer layer of the ship's hull.

"Ramming speed, ensign," Tiberius said to the helmsman. The *New Frontier* picked up speed, heading straight for the midsection of the Necron Command ship. The Tombship started to back off firing widely in an attempt to stop the vessel, completely ignoring the attacks from the ship behind it.

Suddenly the *New Frontier* dove downward, to position itself directly below the Tombship.

"All stop. Flip us over and open fire," Tiberius ordered. The Imperial ship stopped underneath the exposed belly of the Necron ship and flipped over onto its side, angling its broadside guns toward the target. The Lance Batteries and missile volleys rushed forward and gutted the ship from stern to bow. The two Imperial ships continued their assault until the Cairn Class Tombship's lights winked off and the ship drifted motionlessly in the void of space.

The remaining Necron ships were caught in a deadly crossfire. With their command ship destroyed and no where to run all they could do was try and return fire. Their attempts were futile, however, as they could not organize any substantial resistance. Before long all that was left were hunks of metal drifting in space.

The entire bridge crew was silent taking in the scene in front of them on the view screen.

The helmsman was the first to speak. "YES!" he shouted pumping a fist.

"Sir, fleet reports no energy sources coming from the enemy fleet," said the com man.

"Tell the second team the drinks are on me," Tiberius said placing his hands on the com mans shoulders.

"Aye, Sir," said the man smiling.

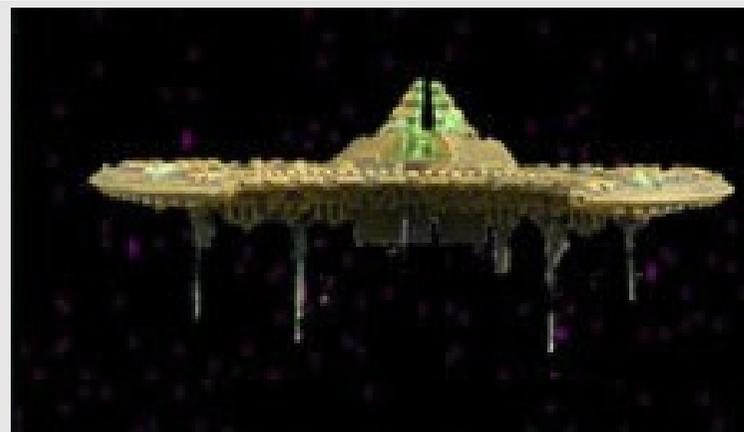
"Ladies and gentlemen..." Tiberius paused, "Well done." A cheer went up around the ship as the realization of what had just happened hit them all. Tiberius walked up to his pulpit and sat down. "Commander, if you would be so kind as to take us out."

"I would be happy to, Sir," Commander Lyter said, a smile on his face as he clasped his hands behind his back and faced the view screen. "Ensign, engage the engines and take us back into the warp," he turned back to the Captain, "So we can go by a very strong drink." Tiberius smiled and nodded.

"Aye, Sir. Course laid in, solutions plotted."

"Engage."

The *New Frontier* entered the warp, the rest of the fleet hot on her heels, leaving nothing but hunks of metal drifting in space in their wake.



+++++++After Action Report on Necron Fleet+++++++

Commit to: Imperial Record GFT 19/5424  
Transmitted: Vespi V Inquisition Record 4333 6/7822  
Transmitter: Astropath Kisok  
Crossfile to: Necron Fleet BB  
Receiver: Astropath Licten  
Input Date: 8551960.M41  
Input Clearance: Captain Asmar Tiberius  
Author: Captain Asman Tiberius

*This letter is addressed to High Command officials on Terra. I am here to report in the stead of Admiral Brimidar who mournfully died with honor during the engagement against the Necron Harvest Fleet. Seeing as how I took the eventual command of the Imperial fleet, I felt it necessary to write the after action report.*

