



BATTLEFLEET GOTHIC

MAGAZINE
Issue 13

THE RETURN OF THE BEAST
Ork Battleships assault Armageddon!

COLD PASSAGE
A Battle from Tempestus Biblotek

ENDGAME
Ahriman ushers in the Cerberus War

THEY COME ONLY TO MURDER
A new Dark Eldar scenario

**GAMES
WORKSHOP**

RETURN OF THE BEAST!

Ork Battleships & Ghazhkull's Ork Waaagh! Fleet

*Experimental rules for four new Ork battleships
from the Third Armageddon War*

By Matt Keefe, Andy Chambers & Pete Haines

Following on from last issue's Endeavour Class Light Cruiser, Falchion Class Escort and Endeavour variants for the Imperial Navy, this issue we present rules for four new Ork battleships which came to prominence during the Third Armageddon War.

At the outset of the Third Armageddon War, it soon became apparent that the Orks had managed to manufacture ships of a previously unheard of size. Unlike the roks and hulks upon which they had previously relied for their larger vessels, the Orks now boasted ships of a size comparable to the largest of Imperial cruisers, rivalling the size even of an Imperial battleship.

Not expecting such vessels, these Hammer Class Battlekroozers, as they came to be known, took a terrible toll on the Imperial fleet during the opening weeks of the war. They possessed a typically Orkish resilience coupled with a brutal array of firepower that allowed them to stand a good chance against most battlegroups active in the defence of Armageddon.

These vessels, it seemed, had been constructed from the wrecks of crippled Imperial cruisers and battlecruisers. Battleships, apparently, possessed systems unfathomable to the Orks since their components didn't appear in these new battlekroozers. Fearing that a conflict on the scale of Armageddon might serve only to provide the Orks with ever more wreckage from which to build such vessels, a policy of destroying ships who had no hope of escape or survival was reluctantly adopted by naval command.

Being the clunky, jumbled masses of components that they were, these battlekroozers seemed also to grow in size and firepower as new victories allowed them to plunder or salvage additional systems, even if the Imperium prevented them capturing complete new hulls. Like the Orks themselves, amongst the Hammers a few vessels grew ancient and bloated to such a degree that their sheer size defied any description other than the rather imposing nomenclature of 'battleship'. Though far too varied in design to represent a class as such, no less than four such battleship-sized vessels were prominent within the Orkmada during the Third Armageddon War, each carrying a uniquely deadly assortment of bastardised systems.



HAMMER CLASS BATTLE KROOZER . . 245 pts

The great mass of Ork ships assailing Armageddon comprise vessels of every conceivable weight and type. As well as the familiar Kill Kroozers and Terror ships, a new class of battlekroozer, designated as the Hammer class, has been encountered in no less than fifteen engagements. Intelligence reports indicate that Hammer class battlekroozers are built on the hulks of wrecked Imperial Capital ships, most specifically those which were armed with nova cannon in their previous incarnations.

Hammer class battlekroozers are greatly favoured by powerful Ork warlords as their

personal command ships, most notably those from the empire of Great Despot of Dregruk which seems to have produced a large quantity of these vessels for their invasion fleet. The high status of the Hammers' commanders ensure that they are equipped with the best weapons and crews in the Ork fleet, making them formidable opponents. Most worrying of all, given the Orks predilection for making rapid (if crude) refits of damaged vessels, is the fact that the number of Hammer class ships appears to be on the increase as the Orks gain access to numerous hulks left from the fighting in-system.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Kroozer/10	20cm	45°	2	5+/6+ front	2
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Prow Gunz Battery		45cm		D6+6	
Prow Bombardment Cannon		30cm		6	
OR Prow Mounted Torpedoes		30cm		D6+2	
Dorsal Launch Bays		Fighta-Bommerz: 25cm Assault Boats: 30cm		D3+1	
Port Gunz Battery		30cm		D6+2	
Starboard Gunz Battery		30cm		D6+2	
Port Heavy Gunz		15cm		6	
Starboard Heavy Gunz		15cm		6	

FAMOUS SHIPS OF THE THIRD ARMAGEDDON WAR

Kroolboy

Slamblasta

Dethdeala

Gorbag's Revenge

Notes: A Hammer class battlekroozer may upgrade its turrets from two to three for +10pts. It may be equipped with boarding torpedoes for +5pts (speed 20cm strength D6+2) and torpedo bommerz for +30pts. Due to its poorly distributed mass, the Hammer class battlekroozer may not use Come to New Heading special orders.

Special Rules: The prow launchas commonly seen on the Hammer were originally invented to satisfy the insane desire of the Tyrant Uzog Armripper to have both torpedoes and big gunz on the front of his ship. Mekaniak Garzog's ingenious solution was to rig up parts of the nova cannon conduits to big tubular launchas that could either fire torpedoes or heavy bombardment shells. The upshot of this is that a Hammer Klass cruiser can either fire torpedoes or use bombardment kannon in a turn if the launchas are loaded at the time, but the launchas can only be used if they are loaded using the Reload Ordnance special order after each shot. Garzog thus got it half right and Tyrant Uzog only ripped one of his arms off!

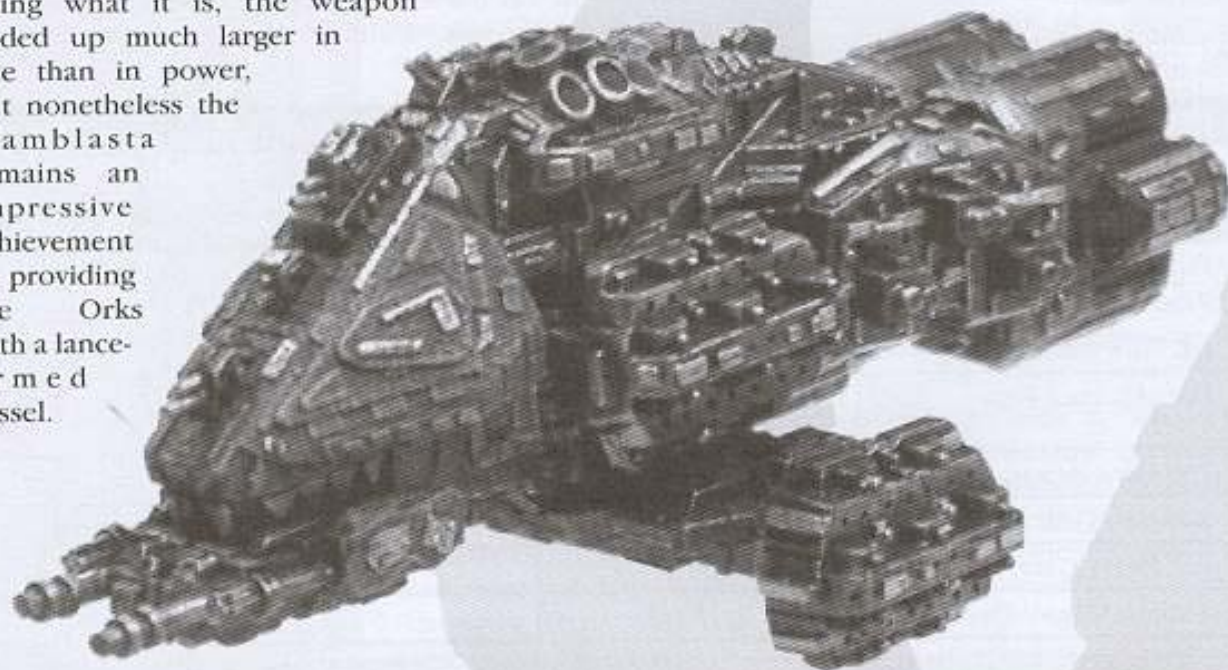
Leadership: When Leadership values are generated for the Ork fleet, Hammer class battle cruisers can opt to swap Leadership ratings with a Kill Kroozer or Terror ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.

Famous Ships: During the Third Armageddon War, four particularly monstrous vessels, initially thought by the Imperium to be representatives of the Hammer class came to prominence through their might, infamy and sheer aggression. Far too large to be considered typically as kroozers, these four vessels became collectively known as Ork battleships, though did not represent a single class, but rather four different vessels of varying configuration but comparable size. Although not strictly Hammer class vessels, they are sufficiently similar to be described here alongside it. If you include any of the battleships named under 'Famous Ships of the Third Armageddon War' above, they will count against the number of Hammer class kroozers your fleet may contain. See the fleet list for more details.

SLAMBLASTA ORK BATTLESHIP 295 pts

Like many large Ork vessels, the *Slamblasta* has been identified as having been constructed in the large part from the wreckage of crippled Imperial vessels – in *Slamblasta*'s case, the Imperial Gothic class cruiser *Pallas Imperious*. Unable to properly regulate the massive energy circuitry required to power the Gothic class' broadside lance batteries, the Meks who constructed the *Slamblasta* instead pillaged the systems in an attempt to build two much larger lance type weapons. Ork technology being what it is, the weapon ended up much larger in size than in power, but nonetheless the *Slamblasta* remains an impressive achievement in providing the Orks with a lance-arm ed vessel.

In the Third Armageddon War *Slamblasta* played a crucial role as part of the advance raiding parties sent ahead of the main Ork invasionary fleet, where its powerful prow lances proved particularly suited to the Orks' goal of crippling any monitoring stations, system defences or Imperial outposts on the fringes of the Armageddon system.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	2	5+/6+ front	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Gunz Battery		45cm	D6+6		Front
Prow Lances		45cm	2		Front
Dorsal Launch Bays		Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1		-
Port Gunz Battery		30cm	D6+6		Left
Starboard Gunz Battery		30cm	D6+6		Right
Port Heavy Gunz		15cm	6		Left
Starboard Heavy Gunz		15cm	6		Right

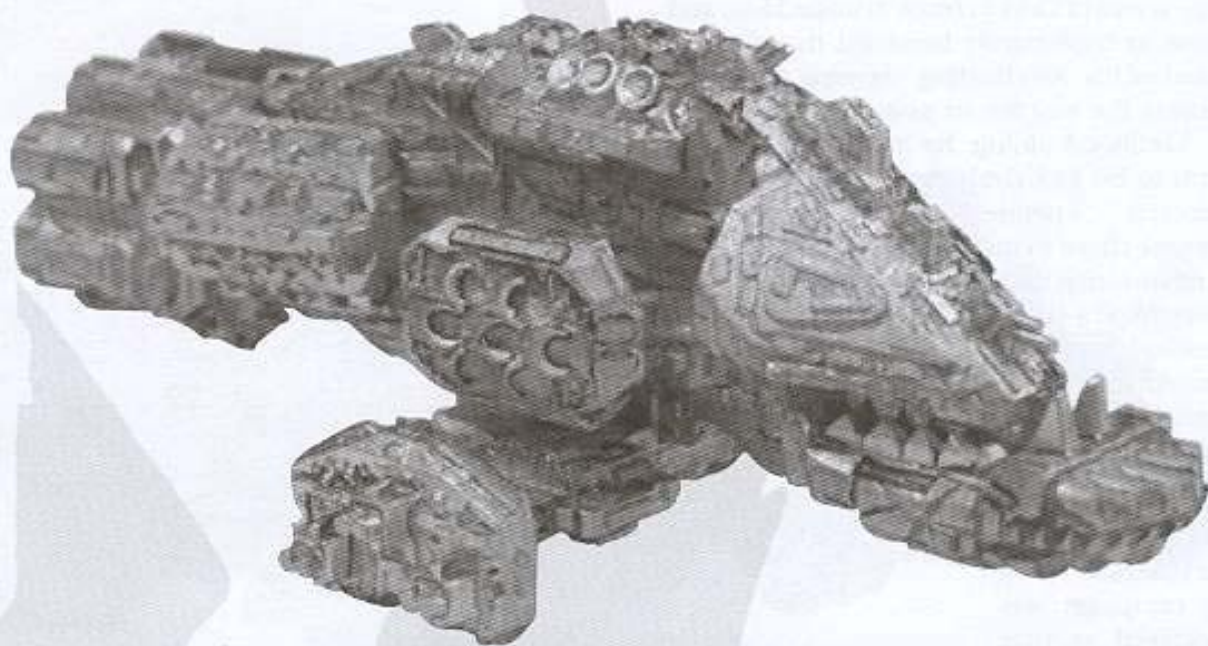
Notes: *Slamblasta* may be equipped with torpedo bommerz for +30pts. Due to its poorly distributed mass, *Slamblasta* may not use Come to New Heading special orders.

When Leadership values are generated for the Ork fleet, *Slamblasta* can opt to swap Leadership ratings with a Kill Kroozer or Terror ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.

GORBAG'S REVENGE ORK BATTLESHIP . . 310 pts

Gorbag's Revenge was the most active Ork battleship encountered throughout the Third Armageddon War, participating as it did in the invasions of both Chosin and Armageddon. The original vessel was captured by Gorbag himself, when he overran an Imperial Dominator class cruiser in the Gothic sector, enslaving its crew to refit the vessel, using its systems and weaponry as the basis for the soon-to-be (and brutally aptly named) *Gorbag's Revenge*.

Gorbag's Revenge proved the ideal vessel for large scale planetary assaults with its large launch capacity allowing it to deliver huge numbers of Orky Fighta-Bommerz to the surface. For much of the Ork fleet this tactic would prove unwise and left them vulnerable to Imperial attack craft, but the sheer size and firepower of *Gorbag's Revenge* prevented it suffering too badly from the threat. *Gorbag's Revenge* remained a constant element of the fleet bombarding Armageddon throughout the course of the war.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	2	5+/6+ front	3
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Prow Gunz Battery		45cm		D6+6	
Prow Torpedoes		30cm		D6+2	
Dorsal Launch Bays		Fighta-Bommerz: 25cm Assault Boats: 30cm		D3+1	
Port Gunz Battery		30cm		D6+2	
Starboard Gunz Battery		30cm		D6+2	
Port Heavy Gunz		15cm		6	
Starboard Heavy Gunz		15cm		6	
Port Launch Bays		Fighter Bommerz: 25cm Assault Boats: 30cm		2	
Port Launch Bays		Fighter Bommerz: 25cm Assault Boats: 30cm		2	

Notes: *Gorbag's Revenge* may be equipped with boarding torpedoes for +5pts (speed 20cm strength D6+2) and/or torpedo bommerz for +30pts. Due to its poorly distributed mass, *Gorbag's Revenge* may not use Come to New Heading special orders.

