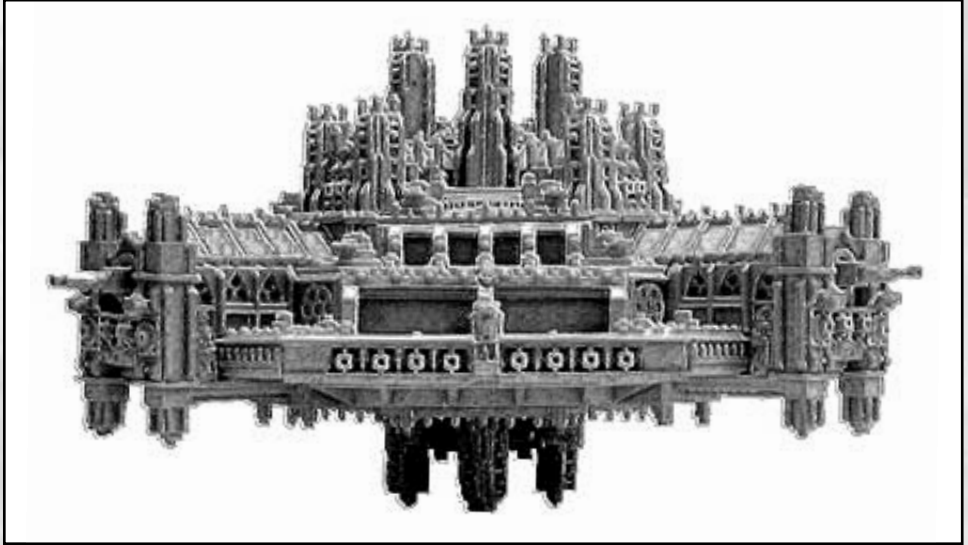


# RAMILIES CLASS STAR FORT



## RULES FOR FORGEWORLD'S SUPERB NEW MODEL

by **ANDY CHAMBERS**

### History

The Ramilies class star fort has formed a vital lynch pin in Imperial strategy since the earliest days of the Great Crusade. It was designed, according to Mechanicus legends, by the hitherto unknown Artisan Magos Lian Ramilies from STC materials captured in the purgation of the 'Stone World', Ulthaxn. The Hyper-plasmatic energy conduction system used by the Ramilies is barely understood by the Tech Priests in current times, but thanks to the STC system it is still reproducible and has guaranteed endurance of over 3,000 years. The greatest advantage of the Ramilies by far is that its powerful generators can erect a warp-bubble over the entire structure enabling it, with the aid of seventeen

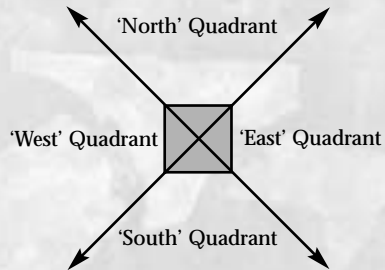
navigators and an attendant fleet of tugs, supply ships, war ships and system craft, to enter the warp and be towed to different star systems. This operation, always perilous, has resulted in the loss of over twelve hundred Ramilies Stars Forts in their ten millenia of service to the Emperor. However each journey has shortened Imperial campaigns by years at a time by allowing the Imperial fleet to move repair, command and resupply facilities right up to the front line, saving its ships lengthy return trips to temporary supply bases or full repair dock facilities far behind the warzone.

The Ramilies itself is heavily armed as befits its role and fully capable of fighting off a fleet of attackers if need be. On occasion they are commanded to be placed as permanent orbital bombardment emplacements over embattled worlds, or act as part of the defences of a vital system. At any one time Cypra Mundi will include between six

and eight of these gigantic fortresses as part of its orbital ring. Some are used as Adpetus Mechanicus deep space research facilities for projects too secret to be placed near any inhabited world. Others have gone to the Inquisition to be used as hidden fortresses for that clandestine and all-powerful organisation. Over the centuries blasphemously altered rebel star forts have been sighted likewise supporting Chaos renegade fleets. Such abhorrence is attached to these twisted parodies that they are pursued doggedly by Imperial Navy Captains, but the last accredited destruction of one was in the Tauran Annulus in M.39. Ork raiders have captured partially crippled Ramilies at least six times, most memorably in the notorious 'Skaggerak incident' during the Segmentum Obscurus fleet review of 975.M41

