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Warp Rift:
Volume One,
Number Ten
Feb/Mar 2006

Well, it has been a long time since issue nine! This is due to a number of factors, chiefly a change in my own circumstances resulting in a busy period of life, and a lack of material from you guys. Firstly, an apology. Issue nines fiction piece was wrongly credited. It was actually crafted by Admiral Lord Michael, and I apologise for not including his name last issue.

There seems to be a lot of confusion in the Battlefleet Gothic community right now. There is a steady stream of reports about various BFG Escort vessels becoming unavailable on the Games Workshop Online Store. I would encourage people to get out there and check for themselves. Also, please feel free to drop me an email here at the Warp Rift bridge and let me know what is and is no longer available in your home country. I can then compile the list and ensure that people know what is available and where. I dont think that this is the 'armageddon' for BFG. Sure, many ranges are shrinking or being cut, but as long as the BFG community rallies round and stays focused around sites and forums like GothiComms and Port Maw, the game will continue. Trust me, I have been playing Epic since the first edition, so I know what the dry spells can be like, and I know that the support will keep the game alive.

This issue we have new rules for the Eldar Corsairs, in an attempt to address some of the perceived issues with the list in the main rule book. Argh.. Got to type fast... I am running out of room - we also have a display of some vessels produced by some life savers from GothiComms who sent in their pictures at the last minute. Also this issue, part three of the Bait and a new scenario for your games. As always, feel free to drop me an email with your comments.

Good hunting, CyberShadow

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The Eldar

Concept & rules by Sigoroth

Written by blackhorizon

Introduction:

The following are a complete set of experimental house rules for the Eldar Corsairs and the Craftworld Eldar fleets, concept & rules by Sigoroth and written by blackhorizon, with a little selective critical editing from me (sorry guys!). The rules presented are very different to the official versions, the most striking difference being the Move-Move-Shoot mechanic replacing the 'normal' Move-Shoot-Move rules, which all veteran Eldar players enjoy with almost sadistic toothy grins and sharp pointy ears! But make no mistake these rules have *not* been designed to dumb the Eldar fleet down, but lessen their reliance on the floating rocks and cluttered battlefields!

As these rules have only been playtested by a select few, I invite all Warp Rift subscribers and Eldar players to try these rules out. Please offer comments and suggestions through the usual channels (BFG forums and direct emails).

Have fun, and blow those monkeys out of the sky!

Ray

Special Rules:

As one of the most sophisticated and technologically advanced races in the galaxy the Eldar have a number of special rules.

Movement: The Eldar utilise solar sail technology specifically designed to make them ultra manoeuvrable and exceptionally fast. As such the Eldar movement is somewhat special. To reflect this, the Eldar have a number of special rules.

1) Movement speed: this is dependant on the Eldars facing to the sunward edge. You will notice that the Eldar have three speeds, the first is into the sun, the second is away from the sun and the third is abeam of the sunward edge (as in the original rules).

2) Turning: Eldar do not have to move a minimum distance before turning and can turn on the spot but must make their turn at the start of their movement and cannot move, turn, move like other races. Their new direction of movement after this turn determines their movement speed as noted in point 1). Note: Eldar normally have a better turn rate than other races (as in the original rules).

3) The Eldar are exceptionally quick and manoeuvrable and may move twice per movement phase, i.e. first turn, first move, (at appropriate speed) and second turn, second move (at appropriate speed).

4) Special Orders

- Burn Retros: The Eldar have no need for the Burn Retros special order and as such may not make use of it.
- All Ahead Full: When on AAF special orders an Eldar ship redirects weapon energy to thrusters gaining 6D6 cm to *one* of its movements and may not turn during both movement phases. The vessel may move up to the rolled 6D6 result, thus if the roll was maximum of 20cm the Eldar player may chose to move only 15cm. Eldar may not ram.
- Come To New Heading: When on Come To New Heading special orders the Eldar player may make *one* extra turn at the end of their second movement. All other effects, halving firepower, etc, and special orders work as normal.
- Lock-on: When on Lock-on special orders the Eldar player loses the turn in the second movement phase.

Fragile: Unfortunately the unsurpassed movement of the Eldar comes at a price. The Eldar vessels are built for speed and as such cannot take the kind of pounding that other races vessels can. To reflect this Eldar take critical hits on a 5+ rather than the regular 6+.

Incapacitated: When a capital ship is reduced to 2 hits it is 'Incapacitated'. When incapacitated the ship receives a -5 cm movement penalty in addition to being crippled (thus if a vessel is incapacitated it has a -10 cm movement penalty in both movement phases). Also if incapacitated the shield save is lost and the holofields are down. Also, critical hits may no longer be repaired and the ship gets -1 to its

Leadership for the remainder of the game. While incapacitated all weaponry is quartered.

Dying Race: The Eldar are a race that is on the decline: that is, the rate of death seems to exceed the rate of birth. As such the Eldar can ill afford any losses in battle. To represent this, when an Eldar capital ship is 'Incapacitated' it counts as 100% destroyed for Victory Points purposes and if destroyed it gives an extra 50% Victory Points to the opponent. Furthermore, Eldar escorts give away Victory Points individually, not on a squadron basis.

Eldar Arrogance: The Eldar are supremely confident in their abilities and technology and tend to view the struggles of 'lesser' races as humorous and of little consequence. Eldar capital ships will never Brace For Impact if they still have operational shields, unless an attack would/could ignore them, for example, ordnance, an ABSF or the Necron Gauss Particle Whip; in which case they may Brace For Impact as normal. If an Eldar ship does not have any active shields then it may Brace For Impact as normal. (Note: Eldar escorts do not suffer from 'Arrogance').

Kinship: In times of need Corsairs and Craftworlders alike can call upon their brethren for aid. To reflect this, the normal reserves rules are used. If a "Hero" is included in the fleet then the reserves ratio improves to 2:1. Furthermore, a Hero allows for the inclusion of a Flame of Asuryan type vessel in the list at 0-1, regardless of whether it is a Craftworld or Corsair fleet.

Natural Spacefarers: The Eldar are naturally adept at sailing their vessels and know their ships capabilities inside and out as well as having the best in navigational sensors and charts. Eldar have Leadership 8 on a roll of 1-2, 9 on a 3-4 and 10 on 5-6.

Celestial Phenomena: The Eldar have long been forced to make use of celestial phenomena as hiding places from aggressive and numerous foes, such as the xenophobic Imperium, the forces of Chaos; who are not only bent on their physical destruction but their spiritual destruction also, the all devouring Tyranids; who cannot be reasoned with, the rampaging piratical Orks, their merciless dark kin and even the Tau; a young race which is seemingly pacifistic and single minded in their purpose, whatever that may be. With such foes in the universe the diminishing Eldar have been forced to keep to the shadows, making raids before returning to hidden pirate bases, their Craftworlds defended by secrecy.

The Eldar have adapted their technology to exist in such an environment and have a number of special rules to reflect both this and their peculiar relationship with the warp:

- 1) Eldar do not suffer leadership or movement penalties for celestial phenomena.
- 2) Eldar escorts automatically pass leadership tests for traversing asteroids and Eldar capital ships re-roll any failed leadership tests when traversing asteroids.
- 3) When attempting to traverse Warp Rifts the Eldar are assaulted by the Great Enemy Slaanesh and must take their leadership tests at -2 Ld. Furthermore if they are 'Lost in the Warp' then they will only find their way home on a 3+, being permanently lost on a 1 or 2.

Advanced Shielding: The Eldar's grasp of shield technology far surpasses that of the Imperium's primitive projections and rather than waste a tremendous amount of energy in the crude practice of just throwing more shields on a larger vessel the Eldar have instead refined their shields to absorb energy from incoming attacks. When a blast marker is placed in contact with an Eldar vessel, roll a D6 and compare it to the shield save. If the roll equals or exceeds the shield save then do not place the blast marker, the energy has been absorbed. If not then place the blast marker as normal, a shield has overloaded. This effect only works if the vessel has more shields than blast markers in contact.

Massed shielding

When shooting at two (or more) Eldar vessels in base contact the opponent has the choice whether to place the blast marker touching the targets base only, or up to as many as possible. If touching just the targets base, only the target gets its' shield save. Otherwise, each ship that touches the blast marker may attempt to save. If at least one save is passed, the blast marker is removed. If no saves are passed then the blast marker remains: dropping multiple shields.

Turrets: Eldar ships have superior targeting sensors and as such get +1 to to-hit rolls.