When Leadership values are generated for the Ork fleet, *Gorbag's Revenge* can opt to swap Leadership ratings with a Kill Kroozer or Terror ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.

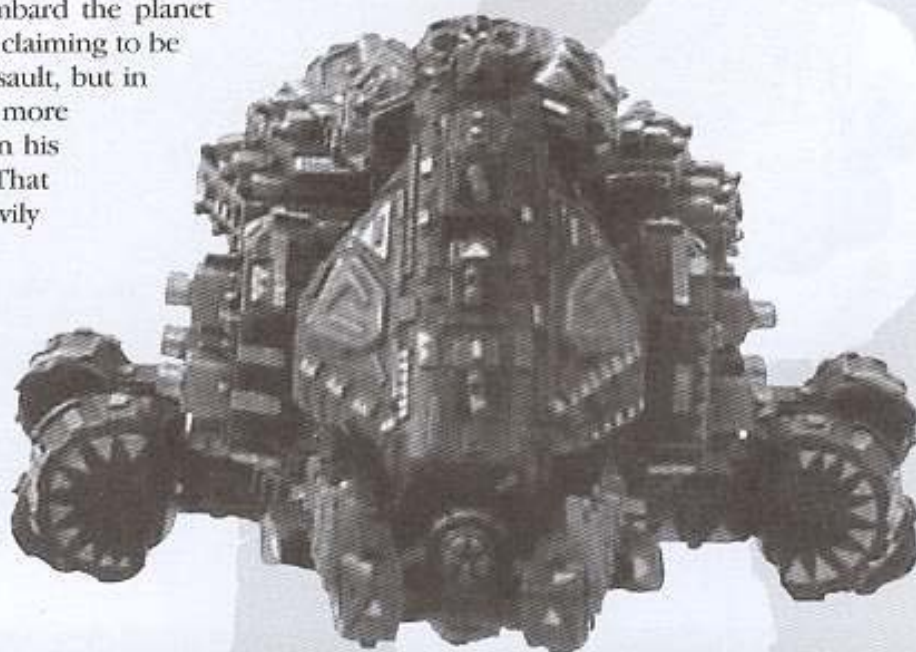
DETHDEALA ORK BATTLESHIP 275 pts

Detbdeala is thought to be one of the oldest vessels of its size in existence, having first been encountered some 30 years before the Third Armageddon War. Originally the flagship of Warlord Urgutz Dregrak, the *Detbdeala* appears to have suffered a recent change of kaptain and krew alike and faded from prominence in the later part of the war.

Dregrak was a fiery and objectionable Ork, one known for great overconfidence in his own abilities and overoptimistic view of his own destiny. Dregrak was present in one of the last large waves of Orks to reach Armageddon, and chose to haphazardly bombard the planet ahead of his own landing, claiming to be clearing the way for an assault, but in all likelihood doing far more harm to his Ork rivals than his Imperial enemies. That Dregrak chose to most heavily bombard regions where Ghazghkull's own warbands were operating is unlikely to be simple coincidence.

When Dregrak did finally venture to the planet's surface, his campaign was shortlived as rival Dethskulls, allied to the

defecting Imperial Governor Herman Von Strab, teleported aboard the *Dethdeala* and massacred most of its crew in the midst of their planetary assault. Stranded on the surface with most of his forces dead or marooned aboard the *Dethdeala*, Dregrak vanished very rapidly. Whether the fatal blow was struck by man or Ork is unlikely to ever be known for certain, but either way it is unlikely that Ghazghkull would have had many regrets over the loss of the troublesome and untrustworthy Urgutz Dregrak...



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	2	5+/6+ front	3
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Prow Gunz Battery	45cm	D6+6	Front		
Prow Bombardment Cannon	30cm	6	Front		
Dorsal Launch Bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1	-		
Port Gunz Battery	30cm	D6+4	Left		
Starboard Gunz Battery	30cm	D6+4	Right		
Port Heavy Gunz	15cm	6	Left		
Starboard Heavy Gunz	15cm	6	Right		

Notes: *Dethdeala* may be equipped with torpedo bommerzs for +30pts. Due to its poorly distributed mass *Dethdeala* may not use Come to New Heading special orders.

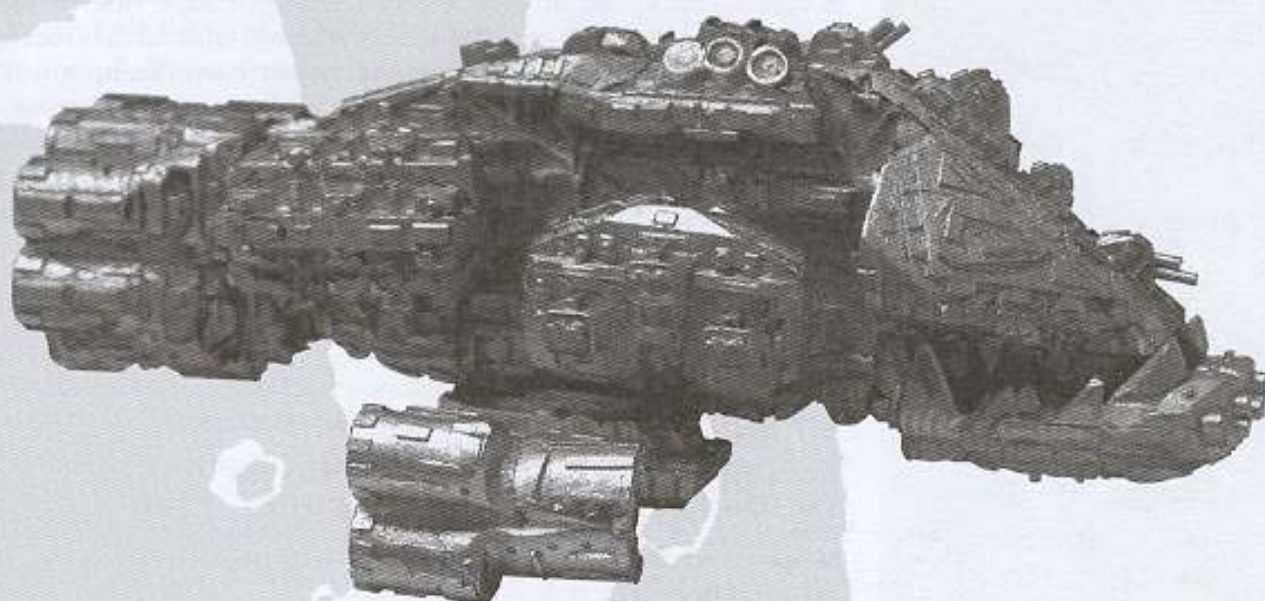
When Leadership values are generated for the Ork fleet, *Detbdeala* can opt to swap Leadership ratings with a Kill Kroozer or Terror ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.

All Ahead Full: *Detbdeala* is equipped with powerful 'Soopa Engineez' and may roll 4D6 when making an All Ahead Full special order, as opposed to the 2D6 normally rolled by Ork vessels.

KROOLBOY ORK BATTLESHIP 270 pts

Kroolboy had a long history of tormenting Armageddon well before Ghazghkull's monstrous onslaught of the Third War, having been observed on frequent pirate raids around the fringes of the system. Whether by accident or design, this familiarity with *Kroolboy* caused monitor station Mannheim to pay less than adequate attention to the vessel's later raids, assuming them to be typical piracy, when in fact it was at the head of the coming Waaagh! By the time reports of invasion filtered through from other monitoring stations, the commanders of Mannheim station had already paid the cost for their apathy.

As the Waaagh! receded from Armageddon following Ghazghkull's apparent departure from the planet, *Kroolboy* again returned to piracy in many systems across the Armageddon sector, most recently having become involved in the civil war on Monglor. Whether the crew of *Kroolboy* are seeking influence over an Imperial world like this solely for their own gain, or for some rather more elaborately dangerous scheme in support of Ghazghkull's ongoing campaign remains a cause for great concern amongst the defenders of Armageddon.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	2	5+/6+ front	3
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Prow Gunz Battery		45cm		D6+6	
Prow Heavy Gunz		15cm		6	
Dorsal Launch Bays		Fighta-Bommerz: 25cm Assault Boats: 30cm		D3+1	
Port Gunz Battery		30cm		D6+2	
Starboard Gunz Battery		30cm		D6+2	
Port Heavy Gunz		15cm		6	
Starboard Heavy Gunz		15cm		6	

Notes: *Kroolboy* may be equipped with torpedo bommerz for +30pts. Due to its poorly distributed mass *Kroolboy* may not use Come to New Heading special orders.

When Leadership values are generated for the Ork fleet, *Kroolboy* can opt to swap Leadership ratings with a Kill Kroozer or Terror ship to represent the Warlord dragooning the best crew in the fleet aboard his vessel.

All Ahead Full: *Kroolboy* is equipped with powerful 'Soopa Engineez' and may roll 4D6 when making an All Ahead Full special order, as opposed to the 2D6 normally rolled by Ork vessels.

GHAZGHKULL'S ORK WAAAGH!

THIRD ARMAGEDDON WAR FLEET LIST

WARLORD

Up to 1 Warlord per 500 pts

You may include one or more warlord in your fleet, each of whom must be assigned to a ship or squadron. If your fleet is worth more than 500 points it must include a warlord to lead it. Ork warlords and their re-rolls are purchased at the normal points cost listed in the Battlefleet Gothic rulebook.

Ork Warlord 40 pts

Warlords get one re-roll. They can have up to two more re-rolls for the additional cost noted below.

One extra re-roll 20 pts

Two extra re-rolls 40 pts

A vessel containing an Ork warlord may purchase one of the upgrades listed in the Battlefleet Gothic rulebook. Fleets participating in the Third Armageddon war have the option of purchasing a tellyporta in place of one of the normal upgrades.

A vessel carrying a Warlord doubles its boarding value and may include up to one of the upgrades shown below at the additional cost indicated.

Maniac Gunners +35 pts

The ship may re-roll the dice for the firepower of its gunz when it fires.

Mad Meks +25 pts

The ship may re-roll the dice for damage control.

Extra Power Fields +25 pts

The ship's shield value is increased by +1.

Mega-armoured Boarding Parties . +15 pts

+1 modifier on boarding.

Looted Torpedoes +20 pts

The ship may re-roll the dice for the strength of torpedo salvos when it fires.

Tellyporta +30 pts

Any ship carrying a Warlord may be equipped with a tellyporta in place of the other upgrades listed in the Ork Pirates Fleet list in the Battlefleet Gothic Rulebook. An Ork Space Hulk with a Warlord aboard gets a tellyporta for free, if fighting a *Planetary Assault* during the Third Armageddon War campaign.

A ship equipped with a tellyporta may make teleport attacks against enemy ships within 30cm, instead of the usual 10cm. In all other respects, the attack is resolved as normal. In a planetary assault, a tellyporta equipped vessel earns Assault points for each full turn it spends within 50cm of the planet, rather than 30cm as is normally the case.

*****This upgrade is new
and should be considered experimental*****

USING THIS FLEET LIST

We've included this fleet list as part of our Battlefleet Armageddon series of articles, since we thought with so many new ships having been added to the Ork fleet it would be prudent to include them all here in one place. Don't worry though – no existing ships have been changed, had their points costs altered or anything like that. You should, however, be aware that some of the rules for these ships aren't from the Battlefleet Gothic rulebook, so you will need a copy of the 2002 Battlefleet Gothic Annual to find the rules for Ork space hulks and Ork roks.

SPACE HULKS

You may include up to one Ork Space Hulk in your fleet per 1,500 points. Each Ork Hulk must be assigned a Warlord to lead it.

Ork Space Hulk 600 pts

BATTLESHIPS & BATTLEKROOZERS

During the Third Armageddon War, four particularly monstrous Ork vessels earned the appellation 'battleship' even if such distinct classes are unknown to the Orks themselves, who refer to these four, and most similar vessels, as battleroozers. For every two kroozers included in your fleet, you may pick on vessel from the list below.

Slamblasta* 295 pts
Gorbag's Revenge* 310 pts
Dethdeala* 275 pts
Kroolboy* 270 pts
Hammer Class Battle Kroozer 245 pts

**These four ships are unique, and no fleet may ever contain more than one example of each of these ships. You may, however, include as many out of the four different ships as the size of your fleet permits.*

0-6 KROOZERS

You may include up to six cruisers in your fleet.

Ork Kill Kroozer 155 pts
Ork Terror Kroozer 185 pts

ESCORTS

You can include any number of escorts in your fleets.

Ork Onslaught Attack Ship 45 pts
Ork Ravager Attack Ship 40 pts
Ork Savage Gunship 35 pts
Ork Brute Ram ship 25 pts

ORK ROKS

You can include any number of Ork roks in your fleet.

Ork Rok 80 pts

You may also purchase Ork roks using the points for planetary defences, in scenarios where they are used.



THE BATTLE OF THE COLD PASSAGE

A battle from the files of Tempestus Biblotek

*A new scenario and experimental rules for a fast battleship
by John Lambshead*

The Battle of Cold Passage occurred as part of a determined effort by Battlefleet Bakka to combat the prolific Chaos raids throughout the segmentum. Here, John Lambshead recounts the battle and a scenario to refight it, along with some experimental rules and background of one of the near unique vessels to take part in it – the Invincible Class Fast Battleship, the Huud.

