

It has been ten thousand years since Mankind returned to the stars to reclaim that which was lost in the cataclysmic wars of the Age of Strife. Led by the Immortal God-Emperor and his sacred Primarchs ten millennia ago Mankind rose again from the mire of barbarism and cast back the darkness in the legendary times of the Great Crusade. A new age was forged, the Age of the Imperium

The glittering achievements of the Dark Age of Technology have been all but lost, obscured by uncounted centuries of superstition and fear. The worlds of Man are scattered across the galaxy, with vast gulfs of wilderness space separating one from another. But the Age of the Imperium has cast the Emperor's Divine Light across a million worlds. It has established an iron regime only maintained through flesh and blood, endless toil, monumental sacrifice and unthinking loyalty to distant Terra. Man has learned to embrace war as its religion, billions take up arms against galaxy of foes. Great ships sail the void, their guns charged to rain death upon the enemies of the God-Emperor.

Still it is not enough to guard the fragile worlds of Man from a cruel and uncaring universe.

Still it is not enough to guard against the unnumbered horrors which lurk upon forgotten worlds, the alien races which prey upon the scattered outposts of humanity and the heretics who dare to defy the Emperor's will.

And even these dire threats pale before the ancient and implacable hatred of the traitors who took up arms against the Emperor in the earliest days of the Imperium. Traitors who gave their worship to the dark and terrible gods which dwell in the Realm of Chaos. Traitors who wounded the immortal Emperor unto death and forced him to seek solace upon the Golden Throne from where he rules still, his essence maintained only by the sacrifice of supplicants from across his vast realm. By the Emperor's supreme sacrifice these minions of evil were defeated and driven forth from the sight of Man to join with their foul masters in the outer dark. Ten thousand years has not slaked their thirst for vengeance and their plots to bring ruin upon Mankind are pursued with undimmed malice.

This the Age of the Imperium. A time of war and carnage among the stars, of great fleets and mighty armies, selfless heroism and blackest infamy.

If you dare enter these dark times, read on.

BATTLEFLEET GOTHIC

Game Design and Development

Andy Chambers,
Gavin Thorpe, Jervis Johnson

Box Artwork

John Blanche

Rulebook Cover Artwork

Richard Wright

Internal Art

John Blanche, Alex Boyd, Wayne England, Des Hanley, Neil Hodgson, Nuala Kennedy, Paul Smith, John Wigley.

Miniatures Designers

Tim Adcock & Dave Andrews

Model Makers

Owen Branham, Mark Jones, Chris Smart

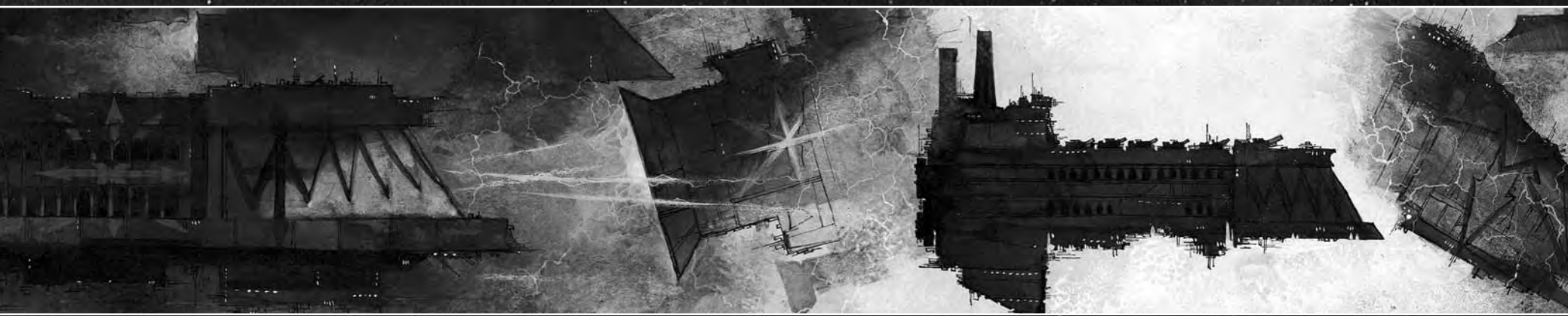
Graphic Design

Wayne England & Talima Fox

Miniatures Painters

Dave Thomas, Matt Parkes, Keith Robertson, Martin Footitt, Stuart Thomas, Richard Baker, Neil Green

Thanks to: Nate Montes, Bob Henderson, Ray Bell, Pete Haines, Gary 'Slim' Parsons, Roger Gerrish, Jes Goodwin, Rick Priestley, John Carter, Che Webster & Richard Hodgekinson.



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INTRODUCTION



Welcome to Battlefleet Gothic, the game of spaceship combat set during the Gothic War in the 41st millennium: a grim time when the Imperium of Mankind battles for survival in a hostile galaxy. Battlefield Gothic allows you to command fleets of warships in deadly combat among the stars, though whether as Mankind's saviour or its destroyer remains to be seen.

This book contains all the rules you need to play the game. Extra components, such as reference sheets and templates, can be downloaded from the web site www.BattlefleetGothic.com. Here you will also find articles from beginner's tactics to new scenarios and ship classes. The web site also has additional rules and fleet lists for other Warhammer 40,000 races. If you prefer such material in book form, this book's companion volume, Battlefleet Gothic: Armada, is available. The Battlefleet Gothic range of ships can be purchased from Games Workshop Direct channels; visit the web site or the store where you bought this book for more details.

This first section of Battlefleet Gothic details the core rules of the game – the nuts 'n' bolts of how different ships move and fight in space. Later sections cover the history of the Gothic War and how to fight a series of battles as part of an ongoing campaign. You don't really need to have learned all of the following rules to start playing; in fact, if you try to learn everything at once, you may end up getting a bit confused. Very few games, especially if you're just starting out as a Battlefleet Gothic player, will involve all of the rules detailed over the entire book. Our advice is to have a quick look through the rules once. You don't have to read every word, just get an idea of what's going on and where different rules can be found. After that, the best idea is to get stuck in and play a few games! As you come across situations that you're not sure how to deal with, look up the relevant section and read the rules as you are playing.

In particular, the sections on Unit Types, Leadership Tests, The Turn, The Movement Phase, The Shooting Phase, The Ordnance Phase and The End Phase contain all the core rules you need to play and it is there you will find most of the information you'll need. If you start in this way you will find that you pick up the basic rules in a few games and will be able to play for much of the time using just the information on the playsheets.

As you introduce other elements into your games, such as squadrons and lumbering battleships, read through the appropriate rules to refresh your memory and refer to them during play.

The Battlefleet Gothic book is divided into six sections containing rules, advanced rules, a guide to painting your models, battles to fight, background information and details of how to fight a campaign set during the Gothic War.

The Core Rules give you rules for staging your own battles using miniatures and dice. Types of ships, leadership, special orders, movement, shooting, weaponry and damage are all covered.

The Advanced Rules introduce extra rules for ramming, boarding actions, ships fighting in squadrons, planetary defences and advice on setting up a tabletop battlefield using celestial phenomena (asteroids, planets, etc).

The Painting and Modelling Guide gives a step by step guide to painting your models, fleet colour schemes, advice on modelling and converting ships, planetary defences and celestial phenomena plus useful pointers on collecting war fleets.

The Scenarios Section contains ten mission scenarios for you to fight and sub-plots to add extra spice to your games.

The Gothic War details the history of the conflict, with information on the ships involved, fleet lists for you to use in choosing your own forces for battles, plus rules, ship details and fleet lists for Ork pirates and Eldar corsairs.

The Campaign Rules tell you how to run an ongoing series of battles through the Gothic War, with rules for crews gaining experience, commanders winning (and losing) renown, repairs, refits, upgrades and capturing star systems.

The very first part of this book, the bit you're reading now, is given over to discussing common conventions used in Battlefleet Gothic, model scale, what you will need to play and so on. Even if you are familiar with wargaming in general you may find it useful to read over this section before going on to the rest of the book.

WHAT YOU WILL NEED

As well as the Battlefleet Gothic rulebook, there are a number of other things you'll require to be able to play. For a start, you will need two or more players, with models to represent their ships. You will also need a battlefield to fight over. Any firm, level surface will do, such as a tabletop or an area of floor – most kitchen tables will do fine! It's a good idea to use an old sheet or blanket to protect the table from scratches and chips. Some players make a special gaming board from chipboard or other similar material, which they can place on top of a table to extend their playing area. Onto this surface, you can then place the celestial objects around which the battle is fought, such as planets, moons, asteroid fields and dust clouds. You can find out more about fleets and the battlefield later on.

As well as players, ships and a battlefield there are a few other things you will need. At least one measuring device marked in centimetres (such as a retractable tape measure or ruler). All distances in this book are given in centimetres. You will also need some ordinary six-sided dice and a pen and some paper for noting down damage to ships and other details.



Above are some of the items you will need to play Battlefleet Gothic – pens, paper, ordinary six-sided dice, special order dice and some sort of measuring device (in centimetres). As well as these you will also need a tabletop to play your battles on.



"You are expected at all times and in all situations to conduct yourself in a manner appropriate to, and mindful of, the great duties and traditions of the Emperor's Most Glorious and Honourable Navy."

Opening line of the Imperial Navy Articles of War.

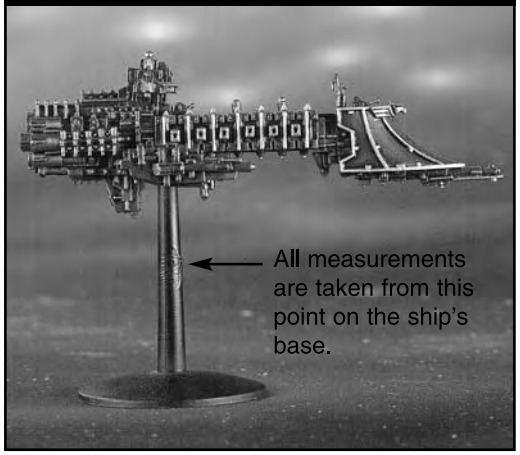
FIRST PRINCIPLES

At this early stage in the book it's worth establishing some initial principles about the Battlefleet Gothic game.

SCALE

First of all – space is big! Very, very big. Take your conception of a long way (ie, down to the shops when it's raining hard) and multiply it by a million, then by another million… and then by another million and you're still not even close to how far apart things are in space. In order to include interesting and exciting features such as planets and moons on the battlefield and have ship models which are not the size of molecules, Battlefleet Gothic takes some liberties with scale. In short, the ship models are designed to look good and be nice to paint, but they are not intended to be in scale with planets. To prevent this becoming a problem in the game it is assumed that the ships actually occupy the point in space shown by the stem of their base.

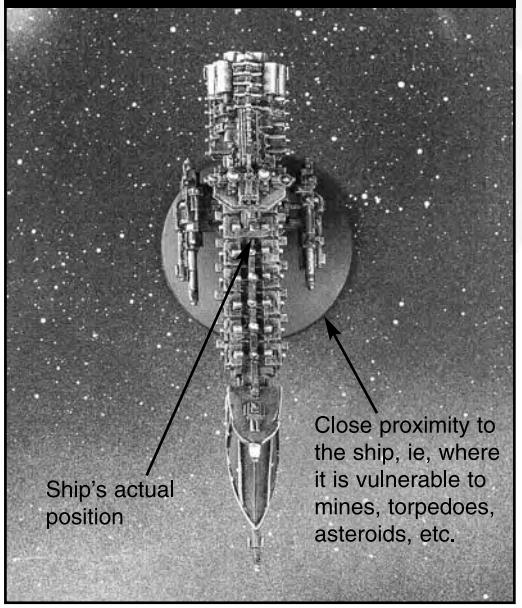
TAKING MEASUREMENTS



In keeping with this principle, movement distances are measured from the stem on the ship's base and distances for firing are measured from the stem of the ship's base to the stem of the target model.

The actual base of a ship model represents very close range around the ship, no more than a few thousand kilometres. At this distance all kinds of dangers can affect the ship itself such as torpedoes, deep space bomber squadrons, other ships exploding or asteroids striking. Hence, for the purposes of the game, if something affects an area of the battlefield, like the markers used to represent torpedo salvoes or the boundaries of an asteroid field, a ship is affected if its base is touched, or if a ship moves so that its base comes into contact with the hazard.

CLOSE RANGE



3D OR NOT 3D?

As well as being very big, space is also infinitely wide, high, deep etc. Despite this, Battlefleet Gothic is played on a flat tabletop. To allow for the vagaries of three dimensions and the vast distances involved, ships can move and fire past each other without any risks. It's easy to imagine that individual ships are just a few hundred kilometres higher or lower than each other and so have plenty of clear space to manoeuvre in.

The reason for the lack of 3D movement is twofold. Firstly, making the game work in three dimensions would add little to the tactics of it, because unlike aircraft combat, where the force of gravity means whoever is highest has an advantage, combat in the zero gravity of space would turn fighting in three dimensions into little more than a range modifier. Secondly, for the practical mechanics of the game, working in 3D would complicate the rules immensely.

DICE ROLLS

There are lots of occasions in a battle when you have to roll dice to see how a ship's actions turn out – how effective shooting is, what damage is done to an enemy ship, how well captains and their crews react to the stress of battle and so on.

All dice rolls in Battlefleet Gothic use a standard six-sided dice (usually shortened to D6). Sometimes you will need to modify the result of the dice roll. This is noted as D6 plus or minus a number, such as D6+1 or D6-2. Roll the dice and add or subtract the number indicated to get the final result.

For example, D6+2 means roll a dice and add 2 to the score, giving a total between 3 and 8.

You may also be told to roll a number of dice together, which is written as 2D6, 3D6 and so on. Roll the indicated number of dice and add the scores together, so that with a 2D6 roll, two dice are rolled and added together for a score between 2–12, 3D6 adds together the scores of three dice for a total between 3 and 18 and so on.

For example, a 2D6 roll of a 5 and a 3 are added together to score 8.

Another method used is to multiply a dice by a certain amount. Thus, D6x5 means the result of a D6 roll multiplied by 5, giving a total between 5 and 30.

Sometimes a combination of these methods may be used, such as 2D6+5 giving a score between 7 and 17, or 3D6-3 which will total 0–15.

In a few rare circumstances you may be told to roll a D3. Since there's no such thing as a three-sided dice, use the following method for determining a score between 1 and 3. Roll a D6 and halve the score, rounding up. Thus a 1 or 2 equals 1, a 3 or 4 equals 2 and a 5 or 6 equals 3.

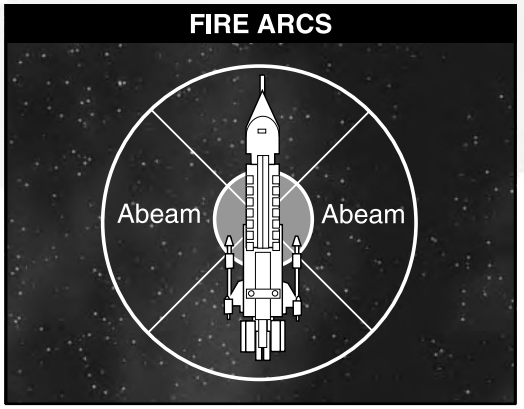
Re-rolls

In some situations the rules allow you a re-roll of the dice. This is exactly as it sounds – pick up the dice you wish to re-roll and roll it/them again. The second score counts with a re-roll, even if it means a worse result than the first. No single Special Order or other leadership test can be re-rolled more than once, regardless of the source of the re-roll.



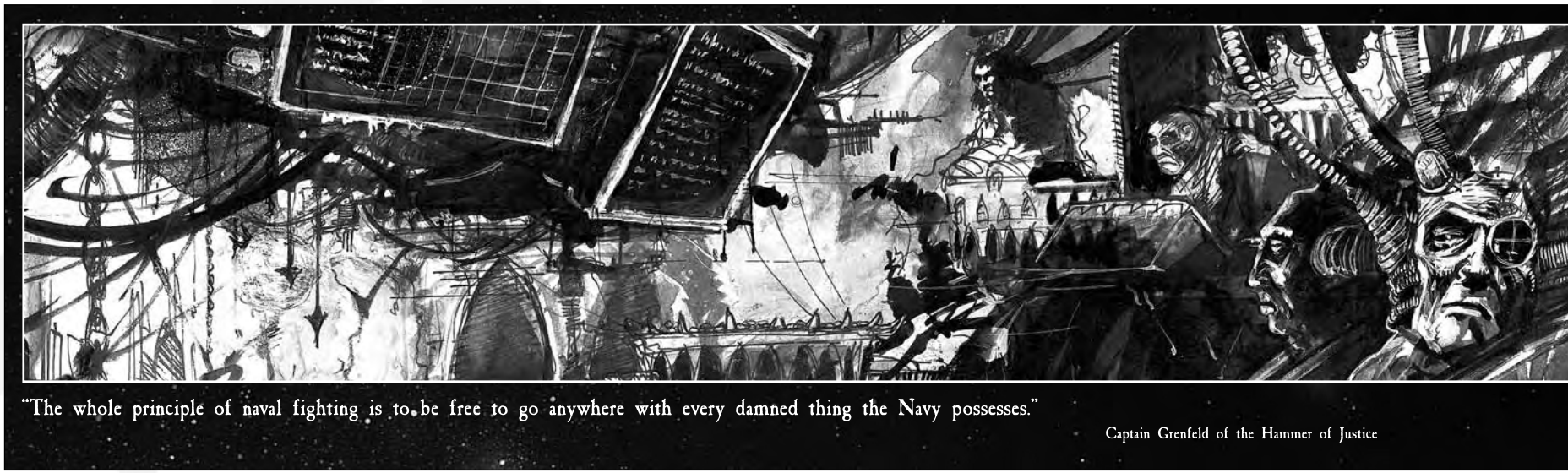
THE BEARING COMPASS

A vital instrument in the game is the bearing compass, a circular card template with a hole punched through the middle. It is used for two purposes. Firstly to check the fire arcs of your own ships to see which weapons they can bring to bear against the enemy. Doing so is simple: place the template over your ship so that the hole in the centre is above the centre of the flying stand and the two arrows are pointing along the length of the ship:



This places the 90° quadrants so that one is in front, one is behind and one is to each side of the ship. Fire arcs and ship's gunnery are explained in more detail in the Shooting Phase section.

Secondly, it is used to find out what aspect a target is presenting to a ship firing at it. In this case the bearing compass is placed over the target in the same way as described above. The aspect of the target is shown by which quadrant faces the firer.



"The whole principle of naval fighting is to be free to go anywhere with every damned thing the Navy possesses."

Captain Grenfeld of the Hammer of Justice

SHIP TYPES

Battlefleet Gothic allows you to fight space battles amidst the cold, bright stars of the Gothic Sector during the period of raging war and unbridled destruction heralded by the ninth Black Crusade of Abaddon early in the 41st millennium. At this time Imperial, Chaos, Ork and Eldar ships of all sizes clashed in deadly conflict. Massive beweaponed battlecruisers joust with lances of fusion fire, lumbering battleships duel with coruscating salvoes of destruction while their agile escort ships dart through the fray to slash at the battling leviathans.

The Citadel miniatures used to play Battlefleet Gothic are referred to as ships (or sometimes vessels) in the rules that follow. Each ship is an individual playing piece with its own capabilities. Different ships can have very different capabilities, so they are separated into the following types: battleships, cruisers and escorts.

Battleships are the largest fighting ships in space. They can absorb a tremendous amount of damage and mount weapons batteries capable of laying waste to entire continents. These vessels are so huge that they are comparatively slow and ponderous to manoeuvre, so they need support from other vessels to bring the enemy to battle.

Cruisers are the workhorses of any fleet. They are manoeuvrable, well-armed ships, capable of operating away from a base for extended periods. This means that cruisers are used for extended patrols, blockades and raiding deep into enemy held space. In a major battle, cruisers screen the approach of the fleet in support of the escorts and form the gun line once battle begins.

Escort Ships are the commonest warships in any fleet. They are fast, lightly armed and capable of running rings around heavier ships, which they accompany to protect them against torpedo attacks and to fight off enemy escorts. They are also used for independent actions such as scouting, raiding, protecting transport ships, and chasing pirates.

Note that for reasons of brevity, battleships and cruisers are often grouped together under the general heading of *capital ships*, a term which applies to all ships of both types.

SHIP DATA SHEETS

In the Ships of the Gothic Sector section you will find a complete set of characteristics for each vessel available in Battlefleet Gothic. These characteristics will tell you how fast, manoeuvrable, well-armoured and hideously armed they are.

The table below represents the characteristics for an Imperial Lunar class cruiser and a Murder class Chaos cruiser.

NAME: AGRIPPA **CLASS: LUNAR** **LEADERSHIP: 7**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	6+ front/5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	30cm	2	Left
Starboard lance battery	30cm	2	Right
Port weapons battery	30cm	6	Left
Starboard weapons battery	30cm	6	Right
Prow torpedoes	30cm	6	Front

NAME: UNCLEAN **CLASS: MURDER** **LEADERSHIP: 7**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45cm	10	Left
Starboard weapons battery	45cm	10	Right
Prow lance battery	60cm	2	Front

Name: All ships deserve a name! Well, except escorts maybe. There is a list of some of the most famous ships that fought in the Gothic War in the Ships of the Gothic Sector section, so feel free to use those or make up your own.

Class: Ships are not all the same, so they are listed as belonging to a particular class. Different classes may be approximately the same in terms of size and weight but vary a lot in details. What is basically the same hull may carry different weapons, bigger engines, more or less armour, etc. Ships may even be converted from one class to another in the course of a major refit. The two ships shown on the previous page are a Lunar class Imperial cruiser and a Murder class Chaos cruiser. You will notice that while they are the same type their actual characteristics are different.

Leadership: A ship's Leadership value indicates how experienced and well trained its crew are and/or how clever and decisive its captain is in combat. In a one-off game of Battlefleet Gothic the Leadership value of ships is randomly generated. If the ship fights in an ongoing campaign its Leadership can improve or worsen depending on how well the ship performs.

Type/Hits: A ship's Type tells you if it is a battleship, cruiser or escort. Its number of Hits indicates how big and strongly built its hull is and how large a crew it has. In Battlefleet Gothic, a ship's Hits represents how many times it can be hit and damaged before it is reduced to a floating wreck (note that Hits are also referred to as damage points: don't be confused – both mean the same thing). Both cruisers in our example have 8 Hits, which is average for a cruiser.

Speed: The Speed characteristic tells you how far a ship moves in one turn. Vessels can potentially move faster than this but the additional power output needed will divert energy from weapon systems. The Chaos cruiser has a slight edge over the Imperial one in terms of speed, which gives it an important advantage in combat.

Turns: Ships can usually turn just once during their move. This characteristic shows how sharply it can turn. In this case both ships can turn up to 45˚, which is again about average for cruisers.

Shields: Nearly all ships are protected by powerful force field generators that can absorb or shunt aside incoming hits. Shields are rated according to how many hits they can absorb in a turn before they temporarily collapse. Both the ships shown have shields capable of absorbing two hits.

Armour: The ship's Armour rating shows how well protected it is and/or how difficult it is to damage. When the ship is fired upon, the attacker needs to roll equal to or over its Armour rating on a D6 in order to score a hit. The Chaos cruiser has Armour of 5+ all round, but the Imperial cruiser has a heavily armoured prow which makes its Armour 6+ against shots from its front.

Turrets: In addition to their main armament, most ships carry numerous small, quick-firing turrets. These are mounted over the length of their hull to shoot down incoming torpedoes and fighters. Both cruisers mount enough of these lighter weapons to have a Turrets value of 2.

Armament: This section lists the ship's main armament and its location.

"There is nothing better that a man can do than lay down his life in the service of the Emperor."

Inscription at the top of the Gothic Monolith in the Chamber of Heroes

Range/Speed: The maximum range of weapons is shown in centimetres. In the case of ordnance weapons which move towards their target, such as torpedoes or fighters, the speed of the weapon is shown rather than its maximum range. As you can see, the Lunar class cruiser mounts more weapon systems than the Murder class but they all have a shorter range.

Firepower/Strength: This number represents how effective a weapons system is when it shoots – the higher the number the better. Special weapons systems like torpedoes and lances have a Strength rating instead of a Firepower value. In this case the greater firepower of the Murder class cruiser is counter-balanced by the lances and torpedoes of the Imperial ship.

Fire Arc: Weapon systems may only fire in particular directions depending on where they are mounted on the ship. Both the cruisers shown mount most of their weaponry in broadsides on either side of the ship. Few vessels mount any rear facing weapons – their engines are too massive and the thermal 'backwash' they create makes targeting almost impossible.

+++INCOMING.ORDERS+++FLEET.TO.ASSEMBLE.AT.GRID.586/A.[GETHSEMANE]+++LORD.RAVENSBURG.COMMANDING.DIVINE.RIGHT+++BATTLEGROUP.FEROCIOUS.TO.ATTEND+++BATTLEGROUP.IMPETUOUS.TO.ATTEND+++PATROL.FLEET.ERINYES.TO.ATTEND+++OPERATION:.TOTAL.ERADICATION.OF.ENEMY.FORCES.BY.ALL.MEANS.NECESSARY+++MAY.THE.EMPEROR.GUIDE.YOUR GUNS+++

+++BY.YOUR.COMMAND+++PRAISE.THE.EMPEROR+++

LEADERSHIP

"A magnificent ship no doubt, but I would rather have a crew who knew their airlaps from their transons."

Admiral Rath on receiving command of the Emperor class battleship Dominus Astra.

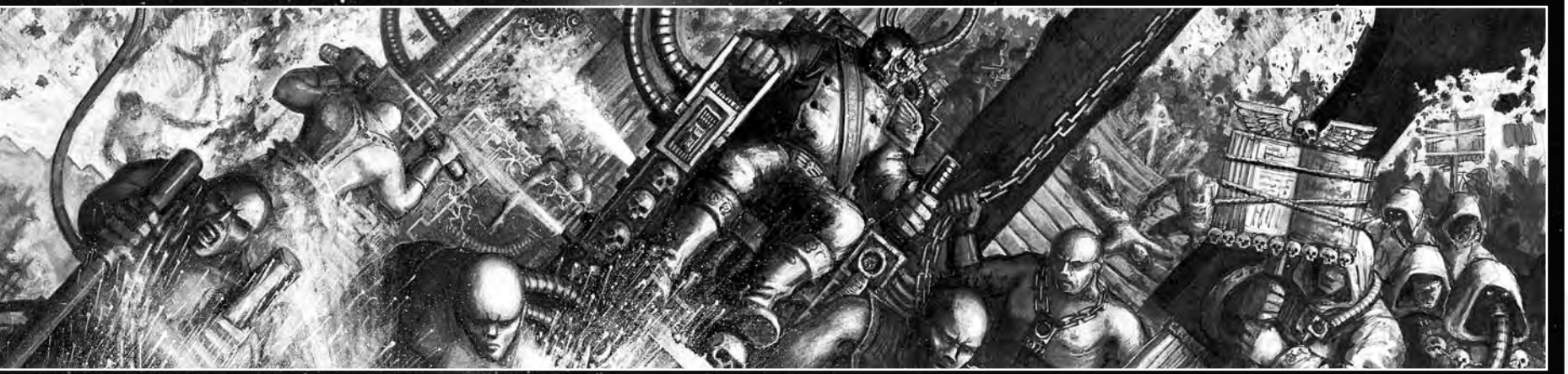
Even the smallest stellar craft is a marvel of engineering, packed with machinery and technology of the highest sophistication. The truly massive stellar warships are almost impossible to comprehend in their complexity, with thousands of crew members performing millions of tasks to keep the whole vessel in working order. It is said that no single man could fully understand all of the machinery and systems that work together to make such a vessel function. Nonetheless, it is ultimately the captain and crew who will determine how well a ship performs in combat. A ship under the command of an inspiring captain with a dedicated, well-trained crew can consistently outrun or outgun enemy vessels.

In Battlefleet Gothic, the expertise of a captain and his crew is shown by the ship's Leadership value: the higher it is, the better the captain and crew. Leadership is very important, because ships must test against it if they wish to use special orders.

STARTING LEADERSHIP VALUES

As mentioned earlier, in one-off games you roll a D6 to determine each ship's Leadership value before the start of the game. Look up the result of the dice roll on the table below to see what Leadership value the ship has. Escorts roll once per squadron, with the whole squadron sharing the leadership value rolled. Each capital ship rolls individually for leadership, even if it is in a squadron. Squadrons are explained fully later in the rules

D6 ROLL	LEADERSHIP
1	Untried (Ld 6)
2-3	Experienced (Ld 7)
4-5	Veteran (Ld 8)
6	Crack (Ld 9)



"The Emperor is master of the galaxy, but the captain is master of his ship."

Popular naval saying

SPECIAL ORDERS

There are six different special orders and each one allows a vessel to perform better at something, such as gunnery or navigation, during its turn. A ship or squadron can only ever be on one special order at a time. The six special orders are:



All Ahead Full: A ship going *All Ahead Full* directs more power to its engines to produce an extra burst of speed, gaining an extra 4D6cm of movement. Its weapons are reduced to half effectiveness and the ship may not turn while moving under this order.



Come to New Heading: The ship sacrifices opportunities to fire its weapons in order to turn more sharply, allowing the vessel to turn twice during its movement phase, instead of only once, but at a cost of halving its weapons' Firepower or Strength.



Burn Retros: The ship directs additional energy to its retro thrusters in order to kill some of its forward momentum and hold position. Again, this reduces the Firepower and Strength of the ship's weaponry but the vessel can turn more sharply, thereby using the retros to turn on the spot.



Lock On: The ship maintains a steady course and draws additional energy from its engines to fire its armament in multiple salvoes. While a *Lock On* order prevents the ship from turning, its shooting is far more effective, because it may re-roll any To Hit dice that miss during the shooting phase, making this probably the most useful special order to issue once the enemy are in range.



Reload Ordnance: Ships start the game with their ordnance, such as torpedoes and attack craft, fully loaded and armed. However, once the ordnance has been fired or launched the vessel must reload before it can use its ordnance again. Reloading is done by using *Reload Ordnance* orders. Reloading ordnance does not inhibit a ship's manoeuvring or firing but is a vital order for ships which have to rely on their ordnance to attack.



Brace For Impact! This order is unusual in that it can only be used during the ordnance phase or during an opponent's turn (usually when a particularly deadly salvo is about to strike the ship). The captain of the vessel orders his crew to brace for impact; power is redirected to the shields, blast doors are slammed shut and the crew hang onto something secure. The ship gains a saving throw of 4, 5 or 6 on a D6 against any hits inflicted on it by the enemy, but its firing is reduced to half effect and it may not use any other special orders in its next turn (the crew need time to re-open its blast doors, redirect power, etc).

Each of these special orders is covered in more detail in the appropriate sections of the rules and a summary of them is included on the playsheet for your convenience.

TAKING COMMAND CHECKS

In the midst of battle a captain may order his ships to perform special maneouvres or direct more of his ship's power to weapons or engines. However, in order to do this the ship undertaking special orders must first pass a *Command check*.

To make a Command check, roll 2D6 and compare it to the ship's Leadership value (Ld). If the roll is equal to or under the ship's Ld value it has passed the check and goes onto special orders. Then move the ship or squadron as appropriate before moving on to place your next special order. Place a special order dice next to the model with the appropriate symbol face uppermost as a reminder. A ship can never be on more than one special order at a time unless specifically described otherwise in its special rules.

With all of the orders except *Brace For Impact* you must make the check in the movement phase before moving the ship. Each ship or squadron may make a Special Order until all are under Special Orders or a Command Check fails.

If the roll is higher than the ship's Ld value, it fails the test and may not go onto special orders. Furthermore, once you have failed a Command check for one ship in your fleet you may not make *any* further Command checks to use special orders in the same turn. It can be imagined that the delays and confusion in trying to get that particular ship to perform special orders means that the opportunity has passed for any further special orders to be issued.

"He who seizes the moment, he is the right man."

Fleet-Admiral Hawke

Command Check Modifiers

Some circumstances will make it easier or harder for a vessel to use special orders. To represent this, there are two modifiers that can apply to Command checks, one positive and one negative. Under no circumstance can a ship's Leadership be modified higher than Leadership 10.

Under Fire -1 If a ship has Blast markers in contact with its base, it is under fire and suffers a -1 modifier to its Leadership. Blast markers are described more fully in the Shooting section of the rules. For now it's simply worth knowing that they represent weapon impacts, debris clouds, and other impediments to calm and orderly ship operation.

Enemy Contacts +1 Enemy ships on special orders create anomalous energy emissions which make it much easier for the ship to detect them and react quickly. For this reason the ship gains a +1 modifier to its Leadership value if any enemy ships are on special orders.

For example, the Imperial cruiser Agrippa (Leadership 7) wants to use All Ahead Full orders to catch up with the Chaos cruiser Unclean. The Chaos cruiser used Lock On orders last turn so the Agrippa gets a +1 modifier to its Leadership value. Rolling 2D6 the Imperial player gets a 2 and 6 for a total of 8 and passes its Command check by equalling its modified Leadership value.

Other Leadership Tests

Sometimes a ship will have to test against its Leadership value for something other than using special orders. In these cases the test is for the captain and his crew to pull off a courageous or difficult undertaking.

For example, a successful test against Leadership is required for a ship to ram an enemy, safely navigate an asteroid field or target a specific vessel. These tests are taken like Command checks by rolling a number of dice and comparing the total score to the ship's Leadership value. If the score is equal to or less than the ship's Leadership, the test is passed.

Leadership tests can be undertaken even if a Command check for special orders has been failed earlier in the turn. No modifiers apply to leadership tests – such modifiers are unique to command checks for special orders.

SPECIAL ORDERS SUMMARY



RELOAD ORDNANCE
The ship may reload any ordnance it is armed with in the shooting phase. See page 27.
Speed: Half to full cruising speed.
Turns: Up to one.
Armament: Full effect.
Ordnance: Full effect.



ALL AHEAD FULL
The ship may move at an increased speed. See page 16.
Speed: Cruising speed + 4D6cm (make one roll for the whole formation).
Turns: None.
Armament: Half effect.
Ordnance: Full effect.



BURN RETROS
The ship may move at up to half its cruising speed or remain stationary. See page 16.
Speed: Zero to half cruising speed.
Turns: Up to one.
Armament: Half effect.
Ordnance: Full effect.



LOCK ON
To Hit rolls for lances and weapons batteries may be re-rolled. See page 21.
Speed: Half to full cruising speed.
Turns: None.
Armament: Full effect.
Ordnance: Full effect.



COME TO NEW HEADING
The ship can make an extra turn. See page 17.
Speed: Half to full cruising speed.
Turns: Up to two.
Armament: Half effect.
Ordnance: Full effect.



BRACE FOR IMPACT!
You may brace for impact at any time during either player's turn, replacing any special orders the ship already has. The ship gains a 4+ save against each damage point inflicted on it (hits on shields can not be saved). The ship may not be placed on any other special orders while this order is still in play. Leave the Brace For Impact Orders in place during the ship's next turn and remove the orders in the end phase. See page 23.
Speed: Half to full cruising speed.
Turns: Up to one.
Armament: Half effect.
Ordnance: Half effect

THE TURN

A game of Battlefleet Gothic is unlike many other games such as chess or draughts where you only move one piece at a time. A tremendous amount of action takes place in a real battle: ships manoeuvre and fire at each other, fighters and bombers are launched in vast waves and torpedoes scream towards their targets.

In a real battle, this all happens at once amidst the chaos of combat. A Battlefleet Gothic game represents the ebb and flow of battle, but in order for us to decide its outcome players alternate taking turns moving and fighting with their ships. So in a battle, player A will move and fight with his ships first, then player B will move and fight and then player A will move and fight again, etc.

In his turn a player can move and fight with all of his ships. For convenience, moving and shooting are dealt with one after the other. This means that you move all your ships first and then all your ships, that are able to, fire. This helps everyone keep track of what's going on and makes it easier to know when each player's actions are finished.

In a turn the player performs his actions in the appropriate phases – the move, shoot and ordnance phases to be precise. Exactly what happens in each phase is described in The Turn Sequence later.

WHO GETS THE FIRST TURN

Which player gets the first turn of the game can be determined in a number of different ways. Normally both players roll a D6 and the player with the highest score can decide to move either first or second. Sometimes the kind of game you are fighting will decide it for you. For example, in an ambush the attacking side will always get the first turn.

Fighting all sorts of different battles is covered in more detail in the Scenarios section later.

ENDING THE BATTLE

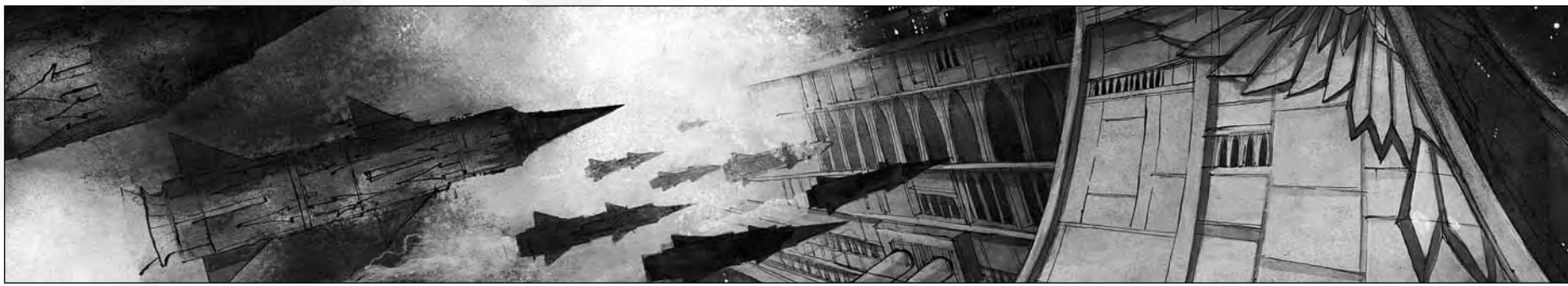
A battle can end in a number of different ways. Most commonly in Battlefleet Gothic fighting continues until either one side surrenders, or has no ships remaining on the tabletop.

However, in certain kinds of battles, players might be able to win a 'sudden death' victory which ends the game immediately – eg, if they destroy the enemy flagship. Alternatively you might decide to end a battle at a preset time if you only have a limited amount of time to play in.

Different ways of ending the battle are discussed in more detail in the Scenarios section.

EXCEPTIONS

There are times when a player will perform certain actions when it is not their turn, such as *Bracing for Impact* for example. It may also be convenient to interrupt a player's turn because of some event occurring, such as an enemy ship being detected. The thing to remember is that the turn sequence will always continue after the interruption as normal.



TURN SEQUENCE

1. THE MOVEMENT PHASE

This is when a player moves his ships.

The player begins by removing any special order dice he placed last turn (except for ships on *Brace for Impact* orders. They are stuck with them for this turn).

Next, the player moves his ships and squadrons one at a time. In this phase he may also take Command checks to institute special orders before moving a ship or squadron. If any Command check is failed no further checks may be made in the same turn.

Note that ships must always move at least half their speed unless they wish to use the *Burn Retros* special orders in order to hold position. See the Movement rules for more details about how to move your ships.

2. THE SHOOTING PHASE

Players may fire at each other's vessels during this part of the turn.

The player can shoot with any of his ships that are within range of enemy vessels. See the Shooting rules for more details about how to resolve shooting.

3. THE ORDNANCE PHASE

Both players may move any Ordnance markers (such as torpedoes or fighter squadrons) which were launched in the shooting phase or are still on the tabletop, having been launched in a previous turn. See the Ordnance rules for more details.

4. THE END PHASE

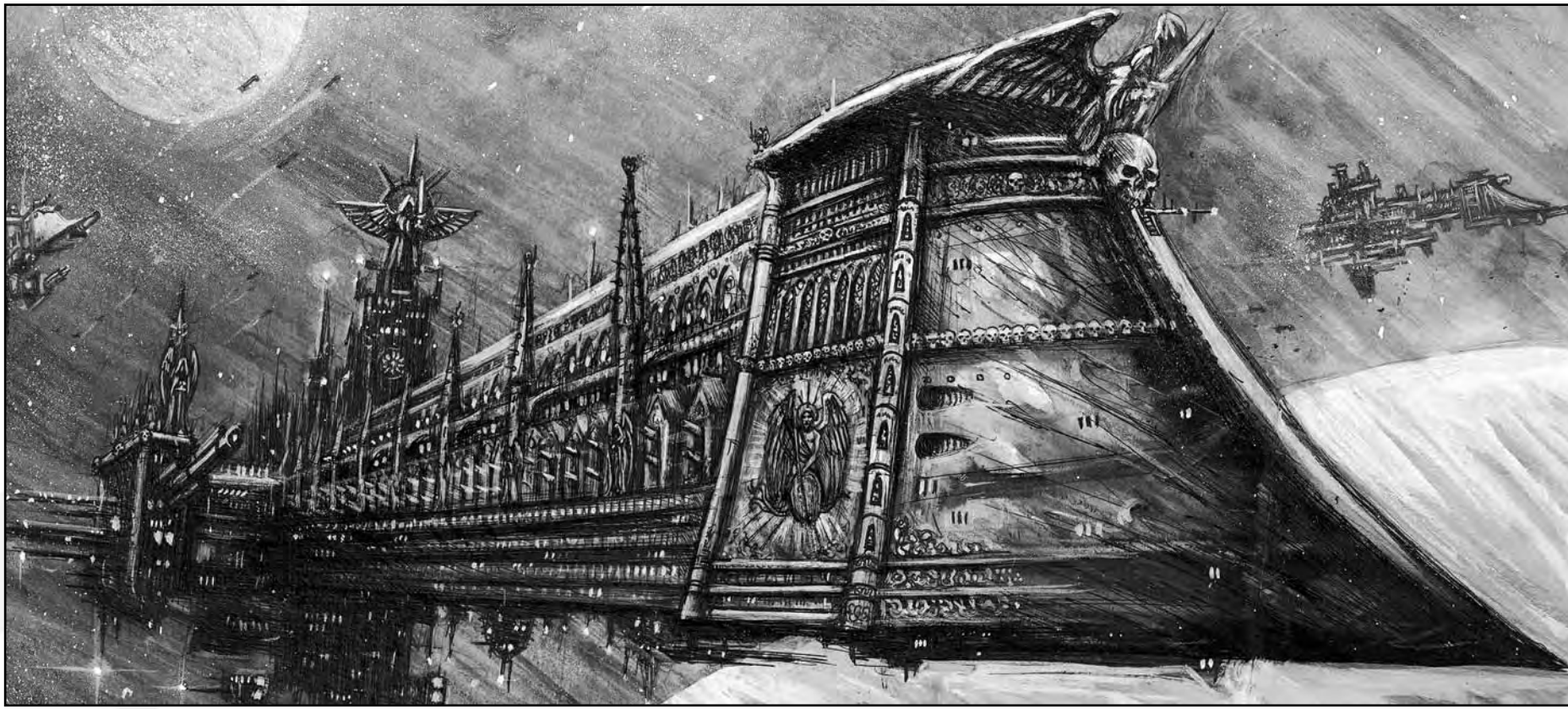
Both players may attempt to repair critical damage which has been inflicted on their ships: D6 Blast markers are also removed by the player whose turn it is. See the End Phase rules for more about repairs and removing Blast markers.



