

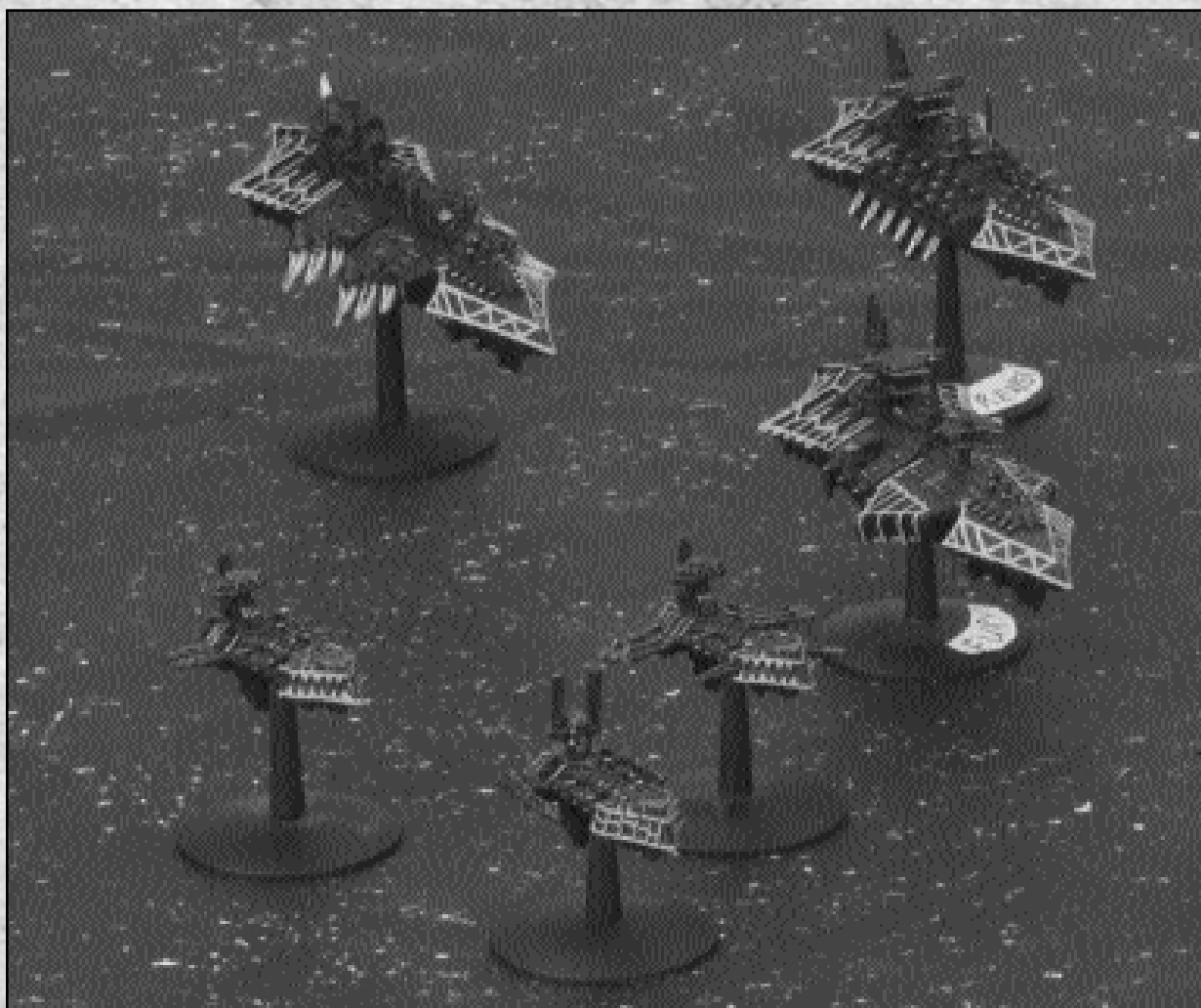
PLEASUREFLEET REX

An Eye of Terror Raiding Fleet By Dan Drane

Having recently got back into BFG I was looking at the fleet lists and trying to decide how I'd rebuild my Chaos fleet. I'd always liked Chaos in BFG, mainly because they're a lot harder and faster than the Imperials, and a bit more reliable than the other fleets. However, the problem I was facing was that, in the past, my Slaanesh fleet had been less than awe-inspiring. To tell the truth it was awful. I lost so many games that it's not surprising that Abaddon's twelfth crusade in the Gothic sector didn't succeed in crushing the wretched forces of the corpse emperor. If I was going to change my luck, I'd need to seriously rethink my fleet.

It was at this point that Mr. Keefe wandered into the office and dropped the rules for the new Daemonship, and the Eye of Terror Chaos Fleet lists, onto my desk. Could this have been the sign I needed to build a Noise Marine infested chaos fleet that would sweep all before it? Or was Matt just avoiding work by wandering around