Refighting Historical Battles

There are two important notes about historical battles. The first is that they are rarely as well balanced as competitive scenarios. If you have an inferior force then regard it as a challenge to your skills as an admiral. The second point is that the scenario is written with the exact ships that participated, rather than fleets chosen to a certain points value but few of us have every ship variant ever made or conceived by Games Workshop. So what do you do if you want to try the scenario but lack one or more of the appropriate models? The two key words here are 'represents' and 'substitutes'. One way is to use a different model from your collection that is as close to the historical ship as is possible to represent the historical ship. Alternatively, if you are a purist you can substitute a warship of similar capabilities from your collection. Please do not be put off historical scenarios simply because you do not have every model immediately available.

"The Emperor is master of the galaxy
but the captain is master of his ship."

• Popular naval saying

Introduction

The Chaos Desolator Class Battleship, *Soul of Hate*, mounted a series of raids into Segmentum Tempestus. The battleship was easily able to overwhelm normal convoy escorts and local orbital defences of provincial worlds. It left a trail of destruction that stretched the resources of Battlefleet Bakka to the limit. Old battleships were recommissioned to escort convoys and a series of battleship hunter groups were formed.

One of these groups consisted of the battleship *Prince Issus* and the fast battleship *Huud*. This group was allocated a quiet sub-sector, Formis, as its patrol area, well away from the predicted course of the *Soul of Hate*. In truth, the flotilla was barely combat worthy. The *Prince Issus* was a new ship that had not completed a single tour of duty. Many of its crew were inexperienced and its primary weapons had not been properly tested.

Against all expectation, the *Soul of Hate* was detected by the light cruiser *Faithful* in transit through the sub-sector. The *Faithful* shadowed the Chaos raider flotilla at a safe distance, skillfully staying in its plasma wake to avoid detection as the astropaths broadcast the flotilla's path.

IMPERIAL FLEET

Fleet Admiral Draconis
Ld 8, 2 re-rolls
aboard the *Huud*

Huud
Invincible Class fast battleship

Prince Issus
Victory Class battleship, Leadership 6

The *Prince Issus* has problems with its weapons. Its lances hit on a 5+ rather than a 4+ and its weapons batteries suffer from an additional shift one column to the right. The nova cannon uses the normal rules.

Faithful
Dauntless Class Light cruiser, Leadership 8

CHAOS FLEET

Chaos Lord Aratah
Ld 8, Mark of Chaos (player's choice)
aboard the *Soul of Hate*

Soul of Hate
Desolator Class Battleship, Leadership 8
Mark of Chaos (player's choice).

Tormentation
Repulsor Class Grand Cruiser, Leadership 7.

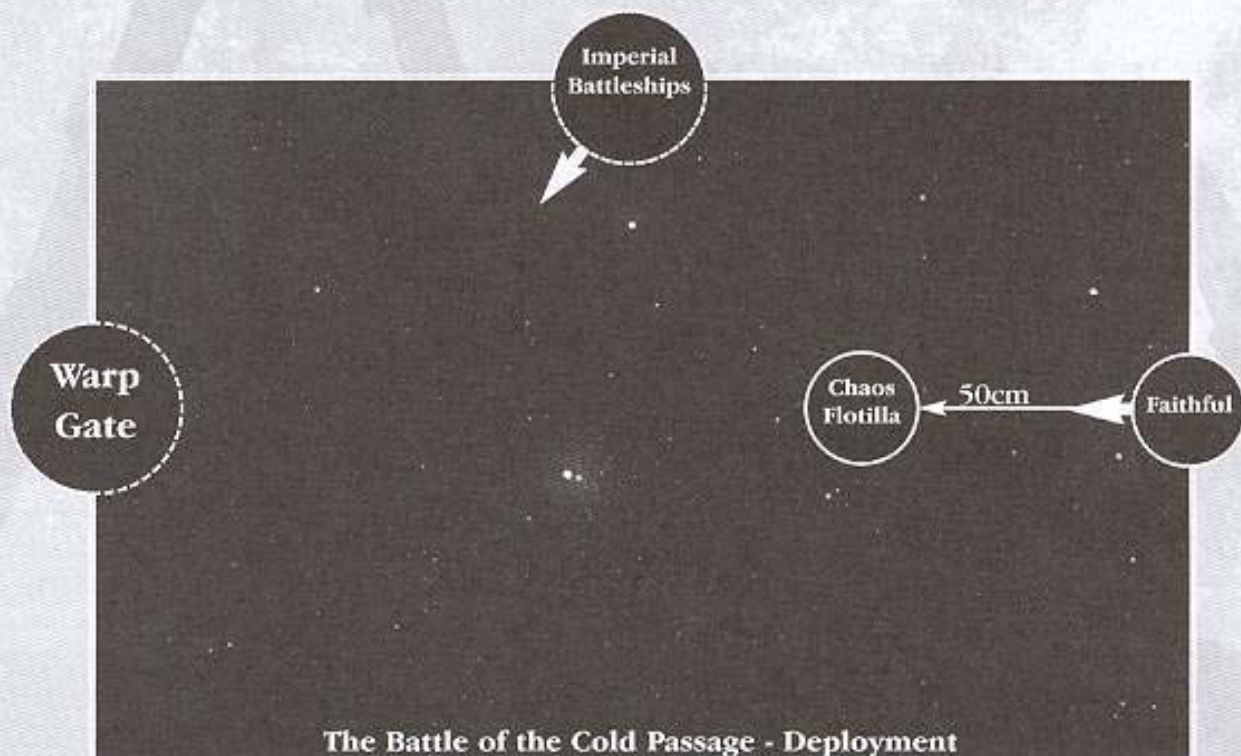


Refighting the Battle

Deployment

The battle takes place in deep space in the Senso system. Roll on the deep space generator on p. 43 of the Battlefleet Gothic rulebook for the deep-space celestial phenomena generator and place them on the playing area according to the usual rules. The *Soul of Hate* is trying to avoid combat and run for the warp gate on the edge of the system to continue its campaign of terror among the shipping lanes. The *Faithful* is following the Chaos flotilla and the Imperial battleships are on an intercept course.

The Imperial ships are placed within 5 cm off the table edge on the bearings shown and the Chaos flotilla is placed within 50 cm of the table edge on the bearing shown. The warp currents are particularly violent in the Cold Passage and the warp can only be entered via warp gates. The warp gate is a circular area the size of a nova cannon template placed touching the table edge. Any ship entering the gate disappears into the warp.



IMPERIAL INVINCIBLE CLASS FAST BATTLESHIP 290pts

"There is something wrong with our ships today."

- Admiral Lekan at the Battle of Swetz Climb

The Invincible fast battleship class was the brainchild of Admiral Kisher. Segmentum Tempestus suffers from heretic raiders sliding from the empty space between its far-flung star systems. In particular, Chaos and Eldar large raiding ships were often faster than the escort flotillas of the Tempestus fleet. Kisher dreamed of a ship class that was as fast as a light cruiser but carried the firepower of a battleship. Such a ship, he reasoned, would be capable of swiftly hunting down heretic raiders and then dispatching them equally swiftly with massed long-range firepower. He pressured the Fleet Techmagii until, much against their will, they conceived and developed the fast battleship class. The Techmagii protested in vain that severe compromises were inherent in the class' internal compartmentalisation and back-up

redundancy in vital systems, especially the power distribution grid. Kisher brushed aside such pessimism claiming that the fast battleships would be faster than ships that were stronger and stronger than ships that were faster. Up to a point the theory worked and the fast battleships won a series of ship-to-ship actions with heretic and xeno cruisers. The problem was that because they were as large as battleships, were armed like battleships and looked like battleships, tacticians were tempted to use them as battleships. In the battle-line they proved horribly vulnerable; fast battleships could dish it out but not take it. They were like heavyweight boxers with glass jaws. Fast battleships were not popular with fleet officers being known with traditional naval black humour as 'Kisher's Kombustibles'.

Fifteen of the class were ordered but only ten were produced after three exploded in fast succession at Swetz Climb.

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Battleship/8	25cm	45°	2	5+/6+ front	4
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Port Weapons Battery		60cm		12	
Starboard Weapons Battery		60cm		12	
Dorsal Lance		60cm		4	
Prow Torpedoes		30cm		6	
				FIRE ARC	
				Left	
				Right	
				Left/right/front	
				Front	

FAMOUS SHIPS OF BATTLEFLEET TEMPESTUS

Invincible

Inflexible

Huud

Immortal Emperor

Notes: Every time a fast battleship takes a hit roll two dice, not one, to check for critical hits. It is possible to have to roll twice on the Critical Hit table if a double 6 is rolled. The ships can use 'Come to new heading' orders as they have a much higher power-to-weight ratio than other battleships

Including an Invincible Class

An Invincible Class counts as a battleship choice in a Bakka fleet. You may include one battleship in your fleet for every three cruisers or battlecruisers.

Modelling an Invincible Class

A Retribution Class Battleship can represent the ship quite well. It looks better if the superstructure is cut down somewhat to represent the sleek lines of the lightened fast battleship hull.

Special Rules

The *Soul of Hate* cannot disengage, the gods of Chaos have a mission for it, but any other ship can attempt disengagement.

Ending the Scenario

The game ends when the *Soul of Hate* is destroyed or enters the warp through the warp gate. When the Chaos battleship enters the warp, the Imperial player rolls a dice. If the

number rolled is equal to or greater than the total number of hit points remaining then the *Soul of Hate* is ripped apart by warp turbulence and demons feed on the souls of its crew.

Winning and Losing

The Imperial player wins if the *Soul of Hate* is destroyed but the Chaos player wins if the ship successfully enters the warp.

Historical Outcome

Historical Outcome

Admiral Draconis ordered general chase at full speed and the *Huud* surged ahead of her consort at full speed in an attempt to score a hit and slow the *Soul of Hate* so that the *Prince Issus* could catch up.

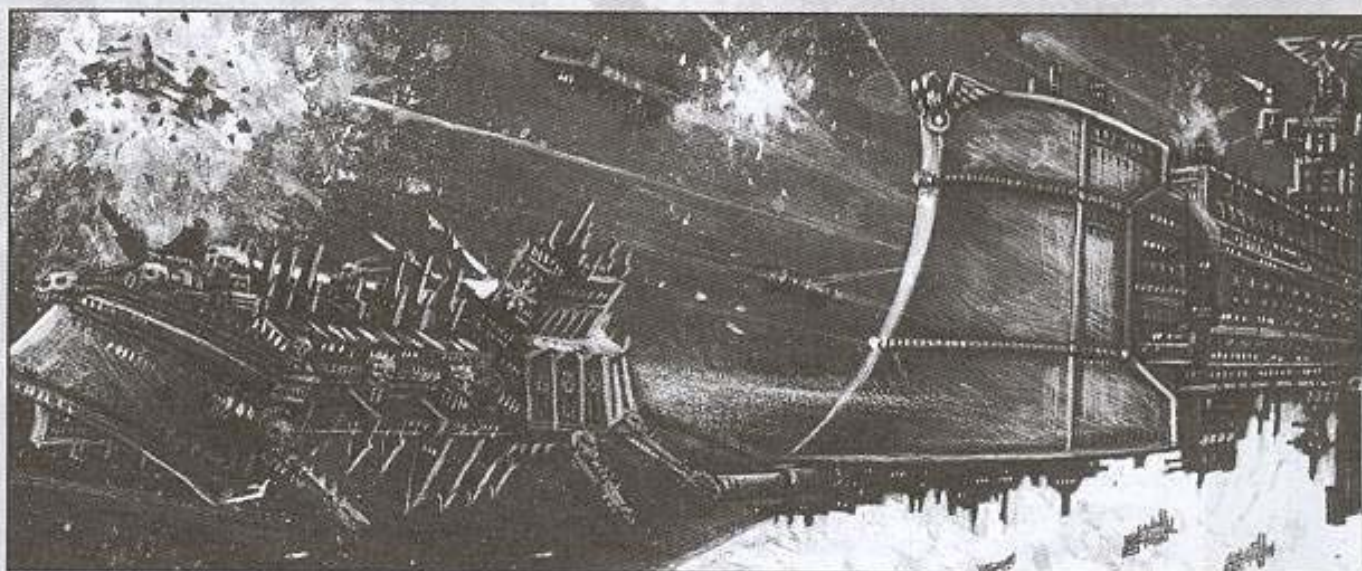
The *Faithful* attacked the *Tormentation* from behind. The *Tormentation's* captain, on *Spleensplitter*, gibbered with rage. He lost all sense of the greater objective and ignoring his orders swung the grand cruiser around to engage the impudent *Faithful*. In the following encounter the light cruiser was destroyed but the *Tormentation* lost contact with the *Soul of Hate* and never re-engaged in the main battle. The sacrifice of the *Faithful* was not to be in vain.

The battleships exchanged fire at maximum range. Hits were scored on the *Soul of Hate* but she moved purposefully towards the warp gate, seemingly undamaged. The *Huud*, in the van of the Imperial attack, received the lion's share of the heretic firepower and took serious damage. With great skill, Admiral Draconis 'crossed the T' of the Chaos battleship, the Imperial ships in line astern. That was the moment Aratah had been waiting for. He unleashed a storm of fire on the *Huud* at point blank range, raking the ship from stem to stern and then fired a full

spread of torpedoes into the flanks of the fast battleship. At this range, evasive manoeuvres were ineffective and five torpedoes engaged. All burst through the *Huud's* depleted defences and smashed the hull of the ship, setting it on fire from seemingly every deck.

The bridge crew of the *Prince Issus*, watched in horrified fascination as the *Huud* burned, there was no hope of damage crew putting the multiple fires out. Incredibly, the Admiral was still alive on the bridge and he gave one last order, to blast the *Soul* with every weapon still capable of firing. The dying *Huud* clawed the heretics with a maelstrom of shells, lasers and plasma, carving great chunks out of the battleship's armour. Then the *Huud* exploded in a rain of plasma hotter than the surface of a star. Only three survivors in an escape pod were ever found.