THE MOVEMENT PHASE



During the movement phase, vessels manoeuvre into position to begin battle. Moving your battlefleet into the right position to rain destruction upon your opponent is vital – some ships need to keep their distance while others need to come to grips at close quarters. The movement phase is filled with opportunities. By moving your ships you can surround a target and destroy it, smash through the heart of an opposing fleet, lurk behind planets and moons, flee from powerful enemies, even set traps to lure unwary foes to their destruction. A wise admiral can achieve all this and more in the movement phase.



BASIC MOVES

A player may move each ship up to its standard move distance each turn. Once one ship has completed its movement, the player selects another and moves that one and so on until he has moved all the ships he wishes to move. This can be summarised as:

1. Choose a ship to move.
2. Move the ship up to its maximum move distance.
3. Choose another ship to move.

Note that a player **has** to move his ships unless they use the *Burn Retros* special order to remain stationary. A ship has to move at least 5cm to not count as defences against the Gunnery Table.

MOVE DISTANCE

Ships are pushed through the firmament by the most powerful engines anywhere in the galaxy. In space combat, the thrust available to a vessel can mean the difference between survival and destruction.

All ships can move at up to their normal speed. Speed varies from one ship to another, but by way of example, an Imperial Lunar class cruiser has a speed of 20cm.

A ship's normal move may be increased by using the *All Ahead Full* special order that follows. A vessel's move can also be decreased in some circumstances during a battle. Damage to the ship may inhibit the efficiency of its engines and reduce its top speed, and a ship which moves through Blast markers will be slowed slightly by the shockwaves and explosions.

Minimum Move Distance

Ships moving under engines retain enormous amounts of momentum. If a vessel slows down without the correct preparations, it is so big that there is a very real chance that its structure will be damaged because the whole of its vast length isn't moving at the same speed. Because of this, ships must always move at least half of their speed unless they use the *Burn Retros* special order, detailed below. Ships who are unable to move half their speed (due to damage, blast markers etc.) must move the maximum possible distance instead.

Special Orders: *All Ahead Full*



A ship can move faster than its basic cruising speed by using the *All Ahead Full* special order. If the ship passes its Command check it adds 4D6cm onto its move distance and must move its full movement distance. In the case of squadrons, just make one roll and add the amount rolled onto the movement distance of all the ships in the squadron. Using *All Ahead Full* orders means that a ship cannot turn and its firing ability is less effective, as explained in the Shooting rules. *All Ahead Full* orders are most useful for closing in on a distant foe or escaping from a deadly situation.



Special Orders: *Burn Retros*

A ship can move slower than half its basic cruising speed by using the *Burn Retros* special order. If the ship passes its Command check it can move at up to half its cruising speed, or even remain stationary (hold station). A ship can turn when using this order but its firing is less effective. *Burn Retros* orders are handy for holding back, when moving at full speed would bring you within range of an enemy's guns, or would cause a ship to crash into asteroids.

TURNING

The bigger a ship, the slower it will turn. While light escort ships are quite agile, larger cruisers are ponderous beasts. The time lag between a cruiser applying thrust and turning is considerable. Battleships take even longer to manoeuvre.

When ships move they have to travel in a straight line, directly ahead. However, ships may make one turn as part of their movement unless they are using special orders which prevent them from doing so.

A ship can turn by a maximum of either 45˚ or 90˚, how sharp a turn it can make is included in the ship's characteristics. A ship can only count forward movement made in the current movement phase as part of its minimum movement before turning. By way of example, the Imperial Lunar class cruiser is able to make turns of up to 45˚.

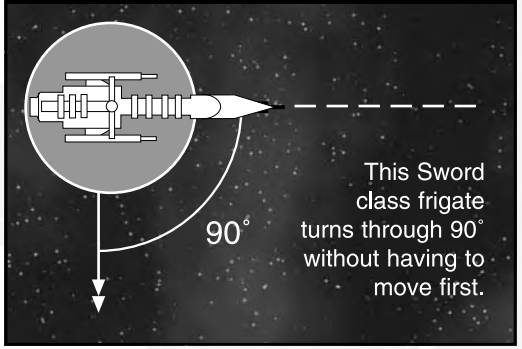
Large ships have to move a certain distance before they are allowed to make a turn. The distance they must travel depends on their type:

- *A battleship must move 15cm before it can execute a turn.*
- *A cruiser must move 10cm before it can execute a turn.*
- *An escort ship can execute a turn at any point in its move.*

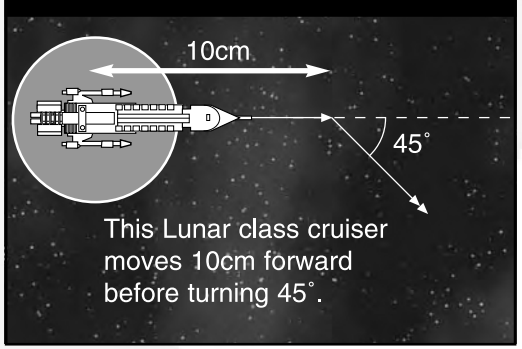
"Blessed be the coruscating plasma of the engine room,
Spiritus Machina protect us from thy burning doom.
Harness unto our will the power of light,
Let conduit and coil work alright."

Catechism of the Engin-near

BASIC TURNING 1



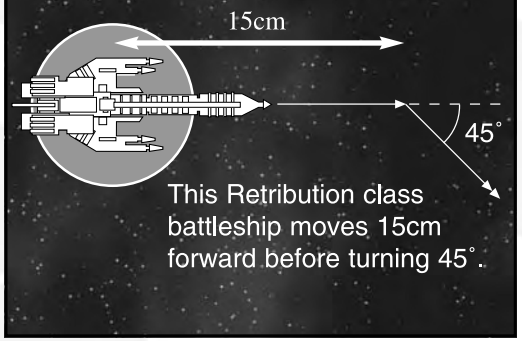
BASIC TURNING 2



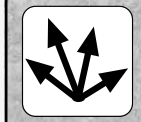
"His great art was to be in the right place at the right time – others were not so cunning."

Captain Compel Bast
of Lord Admiral Ravensberg

BASIC TURNING 3



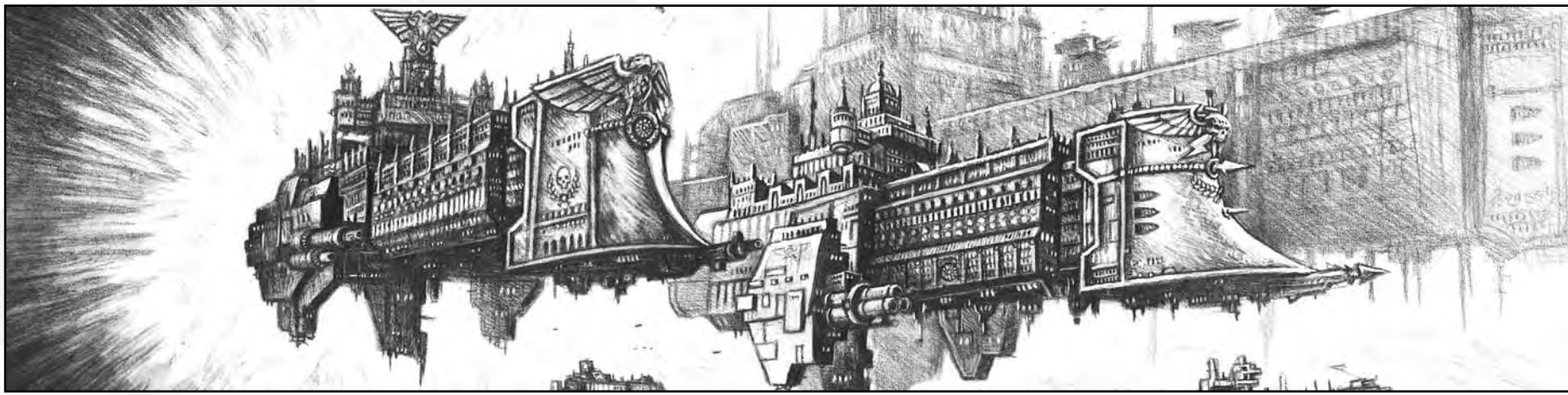
Special Orders:
Come To New Heading



A ship can turn more sharply by using the *Come To New Heading* special order. If the ship passes its Command check, it may make an extra turn during its movement. Using *Come to New Heading* means that a ship is less effective in the shooting phase as explained in the Shooting rules. *Come to New Heading* orders are best used either for turning to get a more favourable attack angle on an enemy as it attempts to escape, or to outmanoeuvre a larger enemy ship. All the normal restrictions for turning apply to the second turn. This means a cruiser that moves 10cm before turning must move at least 10cm more before turning again.

Special Orders: *All Ahead Full*
As mentioned earlier, a ship using *All Ahead Full* orders may not turn at all.

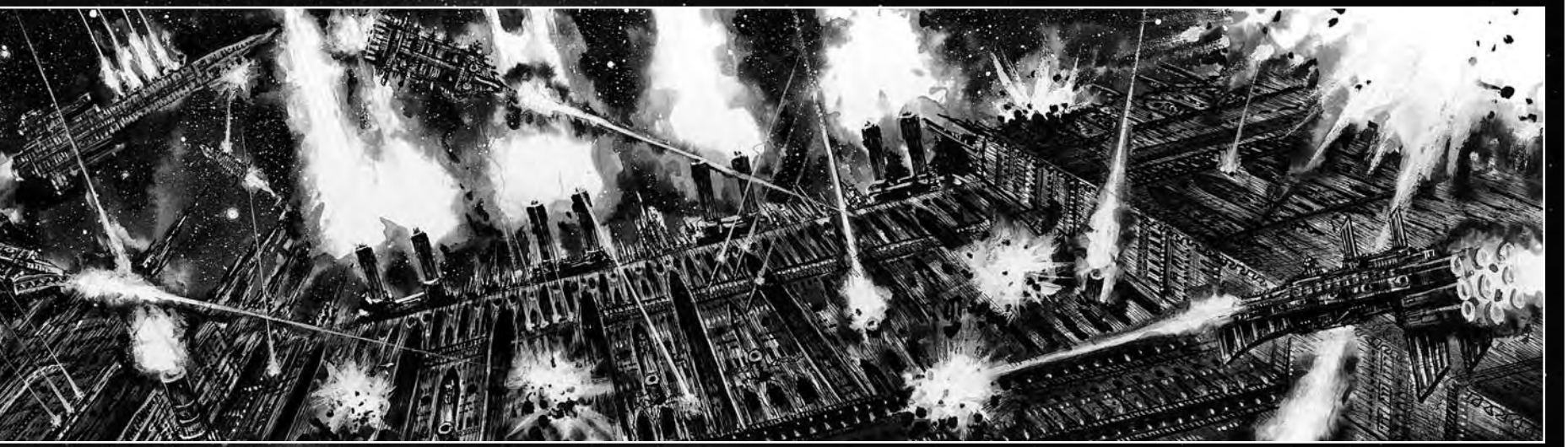
Special Orders: *Burn Retros*
A ship that is using the *Burn Retros* special order can make a single turn without having to move forward first.



THE SHOOTING PHASE



In the shooting phase, your ships get to unleash their weaponry against the enemy. The attacks that ships make are divided into two sorts: direct firing and ordnance attacks. Direct fire attacks include weapons such as lasers, fusion beams and plasma launchers which when fired hit almost immediately, even across tens of thousands of kilometres. Ordnance attacks include torpedoes and fighters, which are launched during the shooting phase but are not resolved until they hit their target in a subsequent ordnance phase.



"The Incendrius shuddered as the fire from our gun-decks continued. Broadside after broadside was levelled into the grand cruiser's prow, smashing through her shields and making a ruin of her bow armour. The enemy tried to turn sharply to bring her own batteries to bear, but Captain Grendl was expecting this and we moved with them, still pouring a torrent of plasma into the twisted and wrecked prow. Flames were licking along the port side of the traitor's hull now, as ruptures in her armour sent pressurised air flooding into the ether, ignited by the plasma bolts that were continually raining down."

Extract from the log of Third Lieutenant Brass on the destruction of the Bringer of Despair by the Incendrius

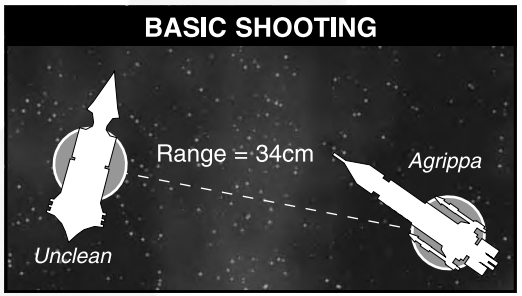
DIRECT FIRE

Direct firing uses a ship's weapons batteries, lances and nova cannon. A player can make direct fire attacks with each of his ships during his turn. In order to make direct fire attacks, the firing ship must have at least some weapons within range and fire arc of the enemy. Once one ship has done all its firing, the player selects another and fires that one and so on until the player has fired all of the ships he wants to. This can be summarised as:

1. Choose a ship to fire.
2. Check the ship has targets within range.
3. Check the ship has weapons within fire arc of the target.
4. Resolve firing.
5. Choose another ship to fire.

RANGE

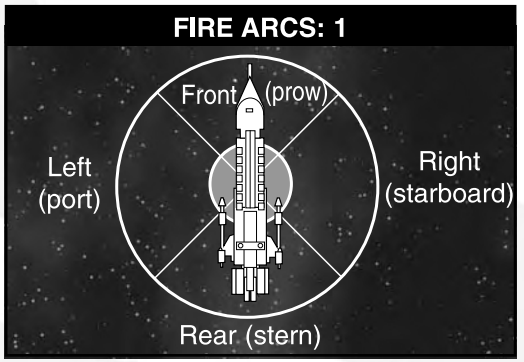
Measure the range from the firing ship to the target vessel. Then look up the range of the firing ship's weapons on its characteristics: any weapons which are out of range may not fire. Because ships vary immensely in size and shape, we use the stems of the models' bases as a pair of convenient centre points for checking range.



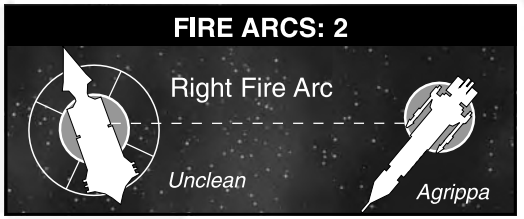
In the example above the Unclean is firing on the Agrippa. The Unclean is 34cm away so its weapons batteries (range 45cm) are within range.

FIRE ARCS

Weapons have a limited field of fire depending on where they are mounted on the vessel. The different fire arcs are: front, left, right and rear.



A weapons system must have a target ship within its fire arc in order to fire.



The Unclean has the Agrippa in its right fire arc, so it may fire at it with any of its weapons which can be brought to bear in that arc.

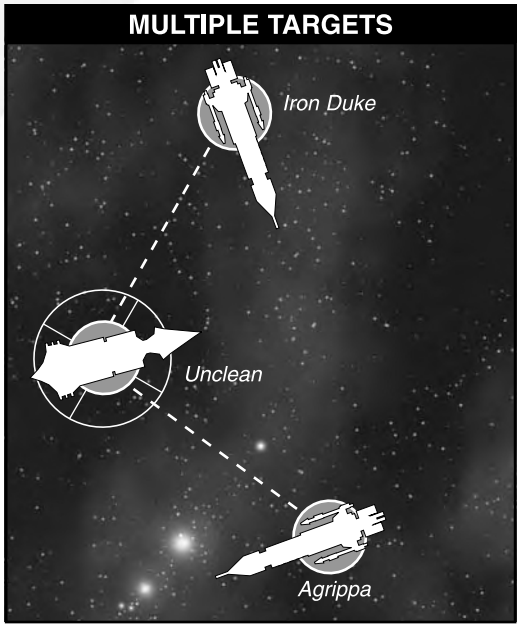
Some weapon systems can shoot into more than one fire arc. For example, many cruisers have weaponry in a dorsal mount (ie, along the top of the vessel) and dorsal mounts can fire left, front or right. Some weapons can even fire all round. Some special weapon systems are area-effect weapons that do not aim nor are directed at a particular target. These weapons or effects always affect all around the firing vessel.

TARGET PRIORITY

Enemies at close range pose a much greater threat than those thousands of kilometres away, so a ship will normally target the nearest enemy ship or squadron. However, a ship can always fire at whatever targets you like if it takes and passes a Leadership test on 2D6 first.

Multiple Targets

Normally a ship will be in a position where only some of its weapon systems can be brought to bear against the closest enemy. Unengaged weapons may still be fired at other targets, providing that the closest enemy is shot at as a matter of priority.



In the example above the Unclean may fire its left arc weaponry against the Iron Duke and its right arc weaponry against the Agrippa.

"Rake 'em across the prow from close range! They'll not forget that in a hurry."

Captain Grenfield's advice during the Battle of Merlin VI

DIRECT FIRING: LANCES

Lances are incredibly high-powered energy weapons that are capable of burning straight through an armoured hull or cutting an escort ship in two. On Imperial and Chaos ships, lances are usually mounted in huge turrets with quad or triple energy projectors that focus into a concentrated beam of destruction.

Lance Rules

If a lance weapon system is within range and fire arc of the target simply roll 1D6 per point of lance Strength. Any dice which score a 4, 5 or 6 hit the target regardless of the target's Armour value and cause 1 damage point. Ships with multiple lances in a given fire arc may split their weapon strength between targets but must still make a leadership check to fire on any target besides the closest.

For example, the Agrippa has lances that have a Strength of 2. If the vessel were to fire them, it would roll 2D6 and score one hit for each dice which rolled a 4 or more.

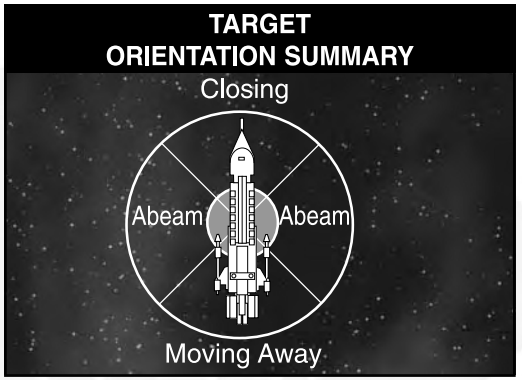
DIRECT FIRING: WEAPONS BATTERIES

Weapons batteries form the main armament for most warships, ensuring that much of their hull is pock-marked by gun ports and weapon housings. Each battery consists of rank upon rank of weapons: plasma projectors, laser cannons, missile launchers, rail guns, fusion beamers and graviton pulsars. Weapons batteries fire by salvoes, using a co-ordinated pattern of shots to catch the target in the middle of a maelstrom of destruction.

Weapons Battery Rules

If a ship's weapons battery is within range and fire arc of the target, look up the battery's firepower on the ship's data sheet. Then look up the target's type and orientation on the Gunnery table that follows.

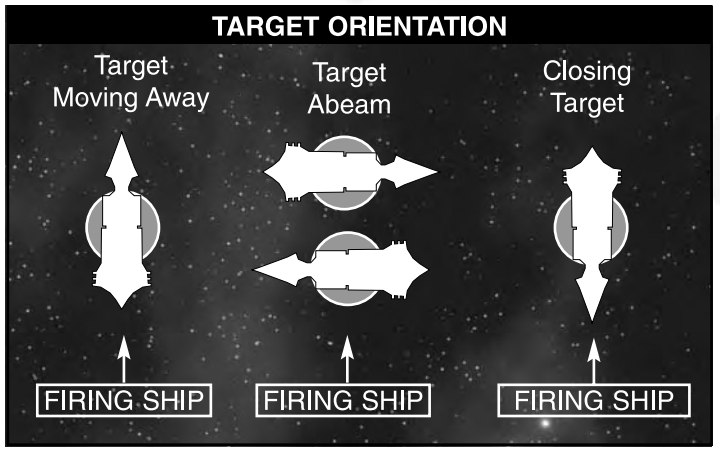
If a ship is firing multiple weapons batteries at the same target, total up the firepower of all the weapons batteries the firing ship is shooting at the target before consulting the Gunnery table. First find your total firepower on the column on the left of the table. Next look across the top of the table to find the target type you are shooting at.



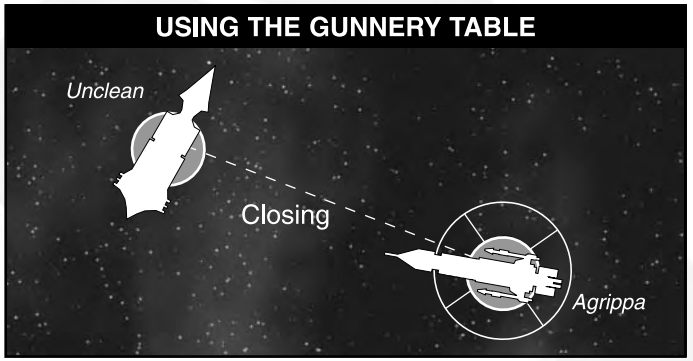
The target's orientation is worked out by tracing the line of fire to its base and using the bearing compass to see which aspect is facing the firer.

Which way the target is travelling is important for gunnery purposes as it is much harder to hit a target moving across your sights (ie, abeam) than one closing or moving away from you.

By cross referencing the total firepower of the attack with the target type and orientation you will find out how many dice to roll to hit. Each dice roll which equals or beats the target's Armour value scores a hit and inflicts 1 point of damage.



A target's orientation depends upon which fire arc the firing vessel is in, as shown in the diagram to the right. Match this with the target's type to find out which column of the Gunnery table to use.



The Unclean opens fire with its starboard (right) weapons batteries. The weapons have a firepower of 10 and the Agrippa is a closing capital ship which on the Gunnery table means that the Unclean rolls 7D6. The Agrippa's front armour rating is 6 so the Unclean needs to roll 6s to hit.

Gunnery Modifiers

Sometimes conditions will affect how difficult a target is to hit. Ships at very long range will be hard to hit and at close range they will be easy to hit. Debris, radiation, etc, can obscure a target and are represented by Blast markers. These are described in more detail later, but for now it's worth knowing that they can make a target harder to hit. Even weapon batteries that always count as closing can be affected by these modifiers.

Modifiers are applied in the form of column shifts. A good modifier (such as being at close range) means that you move across the Gunnery table one column to the left when you work out how many Hit dice to roll. A bad modifier (such as being at long range) means you move across one column to the right. No target aspect or modifier can adjust shooting beyond the far left or right columns on the gunnery table. The gunnery modifiers are summarised as follows:

Modifiers:

< Target within 15cm – shift one column left

> Target more than 30cm away – shift one column right

> Target behind intervening Blast markers – shift one column right

For example, as shown earlier, the Unclean firing at the Agrippa rolls 7D6. If the Agrippa were within 15cm you would shift one column left on the Gunnery table and the Unclean would roll 9D6 instead. If the Agrippa was over 30cm away the column shift to the right would mean the Unclean rolled 5D6 instead.

GUNNERY TABLE

	CLOSING		CAPITAL SHIPS	ESCORTS		
	MOVING AWAY			CAPITAL SHIPS	ESCORTS	
	ABEAM				CAPITAL SHIPS	ESCORTS
	SPECIAL *	DEFENCES				ORDNANCE
FIREPOWER	1	1	1	1	0	0
	2	2	1	1	1	0
	3	3	2	2	1	1
	4	4	3	2	1	1
	5	5	4	3	2	1
	6	5	4	3	2	1
	7	6	5	4	2	1
	8	7	6	4	3	2
	9	8	6	5	3	2
	10	9	7	5	4	2
	11	10	8	6	4	2
	12	11	8	6	4	2
	13	12	9	7	5	3
	14	13	10	7	5	3
	15	14	11	8	5	3
	16	14	11	8	6	3
	17	15	12	9	6	3
	18	16	13	9	6	4
	19	17	13	10	7	4
	20	18	14	10	7	4

Notes: *To save space, both cruisers and battleships are referred to as capital ships on the Gunnery table.*

If a squadron has a firepower value greater than 20, look up 20 and the remaining value separately and add them together. For example, a squadron of two Carnage cruisers can have up to firepower 32 in one broadside, or firepower (20+12).

**Defences (for example ground based defences & satellites) and ordnance targets are not affected by orientation. A ship must move at least 5cm to not be targeted as defenses.*

Splitting Fire

A ship can elect to split the firepower of its weapon batteries or lances between several enemy vessels, but only after halving the effect of the weaponry as a result of special orders, crippling damage and so on.

Special Orders: *Lock On*



A ship can increase the accuracy of its firing by using the *Lock On* special order. If it passes its Command check, the ship may re-roll any dice to hit for lances and weapons batteries during the shooting phase. Any dice which missed are simply picked up and rolled again. A ship using *Lock On* orders may not turn during its movement phase because it must maintain a steady course and direct additional power to its weapon systems. *Lock On* orders are really useful when an enemy vessel is within range and no course changes will be needed to bring weapons to bear.

The groans of the gun crew were drowned out by the bellow of Gun Captain Murman.

"Heave faster, yer lacklustre space rats! Put yer backs into it, Emperor damnit!"

The forty men pulled harder at the traversing chains, heaving the massive barrel of the macro-cannon into position amidst the clank-clank-clank of rusty gears.

"Avast heaving! Stand to for reloading!" ordered Murman and the men dropped the chains and hurried to stand by the gun's huge breech. At a signal from the Gun Captain, ten of the men sprang into action, pushing back the breech block. When it was open, the others bent their backs to the loading winch, lowering the shell, which weighed several tons, into the heart of the cannon. With a deafening clang the breech was closed again.



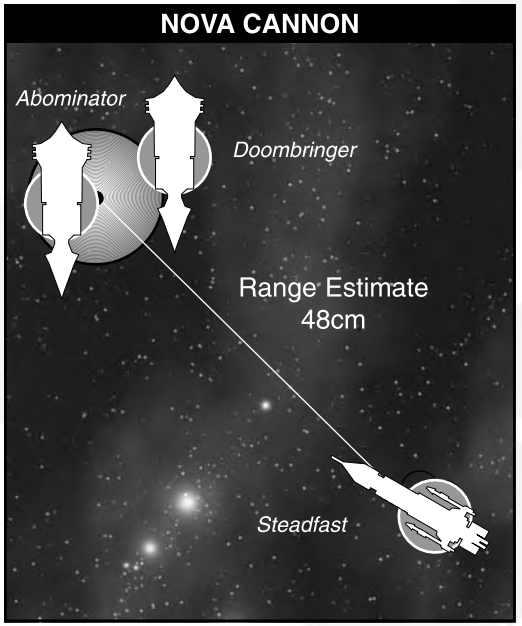
NOVA CANNON

A nova cannon is a huge weapon, normally mounted in the prow of a ship so that the recoil it generates can be compensated for by the vessel's engines. It fires a projectile at incredible velocity, using graviometric impellers to accelerate it to close to light speed. The projectile implodes at a preset distance after firing, unleashing a force more potent than a dozen plasma bombs.

Nova Cannon Rules

To fire a nova cannon you must place the template so that the entire outer edge is anywhere between 30cm and 150cm from the firing ship in its forward arc. It does not have to centered on a single enemy vessel and can be placed so that it touches more than one ship. However, a leadership test must be made if the closest target greater then 30cm is not at least partially under the template, and the template must not touch any friendly ships.

When the template is placed, check the range. If the target is within 45cm, roll a scatter die and 1D6. Roll 2D6 if the range is between 45cm to 60cm, and 3D6 if the range is between 60cm and 150cm. If the scatter die rolls a "Hit," the template remains where it is placed. If it is a miss, the template moves xD6 cm in the direction shown by the miss arrow. Any ships attempting to brace must do so before this roll is made.



Any vessel whose base touches the template takes one automatic hit. Any vessel whose base touches the hole at the template's center takes D6 hits, regardless of its Armour value. Any ordnance touching the template is automatically removed. If no ships were hit by the nova cannon place a single Blast marker under the centre of the template. Blast markers are explained in more detail later in this section.

MINIMUM RANGE: Nova cannon, unlike most weapons, have a minimum range they can be fired. When estimating its range, you cannot guess less than 30cm, as this is the minimum distance the projectile must cover before it can detonate.

In the diagram above the Steadfast, a Dominator class cruiser, fires its nova cannon at the Abominator, estimating the range to be 48cm. The hole in the nova cannon template partially covers the Abominator's base, inflicting D6 hits on it. The nearby Doombringer is also caught in the blast and suffers one automatic hit.

IMPORTANT NOTE: The Nova Cannon is a line of sight weapon and cannot fire through obstacles or celestial phenomena that act as normal line of sight obstructions, such as planets, moons, asteroid fields, etc.

Special Orders: *All Ahead Full/ Burn Retros/Come to New Heading*
A ship using *All Ahead Full*, *Burn Retros* or *Come to New Heading* special orders sacrifices firing opportunities in order to squeeze more performance out of its engines. In the shooting phase, ships on these orders halve their weapons batteries' Firepower and lance Strength, rounding up. Nova cannon may not be fired at all. Ordnance is unaffected.

DAMAGE

The weapons carried by some ships are powerful enough to reduce whole cities to plains of radioactive glass. Ships are armoured and shielded in order to resist their savage caress, hulls are heavily reinforced so that they can survive the horrific pounding of gigawatts of energy. But within every ship is a crew all too vulnerable to the fires of battle and the deadly cold of the void. Ships are often crippled by crew casualties long before hulls crack or drives explode.

TAKING HITS

When a ship is damaged, note the number of hits it has taken on your fleet roster.

Once a ship has lost half its damage points it is *crippled*. When a ship has lost all its hits, it is *out of action* and a roll needs to be made on the Catastrophic Damage table to see if it explodes in a spectacular fashion or simply drifts helplessly.

Special Orders: *Brace For Impact!*

Brace For Impact is a special special order that can be used ANY time a ship faces taking damage but before the result is rolled. This includes Critical Damage from any Hit and Run attacks but NOT any damage from boarding actions. Take a Leadership test for the ship. If it passes, it is placed on Brace For Impact orders until then end of its next turn, replacing any other special order it may be on currently. A ship using *Brace For Impact* orders gains a saving throw against each hit it suffers (but not against hits on the shields). Roll a D6 for each hit: on a 4, 5 or 6 the hit is ignored. A ship which uses this special order may not use special orders at all in its next turn and its Firepower, ordnance and armament Strength is halved, while Nova Cannon may not be fired at all. Turrets and shields are unaffected. A ship that successfully reloaded ordnance is still reloaded. *Brace For Impact* only comes into effect against attacks whose Hit rolls are made after the special order has been declared. In other words, you cannot wait to see how accurate a salvo is before declaring *Brace For Impact* or Nova Cannon shot.

If a ship fails to take Brace For Impact orders, it cannot attempt to take them again until the ship, squadron or ordnance wave currently attacking has completed its attacks.

Crippled Ships

A ship which loses half its damage points is crippled. Crippled ships halve (rounding up) their weapon strength, Firepower, Turrets and Shields and reduce their move by 5cm. Ships, that have them, will not be able to fire their nova cannon if they become crippled. When a crippled capital ship is braced, the firepower and Strength of all its weapons is halved again.

For example, a standard Lunar class cruiser has 8 hits and is therefore crippled when it has suffered 4 points of damage.



CRITICAL HITS

The weapons used in space are so destructive that when a ship is hit there is a chance that a vital location will be critically damaged. Critical hits can temporarily knock out a ship's weapons and engines, start fires or even breach its hull.

Roll a D6 for each hit scored on a ship (but not against its shields). On a roll of 1-5 the hit causes no extra effects. On a roll of 6 the hit causes critical damage. Roll 2D6 on the table below to see what effect it has. Note that you do not roll for further critical hits for any damage caused by a critical hit.

CRITICAL HITS TABLE

2D6 Roll	Extra Damage	Result
2	+0	**Dorsal Armament Damaged**. The ship's dorsal armament is badly damaged by the hit – power lines are severed, traverse mechanisms crippled and many gunners are killed. The ship's dorsal armament may not fire until it has been repaired.
3	+0	**Starboard Armament Damaged**. The starboard armament is taken off line by the hit. The ship's starboard armament may not fire until it has been repaired.
4	+0	**Port Armament Damaged**. Heavy damage silences the port side weaponry. The ship's port armament may not fire until it has been repaired.
5	+0	**Prow Armament Damaged.** The ship's prow is ripped open. Its prow armament may not fire until it has been repaired.
6	+1	**Engine Room Damaged.** The engine room is rocked by explosions, forcing all hands to tend to the reactors. The ship may not make any turns until the damage is repaired.
7	+0	**Fire!** Oxygen lines are broken, leading to fires in many compartments. Roll to repair (extinguish) the fire in the end phase, if it is not put out it causes one point of extra damage and keeps burning.
8	+1	**Thrusters Damaged.** The ship's thruster assembly is disabled. Reduce the ship's speed by 10cm until the damage is repaired.
9	+0	**Bridge Smashed.** The armoured fortress around the ship's captain and his officers is smashed. The ship's Leadership is reduced by 3. This damage may not be repaired.
10	+0	**Shields Collapse.** The shield generators overload and burn out, leaving the ship virtually defenceless. The ship's shield Strength is reduced to zero. This damage may not be repaired.
11	+D3	**Hull Breach.** A huge gash is torn in the ship's hull, causing carnage among the crew.
12	+D6	**Bulkhead Collapse.** Internal pillars buckle and twist, whole compartments crumple with a scream of tortured metal. Just pray that some of the ship holds together!

Notes: *If a ship suffers multiple criticals to the same location they must all be repaired before the location functions again. If a critical hit is rolled which cannot be applied, or multiple criticals are rolled for a location that cannot be repaired (such as Shields Collapse), apply the next highest critical hit instead. For example a ship with no prow weapons gets a Prow Armament Damaged critical hit. In this case the ship would suffer engine room damage.*

Critical Hits on Escorts

Escort ships which suffer a critical hit for any reason, such as during a boarding action, are automatically destroyed.

Note: Whenever ships are damaged, there's a good chance that it will be serious. Therefore a check for critical damage is made for every point of damage scored on a ship, no matter what its source is.

BLAST MARKERS

When ships are fired on, some of the results are shown by Blast markers. Blast markers represent all kinds of events – huge explosions, expanding shockwaves, intense radiation clouds, tumbling debris, unexploded warheads, plasma bursts, etc.

Placing Blast Markers

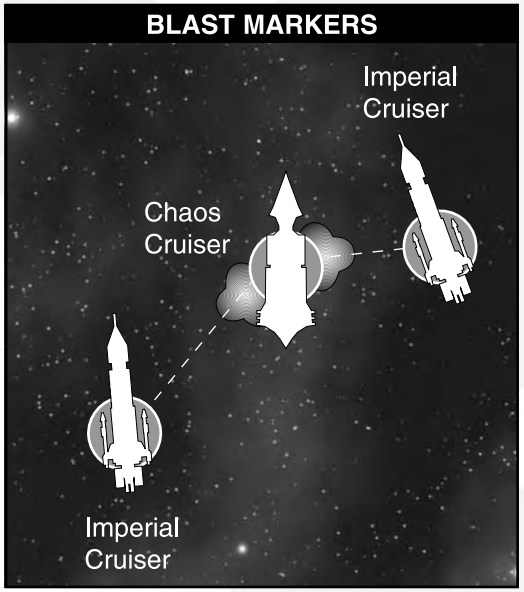
Blast markers are shown on the tabletop by placing counters where the event occurs. They remain in play until they are removed in a subsequent end phase. Most Blast markers are placed to show the hits taken on a vessel's shields as described later, but exploding ships and especially apocalyptic weapons can also cause Blast markers to be placed. Blast markers are placed in the following circumstances:

- For each hit absorbed by a ship's shields.
- For ships which are reduced to 0 damage as specified on the Catastrophic Damage table.
- For each missed nova cannon attack.

Blast markers that are caused by shield impacts are placed touching a ship's base, facing as much as possible towards the direction the attack came from. Don't stack the blast markers, place them around the base. They may touch the bases of up to three ships simultaneously, but only if they are in base contact.

Note that Blast markers do not move once they have been placed on the tabletop. They show an area of tumultuous, strife-torn space and temporarily become part of the battlefield once they are in play.

In the example below, two Imperial cruisers are firing on a Chaos cruiser. Each Imperial ship scores one hit, so a Blast marker is placed in contact with the edge of the Chaos cruiser's base facing each of the Imperial ships.



Blast Marker Effects

Movement: If a ship moves through any Blast markers, it reduces its speed that phase by 5cm regardless of the number of markers actually moved through. A vessel is considered to be moving through blast markers even if it is moving away from blast markers it is in contact with at the beginning of the movement phase. A ship with a Shield strength of 0 (i.e. Eldar or ships suffering the Shields Collapse critical) which moves through any Blast markers also suffers a point of damage on a D6 roll of 6. This test only needs to be made once, regardless of how many blast markers they encounter in their movement. An Ordnance marker such as a torpedo salvo or bomber squadron is removed on a D6 roll of 6 if it moves over a Blast marker.

Shooting: Blast markers interfere with gunnery, as mentioned earlier, disrupting firing and causing plenty of 'ghost' images on the firing ship's sensors. Hence if a ship's line of fire passes through any Blast markers (including those in contact with a ship's base) it suffers a column shift to the right on the Gunnery table. Lances and nova cannon are unaffected. Note that Blast markers come into effect immediately and so can affect subsequent shooting in the same turn in which they are placed.

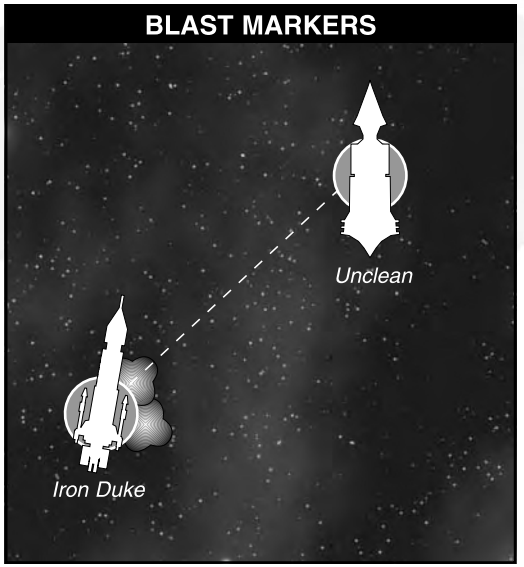
Shields: If a ship's base is in contact with any Blast markers when it is fired upon, its shield Strength is reduced by -1 per Blast marker.

SHIELDS

Ships are protected by powerful energy shields, so that they can survive travelling through space. The shields form a wavering band of energy around the vessel, a teardrop of invisible force that can absorb or deflect the worst excesses of stellar radiation and meteor showers or a series of weapons hits. The amount of damage shields are able to absorb is limited and they will be overwhelmed by a sustained attack, forcing a temporary shutdown while the shield generators vent off the excess energy.

Each shield will block one point of damage from hitting the ship in a single shooting phase. A Blast marker is placed touching the ship's base for each hit blocked by the shields, to show how much energy has been absorbed.

Once the number of Blast markers in contact with a ship's base is equal to its number of shields, no further damage may be absorbed by the shields that turn. Any further hits will inflict damage on the ship itself. Once they have been overloaded the shields may not be raised again until the ship escapes the storm of energy blasts and shock waves represented by the Blast markers. The shields remain down until the ship moves away from the Blast markers in a subsequent movement phase.



Shields are only effective against lances, weapons batteries and nova cannon. Attacks made by ramming, bombers and torpedoes get inside a ship's shields, so they provide no protection.

In the example above the Iron Duke (which has two shields) is fired on by the Unclean and receives three hits. Two hits are absorbed by the Iron Duke's shields so two Blast markers are placed in contact with its base to show that it has already stopped two hits with its shields this turn. The third hit scores one point of damage on the ship itself. Any further hits against the Iron Duke this turn will score damage on the ship itself because its shields are down.

The Intolerance was surrounded by a seething sphere of plasma and missile detonations, held back by the bright coruscating arcs of its energy shields. With a blinding flash the shield generators collapsed under the onslaught, leaving the ship at the mercy of its enemies.

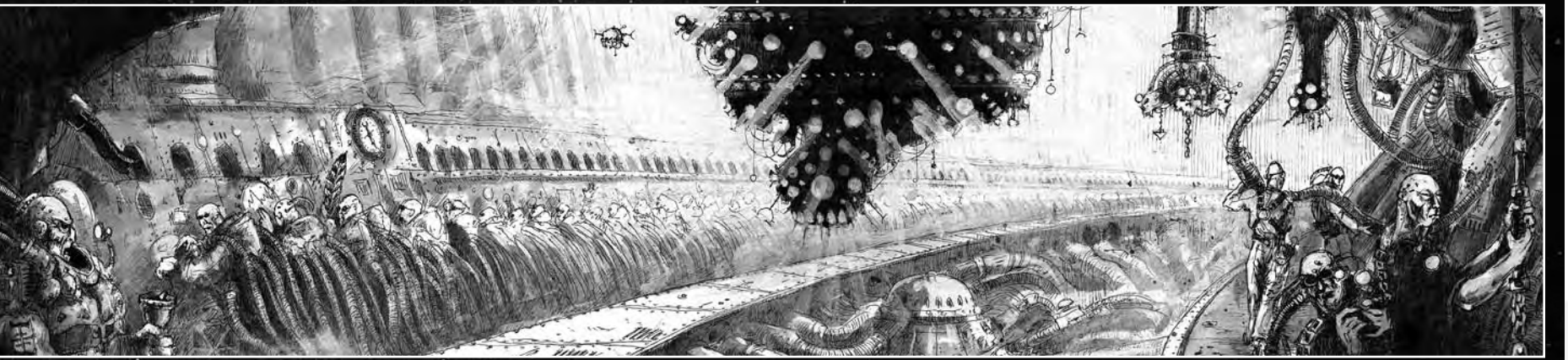
CATASTROPHIC DAMAGE

A ship with no hits left is effectively out of action. There may be some crew left alive, trapped in compartments which have not been breached yet, there may even be power available in some sections of the ship, but the ship can no longer fight. When escort ships are reduced to zero damage remove them from play and replace them with a Blast marker, to represent the expanding cloud of debris left by their passing. With a mighty capital ship, there is a chance that the vessel will be destroyed by catastrophic damage as its plasma drive overloads or its warpdrive triggers. Such titanic explosions are area effects not blocked by line of sight obstructions such as hulks, minefields or celestial phenomena. Roll 2D6 on the Catastrophic Damage table to see what happens.

