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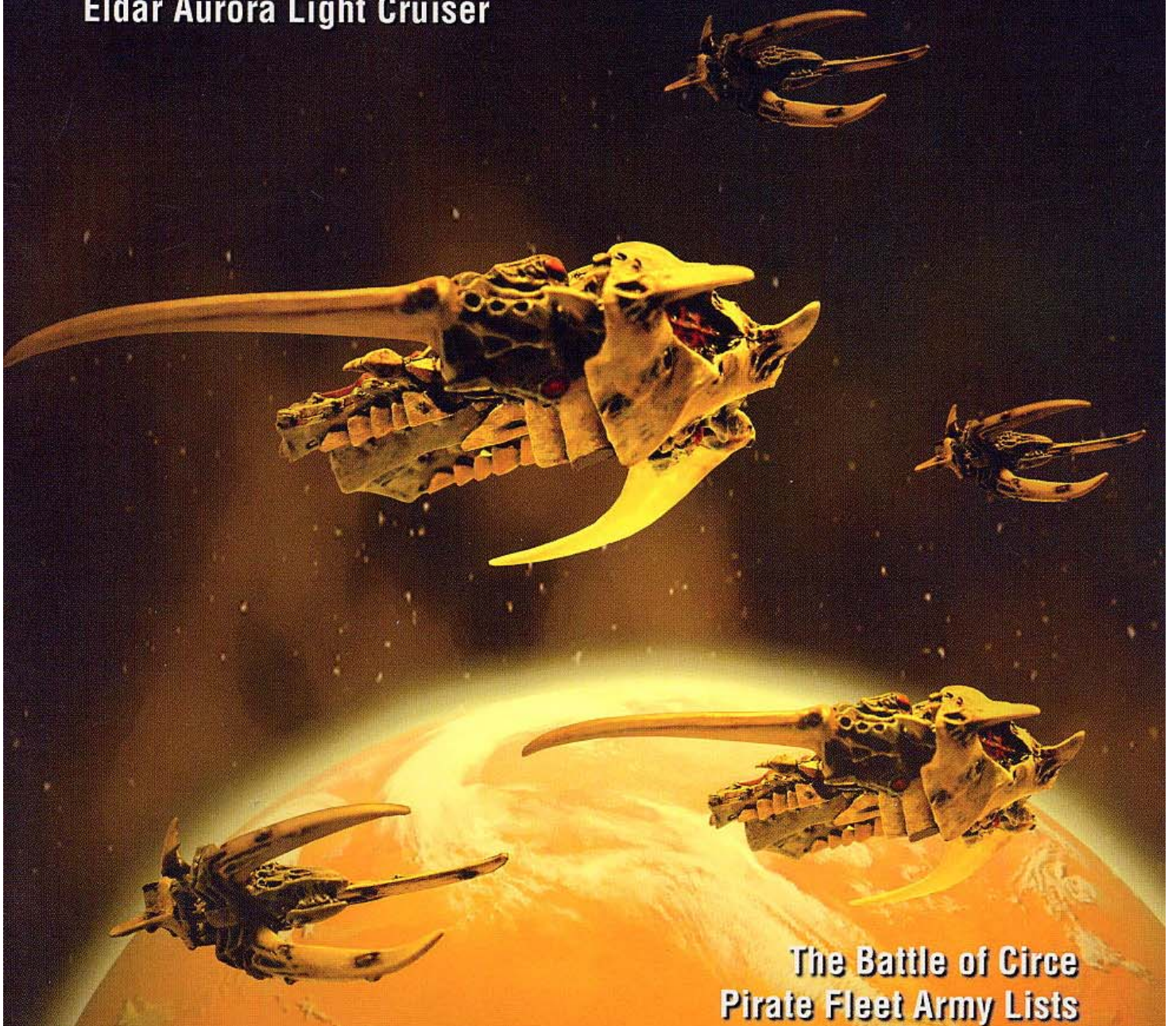
BATTLEFLEET GOTHIC

MAGAZINE

Issue 7

HIVE WAR

New Tyranid ships
Eldar Aurora Light Cruiser



The Battle of Circe
Pirate Fleet Army Lists

**GAMES
WORKSHOP**

AURORA CLASS LIGHT CRUISER

Experimental Rules by Andy Hall



A Small Eldar force consisting of an Aurora, its larger brother a Shadow and a Nightsbane Destroyer strafe an Ork fleet before returning to the safety of a nearby asteroid cluster.

Like the rest of the Eldar ships classified by the Imperial Navy very little is known of the Aurora class. The vessel mimics the design of the larger cruisers with the same sail configuration and hull design. It is a light cruiser and so logic dictates that it fulfils the same purpose as the Dauntless serves to the Imperial fleet.

The most noted example of the deployment of the Auroras came during the closing stages of the Gothic War. An uneasy alliance was formed between the Imperium and the many Eldar pirate fleets of the sector after the Battle of Gethsemane. This seemed to spur the appearance of many previously unseen Eldar vessels such as the mighty Void Stalker and Aurora light cruisers. The Aurora's first significant engagement recorded in Imperial

annals was during an encounter between a fleeing Traitor fleet and a large (and rare) Eldar-Imperial battlegroup deep in the Graildark Nebula.