the building from department to department? I decided that it was probably both, and putting the terrible shame of the Gothic Crusade behind me, I began planning for the Eye of Terror.

The first thing to do was decide upon a theme for my fleet. No matter what I'm playing I am always more interested in the stories behind the armies and characters that I use. Due to the fact that I was in the process of decorating my house, most of my models were hidden away in storage, so I'd been forced to rethink my Warhammer 40K Chaos Space Marines army into a smaller raiding force so they'd be easier to store and transport. Since their drastic downsizing and streamlining, the raiding force of my Daemon Prince Cacophony Rex had



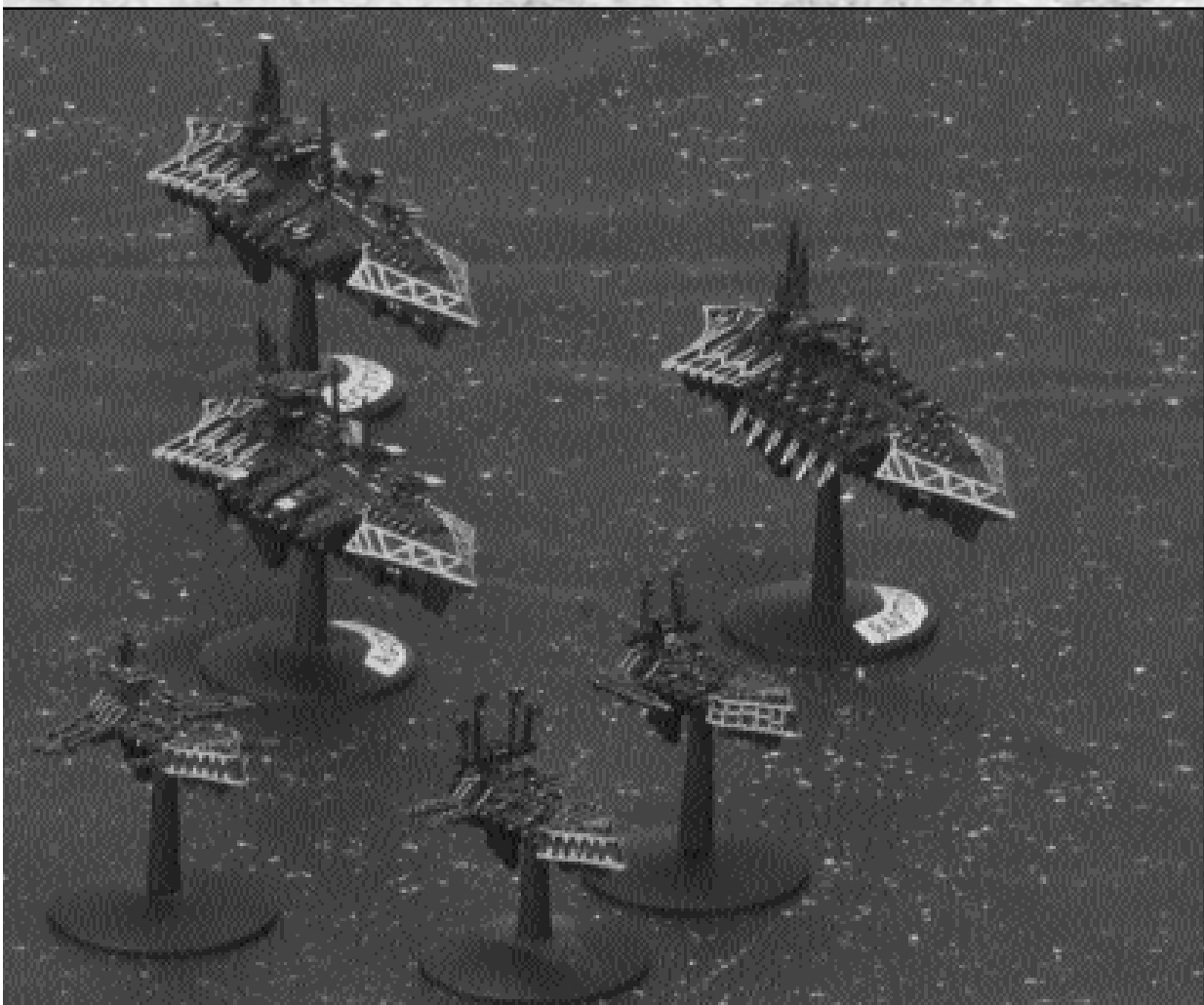
been having a lot more success on the field of battle, anyway. I'd imagined my 40K army to be a small force, operating far from the Eye of Terror at the behest of Abaddon, spreading panic and fear, distracting the attention of the forces of the Imperium away from the real threat growing around the Cadian Gate.