Notes: *Blazing or drifting hulks will block lines of fire that pass over their base, due to the clouds of venting gasses and debris they produce. Likewise torpedoes which strike a hulk will detonate (see the Ordnance rules for more details on torpedoes). If a hulk suffers any hits, roll on the Catastrophic Damage table again. Blazing or drifting hulks have no Shields, Turrets value or similar mechanism (like Holofields) in any respect. Hulks can still be boarded or targeted by shooting by enemy vessels, usually in the hopes that they will explode and cause vast harm to your enemies! Use the destroyed ship's Armour value to roll for hits. Hulks may be ignored if they are the closest target."*

CATASTROPHIC DAMAGE TABLE

2D6 Roll	Extra Blast Markers	Result
2-6	1	**Drifting Hulk.** The ship is reduced to a shattered hulk drifting in space. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a Blast marker in contact with the wreck's base after each move.
7-8	1	**Blazing Hulk**. The ship is reduced to a burning wreck with uncontrolled fires blazing on every deck. In time the fires will either burn out or trigger a cataclysmic explosion. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a Blast marker in contact with the wreck's base and roll on the Catastrophic Damage table again after its move.
9-11	Special	**Plasma Drive Overload**. The ship's plasma coils overload and explode in a blazing inferno of white hot plasma. Remove the ship from play, leaving behind a number of Blast markers equal to half its starting number of hits. Every ship within 3D6cm of the imploding wreck is struck by lance shots with a Strength equal to half the ship's starting Damage capacity. Roll to hit as normal.
12	Special	**Warp Drive Implosion.** The ship's warp drive implodes, ripping a hole in real space that tears at nearby vessels with horrific force. Remove the ship from play, leaving behind a number of Blast markers equal to its starting number of hits. Every ship within 3D6cm of the imploding wreck is struck by lance shots with a Strength equal to the wreck's starting Damage capacity. Roll to hit as normal.



"Every man is expected to work his fingers to the bone to accomplish the task in hand. And if that proves insufficient, he shall work them to the marrow!"

First Standing Order of Captain (later Admiral) Krassus

THE ORDNANCE PHASE

Ordnance includes missiles the size of skyscrapers to swarms of small attack craft such as fighters and bombers.

All ordnance attacks are represented by markers that are moved across the tabletop during each ordnance phase. If an Ordnance marker comes into contact with a ship or another Ordnance marker it will make an attack.

LAUNCHING ORDNANCE

Ships armed with torpedoes and/or launch bays can use ordnance. Ordnance is launched during the shooting phase (the marker is put on the ship's base to show it has fired its ordnance) but the ordnance moves and attacks during the ordnance phase. Once a ship has launched its ordnance it may not launch any more until it has reloaded.

Special Orders: *Reload Ordnance*



Ordnance needs to be loaded and armed in order to be launched. Ships are considered to start the game with torpedoes in tubes and attack craft fuelled and ready to go. However, once the ship has launched its ordnance it must use the *Reload Ordnance* special order before it can launch ordnance again. If the ship passes its Command check, its ordnance is successfully reloaded and it may launch ordnance in the shooting phase, or keep the ordnance ready for launch in a later turn. Use the fleet roster to keep track of which vessels have ordnance loaded.

MOVING ORDNANCE

In the ordnance phase players move and attack with any ordnance they have launched, including ordnance launched on previous turns. Sometimes both players will have to move ordnance so it's important to know who moves first. In this case the player whose turn it is moves all their ordnance first.

All ordnance has a speed value that dictates how far it moves during each ordnance phase. Ordnance attacks are represented by markers which are moved on the tabletop. Ordnance markers in a wave or salvo must be spread in contact with each other and cannot be stacked."

Fleet Ordnance Limits

When launching ordnance, except where specifically annotated on a fleet list, no more attack craft can be in play than the fleet has available launch bays. This must take into account ships that reduce their number of bays from being lost in battle, crippled or suffer critical damage. In this case, the owning player may not launch additional attack craft until the number in play is less than the reduced number of available launch bays.

Before starting the ordnance phase, attack craft on the table can be removed from play to increase the limit launched by the carrier. The maximum size of a given wave cannot be larger than the numbers of launch bays on the launching carrier (or number of carriers in base-to-base contact). Ships with random bays (such as Orks) may count maximum number of bays to determine number of attack craft that can be in play.

Ordnance and Blast markers

Ordnance weapons are not shielded like larger ships, so they may be destroyed if they pass through Blast markers. If an Ordnance marker passes through Blast markers during its movement, roll a D6. The Ordnance marker is removed from play on a roll of 6. Only one roll is made regardless of the number of Blast markers passed through. Ordnance waves or salvoes only need to make this test once per movement, regardless of the number of blast markers moved through.

SHOOTING AT ORDNANCE

Ordnance may be fired at in the shooting phase with direct fire weapons. A ship firing at ordnance does not have to make a leadership check to ignore closer targets, nor does it have to make a leadership check to ignore enemy ordnance if it is the closest target. Weapon batteries firing at ordnance use the Ordnance column on the Gunnery table. This is because ordnance targets are relatively small and fast moving. Target aspects are not taken into account, but column shifts for range and Blast markers do apply. Lances and weapons batteries both need 6s to hit ordnance because they are such difficult targets. If an Ordnance marker is hit it is removed from play. Any Ordnance markers caught in a nova cannon detonation are also removed from play.

ORDNANCE ATTACKS

If an Ordnance marker comes into contact with a ship's base or another Ordnance marker it will immediately attack it with the effects detailed overleaf All Ordnance attacks ignore the target's shields and affect the target vessel immediately upon contact. This includes if a ship contacts an ordnance marker in the course of its normal movement. Ordnance must attack the first target they come in contact with. They are not required to attack the closest target.

TYPES OF ORDNANCE

TORPEDOES

The term 'torpedo' has always been used to describe any long-range missile carried by a spaceship. A typical anti-ship torpedo is over 200 feet long and powered by a plasma reactor, which also acts as a sizeable portion of its warhead, turning it into a devastating plasma bomb. The area of a ship given over to the torpedo tubes is a massive space criss-crossed by lifts, hoists and gantry cranes for moving the huge missiles from the armoured magazine silos where they are stored to the launch tubes.

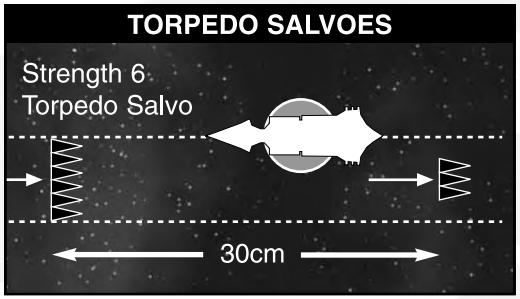
Once a torpedo is launched, the plasma drive propels the torpedo forward at high speed, whilst beginning an energy build-up which will culminate in its detonation. Torpedoes have a limited ability to detect a target and will alter course to intercept if they pass within a few thousand kilometres of a vessel.

Torpedo Rules

Torpedoes may be launched by a ship with torpedo tubes. These are normally fitted to the prow of a ship. In Battlefleet Gothic, torpedo salvoes have a Strength value and a Speed value, which are shown on the ship's characteristics. The higher the Strength, the more torpedoes there are in a salvo and the larger the marker placed to represent the salvo. The higher the speed, the faster the torpedoes travel.

Standard torpedoes move in a straight line once they have been launched, travelling a distance equal to their speed each ordnance phase until they have detonated or leave the playing area. Unlike ships, torpedoes may not vary their speed and must make their full move in each ordnance phase.

If the Torpedo marker contacts a ship's base (friend or foe) it attacks. Roll a D6 for every point of Strength in the torpedo salvo. Each dice which equals or beats the ship's Armour value scores one point of damage. Torpedoes will pass through shields before they impact, so ignore any shields when applying damage. The torpedo salvo continues moving after the attack but its Strength is reduced by 1 for every hit it inflicted. Replace the marker with a smaller one as necessary. Torpedoes that can re-roll misses must do so, even if the target is already destroyed.



In the diagram above, a Strength 6 torpedo salvo moves in the ordnance phase and hits a ship. 6D6 are rolled to attack and three dice score hits on the target. The salvo is reduced to Strength 3 and continues moving up to its full move of 30cm. If any other ships were in its path they would also be attacked.

Premature detonation

An entire salvo of torpedoes can be triggered prematurely by the following circumstances:

- On a D6 roll of 6 if it moves through any Blast markers.
- If the salvo is fired on by direct fire weapons and any hits are scored.
- If it hits another Torpedo marker.

If a Torpedo marker is prematurely detonated it is removed from play.

BOARDING TORPEDOES

Boarding torpedoes are designed to punch through the outer hull of an enemy vessel and plunge a squad of heavily armed troops inside to sabotage the target ship's systems.

These torpedoes are manned, so they can turn up to 45° at the start of the ordnance phase. They cannot turn 45° in the same turn they are launched. They may elect to ignore hulks but must attack the first enemy ship they contact.

Boarding torpedoes attack if they come into contact with an enemy ship's base. Conduct a Hit-and-run raid against the ship immediately. Hit-and-run attacks are discussed in the Advanced Rules section.

ATTACK CRAFT

Attack craft are launched from a ship's launch bays and may include any mix of fighters, bombers or assault boats In combat, they are launched to assist their mother ship or make long range strikes against the enemy.

Attack craft vary in size from sleek one-man fighters to lumbering heavy bombers. Attack craft make difficult targets for warships: their small size and high speed enables them to evade the worst fire. However, all attack craft have an extremely limited endurance and can only operate away from their mothership for a short time before they must return to rearm and refuel.

Attack Craft Rules

Attack craft are launched from a ship's launch bays and may include fighters, bombers or assault boats. Launch bays are rated by the number of squadrons they can launch at once, for example a Dictator class cruiser with four bays can launch four squadrons. Each squadron is represented by a single marker.

At the time of launch, the player may select which attack craft to use from amongst those available to his ship. The launch could include fighters and bombers, or be made exclusively of one type. Each type is represented by a different marker. Attack craft with a 4+ save against other ordnance such as Eldar fighters can only attempt this save once per ordnance phase, whether attacking or being attacked. Even if they roll a 4+ to remain in play, they have to stop movement where the ordnance attack took place. Ordnance that use this save and end their movement in contact with an enemy vessel may attack it.

Unlike torpedoes, attack craft can turn freely and move in any direction, up to the distance indicated by their speed on the ship's profile. Any attack craft that come into contact with Ordnance markers or ships must attack as explained in their relevant sections that follow. They are assumed to be able to avoid or ignore closer targets or obstructions unless the course of their movement unavoidably brings them in contact, such as blast markers, other ordnance or celestial phenomena.

Ordnance Defences: Turrets

Most fighting ships mount numerous weapon systems and turrets for shooting down torpedoes and attack craft during their final attack run. A ship's main armament is simply too huge and slow to track ordnance at such close ranges. However turrets will fire immediately when Ordnance touches the ship's base

Vs Torpedo salvoes. Roll a D6 for each turret: each dice that scores a 4, 5 or 6 reduces the salvo's strength by 1.

Vs Attack craft squadrons Roll a D6 for each turret: each dice that scores a 4, 5 or 6 destroys one squadron.

A ship's turrets can fire against every torpedo salvo that attacks it in an ordnance phase. Alternatively the turrets may fire at every attack craft wave that attacks it in an ordnance phase. Note that turrets can be used to defend against torpedoes or attack craft but not both in the same phase. This makes it possible to overwhelm a target with combined attacks. Ships in base contact may mass turrets together, each increasing the turret strength of a ship under attack by 1.

FIGHTERS

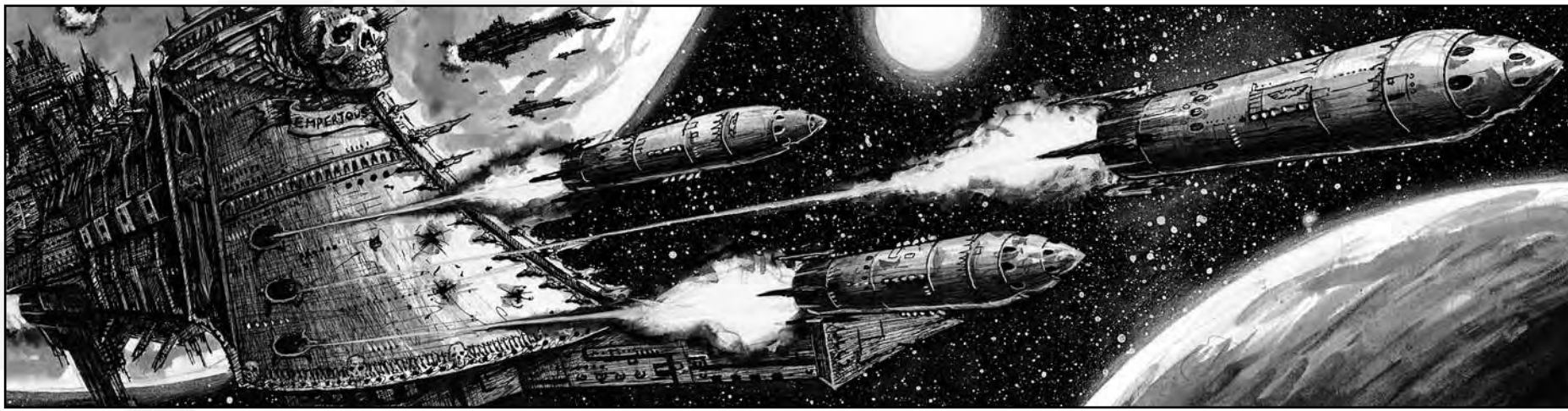
Fighters are small, fast and extremely agile. They are only armed with weapons suitable for destroying ordnance, including other attack craft. In combat, the fighter's job is to intercept enemy ordnance and protect the vulnerable bombers and assault craft on their way to and from their target.

Fighter Rules

Fighter attacks have the following effects when they come into contact:

Vs Ordnance Markers. The defenders are scattered or destroyed in the fighting. The victorious fighters return to their mother ship for rearming and refuelling. Remove both the defending and attacking markers from play.

Vs Ships. The fighter squadron's puny weapons make no impression on the ship at all, but they steer clear of the ship's turret defences. Leave the Squadron marker in play. Fighters in base contact with friendly ships may move with them to screen against enemy ordnance. If they do so, they cannot then move in the own player's ordnance phase. Multiple fighters doing so are treated as a wave.



BOMBERS

Bombers are slower, heavier craft with destructive anti-ship weapons. Though vulnerable to enemy fighters, bombers can be a serious threat to ships.

Bomber Rules

Bomber attacks have the following effects when they move into contact:

Vs Fighters. The fighters quickly eliminate the lumbering bombers before returning to their mother ship for rearming and refuelling. Remove the defending and attacking markers from play.

Vs Other Ordnance Markers. The bombers succeed in getting out of the way but nothing more. Leave both markers in play. These include bombers with a 4+ save.

Vs Ships. The bombers make an attack run on the ship. Make D6 rolls to hit against the ship's lowest Armour value for each attacking bomber squadron. The number of attacks the squadron makes reduces by one for each turret on the ship. Remove the Squadron markers once the attack has been made. Ships massing turrets with the one under attack do not affect this number.

For example, a wave of two bomber squadrons attack a Murder class cruiser that has two turrets. The cruiser gets two dice rolls to shoot at the incoming bombers with, and any that survive will make D6-2 attacks and then be removed from play.

ASSAULT BOATS

Assault boats are designed to clamp on to a target vessel and breach its outer hull, allowing squads of elite warriors to storm on board. Once aboard the boarders plant demolition charges, massacre the crew, poison the air and generally cause as much damage as possible before retreating.

Assault Boat Rules

Assault boat attacks have the following effects when they move into contact;

Vs Fighters. The fighters overwhelm the assault boats and then return to their mother ship for rearming and refuelling. Remove both the defending and attacking markers from play.

Vs Other Ordnance Markers. The assault boats simply manoeuvre around the enemy ordnance. Leave both markers in play.

Vs Ships. The assault boats make an attack run on the ship. Immediately conduct a hit-and-run raid against the ship for each assault boat squadron. Hit-and-run raids are detailed in the Advanced Rules. After the attack the assault boats return to their ship to be reloaded with troops and refuelled. Remove the Squadron marker from play when the attack is made in the end phase.

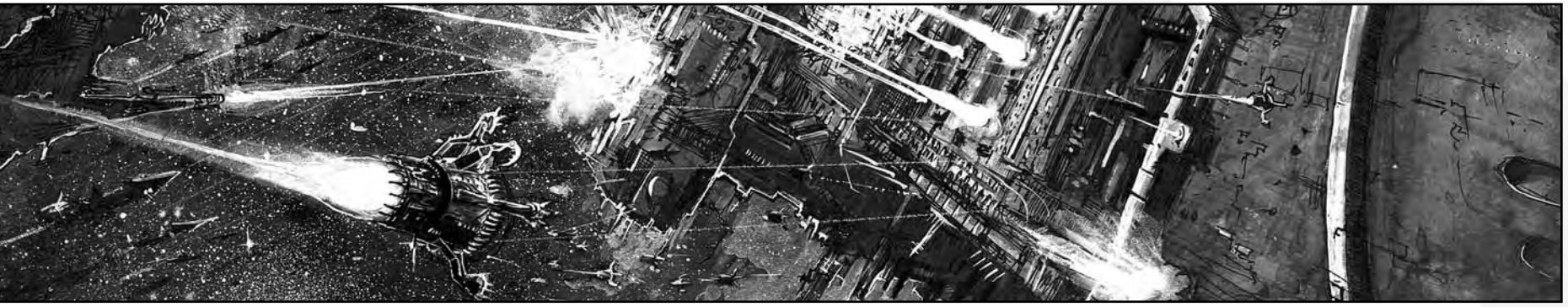
LAUNCHING WAVES OF ATTACK CRAFT

When a ship launches its attack craft squadrons it can despatch them as individual squadrons or combine them into waves of squadrons. To show a wave place the Attack Craft markers so they're touching and keep them together as they move. If a wave contains attack craft moving at different speeds, they move at the speed of the slowest.

If enemy fighters/turrets attack a wave they must remove any fighter squadrons before moving onto the bigger ships. You can use this rule to put your wave together so that it contains fighters who will defend the vulnerable bombers or assault boats, sacrificing themselves to save the bigger vessels.

Waves of attack craft can split up during their move if you wish. However, once squadrons have split up they may not recombine into waves. A wave may only be formed when the craft are launched from their mother ship.

The greatest benefit of attacking in a wave is that a defending ship's turrets only fire once at the whole wave, so there is a better chance of the ships in the wave surviving the defences than individual squadrons have. On the downside, if a wave of attack craft is hit by long-range gunnery or lances, the whole wave is destroyed. Likewise, if the wave rolls a 6 while moving through Blast markers, the entire wave is removed. An entire wave is removed after attacking a ship, even if the target is destroyed before all ordnance markers complete their attacks.



THE END PHASE

During the end phase, players sort out any events which have been set into action during the turn, such as repairing any critical damage. Some of the Blast markers are removed from the table, as the energy and debris they represent is naturally dissipated. The end phase is also a good opportunity to tidy up the table top, count victory points, check up on scenario victory conditions and break out the biscuits. The end phase works in the following order:

1. Attempt to repair critical damage.

2. Remove D6 Blast markers from the tabletop.

DAMAGE CONTROL

Both players can attempt to repair critical damage during the end phase. Repair crews will be working continuously of course, welding up hull breaches, re-routing power conduits, putting out fires and generally trying to keep the ship functioning. To represent this, capital ships roll 1D6 per Damage point remaining in the end phase. Each roll of a 6 enables the ship to repair one critically damaged system or put out one fire. If the ship has any Blast markers in contact, the player only rolls half as many dice as usual (rounding up).

BLAST MARKER REMOVAL

With time, the debris and shock waves represented by Blast markers will dissipate sufficiently to be of no further impediment to ships or their weapons. To represent this, the player whose turn it is rolls a D6 and removes that many Blast markers. Blast markers in contact with ships' bases may not be removed, but otherwise the player is free to choose which ones will go.

You have now read all the most important rules that you need to play Battlefleet Gothic. At this point we suggest that you try playing Scenario One: Cruiser Clash (on page 68) to see how they work in action.



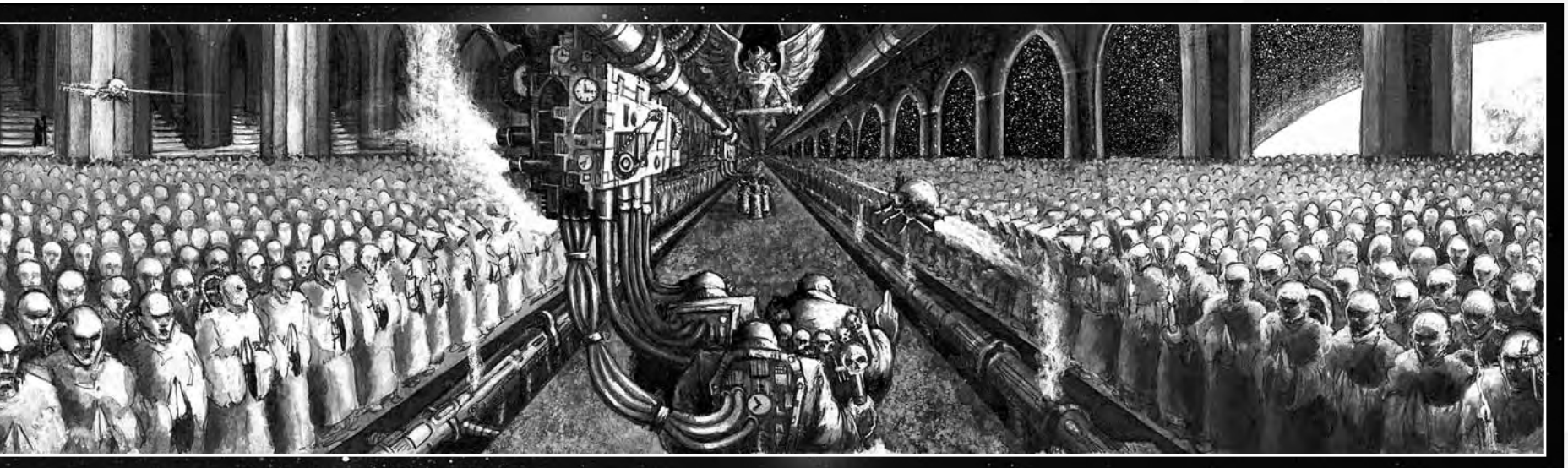
"A ship's a fool to fight a space station"

Attr. Lord Admiral Ravensburg

ADVANCED RULES



The following section is dedicated to all kinds of exciting special stuff which may not occur in ordinary games or would simply get in the way of trying to learn the basic rules. For example, ships ramming and boarding are both viable tactics but don't happen that often. They have been included in this section so that they can be added in once the mechanics of the basic rules have been mastered. Likewise, celestial phenomena and scenarios are not integral parts of the rules but can add a lot of interesting new twists to your games.



O Eternal God Emperor; who alone spreadest out the heavens and rulest the raging of the warp;
Who hast compassed the void with bounds until day and night come to an end;
Be pleased to receive into thy Almighty and most gracious protection the souls of thy servants and the fleet in which we serve;
Preserve us from the dangers of the void, and from the violence of the enemy;
That we may be a safeguard unto our fellow man and his dominions, and a security for such as pass through the void upon their lawful occasions;
That the inhabitants of our Imperium may serve thee, our Saviour and that we may return in triumph with the fruits of our labours;
And with a thankful remembrance of thy mercies to praise and glorify thy Holy Name;
Through thine eternal rule;
Amen.

Common Prayer of the Fleet.

MOVEMENT PHASE

ALL AHEAD FULL – RAMMING SPEED!

A ship moving at *All Ahead Full* may attempt to ram a single enemy vessel as it moves. In order to ram, the ship must move into base-to-base contact with the target during the ship's own movement phase.

Take a Leadership test for the ramming ship: if the test is passed, the captain skillfully manoeuvres his ship into a ramming position. If the test is failed, the would-be rammer misses the target and continues its move. Obviously, it's easier for an escort to ram a battleship than the other way round. So the Leadership test is taken on 3D6 if the target vessel is of a smaller type than the ramming one, but if the target vessel is a larger type than the ramming one then the Leadership test is rolled on just 1D6. A ship cannot attempt to ram more than one ship per movement phase, even if multiple enemy vessels are in its range of movement. A ship does not have to make a separate leadership check to ignore closer targets to ram one further away. When ramming, a ship must move its FULL distance, including any extra distance moved for being All Ahead Full. A ramming vessel may only attempt to board a vessel if it ends up in base contact with one at the end of its full movement.

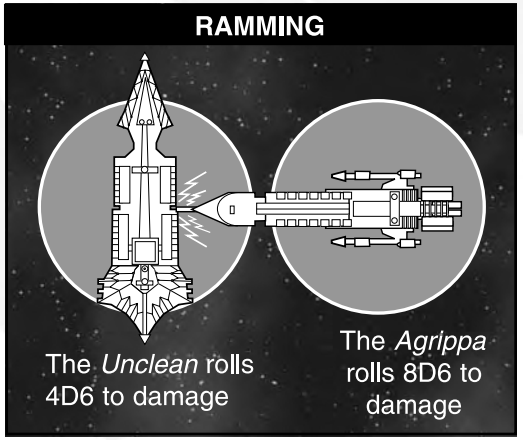
For example, the Imperial Lunar class cruiser Agrippa would take a Leadership test on 2D6 to ram another cruiser, on 3D6 to ram an escort or 1D6 to ram a battleship.

Ramming is determined by base-to-base contact. If any part of the ramming ship's base contacts any part of the rammed ship's base in the course of its movement, the ram is considered to be successful. If the ramming ship hits, roll 1D6 for each point of its starting damage capacity (not the damage capacity it has left). Any dice that equal or beat the target's armour value score a point of damage on it. Damage from rams is not deflected by shields.

The ramming ship may well suffer damage too, so the vessel being rammed rolls a number of D6 equal to half its starting damage. Any dice which equal or beat the ramming ship's front armour rating score a point of damage. If the vessels are hitting head on (ie, front to front) the rammed or defence vessel rolls a number of dice equal to its full starting damage capacity. Once the ram attempt is resolved, the ramming ship continues its movement.

RAMMING SUMMARY

Ramming ship: *Roll a number of D6 equal to its starting damage.*
Rammed ship hit from the side or rear: *Roll a number of D6 equal to half its starting damage.*
Rammed ship hit from the front or Defence: *Roll a number of D6 equal to its starting damage.*



Ramming example: *The Agrippa, a Lunar class cruiser, rams the Unclean, a Murder class Chaos cruiser in the starboard side. The Agrippa had a starting damage capacity of 8 so it rolls 8D6 to damage the Unclean (which has Armour 5), rolling 1, 2, 3, 3, 4, 5, 5, 6 and scoring 3 points of damage. By way of return the Unclean (with a starting damage capacity of 8) rolls 4D6 to damage the Agrippa (which has armour 6 on the front thanks to its armoured prow) rolling 3, 3, 5, 6 and scoring 1 point of damage.*

DISENGAGING FROM COMBAT

Sometimes it's better to run away and fight another day. A ship may be crippled with no hope of defeating its attackers, or just outnumbered so heavily that its captain decides that it's hopeless to fight on. The classic approach to disengaging is to make a sudden course alteration and then cut all power so that the ship cannot be detected by its energy emissions. With luck the vessel will simply drift out of the immediate battle area and can set course for home once it's clear of the fighting. Sometimes it even works…

A vessel that moves off of the table edge during play for any reason counts as being disengaged. Or, in order to disengage, a ship or escort squadron must pass a Leadership test at the end of its movement phase with the following modifiers:

Each Blast marker within 5cm	*+1*
Any celestial phenomena within 15cm	*+3**
Each enemy ship or Ordnance marker within 15cm	*-1*

** This is for a tabletop feature such as an asteroid field or planet. If a tabletop effect such as a radiation burst or solar flare is taking place this bonus applies anywhere on the tabletop.*

If the test is passed, the disengaging ship is removed from the tabletop and may not return during the game. If the test is failed the ship remains in play but may not fire, launch ordnance or attempt to use special order (except Brace for Impact) during the turn.

Any ship or squadron that through a combination of effects is reduced to Leadership 1 or less must attempt to disengage or move toward the closest table edge.

A ship moving off the table is considered to have disengaged, whether it intended to or not!

THE END PHASE

The Engineers stood ready, their tools exchanged for shotguns and heavy boarding gaffs. The inner bulkhead was glowing white with the heat of the Chaos boarding party's cutters and with an explosion of light it gave way. The Engineers opened fire, filling the breach with the bodies of their foes.

BOARDING ACTIONS

Boarding actions are bloody, desperate battles between ships at very close range. The boarding vessel manoeuvres close to an enemy ship and sends a wave of armed crewmen across via teleporters, shuttles, life pods and in pressure suits to grab a foothold on the outer hull of the enemy vessel. The attackers then blow breaches in the hull and swarm in to try to overcome the defending crew in vicious firefights and hand-to-hand combat. Boarding actions are dangerous for both sides: even a victorious ship may suffer critical damage in the fighting or a prospective victim may explode with catastrophic results.

Moving in for Boarding

A ship may attempt a boarding action if it's in base contact with an enemy vessel in the end phase before damage control has been attempted or Blast markers are removed. If a vessel is going to attempt a boarding action it must be declared in the movement phase when contact is made. Vessels attempting to board an enemy ship may not fire weapons or launch ordnance in the same turn because their crews are too busy participating in the boarding action.

To resolve the action both players roll a D6 and add the appropriate modifiers from the following list.

Boarding Modifiers

Enemy ship has Blast markers in contact	*+1*
Enemy ship is crippled	*+2*
Enemy ship is on special orders	*+1*
Orks or Chaos	*+1*
Space Marines	*+2*
Own boarding value higher	*+1**
Own boarding value is twice the enemy's	*+2**
Own boarding value is three times the enemy's	*+3**
Own boarding value is four or more times the enemy's	*+4**

**Only apply highest modifier.*

Boarding Value

A ship's boarding value is equal to the number of damage points it has remaining. The ship being boarded also adds its number of remaining turrets.

Boarding Action Results

The player with the highest total score is the winner. The losing ship suffers 1 point of damage for each point it lost the combat by. There is also a chance of each ship suffering a critical hit during the fighting as shown on the table below. If a ship is reduced to 0 damage by a boarding action do not roll on the Catastrophic Damage table, instead the ship automatically becomes a drifting hulk (exception; if a ship is reduced to 0 damage by a critical hit, roll for catastrophic damage as normal). Ships which survive being boarded may move off normally in their next movement phase.

RESULTS TABLE

Difference In Scores	Boarding Result	Winners/Losers Score Critical Hit On
1	Stalemate	5+/5+
2	Heavy Fighting	4+/5+
3	Driven Back	3+/6+
4	Stormed	2+/6+
5+	Overwhelmed	Auto/None

For example the Hyperion (remaining damage 3) is boarded by the Plagueclaw (remaining damage 6). After modifiers, the Plagueclaw scores a 6 while the Hyperion scores a 4. The Hyperion has lost by 2 so it loses 2 damage points. In addition, the result of Heavy Fighting means that the Hyperion will suffer a critical hit on a D6 roll of 4, 5 or 6. The Plagueclaw will also suffer a critical hit on a D6 roll of 5 or 6.

Drawn Combats

If both players have the same score after modifiers the combat is a draw. In this case the ships grapple together and continue fighting in each subsequent end phase. Neither ship may move, shoot or launch ordnance until the boarding action results in one of the ships being reduced to zero damage. The victorious (ie, surviving) ship can then move off and continue to fight in its next turn.

Multi-Ship Boarding Actions

When several ships attempt to board an enemy vessel they add their boarding values together and a single dice roll is made to work out the boarding results. Any damage points inflicted are distributed amongst the attacking ships by the attacker himself, but the chance of critical damage being caused applies to each and every ship attempting to board.

Escorts Ships Boarding

Escort ships can attempt to board other ships using the rules above. They can even attempt to board capital ships if they wish, although escorts will only stand a chance against a badly damaged vessel. Remember that when escorts are boarding or being boarded a successful critical hit will destroy them, so it is quite possible for an escort to win a boarding action but be destroyed in the process.

HIT-AND-RUN ATTACKS

In a hit-and-run attack, a select force of warriors is dispatched to attempt to attack a specific location on an enemy ship, planting charges to take it out of action. An enemy vessel can be left helpless from damage inflicted by a hit-and-run raid, leaving it to be finished off with conventional gunnery at leisure.

Hit-and-run attacks can be made by assault craft and torpedoes, or by ships teleporting troops onto nearby enemy vessels. Ships that cannot be boarded (such as Chaos vessels with the Mark of Nurgle) are NOT automatically immune from hit and run attacks. Fleets that benefit from a +1 bonus to their Hit and Run attacks roll a 2 to 7 on a D6, meaning they will never fail to inflict some critical damage on their target.

Assault Boats

Assault boats attack by clamping onto the outer hull of an enemy ship and then cutting their way through to allow their crew to attack inside. Assault boats can be launched just like any other ordnance from flight decks and move 30cm in any direction in every ordnance phase. The ships which may be loaded with assault boats are noted in the fleet lists.

If an assault boat marker comes into contact with a ship's base, it can be shot at by turrets in the same way as bombers. If it survives, it makes a single hit-and-run attack in the Ordnance phase and is then removed from play.

Boarding Torpedoes

Boarding torpedoes carry dedicated assault troops and can be partially guided while in flight. They punch through the armour of the target, disgorging their cargo of warriors into the midst of the enemy. Boarding torpedoes are launched like ordinary torpedoes and ships that can carry them are noted in the fleet lists. It is not possible to launch ordinary torpedoes and boarding torpedoes from a ship in the same turn. Unlike ordinary torpedoes, boarding torpedoes can make a single 45° turn at the start of every ordnance phase, measured from around the centre of the marker. If boarding torpedoes move into contact with a ship's base, they attack just like ordinary torpedoes (roll for turrets and to hit). Each one that hits makes a hit-and-run attack in the Ordnance phase rather than inflicting a point of damage.

Teleport Attacks

Ships which are close to their enemies may attempt to initiate a small-scale boarding action using their teleporters. However, active shields interfere with the teleport beams, so such attacks can only be made against an enemy whose shields have been knocked down. Only the largest ships have the teleport capacity to move enough men onto their target to inflict the necessary amount of damage and such teleport attacks require prodigious amounts of energy from the ship's reactors.

A ship may make a teleport attack in the end phase against an enemy ship, that has no shields, within 10cm. Ships on special orders and crippled ships may not make teleport attacks.

As you can imagine, it takes a lot more manpower to disable the weapons batteries of a battleship than it does a destroyer's. Therefore, escorts and defences with only one damage point left cannot make teleport attacks. In addition, a ship can't make a teleport attack against a target with more hits at that point in the battle than it has itself.

A ship may only make one teleport attack each turn. For each teleport attack make one hit-and-run attack against the target ship.

Resolving a Hit-and-run Attack

To resolve a hit-and-run attack, simply roll a D6. On a score of a 1 the attack has failed, on a 2 or more look up the score on the Critical Hits table and apply the result immediately. This critical damage can be repaired as normal. Remember that an escort which has suffered critical damage is automatically destroyed, though they can Brace for Impact to counter the effects of the attack.



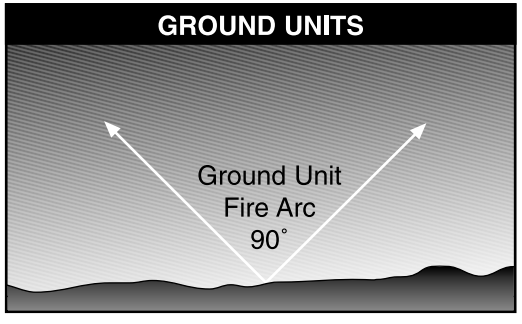
PLANETARY DEFENCES

In certain scenarios, one player may be allowed to select planetary defences as part of their forces, generally to assist in defending a planet against an attacking enemy fleet. All races use some equivalent to planetary defences to form networks of armed satellites and ground installations to keep enemy ships at bay. Planetary defences also include system ships (vessels which have no warp drives and so are incapable of leaving the system they are stationed in), minefields, etc. A full list of planetary defences can be found at the end of the Ships of the Gothic Sector section of this book.

Two new unit types are introduced with planetary defences: *satellite* and *ground.*

Satellite units may not move as they are stationed in orbit around a planet or moon, or occasionally in deep space. Their weapons are able to fire all round so they don't worry about fire arcs at all.

Ground units protect planets from spaceships getting close enough to send troops down to the surface. These anti-ship weapons are unable to move because they are concealed in deep underground silos for their protection. Ground units are limited to a single 90° fire arc extending up from the planet's surface.



SATELLITE AND GROUND UNIT SPECIAL RULES

Satellites and ground units are targeted using the Defences column on the Gunnery table. They may only use *Reload Ordnance* special orders, and are considered to be Leadership 7 when testing to see if they reload. They also use this nominal Leadership value for all other Leadership tests. When Blast markers are removed in the end phase, remove an extra D6 Blast markers from those in contact with each satellite or ground unit. When rammed, roll their full number of dice, as if rammed from the front

DEFENCES WITH MULTIPLE HITS

Some large defensive platforms, such as space stations and the huge Blackstone Fortresses, have multiple hits. When it comes to taking damage, these work just like capital ships. They suffer critical hits just like capital ships and get crippled once they have lost half their damage points. If a defence with multiple hits is reduced to 0 damage, roll on the Catastrophic Damage table. However, defences never drift, they always remain in place.

CRITICAL HITS TABLE

2D6 ROLL	EXTRA DAMAGE	RESULT
2-3	+0	**Lances Damaged.** The station's lance array is taken off-line by the hit. The station may not fire until its lance armament has been repaired.
4	+0	**Main Armament Damaged.** Heavy damage silences the station's weapons batteries. They may not fire until it has been repaired.
5	+0	**Ordnance Bays Hit.** The station's ordnance bays are ravaged by explosions. No ordnance may be fired by the station until the bays have been repaired.
6	+1	**Reactors Damaged.** The reactors are damaged, shutting down the power to the defences. Until power is restored the station's shields and turrets are at half Strength.
7	0	**Fire!** Oxygen lines are broken, leading to fires in many compartments. Roll to repair (ie, extinguish the fire) in the end phase. If the fire is not put out it causes 1 point of extra damage and keeps burning.
8-9	+1	**Orbit Lost.** The defences' thruster assembly is disabled. The defence falls D6cm towards the planet's surface in each of its movement phases until either the damage is repaired or it hits the planet and is destroyed.
10	0	**Shields Collapse.** The shield generators overload, leaving the satellite virtually defenceless. The station's shield Strength is reduced to zero and cannot be repaired.
11	+D3	**Hull Breach.** A huge gash is torn in the station's hull, causing massive carnage.
12	+D6	**Bulkhead Collapse.** Explosions rip through the station as a series of pressure doors collapse.

Notes: *If a critical hit is rolled which cannot be applied, for example a station with no lances gets a 'Lances damaged' critical hit, apply the next highest critical instead. In this case the station would suffer main armament damage instead.*

If a station suffers multiple critical hits to the same place they must all be repaired before the location functions again as normal.

SQUADRONS

"Heave the line to and prepare for a fight, battle squadrons Secundus and Veritas form up on my port quarter. By the Emperor we've got them this time!"

Admiral Grafton at the battle of Arunthal.

Small ships, such as escorts, stand little chance of damaging larger ships on their own, so they are normally grouped into squadrons. A squadron will manoeuvre closely together and mass its weaponry to attack more effectively. Although cruisers and battleships normally operate alone, they can also be grouped into squadrons for a major battle, where their awesome firepower can be put to good effect.

Squadrons may have all sorts of different names, such as formations, flotillas, packs, groups or forces, but they all work in the same way.

SQUADRON COMMAND CHECKS

Using squadrons enables the Admiral of the Fleet to give orders to groups of ships at the same time, instead of having to relay orders to each ship in his fleet individually. In Battlefleet Gothic this translates into the highly desirable advantage of only having to make a single Leadership test to place a whole squadron on special orders. Also, if the squadron is made up of capital ships with different Leadership values, the highest surviving Leadership value in the squadron is used for taking Command checks. Remember, in the case of escorts each squadron has a single Leadership value

Normal Command check modifiers for enemy contacts and for being under fire apply to squadrons, even if only some of the ships in a squadron have Blast markers in base contact. Rolls that a squadron must make such as additional D6 for All Ahead Full affect the entire squadron equally.

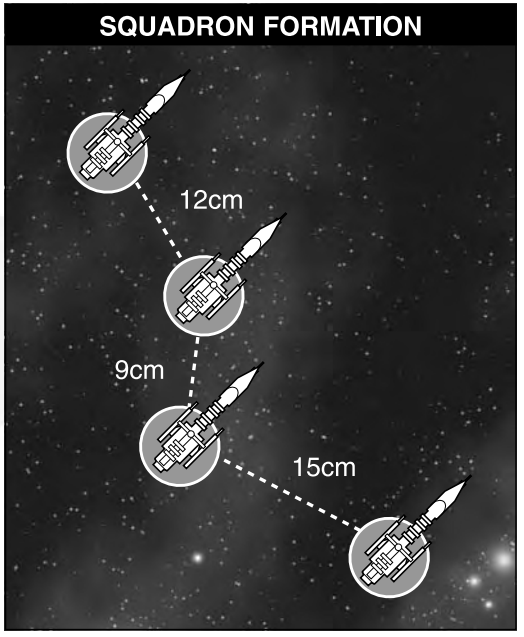
SQUADRON COMPOSITION

Capital ship squadrons are formed at the beginning of the game, before ships are deployed for battle. Escort squadrons are selected as squadrons from the fleet list at the time your pick your forces. Unless described otherwise in its fleet list, an escort squadron can contain up to six ships. See 'Forming up the Fleet' on page 105 for assembling capital ship squadrons of cruisers or even (yikes!) battleships! The ships in a squadron can be of different classes as long as they are all of the same type. For example, you could form an escort squadron of three Cobra class destroyers and three Firestorm class frigates. In practice, it's generally a good idea to form squadrons from ships of the same class because it makes manoeuvring and choosing special orders easier – but it's all a matter of taste.

SQUADRON FORMATION

To count as being part of a squadron, ships must remain close to at least one other vessel from the same squadron during the battle. Each ship must be no more than 15cm from another ship in the squadron so that the whole squadron forms a continuous chain with 'links' of up to 15cm between each ship.