As the Imperial and Traitor fleets ponderously closed in on each other, the Eldar typically peeled off and speed past the Chaos fleet. Admiral Vortigue, who was controlling the Imperial force, was convinced they had done a runner! Shortly after the first long ranged lances began to fire the Eldar reappeared. The majority of the Eldar fleet was directly behind the Traitor ships, however, roughly a third (containing a number of escorts but mainly Auroras) attacked from the flank.

The flanking force sped into action flying straight at the Chaos barges, making suicidal



strafing runs against the Chaos cruiser hulls. The Chaos fleet was thrown into confusion, ships began to break off formation as their corrupted captains began to take evasive action. A second Eldar squadron approaching from behind then opened fire. Caught facing the oncoming Imperial fleet the Chaos ships could not return fire. Unlike the flanking force a third Eldar squadron held in the rear did not engage up close but maintained a perimeter, to make sure the more manoeuvrable Chaos ships could not turn and escape. Vortigue took his cue and presented his broadsides to the now shambolic Chaos fleet and crossed the 'T' to deadly effect.

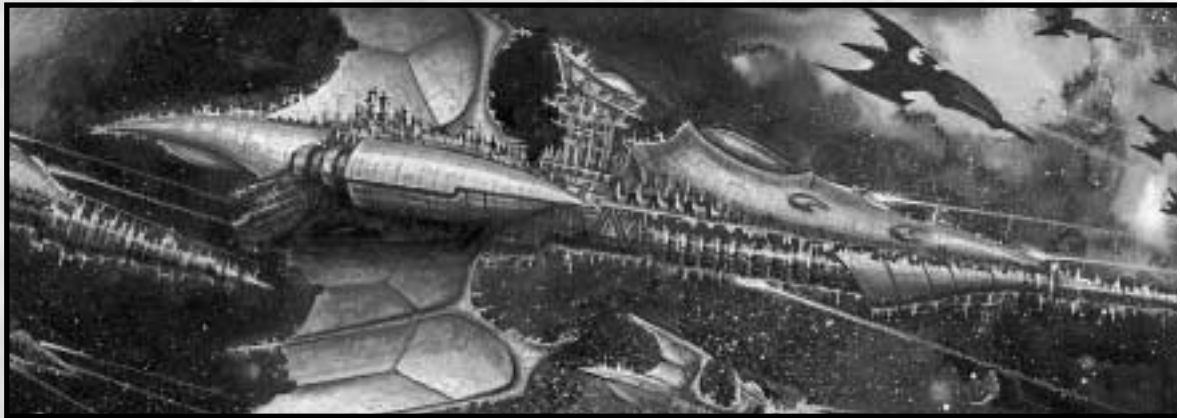
The Traitor fleet was trapped between two fleets and with a fast and manoeuvrable force taking the Chaos ships close up it was only a

"You may as well try to catch starlight as bring Eldar to battle."
 Naval saying

matter of hours before the Traitors were utterly destroyed.

Even though Eldar cruisers are fast the Aurora has the added benefit of the speed and manoeuvrability of an escort but carries firepower to match a cruiser.

In recent times the Aurora class has been seen throughout the Gothic sector and beyond. Whether on patrol routes or guarding convoys it is a ship many Imperial Captains would think twice before going into combat with.