It was obvious that my BFG fleet should be connected to my 40K army. A raiding force without transport isn't going to be doing much raiding at all, and so I decided to build a Raiding fleet using the Eye of Terror Chaos Fleet list. Now I imagined that a raiding fleet would be significantly different to your average fleet. For a start it would have to be very independent, able to operate at great distances away from a friendly base or planet. It also needed to be able to transport a large amount of ground troops to and from a planet's surface with great speed. With these two considerations in mind I set two important rules for my fleet.

Firstly I would not have very many escorts. Escort ships just didn't seem self sufficient

enough to take a great part in my fleet. Due to their smaller, more flimsy nature, escort ships need plenty of support and resupplying. No, I would definitely be relying on the more robust and self-sufficient cruisers for this fleet. Cruisers pack more punch and carry their own repair crews and huge amounts of ammunition and supplies. This is the sort of thing you need when you're operating deep in enemy territory.

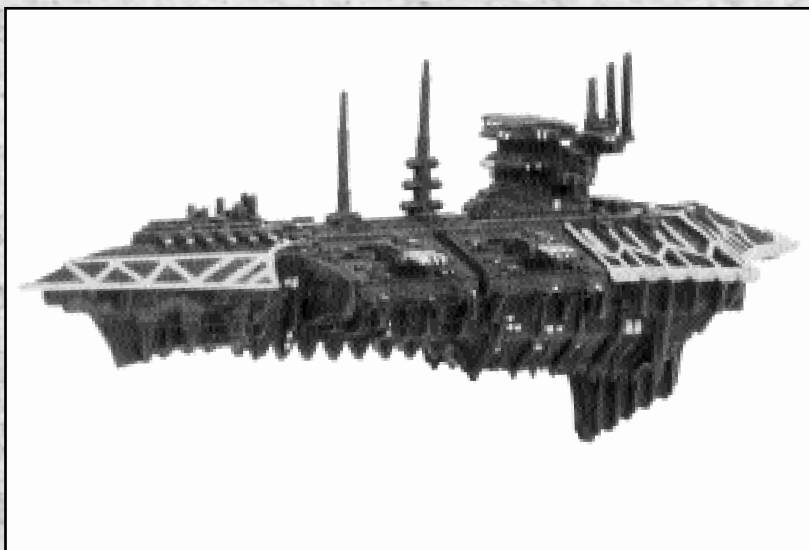
The second rule was ordnance. When I first started playing BFG I ignored ordnance in favour of big guns. Why would I want some tiny little bombers when I could have another decks worth of lances? I soon learned my mistake, and blame most of the embarrassing defeats of the Gothic Crusade on a distinct lack of fighter cover. My new fleet would definitely not make the same mistake. It also made a certain amount of sense too. A raiding force would need to attack its targets with utmost speed and efficiency, and disappear without a trace. My Slaaneshi troops would also want to take as many prisoners as they could on these raids. They would need a way of getting onto



