



The Inquisition Takes Flight

BFG 'Character Ship' Competition Finalist

By Matthew McConnaughey

Proceeding the first stage of my Inquisitor campaign, it became clear that my character, the newly ordained Ordo Malleus Lord Inquisitor Mateo Stormsword, would have to take his crusade against the Darkness to the void. He, his loyal retinue (my best friends' characters), and an Inquisition-trained crew originally set out on The Gauntlet, a slightly modified Dauntless Class Light Cruiser. However, following its destruction by the Forces of Chaos, under the direct command of Daemon Prince Darius Noventum, Mateo's newest target, they have since taken to a highly modified Lunar Class Cruiser.

I figured, why not? And I soon found that the Inquisitor and Battlefleet Gothic storylines can be fit together well. So, after a bit of help from my Co-Game Master, Ashley Anderson (the Dark Princess of Chaos), we found a way, incorporating the Where's My Backup! article (Fanatic Online issue 9) rules to give the ships a worth in Inquisitor as our resources. So far it has seen much success, but who cares about all of that? At this time, it's the ships we care about! So, without further adieu, here's Mateo's Lunar Class Cruiser, the Divine Sanction.

LUNAR CLASS CRUISER <i>DIVINE SANCTION</i>485 points					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45	2*	6+front/5+	2
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Port Lance Battery		30cm		2	
Starboard Lance Battery		30cm		2	
Port Weapons Battery		30cm		6	
Starboard Weapons Battery		30cm		6	
Prow Torpedoes		30cm		6	
Prow Apocalypse Lance		60cm		1	
				FIRE ARC	
				Left	
				Right	
				Left	
				Right	
				Front	
				Front	

*Motion-Tracking Targeters/Secondary Reactors/Overload Shield Capacitors - As rules in refits tables

Vortex Torpedoes – Mateo believes that the most effective way to banish a daemon is to send it screaming back to the warp from whence it came. Mateo's ship is equipped with Vortex Torpedoes. However, unlike the normal rules, the Divine Sanction has a supply that will last it the entire game, until it runs out, or other similar effects. All other normal rules apply for torpedoes and the Vortex warheads.

Apocalypse Lance – The Apocalypse Lance is a devastating weapon that Mateo found equipped on the re-commissioned Dauntless Class Cruiser The Gauntlet, requisitioned from the late Rogue Trader Tristan Makor (requisitioned post-mortis, after a death inflicted by Mateo...). After The Gauntlet's destruction, Mateo had the lance salvaged and equipped to his new ship. The Apocalypse lance follows normal rules to hit for a lance. However, if a hit is scored, shields will not stop the hit, and the hit will automatically inflict a critical hit. Also, in an Exterminatus mission objective, between the vortex torpedoes and the Apocalypse Lance, Exterminatus will be completed on a 3+ rather than a 4+, when in position.

Lord Inquisitor Mateo and Crew – Inquisitor Mateo has crewed the ship with an Inquisition-Trained crew, and his most trusted comrades of his retinue stand as lieutenants in the various parts of the ship. Mateo himself counts as an Admiral for a fleet (Ld. 9) with two re-rolls, as he has personally gone through the processes to learn how to effectively command starships. However, on board his ship, any failed leadership rolls may be re-rolled without the use of a fleet-command re-roll, as his retinue tries to ensure that order is upheld, and the objective is completed.

Grey Knight Space Marines – Mateo has had a close relation with the Grey Knights since his indoctrination into the Schola Progenium, and later Inquisition training, particularly with the Justicar known as Aires. Mateo and Aires work together on many assignments, and each one sees to the other's safety. Divine Sanction has squads of Grey Knight Space Marines on board. The ship is treated as though it were a full Space Marine ship in regards to Hit-and-Run Teleport Attack bonuses (+1 to roll) and Boarding Action bonuses (+2). However, against Chaos ships, the Divine Sanction gets an additional +1 to its Hit-and-Run Teleport Attack rolls, and an additional +2 to Boarding Actions, as Grey Knights excel at combating the forces of Chaos. In addition, the ship is immune to the leadership effects of a Slaanesh-Marked ship, and may always board a Chaos ship, even if it bears the Mark of Nurgle (Grey Knights wouldn't be very good at combating Chaos if they can't get on board to strike at it, would they?)

NOTE – if ever equipped with boarding torpedoes, note that the Space Marine or Grey Knight bonuses will NOT be incurred, as Inquisitorial Storm Troopers will undertake the attack.

And that's it! I hope this ship finds a way to help the starship commanders of Segmentum Obscuras.

Mateo will continue to ply the void in search of his quarry, and with the Eye of Terror spewing forth its corrupted contents, the search will not be long...

ABOUT THE AUTHOR

Matthew, hails from the US (no, he's not *that* Matthew McConnaughey) and also plays Inquisitor, as you may have guessed from the themes in his entry.