Holofields: The Eldar are protected not only by advanced shielding but also by sophisticated ECM that actually produce multiple local engine signatures whilst actively masking the parent ship's engine signature. The effect of this is a general

interference that makes accurate targeting extremely difficult. This forces the enemy to either take pot shots or to use some form of ECCM.

Holofields work best at long ranges and any enemy vessel firing at an Eldar vessel from over 30cm will reduce its to-hit roll by 2 for lances and suffer 2 additional right column shifts for weapons that use the Gunnery Table (if furthest right then move up the chart 3 rows per right column shift still to be applied). When within 30cm this is reduced to -1 for lance like weapons and only 1 additional right column shift for Gunnery Table weapons.

Active Sensors: An enemy that isn't on special orders may route more power to sensors to try to cut through the interference. To do so, it simply has to take and pass a leadership test. If successful, the ship reduces the penalty by 1 (i.e., from -2 to-hit to -1 or from 2 right column shifts to 1, etc.). If already within 30cm then the Holofields will have no affect. Any ship that is on Lock On special orders automatically counts as using active sensors.

Holofields reduce Bombers attack runs by one and assault boats hit and run roll by one. This reflects the time wasted in finding the ship. Also, ships with holofields gain a 6+ save against torpedoes, as there is a chance that the holofields will baffle the enemy torpedo sensors. This save is made against each torpedo hit, not the salvo as a whole.

Nova Cannon re-roll any 'Hit' result on the scatter dice. Active sensors will negate this effect if within 60cm range. Over 60cm will produce no additional effect as the distance is too great.

Ordnance:

- **Stealth:** Eldar have the best pilots and attack craft in the galaxy. Enemy turrets suffer a -2 to hit when shooting at Eldar ordnance, usually only hitting on a 6+.
- **Torpedoes:** Eldar torpedoes are equipped with superior targeting sensors allowing them to re-roll any failed to-hit roll.
- **Bombers:** Eldar bomber pilots are brilliant at plotting and coordinating attack runs and may re-roll the attack run dice.
- **Fighters:** Eldar fighter pilots are the most talented and skilled pilots in the galaxy and fly the most advanced fighters in the galaxy. Their excellent reflexes coupled with the craft's shields and superlative manoeuvrability has saved them many times. What's more, their energy source is far more efficient than those of other races, allowing them to operate for much longer periods of time. Eldar fighters have a 4+ save against each wave they encounter (as opposed to against each marker, representing them being outnumbered). Note: Each Eldar fighter gets to intercept once before any extra interceptions take place by surviving fighters. For example, if a wave of 3 bombers is intercepted by 3 Eldar fighters each fighter will get its 4+ save, rather than 1 fighter possibly removing 2 bombers.
- Furthermore fighters get a 4+ save versus enemy turrets and, if passed, are not removed from play after escorting bombers on an attack run.
- **Boarding Torpedoes:** Eldar boarding torpedoes are almost unmanned apart from their small crew of pilots, webway engineers, and perhaps even a Bonesinger! When a torpedo correctly strikes a target the torpedo's webway portal will activate transporting Aspect warriors and/or Storm Guardians into the boarding chamber ready to inflict critical damage to the enemy vessel. Eldar Boarding Torpedoes function in exactly the same way as normal boarding torpedoes, with the additional benefits of stealth (-2 to being hit by turrets) and a re-roll to hit.

Weaponry: Eldar have some of the best tracking systems in the known universe and will always be able to plot where to fire.

- **Gunnery weapons:** All enemy count as closing for weapons that use the Gunnery Table, unless they would count as a Defence.
- **Pulsars:** These tracking systems mean the Eldar can keep their lances focused on the enemy for longer, allowing their Pulsar technology to do devastating damage. When rolling to hit with *Pulsar* lances, if a hit is scored you immediately make another attack. If the second attack is also a hit you now make a third attack. When on Lock On special orders *all* misses may be re-rolled.
- **Phantom Lances:** Phantom Lances function just like regular lances but score 1 hit on a roll of '4' and 2 hits on a roll of 5 or more. Note: Phantom lances are *not* Pulsar weapons.

Eldar Critical Hits Table

2D6	Extra Damage	Result
2	+0	Keel armament damaged. The keel armament is taken offline by the hit and may not fire until it has been repaired.
3	+0	Prow armament damaged. The ship's prow is ripped open. Its prow armament may not fire until it has been repaired. A second critical hit to the prow will destroy the ship's port/starboard weaponry if it has any.
4	+0	Infinity circuit damaged. The ship's infinity circuit, which aids control and internal communications, is damaged by the hit. The ship's Leadership is reduced by 1D3 till the damage can be repaired. If there are multiples of this critical hit, apply the highest rolled Ld penalty.
5	+0	Mast lines severed. The systems that allow the ship to alter the angle of the sails and turn swiftly are broken by the hit. Until the damage is repaired, the ship gets one turn less than normal (so none when on LO, two when on CTNH, etc). Multiples of this critical hit are cumulative, reducing the number of turns by one for each critical.
6	+0	Mainsail scarred. The ship's main solar sail suffers surface damage, reducing the amount of energy it can store. Each of the ship's speeds is reduced by 5cm until the sail is repaired.
7	+1	Superstructure damaged. The hit tears into the ship, causing a small breach. Excess strain on the ship's hull could increase the damage. Until the damage is repaired, roll a dice if the ship turns more than once per movement phase. On a roll of 1, the ship suffers 1 extra point of damage.
8	+0	Mainsail shredded. The solar cells of the mainsail are torn to tatters by the hit. The ship only gets one move per movement phase until the damage is repaired.
9	+1	Holofield generators destroyed. The holofield generators are smashed beyond repair by the hit. The ship no longer benefits from its holofields. This damage may not be repaired.
10	+0	Shields collapse. The shield generators overload and burn out, leaving the ship virtually defenceless. The ship's shield strength is reduced to zero. This damage may not be repaired.
11	+D3	Hull breach. A huge gash is torn in the ship's hull, causing carnage among the crew.
12	+D6	Bulkhead collapse. Internal pillars buckle and twist, whole compartments crumple with a psychic scream of tortured wraith-bone, just pray that some of the ship holds together.

Corsair Eldar Ships & Commanders

ELDAR VOID STALKER CLASS BATTLESHIP (BB)						450 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets	
Battleship/12	10/15/20	45°	3 @ 4+/HF	5+	3	
Armament		Range/Speed		Firepower/ Strength	Fire Arc	
Prow Pulsar Lance		45cm		2	L/F	
Prow Pulsar Lance		45cm		2	R/F	
Keel Weapons Battery		45cm		8	L/F/R	
Keel Torpedoes		30cm		4	F	
Prow Launch Bay		Darkstar Fighters – 30cm Eagle Bombers – 20cm		4	-	

ELDAR NEBULA CLASS GRAND CRUISER (CG)						290 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets	
Cruiser/10	10/15/20	45°	2 @ 4+/HF	5+	3	
Armament		Range/Speed		Firepower/ Strength	Fire Arc	
Prow Pulsar Lance		45cm		5	F	

ELDAR ECLIPSE CLASS CRUISER (CA)						240 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets	
Cruiser/8	10/15/20	45°	2 @ 5+/HF	5+	2	
Armament		Range/Speed		Firepower/ Strength	Fire Arc	
Prow Pulsar Lance		30cm		2	L/F/R	
Keel Launch Bay		Darkstar Fighters – 30 cm Eagle Bombers – 20 cm		4	-	

ELDAR SHADOW CLASS CRUISER (CA)						450 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets	
Cruiser/8	10/15/20	45°	2 @ 5+/HF	5+	2	
Armament		Range/Speed		Firepower/ Strength	Fire Arc	
Prow Weapons Battery		30cm		12	L/F/R	
Keel Torpedoes		30cm		6	F	

ELDAR AURORA CLASS LIGHT CRUISER (CL)						140 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets	
Cruiser/6	10/20/25	90°	1 @ 5+/HF	5+	1	
Armament		Range/Speed		Firepower/ Strength	Fire Arc	
Prow Pulsar Lance		30cm		2	L/F/R	
Keel Torpedoes		30cm		4	F	

ELDAR SOLARIS CLASS LIGHT CRUISER (CL)						130 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets	
Cruiser/6	10/20/25	90°	1 @ 5+/HF	5+	1	
Armament		Range/Speed		Firepower/ Strength	Fire Arc	
Prow Weapons Battery		45cm		8	L/F/R	
<i>Note: The Solaris is a dedicated support ship in the Corsair fleet, therefore the vessel is equipped with extra sensors to negate any column shift for long range firing.</i>						