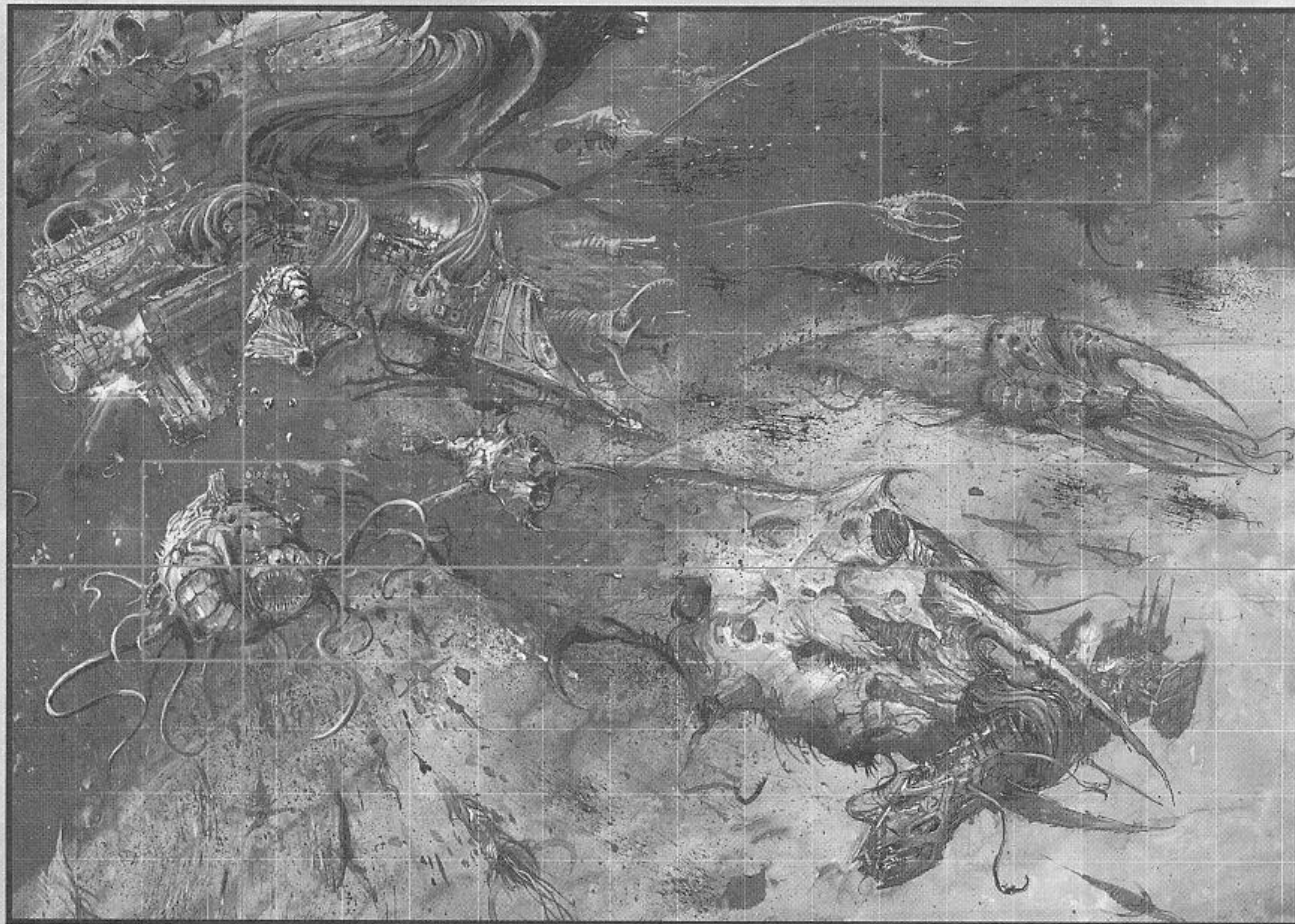
AURORA CLASS LIGHT CRUISER.....140 pts

Famous Ships
Wind-Runner Storm Chaser

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15/20/30	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Keel torpedoes		30cm		4	
Prow pulsar lance		30cm		2	
			FIRE ARC		
			Front		
			Front		

RATH'S LAST STAND

The destruction of Hive Fleet Behemoth at the Battle of Circe
Scenario by TIM DRISCOLE. Experimental Rules by WARWICK KINRADE



This scenario details the background to one of the greatest naval battles in recent Imperial history. It pits Battlefleet Bakka against the might of Hive Fleet Behemoth in a game of monstrous proportions.

The first Tyrannic War was costly to the Imperium. Many worlds were devastated, many lives and irreplaceable ships were lost and the Ultramarines Chapter suffered horrendous casualties, including the loss of the entire First Company. However the Ultramarines sacrifice and that of the relief

THE FIRST TYRANNIC WAR

One of the most famous battles involving Battlefleet Bakka took place during the First Tyrannic War. The Ultramarine's homeworld of Macragge was under heavy attack from Hive Fleet Behemoth, and the Ultramarines were being forced back, step by step, by a tide of alien horrors. Then, just when all appeared to be lost, the first squadrons of ships from Battlefleet Bakka began to arrive.

force from the Segmentum naval base at Bakka stopped two Hive Fleets. As any student of the Tyrannic War know, one fleet was destroyed by the combined forces of the remnants of the Ultramar fleet and the Tempestus fleet. The major cause of the destruction of the second, fresh fleet was mainly due to the heroic sacrifice of one ship, the Dominus Astra, Lord Admiral Rath's flagship, over the gas giant Circe.

This scenario allows you to refight this engagement.

In space Marneus Calgar watched in rapt attention as reality rippled in front of the shapes emerging from the Warp before parting like a curtain to reveal the familiar shape of Imperial warships. Over two hundred Imperial eagles emblazoned the hologlobe representing heavy cruisers, missile destroyers, battleships, and one a gold eagle represented the huge Emperor class capital ship *Dominus Astra*. The sense of relief was a palpable force aboard the ships of Ultramar. Now the Tyranids were

trapped with the Tempestus fleet ahead and the Ultramar fleet behind.

The hive fleet started to decelerate and turn back insystem, seeking to destroy the lesser Ultramar force behind them. The Ultramar fleet slowed and prepared to fight again as Calgar swiftly communicated with Lord Admiral Rath, commander of the Tempestus fleet, and exchanged plans. The Ultramar fleet manoeuvred into a tight wedge to keep the Tyranids at bay with their massed batteries, while the Tempestus vessels spread into a broad avellan cross. As the Tyranids engaged Calgar's ships the arms of the cross formed by Lord Admiral Rath's fleet closed in around them like the jaws of a trap.

The battle was short and brutal as the Tyranids were caught in the crossfire of the two fleets. Though they were outnumbered by over three to one the Imperial ships blasted their way through the hive fleet and scattered the bio-ships into small groups. The Tyranid piecemeal counter-attacks were beaten off by the awesome firepower of the heavily armoured and shielded Imperial ships. Their lances of fusion fire transfixed the organic hulls of the bio-ships and clouds of Imperial Navy fighters darted in to tear apart the crippled vessels. Within an hour the remnants of the hive fleet were dead and drifting, charred hulks spinning slowly through the void.

The battle had taken its toll of the combined fleet. Calgar had lost half his remaining ships and several Imperial ships had to be destroyed by the weapons of their compatriots because they had been boarded and overrun by the Tyranids. The tales of horror from these vessels mirrored those from the polar fortresses on Macragge all too closely. It was evident that the Tyranids were horrifying, almost unstoppable opponents at close quarters.