### Special Rules

- The Ramilies star fort is so large that its weapons, hits and defences are divided up into four 'quadrants' representing the different sides of the space station. When the star fort is fired upon determine which quadrant the firing will hit by tracing a straight line from the stem of the firing ship to the center of the fort. Likewise when ordnance hits it will be resolved against the

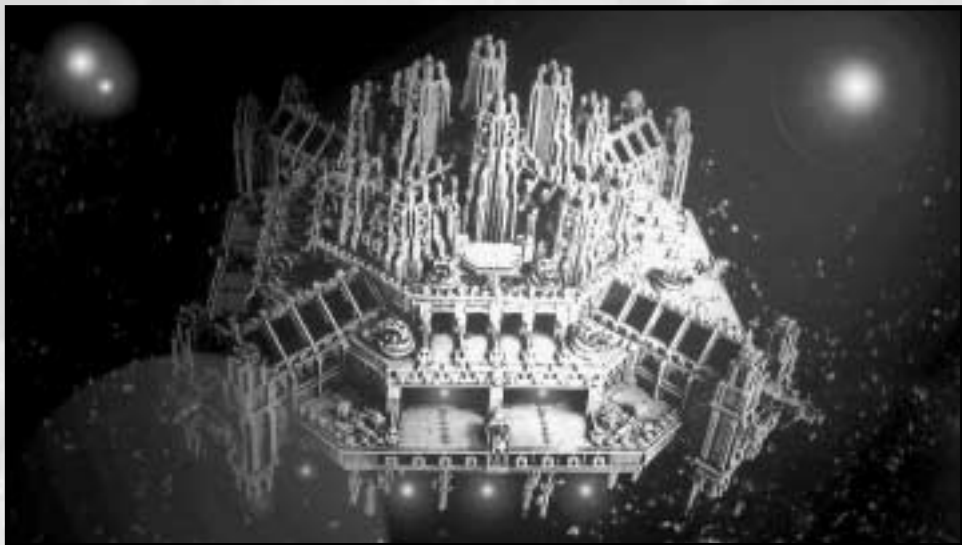


quadrant of the fort it moves in from.

Nova Cannons and Armageddon Guns can score a 'full on' D6 hits only against the quadrant most under the centre hole of the marker when it hits.

All damage and criticals only affect the quadrant that they are inflicted against unless specifically noted otherwise. Quadrants are crippled individually once they are reduced to 6 damage points. Once a quadrant's hits are reduced to 0 any further hits plow into the drifting wreckage and do no further damage, treat that quadrant of the fort as an asteroid field from now on.

- Hit and run raids are likewise resolved only against the quadrant they are directed at and will not affect other quadrants.



# RAMILIES CLASS STAR FORT . . . . . 875 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/12 per quadrant	0cm	0	4 per quadrant	5+	4 per quadrant
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
<b>Quadrant Batteries</b>					
Weapons Battery	60cm		12		quadrant
Lance Battery	60cm		5		quadrant
Launch Bays	Fighters (30cm) Bombers (20cm)		4 squadrons		-
<b>Basilica Batteries</b>					
Weapon Battery	45cm		4		all round
Torpedo Silos	Speed (30cm)		9		all round

- The Ramilies cannot be boarded by ships. Whole regiments would be needed.
- Damage control is also undertaken individually. To all intents and purposes the four quadrants function as individual stations placed 'back to back'. The fort itself is only destroyed once all four quadrants are reduced to 0 damage points.

## Special Orders

Unlike most defences, the command control and communications of the Ramilies is superior to even that of a Warship. To represent this a Ramiles can use the following combat orders;

- Reload Ordnance
- Lock On
- Brace For Impact.

Ramilies are also typically manned by experienced personnel, so their Leadership is rolled as for capital ship. A Ramilies also has a single command check reroll which may be used when it attempts to roll special orders. Fleet commanders may be placed aboard a Ramilies, in which case their own Leadership value is used by the fort and the fort's reroll is added to the commanders own rerolls so that it can be used throughout the fleet.

## Split orders

The internal communications of the Ramilies mean that its different quadrants can use different squadrons can use different special orders. For the purposes of issuing special orders to the Ramilies the owning player can effectively divide the quadrants up into squadrons and then issue special orders to each in turn.