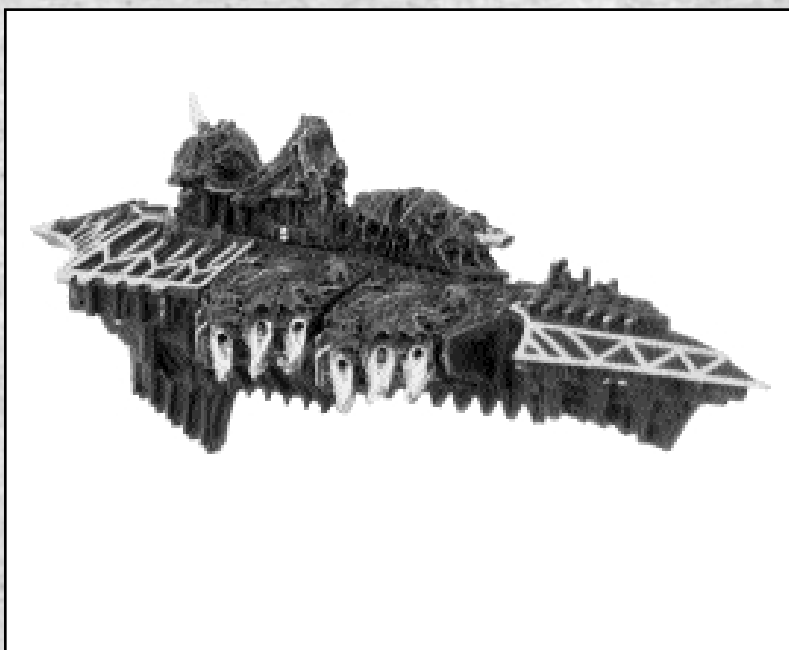
the planet and back out again in a hurry. I decided that my raiding fleet would have to be stuffed full of Dreadclaw assault boats to accommodate the transport of my trusty Chaos Space Marines.

With these two factors in place I set about choosing my fleet. A Warmaster with a mark of Slaanesh was my first choice. This would be Cacophony Rex himself, and I decided that he would have to take a Despoiler class battleship as his command ship. The Despoiler is an expensive battleship for Chaos, weighing in at a hefty 400 points, but the fact that it can spit out a massive eight ordnance counters in a turn more than makes up for its mighty price tag. As this would be the flagship and centre point of my fleet I decided to upgrade the crew to Chaos Space Marines, and take the Chaos Space marine Terminators upgrade as well, to represent my 40K army accompanying their lord. This made the *Consilium Atrox* worth one fifth of the entire fleet, but the threat it poses to enemy fleets make it more than worth it.

I only chose one heavy cruiser, as my battleship had cost so much I was eager to make the points up elsewhere. The choice of heavy cruiser was an easy one. It had to be a Styx



class to reinforce the ordnance heavy feel of the fleet. After a bit of thought I decided to upgrade the Styx to a daemonship. I reasoned that the crew of the Styx may well have gotten carried away in their frenzied cavorting during the long journey through the warp, thus transforming the Styx into the daemon-possessed horror that it was. In game terms a daemon-possessed Styx is a risky but cunning idea. If I'm lucky it can turn up behind an expensive battleship and disrupt an enemy fleet with lots of close range ordnance. If I'm unlucky it'll turn up too far away to do anything useful and it'll just have to disappear into the warp and try again in a later turn. Some people might question the choice of 315 points of unreliable heavy cruiser, but as far as I'm concerned the model looks cool, and that's more important!