With the fate of the beleaguered polar garrisons pressing on his mind Calgar swiftly gathered up his fleet and turned back insystem, Lord Admiral Rath's ships swung into triumphant procession behind him. Though it would be many hours before the fleet could arrive at Macragge, Calgar was determined to return in time to save his men.

Behind the two fleets the very fabric of space rippled before it was suddenly torn aside as another fleet emerged from warp space. The hologlobes were filled with ranks of red sparks as the second Tyranid hive fleet bore down on the ships of the combined Imperial fleet. This hive fleet was fresh and undamaged: hundreds of large bio-ships made up its vanguard, with their smaller companions staying to the sides and rear.

Calgar desperately sought an edge to exploit against this new foe. The other fleet had only been defeated because it was surprised and weakened; this new fleet was too strong to fight. The defences of Macragge were hours away, damaged by the ongoing Tyranid assault but still operational. The only other defensive point was the ringed gas-giant Circe, which they could reach within the hour.

Calgar headed back to Macragge. Lord Admiral Rath declared that too many of his ships would be caught before they reached that planet and turned away toward Circe. As the ponderous ships of the Tempestus fleet swung their prows towards roiling Circe and its treacherous rings of rocks and dust the hive fleet smoothly divided itself. The greater part of the alien ships pursued the Imperial vessels towards the gas giant and its shining rings. The remainder dogged the Ultramar fleet with such numbers that to turn back would have been suicidal.

Amidst the rings of Circe the Imperial fleet turned at bay, their engines holding them at a dead halt above the bands of storms that reached about the giant's circumference. The Tyranid ships swept forward in a wave which filled the monitors and gun sights with targets. Laser salvos and plasma beams struck down the bio-ships by tens and then hundreds but the hive fleet ground forward regardless of loss. Vessels of both sides fell towards Circe's hungry pull as they were hit, tumbling down to be smashed apart in the stony rings or to send flares of incandescent gas jetting out into space as they burned amidst the clouds below.

One by one the Imperial vessels were grappled and overrun, or torn apart by the hail of shots from a dozen foes. The rings flared with the bright flashes of Imperial ships dying in fiery wreaths of plasma. The skies above Circe were filled with the detritus of war, charred fragments of ships and bio-ships merging together to form new rings of steel, blood and bone. At the height of the battle only a fraction of the Imperial warships remained operational, amongst them the scarred bulk of the *Dominus Astra*.

Giving his remaining ships a final order to scatter, Lord Admiral Rath swung the mighty capital ship about and thrust forward into the heart of the hive fleet. Roaring forward on its many tails of white fire the *Dominus Astra*

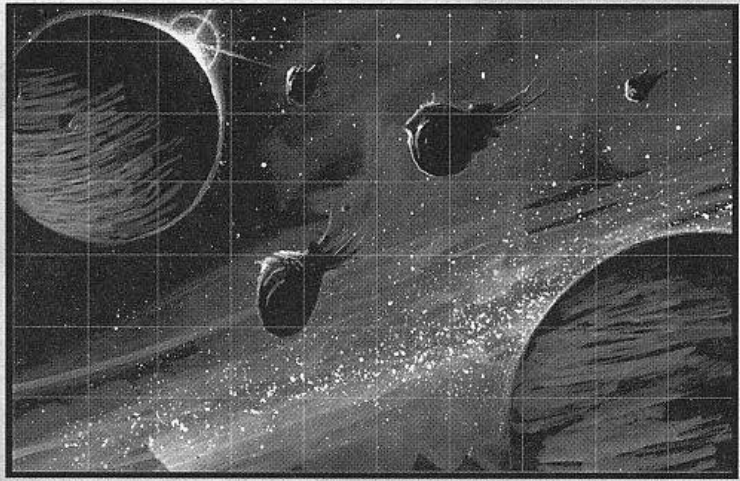
"Attention all vessels, this is Lord Admiral Rath. It is clear to me that we cannot win this fight by utilising conventional methods of warfare. I order you all to disengage and withdraw. The Dominus Astra shall be the fiery sword of retribution that ends this war. I repeat, disengage and pull away. The Emperor's blessing be upon you!"

Final transmission of Lord Admiral Zaccarius Rath

ripped through the bio-ships with its jagged ram, weapons blasting from every gun port and turret, the enemy so close that the shot and detonation of its fusion cannon were simultaneous. For a brief instant the *Dominus Astra* kept the horde back with the blaze of its weapons before the Tyranids swept in like a tide of bone and flesh to cover it with their numbers.

A black globe cracked and flared into existence over the spot. Real space rippled visibly and then shuddered back before the groaning warp drives of the *Dominus Astra* as it hurled itself into the warp. Reality contorted under the strain: mass and warp energy collided in a cataclysmic implosion of black light and impossible sound. All of the closest Tyranid ships were dragged into the *Astra's* displacement and were lost with it. Those further away were smashed in the swirling storm of dust, rocks and other detritus swept into the ship's wake. Great flares of incandescent gas gouted up from Circe to incinerate the handful of surviving ships that remained in a holocaust of flame.