ELDAR HELLEBORE CLASS FRIGATE (FF)						80 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets	
Escort/1	15/20/30	180°	1 @ 6+/HF	5+/4+ Rear	1	
Armament		Range/Speed		Firepower/ Strength	Fire Arc	
Prow Pulsar Lance		30cm		1	F	
Prow Weapons Battery		30cm		2	L/F/R	
Keel Launch Bay		Darkstar Fighters – 30cm Eagle Bombers – 20cm		1	-	
<p><i>Note: Hellebores may take mines at a cost of +5 pts. These totally replace their ordnance complement. Alternatively they may replace their launch bay with 2 Eldar torpedoes Front for -5pts.</i></p>						

ELDAR ACONITE CLASS FRIGATE (FF)						55 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets	
Escort/1	15/20/30	180°	1 @ 6+/HF	5+/4+ Rear	1	
Armament		Range/Speed		Firepower/ Strength	Fire Arc	
Prow Weapons Battery		30cm		5	L/F/R	

ELDAR NIGHTSHADE CLASS DESTROYER (DD)						40 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets	
Escort/1	20/25/30	180°	1 @ 6+/HF	4+	1	
Armament		Range/Speed		Firepower/ Strength	Fire Arc	
Prow Weapons Battery		30cm		1	L/F/R	
Keel Torpedoes		30cm		2	F	

ELDAR HEMLOCK CLASS DESTROYER (DD)						40 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets	
Escort/1	20/25/30	180°	Holofields	4+	1	
Armament		Range/Speed		Firepower/ Strength	Fire Arc	
Keel pulsar lance		30cm		1	F	
Prow weapons battery		30cm		1	L/F/R	
<i>Note: A Hemlock has limited power reserves, most of which is used to power its Pulsar Lance. As such it has insufficient energy to maintain shields and thus does not have any and must therefore rely upon Holofields for its defence.</i>						

Fleet Commander	Leadership	Starting Re-rolls	Maximum Re-rolls	Cost (Basic/Re-Rolls)
Gryphon Knight	-	-	-	25 points
Phoenix Baron	9	One	Four	100/125/150/200
Dragon Prince	10	One	Four	100/125/150/200

Gryphon Knights: Ships led by Gryphon Knights may attempt a command check even if one has been failed this turn.

Dragon Princes: Must be taken in games of 2000 pts or more. They and their elite bodyguard give a +1 in a boarding action. A Dragon Prince may be upgraded to "Hero" status at +50 pts.

Corsair Eldar Fleet List

Fleet Commander:

You may choose a Gryphon Knight, Phoenix Baron or a Dragon Prince to lead the fleet. Fleets greater than 750 pts must include a Lord to lead it. Fleets greater than 2000 pts must include a Dragon Prince.

0-1 Lord

Phoenix Baron (Ld 9, 1 re-roll)	50 pts
Dragon Prince (Ld 10, 1 re-roll, +1 in boarding)	100 pts
<i>A Dragon Prince may be upgraded to "Hero" status for +50 pts.</i>	

A Lord can take extra re-rolls at the following cost:

One Extra Fleet Command re-roll	25 pts
Two Extra Fleet Command re-rolls	50 pts
Three Extra Fleet Command re-rolls	100 pts

0-3 Gryphon Knights	25 pts
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Capital Ships:

0-1 Flame of Asuryan <i>if fleet led by a Hero</i>	320 pts
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0-1 Void Stalkers <i>per 3 attack cruisers or light cruisers</i>	450 pts
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0-1 Nebula <i>per 2 attack cruisers or light cruisers</i>	290 pts
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0-12 Cruisers

Eclipse Class Attack Cruiser	240 pts
Shadow Class Attack Cruiser	220 pts
Aurora Class Light Cruiser	140 pts
Solaris Class Light Cruiser	130 pts

Escorts:

Hellebore Class Frigate	80 pts
Aconite Class Frigate	55 pts
Nightshade Class Destroyer	40 pts
Hemlock Class Destroyer	40 pts

Ordnance:

Any capital ship with launch bays may choose to have them launch any mix of Darkstar fighters and Eagle bombers. Ships with torpedo tubes are armed with Eldar torpedoes.

Attack Rating:

Due to their aggressive raiding style, Corsair Eldar have an Attack Rating of 4.

Reserves:

Corsair fleets may take Craftworld Eldar ships as reserves at a ratio of 3 Corsairs of a single type to 1 Craftworld of the same type. If a Hero is included, this ratio becomes 2:1.

Craftworld Eldar Ships & Commanders

ELDAR WYRMSHIP BATTLESHIP (BB)					450 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets
Battleship/12	10/15/20	45°	3 @ 4+/HF	5+	3
Armament		Range/Speed		Firepower/ Strength	Fire Arc
Port Pulsar Lance		45cm		2	F
Starboard Pulsar Lance		45cm		2	F
Prow Weapons Battery		45cm		16	F
Keel Torpedoes		30cm		4	F
Keel Torpedoes		30cm		4	F
<i>Note: May replace both keel torpedo launchers with 2 pulsar lances which have a range of 45cm and a front fire arc, at no additional cost. Alternatively it may purchase boarding torpedoes at +10 pts.</i>					

FLAME OF ASURYAN CLASS GRAND CRUISER (CG)					55 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/10	10/15/20	45°	2 @ 4+/HF	5+	3
Armament		Range/Speed		Firepower/ Strength	Fire Arc
Prow Pulsar Lance		30cm		1	F
Starboard Pulsar Lance		30cm		1	F
Prow Weapons Battery		30cm		16	F
Keel Launch Bay		Darkstar Fighters – 30cm Eagle Bombers – 20cm		4	-
<i>Note: The Flame of Asuryan has Aspect Warriors. The Flame of Asuryan is a character ship and therefore you must have an admiral with the "Hero" status in order to take it. Whilst technically a Craftworld ship, the Flame will count as belonging to the parent fleet as far as reserves are concerned. The Flame of Asuryan counts as a Dragonship but doesn't require Wraithships to be taken.</i>					

ELDAR DRAGONSHIP CLASS BATTLE CRUISER (CB)					270 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/8	10/15/20	45°	2 @ 5+/HF	5+	2
Armament		Range/Speed		Firepower/ Strength	Fire Arc
<i>Select one of the following prow armaments:</i>					
Prow Weapons Battery		30cm		16	F
<i>Or:</i>					
Prow Pulsar Lance		30cm		4	F
<i>Select <u>one</u> of the following keel armaments:</i>					
Keel Torpedoes		30cm		4	F
Keel Torpedoes		30cm		4	F
<i>Or:</i>					
Keel Launch Bays		Darkstar Fighters – 30cm Eagle Bombers – 20cm		4	-
<i>Note: If equipped with Launch Bays may take Vampire Assault Boats at +10 points. If equipped with Torpedoes, may take boarding torpedoes at +10 points</i>					

ELDAR WRAITHSHIP CLASS ATTACK CRUISER (CA)					170 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/8	10/15/20	45°	2 @ 5+/HF	5+	2
Armament		Range/Speed		Firepower/ Strength	Fire Arc
<i>Select <u>one</u> of the following prow armaments:</i>					
Prow Weapons Battery		30cm		8	F
<i>Or:</i>					
Prow Pulsar Lance		30cm		2	F
<i>Select <u>one</u> of the following keel armaments:</i>					
Keel Torpedoes		30cm		4	F
<i>Or:</i>					
Keel Launch Bays		Darkstar Fighters – 30cm Eagle Bombers – 20cm		2	-

ELDAR SHADOWHUNTER CLASS ESCORT (DD)						40 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets	
Escort/1	20/25/35	180°	1 /HF	4+	2	
Armament		Range/Speed		Firepower/ Strength	Fire Arc	
<i>Select <u>one</u> of the following prow armaments:</i>						
Prow Weapons Battery		30cm		3	F	
<i>Or:</i>						
Prow Phantom Lance		30cm		1	F	
<i>Note: Shadowhunters direct firing on ordnance hit on a 4+ rather than a 6+.</i>						

Fleet Commander	Leadership	Starting Re-Rolls	Maximum Re-Rolls	Cost (Basic/Re-Rolls)
Admiral	9	One	Four	50/75/100/150
Fleet Admiral	10	One	Four	100/125/150/200
Fleet Admiral: See the 'Dragon Prince' entry in the Corsair Fleet List.				

Fleet Commander	Leadership	Starting Foresight Power	Maximum Foresight Power	Cost (Basic/+1/+2)
Seer Council	-	One	Three	50/100/150

Special Rules: A Seer Council starts with one Foresight Power and can gain up to 2 more by adding additional Farseers. A Foresight Power allows any one ship to go onto Brace For Impact (automatically) *after* the dice have been rolled to hit, gaining a 4+ retroactive save against each hit scored (re-roll criticals). The use of this power does not have to be declared before rolls to hit and overrides the Eldar Arrogance special rule. Can only be taken if the fleet has a Fleet Admiral to lead it.