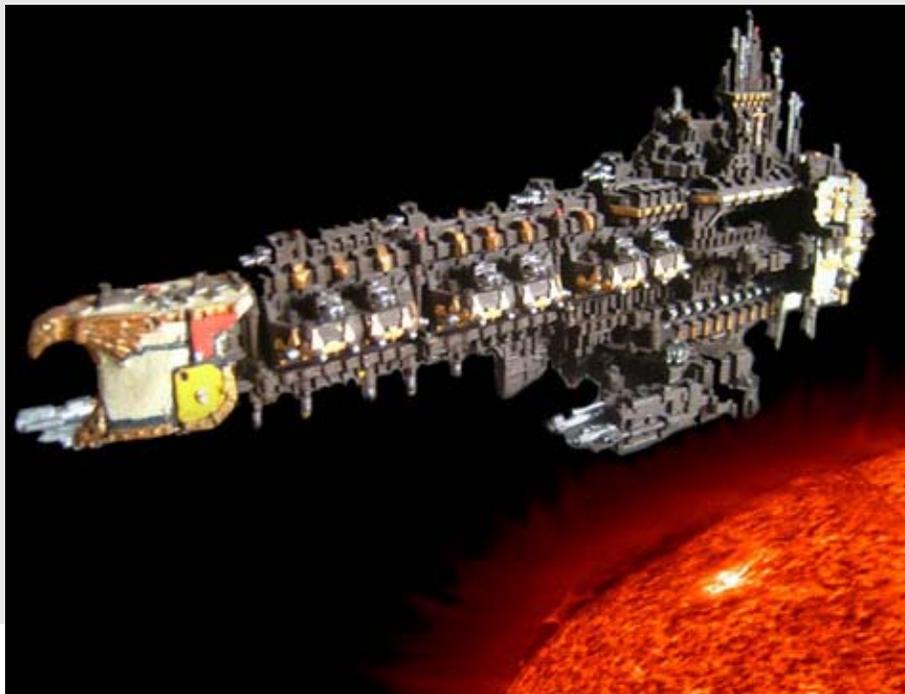
*I will start out with, I will accept any punishment for my actions regarding the direct disobement of orders I received from Admiral Brimidar. Needless to say we emerged victorious but with heavy losses. Many of the fleets have been decimated, but I feel it was necessary for the greater good of mankind. The Necron fleet was completely and utterly destroyed with no ship managing to escape the iron grasp of the Imperial Navy. In short it was a good victory for the Imperium*

*But once again I take full responsibility for my actions and I will accept any punishment you assign for me.*

*I Await Further Orders.*

*The Emperor Protects.*

+++++++End Transmission+++++++



# Void Stalker

Scenario's & Campaigns

## Scenario - Diasporex Cat and Mouse By Mitch

*An enemy patrol has succeeded in surprising a small group of Diasporex ships and is closing in for the kill. They have pursued them into an area of a system that is dense with celestial phenomena, such as gas and dust clouds, asteroid fields or even a gas giant with several moons or a ring system. However, the Diasporex have other ideas, and their apparent 'surprise' has been deliberately orchestrated to draw the enemy patrol away from the inner regions of the system, while their fellows complete their main mission (this may be gathering resources, charging solar collectors etc). The Diasporex must try to hide amongst the dense phenomena and delay the enemy patrol long enough for their comrades to complete their mission, whilst avoiding being wiped out in the process...*

### Battlezone

The battle takes place in a region of the system dense in celestial phenomena, in any Battlezone apart from the mercurial zone. Phenomena should be set up in a mutually agreed fashion, but ensure that there are sufficient features for a chase to develop around.

### Forces

Agree a points limit for the battle. The 'cat' can spend up to this points limit in total, while the Diasporex (the 'mouse') may spend up to 25% of this total. A 1000:250 points ratio is ideal for this scenario.

### Set-up

The Diasporex ships are deployed first in the centre of the table, all within 10cm of each other and more than 60cm from the edge of the patrol's deployment zone, on a short table edge. The pursuing patrol is then set up anywhere along its table edge in its deployment zone, more than 60cm away from any Diasporex ship.

### Special Rules

The Diasporex must remain in the area for as long as possible to distract the patrol, whilst trying not to be wiped out. They must remain on the table until the end of turn 10 at least, and may not disengage until the start of turn 11 onwards.

### First Turn

The Diasporex take the first turn.