The *Prince Issus* turned parallel to the enemy and traded shots but the inexperienced crew had problems targeting their opponents. The new warship got the worse of the exchange and sheered off to long range. The *Soul of Hate* plunged into the warp gate and disappeared, never to be seen again. Observers on the *Prince Issus* were convinced that the battleship was flaring plasma from her ventral engines as she entered the warp and speculate that she failed to survive warp entry.



THEY COME ONLY TO MURDER

A new Scenario for Dark Eldar raids in Battlefleet Gothic
By Matt Keefe

The Dark Eldar are mounting one of their frequent raids against a poorly defended planet in the hunt for captives.

FORCES

Agree on a points total for the defender. The Dark Eldar player is the attacker and has a force equal to 75% of the defender's total points. The defender may spend up to a quarter of his total points on planetary defences if he wishes.

BATTLEZONE

Since the Dark Eldar are primarily in pursuit of captives, they normally raid the habitable planets in a systems primary or inner bio-sphere. Place a medium planet in the middle of the table and roll on the table on page 140 of the Battlefleet Gothic Rulebook to determine the planet's type. Re-roll if the planet is uninhabited.

SET UP

The defender deploys his fleet first. Before deploying he must declare how ships will be squadroned, and then roll 1 dice for each ship or squadron to determine where it can be set up and its state of readiness.

D6 Result

- | | |
|-----|---|
| 1 | The ship is placed off the table. Hopefully it will arrive as reinforcements later. Roll a dice at the start of each turn. If the score is equal to or less than the number of the current turn the ship arrives and may move on from the defender's board edge. |
| 2-3 | The ship may be placed anywhere within 60cm of the planet. The ship is on standby and may not do anything until it changes to alert status. See the 'Surprise Attack' scenario on page 72 of the Battlefleet Gothic rulebook for full rules for ships on standby. |
| 4-5 | The ship may be placed anywhere within 60cm of the planet. The ship suffers a -1 penalty to its leadership during the first turn due to its low state of readiness. |
| 6 | The ship may be placed anywhere within 60cm of the planet. |

The Dark Eldar fleet is deployed at least 90cm from the planet, along the attackers table edge.

FIRST TURN

The Dark Eldar take the first turn.

SPECIAL RULES

The Dark Eldar player may make Hit & Run attacks against the planet, or any planetary defences, exactly as if they were ships. Each successful Hit & Run on such an object causes no damage, but nets the Dark Eldar an additional +50 victory points.

GAME LENGTH

The game lasts until the Dark Eldar have disengaged or the defending fleet is entirely destroyed. The Dark Eldar are attempting a swift raid with minimal losses to themselves and any crippled ship must attempt to disengage in each turn afterwards.

VICTORY CONDITIONS

Both fleets score victory points as normal (remember that the Dark Eldar also earn them through raiding). The fleet with the highest score at the end of the game wins the game.

THE CERBERUS WAR: ENDGAME

An overview and scenario for the Cerberus War

by James Parry, Chris, Bob DeAngelis, Bob Henderson & Matt Farrer

The Cerberus Shroud is a unique barrier of impossible energy hiding many arcane secrets and lustworthy prizes. Here, the authors introduce us to their campaign, based around Abriman's efforts to penetrate the shroud in his never-ending search for the Black Library of the Eldar. We also present the first of four scenarios which allow you to take part in the Cerberus campaign and, what with the campaign having its very own website run by the authors, your results can even affect the outcome. Read on to enter the Cerberus Shroud...

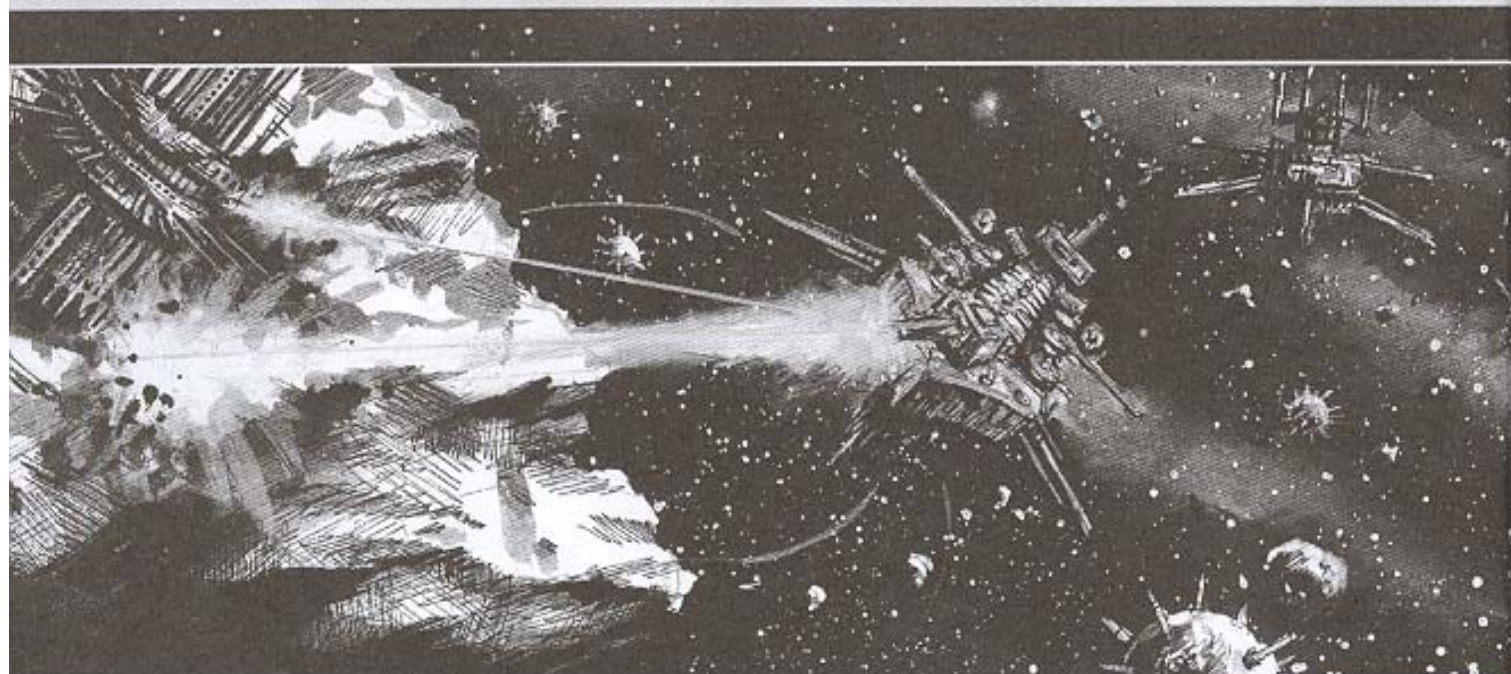
The Cerberus Campaign was born out of discussions on the Yahoo groups BFG Mailing List during summer 2001. With the help of many people, a setting and background were created and put on the Internet (at www.lea2001.com/bfg) by our excellent web team so that players all over the world could take part in a global BFG campaign similar to the Third Armageddon War, though on a much smaller scale. Games would be played and results posted on the website, building up, as the months passed and the background expanded, to a final conflict of truly apocalyptic proportions. That, at least, was the plan.

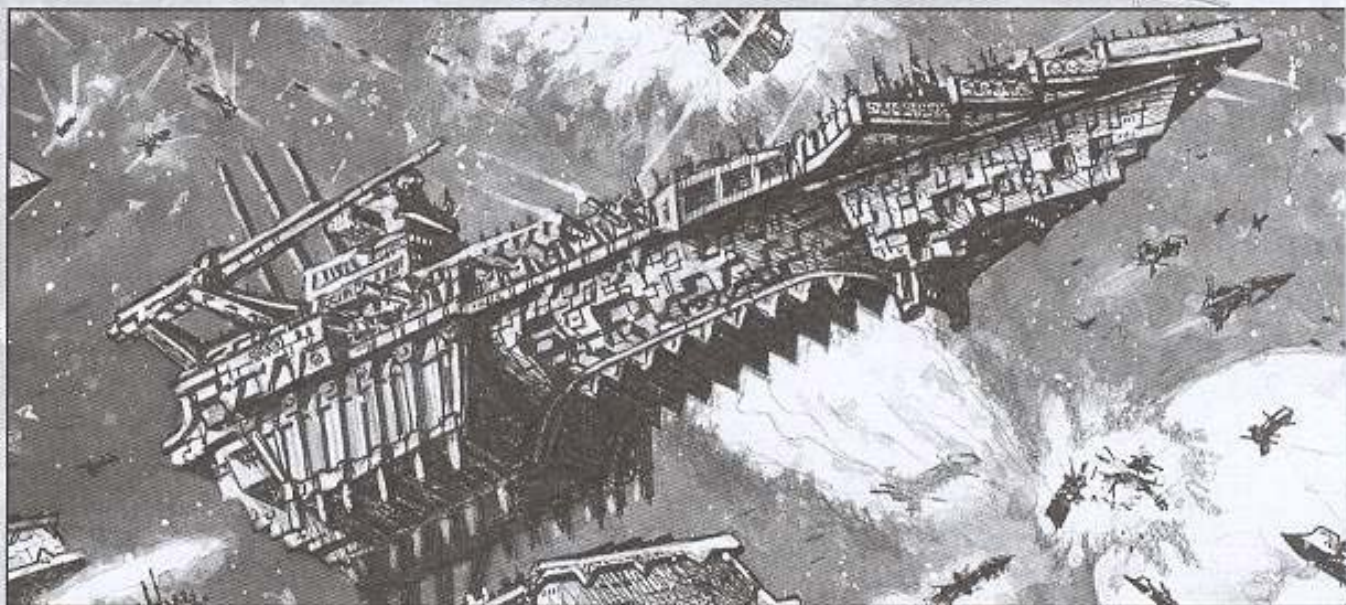
Unfortunately, like the dastardly Chaos Warmasters and Ork Warlords that many suspect we secretly are, our plans proved to be fatally flawed. Hit hard by several catastrophic web server crashes and dragged away from the fun of BFG by the dull demands of real life, the web-based campaign ground to a halt. Now we are proud to finally present the end of the Cerberus War and find out at last what Ahriman, Arch-Sorcerer of The Thousand Sons has been up to.

INTRODUCTION

The battleship's shields flare with the impact of the debris. Through the massive armourplasm viewport, his eyes see the Infidel raider come apart, ripped to shreds by the sudden burst of warp energy, while his Inner Sight shows him the death agonies of the crew, their minds shrieking as the daemon shoals of the Empyrean materialise to consume their souls. He pays their death cries no mind. Such spectacles have become common since they came to this place.

He feels the ancient engines of the Severed Dreams groan with the strain of being here, the deck surging beneath his armoured feet. His fleet – grown beyond all expectation, save his own – is struggling to hold its position here in the Immaterium, on the fringes of the Shroud Nebula. Here, on the borders of reality, where even the inexorable tides of the Warp begin to fail, breaking down into something else, is something unknown even to him. All around his vessel, his view of the raging warp storm is blocked by the countless ships that have flocked to his banner, as he knew they would.





His intellect, his skill and his foresight have brought them here, to be the sledgehammer with which he will smash open the doorway to his apotheosis. The time for subtlety is almost past.

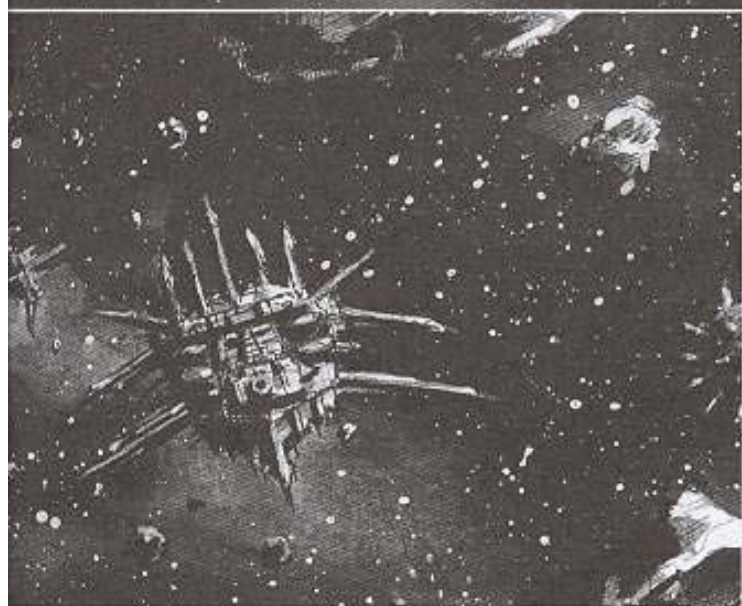
Outside, the currents of the warp surge and eddy. Beyond their fury lies that which he has sought for so long, a clear route to the prize he once thought lost to him. A way past every defence and guardian the Library can muster. They had cast themselves adrift in time and space, concealed by the mechanisms of the ancient past, but he sees them now. The hidden Eldar, cowering behind the arcane devices of the Star-gods, so stricken by the terror of his coming that they had used the tainted devices of their race's oldest foes to hide themselves from him.

Let Abaddon wait for him in vain at the Cadian Gate. Let the Warmaster vent his rage on the

pitiful Imperium and re-enact his Primarch's folly on Terra itself. It will all be for naught. He, Ahriman of the Thousand Sons, will gain the hidden doorway to the Black Library. And then, where there were once Four Powers of Chaos, there will soon be Five.

Elsewhere, the silver ships hang motionless in the void. Illuminated by the faint light of distant stars, they rest, almost invisible against the backdrop of the Shroud Nebula. They sleep. From time to time, like blood through a vein, energy pulses through conduits lining their crescent bows. There is nothing else, no movement, no activity. The massive fleet holds its position, waiting with endless patience. Waiting to punish the upstarts who have taken what is theirs. Waiting for the right moment to strike.

Soon, an ancient voice whispers in the minds of the undying crews, quite soon.