Aspect Warriors: Any Craftworld Capital ship may be given Aspect Warriors at +20 points. Aspect Warriors grant +1 to the ships boarding actions and all its H&R attacks.

Ghostships: Any Craftworld Wraithship or Dragonship may be made into a Ghostship. Ghostships have -1 Ld. If one fails a command check it will do nothing in the turn (or following turn in case of Brace For Impact) but you may still attempt further command checks for 'living' ships, though not for other Ghostships. Further, Ghostships cannot benefit from command re-rolls, though they can still benefit from Foresight Powers. May not have Fleet Commanders or Aspect Warriors aboard. Cannot launch boarding actions or Hit & Run attacks and enemies boarding or using Hit & Run against them get a +1 bonus. Attempts to repair criticals are made with half the normal number of dice. Keel weaponry replaced by 4WB@30cm(F) for Wraithships and 8WB@30cm(F) for Dragonships. Ghostships ignore the 'Fragile', 'Dying Race' and 'Eldar Arrogance' rules.

Craftworld Eldar Fleet List

Fleet Commander:

You may choose an Admiral or Fleet Admiral to lead the fleet. Fleets greater than 750 points must include a Lord to lead it. Fleets of greater than 2000 points must include a Fleet Admiral.

The Seer Council may only be taken if your fleet includes a Fleet Admiral to lead it.

0-1 Lord

Admiral (Ld 9, 1 re-roll)	50 pts
Fleet Admiral (Ld 10, 1 re-roll, +1 in boarding)	100 pts
<i>A Fleet Admiral may be upgraded to 'Hero' status for +50 pts.</i>	

A Lord can take extra re-rolls at the following cost:

One Extra Fleet Command re-roll	25 pts
Two Extra Fleet Command re-rolls	50 pts
Three Extra Fleet Command re-rolls	100 pts

0-1 Seer Council (comes with one Foresight power)	50 pts
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A Seer Council can have extra Farseers at the following cost:

One extra Farseer (+1 Foresight power)	50 pts
Two extra Farseers (+2 Foresight power)	100 pts

Aspect Warriors	20 pts
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Capital Ships:

0-1 Flame of Asuryan (<i>if fleet is led by a Hero</i>)	320 pts
0-1 Wyrmship <i>per Dragonship</i>	450 pts
0-1 Dragonship <i>per 2 Wraithships</i>	270 pts
Wraithship Class Attack Cruiser	170 pts
0-3 Ghostships	+0 pts

Escorts:

Shadowhunter Class Destroyer	40 pts
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Ordnance:

Any capital ship with launch bays may choose to have them launch any mix of Nightwing fighters and Phoenix bombers. Ships with torpedo tubes are armed with Eldar torpedoes. Some Eldar ships have access to Vampire Assault boats or boarding torpedoes.

Attack Rating:

Due to the fact that they must defend their Craftworld, Craftworld fleets are more constrained in their tactical choices. Consequently they have an Attack Rating of 3.

Reserves:

Craftworld fleets may take Corsair Eldar ships as reserves at a ratio of 3 Craftworld ships of a single type to 1 Corsair of the same type. If a Hero is included, this ratio becomes 2:1.

Now you have read these rules and hopefully started some playing with them, we would like to receive feedback on the rules. Be it positive or negative. Let us know what you think about them. You can email us at:
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Bait - Part Three

By Space Cadet

Captain Valkris, of the Iconoclast escort Blood Drinker called to his counterpart, "I will take the lead, first blood will be mine." Urging his engineers onward he called for the secondary jets as well, "All ahead full, sacrifice whoever denies this!" amounts of fire impacting on each others' shields. A battle between a transport and an escort was like a battle between a hippo and a cheetah, the transport slow and clumsy, but if the cheetah makes a wrong move, the hippo will crush it.

Engines flaring, the Blood Drinker began outracing the Hidden Delights, and its captain sighed. She had advanced to command of the destroyer not by being the first in battle, but by winning. The Lord of Sensation had been pleased with her offerings over the decades she had been in Slaanesh's service, and had rewarded her with youthful appearance, in exchange for the souls released during her festivals. Her careful progress had also caused her to be approached by Tzeentch, but her first loyalty and desire was Slaanesh, for what use was power if you could not enjoy yourself along the way? Even better, by letting the Blood Drinker go first, she could see what sort of surprises this victim had.

Captain Warris watched as one of the two Iconoclast Destroyers suddenly accelerated towards the planet he was hiding behind, while the second seemed to proceed along at a steady pace. The first was likely crewed by pirates, and the second, was, watching? It did give him a chance though.

"Tech-Magos Vilhare, be ready to give me standard acceleration."

"Master of Ordnance, concentrate your fire upon the lead vessel, we're going to try and take it out first."

A space battle between two warships has them responding within a few seconds to each others' movements, their engines flaring to demands, and massive

That was how the battle formed. The Fat Belly accelerated around the planet, and the two Iconoclast destroyers altered course to meet it. The Blood Drinker had every intention of closing with its target, and the Fat belly barely obliged it. The Fat Belly was traveling on a slightly oblique course, showing its flanks to the oncoming predator. The Blood Drinker's Captain had the blood haze upon him though, and didn't care about the slight problem presented.

"Open fire, all guns!" He roared.

Captain Anarei, of the Hidden Delight, saw the maneuver, and blinked in surprise. 'That blood crazy fool! Doesn't he realize-"

Captain Warris saw the first vessel accelerate towards him, and ordered, "Master of Ordnance, rapid fire on all guns as they bear, the first one just screwed up."

He didn't. As soon as both ships were in range, the Fat Belly and the Blood Drinker began opening fire upon each other. The Blood Drinker had dozens of heavy cannons around its nose, and they all opened fire upon the Fat Belly. Unfortunately, in his thirst for blood, and desire to board the vessel to take skulls, he failed to recognize that even though it was a transport, and larger than him, the vessel was presenting enough of an offset to his guns that they were firing at a difficult target. His ship, though being

smaller, was heading directly towards the Fat Belly. This made the gunners' job in the Fat belly very easy.

Even more important, the higher energy levels his ship emitted made it easier for the targeters aboard the Fat Belly to track and hit it. Macroshells, Heavy Lascannon, plasma vents, and various other weapons of destruction fired upon the Blood Drinker. The Blood Drinker's Void shields flared under the assault, the steady rain of various weapons stressing the generators in their mounts. Several of the generators had been replaced with more powerful versions, but the mounting brackets had not been maintained as well as they should have, due to the crew trusting the generators to protect from the enemy firepower. Those generators tore loose, tearing through several compartments and crushing anyone they rolled over. The power cable was energized plasma, and when the generator tore loose, it snapped loose from the power supply as well.

The result was fatal for everyone in the breached compartments. High-temperature gas flooded the rooms, incinerating the survivors, and spreading into neighboring compartments through breaches in the walls. Fortunately for the Blood Drinker, most of those rooms were empty corridors, where nobody was present, but two of the slave holds were breached, and the Tzen-kethi within were burnt by the gas. The ones who didn't dodge were luckiest, their skulls being heated so quickly it caused the water in their brains to vaporize, exploding their skulls. Those who dodged were slowly burnt by the gas, cooked alive over several minutes.

Small gaps opened up in the Blood Drinker's shields, and a few of the Macro-cannon shells found the holes and exploded directly on the prow of the

Blood Drinker. Feeling the damage, Captain Valkris ordered the helm to turn to starboard, putting fresh shields between his ship and the Fat Belly's fire. He then saw his mistake.

Captain Warris snarled as the Iconoclast turned to starboard, as it was sailing directly into the sights of his port gun crews. Chief gunner Hannson saw it as well, and yelled, "For the Emperor" over the vox net for the port guns, and the crews responded in kind, their fire finding the Iconoclast, and surrounding it in a halo of exploding shells, refracted laser bolts, and expended plasma. They weren't as accurate, but each broadside had fifty percent more firepower than the nose batteries, and the gunners rarely had a chance to unleash the full firepower. Slaves dropped fresh shells into the breaches, without even needing the overseers to use the whips. The whole gun crew had felt the exultation of the Chief Gunner, and the chance to kill one of the pirates that often plagued the stars was a chance that few transports had.