The *Dominus Astra* disappeared into the warp never to be seen again. Only a dozen other ships of the proud Tempestus fleet survived the Battle of Circe. These limped away towards Macragge, though the battle for the Ultramarines' homeworld would be long over by the time they arrived.



The last stand of the Tempestus fleet was visible on Calgor's magnascope, the light from Circe's orbit taking mere seconds to catch up with the Ultramar fleet. Calgor could only watch helplessly the Imperial vessels wreathed in the flame of their weapons fire, the silent explosion of Tyranid ships as they were struck, the glittering aurora of lights as laser salvos vaporised rings of dust. As the *Dominus Astra* dragged the heart of the hive fleet to oblivion the bio-ships pursuing Calgar started to split up, the smaller vessels rushing after the Ultramar ships, while their larger companions turned back and left the Macragge system.

In space the survivors of the Ultramar fleet easily destroyed the last wave of bio-ships. The Tyranids drove straight forward against the fleet and Macragge's defence. Each successive foe was destroyed before it came anywhere near the planet. Hive Fleet Behemoth was defeated.

FORCES

The Imperial player should pick a 2,000 points fleet from the Battlefleet Bakka fleet lists in Battlefleet Gothic magazine 2. This must include the Emperor class Battleship *Dominus Astra*, commanded by Lord Admiral Rath. Assault boats must be carried.

The Tyranid player picks a 3,000 points hive fleet using the Hive Fleet lists from BFG Mags 1 and 2.

This fleet may include Devourer class Tyranid Cruisers and Razorfiend class heavy escorts as detailed below. They may also include Tyranid bio-enhancements from BFG Mag 4.

BATTLEZONE

The Battle of Circe takes place in orbit around the gas giant. Use a large planet. It has three moons and two rings, one gas and one dust. Both these rings are 10cm from the edge of the planet and are merged together. Circe is a large planet so has a 30cm gravity well. No other celestial phenomena are used.

Place Circe 40cm from one of the short table edges. This is the Imperial table edge.

SET UP

The Imperial fleet is deployed up to half way along the table from its board edge. The entire Tyranid fleet enters the table from its table edge at the start of its first turn.

FIRST TURN

The Tyranids get the first turn.

GAME LENGTH

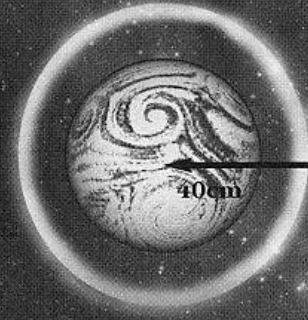
The game lasts eight turns or until one fleet is destroyed.

VICTORY CONDITIONS

This scenario does not use Victory points. Instead, if all the Imperial ships are destroyed it is a Tyranid victory. If one Imperial ship (not ordnance or disengaged ships) is left on the table at the end of Turn 8 it is an Imperial victory.

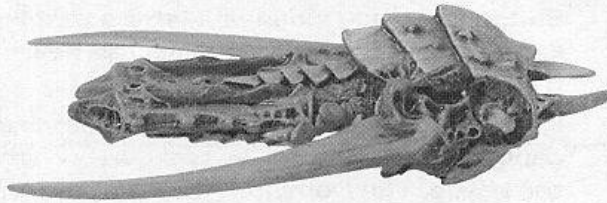
Tyrannid's player board edge

Imperial deployment zone

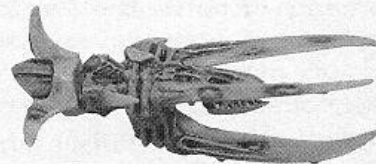


NEW TYRANID SHIPS

DEVOURER CLASS TYRANID CRUISER 170 pts



Devourer Cruiser



Razorfiend Heavy Escort

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	15cm	45°	special	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Spore Cysts		15cm	3		N/A
Torpedoes		30cm	4		Front
Bio-Plasma Discharge		15cm	8		Front
Launch Bays		Assault Boats 30cm	2		N/A

RAZORFIEND TYRANID HEAVY ESCORT 30 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	special	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Spore Cysts		15cm	1		N/A
Pyro-Acid battery		30cm	2		Front
Feeder Tentacles		contact	special		Front