For example, the player wishes to issue Reload Ordnance orders to the north and east quadrants, while Locking On with the the south and west. Only two command checks are made for the two pairs of orders. If later in the turn the player needed to Brace For Impact he could do so with a single quadrant only, leaving the rest free to reload or lock on again next turn.

Weapons mounted on the central Basilica count as operating under the special orders of all of the quadrants, so it entirely possible for them to be locked on, reloading and braced all at the same time. Brace for Impact orders will halve the firepower and ordnance strength of the Basilica weapons as normal.

## Ordnance

Individual quadrants have their own ordnance and will run out on doubles as normal. basilica weapons are considered to

have an unlimited supply of torpedoes and never run out.

### Shields and Blast markers

Each quadrant has its own shields, when blast markers are placed put them in contact with the appropriate edge of the fort's base. In the End phase D6 blast markers are removed from the whole of the Ramilies fort, not D6 blast markers per quadrant.

### Docking

Friendly ships in contact with the Ramilies model can halt their movement just as if they were in a gravity well. If they wish to turn they may use Burn Retros special orders without taking a command check to do so. If a ship is in contact with one of the four inter-quadrant docking piers it can fully dock. While fully docked a ship it gains an extra four dice when rolling for damage control during a battle and can restock ordnance if it has run out by remaining in contact with the pier and successfully using reload ordnance special orders for two consecutive turns, being reloaded on the third turn. Even while fully docked the ship is still targeted and attacked separately to the fort, although it counts as being in close formation with the fort for massed turret fire with the benefits and dangers that brings.

For more detail see p7 of Warp Storm.

### Deployment And Scenarios

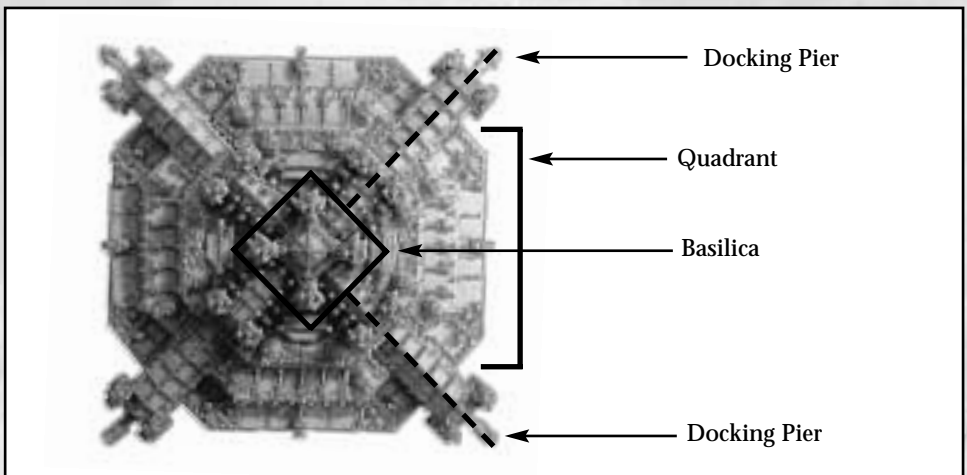
A Ramilies can be deployed as an orbital defence or, in appropriate scenarios such Planetary Assault, Exterminatus, Surprise Attack, or Hunter, Prey as a replacement for a planet. In such scenarios orbital defences may be sited within 30cm of a Ramilies class Star Fort. A Ramilies is bought from the fleet's points, rather than defences to represent its rarity and importance. Ramilies may only be used by prior agreement in competitive games (it's unlikely to be ambushing you in the middle of a fleet engagement after all), but can prove to be a good 'surprising find' for players in Umpired scenarios.

### Availability

The Ramilies is available to Imperial and Chaos Fleets. Special scenario's can be devised to represent Orks and Eldar using a captured Ramalies.

### THE FORT IN CAMPAIGNS

In a campaign a Ramilies can only be gained by a commander of eleven or more renown by making a dedicated appeal needing a 5+ to succeed. Alternatively the commander may surrender control of one forge world or Hive planet and be granted a Ramilies by way of replacement. A Ramilies generates repair points equivalent to a pirate base and players can attempt to attack it in the same way as a pirate base. In addition to



generating repair points the Ramilies enables one capital ships or escort squadron withdrawn for full repairs to return before the start of the players next game on a D6 roll of 4+.