**SEE MORE OF THE
CERBERUS CAMPAIGN ON
THE WEB AT:**

www.lea2001.com/bfg

THE TRUTH BEHIND THE CERBERUS WAR

In the final years of the 41st Millennium, the Cerberus Shroud was a forgotten, inconsequential Imperial Sector in the Segmentum Tempestus that had been sealed off by impenetrable warp storms since the Age of Apostasy. Until, that is, the Tyranid splinter fleet 'Perseus' somehow broke through the warp storm shell, revealing to the pursuing Imperial Battlefleet a sector in thrall to the powers of Chaos, littered with the remains of arcane alien technologies and with a mysterious – and still impenetrable – nebula at its heart. The Imperial Navy immediately launched a Crusade to cleanse the Sector of traitors, heretics and aliens but they were not the only ones who hoped to plunder the treasures of Cerberus and discover the secrets of the Shroud Nebula. Alien fleets and the ships of the Adeptus Astartes and the Inquisition also swept into the Sector and a furious conflict erupted, one as terrible as any in the annals of the Imperial Navy. The Cerberus War had begun. And then Ahriman arrived (see BFG Magazine issue 6 for details), forging the disparate Chaos factions into one. But no-one knew why he had come. Until now.

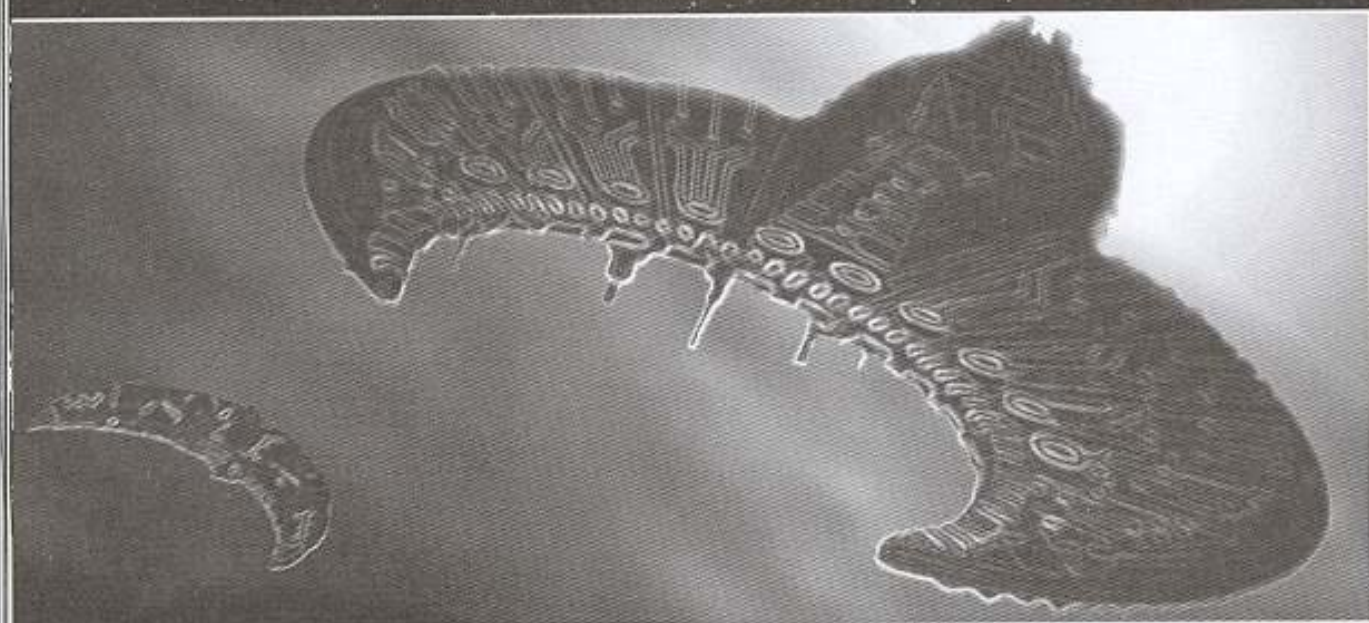
Ahriman of the Thousand Sons had long sought to master Chaos in a way no-one else had dared to attempt. Not for him, the long road as a Chaos Champion leading to transformation into a Daemon Prince or damnation as a Chaos Spawn. Nor did he follow Abaddon's example and seek to use Chaos to conquer the material world rather than seek power and immortality in the Warp. No, for millennia Ahriman has sought a prize far greater than that. His goal is nothing less than to join the ranks of the Chaos gods themselves. And here, in the Cerberus Shroud, this goal is almost within his grasp.

Long ago, Ahriman and his cabal of sorcerers

were exiled from the Eye of Terror. Since that time, the Arch-Sorcerer had plundered any and all knowledge of Chaos that he could find. One prize, however, had eluded him – the fabled Black Library of the Eldar, the greatest source of arcane lore in the galaxy, lore that would finally enable him to become one of the Ruinous Powers. But its location had always been hidden from his scrying and its gates all barred against him – or so the Guardians of the Library thought. For, forgotten even by them, a single gate lies at the centre of the Shroud Nebula, within a lost Eldar Craftworld, frozen in time for thousands of years.

Aeons ago, the Craftworld of Alurmen was famed throughout Eldar society. It was known not for the strength of its armies, the size of its fleets or the wisdom of its Seers but for its unequalled connection to the Eldar Webway. Within its Wraithbone hull, it held a Nexus of Webway Gates unmatched by any other Craftworld. Using this Nexus, the traders and explorers of Alurmen could span the galaxy with greater ease than any save the legendary Old Ones. Alurmen possessed countless links to other Craftworlds, to the planets of the Exodites, to Maiden Worlds and to ancient Eldar sites. The Webway Nexus was its greatest treasure, its reason for being.

And then, four thousand years ago, during the Age of Apostasy, Ahriman learned of its existence. Worse, he knew that he could use the Nexus to create an unopposed path to the Black Library. Horrified by the futures that they saw, the Farseers of Alurmen desperately tried to hide their Craftworld from the Arch-Sorcerer, knowing that they could not fight him and win. Alurmen tried to vanish among the western Halo Stars, even going as far as cutting off all contact with other Eldar, but Ahriman



dispatched several fleets to hunt it down. Unable or unwilling to destroy the Webway Nexus or ask for help, Alurmen's Farseers looked frantically for any means of escape. They found one. In their despair, they hoped the technology of their race's oldest foes would be their salvation. To defeat Chaos, they would use the accursed devices of the Yngir, the ancient Star-gods – the C'tan.

In the final years of their Great War against the Old Ones, the C'tan were losing, overwhelmed by the psychic might of their foes. Using machineries conceived by the C'tan known as the Dragon, the Necrons planned to turn the tide of the war by cutting off the Old Ones from the source of their psychic power: they would forever separate realspace from the Warp with an unbreakable barrier. Protected by massive warfleets, the Necrons began to construct warp suppression pylons at key locations across the galaxy such as Cadia - and also in the Cerberus Shroud. This plan was interrupted and the arcane mechanisms never completed, but millions of years later the Rangers of Alurmen had discovered the primary node of the warp suppression network deep within the Shroud Nebula at the heart of the Cerberus Sector. And now they returned to it, undetected by the humans who had since settled in the Cerberus Shroud. Slipping past the sleeping Necron legions that lay scattered across Cerberus, they hoped to tap into a power that could reach across the galaxy and save their home. But they were gravely mistaken.

The Farseers planned to draw on the immense power of the Necron machineries to energise a Webway Portal of tremendous size, one that would snatch their home from the western rim and carry it to the Shroud Nebula. Once there, the warp suppression pylons would shield

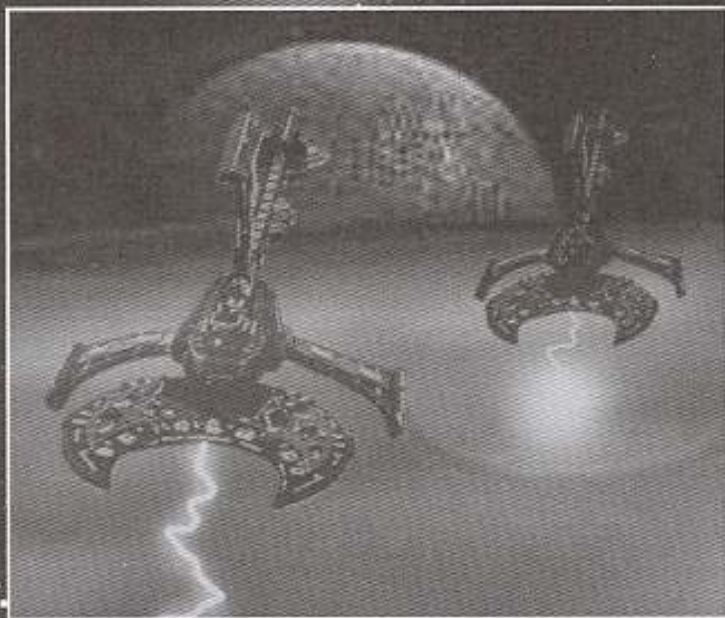
them from Ahriman's mystic sight and allow them to hide. They would be damned by the rest of their race for using the technology of the Star-gods but at least the Webway Nexus would be preserved for the Eldar and kept out of Ahriman's hands. If truth be told, they had no other choice – the Arch-Sorcerer's fleets had finally found Alurmen and began to close in on the vulnerable Craftworld. And now Ahriman himself was coming to join them.

Few of Alurmen's ships were suitable for combat, yet their crews fought against the Chaos fleets with every fibre of their beings. If heroism alone had been enough to win this war, they would have driven their enemies from space. But it was not. And so the Craftworld's fleet was slowly driven back and destroyed. Ahriman, still en route from the Eye of Terror, smiled to himself in satisfaction, soon the Nexus would be his. He ordered his chief warlord, Umbros, formerly the Sorcerer-Captain of the First Company of the Thousand Sons, to launch the final assault.

The Rangers and the Farseers frantically made their final preparations as Umbros' ships began to bombard Alurmen itself. Not all were sure of the wisdom of what they planned to do, not all thought it would work, but there was no more time. They had no choice. They activated the machineries of the C'tan.

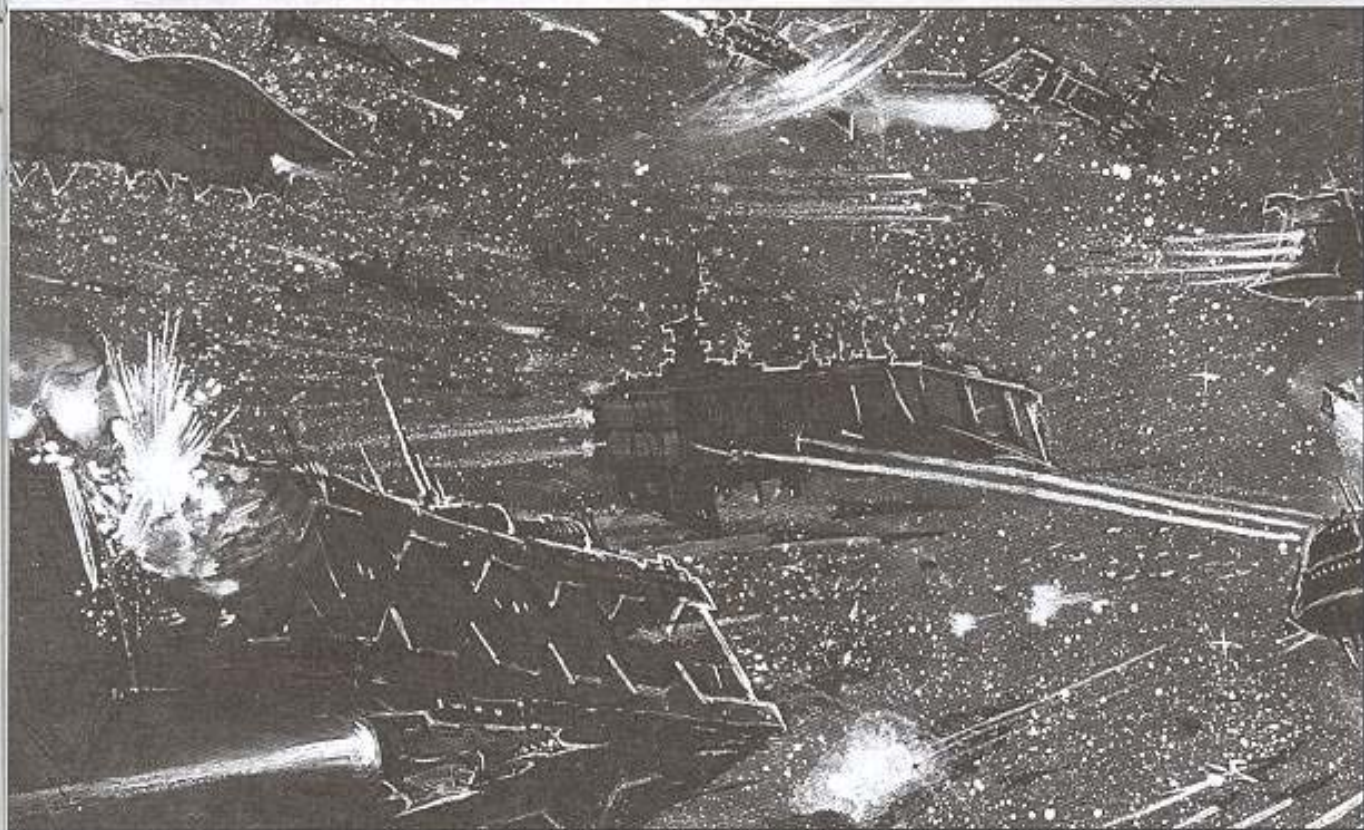
And then they died.

The Farseers of Alurmen did not live to see the partial success of their plan, nor the terrible fate that they had condemned their people to. In truth, they were fortunate to be as successful as they were. In meddling with the devices of the Yngir, they were as children trying to control a berserk Battle Titan. As Umbros' fleet bore down on Alurmen, the great Webway Gate was



"Little is known about the origins of the Necrontyr or the C'tan. However, one thing is certain: that they fought a war with the beings known only as the Old Ones millions of years ago, a war in which weapons were devised that were so powerful they tore the very fabric of reality apart."