The side of the Fat Belly belched fire from hundreds of gunports, most of it going wide, but enough was getting through, hammering at the Iconoclast destroyer, that the shields were strained, then failed. Shells impacted across the flanks of the destroyer, tearing at the thin armor, only a few meters thick, seeking the vulnerable equipment within.

The Blood Drinker was not silent during this time, as her nose batteries continued firing at the Fat Belly, keeping a continuous volley of fire, keeping the shields straining. Several generators overloaded and failed, but the rites had been performed, the correct rituals of installation

completed, and the generators merely shut down, instead of breaking loose or exploding. The tech-priests immediately began making supplications to the

generators, pressing the prayer runes for self-examination and reactivation, encouraging each machine spirit to return to life to fight for the Emperor. The remaining generators held, and even though the shield was but a tenth of normal, it was still there.

The bridge of the Blood Drinker was splattered from broken bones, ruptured organs, and torn flesh. Captain Valkris had proven himself a fool, and the second in command had killed him, and assumed command. The new Captain, Braakae, ordered, "Turn us to the vessel, ramming speed." Looking at what used to be Captain Valkris, Captain Braakae said, "your skull is not worthy of the throne of bone," one of the vilest Khorne insults.

Captain Warris saw the move, and paled at the thought. His ship was only a transport, which meant that most of his crew was unskilled slave labor, rather than trained soldiers. True, he had the roving patrol, but that would be nothing compared to the hordes of psychotic killers, and worse things, aboard the incoming Iconoclast.

"Arm every second man from the gun batteries, and prepare for boarders!"

Deep in the gun bays of the Fat Belly, roving patrols kicked slaves loose from where they had passed out from heat exhaustion, shoving weapons in their

hands, and getting them ready. Those that didn't respond were left there, while those that stood up were given a club, a wrench, or anything that could be used as a hand weapon, and organized into platoons. They would serve as the meat shields when the Iconoclast rammed, to allow the shotcannon equipped crew a chance to kill a few of the intruders before they too were overrun. If some of the slaves managed to kill the boarders, and survived in the process, the best would be set free, and the rest returned to their jobs.

That was one of the critical tasks of the overseers, in the slave pens. They had to keep the slaves down during normal operations, but reminding them over and over, that if a boarding fight occurred against an enemy vessel, any survivors would be set free. The Slavemaster himself was an ex-slave, and he regularly journeyed into the slave hold, fighting the current champions, and those that managed to impress him were drafted into the holes in the roving patrol. This kept a steady supply of hardened killers in the roving patrol, men who were ruthless enough to kill whoever was necessary, and with plenty of skill to do so. By putting them in squads with veteran troops, the ones who were too psychotic were slowly weeded out, leaving a cadre of some of the deadliest men in the onboard marines.

Freedom or death, was being offered to the slaves, and those who were willing to fight would be set free, while those that were afraid, or in the wrong place, would die. Such was the will of the Emperor.

On the bridge, Captain Warris saw Chief Baraxus relax a little. The ship's marines had augmented their number from the gun batteries and the slave holds, and all had reported in. The Tech-priests had given the final blessings to the weapons and ammunition, blessing the rounds to find their targets and inflict the Emperor's Holy Judgment upon them.

With the boarding situation taken care of, he demanded a report on the second Iconoclast.

"Target Beta is proceeding in at angle Captain, leading fire necessary to achieve impacts. Range in two minutes."

That would be slightly after the first one achieved impact. His ship's shields were still being restored, the prayers and lamentations of the tech-priests being heard in the background. The guards on the bridge had been doubled, and their shotcannons were at the ready, instead of merely at attention during normal ship operations. If the second Iconoclast got close enough, it could overwhelm his shields, and destroy his ship.

He would not allow that. He had a duty, charged from the Emperor, through House Vandread, to deliver this gold to the Administratum in the sector capital, and he would perform it!

"All batteries, commence fire upon the target. Reinforce shields as necessary, all hands brace!"

Having everyone onboard brace, both to take the impact of weapons fire and the ramming attack, made the outgoing fire slack in comparison to the Iconoclast. The forward shields on the Iconoclast

flared from a few hits, but not enough to really concern the incoming vessel. They were just feeling each other out, both knowing a little more about what the other was capable of.

Captain Anarei watched as the Blood Drinker altered course towards the transport, and smiled. Captain Valkris was likely going to try and board the transport, due to his insane blood thirst. It would give her the perfect opportunity to take out some of the guns on the transport's port side, giving her a nice open flank to work with. A lot like her outfit that she normally wore, for formal occasions, it would leave a wide open area, vulnerable to whatever was out there.

Settling herself in the Captain's chair, she ordered the guns to open fire upon the vessel. The vibrations of the shot were conducted through the hull to her chair, so she could tell just how her ship was doing, through the joystick interface. The guns opened fire smoothly, and she basked in the pleasure, but kept her mind on the matter at hand. The transport was firing as well, and the vibrations told her that the shields were holding well. She did realize that if the guns came online again, things could get interesting, so ordered the chair to protect her. Hands, from the previous Captains now entwined in the chair's flesh, reached out to hold her in place, and she watched for the transport's response.

Captain Warris saw the first shots come in, and his shields held off the fire, but that was not the most important concern. The countdown beside him from the sensor operator filled the minds of most of the people on the bridge, and had a lot of his attention as well. Several people had grabbed stanchions for support, and Captain Warris had buckled the safety straps in his chair, preparing for the resulting impact as well.

"Impact in ten seconds. Five, four, three, two, one, impact!"

The impact itself was a mere rippling in the hull, and you could see slight movement in the towers as the impact wave passed them. But actually shaking the hull of a ship is a very violent process, and when the impact wave reached the bridge, anyone not secured was thrown off their feet. The door guards had split into two teams, one bracing immediately, the other continuing their vigil, knowing that when the wave arrived they would be thrown around, and likely killed.

There was nothing at first, then people all across the bridge cried out in pain and shock as they were flung around. Two servitors were popped loose from their sockets, and the armsmen that had not braced were flung into the air. Everyone who had braced was thrown to the floor, several with broken bones due to the impact, and all in pain. But they fought through the pain, placing broken limbs near finger controls, so they could still operate the runes, just not as fast as before. For those that hadn't braced, when they hit the deck, only half were screaming in pain. The others had either been knocked unconscious due to the pain, or killed outright.

Commissar Gadelkin had been on the bridge when it happened, and he moved around, administering the Emperor's Grace to those the medicae deemed unable to save. Only a third of the bridge guards were still standing, but those unable to stand had been dragged into good positions, and would give a good accounting before they died. For the crew, his bridge officer had already called for backup officers to the bridge, and his executive officer handled the ship smartly in the meantime.

At the impact point though, the walls were painted with the effluvia of bodies that had been pulverized by the impact. The roving patrols had also been rocked by the impact, but years of survival in gang wars and slave pits had hardened the survivors, and the few slaves who tried to take this moment to break free were killed efficiently.

There was a new wall in the room, thanks to the impact, and a door within it as well. A few of the slaves were busy trying to decide if they should rush the roving patrols when the door opened. The few slaves who turned around to see, were killed right where they stood, as a horde of Khornate cultists poured out of the impacted Iconoclast. A few slaves thought the Khornate cultists would help, but as they were cheering the cultists on, they were stabbed, shot, axed, hammered, or simply had their heads torn off as grisly trophies. Seeing the results, the remainder of the slaves in that room turned on the cultists, seeing their choice in a moment; to fight, or die.

Shotcannons roared, the roving patrol firing into the larger specimens, while the slaves fought for their lives against the rampaging horde. The roving patrols had their faith in the Emperor, and the slaves had their fear and desperation to drive them, but they were in the way of over a thousand insane butchers, and there were only twenty total. They cursed, they shot, they clubbed, they killed, but the press of bodies overwhelmed them, and in less than a minute the cultists were pouring through the room over their dead bodies.

Around the impacted area, the scene was repeated. Hopeless last stands combined with dark betrayals as some slaves turned on their fellows to curry favor with the attackers. Both died, but they died hard. Their deaths delayed the intruders

for a few seconds, allowing other teams to race towards the engaged area, forming secondary lines to deal with the waves of attackers.

They met in a fury of fire and violence. Shotcannons emptied slugs into the cultists, and the cultists replied with bolt pistol fire. Both had their expendable troops in front to soak up shots, and there was no way to miss. Any shot that missed one person merely hit the person next to them, or behind them.

Grenades were launched from both sides, opening brief holes in the melee that were rapidly filled by the fighting below.