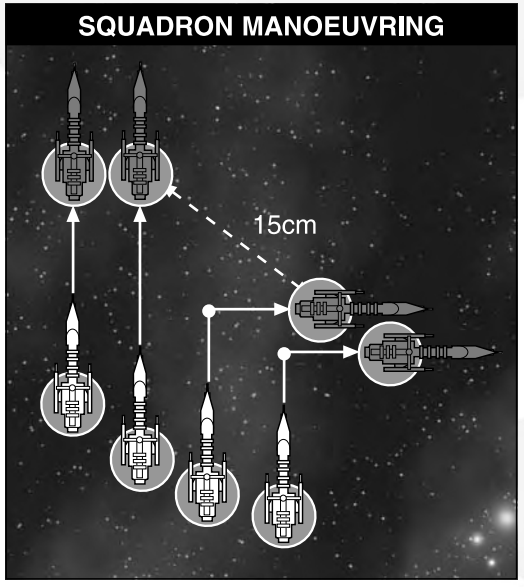
Note that as the ships above are all within 15cm of another ship in the squadron, they are all in formation.



Sometimes ships will drop out of formation due to bad manoeuvring, ships being destroyed, etc. If a ship drops out of formation it no longer counts as part of the squadron until it moves back to within 15cm of another ship in the squadron. A ship which is out of formation must be moved back into formation as soon as possible, and it may not use special orders the squadron uses until it has done so.

Manoeuvring Squadrons

Individual ships within a squadron can manoeuvre freely within the standard movement rules, as long as they stay in formation. If any ship in an escort squadron moves off the table edge, the entire squadron must immediately and in subsequent turns only attempt to disengage



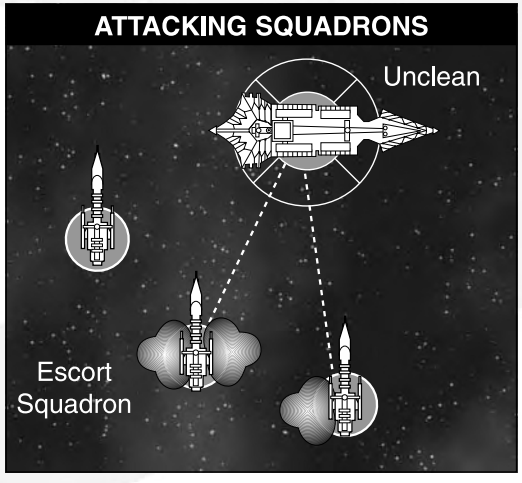
In the example above the escorts in the squadron have manoeuvred individually so that two have made a turn to starboard while the other two have continued moving straight ahead. Note that they are still in formation at the end of their move.

SHOOTING AT SQUADRONS

When a squadron is targeted it is quite likely that some of its vessels will present different target aspects to the attacker. For example, some ships in the squadron may be closing targets while others are abeam. In this case, the attacker can select which category of targets to go after but he cannot score hits on anything that is harder to target than the category he chose. For example, if a squadron has two ships closing and two abeam and the attacker fires at them as if they were all closing targets he can only score hits on the two closing ships.

Allocating Hits against Squadrons

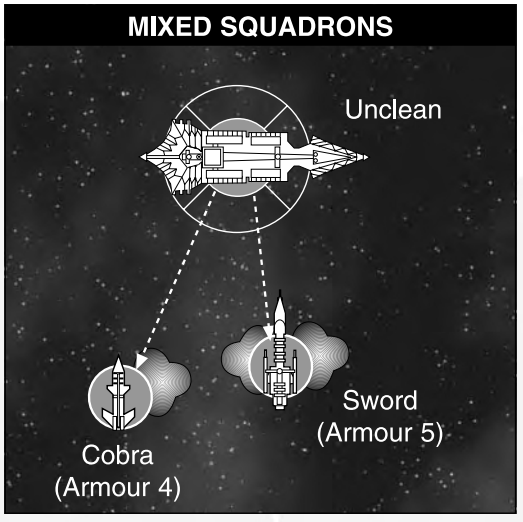
When a squadron is fired upon, any hits scored are allocated to the nearest eligible ship in the squadron until it is destroyed, then the next nearest eligible ship takes the remaining hits and so on. Ships in the squadron which are out of range or fire arc of the attacker may not be hit. A leadership test cannot be taken to pick out individual ships within a squadron. This does not apply to ordnance attacks.



In the example above, the Chaos cruiser Unclean targets an Imperial frigate squadron and scores 3 hits. The first hit knocks down the shield of the nearest frigate within the Unclean's fire arc and the second hit destroys it. The third hit is taken on the next nearest frigate, knocking down its shield. Note that there is a frigate closer to the Unclean than the one which was destroyed but it is out of the Unclean's fire arc and so cannot be hit.

Different Armour values

A mixed squadron of ships may include vessels with different armour values, or armour may vary because the ships have differing values on their front and sides. When attacking a squadron with a mix of armour values find out what the lowest armour is before rolling the dice. Any dice which equal or beat the lowest armour in the squadron will score hits: allocate the dice one at a time, starting with the lowest rolls against the nearest targets they can affect and work your way up.



In this example, the Unclean is firing on a mixed squadron including a Sword class frigate and a Cobra class destroyer. Rolling three dice, it scores a 4, 5 and 6. The 4 is good enough to hit the Cobra and is allocated to it, the 5 and 6 can hit the Sword and both are allocated to that ship as it is a closer target.

SHOOTING BY SQUADRONS

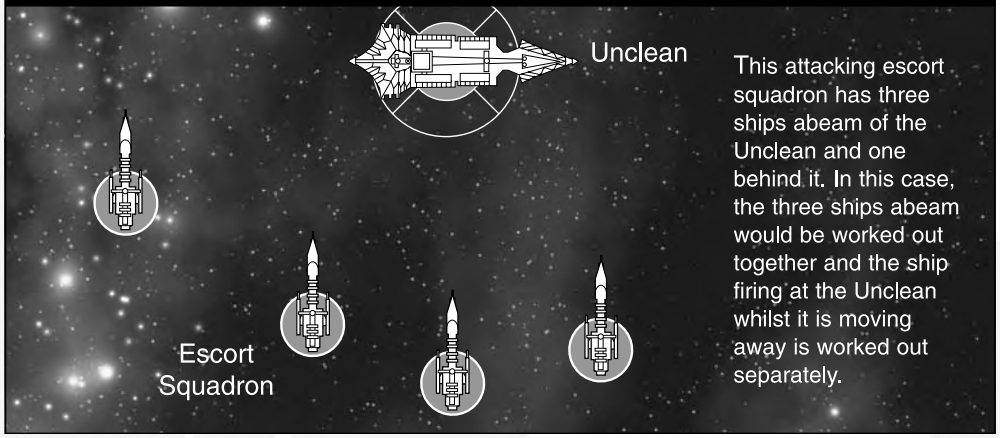
As mentioned earlier, squadrons combine their firing together. When braced, the whole squadron adds its firepower and weapon strength together and divides it in half (rounding up). When a squadron shoots it is subject to the normal rules and restrictions for a single ship. So, for example, if a squadron wants to fire at a target other than its closest enemy it must pass a Leadership test to do so. Any ships in the squadron out of range or fire arc of the squadron's primary target may fire on another enemy.

Firing Weapon Batteries

Squadrons firing weapons batteries normally add their firepower together before working out how many dice they roll on the Gunnery chart. However, squadrons firing weapons batteries can throw up a few problems because ships may be in a position to fire at the target ship from different aspects, ranges, etc. Where this occurs calculate the ships' firepower individually.

+++ASSUME.ATTACK.FORMATION.DELTA+++READY.TORPEDOES+++ FIRE.SEQUENCE.DESTRUCTUS+++LAUNCH.450.5.FROM.ATTACK. SIGNAL+++LAUNCH.TRAJECTORY.45/67/90.5%+++LET.OUR.WEAPONS. BRING.THE.EMPEROR'S.VENGEANCE+++

WEAPONS BATTERIES

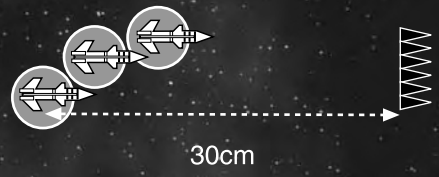


This attacking escort squadron has three ships abeam of the Unclean and one behind it. In this case, the three ships abeam would be worked out together and the ship firing at the Unclean whilst it is moving away is worked out separately.

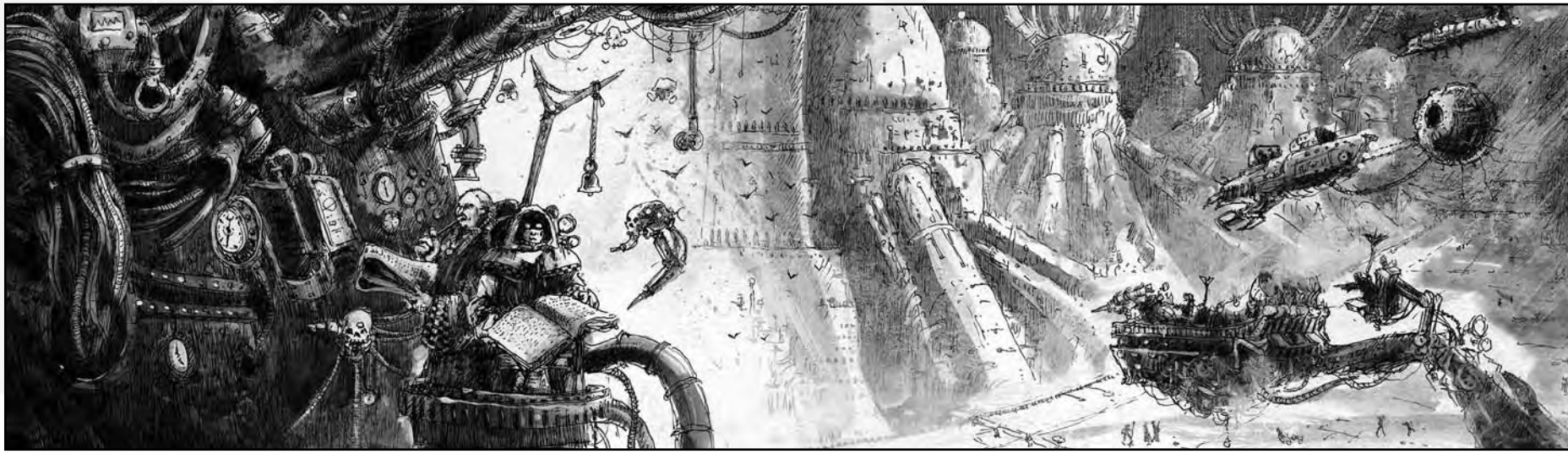
Launching Ordnance

Ships in a squadron launch ordnance individually unless they are in base-to-base contact. Any ships in base-to-base contact with other ships from the squadron can opt to combine their ordnance together into a bigger attack craft wave or torpedo salvo. Measure the distance travelled by a combined ordnance attack from the ship furthest from the target, to ensure that it doesn't get a free speed boost due to being part of a combined force.

COMBINED SALVOES



In this example, three Cobra class destroyers in base-to-base contact have combined their Strength 2 torpedo salvoes into a single Strength 6 salvo. Note that the distance the torpedoes travel is measured from the furthest Cobra.

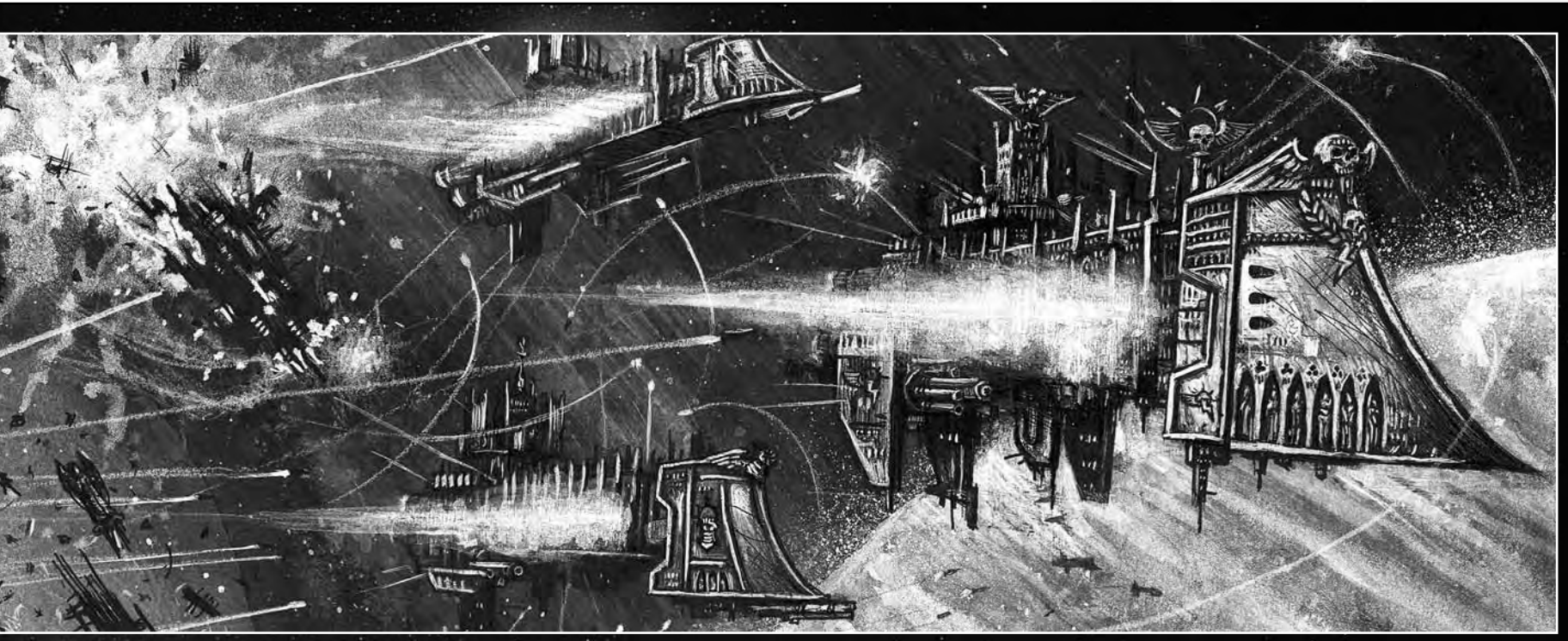


THE BATTLEFIELD

In order to fight a battle you will need somewhere to set up your battlefield – any flat, stable area will do. Some people make do with a smooth bit of floor but most use a kitchen or dining table (preferably protected by a cloth or blanket).

By far the best option, if it's available, is to fight over a gaming board made up of sheets of chipboard, plywood or MDF laid over another table. Typically the battlefield should be between 6' to 8' long (around 1.8 metres to 2.4 metres) and 4' to 6' wide (1.2 to 1.8 metres).

You can play on a smaller area quite easily but you'll need to keep the forces that are fighting proportionately smaller to ensure that you've got some room to manoeuvre.



"Into the jaws of death, into the mouth of hell!"

Lord Admiral Ravensburg's opening order at the Battle of Gethsemane.

CELESTIAL PHENOMENA

Space, the void, vacuum. Sounds empty, but actually there's all kinds of stuff floating around between the stars. It's not exactly densely packed, of course, but it has its effects on navigation and combat, so, strategy being what it is, this means that battles will usually be fought around and over it. For example, dust clouds and asteroid fields are enough to force a ship to slow down as it passes through the area, making it an ideal spot for an ambush. Equally, capturing or raiding worlds will always be an objective of enemy ships, ensuring that space combat will often happen in close proximity to planets.

Incidentally I've called this section *Celestial Phenomena* because terrain simply didn't seem like the right word. Nonetheless this is terrain for space battles and it forms an important part of the game – so don't skimp on it!

So you've got your battlefield, but it's a featureless, empty void. While this might be appropriate if you're in the depths of space it makes for a rather dull battle. Celestial phenomena are an important feature of every battlefield. A good commander will use them to his best advantage during a battle, blocking the enemy's lines of fire, getting his heavy ships into good firing positions and concealing his escorts until they are ready to strike.

Building up a collection of scenery to represent celestial phenomena is an important and enjoyable part of the hobby, as it enhances your games. Most types can be easily represented on the tabletop at minimal cost using sand, pebbles, etc. Beyond this there are almost limitless opportunities for making scenery easily and cheaply. With a little effort you will soon become an expert at constructing planets, moons and other phenomena out of the most mundane of household goods. This subject is covered in more detail in the colour pages of this book, where you'll find plenty of examples of home made scenery. White Dwarf magazine often contains articles about making scenery and can serve as an invaluable source of ideas and inspiration.

PLACING CELESTIAL PHENOMENA ON THE BATTLEFIELD

There are many ways to set up celestial phenomena and any method is perfectly acceptable as long as it creates a fair battlefield. Remember that the purpose of setting up celestial phenomena is to provide an entertaining and interesting battlefield, not to impede movement or lines of fire so much that it becomes almost impossible to actually fight the enemy. If a piece of scenery is going to be a major feature of the battle, such as a wide asteroid belt spanning the table, then you need to okay this with your opponent. This sort of battlefield is perfectly fine and might make for an enjoyable game but you and your opponent would have to agree upon it beforehand. Here are some different methods you might employ when setting up your battlefield.

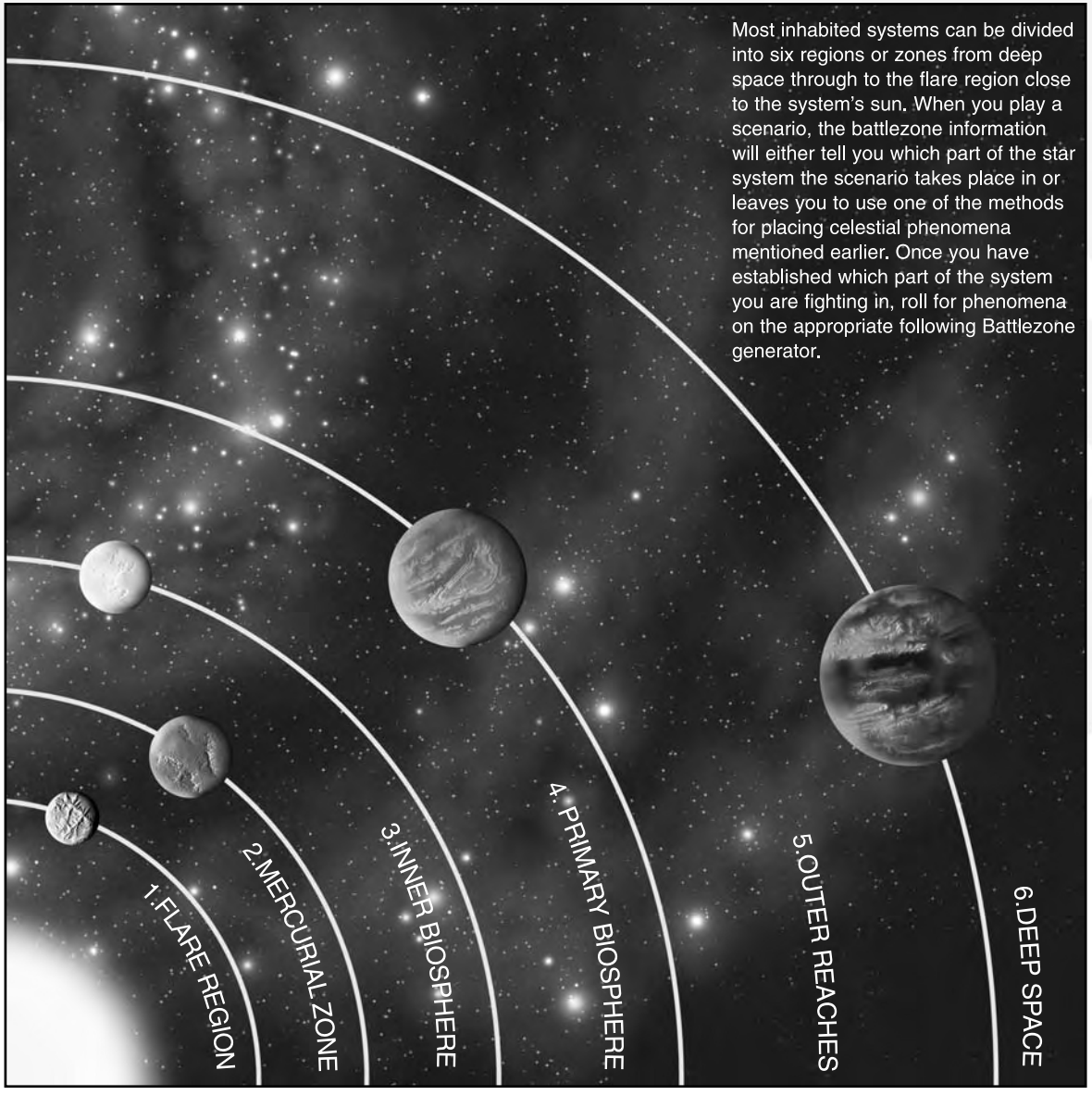
Cross the stars and fight for glory
But 'ware the heaven's wrath
Take yer salt and hear a shipman's story
Listen to tales of the gulf
Of stars that sing and worlds what lie
Beyond the ghosts of the rim
But remember, lads, there ain't no words
for every void-born thing

Setting Up Celestial Phenomena: ***Method 1***
One of the players positions all the celestial phenomena on the table. His opponent can then pick which table edge to deploy from. Many of the scenarios require you to roll for choice of table edges, but if one player has set up the celestial phenomena then it is only fair that his opponent chooses which board edge to deploy from. This is a good method if you are playing a game at one player's house, as he can set up the celestial phenomena before his opponent arrives, allowing you to get straight on with the battle.

Setting Up Celestial Phenomena: ***Method 2***
Divide the table into 60cm square areas. Next roll a D6 for each area. On a 4 or more the area contains celestial phenomena which is determined using the appropriate battlezone generator. Roll a D6 to determine which of the generators to use for this battlefield (or agree on one with your opponent) and then roll on that generator for celestial phenomena in each area. Position the phenomena anywhere within the area, but don't place them on top of each other. We've included a set of sample battlezone generators over the following pages, but it's easy enough to come up with your own customised ones that include all the celestial phenomena in your own collection.

Setting Up Celestial Phenomena: ***Method 3***
As a variant, you can use the fleets' attack ratings to determine which battlezone the battle is fought in. This represents the two fleets trying to pick their ground by offering battle where it suits them best. Each player secretly chooses a battlezone and adds the number of the battlezone to his fleet's attack rating. Both players then declare their total score. The player with the highest score wins and the battle is fought in the zone he chose.

BATTLEZONES



Most inhabited systems can be divided into six regions or zones from deep space through to the flare region close to the system's sun. When you play a scenario, the battlezone information will either tell you which part of the star system the scenario takes place in or leaves you to use one of the methods for placing celestial phenomena mentioned earlier. Once you have established which part of the system you are fighting in, roll for phenomena on the appropriate following Battlezone generator.

Some of the fiercest fighting of the Gothic War took place in and around Quinrox Sound. With a large proportion of hive worlds and mining colonies, the Quinrox Sound was a major source of materials for building and repairing ships, and both sides took heavy casualties attempting to control the sub-sector. In the Corilia system alone, known to many as the Hulk's Graveyard, there were the remains of at least thirteen Imperial and Chaos capital ships, and two dozen or more escorts, creating a field of debris and shattered hulls spreading across the inner system. The Hulk's Graveyard itself became a focal battlezone, as Imperial and Chaos forces tried to salvage as much as they could from the derelict vessels to be found there. Quinrox Sound became the scene for daring raids to capture prize ships and a gathering place for pirates and other renegades to steal whatever resources they could find. Enemy ships lay in wait amongst the drifting wrecks, waiting for the opportunity to ambush some unwary foe.

1. Flare Region Generator

The flare region is closest to the system's sun. It is an area scoured by incandescent flares of super-heated gas from the surface of the sun and fierce radioactive winds. Planets this close to the star are almost always death worlds, places too ravaged by the sun's heat to be habitable to life.

D6 Roll	Result
1	Solar flare
2	Solar flare
3	Radiation burst
4	Asteroid field
5	D3 gas/dust clouds (generally a solar flare remnant)
6	Planet (roll again: 1-5=small, 6=medium)*

2. Mercurial Zone Generator

At the mercurial zone the sun's ferocity is still awesome to behold, but solar flares less frequently reach out to burn everything in their path. Occasionally a planet can be found in the mercurial zone which can sustain limited life deep underground or constantly moving around its dark side to shelter from the sun's rays.

D6 Roll	Result
1	Solar flare
2	Radiation burst
3	Asteroid field
4	D3 gas/dust clouds (solar filaments or flare remnants)
5	D3 gas/dust clouds (solar filaments or flare remnants)
6	Planet (roll again: 1-5=small, 6=medium)*

3. Inner Biosphere generator

As the inner biosphere is reached, planets become more hospitable, though often their atmospheres are a noxious soup of harmful gases. Nonetheless colonies and hive cities occur in the inner biosphere of certain systems.

D6 Roll	Result
1	Roll again: 1-3=Radiation burst 4-6=solar flare
2	Asteroid field
3	D3 asteroid fields
4	D3 gas/dust clouds
5	D3 gas/dust clouds
6	Planet (roll again: 1-5=small, 6=medium)*

4. Primary Biosphere generator

In the primary biosphere a balance is struck between the burning heat of the sun and the icy cold of the void. Most inhabited worlds lie within this biosphere and it's here that the bulk of a system's defences are built.

D6 Roll	Result
1	Asteroid field
2	D3 asteroid fields
3	Gas/dust clouds
4	D3 gas/dust clouds
5	Planet (roll again: 1-5=small, 6=medium)*
6	Planet (roll again: 1-5=small, 6=medium)*

5. Outer Reaches Generator

The outer reaches of a system are the realm of gas giants and worlds generally too cold and harsh to support life. Many battles between ships occur here as the system's defenders attempt to prevent enemy ships reaching the primary biosphere.

D6 Roll	Result
1	D3+1 asteroid fields
2	D3 asteroid fields
3	D3 gas/dust clouds
4	Gas/dust cloud
5	Planet (roll again: 1-3=small, 4-6=large)*
6	Planet (roll again: 1-3=small, 4-6=large)*

6. Deep Space Generator

Ships coming out of the warp must appear some distance away in deep space or risk destruction among the graviton surges in-system. Many civilised worlds have specific jump points marked by beacons to assist navigation. An ambushing fleet will often lurk near a jump point in the hope of catching an emerging foe unaware.

D6 Roll	Result
1	D3 asteroid fields
2	Asteroid fields
3	D3 gas/dust clouds
4	Gas/dust cloud
5	Warp rift
6	Small planet (a rogue planet in a highly eccentric orbit)*

**In all cases a maximum of one planet will be present on the tabletop: if a second planet is generated roll again. Remember to roll to see whether a planet has any moons. If a large planet is generated, it will have rings around it on a D6 roll of 4 or more.*

>>ATTACHED SYSTEM DATA DOWNLOAD<<
>>TRANSMITTING<<
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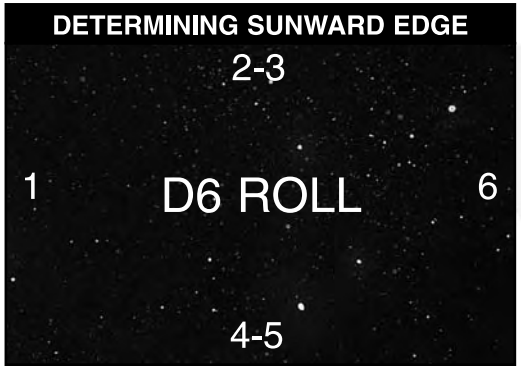
Name: Elysium
Cluster: Therax
Location: Gothic Sector, Segmentum Obscuras
Attitude: VH32/HSl72
Distance from Terra: ≅26,364 light years
Primary type: Solitary F6V.
Orbital bodies: V: D-Class; Secondaries; V-class; A-class; C-class; Secondaries; G-class; D-class
Graviometrics:4B*87/⊐6²659+8[7>674/98{56/87)76-0KH:6(98+5/L98}hg/76.99.]

TABLETOP FEATURES

The following features are celestial phenomena that are placed onto the tabletop. Remember to leave plenty of empty space between them.

Tabletop features are generally placed in relation to the nearest star. This is because nearly everything caught in the inconceivably gross gravitational pull of a star will be in some kind of orbit around it.

When placing these features, start by determining which table edge is closest to the nearest star, described as "sunward" in Battlefleet Gothic. To do so roll a D6.



Once you have established which way is sunward, you can start to place celestial phenomena. Each of the types is listed as follows with suggested sizes and methods of placement. However, if you have phenomena made up on bases of a particular size or something similar just use them the way they are. Likewise, don't let the following suggestions stop you from doing something interesting or exciting: they are just there as guidelines to take some of the brain ache out of setting up the tabletop, not as definitive rules.

GAS AND DUST CLOUDS

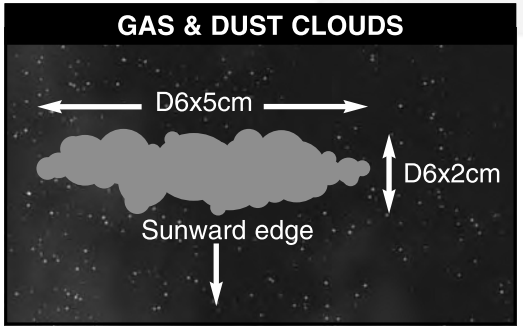
Gas and dust clouds represent areas of space with a notably greater density of (mostly) hydrogen gas or tiny particles of matter. These clouds may be fragments left over from the formation of stars and star systems, the outer fringes of nebulae or protostars, or even gasses ejected by solar flares. They represent a moderate navigational hazard to shipping: basic shielding is sufficient to prevent damage occurring but ships are slowed somewhat by passing through them. Gas and dust clouds impair targeting by weapon batteries and may destroy ordnance which passes through them, making them potentially useful areas to exploit in ship-to-ship combat.

Effects

To ships in base contact, gas and dust clouds have the same effect as a single Blast marker in all respects (ie, on firing, movement, shields, Leadership and ordnance). Eldar and their kin can make a leadership check to ignore all effects of gas clouds, and their escorts may re-roll this result for free. If passed, it will take no damage nor suffer any effects of being in contact with it.

Placement

Use flock or cotton wool to show gas & dust clouds, usually found in bands or streamers running parallel to the sunward table edge. Each band is D6x2cm wide and D6x5cm long.



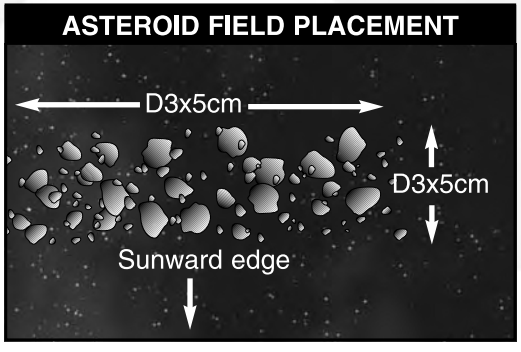
ASTEROID FIELDS

Asteroid fields orbit most stars at varying distances. They are generally thought to be debris fragments left over from collisions between planets during the formation of a star system. Asteroid fields may also be left over after the destruction of a planet or moon, or represent an area of wreckage resulting from a space battle.

Effects

An asteroid field blocks line of fire and any torpedoes that strike it are detonated. Hulks which drift into an asteroid field are also destroyed. Attack craft squadrons which move through an asteroid field are destroyed on a D6 roll of 6. Enemy vessels that are both within the asteroid field may fire upon each other with battery-type weapons and lances, but at no more than 10cm range, and all weapons are at half strength/firepower. Crippled or braced ships may not fire in this manner.

A ship or escort squadron that fails the Leadership test suffers D6 damage from asteroid impacts, but its shields will block damage as normal. The D6 damage will only be distributed among the escorts that actually traversed the asteroid field.



Placement
Asteroid fields can be represented by an area of rocks, pebbles, gravel or kitty litter (unused!). Like gas and dust clouds, asteroid fields are placed so that they run parallel to the sunward table edge. Typically, asteroid fields are D3x5cm wide and D3x5cm long.

WARP RIFTS

Occasionally, a temporary rift can occur between normal space and warp space, particularly during a powerful warp storm or after a large fleet has dropped out of the warp. Moving into such a rift is highly dangerous, but may well provide an edge for a desperate or foolish captain.

Effects
A warp rift blocks line of fire and any torpedoes that strike it are detonated. Hulks which drift into a rift disappear, never to be seen again, so they may not be salvaged after the battle. Attack craft squadrons which move into a rift are destroyed.

Ships moving into a warp rift must pass a Leadership test on 3D6 to navigate it successfully. If the ship passes the test, it may be repositioned up to 2D6x10cm away from the rift, pointing in any direction. If it fails, the ship disappears from the battle altogether – lost in the warp!

Roll a D6 for each ship lost in the warp after the game: on a 1 it is lost in the warp forever, doomed to drift on the tides of the immaterium until its crew die, on a 2-6 it is only temporarily lost and will eventually find its way back to the fleet.

Placement
Use a strip of white paper, cloth or cotton wool to represent a warp rift. The rift is D3x5cm wide and D3x10cm long.

PLANETS

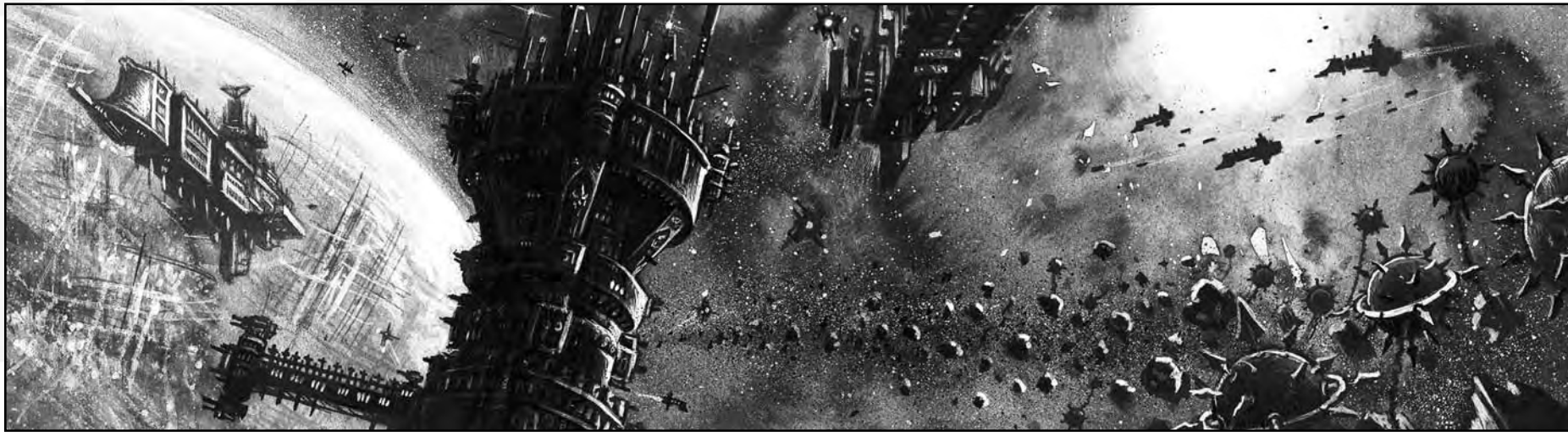
Less than 1% of systems have planets orbiting a solitary star in the manner of ancient Terra. Even so, there are millions of star systems containing billions of worlds scattered across the galaxy. Most planets are either desolate, empty and airless, or surrounded by an atmosphere too noxious to support life. In the Gothic sector there are over two hundred inhabited worlds and tens of thousands of other planets. Planets often become the focus of space battles as opposing fleets attempt to establish forward bases or extend their control throughout a contested system.

Effects
Planets are represented by a template or model (ball) placed on the tabletop. The template blocks line of fire and any torpedoes that strike it are detonated (much to the distress of any local life-forms!). Hulks which drift into a planet are also destroyed. Ships may move 'through' a planet (by passing over or under it).

Every planet is surrounded by an area of space where its gravitational pull is strong enough to affect shipping. This area is referred to as its *gravity well*. The gravity well extends out a set distance from the edge of the planet template and affects a ship's manoeuvring as follows.

TYPICAL PLANETARY TEMPLATES:

Small planet (eg, the size of Mercury, Pluto or Mars) – up to 15cm diameter.
Medium planet (eg, equivalent to Venus or Earth) – 16-25cm diameter.
Large planet (eg, the size of Saturn or Jupiter) – 26-50cm(!) diameter.



TYPICAL GRAVITY WELLS:

Small planet – up to 10cm from template edge.
Medium planet – up to 15cm from template edge.
Large planet – up to 30cm from template edge.

Ships within the gravity well of a planet may make a free 45˚ turn at the beginning and end of their move, but the turn must always be made towards the planet. The ship does not have to move its minimum distance before it is able to make its free turn. Free turns provided by gravity wells can be used even when the ship cannot normally turn, such as when under All Ahead Full or Lock On special orders. They can also be combined with Come To New Heading special orders

A ship within a planet's gravity well may elect to enter high or low orbit. A ship does not have to move whilst it is in high orbit, but such a stationary ship uses the defences column for gunnery purposes if it elects to remain stationary. A ship that enters low orbit, however, is removed from play and (where the scenario requires it) is placed on a separate low orbit table. Ships moving up from low orbit are placed touching the outer edge of the planet template.

Placement
Planets are usually so far apart that only one will be placed on the tabletop, although in spectacular 'When Planets Collide' scenarios you might want to place two planets in shockingly close proximity.

RINGED PLANETS

Occasionally planets (usually the larger ones) have rings made up of gas, dust and asteroids. These are represented by gas and dust clouds and/or asteroid fields placed in a ring around the planet.

Placement
If there is a large planet on the table roll a D6. On a 5 or 6 it has rings around it. Place D3 rings around the planet, then roll a D6 to see what sort each ring is: 1-4 = gas/dust, 5-6 = asteroid. Each ring is D6cm wide and begins D6x5cm away from the planet's edge. Note that some may end up merging into one another, but that's fine.

MOONS

Most planets have many small moons around them and most of these are no larger than generously sized asteroids. These rules are confined to dealing with larger moons several thousand kilometres in diameter.

Effects
Moons count as small planets in all respects, including when deciding the effects of their gravity wells on turning ships.

Placement
Medium planets typically have D3-1 moons, large planets have D6-2 moons. Moons are up to 5cm in diameter. A planet's moons are placed 2D6x10cm from the planet: roll randomly to see which direction they are from the planet.



"And about Port Maw were ringed many defences. Fortresses in orbit and platforms bristling with weapons lay in wait for an unwary attack. Minefields in abundance were there to discourage the foolish."

Lexicus Planetarium, M.38

TABLETOP EFFECTS

The following features affect the entire battlefield. They may be combined with tabletop features to produce, for example, a battle around a planet close to a sun.

FIGHTING SUNWARD

In battles close to the centre of a system, the presence of the local star has powerful effects on the ship's ability to detect other vessels. At extreme ranges, the glare of the sun will tend to obscure the energy signature of enemy vessels, making them difficult to target accurately. In close proximity, an opposing ship with the sun behind it is easier to pick out and track using reflection surveyors and image capture devices.

Effects

In the outer reaches and deep space the light from the distant star has no effect on combat. In battles taking place from the flare region to the primary biosphere, fighting sunward has the following effects:

Any firing conducted towards the sunward table edge doubles the column shifts for long and short range. At long range (over 30cm) the powerful photosphere blinds long range sensors, so take two column shifts right on the Gunnery table instead of one. At short range (15cm or under) targets are 'silhouetted' instead, so make two column shifts left.

SOLAR FLARES

Most stars periodically release explosive bursts of energy over small areas of their surface. Of course small, in solar terms, means areas hundreds of millions of kilometres across! These huge flares of energy rush outward at tremendous speeds, flooding the vicinity with highly charged particles and magnetic shock waves. A shielded vessel can find its protection virtually overwhelmed by these events and a vessel without shields is sure to suffer damage.

Effects

Roll a D6 at the start of each turn. If more than one flare was generated as part of the celestial phenomena roll a D6 per flare generated. On any roll of a 6 a flare occurs, but a flare will only manifest itself once per game. Once a flare occurs, this roll no longer needs to be rolled. Each ship on the tabletop has one Blast marker placed sunward of them. Any ship without shields will suffer one hit and will take critical damage on a roll of 4 or more on a D6. Roll a D6 for each Ordnance marker – on a 4 or more it is removed from play. Eldar and their kin can make a leadership check to ignore all effects of solar flares, and their escorts may re-roll this result for free. If passed, it will take no damage but instead turn directly away from the solar flare and move 2D6cm.

RADIATION BURSTS

As well as solar flares and often in conjunction with them, a sun will frequently emit bursts of radiation, including electromagnetic and radio waves. These temporarily scramble any communications traffic between ships and even disrupt ship-board commnets. Commanding a ship in these conditions is extremely difficult and for this reason most commanders assiduously avoid the flare region of the local star.

Effects

Roll a D6 at the start of each turn. If more than one radiation burst was generated as part of the celestial phenomena, roll a D6 for each one generated. For each roll of 5 or 6 a radiation burst occurs. Roll a D6 to see what the interference level of the burst is and all ships on the table reduce their Leadership value by the interference level for that turn. For example, if a radiation burst occurs and a 3 is rolled for the interference level, all ships suffer -3 to their Leadership for the rest of the turn.

In addition to the reduced Leadership for the interference, Fleet Commanders may only use their re-rolls for Command checks for their own ship or squadron during radiation bursts.

"The klaxon was sounding all across the ship now. I tried to enter the lower bridge, but the emergency bulkheads had shut. Sporadic bursts from the engines were pushing us to starboard and dipping the stern down towards Proxadis' outer moon. I heard one of the Tech-Priests reporting over the internal comm-net that the artificial gravity had failed along the starboard quarter gun-decks. With the bridge presumed destroyed, I was left as the highest authority on board. I ran into a party of ratings trying to jettison the blazing remains of the tertiary starboard lance turret and I ordered them to get to the saviour rafts. Another explosion shook the ship, sending us flying in all directions. Running up to the secondary aft bridge, I took stock of the situation. We had lost all helm control, the fifth, ninth and eleventh reactors were discharging plasma and the number three reactor was going into endphase overload. I ordered the general abandonment and led the aft bridge crew to the rafts at the end of 'C' deck, port quarter. Just as we jettisoned, I saw the outside of the ship through the port. Plasma was slowly engulfing the whole of the engine section. A gaping hole had been torn through both quarter galleries and fires were burning up on the bridge section. We had perhaps got 12,000 away when the reactors blew, sending a sheet of gas and flame surging towards us. It passed by about 4,000 away, but the shockwave buffeted us badly, and the engines cut."

The loss of the Invincible by 4th Lieutenant Burns, one of only 1,250 survivors.