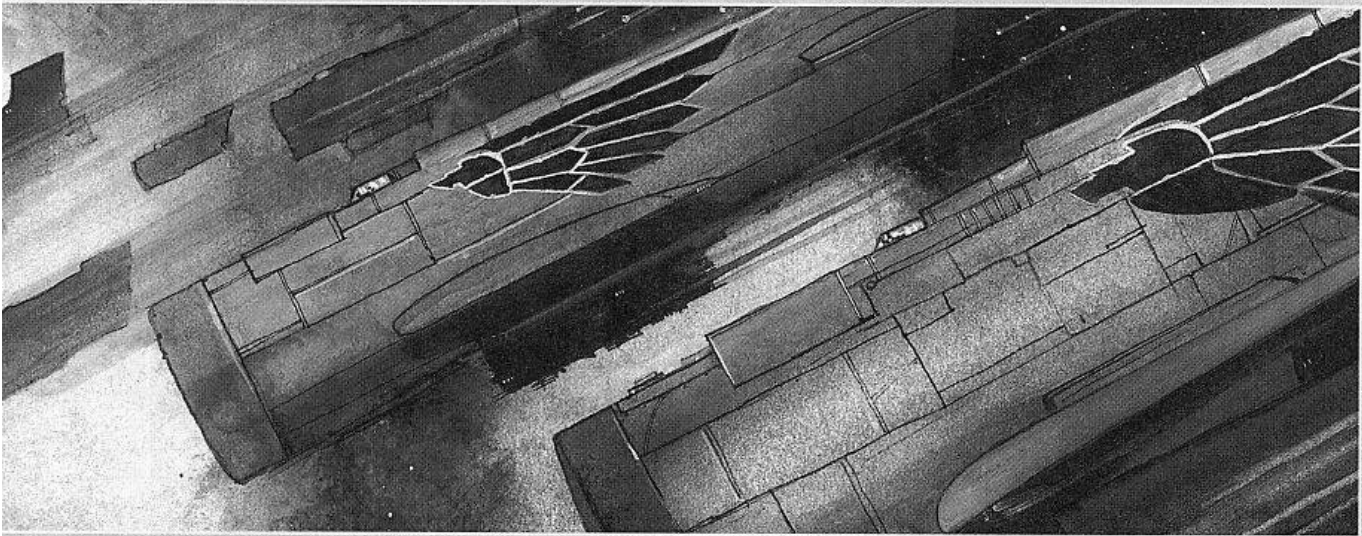
WOLF PACKS

HUMAN PIRATES IN BATTLEFLEET GOTHIC

Experimental rules by James Snee and Frank Court

'Wolf Packs' – these pirate groups were called, but to Leoten Semper they seemed more like scavenging jackals, attacking weak and vulnerable prey but fleeing at the approach of any larger predator.

from Wolf Pack by Gordon Rennie



On the fringes of Imperium systems lie many renegades, exiles and mercenaries. Without the guidance and protection of the Emperor this human flotsam and jetsam often fall into the service of darker powers, but many do not. Hiding away on fringe worlds, uninhabited moons or in asteroid belts these men form pirate fleets. Their ranks are filled with deserters from the Imperial Guard and Imperial Navy, as well as those fleeing harsh Imperial justice and sentences in distant systems. Many are rebellious groups, who see themselves as freedom fighters against the tyranny of Imperial rule.

Pirate bases act as a safe haven for every criminal, miscreant, heretic and rebel throughout the Imperium. They survive by living off the Imperium's merchant and supply convoys. Such pirate havens are a constant thorn in the Imperium's side, raiding outposts and isolated colonies and ambushing transport vessels. Pirate fleets are an assembled mis-mash of stolen and salvaged vessels, often-refitted transports taken in raids. They lack the firepower to fight fleet engagements against heavy armoured and armed Imperial warships,

so must launch surprise ambushes and hit and run attacks, always using their wits to stay one step ahead of Imperial Navy vessels.

One of the Imperial Navy's many duties is to hunt down pirate bases and keep the shipping lanes safe for merchant traffic. Pirate bases, which are not found and destroyed, have been known to grow and grow, gathering many ships and men until a system will be so infested with raiders and plunderers that it threatens the safe rule and stability of the system. Then the Navy must launch a major operation in the area, sweeping through asteroid fields and sending away teams to search out and clear bases and pirate nests. In the event of a major attack the pirate fleet will often scatter rather than give battle, fleeing to create new splitter groups in surrounding systems. Many ships which could be committed at the front line are tied up defending convoys from the pirate 'wolf packs' as they are nick-named by Imperial crews.

PIRATE LEADERSHIP

Pirate leaders find it difficult to control their wayward forces, a pirate fleet will often be made up of many different factions and

individuals all looking out for themselves, rather than fighting for the common good. They seek the safety of numbers, but are always trying to steal a march on other ship crews, to get the lion's share of the plunder. Infighting and murder is not uncommon amongst the unsavoury outlaws of a pirate fleet.

When rolling on the starting Leadership of pirate ships modify the dice roll on the Leadership table by -1. (see page 10 of the BFG rulebook). This gives pirate ships a Leadership of between 6 and 8.

PIRATE BATTLEZONES

It is rare for pirates to operate in certain areas of space. They do not operate in Deep Space, as there is little there for the fleet to plunder, and it is normally too far from their bases, making operations in these distant regions hazardous. Unless the pirates are very bold or powerful they do not attack in the primary biosphere, close to well defended inhabited planets, where defence monitors and patrol ships can respond quickly to their raids.

Most pirate fleets stay close to their bases, usually in the Outer Reaches or the Mercurial Zones.

If you are playing with a Pirate fleet, then the Pirate player can choose to play in either of these zones, unless both players decide by mutual consent to play in another zone.

PIRATE RAID

It is a foolhardy pirate leader who dares take on the might of the Navy in a fleet engagement. Pirate commanders may always choose to roll on the following scenario generator. If both players agree then they can play any scenario. Roll a D6:

1 Blockade Run. The pirates are attempting to escape the blockade of their bases.

2 Surprise Attack. The pirates are the attackers.

3 Raiders. The pirates are the attackers

4-5 Convoy Run. The most common form of pirate attack is against merchant shipping.

6 Planetary Assault. Pirates do not restrict themselves to ship targets, sometimes they attack isolated colonies, mining facilities and outposts. Treat such raids as planetary assaults.