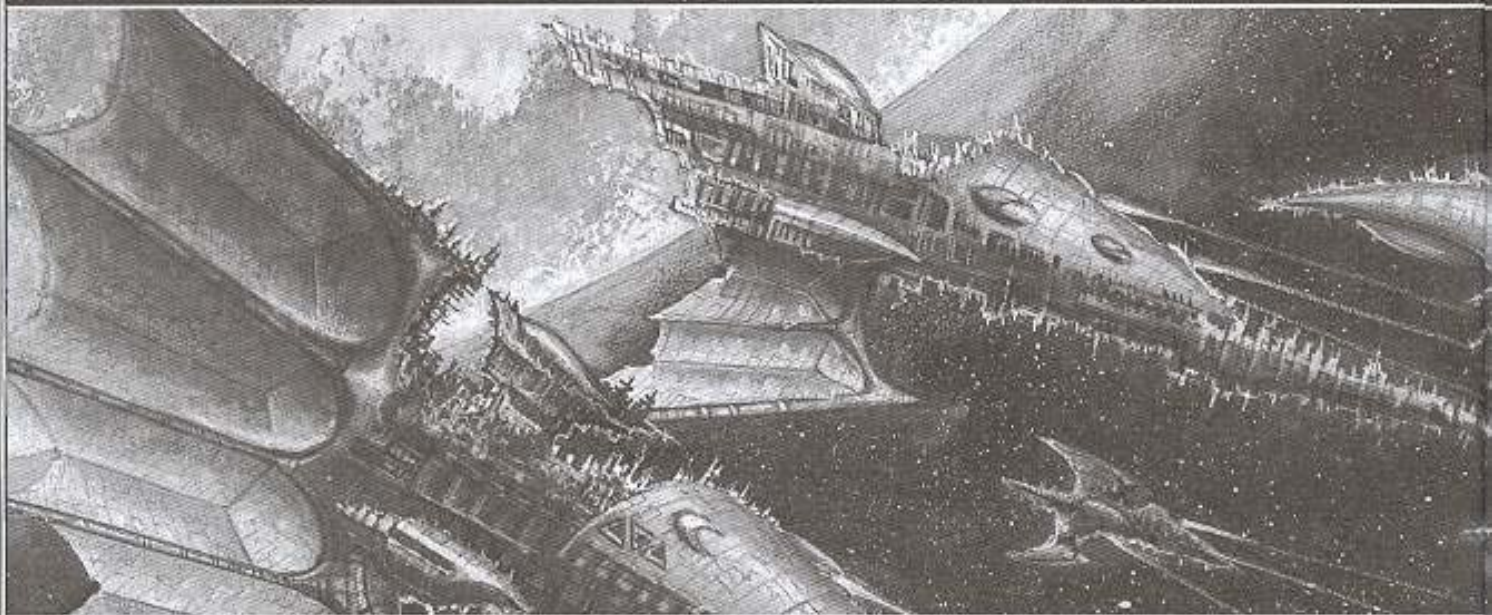
Inquisitorial Savant Anton Honorius,
prior to his execution for heresy in M.37



energised and the Craftworld was dragged through, to appear deep in the heart of the Cerberus Shroud. But this was not the salvation that the Eldar had hoped for. The Chaos fleet was dragged through the Gate with them and then, as the Necron warp suppression pylons activated, a greater disaster occurred.

Alurmen's Farseers had thought that both themselves and the Craftworld's Infinity Circuit were fully shielded against the effects of the Necron machineries. It is not known whether they had miscalculated or if Umbros and the Chaos fleet – or even the sleeping Necrons – interfered at a critical point in some way, but as the warp-dampening pylons activated, the

horrified Eldar saw too late that those ancient mechanisms were more powerful than they could have ever imagined. The energies from the pylons ripped through the Eldar shielding as if it wasn't there and totally annihilated Alurmen's infinity circuit. The death scream of those countless Eldar souls raced through the linked minds of the Eldar Seers and the Wraithbone hull of the Craftworld, shredding them all. Then the psychic shockwave collided with the energies emitted by the Necron pylons. The two wave fronts locked for a moment and then exploded outwards in a titanic detonation, tearing local reality apart. Everything changed – time, space, even the Warp itself.



Alurmen was shattered, its population all but destroyed. And both the Craftworld and the Chaos fleet were frozen in time, trapped in stasis like flies in amber. The warp-dampening mechanism did manage to work though, despite the disaster. Alurmen and the traitor armada were hidden from the rest of the galaxy. No technology, no psychic or magical power could locate them, or even discern that they still existed. A warp barrier of incredibly ancient and powerful means formed around the Shroud Nebula to separate it from the rest of the universe. Ahriman had lost his prize. As far as he knew, Alurmen destroyed itself by some unknown process – along with its pursuers –

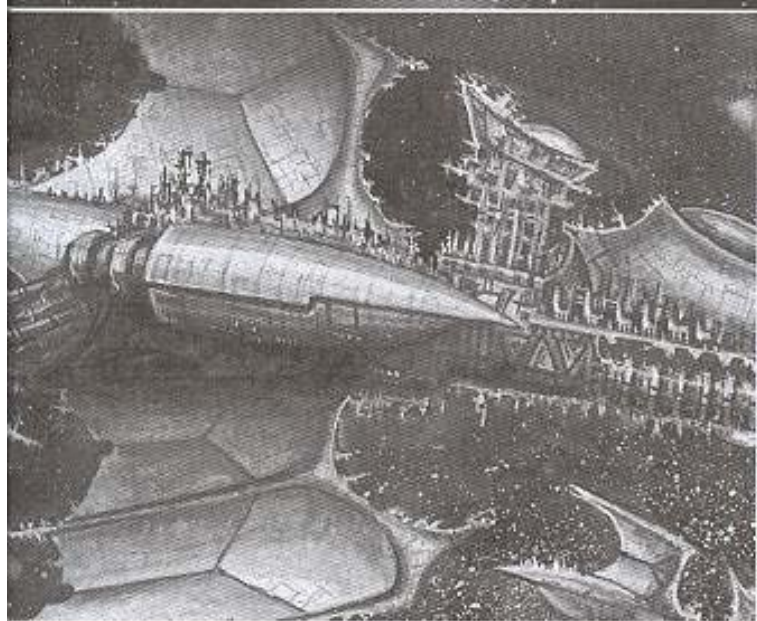
on the western galactic rim rather than let him gain control of the webway nexus. The human inhabitants of the Cerberus never even knew of the bloody conflict that had taken place in their midst.

The after-effects of the great explosion caused seemingly natural warp turbulence throughout the Cerberus Sector and the inaccessibility of the Shroud Nebula was thought by the Imperium to be a side effect of this. Warp storms began to form around the Sector's borders and daemonic intrusions increased within them. Chaos Cults grew more numerous and, detecting these surges of warp activity, marauding Chaos fleets moved to attack the Cerberus Shroud. These assaults succeeded, though even the forces of the ruinous powers could not break into the Shroud Nebula and remained ignorant of what lay inside. Distracted by the civil war of the Age of Apostasy, the forces of Segementum Tempestus had no time to send help to Cerberus. As the Imperium's civil war heightened, the warp storm barrier around the Sector became complete and the Cerberus Shroud was cut off

from the rest of the galaxy for millennia. And with no-one else to fight, the Chaos fleets there turned on each other.

Cerberus was forgotten by all but a few historians. It was a locked curiosity, one that no ship, no psyker, no daemon, no seer could break into. Knowing this, it was ignored by those few Inquisitors and others who suspected it might hold valuable secrets. And Alurmen was also forgotten, its loss greatly mourned by the Eldar. Only a few suspected that it was not gone but was hidden away, but hardly any of these knew the real story, of the Nexus, of the Craftworld and the Chaos fleet, forever frozen in time.

In 998.M41, when the Tyranid splinter fleet Perseus managed to break through the warp storm shell surrounding the Sector, feedback from this severely affected the warp barrier around the Shroud Nebula. It increased in power but at the same time became much more unstable. Then the Cerberus War began. News of the war and of the ancient devices throughout the Sector spread and those who knew of Alurmen gradually realised the significance of the Shroud Nebula and made their plans. Ahriman himself took ships to Cerberus and began to gather all of the Chaos forces there to his banner. As the war raged on, as the various races and factions did their best to slaughter each other, it became known that the Imperial Exploration cruiser Venturer had somehow worked out how to break into the Shroud Nebula. Viewed as a prize by all sides in the Cerberus War, the Venturer managed to evade its pursuers and reach the fringes of the Nebula. Ahriman ordered his fleets to head for the Nebula also and the fleet commanders of the other races followed suit. The end of the War is nigh...



"Deep in the still places of the galaxy, the Hidden Ones lie, forever sundered from their Kin, surrounded by the legions of the Sleepers. May they never be found, may the Gate of the Past never be unlocked, lest She-Who-Thirsts and her brothers grow in number and the future of the Children of Isha be lost."

Inscription found on Eldar obelisk,
Aneth system, Orpheus Sector

THE MINI-CAMPAIGN

This mini-campaign represents the final stage of the Cerberus War. In four linked scenarios, your fleets will gain access to the Shroud Nebula and face all manner of perils on their way to the star system at its centre. Once there, they will finally face off against their foes in a battle of truly apocalyptic proportions. The outcome of each of the first three scenarios will effect how the following one is played. While Ahriman is the main foe in the Cerberus War, all races are involved in the conflict so the forces of Chaos do not have to feature in every scenario and you can easily play any fleet you like in the campaign. In fact, Ahriman himself only appears in the final scenario and may prove unbalancing if he appears in Scenarios 1-3.

As with the Third Armageddon War, the result of each gaming group's campaign will determine the overall result of the Cerberus War. After each game, please note down what fleets played and who won. Then, after you've played all four games and determined the winner of your campaign, please e-mail your results to me at:

bfgsummercampaign@yahoo.co.uk

The results will then be collated and the overall outcome of the Cerberus War will be decided by the outcome of your games. Please do send in your results – it may be you that makes the difference between victory and defeat!

Editor's Plea: Please only send results to the e-mail address printed above, neither Games Workshop nor Fanatic, or the Editor of BFG magazine or anybody else involved with the company will be able to compile results or any other information, so please don't send it to us!

Leadership

The ships involved in the Cerberus War saw more combat in a few months than most vessels would see in years. To represent this experience, if you are not already using the campaign system from the BFG rulebook, once you have picked your fleet for the first scenario you may re-roll the Leadership of one of your ships. For the second scenario, you may re-roll the Leadership of two ships, in the third scenario, three ships, and in the final scenario, four. The result of a re-roll stands even if it worsens a ship's Leadership. You may not use more than one re-roll on a single ship.