FIGHTING IN LOW ORBIT

In certain scenarios, ships can enter low orbit to attack a planet. Achieving low orbit is essential to any such attack, since a drop ship's range is very limited and any attempt to bombard ground forces from a greater distance is purely up to chance.

You will need a separate table (or section at one end of the main table) to represent low orbit. This doesn't need to be very large – 45-60cm wide x 90-135cm long should be sufficient. One long table edge should be nominated as the planet edge and represents the planet itself. Ships within the gravity well of a planet may elect to enter low orbit at the start of any of their turns – place the ship on the low orbit table, touching the edge furthest from the planet.

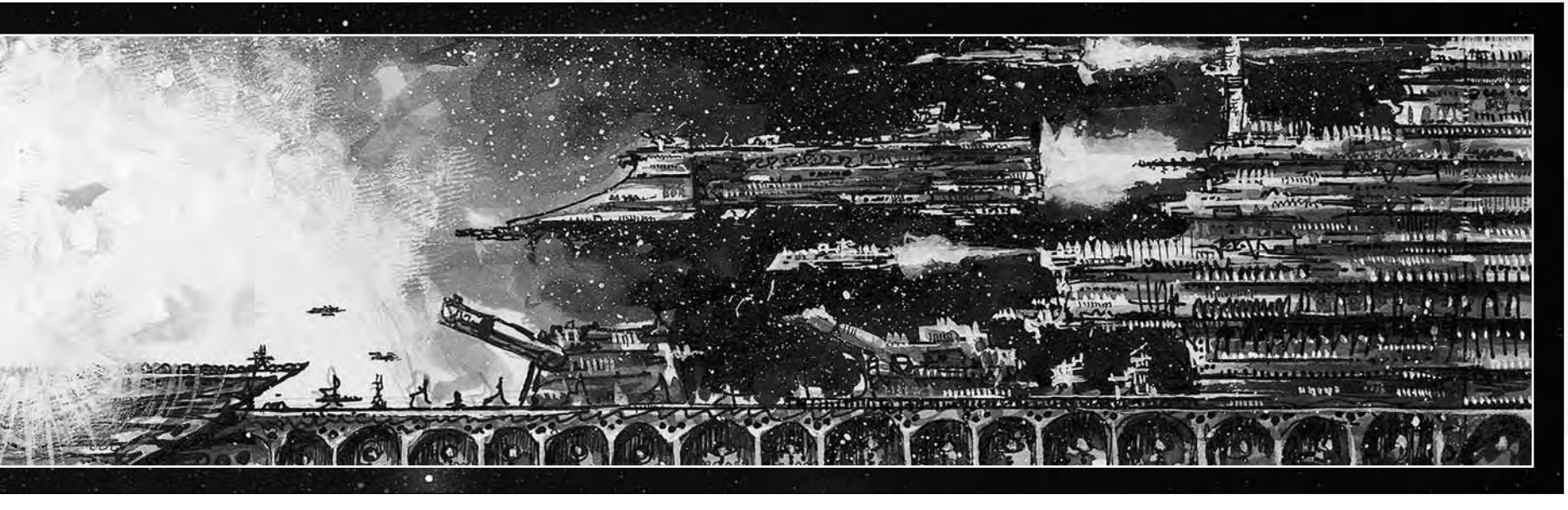
Ships in low orbit do not have to move and capital ships do not have to move a minimum distance before they can turn. To represent interference from the planet's gravity well and the outermost edges of its atmosphere, all firepower shooting in low orbit suffers one column shift to the right, lances and nova cannons require a 4+ roll to fire and torpedoes may not be fired by ships at all.

Ships which move within 45cm of the planet edge will be gripped in the heart of the gravity well and must use their engines to keep station if they don't wish to crash. At the start of each player's turn, all ships within 45cm of the planet table edge are moved directly towards the planet (without changing facing or turning in any way).

The distance that they move depends upon the size of the planet: small=5cm; medium=8cm; large=10cm. Any ship that moves off of the planet table edge in this way is totally destroyed. Escorts and transports which voluntarily move off the planet edge are said to have landed and are removed from play; capital ships cannot land. If a ship in low orbit moves off the table from any other edge, it is assumed to have left low orbit and is placed back on the main table, touching the edge of the planet. A ship may not enter low orbit and then leave it again in the same turn.

Apart from this, movement and combat is resolved in each player's turn as normal.

If you're limited for space, you can represent the low orbit table with a sheet of paper and markers, using a scale of 1mm:1cm on the Deep Space table. Alternatively, you could use graph paper to plot moves in low orbit, again changing the scale as appropriate.



SCENARIOS

Although some space battles are straightforward affairs, with two fleets engaging each other simply to destroy the enemy, it is just as likely that the fleets will have a more specific objective to achieve, such as escorting a convoy or supporting a planetary assault. This section of Battlefleet Gothic provides the rules for fighting these different types of battle.

CHOOSING A SCENARIO

For your first couple of games we recommend you play the Cruiser Clash introductory scenario on page 68 while you get used to the rules and start building up your fleet. Once you have an idea of how the rules work you can try out some of the different scenarios that follow. There are ten scenarios in this book, divided into small scale raids and larger battles and below are several ways of deciding which to play.

Arbitrary Decision Method

This is by far the quickest and simplest method of choosing a scenario. Despite its rather grandiose title, this method merely involves the players picking a scenario they want to play because of the forces they have available, how much time they have, or just because it's their favourite.

Random Generation Method

If you wish to pick a scenario randomly, roll a D6. On a roll of a 1, 2 or 3, roll again on the Raids table. On a roll of a 4 or more, roll on the Battles table. Alternatively you can just decide whether you want to fight a raid or a battle and then roll on the appropriate table.

RAIDS

D6 Roll	Scenario
1	Cruiser Clash
2	The Bait
3	The Raiders
4	Blockade Run
5-6	Convoy

BATTLES

D6 Roll	Scenario
1	Exterminatus!
2	Surprise Attack
3	Planetary Assault
4	Escalating Engagement
5-6	Fleet Engagement

USING AN ATTACK RATING

Some fleets are intrinsically better than others at launching attacks and picking where and when they fight their battles. This may be due to a skilled admiral, faster ships, better organisation, or access to powerful pyskers who can scry the future and predict the enemy's actions. It also represents the fleet's ability to navigate warp space, as well as the wild, aggressive and often random nature of their attacks (particularly for Orks!). This is called a fleet's attack rating, which represents how likely they are to initiate a raid or battle (as opposed to being attacked themselves). The chart that follows shows the attack ratings of Imperial, Chaos, Ork and Eldar fleets.

ATTACK RATINGS

FLEET	ATTACK RATING
Imperial	2
Chaos	2
Ork	3
Eldar	4

You can use attack ratings to determine the scenario to be played by the following method. Each player rolls a number of D6 equal to their attack rating and chooses the best individual dice score. Compare the best scores of both sides. The fleet with the highest score has launched an attack and may choose which scenario to fight. If it is a draw, then determine a scenario randomly as already described.

DETERMINING ATTACKERS AND DEFENDERS

In many of the scenarios, one side will be attacking and the other side will be defending. If a scenario has an attacker and a defender, you can simply decide who is attacking and who is defending, or randomly choose which player is attacking by rolling a dice, tossing a coin, playing scissors-paper-stone or whatever. Alternatively, you can use the attack ratings given above. As with determining a scenario, both players roll a number of dice equal to their attack rating and the player with the highest single dice roll is the attacker.

If you are using attack ratings to determine the scenario being played (see above), the player who gets to choose the scenario is always the attacker.

THE SCENARIOS

Each scenario is presented in the following format:

Title and Overview presents the type of scenario being played, with a short description detailing the situation that faces the fleet commanders.

Forces tells you how to pick your fleets, usually in conjunction with the Fleet Lists section in this book. In some scenarios, one side may have random forces, or additional resources such as planetary defences, transport ships, etc.

Battlezone shows what restrictions there are, if any, on choosing a battlezone, as well as any compulsory celestial phenomena that must be placed on the tabletop.

Set-up gives instructions for each of the fleets, showing where they begin the battle, where any reinforcements arrive on the battlefield, etc. This section also tells you which of the fleets must be set up first.

First Turn tells you which fleet has the first turn. Often the players roll a D6 and the winner can choose whether to go first or second.

Special Rules gives you details of any rules that are specific to that scenario, such as making a planetary assault, using special Contact markers, squadrons being on standby orders and so forth.

Game Length tells you how many turns the battle will last for, together with any other events which may end the battle.

Victory Conditions is the important bit! It is here that you'll find what your fleet must do in order to win. Often victory points are used to determine the winner, and the rules for these are as follows.

VICTORY POINTS

In many scenarios, the winner will be the player who scores the most victory points. Victory points are a measure of how much damage a fleet has inflicted on its enemy and are won by crippling and destroying enemy ships. Additional victory points can also be scored by achieving certain objectives, as detailed in the Victory Conditions section of the scenario, such as escaping an attack or attacking an enemy base. Victory points are earned as follows:

Capital Ships

If a capital ship is destroyed, the opposing player earns a number of victory points equal to the ship's points value. This should also include the points value of any Admiral, Warmaster or Chaos Lord on board and any points spent on other types of upgrades.

If a capital ship is crippled, the opposing player earns 25% of its total points value (rounding up) as victory points.

At the end of the battle, the fleet that holds the field earns victory points for the number of hulks it can capture. Your fleet holds the field if all enemy ships have been destroyed (or have disengaged) and your fleet has at least one operational ship on the table at the end of the battle. If one fleet holds the field the player earns victory points equal to half of the points value of each hulk on the table. Note that you earn victory points for your own ships that have been reduced to hulks (you have denied valuable resources to the enemy) as well as enemy hulks.

Escort Ships, Orbital Defences and Other Vessels

Each destroyed planetary defence installation earns a player a number of victory points equal to the installation's points value. Each destroyed escort earns its value in victory points provided the entire escort squadron is destroyed.

Disengaged Ships

Ships and escort squadrons which have disengaged are worth 25% of their total points value (including refits and embarked commander) in victory points if they were crippled before they disengaged. If the ship or escort squadron disengaged before it was crippled it is worth victory points equal to 10% of its value. An escort squadron is considered crippled if it loses half of its ships, rounding up

VICTORY POINTS SUMMARY

Each enemy ship destroyed – Victory points equal to its points value.

Each enemy capital ship crippled – Victory points equal to 25% of its points value, (rounded up).

Each enemy ship disengaged – Victory points equal to 25% of the enemy ship's points value (rounded up) if crippled, or 10% (rounded up) if not.

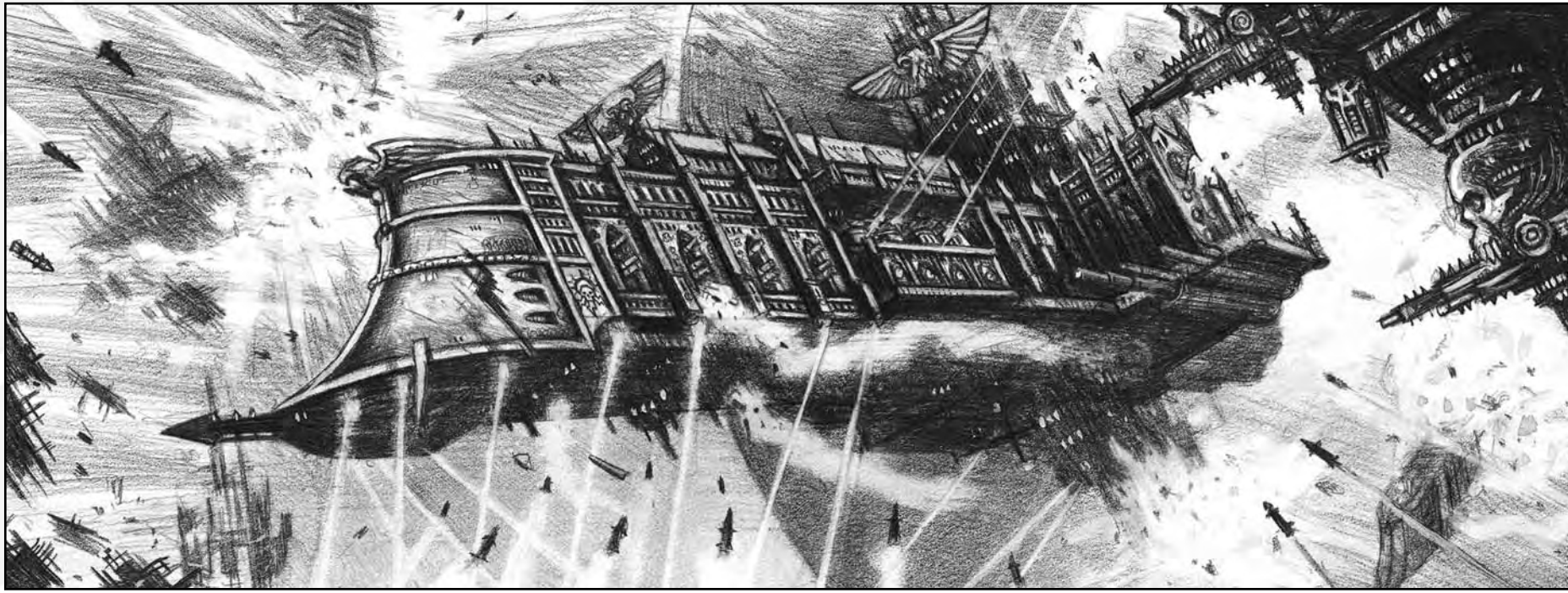
Holding the field – Victory points equal to 50% of the points value of each hulk (friend or foe) on the tabletop (rounded up).

Scenario objectives – Victory points are awarded as detailed in the individual scenarios.

PRE-BATTLE SUMMARY

1. **Determine Scenario.** You can choose a scenario, randomly generate one or use the attack ratings method.
2. **Decide Attacker and Defender.** If the scenario has an attacker and a defender you can randomly decide who is attacking, or use the attack ratings to determine the attacker. If you are using attack ratings to choose a scenario, the player who chooses is the attacker.
3. **Choose Forces.** Select your fleet following the instructions in the selected scenario.
4. **Set up Celestial Phenomena.** Determine the type of battlezone the game is played in and place any celestial phenomena on the tabletop (see page 41-46 for details of celestial phenomena).
5. **Generate Leadership.** Roll for the Leadership values of your ships and squadrons.
6. **Deploy Fleets.** Set up your ships on the table as outlined in the scenario.
7. **Determine First Turn.** Find out who has the first turn as detailed in the scenario.
8. **Start Fighting!**

Port Maw is the capital system of the Gothic Sector. The planet itself is the most productive hive world in the region, with a population of over 200 billion people. Orbiting above the world are three Naval stations, including Fleet Command for the whole of Battlefleet Gothic, Nexus Station – the Gothic Sector's largest shipbuilding and repair station. Port Maw's orbital defences outmatch even those of the Blackstone Fortresses and the Chaos fleet wisely decided not to launch an all-out attack against this base. Instead, the naval base was blockaded continuously for seven years by Chaos ships. During this time, only a handful of vessels managed to slip into or out of the system and the need for food and supplies became great. After seven years, a brief break in the warpstorms around the sub-sector gave the battlecruiser, Sword of Redemption, and several other capital ships the opportunity to launch an effective attack, driving the Chaos blockade from the system and allowing the navy to make much-needed use of Port Maw's considerable shipyard facilities.



SCENARIO ONE: CRUISER CLASH

The Cruiser Clash is an introduction to the Battlefleet Gothic rules and can be played with the ships that are included in the box. We suggest you play it several times when you're learning the rules, adding in extra rules from the Alternatives section as you become more familiar with the way the game works. After a couple of games you should hopefully be able to play a game using just the information on the playsheets.

In this battle, two forces of opposing cruisers have run into each other near to a system's jump point. Seeing their hated enemies, they immediately attack. The side which can inflict the most damage on the enemy will emerge victorious.

FORCES

Each fleet consists of between one and four cruisers (both sides have the same amount). Each ship is worth no more than 185 points and should be chosen from the appropriate fleet list. Refer to the Ships of the Gothic Sector section for characteristics, etc, of the different cruiser classes.

BATTLEZONE

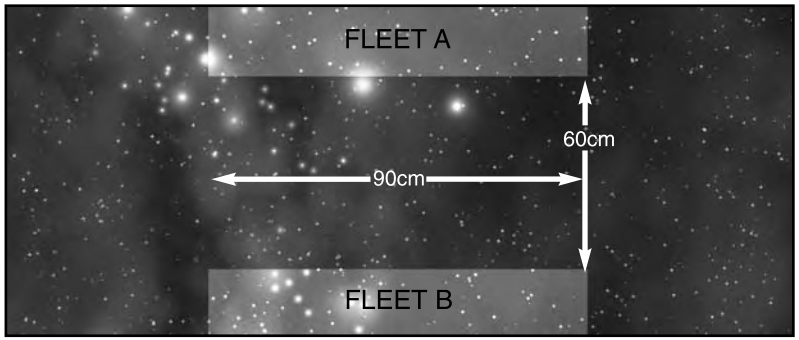
For your first game, we suggest you do not place any celestial phenomena.

SET-UP

Remember to roll for the Leadership values of your ships before setting them up, using the Leadership table on page 10 (also on the playsheet).

One player rolls a dice. On a 1, 2 or 3 they set up in the area marked Fleet A on the map. On a 4, 5 or 6 their ships must be set up in the Fleet B zone.

Next, both players roll a dice. The player with the lowest score sets up one of his cruisers first. The other player then sets up one of his ships and the players alternate deploying ships until all the cruisers are on the table. Ships may be put anywhere in the player's own deployment zone, but must be placed facing towards the opposite long table edge.



FIRST TURN

Both players roll a dice. The player with the highest score may choose whether to have the first or second turn.

GAME LENGTH

The game lasts until the players have had eight complete turns each or until one fleet has all its ships destroyed.

VICTORY CONDITIONS

Normal victory points are not used in this scenario. Instead, at the end of the game, each player scores 1 point for each point of damage they have inflicted on the enemy ships. A player scores an additional point for each crippled enemy ship, or 3 additional points for each destroyed enemy ship.

For example, if an enemy ship suffers 5 points of damage this earns the opposing player 5 points and an additional point because the ship has been crippled. Note that you only receive 3 additional points for destroyed ships – you do not also get the single point for the ship having been crippled before it was destroyed.

The player who scores the most victory points is the winner.

REFERENCE GUIDE

Below is a listing of the page numbers for the most common rules you will need in the Cruiser Clash:

Leadership – page 10
Movement – page 16-17
Shooting – page 19-26
Torpedoes – page 27-30
End Phase – page 31

ALTERNATIVES

After you have played this scenario once or twice, you may like to introduce some of the other Battlefleet Gothic rules.

FORCES

One thing you could do is remove the restriction on the maximum points value of the cruisers, which means that you'll be able to take cruisers with nova cannons and launch bays if you want. Alternatively, you could allow each player one cruiser with launch bays in their fleet, or some other restriction. Refer to the Fleet lists for the points values of different cruisers.

As another alternative, the players can pick any number of cruisers, up to an agreed points value, using their fleet list. A good size to start with is 750 points, or 1,000 points if you want to include fleet commanders in your game. Fleet commanders are Admirals and Warmasters who lead the fleets into battle. The rules for fleet commanders can be found on page 104 and the fleet commander options available to a player are given at the start of their fleet list.

BATTLEZONE

Once you've got used to moving and shooting with your ships over an open table, you can try placing celestial phenomena on the tabletop. First of all, place a few gas and dust clouds on the table and after you've played with those a couple of times you might like to add a planet or some asteroid fields as well.

When you've got an idea of how these basic types of celestial phenomena work in the game (and the tactics you can use to make the most of them), you can use the full celestial phenomena rules. If you do this, roll a dice – on a roll of a 1, 2 or 3 the battle takes place in the outer reaches; on a 4, 5 or 6 the battle is fought in deep space. See the Celestial Phenomena section starting on page 41 for more details.

SET-UP

You may like to use the Set-up rules for the Fleet Engagement on page 80.

VICTORY CONDITIONS

Rather than adding up damage points, you can use the victory points system in the introduction to the Scenarios section.

ADVANCED RULES

Once you are familiar with the basic Battlefleet Gothic rules, you can use some of the Advanced Rules on pages 32-48. In particular you may like to try using the rules for ramming and boarding actions.



SCENARIO TWO: THE BAIT

A lone ship has been sent into a system to lure out the defending forces in an extended pursuit. Unknown to the pursuers, the fleeing vessel has some friends lying in wait up ahead.

FORCES

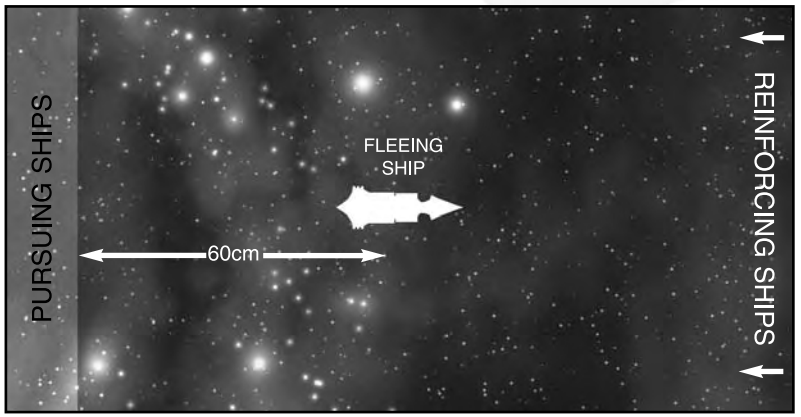
This scenario is a raid, so it plays well with forces worth up to 750 points. These are divided up as shown below.

Pursuing forces: Up to 500 points.

Pursued forces: One ship or squadron worth up to 250 points initially, with up to 500 points of reinforcements.

BATTLEZONE

This battle is most likely to take place in the outer reaches at the edge of a system, or in deep space near the jump point. If you are using a random battlezone generator, roll a D6: 1-3 = outer reaches, 4-6 = deep space.



SET-UP

The pursued vessel is placed in the centre of the table first, facing one of the short edges. The pursuers are deployed more than 60cm away behind it. Reinforcements for the pursued ship enter from the table edge in front of it.

FIRST TURN

The fleeing ship takes the first turn.

SPECIAL RULES

Any reinforcements for the fleeing ships may enter the table on any turn, including Turn 1. If the reinforcing ships enter after Turn 1, they may be deployed up to 30cm along the long table edges for each turn after the first.

For example, a Slaughter class cruiser enters as reinforcements on Turn 4, so it may be placed on the short table edge or up to 90cm along one of the long edges.

GAME LENGTH

The game continues until one fleet disengages or is destroyed.

VICTORY CONDITIONS

Standard victory points are earned for ships crippled or destroyed.



SCENARIO THREE: THE RAIDERS

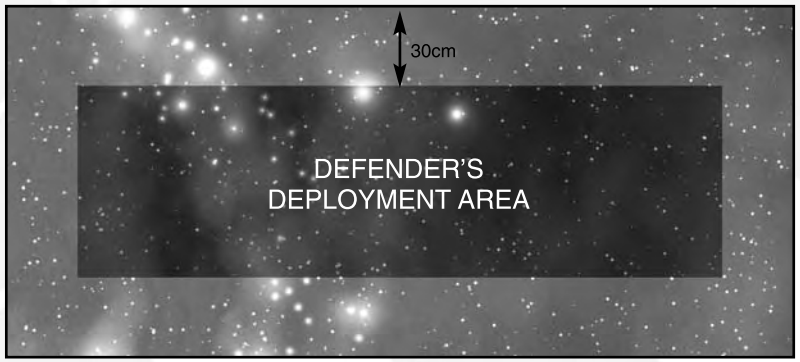
A small attacking force has been sent in to cripple or destroy as much of the enemy fleet as possible before they are destroyed themselves. If the attackers succeed, the defending fleet will be put out of operation for months, enabling the attacker's main fleet to roam the system unhindered.

FORCES

Agree a points limit for the battle. The defender may spend up to this points limit in total, while the attacker can spend up to half this total.

BATTLEZONE

The attack could take place on a fleet near a planet, or on one out in deep space, so set up celestial phenomena in any mutually agreed fashion.



SET-UP

The defender deploys his whole fleet first. The defending fleet must be set up with all the ships facing the same table edge and at least 30cm from any table edge. Each defending ship or squadron must be set up at least 20cm apart. The attacker moves his fleet on to the table from any edge in his first turn.

FIRST TURN

The attacker takes the first turn and moves his fleet on from one table edge.

SPECIAL RULES

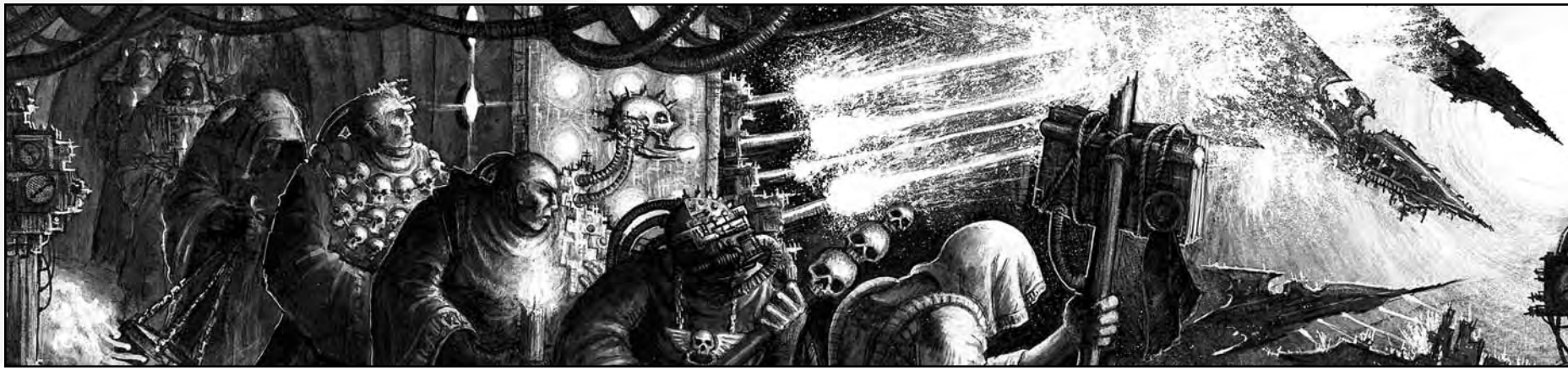
For the first D6 turns, all the defender's ships suffer a -1 Leadership penalty to represent their reduced state of alert.

GAME LENGTH

The game continues for eight turns, or until one fleet disengages.

VICTORY CONDITIONS

Both fleets score victory points as normal and the fleet with the highest victory points total at the end of the battle wins.



SCENARIO FOUR: SURPRISE ATTACK

The attacking fleet has launched a pre-emptive strike against the enemy, catching them unawares while they are still taking on stores in dock. The defenders must try to muster a defence as quickly as possible, before they are destroyed piecemeal.

FORCES

Both fleets are picked to an equal points value. In addition, the defender may spend an extra D6x10 points on planetary defences for every 500 points (or part) in his fleet (ie, 10-60 points for up to 500 points of ships, 20-120 points for 501-1,000 points of ships and so on).

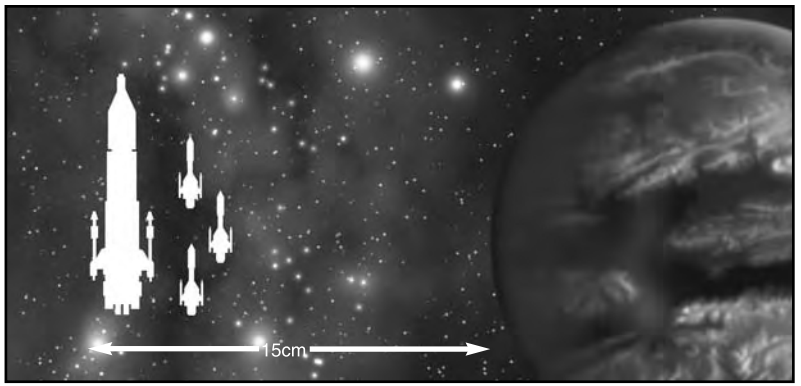
BATTLEZONE

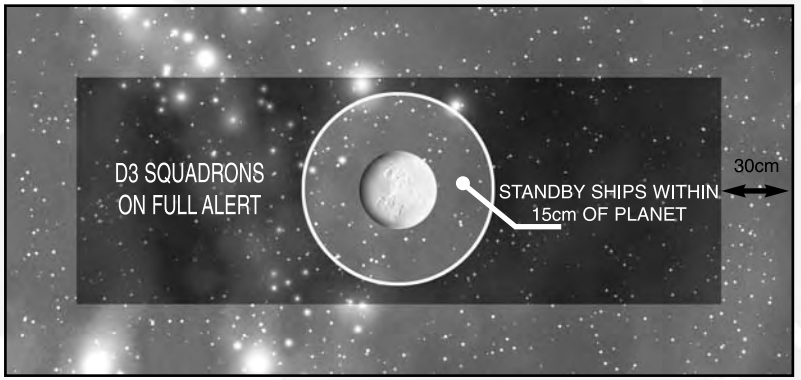
A surprise attack normally takes place in the system's primary or inner biosphere. Set up a planet in the middle of the table. The planet's size depends upon the size of the battle: up to 500 points = small, between 500 to 1,500 points = medium, over 1,500 points = large. Generate rings, moons, etc as normal. Then determine which table edge is sunward and place other celestial phenomena as normal.

SET-UP

At the start of the game, the defender may choose D3 ships or squadrons to be on full alert. These ships may be set up anywhere on the table that is at least 30cm from a table edge. The rest of the defending fleet is still on standby. Squadrons on standby must be deployed with at least one ship within 15cm of the planet and all ships abeam of the planet's surface.

The attackers move on to the table edge of their choice in their first turn.





FIRST TURN

The attacker gets the first turn.

SPECIAL RULES

Ships or squadrons on standby may not move, fire weapons or launch ordnance. They may however attempt to Brace and repair critical damage. Turrets and shields work normally. To go on alert status, it must first pass a Leadership Test. Note that this is not a Command check, so failing with one squadron or ship will not prevent you from testing the others. A ship or squadron may not use special orders on the same turn that it goes on alert status.

GAME LENGTH

The game lasts until one fleet disengages or is destroyed.

VICTORY CONDITIONS

Both fleets score victory points as normal and the fleet with the highest victory points total at the end of the battle wins.

SCENARIO FIVE: BLOCKADE RUN

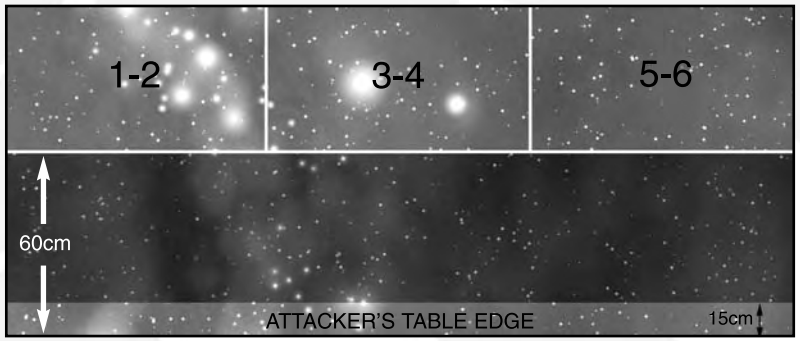
A fleet has been trapped in the system for several months, unable to fight past the enemy fleet blockading the jump point. A small attack force has been assembled to break through the blockade at its weakest point, to hopefully return with sufficient reinforcements to lift the blockade totally.

FORCES

Agree on a points value total for the battle. The blockading player may spend this many points on his fleet. The attacker (attempting to break the blockade) may spend up to half this points total on ships.

BATTLEZONE

The blockading force is stationed on the edges of the system, so the battle will take place in either the outer reaches or deep space.



SET-UP

Divide the table lengthways into thirds, as shown. The blockading player then sets up his fleet. Roll a D6 for each blockading ship or squadron to determine which third of the table it is deployed in. Blockading ships may start facing in any direction, but may not be placed within 60cm of the attacker's table edge. The attacker then sets up his force within 15cm of his table edge.

FIRST TURN

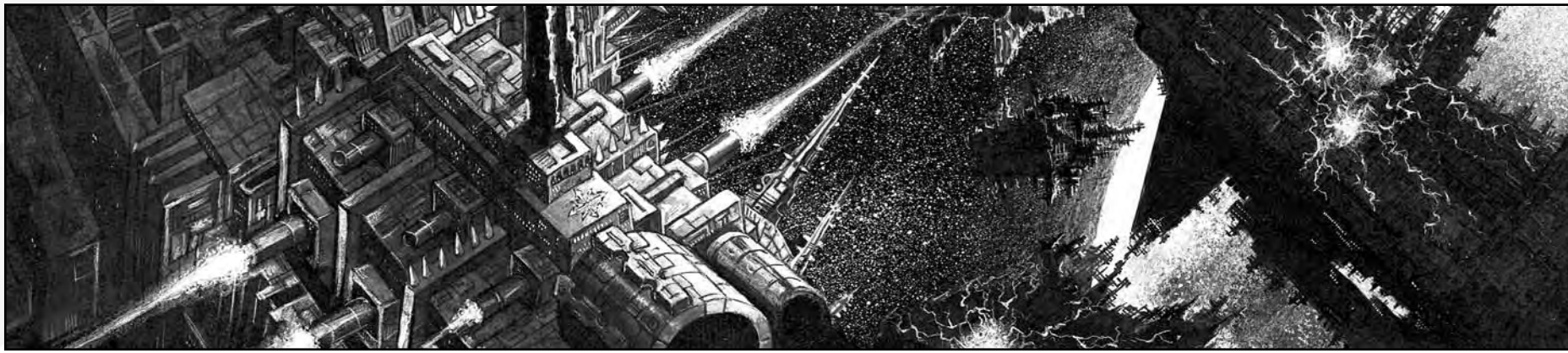
Both players roll a dice and the player with the highest score may choose whether to go first or second.

GAME LENGTH

The game lasts for six turns.

VICTORY CONDITIONS

Both players score victory points for destroying and crippling enemy ships as normal. In addition, the attacker scores victory points equal to the points value of any ships that he can move off via the blockading player's table edge. Crippled ships are worth a quarter of their points value if the attacker can get them off the table. The side with the most victory points wins.



SCENARIO SIX: CONVOY

In this scenario, the defender must escort a convoy of vital transport vessels into a star system threatened by enemy forces. In order to catch the convoy, the attacking forces have seeded a wide area of space with ships lurking on minimal power to avoid detection and clusters of 'deadfall' torpedoes which will activate and launch as soon as an enemy ship registers on their sensors. But this convoy is desperately needed and must run the gauntlet of ships and missiles to deliver the supplies it carries.

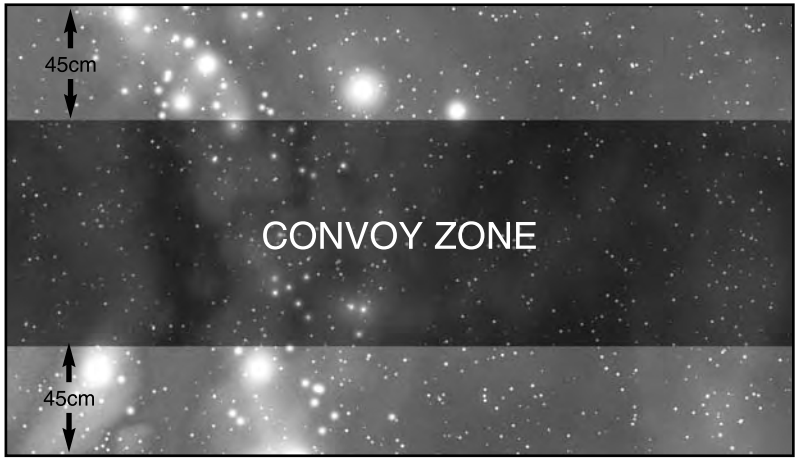
FORCES

The convoy must include at least two transport ships. For every two transports the defender may choose up to 100 points of ships to protect the convoy, which may be deployed in a maximum of one squadron per pair of transports in the convoy. The transports may be formed into a single squadron if you want.

The attackers are generated randomly. Make D3 rolls on the table below plus one extra roll for each pair of transport ships in the convoy.

D6 ROLL	RESULT
1	One deadfall torpedo or attack craft cluster
2	Two deadfall torpedo or attack craft clusters
3	Three deadfall torpedo or attack craft clusters
4	A squadron of escort ships worth up to 100 points
5	A squadron of escort ships worth up to 150 points
6	One capital ship worth up to 200 points

Escort squadrons and capital ships are chosen from the attacker's fleet list.



BATTLEZONE

The convoy could be attacked near a planet, or out in deep space, so set up celestial phenomena in any mutually agreed fashion. If you wish, you can use battlezone generators for the Convoy scenario. Roll to see which region of space the convoy is moving through and then generate celestial phenomena on the appropriate battlezone generator.

SET-UP

The attacking player sets up first. Place a face down Contact marker on the table for each capital ship, squadron, deadfall missile or attack craft cluster. Markers must be placed at least 30cm apart and may not be placed within 30cm of a table edge. If all of the counters cannot fit onto the table, start to double them up by placing an extra counter on top of each one already placed.

The convoy player then rolls a D6 to determine which short table edge the convoy enters from. Place one ship from the convoy at the edge of the table to mark the point where the convoy will move on from. The convoy may not enter the table within 45cm of either of the long table edges

FIRST TURN

The convoy player takes the first turn. The convoy moves onto the table from the point indicated. Any ships which do not enter the table on the first turn must move on in the second convoy player's turn. Any convoy ships which fail to enter play on the second turn are considered to be lost in the warp and do not take part in the game.

SPECIAL RULES

The attacker's face down counters are activated by a convoy vessel moving within 30cm of them. Turn the activated counter face up as soon as the vessel moves within range and then complete the vessel's movement. Once the convoy player's movement phase is finished, deploy the attacking forces for any activated counters as follows.

The attacking player may voluntarily activate one counter at the start of his own movement phase to represent his forces detecting the approaching convoy. If any of the convoy player's ships are using special orders the attacking player may voluntarily activate up to two counters.

Deadfall torpedoes Replace the Contact marker with a D6+2 Strength torpedo salvo. The attacking player may orientate the torpedo salvo to fire in whichever direction he wishes. The torpedoes have a speed of 30cm and start moving in the next ordnance phase.

Attack craft Replace the Contact marker with D3+1 squadrons of attack craft. The attacking player can select any mix of fighters, bombers or assault boats and may place them together into a wave if he wants. The attack craft start moving in the next ordnance phase.

Squadron Place one ship from the squadron on top of the Contact marker. The rest of the squadron is placed in formation with the first ship, no closer to the enemy than the first ship placed. The squadron may be deployed facing in any direction, but all the ships in it must be pointing in the same direction.

Capital ship Place the capital ship on top of the Contact marker, facing in any direction the attacking player chooses.

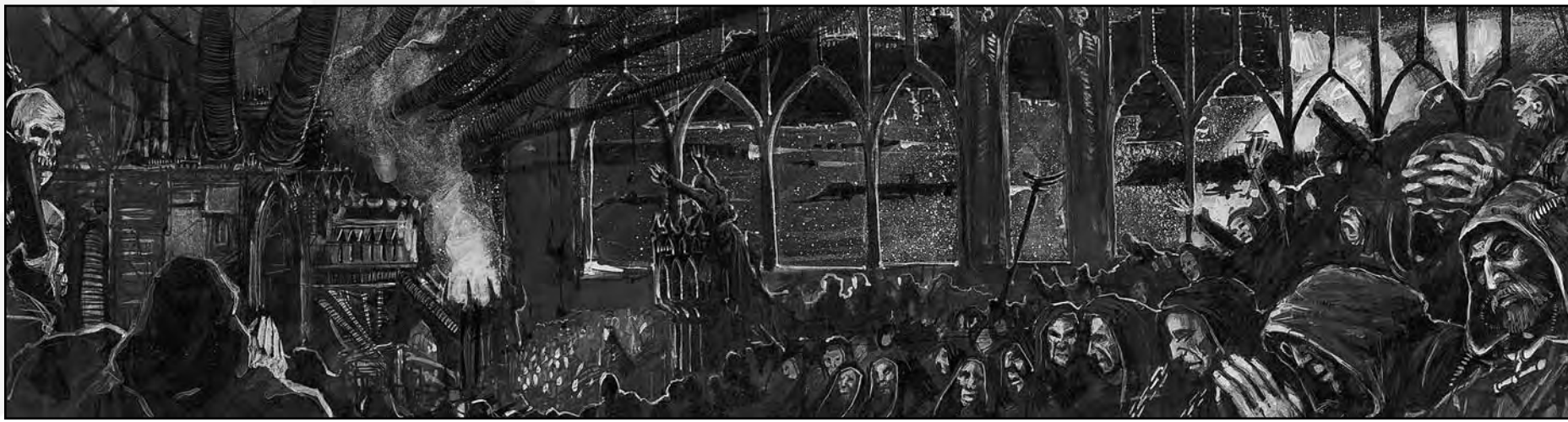
GAME LENGTH

The battle continues until the last transport leaves the table or is destroyed.

VICTORY CONDITIONS

The success or failure of the convoy depends on the number of transports which get through. Only transports which cross the board and move off the opposite short table edge count for victory purposes.

TRANSPORTS EXITING	RESULT
None	**Attackers Win** The defending forces have performed miserably. The attackers will feast well on their captured booty.
One	**Attackers Marginal Win** A single transport getting through was barely worth the risk of sending forces into hostile space. If the attackers can maintain this kind of stranglehold, the system is doomed.
Two Transports	**Convoy Marginal Win** The convoy has been defended adequately – two of the valuable transports made it. More would have been better though.
Three or more	**Convoy Win** The convoy has made it through with enough transports to stave off the current crisis. Medals and promotions all round!



SCENARIO SEVEN: PLANETARY ASSAULT

One fleet is attempting to deploy troops onto a contested planet, either to spearhead an invasion or reinforce existing armies. They must smash through the defenders and hold off any counter-attack while they send troops down to the planet's surface.

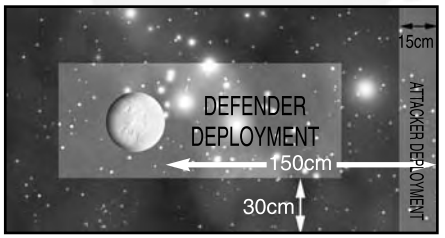
FORCES

Both fleets are of equal points. The defender can spend an extra D6x10 points on planetary defences for every 500 points (or part) in his fleet. The attacker may take two free transports for every 500 points (or part) in his fleet.

BATTLEZONE

A planetary assault normally takes place in the system's primary or inner biosphere. Place a planet no more than 150cm from one of the short table edges (roll a D6 to determine size: 1 = small, 2-5 = medium, 6 = large) and generate rings, moons etc as normal. Declare one table edge as sunward and set up other celestial phenomena as normal.