If a Ramilies is found it can be moved to try and prevent further attacks on it. If the owning player decides to move his fort he must roll a D6. On a roll of 1 the fort is lost in the warp and must be struck from the roster. On a 2 or more the fort relocates successfully and must be found again before it can be attacked.

## RAMILIES CLASS STAR FORT CRITICAL DAMAGE TABLE.

Some of the larger defensive platforms like space stations and the Ramilies have multiple hits. When it comes to taking damage defences with multiple hits work just like capital ship. They can suffer criticals just like capital ships and get crippled once they have lost half of their damage points. Remember that critical hits against the Ramilies only affect the quadrant they are scored against unless the result specifically states otherwise.

### CRITICAL HITS TABLE

2D6 Roll	Extra Damage	Result
2-3	+0	<b>Lances damaged.</b> The quadrant's lance array is taken off line by the hit. The quadrant's lance armament may not fire until it has been repaired.
4	+0	<b>Main armament damaged.</b> Heavy damage silences some of the quadrant's weapon batteries. They fire at half strength until it has been repaired.
5	+0	<b>Ordnance Bays hit.</b> The quadrant's ordnance bays are ravaged by explosions. No ordnance may be fired by the quadrant until the bays have been repaired.
6	+1	<b>Reactors damaged.</b> The Hyper plasmatic reactors are damaged, shutting down the power grid to the defences. Until the damage is repaired the quadrant's shields and turrets are at half strength.
7	0	<b>Fire!</b> Oxygen lines are broken, leading to fires in many compartments. Roll to repair (extinguish) the fire in the End Phase, if the fire is not put out it causes 1 point of extra damage and keeps burning.
8	+D3	<b>Hull breach.</b> A huge gash is torn in the quadrant's hull, causing carnage among the crew.
9	0	<b>Command Tower Struck.</b> A command tower on the central basilica is torn away. The Ramilies Leadership value is reduced by -2 points. This damage may not be repaired.
10	0	<b>Shields Collapse.</b> The shield generators overload and burn out, leaving the quadrant's virtually defenceless. The quadrant's shield strength is reduced to zero. This damage may not be repaired.
11	+D3	<b>Basilica penetrated!</b> The main basilica is struck, causing immense destruction as the torpedoes stored there explode and wreak havoc. All quadrants suffer D3 damage and the Basilica weapons are lost.
12	+D6	<b>Reactor Struck!</b> The central plasma reactor at the heart of Ramilies is struck, all four quadrants suffer an extra D6 hits from the resulting power surges and leaking plasma. Roll another critical damage result immediately and apply that to the quadrant struck.

## CATASTROPHIC DAMAGE TABLE

Once all four quadrants of the Ramilies are reduced to 0 damage points roll a D6 to see what happens to the vast wreck.

D6 Roll	Blast Markers	Result
1-2	0	<b>Wrecked.</b> The main structure of the stations survives somehow with parts intact and even some pockets of atmosphere. Venting gases and wreckage block line of fire across the wrecked fort, treat any movement through it as moving through an asteroid field.
3	0	<b>Structural Collapse.</b> The area is filled with huge chunks of wreckage as the fort comes apart. Place a 15cm diameter asteroid field where it was
4-5	2D6	<b>Hyper-plasma Meltdown.</b> The sophisticated reactor of the Ramilies goes critical in spectacular style. Resolve eight lance shots at every ship within 4D6cm. All ordnance within that distance is removed. All other ships, defences and ordnance markers on the table suffer the effects of solar flare centred on the fort as noted on p47 of the Battlefleet Gothic rulebook. Finally the fort itself is replaced by 2D6 blast markers.
6	0	<b>Warpbubble Implosion.</b> The Ramilies is drawn into the warp by an instantaneous collapse of its warp bubble generator. Resolve four lance shots at every ship and ordnance marker within 4D6cm. Then replace the Ramilies with a Warp Rift as detailed on p45 of the Battlefleet Gothic rulebook. All ordnance and ships on the table top are then drawn 15cm towards the Rift immediately and if moved into it will be affected is noted in the celestial phenomena rules.