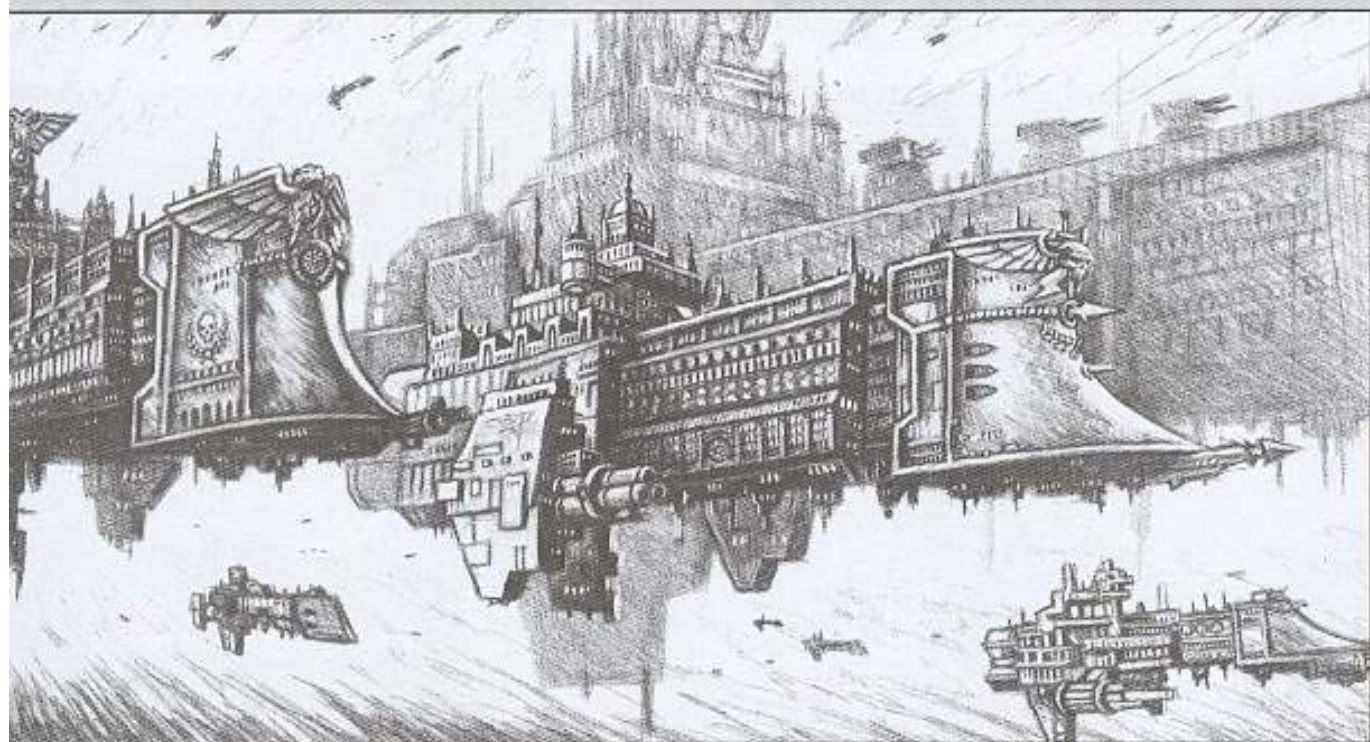
SCENARIO 1: INTO THE NEBULA

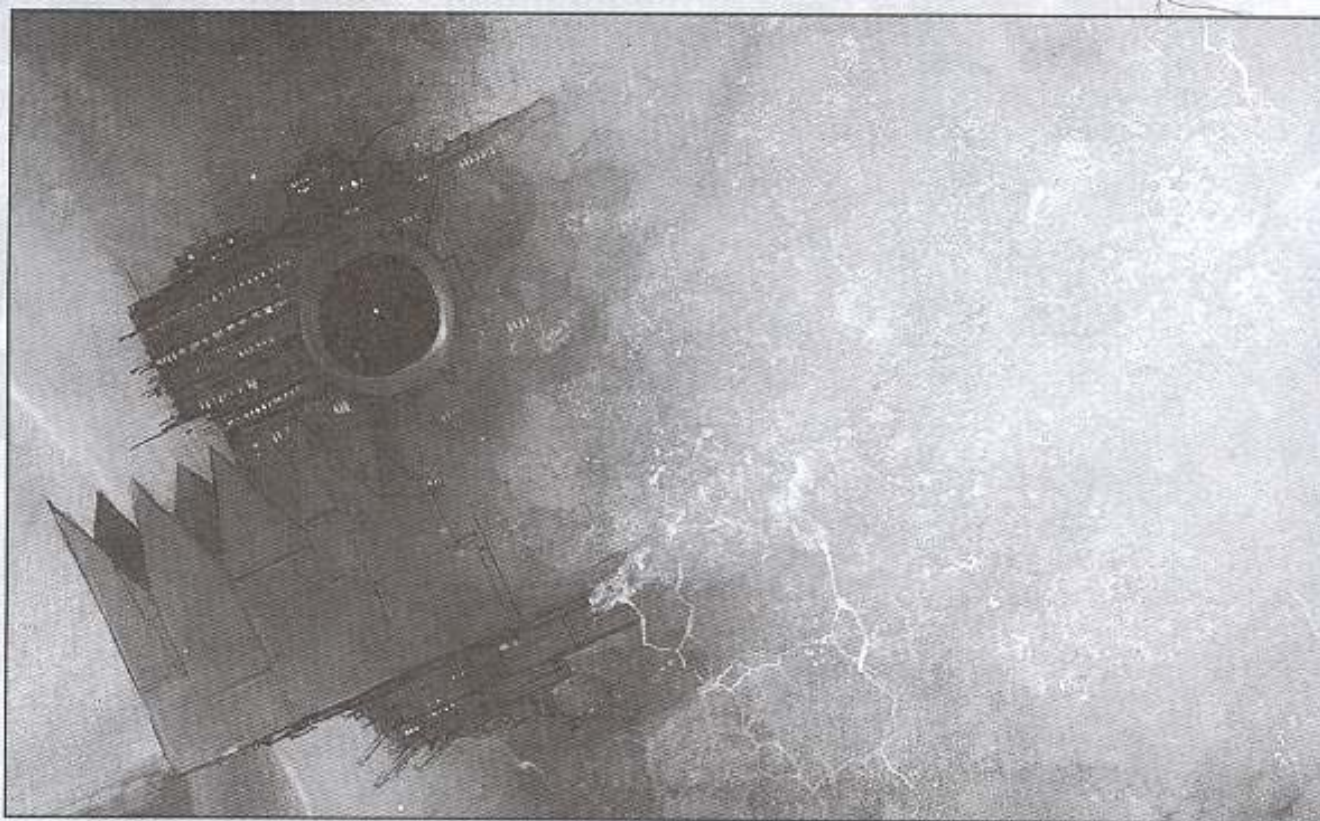
This scenario describes the most important engagement so far of the voyages of the Imperial Exploration Cruiser *Venturer* within the Cerberus Shroud. The *Venturer* must get past a blockading force and into the mysterious and previously-inaccessible Shroud Nebula while the enemy attempts to board it to plunder its secrets.

The scenario is a modified Blockade Run, with the *Venturer* and an accompanying fleet as the blockade runners. Historically, the battle was a clash between Imperial and Ork forces, though you may use other fleets in the scenario instead. If the Attackers are not Imperials, it is assumed that the *Venturer* has somehow come under alien control.

Background

In the latter stages of the Cerberus War, control of the western sub-sectors passed rapidly back and forth between Imperial and Chaos forces several times. Having recently lost control of those five regions, the Imperium launched a





massive offensive from just outside the Sector in order to regain them. Their rapid attack seemed to succeed at first but was then overwhelmed by an even larger counter-offensive from the long-established Chaos fleet bases in the Malacant, Acalon and Palamaeon sub-sectors. The thinly-spread Imperial forces proved to be no match for the hordes of Heretic ships that had flocked to Ahriman's banner. As the Traitors slowly regrouped into several immense armadas and turned inwards towards the Shroud Nebula, scattered remnants of the defeated Imperial fleets strived to escape the Chaos forces. Battered and alone, they proved easy prey for other enemies but, even so, one battlegroup was still able to make a vital contribution to the Imperial war effort.

The fate of the remnants of Battlegroup Olympus would have been of little importance to crusade command had it not been for them encountering the long-elusive Exploration Cruiser *Venturer* in the Necremos system of the Talus sub-sector, on the very edge of the Shroud Nebula. The *Venturer* had ignored all communication attempts from the battlegroup and continued on its course towards the still-impenetrable Nebula. However, Admiral Daniels aboard the Olympus Mons detected that it was continually broadcasting a transmission in an unknown alien code. Though Daniels' tech-adepts were unable to decipher it, it soon became clear that the Shroud Nebula's warp barrier was slowly dissipating as the *Venturer* approached its fringes. Realising the immense significance of this, the Admiral immediately decided that the

Exploration Cruiser must be protected at all costs, especially as it was heading straight for an Ork warfleet blockading the Nebula.

Warlord Dethbringa had been heading off to join a massive Ork invasion fleet that was gathering two systems away. Having been forced to disengage from skirmishes with several much larger Chaos fleets, he was hungry for a decent fight. Observing the approaching Imperials on his flagship's unreliable scopes, he hastily arranged his ships for battle. Meanwhile, Admiral Daniels realised that the *Venturer*'s signal had somehow triggered the total collapse of the Nebula's warp barrier and that an energy source of inconceivable power was now emanating from the heart of the Shroud. He had to not only protect the *Venturer* but also his own, damaged, ships, as well as getting a warning out to crusade command.

Scenario

The game is based on the Blockade Run scenario presented in the BFG rulebook, with some differences to represent actual events. The Imperial forces are the Attackers and must do everything they can to get the *Venturer* safely past the blockade and off the opposite table edge, while the Orks seek to board and destroy it.

To represent their goals, both sides have a number of Sub-plots. Firstly, the *Venturer* is the subject of a Desperate Mission Sub-plot. The rest of the Attacking fleet have the Extended Duty (do not roll to see if this affects the *Venturer*, it automatically passes) and

Signalling Problems Sub-plots. These represent the battle-worn condition of Battlegroup Olympus and the urgency of the warning its escorts had to pass to fleet command.

The blockading forces have two sub-plots. The first should not require much of a change of plan for the Ork player: Warlord Dethbringa's forces, desperate for a good scrap, have the Vendetta sub-plot against the enemy flagship. Also, they have the Secret Intelligence sub-plot, which applies to the Venturer. It should be noted that this represents the Orks' desire to board the Venturer and engage its Captain and crew in close combat, as they were perceived as 'skumgrodz' or worthy enemies. This was because the Venturer had been able to penetrate and escape from many systems which had been too strongly held for Ork forces to enter. The Orks therefore assumed that the Venturer must be capable of beating entire fleets on its own and was therefore a worthy prize. Unsurprisingly, the stealthy qualities of the Venturer and the immense value of the tactical, strategic and navigational data that it held had completely escaped them...

Forces

Attacking forces should be chosen normally, with the following restrictions. Up to 1,600 points can be taken but the attacking player must purchase the Venturer and its Captain, Maximillian Lysander, at a total cost of 255 pts. The Venturer & Lysander must be used as shown below and cannot be modified and/or upgraded in any way.

The Ork player has 1,600 points to spend on his or her forces. You may wish to note that no Space Hulks were present at the historical battle.

Battlezone

This scenario takes place in deep space on the outskirts of the Shroud Nebula. The Nebula lies just off the table, beyond the Ork player's set up zone, so that table edge should be have 2D3 extra Gas/Dust Clouds placed along it. Otherwise, roll for Celestial Phenomena randomly.

IMPERIAL FORCES

Admiral Daniels

Ld. 9, two re-rolls
aboard the Olympus Mons

Olympus Mons

Imperial Mars Class Battlecruiser

Captain Maximillian Lysander

Ld 8, two re-rolls
aboard the Venturer

Venturer

Imperial Hawking Class Exploration Cruiser

Peregrine

Dictator-class cruiser

Righteous Duty

Imperial Tyrant Class Cruiser

*The Righteous Duty has the range of its weapons
batteries upgraded to 45cm

Kern's Pride

Imperial Gothic Class Cruiser

12th Gunboat Flotilla

4 x Imperial Sword Class Frigates

18th Fast Attack Group

4 x Imperial Cobra Class Destroyers

ORK FORCES

Warlord Dethbringa

with Extra Powerfields upgrade
aboard Gork's Maul

Gork's Maul

Ork Hammer Class Battlekroozer

with extra turret and boarding torpedoes upgrades

Warlord with Extra Powerfields upgrade
aboard the Yellow Maw

Yellow Maw

Ork Terror Ship

Warlord with Extra Powerfields upgrade
aboard the Grashkul

Grashkul

Ork Terror Ship

Warlord with Extra Powerfields upgrade
aboard Da Nasty Grin

Da Nasty Grin

Ork Kill Kroozer

Dakka Ladz

4 x Ork Onslaught Attack Ships

Da Rokkit Krew

4 x Ork Ravager Attack Ships

Bolg's Boyz

4 x Ork Brute Ramships

The Venturer

The Venturer is a Hawking Class Exploration Cruiser. It was previously attached to Battlefleet Stygian, which was the first Imperial force to enter the Cerberus Shroud. Since that time, the Venturer has been tasked with exploring the newly-accessible Sector and penetrating the Shroud Nebula that lies at its heart. Its pursuit of this mission has taken it all over the Sector as it tried to gather information that would let it enter the mysterious nebula, which was surrounded by an impenetrable warp storm barrier.

Her captain is the notorious Maximillian Lysander, recently reinstated to the Imperial Navy following his mysterious and long disappearance from the stateroom of his previous command, the Battleship Theseus.

Though his crew are slowly learning to trust his judgement and experience, his command of the Venturer has not yet reached the levels of skill displayed when he captained the Theseus, though that may change in the future. Its voyages have led it into confrontations with many enemies. Additionally, other races have learned of its purpose and are pursuing it to gain its secrets. The Venturer has led a charmed life so far, however, often leading one group of pursuers into another and slipping away in the confusion of the ensuing conflict. It is rumoured that the Inquisition have dispatched a vessel or vessels to pursue the Venturer, or perhaps just its Captain...

The Venturer can be represented on the table by a torpedo-armed cruiser or light cruiser as its size is halfway between the two.

HAWKING CLASS EXPLORATION CRUISER 245 pts

The Hawking Class dates from the time the legendary crusades of Lord Solar Macharius. The original Hawking was a hastily constructed vessel, designed to range ahead of Macharius' main battlefleet and search the Halo Stars for enemy fleets and new worlds to conquer. This new ship was a success and use of the design gradually spread throughout the Imperial Navy over the following centuries. Excelling at long range, solo exploration, scouting and patrol missions, those few Hawking-class vessels still in existence have often been extensively re-fitted, with their hulls, partway in size between a Dauntless- and a Lunar-class, crammed full of improved sensors and other devices to ensure their survivability. An individual Hawking, such

as the Venturer, may therefore perform quite differently from another ship of its class. Regardless, the capabilities of these Exploration Cruisers are held in high esteem by Imperial Admirals, while Naval crews superstitiously consider this class of vessel to be lucky.

CAPTAIN MAXIMILLIAN LYSANDER

The *Venturer* is captained by Maximillian Lysander. Captain Maximillian Lysander has a leadership of 8 plus two re-rolls (don't forget he gets +1 Ld. from the *Venturer's* Improved Sensors).

Captain Maximillian Lysander costs 75 points.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25cm	90°	2	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		30cm	4		Left
Starboard Weapons Battery		30cm	4		Right
Port Launch Bays		Furies: 30cm	1		Left
Starboard Launch Bays		Furies: 30cm	1		Right
Prow Torpedoes		30cm	6		Front

NOTES

Improved Thrusters: +1D6cm on All Ahead Full special orders.

Improved Forward Sensors: +1 to Leadership rating.

Navigational Shields: Does not suffer reductions to its speed for moving through Blast Markers, Gas/Dust Clouds & similar effects.

The Venturer is not in communication with the rest of the Imperial fleet and may not use Admiral Daniel's re-rolls, only those of Captain Lysander. Similarly, the other Imperial ships may not use any re-rolls from the Venturer's Captain.

Set-up

This is as standard for a Blockade run scenario except that the Venturer cannot be in the midst of the Imperial fleet as they have only just caught up with it. To represent this, no Imperial ship can be set up within 20cm of the Venturer unless its Speed is 25cm or greater.

First turn & game length

These are no different to those in a standard Blockade Run scenario.

Victory Conditions

If the Venturer exits the table by the defending player's table edge without the Secret Intelligence sub-plot being successfully carried out against it, and the requirements of both the attacker's sub-plots have been fulfilled, then the attacker has achieved a heroic victory.

If the Venturer exits the table by the defending player's table edge without the Secret Intelligence sub-plot being successfully carried out against it, then the Attacker has achieved a marginal victory.