Corporal Vostel had been transferred from the planetary PDF to the roving patrol, after an altercation with an officer had forced his retirement and quick exit. He had been good in urban terrain combat, and a ship was nothing but a three kilometer long city to him. He knew the crevices around, and how to find good cover. He also recognized the key problem in the fighting, and began pumping shotcannon slugs into the enemy firing crew. Any time one of them reached for a grenade, that one took priority, but other than that, he simply worked his way from left to right, and back again, killing anyone who had a gun, so the slaves serving as his shield could deal with the ones in front.

Varias had been taken during a clean and sweep by the planetary militia in one of their regular purges of the UnderHive, and had steadily worked his way to the top of the local slave block. Now he was fighting against another group that was just as determined to kill him as he was to kill them. For a moment, he was back in the UnderHive, trading shots with the other gangs, engaging in running battles, but that moment passed, and the melee swirled around him. He had recognized the threat of the enemy shooters, and had done his best to keep enemy combatants between him and the shooters. Several times, the cultist he had been fighting had been killed by a shot from their own side, and he would simply move to another cultist, using them to stay alive.

Groshen had been a member of the Blood Drinker's boarding crew for months. He had slaughtered dozens in his attacks on transports, and had grown tired of them. A transport was merely the same size as the Iconoclast he had served upon, but the crew onboard were weak. There had been no glory of death fighting those sheep, and it had always left an empty hole in what passed for his soul. Once he broke through the initial defense lines the crew set up, it was just the usual kill and behead while moving through the ship. But when he saw this transport, he rejoiced. Although it was still a transport, the vessel was three

times longer, so that meant over twenty times as many people on board. It would still have the usual defense line, but that line would be far more likely to have good fighters in it that he could test his skills against.

Hundreds of fights, in hundreds of rooms were occurring along the Fat Belly's port side, but they were dismissed from Captain Warris' mind right now.

The other Iconoclast destroyer was out there and still firing. He watched as the vessel concentrated its fire upon his port side, where the void shields had been weakened by the ramming, and where most of his guns were blocked by the hulk.

"Bring us to starboard," he yelled, knowing that whoever at the helm would get the job done, so he could continue the dance. By turning across the Iconoclast's fire, he was hoping that the destroyer had enough momentum to go straight by his ship, either ramming the Iconoclast currently in his ship, or flying by. If it rammed somewhere else though, his ship would be in serious trouble. Still, the incoming fire was not that accurate, likely due to the clouds of debris from the impact of the Iconoclast around his ship.

Captain Anarei recognized the maneuver, and saw her options. She could continue straight, and wind up flying right by the ship, and at close enough range for the starboard guns to rake her ship. If she turned to starboard, she would be opening the range, and would have to make her approach again. Turning to port would leave her at the mercy of the transport's port guns, so that was out of the question, as she would put others at her mercy, but never the other way around. "Cut engines, let them turn in front of us."

By slowing, the transport would turn in front of her, and she would be in its rear.

Getting on an Imperial's rear like this was a good way to break them, as the other transport captains in her quarters could admit, if they still had a mind to admit anything.

Seeing the slowdown, Captain Warris knew he had time. "Full power to the rear void shields, we'll take the fire and deal with these boarders."

Captain Anarei watched and felt the sensors report in, and smiled. Not just from the pleasure, but from her plan. "Accelerate us to meet the Blood Drinker, and send boarders through it. They opened a door for us, now we will enter." Across the ship, the various cultists felt the order, and readied themselves for the rush of sensations to follow, from the pleasure of serving their mistress.

In the Blood Drinker, the few beings left, to run the equipment, and keep the slaves under control, were restless. They were denied a chance to butcher and kill, and this was against all the teachings of Khorne. They were warriors, and battle was their chance to worship Khorne and show that they were worthy. Even killing a few slaves here would not make it worth their time, as their skulls were not worth the waste of a good axe swing.

Then the rear hatch blew open.

Constrictor Lord Zarias was the first through the hole blown in the Iconoclast, and his senses took in the room at a glance. His lord was a being of the senses, and he had chosen to have better senses to better enjoy his lord's benefits. He could feel the touch of his mistress at the back of his mind, feeling what he felt, and seeing what he saw. He had been a vital link on board her ship, allowing her to instantly know how matters were going wherever he was. The other times, when she called him to her quarters, had nearly overloaded his senses, but each time, it was always nearly. She knew

exactly how much to do, and how long to do it, to keep his mind right on the edge of pleasure and death, for hours if desired.

But those thoughts were for later, for after the battle. For now though, he saw the twelve guards in the room, eight tech-priests, and fifty-seven slaves. A quick dispersal of pheromones, and the slaves were all suddenly in the grip of a hypnotic pleasure, their minds his to play with. The guards and tech-priests though, were charging at him. Sliding to the side, he let the troops behind him open fire upon the guards, while he circled around, his swords flying back and forth, as he parried the guards' blows. He could hear their bellows of rage, as their blades did not find blood, while his own swords were nicking critical tendons, until they could no longer even hold their blades.

The follow-up troops behind him slit their throats as they moved in. He told them to hurry, as the Iconoclast destroyer was a kilometer long, and they barely knew the way.

Lieutenant Gadelphus, the executive officer of the Fat Belly, withdrew his sword from the warrior who had been fighting him, and moved onwards. He had left the battle bridge in the hands of his weakest troops, and told them to keep the door locked for as long as possible. He however, had moved out, seeking to organize the defensive parties, to get them towards the cargo holds. Once the invaders were in the cargo holds, he had a second set of teams moving the gold ingots into ambush positions.

In the meantime, he had thirty men with him, some of the deadliest killers in the Fat belly's marines, and they were headed to the various fights. He had already stopped three breakouts, and reinforced a fourth area long enough for

the roving patrol to reload their weapons, and then moved on, knowing the area would hold. They were a fire team, moving through the fight, shoring up weak points, exploiting holes in enemy attacks. One time, they had managed to break through a few of the Khornate troops, and got behind another mob of cultists. Catching them in crossfire, the second mob was rapidly killed off, and the roving patrol in there gave a salute to the XO as he personally killed the last of the cultists.

Chief Petty Officer Baraxus had been holding against a determined rush, when the XO had come by, and slaughtered several that had been about to flank the Chief's team. With their flank secure, and the extra firepower, the Chief had managed to dispose of the current wave of attackers, and prepare for the next series.

Battles still raged all over the impacted area, but slowly, the tide was turning. Although having to keep most of the crew on their guns reduced the numbers, versus facing the entire crew of an Iconoclast crewed by blood thirsty psychopaths, there were still enough crew to meet each berserker, with 3:1 numeric odds favoring the transport's crew. The slaves reduced the qualitative advantage, but the lack of any real strategy among the Khornate cultists, other than go and kill, made the defenders' job easier. Show the Khornate cultists a potential fight, and they will go directly towards the fight. By killing the ones at the rear of the group, the leaders never think to slow down, until they too were cut down.

It took them ten minutes, but they finally cleared the last of the Khornate cultists, and were going around, the medicae performing the rituals of triage, deciding who would live without their help, who would die even with their help, and saving those in between. Those who

would live were wrapped up so they wouldn't make a mess bleeding, and those who would die were taken to another room, where a marine with a knife waited. The bodies were piled up, so they could be dumped out an airlock.

As they were working, a few began to notice that the smell of cordite, and sweat, began to relax a little. The air began to smell fresher, more pleasing, and the slaves began to moan in relaxation, their minds being given hints of pleasures. The marines were checking weapons, their minds too focused on their jobs to notice the faint scents moving into the room.

Then, as one, they turned towards where the Khornates had arrived. In stepped a beauty, her skin as flawless as marble, and her eyes as dark as space itself. Men began to reach for her, and she stepped among them, her hands caressing faces, the men feeling a rapture in their bodies, then passing out, their minds overloaded from the bliss. The rest of the Slaanesh team moved through the room, removing weapons from the Marines, and passing by their defense lines, getting into the rest of the ship. She moved towards the door, the rest of her team ready to follow, and corrupt everyone on board.

A roar of a chainsword interrupted her, as the toothed blade cut into her stomach, and was pulled straight through her head, bone splattering everywhere. Ship's Chaplain Adressin had felt the corruption taking hold, and he had hurried to the location as fast as possible, bringing his fellow brothers of the cloth. Their holy books had protected their souls from corruption, and now it was time for their weapons to cleanse the corruption within.

The sound woke many of the Marines from their trance, and without weapons, they jumped on the Slaanesh party,

shoving them down, so that others might be able to grab weapons and kill the intruders. A few slaves jumped up, ready to die for their new masters, but all they did was die, and the marines merely fired another round to kills the cultist hiding behind them.

The gunfire in that room broke the spells on neighboring rooms as well, and the boarding party found itself under fire once more, and the defenders had more targets to kill.

