

SVfM CUSTOM CONVERSIONS – by Vic Dobson

The conversion parts for these ships include Grav-Tank flight bases for 6mm BattleTech by Ral Partha, the turrets & sensor masts (which were literally Aeronef ship masts) are by Brigade Models, and the tentacles, spikes and tongue bits on the D'Nessian are from Heresy Miniatures. Bases are 50mm resin cartouche bases by Alternative Armies, the base uprights are from Brigade again. I wanted some much larger bases for these miniatures, so only 'ships' get the uprights - fighters, shuttles etc all go direct onto (smaller) cartouche bases.

Ship 1: The Leylandii *Ency* class BC 'Orkha'. I have designed the stats for this one, it's simply an *Ency* BC with two Robot Drone Banks rather than a Drone Bank & Robot Drone Bank, plus a greatly enhanced drone storage bay, holding 12 Robot Drones. She was designed as an experimental raider ship. Ship is commanded by Commandrr. Vkkrr 9967. I've played this in my playtest of the space rules and have built a full crew roster of the various officers and such for it.



SPACE VIXENS FROM MARS SHIP & CREW ROSTER

SHIP NAME:	Orkha	SHIP CLASS:	Encx	SHIP TYPE:	Battlecruiser
SIZE:	1	IGNORES # HITS:	3		
SPEED:	Full Sub-Light & Factor 5 Hypadrive				
ENERGY:	20				
SHIELDS:	12				
CREW:	16				
MARINES:	2				
WEAPONS:	5 x Disruptor in Front & Side arcs 5 x Disruptor in Rear & Side arcs 1 x Disruptor in dedicated Goalkeeper mode with 360° arc 2 x Robot Drone Bank				
SYSTEMS:	1 x Shuttle Bay 2 x Probe Launcher				
STORES:	12 x Robot Drone 6 x Shuttle 6 x Probe				

Ship 2: Leylandii Heavier Dreadnought - I've not yet named or designed this one, but it will be an Oeke type with more crew, marines, power & disruptors, but slower, weaker shields, and with only 1 Robot Drone Bank and no Drone Banks - essentially a heavier direct fire ship. I've provisionally named it '*Cedr*' class, but did debate '*Sequoi*' as well ...



SPACE VIXENS FROM MARS SHIP ROSTER

SHIP NAME:		SHIP CLASS:	<i>Cedr</i>	SHIP TYPE:	Dreadnought
SIZE:	1	IGNORES # HITS:	3		
SPEED:	Full Sub-Light & Factor 3 Hypadrive				
ENERGY:	30				
SHIELDS:	14				
CREW:	18				
MARINES:	4				
WEAPONS:	7 x Disruptor in Front & Side arcs 7 x Disruptor in Rear & Side arcs 2 x Disruptor in dedicated Goalkeeper mode with 360° arc 1 x Robot Drone Bank				
SYSTEMS:	2 x Shuttle Bay 2 x Probe Launcher				
STORES:	4 x Robot Drones 8 x Shuttle 6 x Probe				

Ship 3: Another unnamed & undesigned ship - perhaps another fast raider type ship, but based on the older '*Aarot*'. I thought maybe it could be the '*Carot*' class. Maybe not...



SPACE VIXENS FROM MARS SHIP ROSTER

SHIP NAME:		SHIP CLASS:	Aarox	SHIP TYPE:	Battlecruiser
SIZE:	1	IGNORES # HITS:	3		
SPEED:	Full Sub-Light & Factor 6 Hypadrive				
ENERGY:	20				
SHIELDS:	10				
CREW:	16				
MARINES:	2				
WEAPONS:	5 x Disruptor in Front & Side arcs 4 x Disruptor in Rear & Side arcs 1 x Disruptor in dedicated Goalkeeper mode with 360° arc 2 x Drone Bank				
SYSTEMS:	1 x Shuttle Bay 2 x Probe Launcher				
STORES:	4 x Drones 6 x Shuttle 6 x Probe				

Ship 4: I had extra spare tentacles and other oodles of other odds n ends, so I created this weirdo - I plan to use it as a D'Nessian Terror Ship, a demented combination of stolen USE ship tech and D'Nessian bio-technology. I've not designed any stats for this one either. Its roughly equivalent to an N-class ...