SET-UP



The defender can choose to place ships and squadrons either on patrol or on standby in high orbit within the planet's gravity. Roll a D6 for each defending ship/squadron on patrol: on a 1-3 the attacker may set up the ship/squadron, on a 4-6 the defender may set it up. Ships on patrol may be set up anywhere that is not within 30cm of a table edge or within an area of celestial phenomena. The defender always decides the facing of ships, regardless of who set them up. The attacker deploys his fleet within 15cm of the short table edge furthest from the planet. You will also need a separate low orbit table.

FIRST TURN

The players roll a D6. Whoever got the highest may take either the first or second turn.

SPECIAL RULES

Attacking ships must move within 30cm of the planet table edge on the low orbit table to send troops to the surface and bombard enemy positions. For each turn an attacking capital ship spends within 30cm of the planet edge, the attacker scores 1 assault point. For each turn an attacking transport spends within 30cm of the planet edge, the attacker scores 2 assault points. A ship deploying troops or bombarding the planet may not do anything else that turn.

GAME LENGTH

The game lasts until one fleet is destroyed or disengages, or the attacker has scored 10 or more assault points.

VICTORY CONDITIONS

Add up the assault points earned by the attacker and add +1 to the total for every 500 victory points (rounding down) scored by the attacker for destroying or crippling ships and planetary defences. Deduct -1 assault point for every 500 victory points (rounding up) scored by the defender. Look up the adjusted assault point total on the table below.

TOTAL ASSAULT POINTS	RESULT
0-1	**Defender's Victory** The attacking forces achieved almost nothing. The pitiful amount of assaulting troops that reached the planet will be quickly annihilated.
2-5	**Defender's Marginal Win** The assaulting forces are prevented from making a substantial landing on the planet. Nonetheless, enemy detachments will now have to be hunted down and destroyed.
6-9	**Attacker's Marginal Win** The assault dropped enough troops, etc, to capture a large part of the planet's resources. Ongoing battles for control of the world will rage for months, even years.
10+	**Attacker's Victory** The attackers succeeded in sweeping aside the defending forces and staging decisive landings at key points all over the planet. Within a few weeks of mopping up, the attackers will have complete control of the planet.

***Note:** If you are interested in playing Warhammer 40,000 and/or Epic 40,000 campaigns based around a planetary assault in Battlefleet Gothic, use the following points ratio:*

Each assault point = 400 points in Epic 40,000 or 2,000 points in Warhammer 40,000.

SCENARIO EIGHT: ESCALATING ENGAGEMENT

Two opposing fleets are in the area, each unsure of the enemy's size and disposition. As they split to spread their search wider, two groups come into contact and signal the rest of their fleets. Whose ships will arrive first? Will they be able to overcome the enemy? Only time will tell…

FORCES

Both players' fleets are split into five divisions. Each player takes five Contact markers to represent their divisions and assigns part of their fleet to each marker. Note down which vessels and squadrons are allocated to each marker.

There are no restrictions as to what ships can be in a division. Once a division moves onto the table, it is not constrained to stick together like a squadron. However, all five Contact markers must be allocated to at least some ships and they are drawn randomly, so an even split of forces is best. Also be warned that the time a division takes to arrive depends on the speed of its slowest vessel.

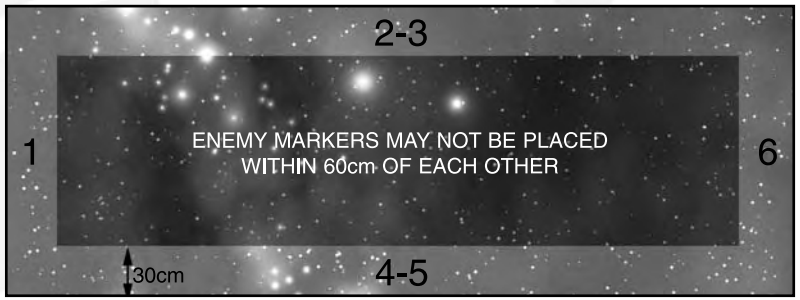
BATTLEZONE

Escalating engagements can occur anywhere from deep space to far inside a contested system, hence any method for placing celestial phenomena which can be mutually agreed by the players is acceptable.

SET-UP

At the start of battle, each player has only one division on the tabletop: the others arrive as reinforcements later. Each player randomly chooses one Contact marker for their starting force. Roll to see who places their marker first. A marker may be placed anywhere on the table that is not within 30cm of a table edge or within 60cm of an enemy marker.

Once both markers have been placed, deploy the ships from the divisions they represent anywhere within 10cm of the marker.



FIRST TURN

Once all ships have been deployed both players roll a D6 and the player with the higher score has the choice of whether to take the first or second turn.

SPECIAL RULES

In the end phase of each player's turn, the player randomly chooses another one of their Contact markers and places it along a randomly rolled table edge within the following restrictions:

- The marker may not be placed within 60cm of any enemy ships.
- If there are friendly ships within 30cm of the table edge the marker must be placed within 30cm of them.

At the beginning of a player's turn, he can try to bring additional ships into play by rolling a D6 for any Contact marker that is already in place on a table edge. The minimum score needed to bring the ships represented by that marker into play depends on the speed of the slowest ship in the division:

DIVISION'S SPEED	up to 20cm	25cm	30cm or more
Score needed to arrive*	5+	4+	3+

**If friendly ships are within 30cm of the Contact marker add +2 to the dice roll.*

If the roll equals or beats the number needed, the ships of that division may move on to the table from anywhere along the table edge that is within 10cm of the Contact marker.

If the roll is failed, the Contact marker may be moved along the table edge by up to the speed of the slowest ship in the division.

GAME LENGTH

The game lasts until one fleet disengages or is destroyed.

VICTORY CONDITIONS

Both fleets score victory points as normal and the fleet with the highest victory points total at the end of the battle wins.

SCENARIO NINE: EXTERMINATUS!

The attacking fleet is escorting Exterminators, ships capable of laying waste to entire planetary populations or even obliterating all life on a world in a matter of hours. The Exterminator fleet must be stopped and every ship in the vicinity is rushing to defend the threatened planet.

FORCES

Agree a points total for the game. The attacker chooses a fleet up to this points value and in addition may take specialised Exterminator ships. The attackers may include a ship modified to become an Exterminator for every 1,000 points (or part) in his fleet (ie, up to 1,000 points = one Exterminator, 1,001-2,000 points = two Exterminators, etc.). Nominate any capital ship to be an Exterminator: the ship's prow armament is replaced by an Armageddon weapon, which can only be used against planetary targets (in effect the prow weapon is lost). An attacking Chaos fleet may choose to include an active Blackstone Fortress (with the rules given in the Chaos Ships section) instead of using modified capital ships. In this case the fortress does not sacrifice any of its weaponry to enable it to carry an Armageddon weapon.

The defender chooses a fleet to defend the planet and will receive additional reinforcements throughout the game. The defender may spend an extra D6x10 points on planetary defences for every 500 points (or part) in his fleet (ie, 10-60 points for up to 500 points of ships, 20-120 points for 501-1,000 points of ships, etc). If he wishes, the defender may also spend up to 25% of the points from his fleet on additional planetary defences.

"Against the inky blackness I could see the Heartless Destroyer drifting with a dull red glow illuminating the billowing clouds of gas spilled from the ruptured hull. Gazing through the opticon I saw another torpedo salvo arrowing in towards her. At around two thousand the turrets opened up with an impressive show of firing and knocked down some of the torps, but they were already splitting, each one spawning a swarm of a dozen smaller fireflies which plunged through the criss-cross of defensive fire like meteors. A half second later they struck and pillars of orange flame geysered up from the impacts. The fiery pillars died away, leaving more glowing red pocks in her surface, but to our amazement the Destroyer heeled slowly about and fired another salvo, weaker now but still blinding against the blackness. We increased our speed to maximum and as we turned to port to fire our torpedoes, we headed into the expanding pattern of shock waves left in her wake. We sliced into them, but our speed made the ship shake and rattle from bow to stern. One particularly solid impact struck the bridge, perhaps a piece of debris moving too slowly for the shields. By the time we had recovered, the opportunity to launch our torpedoes had gone. We couldn't have fired them anyway since the battering we had taken had jammed the tubes. The final minutes of the battle were like a melee as destroyers darted around from every quarter of the void. The Virago bore down on us from dead ahead after her torpedo run and we passed down her port side far too close for comfort."

Ensign Butler of the destroyer Opportune on the destruction of the Chaos cruiser Heartless Destroyer at the battle of Duran.

BATTLEZONE

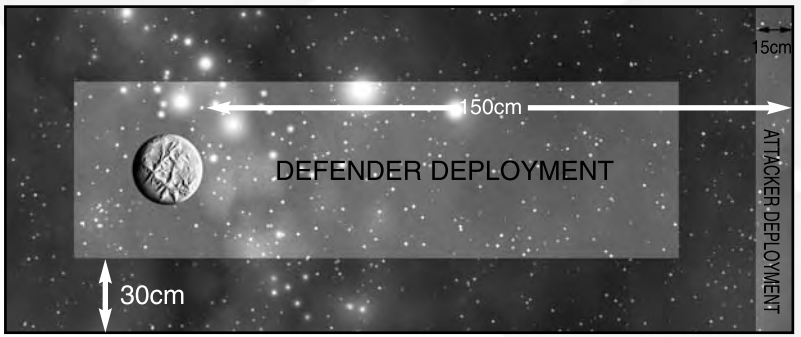
The battle is fought in the primary or inner biosphere. Place a planet no more than 150cm from one of the short table edges (roll a D6 to determine size: 1 = small, 2-5 = medium, 6=large), generating rings, moons etc. as normal. Declare one table edge as sunward, as detailed in the Celestial Phenomena rules and place extra phenomena following whichever method you choose.

SET-UP

The defender has most of his fleet stationed near to the planet as the enemy approaches, but several ships or squadrons are out on patrol and arrive later in the engagement. The defender must pick one capital ship or escort squadron to be on patrol for each 500 points in his fleet. These are kept to one side, not deployed at the start of the game. The remainder of the defending fleet may be deployed anywhere on the tabletop, but not within 30cm of a table edge.

The attacker sets up his entire fleet within 15cm of the table edge which is furthest from the planet.

You will also need a separate low orbit table, as described in the Celestial Phenomena section.



FIRST TURN

Each player rolls a dice and the player with the higher score may choose whether to go first or second.

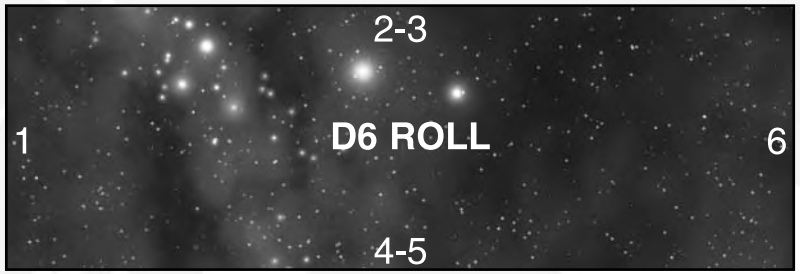
SPECIAL RULES

The Exterminator/s must enter low orbit and move to within 45cm of the planet table edge. At the start of each turn that an Exterminator is within 45cm of the planet table edge, roll a dice. On a roll of a 4 or more it activates its Armageddon weapon and triggers a catastrophic event that will obliterate all life on the planet! The defenders may always target an Exterminator – if it is not the closest target then no Leadership test is required.

The defending fleet rolls for the arrival of its patrols at the start of each of the defender's turns. Roll a D6 for each defending capital ship and escort squadron which is not in play and compare it to the table below.

SHIP'S SPEED	up to 20cm	25cm	30cm or more
Score needed to arrive	5+	4+	3+

If the roll equals or beats the number shown, the ship arrives as a reinforcement on a randomly determined table edge.



Note: *If this scenario is being played as part of a campaign and the planet is destroyed roll on the table that follows.*

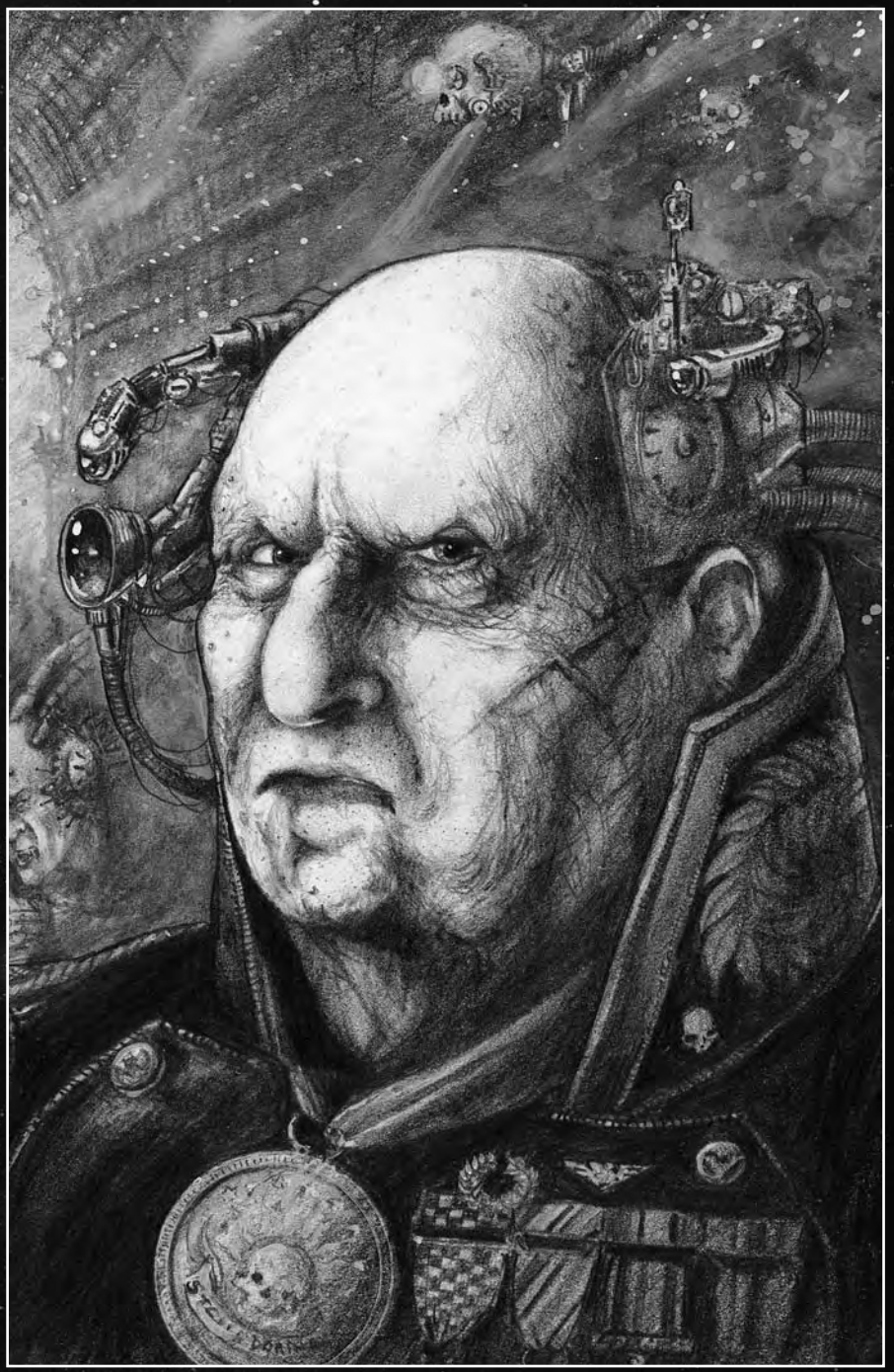
D6 ROLL	RESULT
1-3	The system becomes uninhabited, mark it as such on the subsector map.
4-6	The system's primary world is destroyed but one or more other planets still bear life. Roll again to see what the system becomes: 1-3 agri-world, 4-6 mining planet.

GAME LENGTH

The game ends when one fleet disengages, all the attacker's Exterminators are destroyed, or an Exterminator destroys the planet.

VICTORY CONDITIONS

If one fleet disengages then it loses. If all the attacking Exterminators are destroyed, the defender wins. If the planet is destroyed then the attacker wins!



ADMIRAL

SCENARIO TEN: FLEET ENGAGEMENT

Although many space battles are fought between relatively small forces with very specific objectives – raiding convoys, making surprise strikes and so on – larger fleets will sometimes bring each other to battle to protect a system, hold the line or simply to destroy each other.

FORCES

Both fleets are picked to an equal points value.

BATTLEZONE

Fleet actions are normally fought in the primary or inner biospheres to keep a particular world outside bombardment range, but they could take place anywhere. Celestial phenomena can be set up in any mutually agreeable manner.

SET-UP

Each player must choose one of the following fleet formations. Compare the two formations chosen on the table below and use the set-up indicated.

Sphere: This formation attempts to spread the fleet broadly so that it envelops the enemy fleet, surrounding it as the ships close in. The sphere is vulnerable to a wedge formation which will break through the closing net.

Wedge: A wedge is easily surrounded by more complex formations such as the sphere and cross. However a wedge keeps the fleet closely packed together for mutual support and allows it to storm through thinly-spread opponents.

Cross: A formation which spreads ships out to run parallel with the enemy fleet, keeping them on the broadside for an extended engagement.

	OPPONENTS CHOICE		
YOUR CHOICE	**Sphere**	**Wedge**	**Cross**
SPHERE	B	A(d.grey)/C(d.grey)	A(d.grey)/D(d.grey)
WEDGE	A(white)/C(white)	D(d.grey)/D(white)	B
CROSS	A (white)/D(white)	B	B

Notes: In a split result (ie, A(d.grey)/D(d.grey)) both players roll a D6 to see which set-up is used. The player whose fastest ship has a higher speed than any enemy ship adds +1 to his dice roll. The fleet with the best Admiral (ie, highest Leadership) adds +1 to its roll. The fleet with the most escort class ships adds +1. The winner of the dice roll may choose which set-up to use.

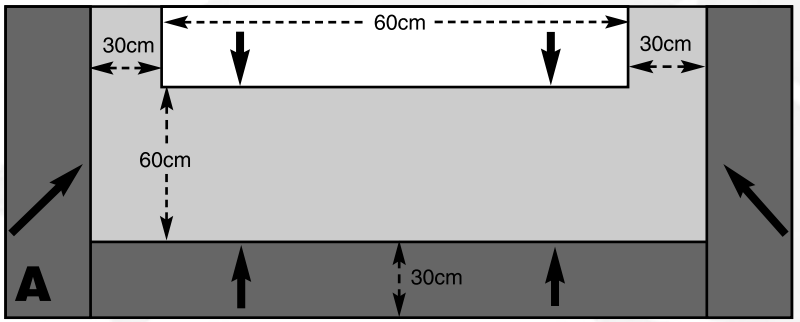
Once the set-up has been determined, both players roll a D6 and the player who rolls the lowest has to deploy a squadron or lone ship in their set-up area first. The players then alternate deploying ships or squadrons in their set-up areas until all forces have been deployed.

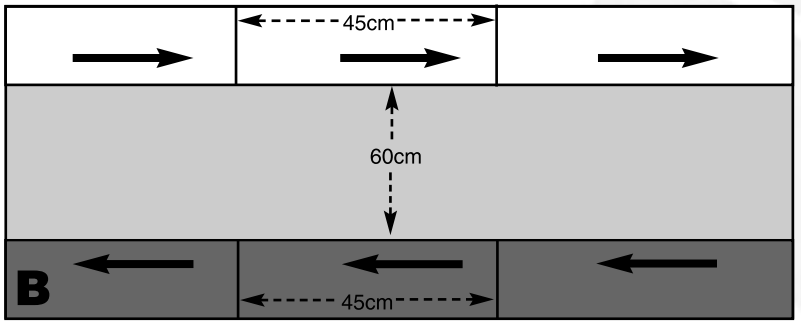
Divisions

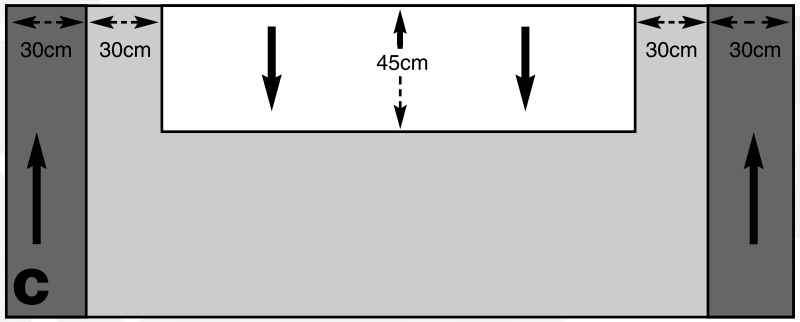
Some set-ups split a fleet's deployment zone into several divisions. When this happens the fleet must deploy at least one ship or squadron in each division available.

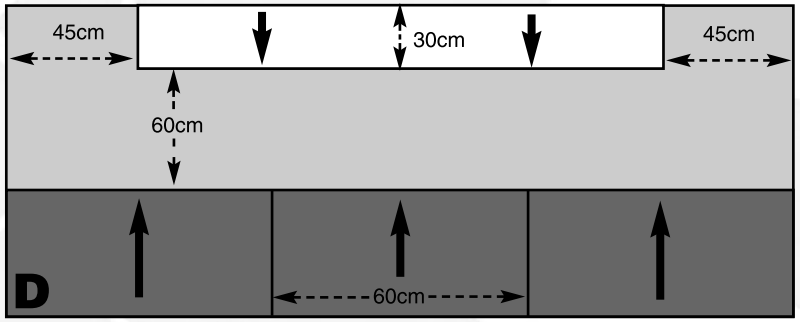
Approach Angle

The set-up maps have arrows indicating the approach angle for the opposing fleets. As ships are deployed, they must be orientated so that they are travelling in the same direction as the arrows in their division.









FIRST TURN

Once all ships have been deployed both players roll a D6 and the player with the higher score has the choice of whether to take the first or the second turn.

GAME LENGTH

The game lasts until one fleet disengages or is destroyed.

VICTORY CONDITIONS

Both fleets score victory points as normal and the fleet with the highest victory points total wins.

"Move the fleet to full alert. Squadrons Balthazar and Melchior break and encircle. Impressive to take up position on our starboard quarter. Vigilant to take up supporting position on port flank of Squadron Melchior. Accelerate to combat speed. Open gunports. Load main batteries and charge lances. Ready attack craft for immediate launch. Praise the Emperor, they'll not escape this time!"

Admiral Mourndark, commanding the Legatus Stygies at the third Battle of Savaven



NAVAL OFFICER

SUB-PLOTS

Each player may generate a sub-plot if they wish (note that in a campaign you must generate a sub-plot each). Roll a D6. On a roll of 1-2, roll on the Legacies of War table. On a roll of 3-4, roll on the Chance Circumstances table. On a roll of 5-6, roll on the Secret Ploys table.

Each sub-plot includes additional victory conditions, which may or may not complement your primary mission. If you are fighting a battle with sub-plots, there are four different victory results, depending on whether you win the main battle and if you complete your sub-plot objectives.

OBJECTIVES ACHIEVED	BATTLE RESULT
Completed main mission and sub-plot	**Heroic Victory!** You will long be remembered as a magnificent commander. Epic tales will be told of your exploits, and your deeds and tactics will be taught to future generations.
Completed main mission	**Victory!** Your fame is growing, as someone who can get the job done despite minor set-backs and myriad distractions. Your name becomes synonymous with sound tactics and steadfast leadership.
Failed main mission but completed sub-plot	**Heroic Defeat!** You will be remembered for snatching honour from the jaws of defeat. Stories will tell of hopeless odds and unforeseeable circumstances. You will be remembered for your courage and determination.
Failed both main mission and sub-plot	**Miserable Defeat!** Your name becomes a watchword for incompetence and failure. If you die, you will not be missed. This is a dark day for your race…

RENOWN

If you are playing in a campaign, you may gain or lose renown for achieving or failing in your sub-plot objective. This is given in brackets after the objective like this: (renown gained for completion/ renown lost for failure). For example, the Extended Duty sub-plot is (+1/0) which means you gain an extra point of Renown for completing it, but you will not lose any if you fail.

Many naval commanders and captains were inspired tacticians and strategists, but some of the greatest plans were born out of sheer desperation. For example, Captain Cornwallis of the Invincible rammed a Chaos vessel he had crippled, just as it activated its warp engines. The two ships locked together and as they drifted through the warp, several boarding parties from the Imperial cruiser managed to deliver the killing blow.

There were also several reports of bomber crews making suicide runs against enemy ships, driving their craft into the hull of their target when their bombs and missiles had run out. Similar cases can be found in the actions of assault craft parties. The boarding parties set their Sharks to self-destruct after they had deployed onto the enemy vessel, ripping gaping holes in the side of the target ship, and then fighting to the last man to inflict as much internal damage as they could.

LEGACIES OF WAR TABLE

SCORE	SUB-PLOT
1	**Gunnery Practice.** In most space battles, victory went to the fleet with the best trained gun crews. It was not unusual for a fleet commander to order his captains to concentrate on gun drill training above all else. Roll a D6 for every capital ship in your fleet. On a 4, 5 or 6 the ship has a +1 Leadership bonus when attempting to go onto *Lock On* special orders. *Prove the wisdom of your commands and inflict at least 1 point of damage on every enemy capital ship. (+1/-1)*
2	**Extended Duty.** Towards the end of the Gothic War, both sides were in poor shape. Ships often went into battle still suffering from damage sustained in previous engagements, or suffering serious shortages of manpower and ammunition. Roll a D6 for each capital ship in your fleet. On a 1, it starts the battle with D3 damage points less than normal. On a 2, it suffers a -1 modifier to all Leadership tests for *Lock On* & *Reload Ordnance* special orders. On a 3+ the ship is unaffected. *Destroy/cripple more points of enemy ships than you lose. (+1/0)*
3	**Blood Bond.** Ships' captains working together over an extended period built up a great deal of camaraderie. They would often push their crew to ever greater efforts to avenge a fallen comrade. Equally, if the fleet lost too many ships, morale would suffer badly. If one of your capital ships is crippled or destroyed, all the other capital ships in the fleet gain +1 Leadership for the next turn. *Finish the battle with less than half your capital ships crippled or destroyed. (+1/-1)*
4	**Fleet Experience.** A fleet that spent a long period under the same commander would get to know his plans and thinking. In some cases, they would even be able to predict the fleet commander's orders. Any ship within 30cm of your fleet commander's ship may use his Leadership value instead of their own. *Your fleet commander's ship must survive the battle with at least 75% of its original damage left or lose the confidence of its subordinates. (+1/0)*
5	**No Quarter!** As the war dragged on, the battle of attrition escalated to astounding proportions. Often fleets were sent in to battle with no other objective than to blast the enemy out of the stars! *Cripple/destroy at least half the points value of the enemy fleet. (+1/-1)*
6	**Vendetta.** As the war progressed, worlds were razed and populations were enslaved or killed. Enemy ships became infamous for their exploits so it was a real boost to morale if these vessels could be destroyed. *Nominate one enemy capital ship to be the object of your vendetta. Cripple or destroy the nominated capital ship. (+1/-2)*

CHANCE CIRCUMSTANCES TABLE

SCORE	RESULT
1	**Meteor Storm!** Meteor storms were a major cause of damage to ships. Roll a D6 for each capital ship in your fleet. On a 1, 2 or 3, roll once on the Critical Damage table and apply the result to the ship at the start of the game. *There are no additional victory conditions. If you can win with your fleet in such disarray it will be truly heroic, if you fail you will be condemned for your poor navigation and inability to adapt to circumstance. (+3/-2)*
2	**Signalling Problems.** Due to the increased warp storms, Astropaths were frequently unable to communicate between star systems, so escort ships were used to carry orders instead. You may only use fleet commander re-rolls on squadrons that have a ship within 30cm of your fleet commander's ship. *At least half of your fleet's escorts must survive the battle. (+1/-1)*
3	**Unexpected Help.** Many ships were used in smaller numbers as long range patrols or scout fleets. In a good many battles, one side or the other had its strength unexpectedly bolstered by being joined by one of these roving ships or squadrons. You may add a single capital ship or squadron of escort ships totalling D3x50 points to your fleet before the game begins. *At least one ship from the reinforcements must survive the battle, without being crippled or destroyed, to continue its mission. (0/-2)*
4	**Navigational Hazards.** Asteroid fields and gas clouds can aid or hinder a fleet, depending on how well their cover is utilised. Roll a D6. **D6 Effect** 1-2 Place an extra gas/dust cloud on the tabletop. 3-4 Place two extra gas/dust clouds on the tabletop. 5 Place an extra asteroid field on the tabletop. 6 Place an extra asteroid field and D3 gas & dust clouds on the tabletop! *No additional victory conditions. Win and you'll be praised for using the environment against your foe, lose and you'll be cursed for not choosing a better battlezone! (+1/-1)*
5	**Fresh Captain.** Ship captains who proved themselves in battle would often be re-assigned to larger, better armed vessels. This meant that the captain's previous ship would have to spend time getting used to their new commander. Randomly select one of your capital ships (not including the fleet commander's vessel). This ship loses -1 Leadership. *The chosen ship must cripple or destroy enemy ships worth equal to or more than its own points value. (+1/-1).*
6	**Enemy Plans.** Boarding parties occasionally uncovered enemy plans. Each time you launch a boarding action against an enemy capital ship, roll a D6. On a score of a 4 or more, the enemy plans have been located. Add +1 to the roll if you board the opposing fleet commander's ship. *You must capture the enemy's battle plans. (+1/-1)*

SECRET PLOYS TABLE

SCORE **SUB-PLOT**

1 **Surprise Attack!** Although many battles were decided by sheer weight of fire and big guns, an almost equal number were won by one fleet surprising another while en route to its destination. A fleet commander who could ambush his enemy in such a fashion would have to maximise his advantage, before the enemy had time to organise themselves. The enemy fleet cannot go on to special orders for the first D3 turns.

There are no additional victory conditions. If you can win then your cunning strategy will be praised across the sector; if you fail you will be condemned for your hastiness and poorly thought out plan. (+2/-2)

2 **Secret Intelligence.** Spies and traitors could be found in nearly every fleet in the Gothic War. Although mostly they were only useful for informing the enemy about fleet movements at the strategic level, occasionally they could gain knowledge of the fleet commander's battle plan just prior to an engagement and get this information to the other side. You gain an extra fleet commander re-roll for this battle.

Nominate one enemy capital ship, where your informant is hiding out. You must board this ship, or make a hit-and-run attack on it at least once to extract the informer. (0/-1)

3 **Experimental Ship.** Both sides tried numerous ploys to gain whatever edge they could over their enemy. Strategy and tactics would be changed and one area of experiment was ship design itself. Many ships were fitted with one-off weapons, engines or shield systems and their performance was closely monitored. Even recovered ancient technology or alien artefacts were sometimes retro-fitted to a ship to change its performance in one way or another. Unfortunately, there was no perfect combination and whenever something was improved, something else had to be sacrificed to accommodate the new systems. Randomly select a capital ship in your fleet. This ship has recently been fitted with an experimental system that has yet to be tried out in the heat of battle. Roll a D6 on each of the following tables to see how the ship has been altered (re-roll the side effect if the two contradict each other):

D6	Improvement	D6	Side Effect
1	All weapons batteries/ lances +50% range.	1	-1 shield.
2	+1 shield.	2	All weapons batteries/lances are at 50% range.
3	Speed +5cm.	3	-2 damage.
4	+2 damage.	4	Speed -5cm.
5	Ship may make 90° turns.	5	-1 Leadership
6	+1 Leadership	6	Weapon battery firepower/ lances at 50% strength (rounding up).

You must prevent the experimental ship from being crippled or destroyed so that it may be examined and lessons learned about its performance. (+1/-1)

4 **Desperate Mission.** It was not unusual for individual ships to be detached from the main fleet to undertake special missions. This could range from transporting attack plans, to small raids, or conveying Imperial Agents such as Inquisitors and Assassins to their secret destinations.

Nominate one of your capital ships as having to perform the desperate mission. You must prevent this ship from being crippled or destroyed. (+1/-1)

5 **Decoy.** There are instances throughout the war of both sides using decoy ships to distract the enemy and cause confusion. Often these decoys would be incredibly ancient, out-of-service vessels, or transports refitted to outwardly resemble warships. They would only have a skeleton crew and their objective would be to attract enemy fire and divert the enemy's attention away from your real warships. You may include an extra capital ship in your fleet. However, this vessel really has the characteristics of a transport ship. Do not tell your opponent which of your ships is the decoy until it is fired upon or fires itself. The decoy is worth zero victory points.

If the enemy fires with a capital ship at the decoy, then your ploy has succeeded. If he does not, then you have failed. (+1/-1)

6 **Hit and Run.** Although the war was a constant battle of attrition, speed was vital on occasion. If a fleet could hit hard and fast, it could attain its objectives before nearby enemy ships could react. If an attack could be quickly repulsed, then a swift counter-attack could scatter or destroy an enemy fleet.

Roll 2D6. This is the number of turns you have in which to win the game. If you have not won within this time limit then you have failed in your sub-plot, as your victory will not be as useful to the fleet. (+1/-1)

THE GALAXY OF THE 41ST MILLENNIUM



For ten thousand years the Imperium of Man has endured, under the rule and guidance of the Immortal Emperor of Terra. Humanity populates over a million worlds stretched across the entire galaxy, fighting for survival against hideous nether-entities, hostile aliens and rebellion from within. To live in the Age of the Imperium is to live in troubled times; wars are commonplace and millions die each day, as the Emperor's faithful servants lay down their lives for the future of Humanity.

The Imperium is so vast as to be beyond mortal comprehension. It is spread over tens of thousands of light years, its armies alone numbering many billions of soldiers. The mighty bureaucracy of the Adeptus Terra, known by many as the Priesthood, attempts to make sense of a seething mass of information from this gargantuan empire – reports of wars and battles, tithes from distant star systems, men and materials being shipped to far flung stars – but to try to truly understand such a massive realm is to invite insanity.

WARP SPACE

The human colonisation of the galaxy owes its accomplishment to one thing – the nightmarish alternate realm of warp space. Warp space lies alongside and around the material universe, a dimension comprised solely of shifting energies and formless consciousness. In warp space there is no time, no distances, only a constantly flowing stream of immaterium. A starship equipped with warp engines can break through the barrier that separates the real universe from the warp, thus removing itself from the normal flow of time. Only by travelling in the warp can the immense distances between stars be covered within a single lifetime, though even warp travel is not instantaneous. On board a ship in the warp a single month of perceived time may pass, yet in the material realm anything from six months to several years may have elapsed. This can mean that fleets and armies responding to calls for aid may turn up weeks, months or even years too late to help and this further adds to the anarchy and confusion of conducting hundreds of wars across the whole galaxy.

NAVIGATING IN THE WARP

It is possible for a ship to make short warp jumps of about four to five light years with a certain degree of accuracy. However, over longer distances it is necessary to steer through warp space itself. The warp is like an ocean, with currents, storms and tides that must be used or avoided. For the Imperium, only the mutated Navigators are able to see the shifting eddies of the warp and direct a ship between them, thus steering the ship towards its ultimate destination.

Even the Navigators need a point of reference, and this is provided by the immensely powerful psychic beacon known as the Astronomican. Guided by the minds of ten thousand specially-trained human psykers on Terra, the Astronomican pulses outwards 70,000 light years to the furthest reaches of the galaxy. A Navigator can sense the beam of the Astronomican and use it to plot his course. Weaker, shorter-ranged astropathic ducts and beacons are also used to mark out shipping lanes and to aid navigation through treacherous areas of the warp.

> "It is forbidden to speak of what I see in the Great Beyond. I could hint at impossible, half–seen castles in the distance, of rivers of pure vibrance flowing to where they fall upon themselves forever, of mothers' love and children's hate given form. But nothing could give you the vaguest notion of what it is truly like"
>
> Varentias Jugold of the Navis Nobilite.

THE IMPERIAL NAVY

Almost every ship in the Imperium is part of the Imperial fleet controlled by the Priesthood: the relative handful of vessels that are not belong to a few special organisations such as the Adeptus Mechanicus, Space Marine Chapters and the Inquisition, or a small number of honoured and ancient merchant families. Even Imperial Guard regiments must rely upon the Imperial fleet to transport them to distant warzones. This fleet is divided into the civilian vessels of the Merchant fleet and the warships of the Imperial Navy.

To aid organisation, the Imperium is split into five Segmentae Majoris, each of which has its own merchant and naval fleet. The fleet stations for these vessels are on the Segmentum Fortress in each Segmentum – Mars for the Segmentum Solar, Kar Duniash in the Ultima Segmentum, Bakka in the Segmentum Tempestus, Hydraphur in the Segmentum Pacificus and Cypra Mundi in the Segmentum Obscuras. The Segmentum fleet commanders, the Lord High Admirals, are powerful individuals and sometimes may even be one of the fabled High Lords of Terra.

All human-inhabited space is further broken down into sectors, which are most usually cubes of space roughly 200 light years to a side. Each sector is comprised of a number of sub-sectors ranging from ten to twenty light years in diameter, centred on densely populated star clusters, important worlds, or meeting points of various trade routes through the warp. The areas between sub-sectors and sectors – unexplored or uninhabited regions, alien empires, areas inaccessible by the warp etc, – are known as wilderness space or wilderness zones and make up a far greater proportion of the galaxy than that controlled by Humanity.

For all practical purposes, a sector's battlefleet is the largest operational naval organisation, under the command of a Lord Admiral. Each battlefleet is then divided into a number of battlegroups. Battlegroups are not permanent organisations, but are instead task forces, convoy escorts, patrol flotillas and other fleets that have been assembled to perform particular functions. A few battlegroups are almost permanent institutions, such as the famous 1st Terran Battlecruiser Armada, but most are gathered and then dispersed as necessity dictates. Depending on its size and role, a battlegroup may be commanded by an experienced ship's captain or commodore, a fleet admiral or admiral, or sometimes even the Lord Admiral himself.

WARSHIPS OF THE IMPERIUM

Each battlefleet normally consists of between 50 and 75 warships of varying size, although in some sectors this will be more or less, according to the importance of the sector and the number of enemies it must contend with. As well as these destroyers, frigates, cruisers and battleships, a battlefleet also has access to countless smaller vessels such as transports, shuttles, messenger craft and long-range patrol craft. In addition to interstellar vessels, a sector will also be protected by numerous ships incapable of warp travel, such as system patrol ships and defence monitors. These are backed up by stationary defences – space stations, orbital defence platforms, ground-based defence lasers and missile silos and orbital mines.

This may seem like a formidable armada, but the area they cover is huge and the navy must be ready to perform many varied and difficult tasks. An average sector, perhaps in one of the western spiral arms where humanity is most dense, can contain tens of thousands of stars and covers an area of 8,000,000 cubic light years. Within this vast wilderness, only a small fraction of systems will have planets and a small proportion of these will be inhabited, or indeed inhabitable. However, the ships of a battlefleet must constantly scour this area for enemies: protecting merchant shipping from pirates and alien attacks, transporting and escorting Imperial Guard armies, giving orbital support for planetary armies, not to mention providing exploration fleets and routine patrols.

The Eye of Terror

Although the warp is a distinct dimension, generally separated from the material realm, there are a few areas in the galaxy where the boundaries of the warp and realspace are broken and the two intermingle with each other. These regions are roiling tempests of destructive energy, where the laws of physics are broken and the raw energy of the warp spills forth into our realm. The Eye of Terror is the largest of these, a tempestuous area where nature and nightmare are found side by side – worlds with seas of blood and skies of fire; moons that scream into the ether; stars that roam across the heavens, clashing together in gigantic supernovae. The Eye of Terror is the strongest fastness of the followers of Chaos, renegades who have turned from the Emperor and bargained their souls with ancient and evil gods in return for power and immortality. From the Eye of Terror these twisted traitors make forays and attacks, ever questing to bring about the downfall of the Imperium, to sweep away law and order and replace them with disorder and anarchy.

"This is the place." The Chaos Sorcerer's voice was little more than a harsh whisper.

The small force of Chaos Marines stood in a withered glade, the grass at their feet was dark and burnt, the trees hung limply as if drained of life. In the middle of the clearing was a rocky hill, a small cave opening in front of them. Tendrils of dank smog drifted lazily through the air from the hole, its rancid odour easily picked up by the enhanced senses of the renegades.

Abaddon stepped forward and stared at the cave entrance, as if daring some hideous beast to rush forth and challenge him.

"I will go alone. Stay here and keep a watchful eye." The Warmaster commanded.

As Abaddon stepped inside, he was plunged into near-darkness, the dismal light of the world's ancient sun barely penetrating more than a few feet into the cavern. His superior eyes quickly adjusted to the gloomy interior and within a moment he was able to see clearly. The cave was hung with grisly decorations – animal and human skulls, entrails on hooks and chains hung with pungent smelling plants. Wind chimes made from hollowed bones hung low from the ceiling, some of them drilled out so that the faint wind caused them to produce a murmuring of groans and shrieks amidst the desultory clattering of bone on bone. The Warmaster was unimpressed. Such baubles might seem frightening to mere mortals, but he had waged war for ten thousand years, strode across hundreds of battlefields laying waste to his enemies. Whole planetary populations had been enslaved or put to death in his name. He had little to fear from this place.

The smoke was billowing intermittently from a small fire in the centre of the cave, burning some noxious fuel that gave off dark purple flames which seemed to exaggerate the shadows rather than provide any real light. In the darkness, Abaddon could make out a hunched figure by the fireside. It was swathed in rags, which once must have been a deep green but were now faded to dull grey and grimed with dust, mud and bloodstains.

Greetings, magnificent Abaddon, thrice-cursed, destroyer of worlds." The wheezing voice was quavering and the speaker degenerated into racking coughs for a moment. Abaddon strode into the central chamber and stood behind the crouching figure.

"You know why I am here, hag. Tell me what I need to know!" He demanded, his voice a menacing growl.

The figure turned its head and let its frayed hood fall back. The woman's face was haggard and lined, her scalp bald except for a few wispy strands of pure white hair. It was then that Abaddon noticed that her eye sockets were empty – shrivelled holes that still wept a slight trickle of blood.

"The mighty Abaddon, come here to consult with old Moriana. What price will you pay?" The withered woman asked.

Abaddon leant forward and grasped the seer's neck in the Talon of Horus, squeezing ever so slightly.

"If you do not tell me my destiny, it is you who will pay with your life!"

The hag cackled then, a screeching laugh that set the Warmaster's teeth on edge.

"Kill me and you will never know!" She retorted, her cracked, blistered lips twisted into a sneer. "You will not live to see the end of the year, killed by a traitor in your own ranks. Stop this foolishness. I have consorted with creatures far more horrific than you and I do not fear death at your hand."