Constrictor Lord Zarias heard the gunfire nearby, and reacted swiftly. Beheading the two guards near him, he dashed beyond their lines, hoping to catch them from the rear, and divide their fire. The guards were good though, and only two turned after him, the rest opening fire upon his troops, their shotcannons tearing holes in scantily clad bodies, turning his force into chunks of meat.

He moved into their midst, slicing tendons again, making them fall, unable to shoot or even move their limbs, but it was not enough. The roving patrol had armor enough to delay his blades, slow his cuts, and though he won, only twenty were with him at the end, out of eighty. This had been against only fifty, fifty that had been hypnotized by the pheromones, and disarmed. He made a mental note to have his party outfitted with more guns, and Captain Anarei heard the note, and smiled. Although guns did not allow one to get up close to the prey, it also allowed them to live long enough to get close to begin with.

Moving inwards, he reviewed the normal layouts of a transport. The large interior cargo holds allowed access to large areas of the ship, and were difficult to secure. If he could get in there, his small team would be able to hit anywhere in the transport he wanted, and force a large diversion of crew from other areas. Deciding which way was towards the

bays, he moved inwards, seeking the large open hold within.

looking around the dazzling, blinding Gold?

Captain Anarei felt the loss of the boarding crews in her mind, and scowled. This was not a pleasurable sensation, and the chair reinforced it, becoming dull on her skin, refusing the sensations she thrived upon. Then, seeing the display, she called out, "Bring us alongside the transport, port side. They have a hole in their void shields from the impact, and we can get through there."

Lieutenant Gadelphus looked over the bodies of the men in the room. This area had been behind the boarding lines, so either there was one of the usual fights onboard that turned lethal, or one of the boarding parties had gotten past the line. A sergeant looked up from the far side of the room. "Sir, they went through here," he said, studying the scrapes on the floor, and using his own years of experience to judge them.

Captain Warris saw the Iconoclast moving up alongside, and saw the maneuver. "Port guns, fire as it bears."

"Let's move. If they get loose, we'll be down here hunting them long after the Emperor gets off the throne. I don't know about you, but I've got better things to do than hunt miserable heretics, so let's move!"

The two ships in space traded blows. The far larger transport had to shoot around the Iconoclast stuck in its side, and limited most of its shots, while the smaller destroyer moving up had to aim between the Iconoclast stuck, and the void shields still operating. It would take time to wear down the port side guns, but the destroyer's forward batteries opened fire, slowly chewing up the armor. The transport though, had to penetrate the void shields on the destroyer, so had a bit of a problem.

Leading the way, the XO and his party chased the intruders.

Constrictor Lord Zarias heard the muted pounding behind him, and knew that the guns of the transport were firing on his mistress. He knew that if his team turned back, they would meet the full strength of the defending forces, so he continued onwards. If he could get through the few crew in front of him, the whole transport would be wide open to his access. Slicing hands from their wrists and letting his pheromones convert others to his cause, he moved onwards, past the power cables, past the storage rooms, and to the heavy doors.

Constrictor Lord Zarias looked around him in shock and awe. The cargo bay was full of gold as far as even his eyes could see, massive blocks massing several tons each just piled in mounds all through the volume. His own troops had stopped to take in the sights as well, and the slaves he had recruited onboard were just basking in the glow. Sliding forwards towards the blocks, he gently rubbed his fingers against them, feeling the sheer luxury under his hands. Even if the Hidden Delights was melted down into slag, it wouldn't mass a third of the gold in the bay.

Making his new converts open the door, he strode through, looking for exits,

In the back of his mind he could feel Captain Anarei looking on in shock and pleasure with him, and he let himself go for a moment, the reflection staring back at him in sublime bliss, his men smiling, holding their arms out, their faces up, and a chainsword through one's belly.

Hold that thought.

Lieutenant Gadelphus reached the cargo bay, and saw the cultists staring in shock at the gold in there. He briefly consoled himself that seeing that much gold would be a shock to anyone, and decided to take advantage of the surprise. Gesturing quickly, his marines held their fire, getting into proper positions to cut down the invaders, and rush through to kill the rest.

Thumbing his chainsword to a low level, he sliced through the back of the nearest cultist, ready to cut as many of them down while they were distracted. Unfortunately, that was the only freebie he got.

Constrictor Lord Zarias turned in a flash, seeing the ship's troops behind his men. He sensed that these were the only ones that had followed him, and knew where he was, so his choices were simple. Run, and they would alert the whole ship to his precise position, or kill them, and make the ship hunt them again. He turned to attack, and his followers obeyed his thoughts as well.

Captain Anarei felt the gold bliss as well, and was luxuriating in it, thinking of all the pleasures she could inflict, and have inflicted upon her as well, the thoughts flowing from her to all her crew as well. The gun crews even felt the bliss, and their fire wandered a little, as their thoughts wandered further.

Captain Warris saw the fire drift over his shields, and smiled. He didn't know what had happened, but the sudden drop in effectiveness was a weakness he was going to exploit. "Hold guns, and let them get in close, we can take the fire. When they are on top of us, I want all guns to fire at maximum rate. Point blank fire."

Lieutenant Gadelphus moved through the throng in front of him, seeing the enemy leader as his main target. He did

not have time to waste with the cultists in front of him, but if that leader got loose among his men, they would die. So he had to engage. A brief hint on the leader's face was all the warning he got, and he swung up his sword, blocking the first two blows designed to cut his tendons, and leave him helpless. A blur of motion next, and he kept a third stroke from severing his neck.

Constrictor Lord Zarias saw the fancily dressed officer push towards him, and knew the thoughts involved. He too had to deal with the leader, to make the ones fighting him either retreat, or to open them up for his own attacks. Slicing quickly, he was surprised at the human bringing up his clumsy chainsword to bear, and knocking his own blades aside. A counter strike was also blocked, and Zarias felt a thrill wash through him, that this human would be fun.

For over a minute the two leaders fought, parrying and attacking, each one's blow being blocked by the other's defense. They two fighters seemed balanced, but Zarias had almost supernatural endurance, and the effort to block his strikes was slowly wearing away at the Lieutenant's arms. You could see the lieutenant starting to use more and more strength to try and knock aside the blows, while Zarias was conserving his strength, living to the fullest, and enjoying the thrill of a personal kill.

On the bridge, Captain Warris heard the cogitator call out 'five hundred kilometers' and knew the moment was ripe. All the guns along his port side had been tracking the Iconoclast, and he had been able to turn enough to bring the prow batteries to bear as well. Every gun was ready, and had a full load of ammo at the ready, and the crews knew they were going to ambush a raider.

"Fire at will!"

The side of the Fat Belly vomited hundreds of shells, lasbolts, and plasma releases at the Iconoclast destroyer. At five hundred kilometers, this was too close to be called knife fighting, and was more along the lines of nose to nose, in wrestling terms. At this range less than five percent of the firepower missed, and the gunners were just getting started.

Captain Anarei saw the glow in her eyes, but her mind first interpreted it as the glow from the gold in the cargo hold. When the sudden shocks raced through her ship, and transmitted directly to her via the joystick, her mind cleared of the thoughts, and with it, came fear. She realized how close her ship was, and her own gun crews had started to pass out from the visions she had been transmitting throughout the ship. Slamming her mind on them, she ordered them back into action.

But it was already too late.

The gunners and techpriests had blessed the ammunition and batteries before the guns had fired, so the gunners felt free to overload the guns, as the Emperor was with them, in spirit, and in their hearts. The guns were soon glowing red from the heat of all the firepower being unleashed, but the nose of the iconoclast was far worse off.

Explosions shook the bridge of the Hidden Delights, and Captain Anarei felt a loss in her. She had lost herself in the pleasure, when she was supposed to be leading her ship to victory. But there was one thing she could still do. Standard communications were out, but the command chair still existed.

Throwing herself in the chair, she opened herself up to its pleasures. She the sensations rose, she waited until she was near her inhuman peak, then sent out the message to the other Slaanesh cultists aboard Blood Commodore Koresh's fleet. They would get the message, and as the pleasure from the chair filled her brain, and as the chair consumed another body and soul, the last thing she saw was the forward bridge windows exploding from enemy fire, and her ship exploding around her.

Constrictor Lord Zarais was enjoying his fun, when the loss of his mistress suddenly flared through his brain. He felt the connection go, and suddenly he was alone again, with nobody to talk to. The loss distracted him at a critical moment, and Lieutenant Gadelphus took the opportunity to slice off his head, and then stepped on the skull for good measure.