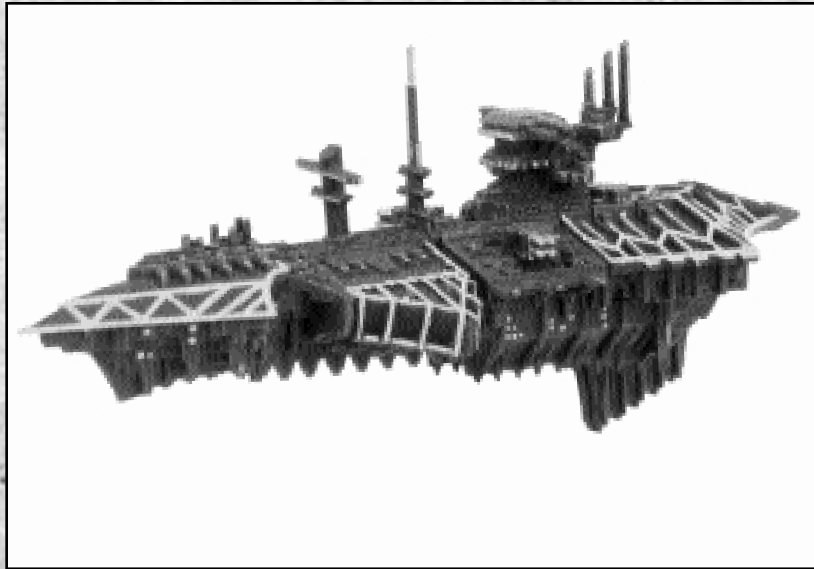


Two Devastation class cruisers were my next choice, purely as they are the cheapest ordnance carrying cruisers in the chaos fleet. I upgraded them with both a Chaos Lord each, and Chaos Space Marine crew, mainly because it would increase their leadership values. With a fleet based on massed ordnance I really didn't want to be failing command checks to reload. Plus the Chaos Space Marines would make any hit and run attacks launched from these ships much more dangerous.

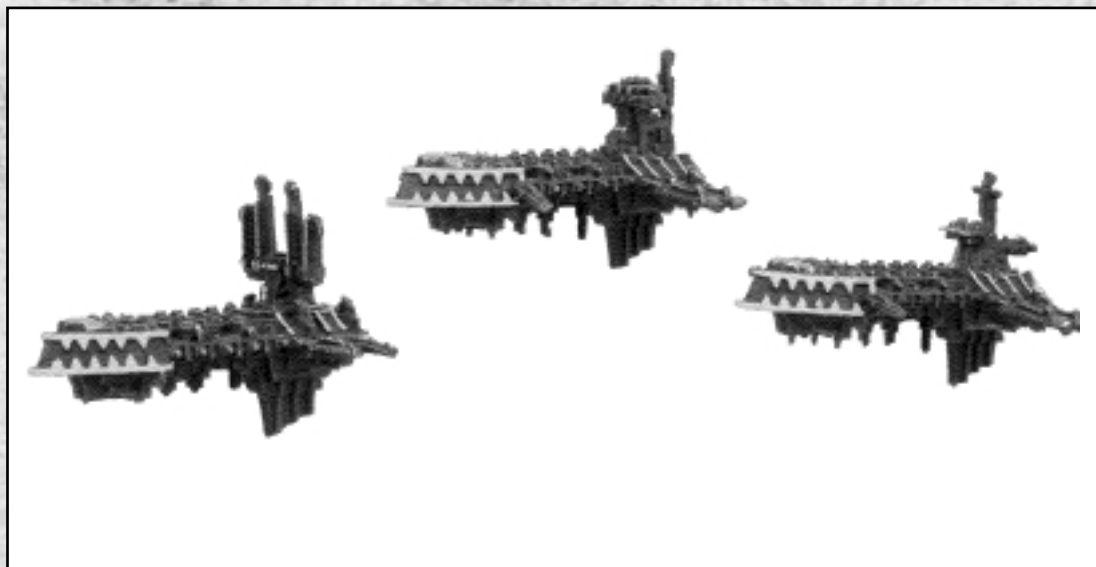
With all of my ordnance selected I started to look at some big guns to form the main attack force of my fleet. My next choice was the Repulsive class grand cruiser, *The Shattered Palace*. As my flagship was going to be acting in a support role for the most part, I would need a powerful ship that could be used as a lynchpin for my main assault. *The Shattered Palace* fitted this position perfectly, and also grand cruisers are some of the coolest looking ships available. Slaanesh fleets aren't just about destroying the enemy in an orgy of destruction – they're also about looking good when you do it!