SHIP DESCRIPTIONS

Pirate fleets commonly use all of the following types of ship:

ICONOCLAST CLASS DESTROYER

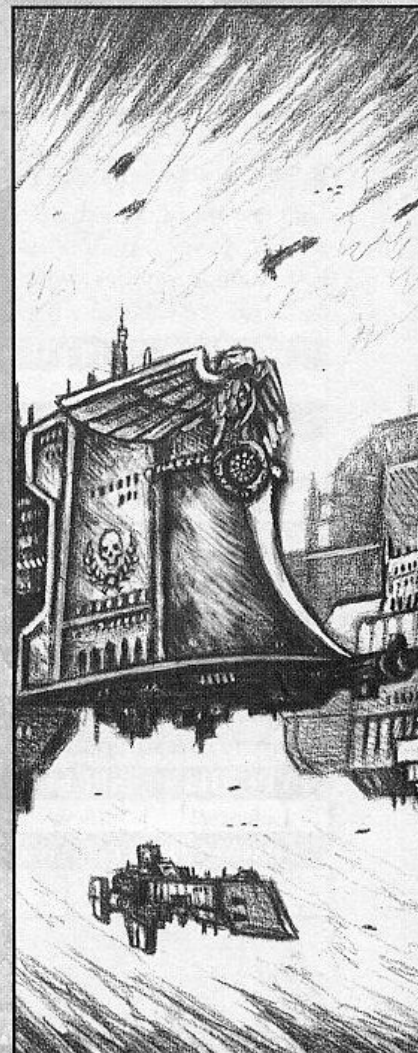
Roving squadrons of Iconoclast class destroyers have been a constant peril to shipping. Mainly used by pirates and other lawless bands, the Iconoclast is similar in design to a variety of small escort ships turned out by almost every shipyard. Although compact, they carry a fearsome amount of firepower for their size and when encountered in numbers can be a threat to even a capital ship.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	4+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons battery		30cm	3		Left/front/right

IDOLATOR CLASS RAIDER

The Idolator class raider is something of an enigma. Little is known of the whereabouts of its construction, though rumour has it that they are built on the excommunicated forge world of Xana II near the Eye of Terror. Idolators incorporate many systems and features which are of obviously non-human origin, probably bought or stolen from other space-faring races. There seems to be a large amount of these within the fleets of the Wolf Pack.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons battery		45cm	2		Left/front/right
Lance battery		30cm	1		Front



SWORD CLASS FRIGATE

The venerable Sword class frigate has ably served Battlefleet Obscuras for thousands of years. Every part of the vessel's design and construction has been tried and tested in innumerable engagements. Unfortunately, a few have fallen into the hands of Wolf Pack pirates. Like all ships of Imperial origin these are highly prized by the pirates.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort 1	25cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons battery		30cm	4		Left/front/right

FIRESTORM CLASS FRIGATE

Firestorm class frigates are a comparatively recent innovation within Battlefleet Obscuras. The design was created in an effort to balance the manoeuvrability of escort class ships with the hitting power of a lance armament. The Firestorm is built around a Sword class hull with major reconfiguration of the central laser cores to direct power to a prow-mounted cannon.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort 1	25cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons battery		30cm	4		Left/front/right

COBRA CLASS DESTROYER

Cobra class escorts are extremely versatile, making them a favoured vessel for scouting, patrolling and raiding. The irony being that the Wolf Pack stock of cobras were originally sent to root out the pirates but were subsequently captured and used against the Imperium.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	4+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow torpedoes		30cm	2		Front
Weapons battery		30cm	1		Left/front/right

DEFENCE MONITOR

Defence monitors are dedicated defence ships, designed to hammer the enemy at close range. Much of the power generation systems are linked to armaments rather than engines, which means that they pack a lot of weaponry for their size, but are relatively hard to manoeuvre.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	10cm	45°	2	6+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons battery		30cm	8		Left/front/right
Lance battery		30cm	1		Front

SYSTEM SHIP

System ships are a mix of short-range strike vessels and other starships incapable of interstellar travel. They often have civilian crews, making them particularly easy to capture and lack the sophisticated targeting systems, superior engines and manoeuvring thrusters of a warship, but when used in numbers can still pose a real threat.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/1	15cm	45°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons battery		30cm	3		Left/front/right



TRANSPORT

Unescorted transport ships are easy prey for pirates. The majority will have been taken in raids on the lightly armed convoys these ships escort. Once the cargo has been used or sold the vessels themselves will often be put to good

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort 1	15cm	45°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Dorsal Weapons battery		15cm	2		Left/front/right

ARMED FREIGHTER

Often freighters operating in dangerous areas will install military gun batteries and fire control systems. They sometimes even help!

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort 1	15cm	45°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Dorsal Weapons battery		15cm	3		Left/front/right

Special Rules

An armed Freightier reduces its cargo capacity to carry bigger guns and reactors. It therefore counts as only half a freighter in scenarios that involve them.

ESCORT CARRIER

Due to the lack of availability of carriers in a pirate fleet, freighter hulls are often converted to 'escort carriers', installing fighter support equipment into their cramped cargo bays and launching craft out of the cargo doors.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort 1	15cm	45°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Dorsal Weapons battery		15cm	2		Left/front/right
Starboard Launch Bay		Fighters 30cm Bombers 20cm	1		-
Port Launch Bay		Fighters 30cm Bombers 20cm	1		-

Special Rules

Escort carriers do not count as freighters for victory conditions. They make "Re-load Ordnance" checks at -1.