Lieutenant Gadelphus saw the brief hesitation, and used it. He knew he was getting tired, having to move quickly to block the blows, and this was his chance. Seizing it, he sent his chainsword up under the half-snake's guard, and sliced through the neck. Watching the head hit the ground, he stepped on it with his boot for good measure. Looking around at the rest of his impromptu detail he said, "Get flamers and meltas up here, let's purify the ship."

Watching the last Iconoclast destroyer die under his guns, Captain Warris turned to his crew. "Well done all. Now, begin battle cleanup, salvage what we can, incinerate the rest. Navigator, plot us a course to a nearby human world, so we can take on fresh stock."

Assassination

By Ray Bell

'Storm Four to Macharius. Have sighted two ork cruiser vessels and escorts. They're powering up engines and heading towards you. Be warned, Macharius: the bait has definitely been taken, and the prey is coming out into the open'

Excerpt from the novel 'Shadow Point' by Gordon Rennie.

During the Gothic War, whilst under constant attack by Abaddon's fleets, another threat to the Gothic sector seemed to have been ignored, the Orks!

Throughout the history of the Imperium, Orks that were left unchecked multiplied uncontrollably. Not to imply that there isn't a limit to their population in any given location, there is! This usually coincides with a mass migration of Greenskins if a suitably large fleet can be built or a Space Hulk of sufficient size can drag innumerable Roks through the warp to invade other star systems.

A star system can be completely overrun by Orks before this mass migration occurs, and it is often prudent to wipe them out before they can leave the system. But this is not a luxury the Imperium can always afford and must keep them bottled-up making sure they never leave to spread their number.

Scenario: Assassination

A medium sized Imperial fleet, commanded by Commodore-Captain Leoten Semper, is attacking a system overwhelmed by Orks. Their objectives are to destroy or force the disengagement of all warp-capable Ork ships, and to field test the experimental Seismic Torpedoes, or 'Rock-busters' as they soon became called.

Forces

Agree a points limit for the battle (alternatively use the fleet lists and special 're-enactment' rules based on the novel Shadow Point presented later).

Assassins (Imperium): This player is the attacker. They may spend up to the agreed points limit in total on their fleet.

Targets (Orks): This player is the Defender. They may spend up to the agreed points limit in total on their fleet, but must select capital ships or squadrons (these can be any type of squadron, even single defences!) as the targets. The targets total points value cannot exceed 1/3 of the entire fleets value. You may spend as many points as you wish on defences from your points limit (note: there is no need to have a planet to deploy defences).

Battlezone

Set up a 6' (180cm) x 4' (120cm) table with whatever celestial terrain you wish for the scenario (If you are playing the re-enactment from novel Shadow Point the terrain should be picked using the Outer Reaches Generator).

Set-Up

- 1) Randomly determine which long edges the players deploy on.
- 2) The defender deploys his entire fleet except the targets within 15cm of his table edge.
- 3) The attacker deploys his entire fleet within 15cm of his table edge.
- 4) The defender deploys the targets within 15cm of his table edge.
- 5) The attacker may re-deploy any ships he wishes if they pass a leadership check (see special rules).

First Turn

The attacker takes the first turn.

Special Rules

The attacking player must take a leadership test for each of his squadrons at the start of the game. If this test is failed they will start the battle on Reload Ordnance special orders (this means they will confer the +1 Ld to the defenders for being on special orders and won't be able to go on any other special orders in the first turn apart from Brace For Impact).

Game Length

The game continues until all targets are destroyed or disengaged, or the attacking fleet has been destroyed or disengages.

Victory Conditions

The attacker must destroy or force the disengagement of all targets. If he succeeds he is the winner, if he fails he is the loser.

Re-Enactment

Imperial Fleet list

Lord Solar Macharius (Dictator, crew skill 4: Excellent Pilots)
Commodore-Captain Leoten Semper (Admiral, leadership 8, 1 re-roll)

Drachenfels (Gothic, crew skill 1: Expert Gunnery)
Captain Erwin Ramas (Veteran Captain, leadership 9, 1 'ship-wide' re-roll)

Graf Orlok (Lunar, torpedo variant)
Captain Titus von Blucher (Veteran Captain, +1 leadership, 1 'ship-wide' re-roll).

Fearsome (Dominator), random Imperial leadership

Triton (Dauntless, lance variant), random Imperial leadership

Mannan (Dauntless, lance variant), random Imperial leadership

Vanguard squadron (Cobra x3), random Imperial leadership

Praetorian squadron (Cobra x3), random Imperial leadership

Vengeance of Belatis (Escort Carrier), random Imperial leadership -1

Memory of Briniga (Escort Carrier), random Imperial leadership -1

Seismic Torpedoes ('Rock-busters')

For all intents and purposes Seismic Torpedoes are 'Special Torpedoes' as described on page 156 in Armada.

Seismic Torpedoes are ordnance specifically designed to destroy asteroids and in so doing destroy artificial structures in or on them. With giant armoured nose cones acting as drill bits they can easily drill through the rocky material of asteroids such as Ork Roks, Space Hulks and common asteroid bases. When several hundred metres within the asteroid, they detonate causing massive damage.

Special Rules

Seismic torpedoes are fired at a weaker strength than normal salvos. For every three points of standard torpedo salvo strength, the salvo has only two points of strength when fired using Seismic Torpedoes (e.g. strength 6 torpedoes on a cruiser would become strength 4 when firing Seismic Torpedoes). When a Seismic Torpedo causes damage against an 'asteroid target' (eg. Ork Roks, Space Hulks) it causes D6 damage instead of the normal one, and causes a blast marker which is placed anywhere on the targets base (chosen by the owner of the torpedo). In addition when a Seismic Torpedo hits an asteroid field a blast marker is placed on the point of impact.

Seismic torpedoes vs normal ships: Always causes a Bulkhead collapse when a critical hit is caused by the torpedo (this is not in addition to a normal critical hit).

Subplot

Blood Bond: If an Imperial capital ship is destroyed, all other Imperial ships gain +1 leadership for one turn.

Ork Fleet list (all have standard Ork leadership) - Targets (*)

*Sabretooth (Kill Kroozer), Ork Warlord (2 re-rolls, Ram Prow, Traktorfield)

*Wolverine (Kill Kroozer)

*Tiddla Skwadron: 3-10 Ork Escorts, worth up to 200 points

War-Rok x2 (each comes with a Warlord with 1 re-roll and NO refits). (See subplot rules below)

Terrok x3. (See subplot rules below)

Rok xD6 (all have leadership 6 being planetary defences). (See subplot rules below)

Subplot

'You're not actually going into an asteroid field!?:' When ever a Rok, War-Rok or Terrok is destroyed roll a D6, on a 2+ place a Rok on the Ork players deployment edge.

ORK WAR-ROK					110 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets
Defence/10	10cm	Special	2	5+	2
Armament		Range/Speed		Firepower/ Strength	Fire Arc
Gunz Battery		45cm		D6+6	All
Heavy Gunz Battery		15cm		8	All
Torpedoes		30cm		D6	All
<p><i>Notes:</i> Movement is always 10cm in a straight line (no more or less, unaffected by blast markers). While in the gravity well, the War-Rok has the same rules as any normal ship. The War-Rok may not use 'Come To New Heading' or 'Burn Retros' (may still use 'All Ahead Full'). The War-Rok may only change heading on 'All Ahead Full' where it may move its extra 3D6cm in any direction, even backwards, if the extra distance travelled is 10cm or more then the War-Rok will continue in that direction. War-Roks don't suffer critical hits, instead losing another point of damage.</p> <p><i>Catastrophic damage:</i> Replace the War-Rok with 5 BM's. You must have a Warlord to Kaptain the War-Rok.</p>					

ORK TERROK					100 pts
Type/Hits	Speed	Turns	Shields	Armour	Turrets
Defence/8	10cm	Special	1	5+	1
Armament		Range/Speed		Firepower/ Strength	Fire Arc
Gunz Battery		45cm		D6+6	All
Torpedoes		30cm		D6	All
Launch Bays		Varies		2	-
<p><i>Notes: Movement is always 10cm in a straight line (no more or less, unaffected by blast markers). While in the gravity well the Terrok has the same rules as any normal ship. The Terrok may not use 'Come To New Heading' or 'Burn Retros' (may still use 'All Ahead Full'). The Terrok may only change heading on 'All Ahead Full' where it may move its extra 2D6cm in any direction, even backwards, if the extra distance travelled is 10cm or more then the Terrok will continue in that direction. Terroks don't suffer critical hits, instead losing another point of damage.</i></p> <p><i>Catastrophic damage: Replace the Terrok with 4 BM's.</i></p>					