Two Murder class cruisers, the *Raptor* and the *Reaper*, were next on the list. The Murder class cruiser is one of the more solid ships of the Chaos fleet. Their long-range guns can really damage an enemy fleet and help break an attacking force into smaller groups. If you can manage to keep the enemy at arms length for a while their weapons batteries can soften up practically any foe, and when you move in for the kill their massed firepower is more than capable of dealing a killing blow.

My final two cruiser choices were the two Slaughter class cruisers, the *Agony* and the *Ecstasy*. I personally think the Slaughter class cruiser is one of the most versatile and lethal ships in the Chaos fleet. They're incredibly

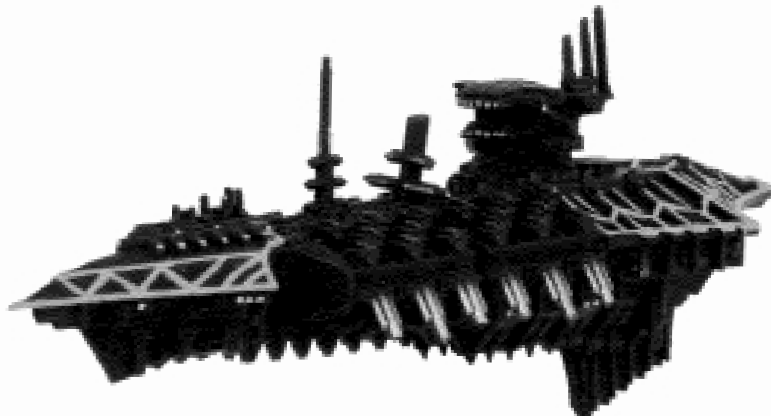


cheap, ridiculously fast, and pack an awesome amount of firepower. The downside? That awesome firepower can only be used if your Slaughter is sitting right next to an enemy. Yes, compared to the rest of the Chaos fleet the Slaughter is woefully short ranged. This isn't a problem however as they can spend a turn speeding into the heart of the enemy on *All Ahead Full* orders before unleashing their firepower at short range. I don't worry too much about the fact that my Slaughters are often left fighting an entire enemy fleet on their own while the rest of my fleet moves into position. As far as I'm concerned that's the point of the Slaughter class cruiser. Mine are crewed by frothing maniacs who are desperate to close with the enemy, and see every combat as a chance to cause death and mayhem. Their goal is to disrupt the enemy long enough for the rest of my fleet to get into position to deliver a calculated hammer blow. It's also



become a matter of pride that neither the *Agony* nor the *Ecstasy* have ended a game without having caught fire at least once!