SPACE VIXENS FROM MARS SHIP ROSTER

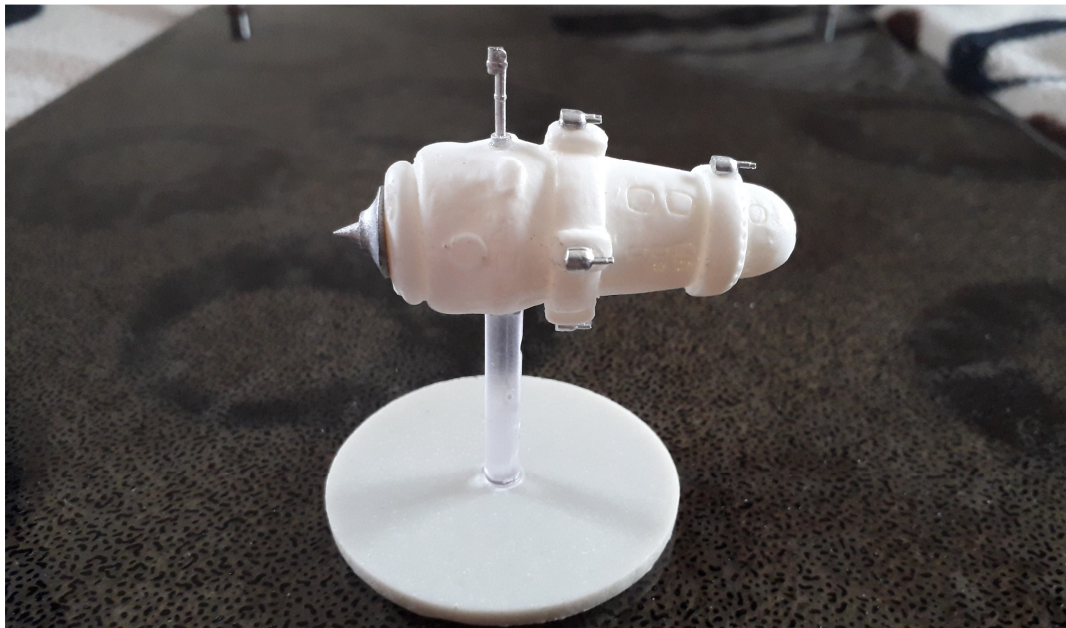
<i>SHIP NAME:</i>		<i>SHIP CLASS:</i>	Terror Ship	<i>SHIP TYPE:</i>	Cruiser
<i>SIZE:</i>	2	<i>IGNORES # HITS:</i>	2		
<i>SPEED:</i>	Full Sub-Light & Factor 5 Hypadrive				
<i>ENERGY:</i>	17				
<i>SHIELDS:</i>	13				
<i>CREW:</i>	13				
<i>MARINES:</i>	2				
<i>WEAPONS:</i>	4 x Blaster 2 in Front arc 2 x Blaster 2 in Rear arc 2 x Tentacles				
<i>SYSTEMS:</i>	2 x Shuttle Bay 2 x Probe Launcher 1 x Mine Rack				
<i>STORES:</i>	4 x Shuttle 8 x Mine 6 x Probe				

Ship 5 (not shown): Martian 'K' class. This is my take on the Martian 'N-class' - heavier turrets than the USE 'Leader' and with the sensor mast moved forwards onto the nose.

SPACE VIXENS FROM MARS SHIP ROSTER

<i>SHIP NAME:</i>		<i>SHIP CLASS:</i>	'K'	<i>SHIP TYPE:</i>	Dreadnought
<i>SIZE:</i>	1	<i>IGNORES # HITS:</i>	3		
<i>SPEED:</i>	Full Sub-Light & Factor 5 Hypadrive				
<i>ENERGY:</i>	25				
<i>SHIELDS:</i>	24				
<i>CREW:</i>	15				
<i>MARINES:</i>	2				
<i>WEAPONS:</i>	8 x Blaster 2 in Front & Side arcs 4 x Blaster 2 in Rear & Side arcs 4 x Blaster in dedicated Goalkeeper mode with 360° arc				
<i>SYSTEMS:</i>	2 x Shuttle Bay 2 x Probe Launcher 2 x Mine Rack				
<i>STORES:</i>	8 x Shuttle 10 x Mine 6 x Probe				

Ship 6: USE 'Leader' class – a variant with smaller turrets (but more of them), plus the sensor mast is behind the bridge.



My rules for using the D'Nessian tentacles are:-

D.8. Boarding an enemy vessel can take place in one of two ways:-

A) Attackers crash shuttles through shields into enemy hangers and disgorge crew/marines. There is no delay in doing this providing attacking craft survive fire directed at them on approach.

B) Attackers crash shuttles through shields, attach themselves to ships, and cut their way in - there is no delay in doing this providing they survive fire directed at them on approach and pass an Enable Test (see A.5.) to fasten and enter.

Once an enemy vessel's shields and engines are 'down' he may instead be grappled. To do this requires an Enable Test pass (see A.5.) boarding then proceeding by method B).

D'Nessian 'Terror Ships' with 'tentacles' *automatically pass this test.* Moreover they can, by passing an Enable Test, grapple a smaller size ship of lesser speed within 1/2". This 'grapple' cannot be broken, and boarding will result. these D'Nessian tentacles can only be used at sub-light speeds, in real space.