With a growl, Abaddon released his grip and stepped back. The haggard old woman stood up with the cracking of arthritic joints and gasps for breath. She hobbled over to a pile of ill-made pottery jugs and took a handful of foul-smelling leaves from one. Casting them on to the fire, she seemed to gaze into the flames, though she had no eyes.

"Your future is twisted and turning. You will either achieve your goals or your masters will strike you down for your disloyalty. The Dark Gods tolerate no-one who betrays them, and to think that you can rival them..." The hag laughed again. "I see fortresses in the stars, a circle of six, but they sleep yet and must be awakened by you. Seek the Hand of Darkness in the place between salvation and damnation, for with it you shall guide the doom of suns. Take the Eye of Night from the stunted men and see the path laid out for you. With these, the citadels of the ether will be yours to command, their powers yours to unleash. Ride upon the storms of Chaos that will come soon. Gather your rivals about you. Send discord and terror through a thousand worlds. But be swift, for destiny does not wait for those who are cautious. That is the way to control your destiny, to set yourself up as a living god to rival the so called Emperor of Mankind. A chorus of a billion throats will cry your name in fear and hatred, the stars themselves will run with blood. If you have the stomach for it, Warmaster..." The prophetess nodded to herself as she finished, dousing the flames with a splash of water from a cracked gourd beside her.

"You speak in meaningless riddles. Where is this place between salvation and damnation? What is the fortress of the stars? Tell me these things or die now!" Abaddon demanded, ripping the Daemon sword Drach'nyen from its scabbard, its unearthly blade bathing the inside of the cave in a baleful blue glow.

"If you would set yourself up as a god, you must use your head, as well as your fists, ignorant fool!" The hag spat back, her voice suddenly strong and full of contempt.

"I will remember your insolence, crone." Abaddon threatened, pointing the baneful sword at the old woman. The seer did not reply, but merely turned away from the Warmaster to show that the consultation had ended. Abaddon snarled to himself and then turned and strode out, his bulky Terminator armour smashing through the grisly wind chimes and causing a cacophony of rattling and wails.

The Sorcerer was waiting outside with Abaddon's bodyguard, his eyes full of questions.

"What did she say, master? Did she mention me?" he asked, stepping next to Abaddon, who ignored the follower of Tzeentch for a moment, lost in thought. With a grunt he turned suddenly to face Zaraphiston, causing the Sorcerer to flinch as Abaddon's Daemon sword flashed past his face.

"Signal my fleet to prepare for battle," Abaddon ordered. "We seek our destinies in the stars!"

139-142.M41 - OMENS OF DARKNESS

Many Imperial scholars believe the Gothic War to have started several years before the first invasion fleets actually entered the Gothic Sector. With hindsight, a number of seemingly unconnected events can be linked together, warning of the darkness and bloodshed that was to come.

THE ARX RAID

Although the bulk of the Imperium's defences around the Eye of Terror are based in the area known as the Cadian Gate, there are many monitoring stations throughout the Segmentum Obscurus. These outposts are constantly raided and attacked by the Emperor's foes, but during the mid-second century of the 41st millennium, the number of these attacks dramatically increased. Most important of all, in the eyes of scholars, is the attack on the watch station at Arx. Due to its low priority and importance, Arx was inhabited by only a skeleton garrison of Imperial Guard, whose duty it was to protect the few Tech-adepts required to maintain the station's observation equipment.

Early in 139.M41, the scout frigate *Ascendance* received a garbled plea for help from Arx station's ageing Astropath. The attackers were unknown and when reinforcements arrived four months later, there was no sign of those responsible. The Imperial Guardsmen stationed on the planet had been wiped out. As Captain Thetis of the 122nd Borlian Imperial Guard wrote in his journal.

"They had been horribly butchered, their mutilated bodies left to the ever present scavenging wild dogs that are Arx's only natural predators."

The Inquisition sent one of their agents, the experienced Inquisitor Horst, but there was little evidence for him to uncover.

If Arx had been the only outpost attacked in this way, the raid would have become just another intriguing riddle in a galaxy full of mysteries, soon to be forgotten. However, over the next three years a number of similar attacks were reported throughout the neighbouring systems and spreading into the adjacent sectors, and Inquisitor Horst began to suspect that some larger scheme was in motion. However, with no proof to support his instincts or identify the attackers, he decided to watch and wait for his enigmatic enemy to make another move.

A PLAGUE OF DAMNATION

Just over a year after the Arx raid, several patrol vessels made grisly discoveries in the Athena Sector. A number of Imperial merchant vessels and warships, one of them an Emperor class battleship, were found drifting uncontrolled through wilderness space. Upon being boarded, it was found that the crews of the ships were all dead, their disease ridden corpses strewn along corridors and gantries, some found still at their workstations. Xebal Astolax, Magos Biologis of the Adeptus Mechanicus, listed the various symptoms he encountered on his examination of corpses from the merchant vessel *Shanxi.*

"The skin was blistered with many weeping sores, the blood thin and watery. Fungal growths were found within the brain cavity, which must have caused extreme pain and delirium when the victims were still alive."

Each ship also bore the scars of a brief space battle and signs of being boarded, though no enemy dead could be found.

As Inquisitor Horst puzzled over these new developments, his many agents and spies brought more news. A rumour was spreading amongst the captains of the Imperial Navy concerning an ancient, despised Chaos ship known as the *Plagueclaw.* Crewed by pestilential followers of the God of Decay, this ship had been the scourge of the Imperial Navy for four millennia. The infection of the ships' crews and the reappearance of the *Plagueclaw* must have been more than coincidence and when a force of Chaos Marines from the Death Guard Traitor Legion sacked the hive world of Morganghast, Horst was convinced that the forces of Chaos were planning another major incursion. The watchposts around the Cadian Gate were put on close alert and Navy ships from all over the Segmentum Obscurus were detailed on increased patrols around Cadia.

ANARCHY SPREADS

While Inquisitor Horst investigated the Chaos activity around Arx and its neighbouring systems, events began to take an even more sinister turn in the Gothic Sector, 2,500 light years away. The Navigators of the Navis Nobilite reported greater disturbance within the warp around the region, the incidence of warp storms gradually increasing as the year went on. On many worlds, this news was received with panic, a situation which was made more precarious by several religious fanatics declaring that the Emperor was displeased and was sending warp storms to purge the unholy.

This led to a number of sects forming, members stricken with feelings of impending doom. They were desperate for the Emperor's forgiveness and as the shocked preacher of Flexeberg noted:

"They spend their whole time flagellating themselves to purify their souls, decrying the excesses of their fellow men and driving their neighbours to cast out the sinful and purge their own blasphemies. Though very laudable behaviour in itself, they have forgotten their sacred duties to the Emperor – while they wail and gnash their teeth, the coffers rattle emptily!"

On many planets, the cults became very powerful, swelled by popular support to such a degree that the Ecclesiarchy (and sometimes even the planetary government), could do nothing to stop the rampaging hordes. As the hysteria spread, lynch mobs roamed hive cities and mining colonies seeking the impure. Impromptu burnings and hangings became commonplace as the desperate citizens threw themselves into a fervour of apocalyptic faith, scouring their friends and loved ones to atone for real or imagined sins against the Emperor. Yet it was to no avail. Fleet-Admiral Bratha, when sending a message to the naval base at Port Maw, lamented,

"And still the warp swirls and rages and the situation becomes ever more desperate."

Under cover of widespread paranoia, secret cults and covens insinuated themselves into positions of power, subverting ever more people to their twisted causes. Misguided followers of the Dark Gods openly proclaimed that Chaos would save humanity when the Emperor had turned from them. Thousands, even millions, of Imperial citizens were deluded by false promises, flocking to these calls, and the Inquisition was hard pressed to root out every cult member, deviant and heretic. To make the situation worse, several naval vessels were destroyed in dock, by reactor overloads and magazine explosions. Though official reports declared the incidents the result of poor maintenance, faulty ammunition or other ordinary causes, many readily believed the tales of sabotage and rebellion within the Navy's own ranks.

THE HAND OF DARKNESS

While the Gothic Sector was being engulfed in anarchy and confusion, Horst was searching for more clues to the plans of the heretics. When he heard of a Chaos attack on the Imperial world of Purgatory, he demanded to accompany the investigating fleet. There was one thing which made Purgatory different from the dozens of other raids – the device known only as the Hand of Darkness. Its existence known only to a few of the most trusted members of the Inquisition, the Hand of Darkness was an incredibly ancient alien artefact located deep beneath the surface of Purgatory. All attempts to divine its purpose had proved fruitless, yet distant legends, from older races such as the Eldar, spoke of the Hand of Darkness with horror and revulsion. It was widely believed to be a weapon of immeasurable power, although its exact functioning was a mystery. When Horst arrived at Purgatory, the Inquisitor's deepest fears had come true – the Hand of Darkness was gone. If the followers of Chaos learned how to activate this unimaginably potent weapon, who could tell what destructive power they could unleash on the forces of the Imperium?

THE INVASION OF ORNSWORLD

Horst knew of another artefact connected to the Hand of Darkness in the old myths. Called the Eye of Night, it was located on the Ratling planet of Ornsworld. As Horst sped towards it on the fastest ship he could commandeer, a report came in of an attack on the Ratlings. A small force of renegades had landed close to where the Eye was embedded in an ancient statue, worshipped as a god by the Ratlings in pre-Imperial times. After a brief skirmish, an Imperial Guard recruiting force stationed near to the Chaos force's landing site drove off this initial foray. However, a month later Chaos ships blockaded Ornsworld and a full scale invasion began. The defenceless Ratlings stood no chance against the depraved Chaos Marines and the death toll reached millions as the hills and mountains were scoured with fire and shells by the followers of the Dark Gods. Lieutenant Compton-Hawkins, attached to the recruitment team, recorded the scenes that followed the attack:

"Piles of Ratling skulls towered over the plains, funeral pyres blackened the skies as the Traitors systematically wiped out everything in their path. The small settlement of Esmerelda's Dale is now but a smoking crater, the bones of its 4,000 inhabitants crushed to powder and scattered over the surrounding area. A powerful seismic detonator brought down the [mountainside of the] Great Belly, sweeping away seven towns and 82,000 Ratlings, in a tide of crushing boulders and boiling mud slides."

Amongst the carnage, the Eye of Night was torn from its mounting and the thief slipped away into the stars. The forces of Chaos now had both the Hand of Darkness and the Eye of Night and with them perhaps the power to overthrow the Imperium in its entirety. Inquisitor Horst was tormented by a single question: where would they strike first? The answer was to come all too soon.

THE STORM BREAKS

The old Inquisitor began compiling scattered reports of unusual activity in an ever widening area, and learned of the disruption engulfing the Gothic Sector. As he headed for the region, more reports of sightings of Chaos vessels came to Horst's attention, reinforcing his belief that the Gothic Sector was to be the arena of this latest incursion. A month after Horst arrived in the sector, three years after he had begun investigating the Arx raid, a cataclysmic shockwave passed through the warp. The massive storm engulfed the Gothic Sector in swirling tempests, cutting the area off from the rest of the Imperium. Whatever happened next, the ships and warriors of the Gothic Sector would face it alone.

143.M41 - SURPRISE ATTACK

The first outright battles of the Gothic War were fought as the year 143.M41 came to a close. During the first few months of conflict, Chaos fleets launched a number of wide ranging all out attacks against Imperial Navy bases within the sector.

THE FIRST STRIKE

Reports of attacking Chaos fleets flooded in from all across the Gothic Sector. Much planning must have gone in to the all-important first strike, as the Chaos fleets targeted a dozen major Imperial bases in the Gothic Sector. With no warning, the renegades struck hard and fast, ambushing Imperial warships as they were in dock or orbiting around their stations. Caught unawares and already overstretched by the increasing tension within the sector, the Imperial Navy was poorly prepared to respond to this sudden offensive. At Bladen, the *Rhadamanthine* had her starboard flight decks blown clean off by torpedoes, while at Cherys, Doomfire bombers from the *Heartless Destroyer* damaged the warp engines of the *Lord Sylvanus* so severely that it took nearly two years of constant repairs for the ship to be able to make warp jumps greater than five light years.

Orbiting stations also fell to the Chaos invaders, destroyed or captured by the swiftness of the attack. The loss of many of these orbital shipyards, such as Tripol Docks, Port Imperial and Gathara Station, was doubly felt – not only were Imperial ships badly in need of refitting, but the means to do so were being put to use by the enemy. Captain Grove of the *Admiral Drake*, an old Relentless class cruiser used as a training vessel, was one of the few survivors of the attack at Halemnet Base in the Cyclops Cluster, which typified the style of attack used by the Chaos vessels. Grove and his crew were lucky to escape, as this log entry shows:

4th Watch, 3rd day of Euphistles. *Under attack from renegade vessels. They approached from starward, blinding our surveyors. Long range torpedo strikes have destroyed the* Vanguard *[a Dauntless class light cruiser] and crippled* Indomitus Imperious *[a Lunar class cruiser]. Broke from dock with the reactors still at 75% of operational capacity. Engaged in short ranged exchange with squadron of renegade escorts, disabling our starboard batteries and destroying the torpedo tubes.*

Fires broke out in the port quarter galleries; the emergency bulkheads had to be lowered. Casualties estimated at 5,000 or more, many of them gun crews on the starboard decks. We are attempting to disengage, trying to avoid a Slaughter class coming in around Halemnet's gravity well. Ordering all available power to the engines to outrun him. Time to visit the chapel and pray for the Emperor's protection.

Fortunately for the crew of the *Admiral Drake* and many others, the Chaos fleets were not normally disposed towards lengthy battles, preferring instead to hit hard and then retreat, leaving the Imperial Navy suffering heavy losses, with many capital ships destroyed or needing months of repairs and refitting.

THE DEFENCE OF ORAR

However, the Chaos fleets did not achieve total success. In a few battles the traitors suffered serious reversals, most notably during the defence of the hive world Orar. When one of the many Chaos warfleets, led by the Chaos Warmaster Malefica Arkham, ambushed the Imperial battlegroup which was stationed at Orar, they did not, on this occasion, find their enemy taken unawares and helpless.

Having just received orders to help put down a rebellion in a neighbouring system, the Imperial battlegroup, led by Captain Compel Bast on the battlecruiser *Imperious*, was just preparing to break orbit. Already at full alert status, the Imperial ships easily evaded the raiders' initial torpedo salvo and counter attacked. What happened next is best summed up by Bast himself:

"*Unable to abort their attack, the Chaos ships swept onwards into a hail of torpedoes, gun deck fire and lance shots from Orar's orbital defences. Our nova cannon struck the reviled renegade* Soulless *full on, crippling the vessel in a huge blast of gas and debris. Extra beverage rations to the gun crews that night.*

"As we closed in for the kill, the other Chaos ships abandoned their fellow vessel to its fate and attempted to escape. With a torrent of fire pouring into its breached hull, the Soulless *finally destroyed itself as its warp drives imploded under our continuous bombardment. Arkham's ship, the* Deathbane, *had its bridge smashed to pieces by a volley of fire from the* Iron Duke, *and rumours say that Arkham was the only man on the bridge to crawl from the wreckage, somehow protected by his Dark Masters.*

"I cited our attack craft crews for their admirable performance of their duty. Several of our bomber wings were instrumental in reducing the Deathskull *to a hulk. Unfortunately, we were unable to claim our prize as the hulk was gripped by Orar's pull and broken asunder in the upper atmosphere."*

Only a handful of Chaos escorts escaped without damage and the *Deathbane* and its fleet was pursued out of the system by the vengeful Imperial commanders.

UNLIKELY ALLIES

Orar was not the only major set-back inflicted upon the forces of Darkness during the opening stages of the war. In one incident, a small Chaos fleet consisting of several Iconoclast and Infidel class escorts, bound for a raid on Denerair in the Cyclops Cluster, fell foul of the numerous bands of Ork pirates in the region. The garbled transmissions of the Chaos ships were intercepted, giving some idea of what happened.

Using their traditional tactic of lurking in an asteroid field for an unwary victim, the Orks leapt from hiding and plunged into the heart of the Chaos fleet. Unable to use their greater manoeuvrability in the swirl of asteroids, gas and dust clouds, the Chaos ships were mercilessly hammered by the Orks and not one Chaos vessel survived the battle.

Upon hearing this news, Lord Admiral Ravensburg was quoted as saying, "If he wasn't damned green-skinned scum, I'd make their commander my Flag-Captain!" although he later denied this statement. Such occurrences were however rare and the greenskins were as happy to continue attacking Imperial shipping as they were to fight against the invading warfleets.

THE BATTLE OF BLACKSTONE IV

The initial Chaos attacks struck at important installations such as Adeptus Mechanicus forge worlds and naval bases. Of the seventeen bases in the Gothic Sector, six of them were founded upon the Blackstone Fortresses. As the Liber Monumenta tells us:

"The architects of the edifices known as the Blackstone Fortresses remain unknown. All analysis of their materials and construction methods has proved inconclusive. Attempts to date them vary massively between seventeen thousand years old and three hundred thousand years. They have remained dormant since their discovery early in the second millennium of the Emperor's divine rule. Even with most of its systems inoperative, a Blackstone Fortress made an incomparable foundation for a naval base."

After extensive refitting by the Adeptus Mechanicus, with Imperium constructed defence turrets and primary weapons systems added, the Blackstone Fortresses' defensive capabilities rivalled those of the Naval Command stations at Port Maw itself. It was the pride of Battlefleet Gothic that no Blackstone Fortress had ever been taken in battle.

This was to change at Rebo system, where the naval base Blackstone IV orbited the system's fifth world. A Chaos fleet, probably led by Abaddon himself, struck at Rebo V. The Imperial ships on station put up a ferocious defence, but were overwhelmed by the size of the fleet facing them. Twenty capital ships, including two Despoiler class battleships and a score of escorting vessels, swept through Rebo's outer defences and attacked Blackstone IV itself.

The battle was short and bloody – just as the Chaos fleet approached within range, the Blackstone Fortress' power systems shut down completely. With the energy grid dead, the guns were unable to fire, the armoured gates to the attack craft bays couldn't be opened and the personnel on board were defenceless. Soon after this information was projected by the station's Chief Astropath, Blackstone IV fell to invaders. There was no more news from Rebo and it was assumed there were no survivors. This was to be the first of a number of critical blows that shook the Imperial forces right from the outset of the war.

THE DEATH OF SAVAVEN

Even as Abaddon pushed home his attack at Rebo, more disaster was to befall the loyal defenders of Gothic Sector. At Savaven, a Cardinal world of the Ecclesiarchy, the few system defence ships could do little to protect their planet against a new and awesomely powerful vessel. Simply dubbed the *Planet Killer*, this monolithic ship bristled with gun decks, lance batteries and torpedo launch systems. As the defence monitors withdrew from its implacable advance, the *Planet Killer* achieved orbit over Savaven. Jeremiah Soldagen, commander of the orbital defence forces, was later to record the dreadful events to follow:

"Within [the Planet Killer's] central cavity, we could detect a massive power surge. Energy crackled from a number of ports on the hull. Then, with a blast that blotted the sun from our scanners, it opened fire. The energy beam lasted for about a half hour. Emperor knows how they could generate that much energy. We linked in to the planetary surveyors to see what was happening on the surface. That bolt bored its way through miles of the planet's crust and seared through the mantle beneath. As the attack finished, the magma surged forth through this continent-sized wound, breaking apart Savaven from within. The seas boiled into the skies, the ice caps melted and whole continents sunk beneath the tidal wave. With such an unimaginable release of energy Savaven was blown out of her natural orbit and flipped over on her axis. I guess nobody was alive by then, but if they were they didn't last long. Like a rations pack crushed in your fist, Savaven just crumpled in on herself, then broke up into thousands of fragments. There's just an asteroid field there now, really dense, impossible to navigate. There were fourteen billion people living on Savaven. Fourteen billion dead in an hour."

Soldagen and the other survivors were to suffer traumatic mental breakdowns from what they witnessed and three months later they all took their own lives in a mass suicide. The effect on Imperial morale was devastating. All had heard of

Exterminatus with fusion torpedoes, virus bombs and mass drivers, but to know the enemy had the ability to destroy an entire planet, not just all life on it, must have been the most chilling thought that any naval crewman had ever faced. As the Imperial Navy reeled at this news, Inquisitor Horst was left wondering if this was the power gained from possession of the Hand of Darkness and the Eye of Night. If it was something else, then perhaps even worse news was to come.

TROUBLE WITH THE ELDAR

A constant problem for Lord Admiral Ravensburg, commander of the entire Battlefleet Gothic, was the presence of a large number of Eldar in the sector, making swift forays from their hiding places within the Graildark nebula. It is even widely believed that an Eldar Craftworld was in the Gothic Sector during the war, though there were no confirmed sightings and its location was never determined.

Of the pirate forces plaguing the Imperium, the force called the Executioners became highly active as the Gothic War progressed, until the number of their raids and attacks had increased from three in 143.M41 to eight in 147.M41. Unable to track the sophisticated Eldar ships back to their base and strongly suspecting that they were connected in some way to the elusive Craftworld, Ravensburg could do little to defend against the aliens and it was up to individual battlegroup commanders how best to act against their slippery foes.

The Wolf Packs Gather

Not only the Eldar preyed upon the transports and merchantmen of the Imperium. Bands of human pirates, renegades from the Eye of Terror and even the vessels of other alien races all increased their activity. Called Wolf Packs by the Naval officers who chased them, these roving bands of small vessels hunted the ships and convoys of anybody and everybody. Admiral Koburn, of the Second Battlecruiser Fleet, noted bitterly:

"If it came to a straight fight, they would be no match for our guns. But [the raiders] are canny, and never risk open battle if they can avoid it. The packs nibble at the heels of our convoys, capturing a single transport here, a merchant vessel there. Their favourite tactic is to lurk in asteroid fields or to operate from deserted moons, where they are almost impossible to detect and even harder to root out. I even heard of one band that docked in a station in the upper atmosphere of a gas giant in the Fullarn system. Every month brings more reports of their attacks, but we cannot spare more ships from the battle lines to escort the convoys."

The Imperial fleet was fighting two enemies at once: the Chaos battlefleets and the Ork, Human and Eldar pirates that had been a constant threat to Imperial shipping even before the Gothic War began. Everywhere the Imperial forces were on the defensive, driven from world upon world, system upon system. Losses were high and the shipyards and orbital stations fought an ever increasing battle for supplies and manpower. Darkness had descended upon the Gothic Sector and it looked as if the light would never return.

144.M41 - THE BLACKSTONE FORTRESSES

The Imperium was beset by many Chaos fleets led by individual Warmasters (estimates vary from eight enemy fleets to twenty or more). Each was a rival to any battlegroup Lord Admiral Ravensburg could muster at the time. One in particular, led by the hateful Abaddon himself, was to pose the most serious threat of all.

LUKITAR STATION

With the threat of Abaddon's planet killer looming over them, many Imperial worlds surrendered without a fight. Sub-sector after sub-sector fell out of Imperial control and with them a number of shipyards and orbital docks. As the Imperium faced increasing difficulties in repairing its vessels, building new ones became ever more unlikely. With its critical early strikes, Chaos may well have won the war before it had even started.

There was some hope for the Imperial Navy. On a desolate moon orbiting a gas giant in the Lukitar system was an Adeptus Mechanicus facility. The Tech-Priests were already researching the wisdom of their predecessors to uncover knowledge of more powerful weapon systems, more efficient drives and better shield generators. A few Imperial ships were fitted out with these improved systems, but the results were never entirely satisfactory. A ship could only provide so much power and if gunnery was improved, communications would suffer; if the engine power was increased, the shield generators could not be sustained. The search continued, with each new development slightly more successful than the last.

Then the ships of Abaddon arrived. Commodore Vandez commanding 202 Red squadron, consisting of four Sword class frigates, was among the first Imperial vessels to sight Abaddon since his attack on Blackstone IV.

2nd Dog Watch, 19th day of Aphrodael, Lukitar system. *The reports from the guardian stations were correct. Our assayers have picked up an energy pulse of unimaginable magnitude. The crew are whispering fearfully of the Planet Killer, but that was last sighted in Saviour, 65 light years away. We are proceeding at full power to investigate.*

9th Watch, 19th day of Aphrodael, Lukitar system. *Even seeing it with my own eyes, I do not believe it! Several renegade capital ships are heading in-system, with a dozen escorts. With them is a Blackstone Fortress! Damn my eyes, but it's true! It looks different, more organic; somehow alive, if that were possible. Our surveyors have picked up several weapon systems which are not Imperial in construction. How have they managed to wake the beast? Emperor's blood, they're building up energy to fire, even at this range.*

3rd Watch, 1st day of Sanacleus, Immaterium. *We have left behind what remains of Lukitar station. The captured Blackstone Fortress proved almost impregnable to our weapons, those few of us who could fight through to attack it. It has weapons the like of which I have never seen, even when fighting Eldar pirates, or chasing down Fra'al raiders in Bhein Morr. The Fortress has pummelled Lukitar station to rubble, taking only a few minutes with all its armaments brought to bear. It is only a seven light years jump from here to Brinaga where Blackstone VI is stationed. We are proceeding with all speed to Brinaga to warn them of the attack, for I believe the renegades will attempt to capture another of the Blackstones. I pray to the Emperor we can stop them.*

Even with Vandez's warning, there were few available ships left to defend Blackstone VI. As with the capture of the first Fortress, the Chaos followers had some means of controlling the Blackstone Fortresses from afar, able to shut down its power systems and turn it into a death trap for the tens of thousands of personnel aboard. Brinaga system fell to Abaddon four months after the attack on Lukitar.

IMMEASURABLE POWER

While Lord Admiral Ravensburg pondered the many military and logistical problems facing his isolated sector, he was visited by Inquisitor Horst. What passed between them was never recorded, though it is widely believed that the revered Inquisitor told Ravensburg of the Hand of Darkness and the Eye of Night. A plan was formulated to try to recapture the Blackstone Fortresses by covert means rather than open attack.

However, before this plan achieved any visible results, news came through of another assault by Abaddon's fleet, this time at Blackstone I in the Fularis system. The personal log of First Lieutenant Elijah Borgia of the *Vindictive* was recovered from the hulk of the ship, found floating towards the Fularis star:

"We are in luck today. [Abaddon's fleet] has attacked from the other side of Fularis II, which means they'll have to dare the orbital and planetary defence systems to get to Blackstone I. We have only just upgraded our weapons on Fularis II for just such an occurrence and I doubt that even with his two Fortresses, our enemy will survive."

Borgia's early optimism was to be cruelly shattered:

"The two Blackstones have taken up station five thousand leagues from each other, some seventy five thousand leagues from Fularis II and just out of range of the weapons platforms, except for the torpedo launchers. We are picking up an energy surge in the two Fortresses: they're powering up for something. Tech-Priest Flavix says there's some kind of energy exchange between them. Emperor's teeth, I can see it myself now, a column of shifting energy linking the two fortresses together. The surge is still rising, the power beam becoming more visible. The damned Astropath is screaming now, yelling something about a breach into warp space. What hell-spawned trick are they up to? Oh my..."

Other recovered evidence points towards an energy beam being unleashed towards Fularis II. The *Vindictive* was caught full on, her shields overloaded instantly and outer hull vaporised as the energy wave passed over the ship. Fularis II was later found with its atmosphere stripped off and the surface scoured to a rocky plain. Of Blackstone I, there was no sign.

An explosion further along the gun-deck rocked the Fortitude and then a shock wave swept along the confines of the corridor, hurling Tech-Priest Muarex into a bulkhead. As he recovered his senses, Muarex saw an ominous orange glow from around the corner up ahead. Locating the nearest fire alert system, he slammed his fist down on the big red rune and the corridor was filled with the piercing shriek of the fire sirens. Smoke was beginning to build up in the corridor now and he could hear the crackle of flames getting closer. The thud of boots reverberated along the mesh decking as fifty engineers jogged into view, dragging three fire pumps with them. They unwound the fire pumps' hoses and headed towards the fire, where they stood for a few seconds, looking bemused, their bulky protective suits protecting them from the heat.

Muarex ran over to them, realising they had no Tech-Priest with them to awaken the fire pumps' spirits. Lifting the Ikon Machina from around his neck, Muarex began the incantation.

"Oh great Machine God, we beseech thee to deliver us from danger. Oh great Machine God, we beseech thee to invest this metal carcass with your spirit.
Oh great Machine God, we beseech thee to bring life to the inanimate. Oh great Machine God, we beseech thee to summon forth the holy en-Djinn."

As he spoke, with the sparks of the fire flickering around him, Muarex swung the Ikon Machina over the engines of the fire pumps, sprinkling tiny droplets of holy oil from its many perforations. Satisfied that all was prepared, he stabbed his finger onto the activation rune of the first fire pump and it roared into life, spewing foam from the many hoses held by the engineers, dousing the raging inferno with its protective effervescence.

144-149.M41 - THE WAR CONTINUES

Across the entire Gothic Sector the Chaos and Imperial fleets clashed. For five years the battles continued, with the death toll on both sides running into millions. Planets were invaded and recaptured, fleets ambushed, bases attacked and all the while the sector was isolated from any outside help.

SLAUGHTER AMONG THE STARS

From the Hammerhead Deeps to the Cyclops Cluster, Imperial ships fought desperately to hold back the Chaos ships that spilled into the Gothic Sector. In some areas, the Emperor's forces were hurled back by the ferocity of their foes, while other regions, protected by more skilled or experienced battlegroup commanders, held against the initial impetus of the Chaos attack. It is impossible to chart exactly the ebb and flow of battle and many worlds changed hands four, five or even six times during the period of fiercest fighting. By 147.M41, the Lysades sub-sector was almost entirely overrun and Chaos ships held sway in over a dozen systems surrounding Port Maw. However, in the Cyclops Cluster the Orks gave the Chaos vessels stiff resistance and from staging points in the Quinrox Sound, the Imperial fleet launched many counter-attacks, pushing back the spread of Chaos for months before being forced to turn their attention to incursions elsewhere.

While the Imperial Navy and the renegades duelled across the stars, the attacks from Orks, Eldar and Human pirates increased. With the watchful eye of the Imperial Navy elsewhere, these bandits had an almost free rein. Convoys were captured, raiding parties sacked cities and on dozens of worlds, millions died from disease and starvation. Those convoys that did get through safely often found enemy warships prowling through their destination system, blockading all craft entering and establishing a stranglehold on the worlds they besieged. On the hive world of Stranivar three hive cities, with inhabitants running into a hundred billion souls, were overcome with rioting due to the shortages of drinkable water. With no incoming supplies, the world's own recycling centres were unable to cope and four fifths of the population died from dehydration before the next convoy managed to break through the Chaos blockade. The docks and shipyards were frequently starved of supplies and ships which put in for repairs and re-arming were often sent into battle with only makeshift refits and half-empty magazines.

THE PIRATES' HAVEN

While Lord Ravensburg's forces struggled with the ships of the Chaos Warmasters, the Imperial fleet made significant progress against another deadly foe. A rough confederacy of nearly two dozen pirate bands had gathered in the Quinrox Sound. With over 50 escort-sized vessels, a captured Gothic class cruiser and two salvaged Lunar class cruisers, the marauders had become a serious threat to the security of shipping in the sub-sector. Lord Admiral Ravensburg, unable to turn his attention from stemming the Chaos incursion, ordered Fleet-Admiral Mourndark to deal with the pirates in any way he saw fit.

Mourndark drew ships from battlegroups across the sector, including the *Sword of Orion*, *Havock*, *Uziel, Fortitud*e and the fearsome *Cypra Probatii*. Along with these capital ships, Mourndark also took command of the 24th Destroyer Squadron [Widowmakers], the 1st Frigate Echelon [Eagle Claws] and the Sword class frigates of the Anvil 206 Patrol Flotilla. With a large convoy of empty transports, Mourndark lured the pirates into attacking. When the Imperial ships counter-attacked, Mourndark ordered that at least one of the renegades be allowed to escape. With the aid of the Master Navigator Absalom Draal, Mourndark and his fleet were able to follow the surviving pirates back to their lair in the Barbarus Costa system. Confident in the knowledge that they were safe in their den, the pirates had given little thought to defences. The Imperial attack came as a total surprise, as Mourndark concluded in a report to Lord Ravensburg after the battle:

"We fell upon them like hounds at the chase. They tried to scurry and bolt for their holes, but my escorts were ready for them. The Cypra Probatii herself claimed fifteen kills that day and their losses must have been in excess of thirty ships in total. Many fled to the surface of Barbarus III, thinking themselves safe from our guns. How wrong they were. Using plasma torpedoes modified by Magos Urilun of the Adeptus Mechanicus, we set fire to the atmosphere of the near-deserted world, burning them out. Only three vessels emerged from the conflagration, asking for clemency. Our guns showed them the mercy of the Emperor!"

With a large proportion of the pirates dealt with in one blow, Ravensburg was able to concentrate his forces onto fighting back against the Chaos fleets once again.

150-151.M41 - THE IMPERIUM RESURGENT

For the first seven years of the Gothic War, the Imperium had been fighting defensively across an extended battlefront. As 150.M41 passed into the year 151.M41, Lord Admiral Ravensburg decided to take the fight to the enemy and claw back what had been taken.

THE BATTLE OF GETHSEMANE

Knowing that although the Chaos ships were more numerous overall, they were divided into many smaller fleets, it was Lord Ravensburg's hope that he could destroy his attackers if he could bring the weight of Battlefleet Gothic to bear against each of the Chaos fleets individually. This was a very risky ploy, because to amass the battlefleet in any strength meant weakening convoy escorts, system patrols and squadrons on anti-pirate duties. Ravensburg stated his reasons in a missive to Inquisitor Horst, saying:

"These are troubled times that require resolute action. If we do not act boldly and with the confidence of the Emperor we will be bled dry within ten years and we will have lost the whole sector to our enemies. Not only will a decisive blow eliminate enemy vessels, it will send a message to the Chaos fleets and the Imperial forces alike – the Imperium is not going to give up without a fight."

After numerous aborted attacks and false starts, Ravensburg saw his first real chance in mid 151.M41, when scout vessels reported a Chaos fleet moving en masse towards the Gethsemane system. Ordering his task force to get underway with all possible speed, Ravensburg took personal command aboard the *Divine Right*. With seventeen capital ships (including two battleships and two battlecruisers) and twenty escorts under his command, Ravensburg pursued the enemy fleet into the Gethsemane region. Suddenly becoming aware of their plight, the Chaos forces headed out-system again to try to get far enough from Gethsemane's star to make a warp jump. Ravensburg detached the fastest vessels in his fleet to pursue and a week-long sternchase ensued. What happened next was recorded in the memoirs of Captain Blythe of the *Guardian*:

"As we followed the fleeing foe, signals came in warning of another enemy fleet on a closing course. We had been lured into a trap! Bolstered by a further twelve ships, the Chaos fleet turned on us and it was all we could do to evade the bulk of the enemy. Even in doing so, we lost three destroyers and four frigates in a series of small skirmishes. The enemy losses totalled at least five escorts and maybe as many as ten or more. With all of our big guns in Lord Ravensburg's command, there was little to do but run. The hunters had become the hunted!"

Blythe and his battlegroup headed back towards the vicinity of Ravensburg's main fleet, but even with Ravensburg's capital ships, the Imperial forces were still outgunned to a serious degree. For three days the two fleets circled and dodged each other through the system, neither fleet commander prepared to commit the bulk of his ships against an enemy whose exact position was unknown. Three weeks after arriving in the system, Ravensburg's fleet and the Chaos ships clashed. Six Firestorm class frigates located the Chaos fleet near to Gethsemane II, using the cover of several dust clouds to avoid being detected themselves. Seizing the opportunity, the Lord Admiral moved his whole fleet in on the attack. Ravensburg's Cobra destroyers launched several torpedo salvoes at extreme range – although they had little hope of inflicting damage, the torpedo attacks forced the Chaos ships to alter their heading so that they were moving towards the Imperium's capital ships. Flag-Lieutenant Martyrn, aboard the *Divine Right*, related the battle's events:

"Forced into a head-on clash with our fleet, the Chaos vessels came off poorly in the initial exchange of fire. Salvoes of our torpedoes screamed into their fleet, some evaded, others hitting home with blossoms of explosions. With our forward shields and armoured prows, their return fire did little damage. Our escorts carefully kept the enemy herded in a compact mass as we passed through their lines. The ship shook as we fired both broadsides simultaneously. Then Lord Ravensburg gave the order and we poured a continuous fusillade into their ships. The stars were thick with the enemy, we could hardly miss at that range."

"Thank the Emperor, I have done my duty."

Lord Admiral Ravensburg at the Battle of Gethsemane.

The Imperial fleet tore through their adversaries, crippling four capital ships and destroying eleven escorts in the initial pass. Rather than turning to fight, which with hindsight would have given him the greater chance of victory, the Chaos Warmaster ordered his fleet to continue on their course in a bid to escape.

THE EXECUTIONERS' BLOW

It looked as if the Chaos fleet would escape justice again, as the faster renegade vessels accelerated away from Ravensburg's pursuit. Even as the enemy drew away, more drama was to occur, as this account by Captain Drew of the *Fortitude* shows:

"They attacked without warning – one minute the screen was clear, the next a veritable armada of Eldar ships had appeared in front of the Chaos fleet. Recognising the colours of the Executioners amongst their vessels, we feared for our lives. Even as we attempted to haul onto a new heading, our dread became ecstatic happiness. The Eldar attacked the enemy, not us! I remember hearing cries of joy across the bridge as a pulse of lance shots burnt through the hull of one of their battleships, sending debris tumbling and flames crawling along its upper gun decks."

Caught between the attacking Eldar and Ravensburg's fleet, the Chaos ships were annihilated, although a dozen more of the Emperor's vessels were crippled or destroyed before victory was finally attained. Why the Eldar decided to lend their weight to the Imperial cause was never discovered, though it is a common belief that they had finally heard of Abaddon's capture of the Blackstone Fortresses and had seen an alliance as their only chance of survival.

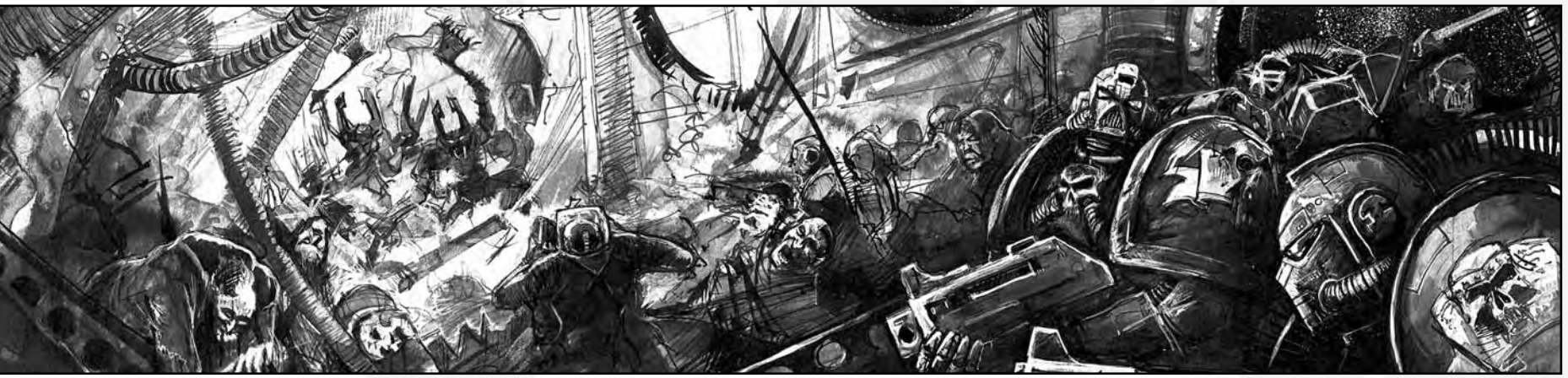
THE TIDE TURNS

As the news of Ravensburg's great victory in the Battle of Gethsemane was spread throughout the fleet, even more promising tidings were to come. In the late months of 151.M41, the warp storms that had isolated the Gothic Sector began to abate and several ships from neighbouring battlefleets arrived to reinforce the Lord Admiral's bloodied fleets. The battle barges and strike cruisers of several Space Marine Chapters also arrived, bringing fresh, elite troops to the fighting. The Imperium's solid defence, though broken in places, had prevented the Chaos fleets from achieving swift victory, and with the help of the Eldar and ships from nearby sectors, the Emperor's servants could go on the offensive.

THE DESTRUCTION OF TARANTIS

Just as Ravensburg had never contemplated defeat, it seems that Abaddon was equally loth to give up what he had won. With two, possibly even three, Blackstone Fortresses under his command, it was Abaddon who was the greatest threat to Imperial worlds in the Gothic Sector. Just how much of a threat was not realised until the attack on the Tarantis system. On the edges of Gothic Sector, Tarantis was a common gathering ground for ships entering or leaving the region from Tamahl Sector and so it was here that Abaddon tried to stem the flow of reinforcements coming in.

His main fleet, accompanied by all three of the missing Blackstone Fortresses, swept aside the few Imperial ships close to where it broke from the warp. Closing rapidly into the system, the cruisers and battleships of the Chaos armada punched a hole through the defenders to allow the Blackstone Fortresses to break through. Countless millions of navy personnel and Imperial Guard died, planets were destroyed and an uncountable number of innocents perished as the two mighty fleets clashed, but what happened next was to totally eclipse all the horrific events of the war so far.



Combining their power together in the same fashion as at Fularis, the Blackstones unleashed a massive energy wave into the Tarantis star. With their objective complete, the Chaos ships conducted a fighting withdrawal and then jumped into warp space once more.

For a whole month, the Tarantis star raged and boiled. Tortured storms moved across its surface, its corona expanding to engulf the two nearest worlds. Any that could leave fled the system, but to evacuate the populations of three worlds was an impossible task. Four weeks after Abaddon's attack, Tarantis' star went nova, wiping out everything for many thousands of billions of miles in every direction in a storm of gas and plasma. Tarantis, a whole star system, was no more and Abaddon had the power to unleash this destruction wherever he wished.

THE TRAP IS SPRUNG

Lord Ravensburg firmly believed that Abaddon would try to capture the other three Blackstone Fortresses, but he had no idea against which of the three the Chaos Warmaster would strike next. The hunt continued for six months, with Imperial and Eldar ships patrolling through long forgotten systems in a desperate bid to find Abaddon and his horrific weapons. Then the forces opposing Chaos achieved a breakthrough – the Eldar had located Abaddon's fleet in the Lower Lysades and were able to use their sophisticated ships to trail him through the warp.

From his course it was clear that the Warmaster was preparing to launch an attack on Schindlegeist, where Blackstone V floated in the depths of space. Leaving only a few vessels to deal with the other Chaos fleets, Ravensburg and the Eldar raced to reach Schindlegeist before Abaddon. Using ancient warp gates shown to them by the Eldar, the Imperial Admirals sped across the sector and arrived five days before Abaddon was due to reach the area. With a constant stream of information concerning Abaddon's actions, the Imperial ships and Eldar lay in wait.