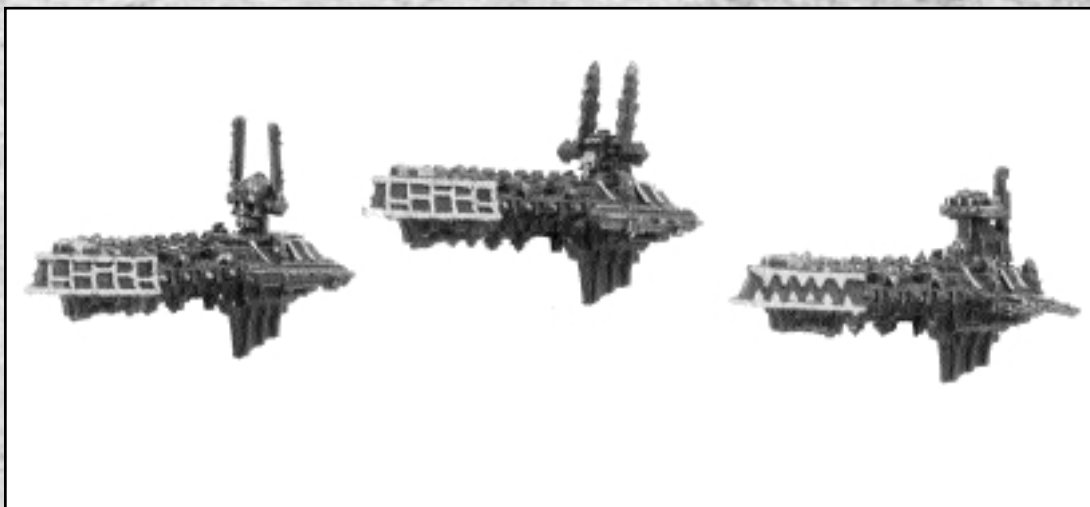
Having selected all my cruisers I was left with a few points to spend on escorts. I didn't really want to take too many escorts, in order to stay in keeping with my theme. In the end I decided to take a small squadron of five Infidel class escorts. The main reason for taking the Infidels was that they are one of the few Chaos ships with torpedo capacity. Torpedoes are incredibly good at splitting up fleet formations, allowing my fleet to prey on the disorganised stragglers, and break down any serious defence lines before they can cause me problems. In the later stages of a game any surviving Infidels could assist my carriers by launching torpedoes alongside bomber squadrons. This would force my opponent to choose which of the two waves to fire their turrets at, allowing the other free reign to mutilate his ship. However, the chances of the flimsy Infidels lasting long enough to reload their ordnance are slim, but they will last long enough to serve their purpose. If they don't then they will spend the rest of eternity in the most excruciating agony the daemons of Slaanesh

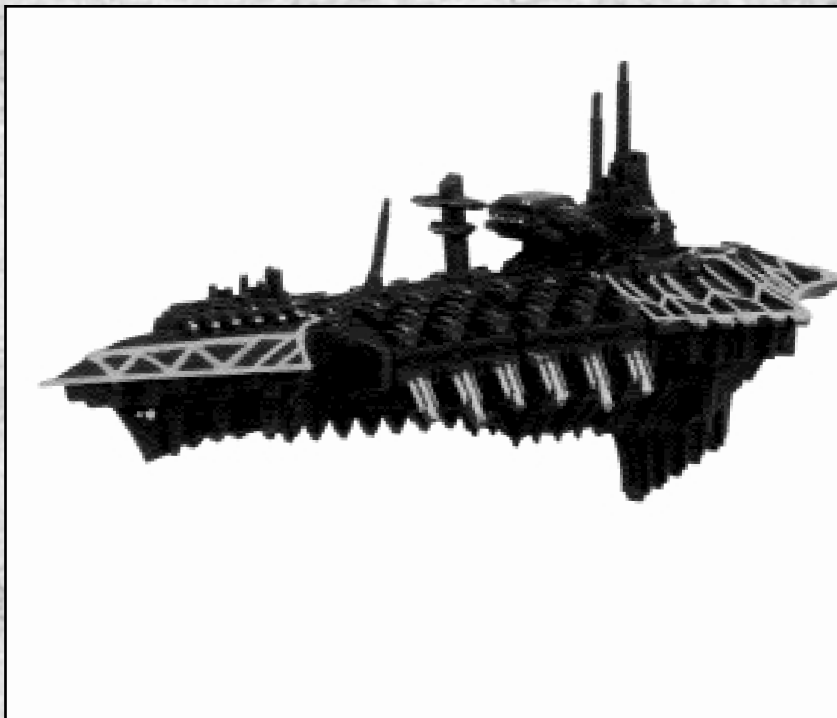


can prescribe for their failure to carry out the Daemon Prince Cacophony Rex's commands!