If the defending player is unable to fulfil the Secret Intelligence sub-plot against the Venturer but the Venturer is then destroyed or is unable to exit the table, then the defender has achieved a marginal victory.

If the defending player is able to fulfil the Secret Intelligence sub-plot against the Venturer, as well as its Vendetta sub-plot and the Venturer is then destroyed or is unable to exit the table, the defender has achieved a heroic victory.

Any other result is a tie. If a player achieves a marginal or heroic victory, then they will gain an advantage in the next scenario. Don't forget

to make a note of whether the Venturer survived or not, as you may be able to use it in the final scenario of this campaign

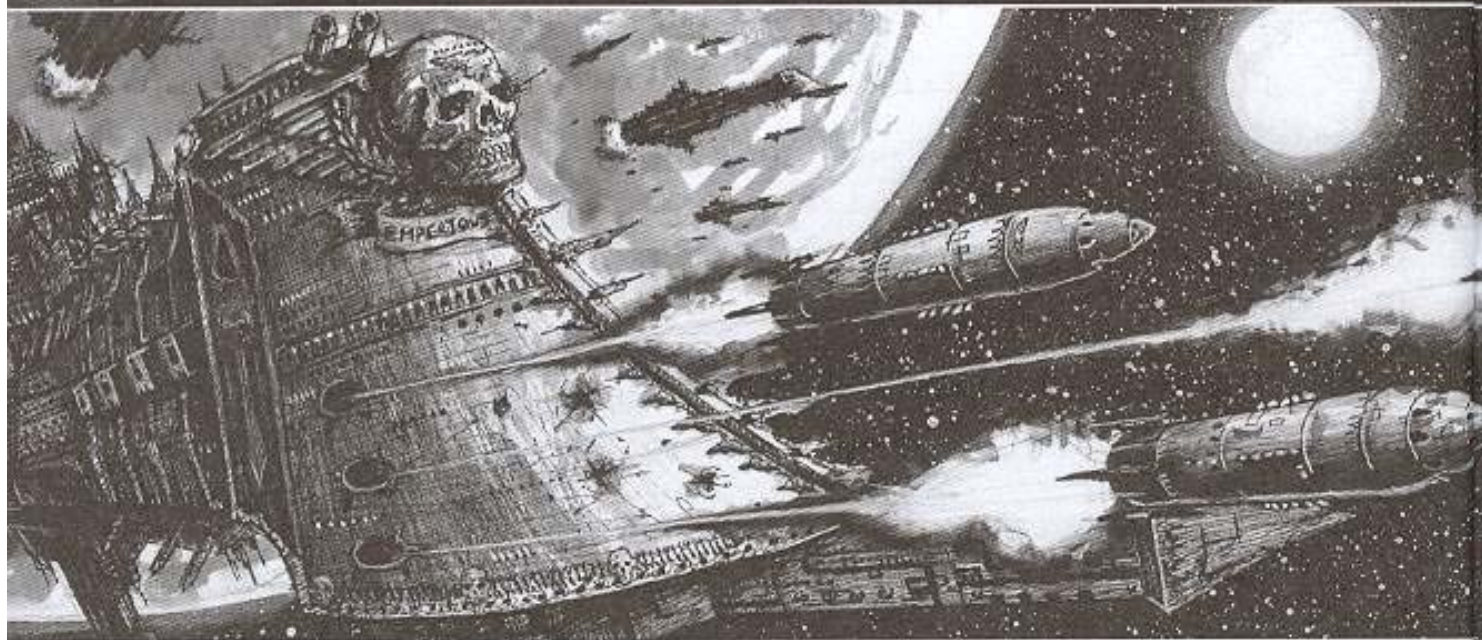
HISTORICAL RESULTS

Historically, Admiral Daniels was able to ensure the Venturer's escape from the Ork blockaders while his Sword class frigates survived to warn crusade command of the collapse of the Shroud Nebula's warp barrier. The cost to his forces was high, however, as Dethbringa's ships tore through many Imperial vessels. Admiral Daniels himself did not live to see the end of the battle as Orks from the Yellow Maw boarded his flagship and detonated its plasma reactors, heedless of the damage to their parent vessel.

This event paradoxically saved the Venturer and the frigates of the 12th Gunboat Flotilla as the rest of the Ork fleet, determined not to be out-done by the Yellow Maw, poured fire into the remaining Imperial cruisers and tried to board them. Only the Ork ramships remained in pursuit of the fleeing Imperial ships but these were destroyed by lance fire and, in one ironic case, by a stern-ramming attack from a Cobra destroyer.

The most significant effect of the battle was that the Shroud Nebula, long thought to hold the answers to the secrets of this mysterious region of space, was now finally accessible to the many invaders who hoped to plunder its treasures. Fleets hastily assembled or regrouped on the borders of the Shroud and then jumped into warp space, heading for the Nebula's heart.

The surviving Orks, after scattering the remaining Imperials, went on to join the Greenskin horde invading the Shroud Nebula.

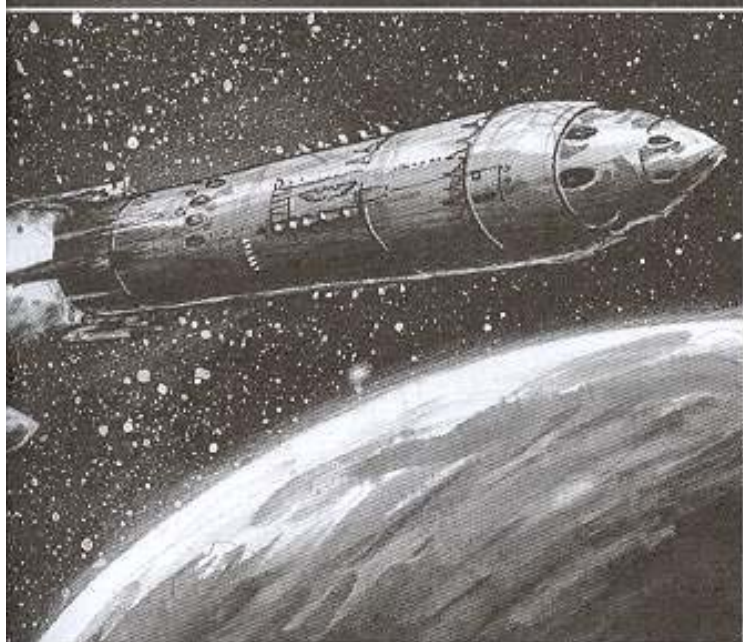


They were late, however, as they were chanced upon by a roving fleet belonging to the Iron Warriors Traitor Marines. Dethbringa's efforts against the Chaos Space Marines were hampered by the Kaptain of the *Yellow Maw* launching a coup against him at the height of the battle. History does not record who won or what the Iron Warriors did in response.

Next Issue: We bring you the second scenario of the Cerberus War, Warp Space, where the fleets do battle in the Immaterium in the race to find Alurmen.

Over the coming issues we will bring you the remaining three scenarios so you can fight out the entirety of the war.

The authors would like to thank Ken Lea, Matt Farrer, Skip Filgo, Simone Longobardi, Bob DeAngelis, Bob Henderson, Rich Oden, Ian Russ, Jon Higgins, Dave Allchurch, Nate Montes & all at the BFG mailing list.



"And what are the achievements of your fragile Imperium? It is a corpse rotting slowly from without while maggots writhe in its belly. It was built with the toil of heroes and giants, now it is inhabited by frightened weaklings to whom the glories of those time are half-forgotten legends. I have forgotten nothing and my wisdom has expanded far beyond mere mortal frailties."

Ahriman of the Thousand Sons

INCOMING!

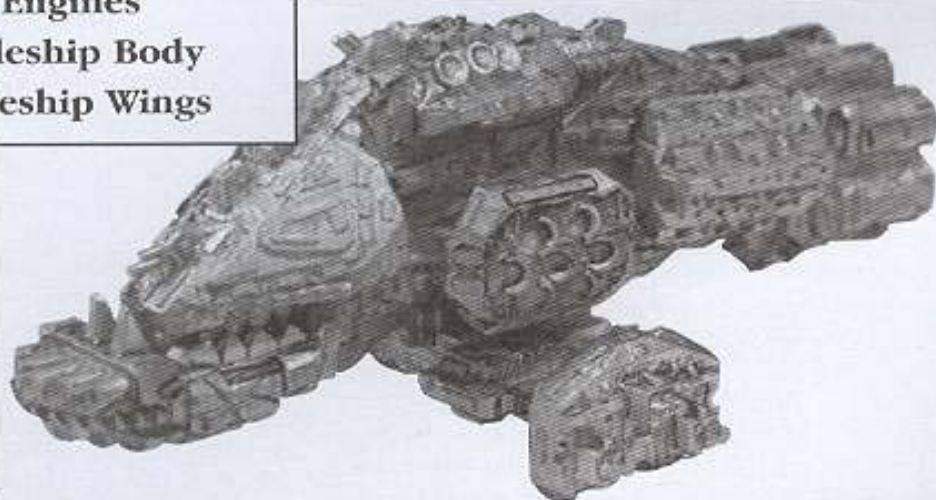
THIS MONTH'S NEWS & NEW RELEASES

GORBAG'S REVENGE CONTENTS

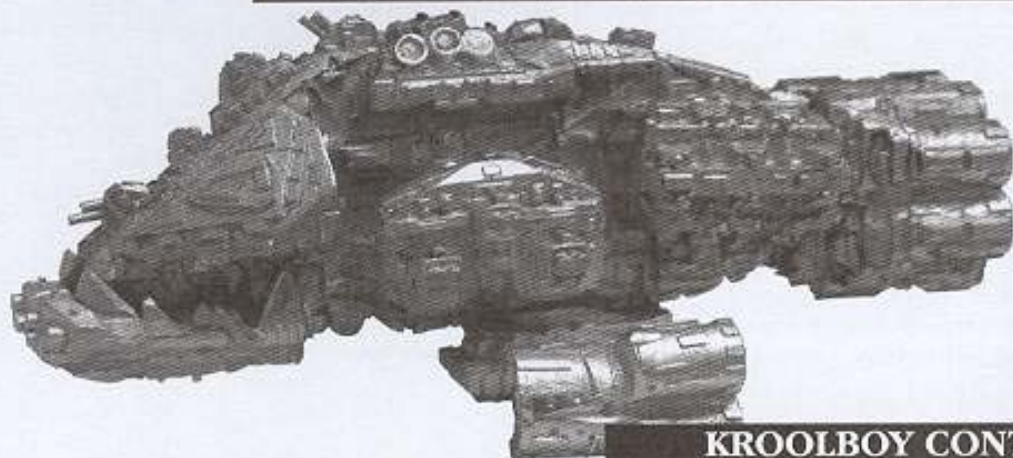
- 1 x Torpedo Head
- 2 x Launch Bays
- 2 x Gunz Batteries
- 2 x Heavy Gunz Batteries
- 2 x Main Engines
- 1 x Ork Battleship Body
- 1 x Ork Battleship Wings

New this month are the four Ork battleships pictured on these pages. These ships are all based around the same loose design, and share a number of components, so we thought it might be useful to show them all in full here along with a list of their contents.

Full rules for these ships can be found on page 4 of this issue.



GORBAG'S REVENGE ORK BATTLESHIP



KROOLBOY ORK BATTLESHIP

KROOLBOY CONTENTS

- 1 x Heavy Gunz Batteries Head
- 2 x Heavy Gunz Batteries
- 2 x Gunz Batteries
- 2 x Side Engines
- 2 x Main Engines
- 1 x Ork Battleship Body
- 1 x Ork Battleship Wings

SLAMBLASTA CONTENTS

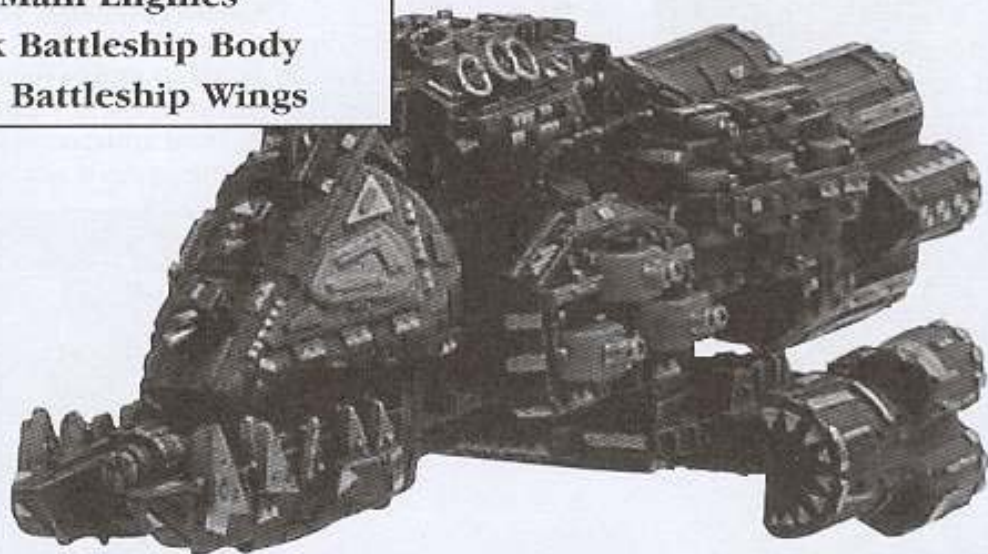
- 1 x Prow Lance Head**
- 4 x Gunz Batteries**
- 2 x Heavy Gunz Batteries**
- 2 x Main Engines**
- 1 x Ork Battleship Body**
- 1 x Ork Battleship Wings**



SLAMBLASTA ORK BATTLESHIP

DETHDEALA CONTENTS

- 1 x Bombardment Cannon Head**
- 2 x Heavy Gunz Batteries**
- 2 x Gunz Batteries**
- 2 x Side Engines**
- 2 x Main Engines**
- 1 x Ork Battleship Body**
- 1 x Ork Battleship Wings**



DETHDEALA ORK BATTLESHIP