

Marteau Galactique – Ships

MG-Ships

This ships and related equipment below have been converted into Games Workshop's Battlefleet Gothic statistics. This portion of MG can be played using those rules.

First you have to purchase the hull. Use the chart below:

<u>Ship</u>	<u>Ship Mass</u>	<u>Available Mass for Equipment</u>	<u>BFG Hits</u>	<u>Hull Cost</u>	<u>BFG Turns</u>	<u>Turns Cost</u>
Chasseur	20	6	Cruiser/3	7,500,000	90 degrees	0
Jabo	30	10	Cruiser/4	10,000,000	90 degrees	0
Tracevide	50	21	Cruiser/5	12,500,000	90 degrees	0
Candel	100	56	Cruiser/6	15,000,000	45 degrees	0
Tabron	200	120	Cruiser/7	17,500,000	45 degrees	0
Tansistel	500	320	Cruiser/8	20,000,000	45 degrees	0

Each ship hull has maximum for different items. This maximums are listed below:

<u>Ship</u>	<u>BFG Maximum Turrets</u>	<u>BFG Maximum Total Firepower</u>	<u>Ship Speed in Light Years per Hour (Free with Hull)</u>	<u>BFG Tactical Maximum Speed in cm</u>
Chasseur	2	2	40	30
Jabo	2	4	25	25
Tracevide	2	6	20	25
Candel	2	8	15	20
Tabron	2	10	12	20
Tansistel	2	12	10	15

BFG speed cost 500,000 per 5cm. Add this cost to the ship.

BFG Turrets cost 2,500,000 each. Add this cost to the ship.

BFG 4+ Armour (all around) is free.
 BFG 5+ Armour (all around) costs 5,000,000.

Next you have to purchase shields. Each shield costs 5,000,000. The maximum number of shields that can be placed on a specific ship is listed below

<u>Ship</u>	<u>Max Shields</u>
Chasseur	1
Jabo	1
Tracevide	2
Candel	2
Tabron	2
Tansistel	4

The Weapons table is next. Always refer to the maximum available mass when adding weapons and equipment.

<u>Armament</u>	<u>Range in cm</u>	<u>Firepower/ STR</u>	<u>Firing Arc</u>	<u>Type</u>	<u>Mass (tonnes)</u>	<u>Cost for each Cannon STR Point</u>
Wave Cannon	15	1 – 12 per cannon	1 Firing Arc (Front)	Weapon Battery	1	5,000,000
Wave Cannon	30	1 – 12 per cannon	1 Firing Arc (Front)	Weapon Battery	2	7,500,000
Wave Cannon	45	1 – 12 per cannon	1 Firing Arc (Front)	Weapon Battery	3	15,000,000
Wave Cannon	60	1 – 12 per cannon	1 Firing Arc (Front)	Weapon Battery	4	22,500,000
<u>Fleurs de la mort</u>	20	(1 per enemy)	All Around	Special	50	10,000,000

Fleurs de la mort

The Fleurs de la mort rolls 1D6 to hit against the nearest facing armor value separately against every ship in range (20cm). This is an area effect that cannot be saved against by holofields or anything similar. It also rolls 4+ against every separate ordnance marker in range (as opposed to against ordnance waves).

Other equipment can also be purchased as listed on the chart below:

<u>Item</u>	<u>Mass (tonnes)</u>	<u>Cost</u>	<u>Description</u>
Hanger	Mass of carried vessel	10,000	Per Tonne
Comfort Type 1	1	2,500,000	Per person
Comfort Type 2	2	50,000	Per person
Comfort Type 3	3	100,000	Per person
Comfort Type 4	4	200,000	Per person
Comfort Type 5	5	1,000,000	Per person
Cargo Space	0	500	Per Tonne
Weapon Software	0	200,000	Per Level
Piloting Software	0	400,000	Per Level

Comfort Type 1: A relatively comfortable seat that has a dash of a Spartan simplicity. The seat provides access to all functions of the ship without the need for the pilot to get up; hence the cost. These seats don't provide for long term comfort. These are most commonly found on military vessels.

Comfort Type 2: Similar to "transoceanic aircraft" type common on NT3 worlds, for trips of 15 to 25 hours at most. Rows of seats with 1 or 2 small living rooms and one cafeteria.

Comfort Type 3: This place is less sparingly measured. Cabins appear, and even small pleasure gardens that vary according to the different arrangements. There are often one or two small restaurants, convertible into theaters.

Comfort Type 4: luxury. Spacious cabins, good food, sports halls, large gardens: everything you need to support long journeys in a pleasant way.

Comfort Type 5: This type of comfort cannot be found that aboard the Lehouine vessels. On the faces open to the "void", an entire city is installed in a country setting: lakes, mountains, meadows and forests. This type of comfort is necessary for crossings that may last for months, or years

Weapon Software removes the need for a gunner for each weapon. Piloting Software removes the need for a pilot.