Anyway...

Now that my fleet was selected I went about putting it together. Having a cruiser heavy fleet has certain advantages, in that I could put most of it together with a few boxes of plastic cruiser kits. Plastic cruisers are great because they're cheap and easy to put together and paint. I went up to Warhammer World to grab my battleship, grand cruiser and escorts, and then went and chewed Matt's legs until he gave me one of the new daemonships. There are benefits to working at Head Office after all. Although one of the downsides is that every now and again I bump into Steve Hambrook (I'm not going in the boot again!).





hang back and provide wave after wave of fighters, bombers and assault craft. The sheer volume of ordnance these three ships can throw out in a turn should be enough to account for several enemy ships on it's own, as well as disrupt enemy movements and attacks. In the later stages of the game these ships can move in to provide assistance in mopping up any survivors.

The second group is my main attack force. This is led by my Grand Cruiser

The Shattered Palace, accompanied by the two Murder class cruisers, *Raptor* and *Reaper*. With the Infidel squadron in front of them providing a covering torpedo screen, this group will make use of their long range guns to soften the enemy up, and pick off any lone stragglers or over eager ships. Then they will move in to assault the enemy at close range. The three ships working in concert should be able to cripple most craft in one turn. If I learned anything from the Gothic Crusade it's that you have to mass your firepower on one target at a time.

My final group is my disruption squad. This consists of the Daemonship, and the two slaughter class cruisers, *Agony* and *Ecstasy*. While the Daemonship waits in the warp for the right moment to appear behind the enemy fleet, the two Slaughters will charge in ahead of my fleet in order to disrupt and distract enemy fire. With any luck they might actually do significant damage before getting shot to pieces, but as long as the enemy concentrates fire on these two ships and allows my main attack force to manoeuvre into position, I really don't mind if all they do is blow a few escort ships into tiny pieces.

With any luck by the time the enemy has dealt with the two Slaughters my main attack force should be in position, the Daemonship will be behind them, and there will be several waves of bombers about to strike home. After that it should just be a matter of collecting slaves and warming up the torture chambers! All praise Slaanesh!

I spent an evening putting all of the models together and then set about painting. I decided the split the fleet into smaller groups for painting, so that I would be able to play a few games while I was getting everything ready. I started with the Slaughter and Murder class cruisers, along with the escorts and the Daemonship, before moving on to the Devastation class cruisers and the larger craft.

My painting scheme was relatively simple. I've never been a big fan of the idea of just spraying a ship Chaos Black and then drybrushing over the top. While that is definitely easy to do and gives your fleet a unified feel, it's just not interesting enough for a Slaaneshi fleet. I decided that I would start with a Chaos Black spray undercoat, and then lightly drybrush each ship with a nice dark purple, to add some definition. Then I picked out any raised hull detailing on each ship with a nice bright Tentacle Pink. It is Slaanesh after all! Having done that I added some contrasting yellow windows and running lights, making the fleet stand out on the tabletop. This simplistic colour scheme is easy to replicate from ship to ship, and unifies a fleet while at the same time providing a nice change to some of the drab grey fleets that I come up against.

Having assembled and painted my fleet I now needed to come up with a cunning and foolproof battleplan. I split the fleet into three separate groups. The first group is my support group. This consists of my flagship, the *Consilium Atrox*, and the two Despoilers, the *Wrath* and the *Fury*. These three ships will