### Game Length

The game lasts until the Diasporex are wiped out, or until they or the enemy patrol disengage.

### Victory Conditions

The Diasporex win if they can survive until the start of turn 11 with any of their ships intact. If they are wiped out before then, the patrol wins.

**Scenario - Diasporex**  
**The Solar Collectors**  
 By Mitch

*The Diasporex have been discovered refueling their ships in the flare region of a star system, and have several solar collectors orbiting in the star's corona. The Diasporex cannot leave the system and enter warp space until they have refueled, and so must try to defend the collectors for as long as possible so that they may escape. The enemy forces have other ideas however, and are determined to destroy the collectors and cut off the escape route of the Diasporex fleet.*

**Battlezone**

The battle takes place in the Flare region of a star system, generate celestial phenomena appropriate for this battlezone in accordance with the BFG rulebook.

**Forces**

Agree a points limit for the battle. Both sides may spend up to this points limit in total.

**Set-up**

First, determine which table edge is the sunward edge. The Diasporex set up their fleet and all of their solar collectors in their deployment zone (20cm wide) along the sunward table edge. Solar collectors must be no more than 10cm onward from the sunward edge, but may be spaced out as widely as the Diasporex player wishes. The attacker then sets up their entire fleet in their own deployment zone (20cm wide), along the opposite table edge.

**First Turn**

Roll a D6 to determine who has the first turn.

**Game Length**

The game lasts until either fleet is destroyed or disengages.

**SPECIAL RULES**

The Diasporex have one solar collector for every 250 points their fleet is worth. These must be placed along the sunward edge of the table, no more than 10cm onto the table, but may be placed any distance apart. The collectors need at least 6 turns to charge fully, after which the Diasporex may try to disengage and get them off the table.

There are two ways to do this, either by towing the collectors off the table edge with escorts, or bringing them aboard a capital ship's hold using tractor beams. In both cases, a friendly ship need only fly over a collector to pick it up (as if ramming or

boarding, but without needing to be on AAF). If the ship is a capital ship, simply remove the collector: it has been taken aboard and is safe. However, once an escort moves over a collector, it will capture it with its tractor beam and 'drag' the collector along with it every time it moves (keep the collector in base contact at all times).

Note that collectors being dragged by escorts are still viable targets, and any ship passing a Ld test may target the collector instead of the escort, which may result in both the escort and collector being destroyed if it explodes. Ships either towing or carrying charged solar collectors can only disengage by leaving a table edge. They may not do so while still on the table as the energy signatures from the charged collectors will betray their position.

**Victory Conditions**

The outcome of the battle is determined by Victory Points. In addition, the Diasporex gain 100 bonus victory points for every fully charged solar collector they can rescue by either transporting or towing it off any table edge. If the solar collectors are all destroyed, the attacker wins automatically.

*The Rules for Solar Collectors can be found in the rules section of the Diasporex Race.*

## Campaign - Diasporex

# Campaign Rules for the Diasporex

By Mitch

When using the Diasporex in campaign games, they follow the rules laid out in the campaign section of the BBB, except where indicated below.

**Determining Initiative** – The Diasporex always receive a +1 bonus when rolling for initiative in campaign turns, since they do not hold systems in the same way that other fleets do (no permanent presence).

**Receive orders** – The Diasporex are difficult to bring to battle, and will avoid being engaged in a full-scale battle if possible in order to avoid needless loss of life. When rolling to determine the size of encounter, use the following (Roll a D6):

Roll D6:	Encounter
1-4	Raid (500 – 750pts)
5-6	Battle (751 – 1500+ pts)

### Decide scenario

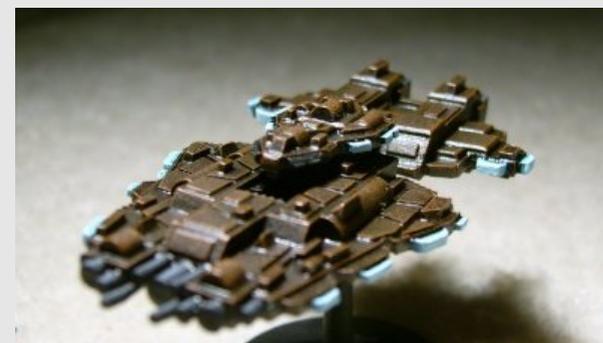
Since there are certain actions (and therefore scenarios) the Diasporex will avoid due moral or ethical codes, use the following tables to determine which scenario is played in each campaign turn:

Raids (Roll D6):	Scenario	Battles (Roll D6):	Scenario
1	Cruiser clash	1 -2	The Solar Collectors
2	Cat & Mouse*	3	Surprise attack
3	The Raiders	4	Alien intervention <sup>A</sup>
4	Blockade run	5	Escalating engagement
5	Convoy	6	Fleet engagement
6	The Gauntlet <sup>A</sup>		

*Note that scenarios marked with a \* are new, and are included in the Diasporex fleet list. Those marked with an <sup>A</sup> are found in Armada.*

**Promotions** – Use the following table for character promotions:

Reknown	Title	Ld	Notes
1-5	Commander	+1	1 Reroll (ship)
6-10	Captain	+1	1 Reroll (ship)
11-20	Ship Master	+1	2 Rerolls (ship)
21-30	Fleet Master	+1	2 Rerolls (ship)
31-50	Senator	+2	3 Rerolls (fleet)
51+	High Senator	+2	4 Rerolls (fleet)



**Appeals** – Use the following table when generating appeals for the Diasporex. Reinforcements are more difficult for the Diasporex to obtain, since they are relatively few in number and very thinly spread across the galaxy. Roll D6:

3+	Reinforcements
4+	Refits*
5+	Other

\*Note that when the Diasporex roll for refits, they randomly generate a Hybrid system upgrade, instead of using the Imperial refits tables. They can however, use the Crew skills table as normal. The 'other' rolls on a 5+ are for requesting aid from the Diasporex' friends and allies (see table next):



**Diasporex Calls for aid table**

2D6	Result
<b>2: Plea for Aid</b>	Friends of the Diasporex urgently require assistance, which your fleet is happy to provide. D6x30pts worth of your fleet depart to provide help, which will take them out of the next battle. They will however be able to make experience rolls for the aid provided.
<b>3: Allies</b>	Your fleet is joined by D6x30pts worth of vessels friendly to the Diasporex. These may be more Diasporex, or from a friendly race of aliens such as the Eldar or Tau.
<b>4: Deep range scouts</b>	Your scouts have successfully completed a long range scouting mission, and have gained details of enemy ship movements. Gain a +1 initiative bonus in the next campaign turn.
<b>5: Salvage</b>	Vessels from your fleet come upon a hulked Imperial ship, from which they are able to gain some useful salvage. You may generate a random Imperial refit for one of your ships or escort squadrons.
<b>6: Ancient technology</b>	Your fleet discovers an ancient hulk, which could have been a Diasporex vessel or an alien ship. Either way, it carries valuable tech you can salvage. Randomly generate a Hybrid system upgrade for one of your ships or escort squadrons.
<b>7: Ceti warriors</b>	A large force of Ceti warriors is stationed aboard one of your vessels, providing the ship with a +1 boarding bonus.
<b>8: Advanced security stations</b>	One of your ships has upgraded security systems that make boarding the vessel a difficult prospect. Enemies suffer a -1 penalty to any boarding or Hit and Run actions they conduct against the ship. This is cumulative with other bonuses.
<b>9: Fleet Master</b>	A new fleet master joins your group, taking up the helm of one of your capital ships or in an escort squadron. The fleet master adds a +1 Ld bonus to the ship or squadron they command, and has a single ship reroll.
<b>10: Solar Collectors</b>	A mission to recharge your fleet's power reserves is successful, allowing all systems to operate at optimum efficiency. All ships automatically gain 1 free repair point in this turn only.
<b>11: Assistance</b>	If you win the initiative for the next turn, you may choose to play Alien intervention. In addition, the intervening aliens (may be Tau or another alien race, not just Eldar) receive a bonus of 250pts to their force.
<b>12: Stellar cartography</b>	Your fleet has detailed prior knowledge of the region/ subsector, and gains a +1 bonus to all disengage rolls for the rest of the campaign.