FIRE SHIP

Fire ship is the name given to a variety of captured vessels and other ships that are of no further use to the pirates. They are packed full of unstable plasma and incendiary explosives and guided into the enemy fleet by a skeleton crew, who sets the ship to explode and then evacuates in escape pods – although there were several incidences of fire ship crews staying with their vessel to the end to ensure that they caused as much damage as possible. The massive explosion caused by a fire ship detonation will pass through a ship's shields and can cause horrendous damage to the structure of a vessel caught within its blast.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	5+	1

Special Rules

The controlling player can detonate a fire ship at any point in its Movement phase, inflicting D3 Fire critical hits on every ship within 3D6cm. As with any escort suffering a critical hit, escorts within the fire ship's blast will be automatically destroyed, as are any Ordnance markers. Remove the detonated fire ship and put a Blast marker in its place.

Q-SHIP

A favorite tactic of pirates is to have freighters fitted with hidden guns and upgraded shield generators, mixed in with convoys as 'Q-ships'. These vessels would remain undercover until the enemy came within close range, at which time they would reveal their surprising firepower.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	2	5+	2
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Lance battery	30cm	1	Front		
Weapons battery	30cm	3	Left/Front/Right		

Special Rules

Q-ships are not declared as such when deployed on the table; the owning player must write down which freighters are Q-ships at the start of the game. The owning player may reveal the ship as a Q-ship at any time during the game. It is also revealed as a Q-ship if it is hit twice by enemy fire (thus producing two Blast markers). It is permissible for the owning player to 'hold back' one of his turrets if the Q-ship is attacked by enemy attack craft (to avoid revealing it), but this is a dangerous gamble. Q-ships do not count as freighters for victory conditions.

SUPER HEAVY TROOP TRANSPORT

As well as their military role super heavy transports are also used as bulk ore or grain carriers, and damaged vessels have been converted into supply bases, hospital vessels and forward repair facilities for fleets operating in isolated or primitive systems. All making very tempting targets for pirates.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/2	15cm	45°	1	5+	1
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Dorsal Weapons battery	15cm	2	Left/front/right		

Special Rules

Notes: Super heavy transports do not have the powerful drives that are fitted to warships. When using All Ahead Full orders only add +3D6cm to their speed. They also reduce their randomly rolled Leadership by one, so they have a Leadership between 5 and 8. Super heavy transports have 'Special' for their points value as they are only used as objectives in missions.

FAST CLIPPER

Fast clippers are extremely fast vessels for their size. They utilize improved main drive engines that take up more than half of the vessel's total mass. Most of the power from these engineering plants is directed to propulsion, these ships are virtually unarmed and rely solely on their great speed to keep them out of trouble.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	1

Special Rules

Fast clippers are very lightly armed and cannot be used as Q-ships. High-performance main engines allow them to move +5D6cm on All Ahead Full special orders. They have half the capacity of a standard transport and suffer -1 leadership. Its planetary assault transport point value is 1. These ships can substitute Strength 2, range 15cm left/front/right dorsal weapons batteries for a -5cm speed reduction at no additional cost.



GALAXY CLASS ARMED FREIGHTER

Galaxy class armed freighters are an ancient transport design dating from the very founding of the Imperium. Radically different from, and for the most part replaced by the much higher-capacity Imperial transports, these vessels retain a much more substantial weapons fit than the ships that replaced them, since they were originally designed for a time when interstellar space was much more hostile before the great crusades.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Dorsal Weapons battery		30cm	3		Left/front/right

Special Rules

Galaxy class ships are a design radically different from current Imperial class transports and are considerably better armed, but they can only transport half the capacity. They are restricted to +3D6cm when under All Ahead Full special orders and suffer -1 Leadership. Its planetary assault transport points value is 1 (+40 points) One or more can be modified as a Q-ship when operating in large groups.

WOLF PACK HUMAN PIRATES FLEET LIST

FLEET COMMANDER

0-1 Pirate Chief

You may include one Pirate Chief in your fleet, who must be assigned to a ship and adds +1 to its Leadership, to a maximum of 9. If the fleet is worth over 500 points then you must include the Pirate Chief.

Pirate Chief (Ld +1) 50 pts

You may purchase Fleet Commander re-rolls for your Pirate Chief by paying the following cost listed below:

One re-roll +25 pts

Two re-rolls +50 pts

FLEET VESSELS

A Pirate fleet cannot be more than 1,000 points.

0-6 Sword 35 pts

0-6 Firestorm 40 pts

- 0-6 Cobra 30 pts**
- Iconoclast class Destroyer 30 pts**
- Idolator class Raider 45 pts**
- Defence Monitor 60 pts**
- System ship 20 pts**
- 0-3 Fire ships 10 pts**
- Transport 10 pts**
- Armed Freighter 20 pts**
- Escort carrier 60 pts**
- Q-ship 60 pts**
- Super Heavy Troop Transport 20 pts**
- Fast Clipper 30 pts**
- Galaxy class Armed Freighter 20 pts**

ORDNANCE

Any ship with launch bays may choose to carry assault boats at an additional cost of +5 points. Ship with torpedoes are armed with normal torpedoes and boarding torpedoes.