Outnumbered and caught by surprise, there was little the traitorous ship captains could do except die fighting. For three days the two mighty fleets battled, inflicting horrendous casualties on both sides. But for all their ferocity, the Chaos ships simply could not match the forces arranged against them. As the third day of fighting drew to its bloody conclusion, Abaddon once more broke the Blackstone Fortresses through the Imperial defence and headed towards the star. Ravensburg ordered all available ships to intercept them, though he knew there was little he could do to stop the behemoths. Only the *Flame of Purity* was close enough to attack, but the battlecruiser's weapons had little effect against the huge stations.

As the Fortresses built up power for their cataclysmic attack, they were again linked by powerful energy beams. Seeing only one chance, Captain Abridal ordered all power to the shields and drove the *Flame of Purity* into the middle of the converging energy waves. The ship was destroyed almost instantly, scattered into its constituent atoms. However, the detonation had expended the Fortresses' power and, as Abridal had hoped, the Blackstone Fortresses would take some time to accumulate the energy required for another attack. Luckily, time was something that Abaddon had run out of.

ABADDON'S DEFEAT

Their power systems drained, the Blackstone Fortresses could do little. Abaddon managed to escape into the warp with two of them, after a lengthy chase to the edges of the Schindlegeist system and a jump into warp space dangerously near to the gravity well. The Imperial fleet closed in on the third, unleashing all of their weapons, although still to little effect. Finally, two strike cruisers from the Angels of Redemption Space Marine Chapter, combined with assault boats from the *Divine Right*, boarded the isolated Blackstone in an attempt to recapture it. Ensign Goldwyn was part of the Navy's boarding party and he later reported to his superiors:

"We were astounded to find no crew aboard the Blackstone Fortress. There was no opposition at all to our boarding and on entering I found it entirely unrecognisable from the base where I had been trained. The walls themselves pulsed with energy, the surface of which had become a deep-veined black – totally unlike the harsh white-painted corridors and rooms I had called home for six years. There was no sign at all of the modifications made by the Tech-Priests, as if our intrusion had been totally expunged. We had been aboard for perhaps an hour when suddenly a high pitched whine filled the air and the walls became ruddy in colour. A sense of panic filled our hearts and we hurried back to the Sharks [assault boats]. We were just in time, as no sooner had we left than the Fortress began to break up, slowly shattering into thousands of fragments. It should have been a happy moment to see our enemy destroyed but, although I cannot say why, my heart was filled with sorrow and I could not get over the feeling that something magnificent had died."

At about the same time that the recaptured Blackstone destroyed itself, the other Fortresses across the Gothic Sector also self-destructed. Nobody knows if the Fortresses under Abaddon's control destroyed themselves in a similar fashion: rumours have the Chaos Warmaster sighted both with and without the ancient engines of destruction. How or why the Blackstone Fortresses were obliterated remains a mystery, but Inquisitor Horst reportedly said to Lord Ravensburg:

"Who can tell what Abaddon could have done with all six? Some things are too dangerous to be allowed to exist and someone or something decided that the Blackstone Fortresses are amongst those things..."

152-160.M41 - THE CLOSING YEARS

With Abaddon's fleet gone, the attention of the Imperial Navy was turned on the other Chaos fleets. The warp storms had decreased to almost their normal level and scores of ships poured into the Gothic Sector.

OVERWHELMING FORCES

Many of the Chaos Warmasters followed Abaddon and fled back to the Eye of Terror, to nurse their hatred and bitterness until another opportunity to attack came. Four battlegroups, each consisting of several dozen capital ships and escorts, systematically engaged and destroyed many of those who remained, eradicating them each in turn. In the Port Maw sub-sector, titanic running battles between Admiral Storn's second cruiser battlegroup and the warfleet of Heinrich Bale lasted for two years, as the Chaos ships slipped from system to system, turning to fight when the odds were in their favour, fleeing before the Emperor's wrath at other times. The battle for Quinrox Sound claimed yet more lives as solitary Chaos vessels sped through the tangled debris, picking off the occasional Imperial escort or cruiser sent to hunt them down.

THE STAIN IS CLEANSED

Although the battles across the stars were drawing to a close, it took a further eight years to retake the worlds that had been captured by the forces of Chaos. Many of them were utterly devastated, their populations enslaved or sacrificed to the Dark Gods, the lands ravaged by war. Slowly but surely, the Imperial Guard scoured these planets of the taint of Chaos. The Missionaries and Confessors of the Ecclesiarchy set about restoring faith in the Emperor and the Inquisition hunted down those who had collaborated with the followers of the Dark Gods. However, the fight is never truly finished. There are worlds within the Graildark Nebula that still await the Emperor's fleets to free them; there are scattered Chaos ships, and even two or three fleets, that still roam the darkness between the stars of the Hammerhead Deeps and the Cyclops Cluster, waiting for their chance to strike again.

THE WOLVES SCATTER

As more warships of the followers of Chaos departed or were destroyed, Ravensburg ordered two of the large battlegroups to concentrate on the pirates who had grown powerful during the carnage. Like the Chaos fleets, they were each hunted down in turn, many of the bands breaking up and seeking sanctuary in forgotten star systems and in uncharted asteroid fields. The Orks of the Cyclops Cluster became the target of extensive pogroms, forced from worlds where they had enslaved millions, smashed from star systems where their crude ships had preyed upon Imperial shipping.

Twenty years of war had left deep scars and it will still take centuries of blood, sweat and toil to repair the harm, both physical and spiritual, that has been wreaked by Abaddon and his minions.

"Extreme remedies are most appropriate for extreme diseases."
Inquisitor Horst on the Exterminatus of Lowengulf

THE REWARDS OF VICTORY

For the Imperial Navy, and Battlefleet Gothic in particular, the cost had been high, both in human life and in numbers of ships. Great sacrifices had been made and great heroes had met the challenge. Through the determination, courage and loyalty of every man in the Navy, the war had been won.

The High Lords of Terra recognised the efforts of the entire sector fleet and the name of each crewman who served in the war, from Lord Admiral Ravensburg to the lowliest rating on the smallest merchant ship, was engraved upon a specially constructed monolith, which stands ten times the height of a man in the Chambers of Heroes in the Imperial Palace itself. Inquisitor Horst slipped away to pursue his duties elsewhere and it is rumoured that he spent the rest of his life hunting Abaddon, questing to find out what had become of the Blackstone Fortresses Abaddon may have escaped with. Of the success of his self-imposed mission, no report has ever been made and he has not been seen since the end of the Gothic War.

Through those dark times, the Gothic Sector had survived and life would eventually return to normal for the brave men of the Imperial Navy – the running battles with Eldar pirates, the constant search for traitorous smugglers, the crushing of heretics and rebels and the thousand other jobs for which Humanity owes the Imperial Navy its eternal thanks.


SHIPS OF THE GOTHIC SECTOR

SHIPS OF THE GOTHIC SECTOR

Contained within this section are a number of fleet lists that enable you to collect and fight with an Imperial, Chaos, Eldar or Ork fleet. By using these lists, you can pick a fleet within certain limitations and ensure that it is balanced and fair when playing against another fleet chosen from the fleet lists.

Each fleet list is divided into the following sections:

Fleet Commander. Your fleet can be led by a commander, such as an Imperial Admiral, Chaos Warmaster, Eldar Pirate Prince or Ork Warlord. Your Fleet Commander's leadership supersedes that of the vessel it is assigned to, even if it is lower! A fleet with a total points value of more than 750 points **must** be led by a Fleet Commander. Smaller fleets may be led by a Fleet Commander if you wish, but this is not compulsory. In the Chaos Fleet list you may also choose Chaos Lords to command vessels within your fleet, while Ork fleets can have several Warlords. The different options for your Fleet Commanders are given in this section of the list.

Fleet Commander Re-rolls
Fleet Commanders may have a number of Fleet Commander re-rolls available to them, as indicated in the Fleet Commander section of the fleet list. Each of these re-rolls can only be used once per game and allows you to re-roll a failed Command check or Leadership test for a ship or squadron in their fleet. Remember that you can only use one re-roll at a time, so it is not possible to use several re-rolls on the same Leadership test. If the Fleet Commander's flagship suffers a *Bridge Smashed* critical hit, any remaining Fleet Commander re-rolls are lost for the remainder of the battle.

Capital Ships. This section shows which, and how many, capital ships you may have in your fleet. Often, the number of larger capital ships such as battleships, Chaos grand cruisers and Imperial battlecruisers you can take is defined by the number of ordinary cruisers in your fleet. This is because such mighty vessels rarely operate independently and generally fight only in larger fleet formations.

Escorts. This shows the different types of escorts available to the fleet. There is usually no limit to the number of escorts allowed in a fleet, although the number of certain types of escorts may be restricted in some way in some fleet lists.

Ordnance. This details the various types of ordnance available to the ships of the fleet.

POINTS VALUES

Each type of vessel in Battlefleet Gothic usually has a points value, which reflects how useful it is in game terms. The higher a vessel's points value, the better it is in battle. For example, a small Imperial Cobra class destroyer is worth only 30 points, while a huge Chaos Desolator class battleship is worth 300 points – that's ten Cobras for every Desolator!

Size of Game

When you fight a battle, you normally pick a fleet to an agreed points limit. For example, you may agree with your opponent to play a 1,500 points Fleet Engagement, which means you each pick a fleet worth up to 1,500 point in total. A 500-1,000 points battle can be fought in a couple of hours, while battles involving fleets from 1,500 or more points will take proportionately longer. A 3,000 points battle will probably take the best part of a day to play and if you want a larger engagement, you'd better have some sleeping arrangements sorted out!

In some scenarios, the fleets are not picked to equal points values, or have additional vessels worth a random number of points. Where this is the case, the scenario will tell you what proportion of points one side has to the other.

USING THE FLEET LISTS

When you know what size battle you are playing, you can start selecting ships. As you pick ships to include in your fleet, simply add up their points value until you reach the agreed limit. You may not spend more than this on your fleet and often you'll be a few points short because there simply isn't anything to spend those last few points on. Remember when you're picking your fleet that you must have models to represent the ships you choose. If you have a Gothic class cruiser with two lance batteries, you must have a model assembled with two lance batteries to represent it. This helps both players to remember exactly what

each ship is armed with and stops players getting a nasty surprise halfway through the battle ("It's a nova cannon is it? I see…").

Ship Class Variants
In some entries in the Ships of the Gothic Sector section you will see certain ships of that class which mount different weaponry to its counterparts. For example, the *Minotaur*, a Lunar class cruiser, has a prow-mounted nova cannon instead of torpedoes. You may include these ships in your fleet if you wish and often they will cost more or less points than normal. As mentioned above, remember that the ship's armaments must be represented on the model.

FORMING UP THE FLEET

Escort ships must be formed into squadrons of between two and six ships each. The escorts in a squadron do not have to all be of the same class.

Cruisers, heavy cruisers and battlecruisers may be formed into squadrons of two to four ships. Battlecruisers, heavy cruisers and cruisers may be mixed together in the same squadron.

Grand cruisers and battleships may be formed into squadrons of two to three ships, but you may not mix battleships and grand cruisers in a squadron.

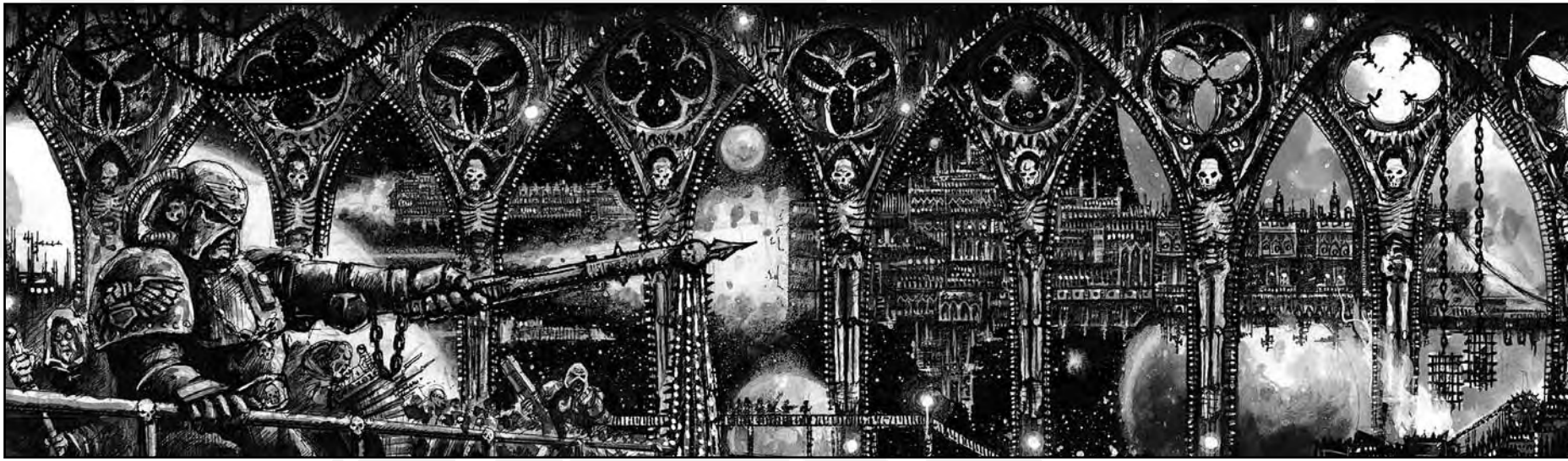
Fighting Battles without the Fleet Lists
The fleet lists that follow have been written to allow players to pick a fleet that should be fairly balanced against another fleet chosen from the Fleet Lists. This means that players who have never met before, such as in a tournament, know that they should have a fair game to play.

However, if you are gaming with regular opponents, you may like to choose fleets which ignore some or all of the rules in the lists. For example, you might like to have an all-battleship clash, or allow battlecruisers, heavy cruisers and grand cruisers to be taken without having to take the specified number of cruisers first.

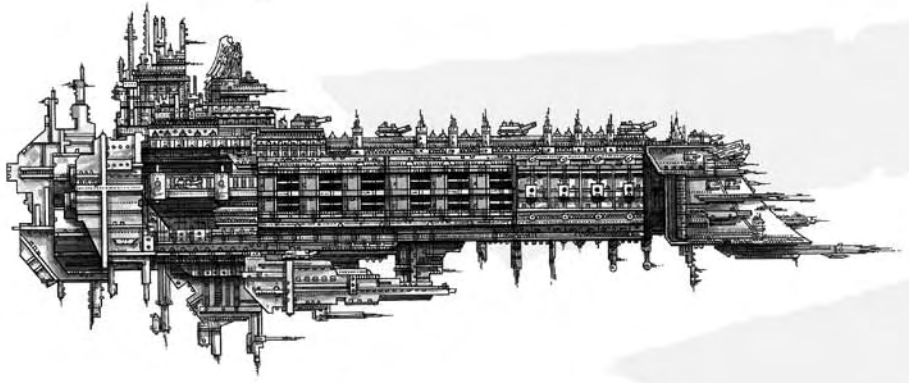
We have also kept the Imperial and Chaos fleets distinct from each other, to make sure that they fight differently and have their own character. However, as most Chaos ships are essentially old Imperial ships there is no reason why you couldn't mix things up a bit and include ships from the Chaos Fleet List in an Imperial fleet and vice versa. Similarly, if you wanted a pirate fleet to represent an alliance of various bands of bloodthirsty corsairs, you could collect a fleet that consists entirely of escorts, chosen from all four of the Fleet Lists to give you a mis-match of Imperial, Chaos, Eldar and Ork cut-throats.

BREAKING THE RULES

The rules of Battlefleet Gothic, including the scenarios and Fleet Lists, are there to help players who want to fight battles with immense starships. If you want to change something, write your own rules for guided torpedoes, invent a scenario, etc, then you should feel free to do so (the Games Design thought police won't come knocking on your door!). In White Dwarf magazine and the Citadel Journal, we hope to provide lots of alternative rules, tactics advice and so on. If you have any ideas that you think other people will enjoy playing, why not send them to us at the address in the back of this book.



IMPERIAL EMPEROR CLASS BATTLESHIP . . . . . 365 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15cm	45°	4	5+	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	60cm	6	Left
Starboard weapons battery	60cm	6	Right
Port launch bays	Furies: 30cm Starhawks: 20cm Sharks: 30cm	4 squadrons	–
Starboard launch bays	Furies: 30cm Starhawks: 20cm Sharks: 30cm	4 squadrons	–
Dorsal weapons battery	60cm	5	Left/front/right
Prow weapons battery	60cm	5	Left/front/right

Notes: *The Emperor class battleship is a slow and ponderous vessel and cannot use Come to New Heading special orders. The Emperor class dispenses with the normal armoured prow and instead carries a mass of sensor probes and forward turrets, giving it +1 to its Leadership rating. For an extra +5 points an Emperor class ship may carry squadrons of Shark assault boats.*

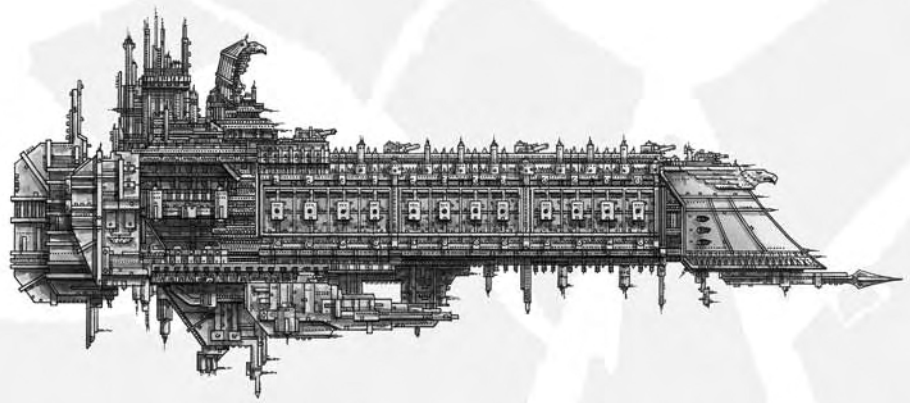
The Emperor class battleships serving in the Gothic Sector are amongst the oldest in Battlefleet Obscuras. The ancient hull of the *Divine Right* was recovered from the space hulk *Inculcate Evil* after its capture near the Charos system in the 36th millennium. The majority of power systems were found to be still functioning despite a sojourn in the warp estimated to be not less than ten millennia, indicating that its loss must have occurred before the Great Crusade. The salvaged vessel was recommissioned after an extensive refit at the orbital docks at Cypra Mundi and has patrolled sectors throughout Segmentum Obscuras ever since. The *Legatus Stygies* was laid down at the Stygies forge world in the Vulcanis system around the 30th millennium but was left incomplete in orbit for over two millennia after heretics seized the world and destroyed the majority of Stygies' manufacturing facilities. Work is believed to have resumed some time in the 32nd millennium, but suffered further delays due to warp storms, accidents and Chaos raids, leading to its commissioning not occurring until the very end of the 32nd millennium. Despite an inauspicious start to its career, the *Legatus Stygies* is reckoned to be a blessed ship by those who have served on it and with good reason. The vessel survived a suicidal ramming attack in the Battle of Callavell, was one of the few ships to escape destruction at the disastrous purgation of Ulthanx and destroyed the Chaos battleship *Black Pain* at Arriva.

FAMOUS SHIPS OF THE GOTHIC WAR

Legatus Stygies *Divine Right*

"Oh great Machine God, we implore thee to cast your benevolent gaze upon this vessel, the Divine Right. Let your burning power seethe through its engines. Let your undying wards lay upon its shield generators and armoured bulkheads. Let your mighty anger spit forth destruction and vengeance through the great mysteries of laser and plasma and missile. Invest this mighty armoured shell with your spirit and breathe life into its power relays and conduits."

IMPERIAL RETRIBUTION CLASS BATTLESHIP . . . . . 345 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	4	6+ front /5+	4

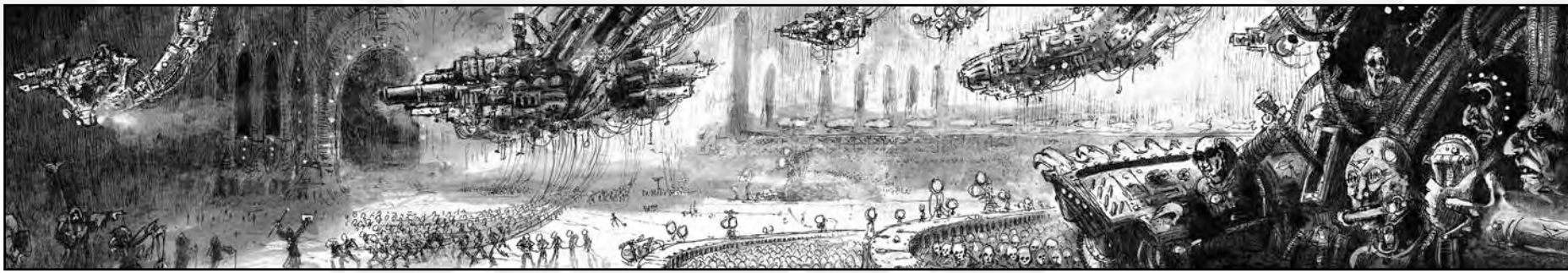
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	60cm	12	Left
Starboard weapons battery	60cm	12	Right
Dorsal lance battery	60cm	3	Left/front/right
Prow torpedoes	Speed 30cm	9	Front

Notes: *The Retribution class battleship is heavy to manoeuvre and cannot use the Come to New Heading special order.*

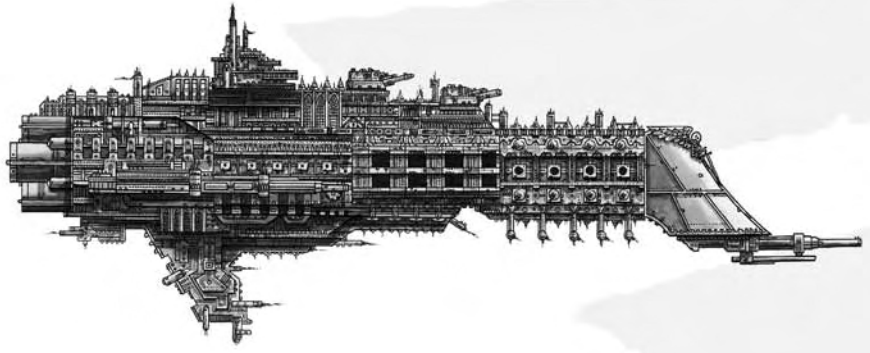
The two Retribution class battleships of the Gothic Sector fleet are believed to date from the earliest days of the Imperium. The traditional armoured prow and distinctive multiple-tube plasma engines mark them as products of the Martian shipyards. The first records of the *Bloodhawk* state that it fought at the Battle of Merin where it was severely damaged by torpedoes. During the Age of Apostasy the *Bloodhawk* became cut off by the forces of the renegade Admiral Sehella while visiting the fleet bases at Hydraphur. Through heroic efforts and several running battles the *Bloodhawk* evaded Sehella's squadrons and eventually arrived at Cypra Mundi over eight years later, where it was adopted as part of Battlefleet Obscuras. The *Cardinal Boras* is known to have led the ill-starred exploration fleet of rogue trader Ventunius into the northern rim and was one of only five ships to return. Subsequently it fought at the Battles of Callavell, Arnot's Landing and Korsk, where its bombardment forced the capitulation of the rebellious Regime of Iron. The *Cardinal Boras* is a well-travelled vessel and has been assigned to eighteen different sector fleets over the past four millennia. It was finally assigned to the Gothic Sector over four hundred years ago.

FAMOUS SHIPS OF THE GOTHIC WAR

Bloodhawk *Cardinal Boras*



IMPERIAL MARS CLASS BATTLECRUISER . . . . . 270 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	6+ front/5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	Furies: 30cm Starhawks: 20cm	2 squadrons	–
Starboard launch bays	Furies: 30cm Starhawks: 20cm	2 squadrons	–
Port weapons battery	45cm	6	Left
Starboard weapons battery	45cm	6	Right
Dorsal lance battery	60cm	2	Left/right/front
Prow nova cannon	30 – 150cm	1	Front

The Imperious is one of the few surviving examples of the Mars class battlecruiser. Production of these vessels at the Martian shipyards was discontinued over eighteen centuries before the beginning of the Gothic War and the number of ships in service has declined steadily since then. Reckoned to be undergunned by many captains, the Mars class battlecruiser *Imperious* earned its laurels at the outset of the war during a surprise attack on the hive world of Orar. Early in the engagement the *Imperious* managed to get underway and scored a devastating hit on the Slaughter class cruiser *Soulless* with its nova cannon. While *Soulless* was still reeling from the damage a salvo of lance hits from the Imperious detonated its plasma core and annihilated it. A wave of Starhawk bombers from the Imperious crippled a second Slaughter class cruiser which was subsequently destroyed by Orar's orbital defences, breaking the back of the Chaos attack with minimal damage to Imperial forces. Captain Compel Bast of the Imperious was subsequently awarded the Solar Cluster for the heroic actions of his ship and crew.

FAMOUS SHIPS OF THE GOTHIC WAR

Imperious

Notes: *The Mars class battlecruiser Imperious was retrofitted with a salvaged targetting matrix after the Battle of Orar. This gives its weapons batteries a left column shift on the Gunnery table and costs an additional +15 pts.*

NAMING IMPERIAL SHIPS

Imperial vessels are named in a somewhat eclectic fashion, due to their diverse points of origin. Imperial ships originate from four main sources: those salvaged from hulks drifting in space or (very occasionally) in the warp, those built by planetary overlords as part of their tithes to the Imperium, those built at the major fleet bases of the Imperial Navy and those built at the forge worlds of the Adeptus Mechanicus. Salvaged hulks (which are highly sought after for their superior technology and construction) are traditionally named by the captain who first located the hulk and so usually have names relating to their point of origin, the ship which discovered them or the events of their recovery – hence the Emperor class battleship *Divine Right* was named by Captain Jacobus who fervently believed that visons from the Emperor had led him to the hulk. Planetary overlords are permitted to name ships built at their worlds, normally taking the opportunity to name them after their august selves and giving rise to names like *Lord Daros*, *Archon Kort, Demiarch Vespasian*. Ships built at the main Naval yards and forge worlds are either given a hereditary name, which previously belonged to a ship that had been destroyed or lost in the warp for more than fifty years (as in *Fortitude*, *Righteous Fury* and *Imperious*), or they are named in High Gothic in relation to their point of origin (as is the case with the *Cypra Probatii*

IMPERIAL OVERLORD CLASS BATTLECRUISER . . . . . 235 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	6+ front /5+	2

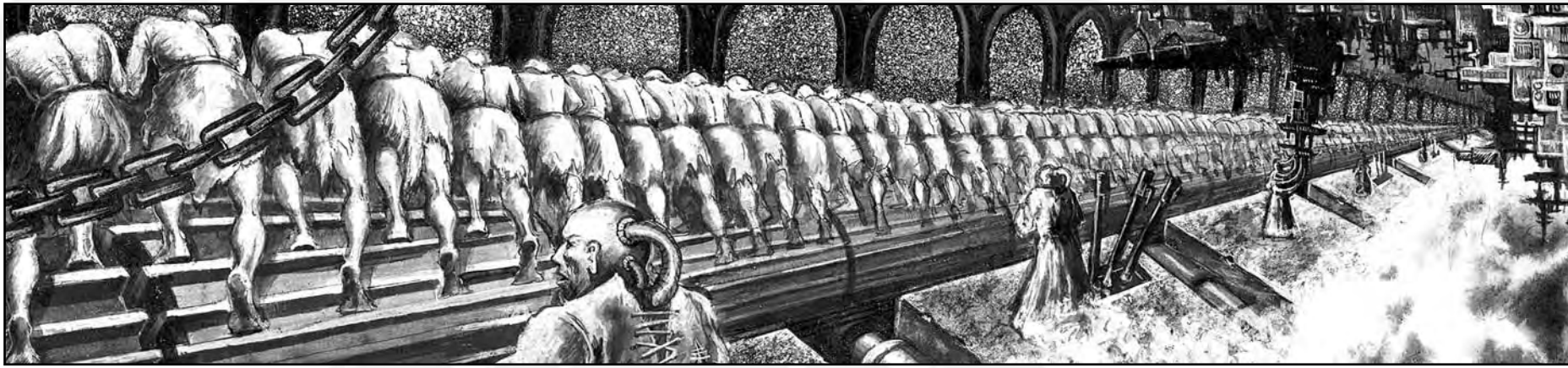
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	60cm	8	Left
Starboard weapons battery	60cm	8	Right
Dorsal lance battery	60cm	2	Left/front/right
Prow torpedoes	30cm	6	Front

Notes: *The Cypra Probatii can have its turret array upgraded from 2 to 3 at an additional cost of +10 pts.*

Based on the Acheron class heavy cruiser design, the Overlord class battlecruiser was built to provide the Imperial fleet with a cruiser-sized vessel with the long range punch of battleship weaponry. Because of difficulties in power transmission the Acheron's prow weapons batteries were replaced by standard cruiser torpedo tubes and armoured prow. However, this arrangement allowed the Overlord's dorsal lance turrets to be upgraded, giving them a range comparable to the vessel's other long-range laser batteries. Difficulties in building the Overlord class meant that only limited numbers served in the Segmentum Obscuras fleet, each vessel being painstakingly constructed at the Cypra Mundi shipyards. Three vessels served in the sector fleet during the Gothic War: the *Flame of Purity*, *Sword of Retribution* and *Cypra Probatii*. The latter was completed during the war and arrived in the Gothic Sector only after a difficult and hazardous journey through the warp. *Flame of Purity* and *Sword of Retribution* operated together for most of the war, protecting important star systems against the Chaos raiders that plagued the whole sector.

FAMOUS SHIPS OF THE GOTHIC WAR

Flame of Purity
Sword of Retribution
Cypra Probatii



IMPERIAL LUNAR CLASS CRUISER. . . . . 180 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	6+ front/5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	30cm	2	Left
Starboard lance battery	30cm	2	Right
Port weapons battery	30cm	6	Left
Starboard weapons battery	30cm	6	Right
Prow torpedoes	30cm	6	Front

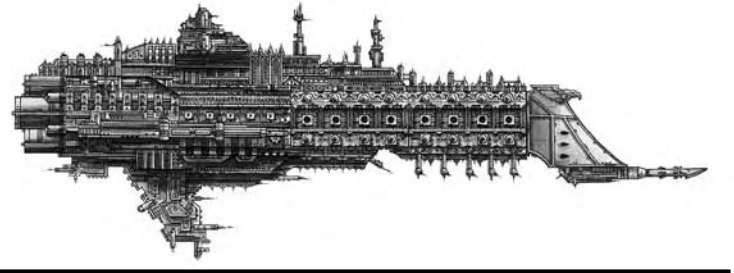
The Lunar class cruiser forms the mainstay of Battlefleet Obscuras with over six hundred ships serving throughout the Segmentum and more than twenty ships fighting in the Gothic war. The uncomplicated design of this class ensures its enduring utility, enabling vessels to be built at hive and industrial worlds normally unable to muster the expertise to construct a capital ship. Perhaps the most remarkable example of this is the *Lord Daros*, constructed at the feral world of Unloth. The primitive tribesmen dwelling there were influenced to mine and smelt metals which were then presented for 'sacrifice' at sky temples established by the Planetary Lord. The raw materials were then lifted into orbit at each vernal equinox. After a period of eleven years the tribes were rewarded for their effort with the sight of a bright new star moving across the heavens as the *Lord Daros* boosted out-system to join Battlefleet Obscuras.

FAMOUS SHIPS OF THE GOTHIC WAR

Iron Duke *Retribution* *Agrippa* *Minotaur* *Justicar* *Lord Daros*

Notes: *The Lunar class cruisers Minotaur and Lord Daros can replace their prow torpedoes with a nova cannon at an additional cost of +20 pts.*

IMPERIAL TYRANT CLASS CRUISER. . . . . 185 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	6+ front/5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45cm	4	Left
Starboard weapons battery	45cm	4	Right
Port weapons battery	30cm	6	Left
Starboard weapons battery	30cm	6	Right
Prow torpedoes	30cm	6	Front

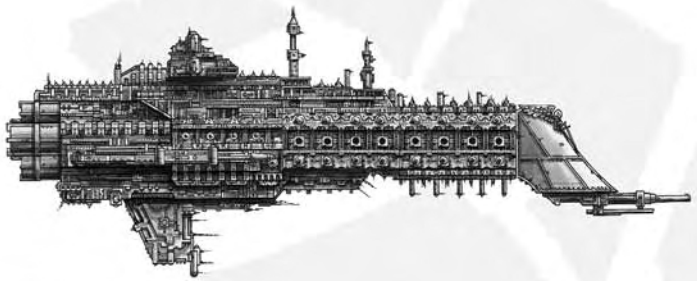
Towards the end of the 38th millennium, the famed Adeptus Mechanicus Artisan-Magos Hyus N'dai completed a series of ship designs based around the principle of superfired plasma weaponry. The most common of these, the Tyrant class cruiser, became popular amongst the major shipyards in the 39th millennium. Its superfired plasma batteries are capable of launching a boosted salvo considerably further than comparable cruiser weapon decks, yet still deliver virtually the same weight of fire at close quarters. This had eluded ship designers since the secrets of building very long range ship weaponry had been lost after the Dark Age of Technology. In practice, however, the Tyrant's long range firepower lacks sufficient strength to make it a serious threat to anything larger than an escort-sized vessel. Two of the Tyrants assigned to the Gothic sector fleet, *Zealous* and *Dominion*, were eventually upgraded with weapons salvaged from wrecked Chaos ships. These pushed their firepower up to battlecruiser levels, making them very dangerous opponents at long range.

FAMOUS SHIPS OF THE GOTHIC WAR

Lord Sylvanus *Zealous* *Dominion* *Incendrius*

Notes: *Zealous and Dominion can replace their 30cm range weapons batteries with 45cm range weapons batteries at a cost of +10 pts. Zealous can also replace its prow torpedoes with a nova cannon at a cost of +20 pts.*

IMPERIAL DOMINATOR CLASS CRUISER . . . . . 190 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	6+ front/5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30cm	12	Left
Starboard weapons battery	30cm	12	Right
Prow nova cannon	30 – 150cm	1	Front

The Dominator class cruiser is an unusual vessel of a class originally built to act as a fleet support unit for major engagements and planetary assaults. It was designed to hang back and use its massive nova cannon to bombard the enemy at extreme range. Dominator class cruisers are far more common to Battlefleet Ultima than Battlefleet Obscuras, the vast majority being built at the fleet base at Kar Duniash. The only Dominator class vessel serving in the Gothic Sector at the outset of the war was the *Hammer of Justice* under the command of Captain Grenfeld. Although it had always performed poorly on exercises and had an undistinguished prior history, the vessel rose to the challenge of full war and fought with vigour and resolution at every opportunity. The potency of the somewhat cumbersome nova cannon was ably illustrated by Captain Grenfeld at the Port Maw blockade and the raid on Alios. Indeed, over the course of the war a number of other vessels undertook major refits to replace their prow armaments with nova cannon.

FAMOUS SHIPS OF THE GOTHIC WAR

Hammer of Justice

Notes: *The Hammer of Justice was originally fitted with 45cm range weapons batteries (firepower 6). These were later upgraded to shorter ranged but more powerful weapons as shown. The earlier version of the ship may be used for a reduced cost of -5 pts.*

IMPERIAL GOTHIC CLASS CRUISER . . . . . 180 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	6+ front/5+	2

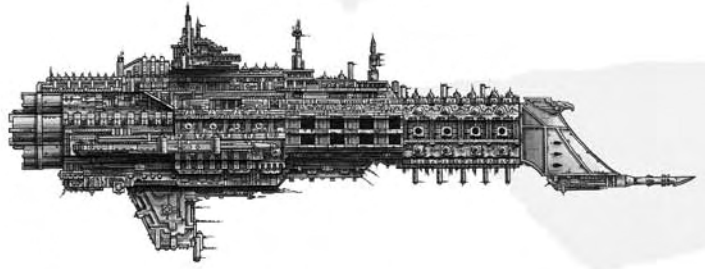
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	30cm	4	Left
Starboard lance battery	30cm	4	Right
Prow torpedoes	30cm	6	Front

The powerful Gothic class cruiser is a familiar sight throughout the Imperium, with numerous vessels operating in each of the Segmentum battlefleets. A potent force in its own right, the class carries the heaviest lance array of any Imperial cruiser in the Gothic sector, making it a deadly adversary for enemy vessels of all sizes. However, in the course of the war it became apparent that it could only operate successfully in the company of other vessels, after two encounters between the *Righteous Fury* and the Chaos grand cruiser *Bloodied Sword.* In each case the *Righteous Fury* barely escaped after suffering severe damage and scoring only a handful of hits on the enemy vessel. Powerful as the lances were, they could not damage an opposing vessel fast enough in duels. A change in tactics, pioneered by Captain Hodge of the *Righteous Fury*, saw Gothic class ships paired with their own squadron of escorts or another cruiser. They would then engage an enemy vessel abeam, while its supporting ships circled to attack from bow or stern. This used the heavy lance armament to good effect, by knocking down the enemy's shields and allowing its consorts to attack, while preventing its enemy from moving away. Using its new tactics, the Gothic class cruiser made a valuable contribution to the war by destroying the Chaos cruisers *Cackling Hate* and *Glorious Bloodbath* in its later stages.

FAMOUS SHIPS OF THE GOTHIC WAR

Invincible *Emperor's Wrath* *Righteous Fury* *Sword of Orion*

IMPERIAL DICTATOR CLASS CRUISER . . . . . 220 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	6+ front/5+	3

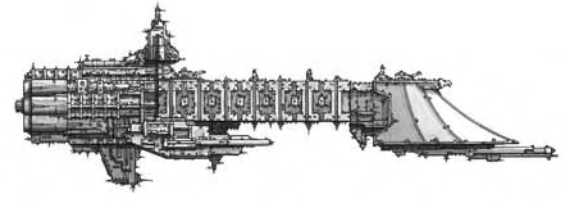
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	Furies: 30cm Starhawks: 20cm	2 squadrons	–
Starboard launch bays	Furies: 30cm Starhawks: 20cm	2 squadrons	–
Port weapons battery	30cm	6	Left
Starboard weapons battery	30cm	6	Right
Prow torpedoes	30cm	6	Front

Dictator class cruisers are built around Lunar class hulls, with the lance decks entirely rebuilt into launch bays for attack craft. This stop-gap measure was originally undertaken as a simple method of delivering large numbers of atmospheric craft, like the Thunderbolt fighter and Marauder bomber, to low orbit, for ground support operations. However, successive upgrades to the Dictator's communications and detection systems expanded its capabilities for launching long-range strikes against ships in deep space. They were increasingly equipped with Fury class deep space fighters and Starhawk bombers and operated as fleet support vessels and independent patrol ships throughout the Sector. A single Dictator with a handful of escorts proved an exceedingly flexible force capable of running down pirates and raiding hostile worlds with waves of attack craft. Of particular note was the Rhadamanthine which, in concert with the Skargul patrol, scored a series of spectacular successes against pirates in the Orar sub sector. During the Gothic War Dictators proved invaluable for escorting convoys of vulnerable transport ships through areas threatened by Chaos ships. As the demand for supporting attack craft in major actions grew, a number of badly damaged Lunar class cruisers were reconfigured as Dictators at the main fleet bases. By the end of the war, seven more Dictators were in service, more than compensating for the loss of the *Rhadamanthine* and *Archon Kort* to Abaddon's fleets.

FAMOUS SHIPS OF THE GOTHIC WAR

Archon Kort *Fortitude* *Rhadamanthine*

IMPERIAL DAUNTLESS CLASS LIGHT CRUISER . . . . . 110 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30cm	4	Left
Starboard weapons battery	30cm	4	Right
Prow lances	30cm	3	Front

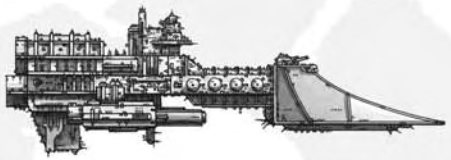
Light scouting cruisers like the Dauntless class have always been a feature of Imperial fleets throughout the Imperium. An ideal light cruiser carries enough firepower to drive off opposing escorts and enough fuel and supplies to remain away from bases for months at a time. The Dauntless is a popular class, as fast and manoeuvrable as a frigate but with a ferocious frontal lance armament. During the Gothic War, the light cruisers *Uziel* and *Baron Surtur* were the first to detect Warmaster Khuzor's fleet near the Formosa cluster and their accurate information allowed Admiral Sartus to bring the foe to battle.

FAMOUS SHIPS OF THE GOTHIC WAR

Abdiel *Uziel* *Vigilant* *Baron Surtur* *Havock* *Guardian*

Notes: *Improved thrusters (+D6cm on All Ahead Full special orders). Vigilant and Havock can replace their prow lances with a Strength 6 torpedo salvo at no additional points cost.*

IMPERIAL SWORD CLASS FRIGATE. . . . . 35 pts



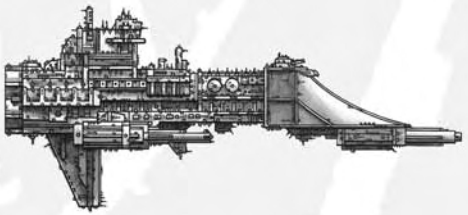
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort 1	25cm	90°	1	5+	2
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Weapons battery	30cm		4		Left/front/right

The venerable Sword class frigate has ably served Battlefleet Obscuras for thousands of years. Every part of the vessel's design and construction has been tried and tested in innumerable engagements. The Sword's laser-based weapons batteries and substantial turret array have an exceptional ready level of 88.2%. Its plasma drives are simple, sturdy units copied many times on other ships and can be serviced by artificers with minimal training. A classic escort vessel in every respect, few battleships fight without at least a pair of Swords to guard their backs against enemy destroyers and attack craft.

FAMOUS SQUADRONS OF THE GOTHIC WAR

Blue Squadron *Red Squadron* *Omega Squadron*

IMPERIAL FIRESTORM CLASS FRIGATE. . . . . 40 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Prow lance	30cm		1		Front
Weapons battery	30cm		2		Left/front/right

Firestorm class frigates are a comparatively recent innovation within Battlefleet Obscuras. The design was created in an effort to balance the manoeuvrability of escort class ships with the hitting power of a lance armament. The Firestorm is built around a Sword class hull with major reconfiguration of the central laser cores to direct power to a prow-mounted cannon. Only five squadrons of Firestorms served in the Gothic war and these were all understrength in most of the engagements they fought, due to a lack of available replacement ships. The most noteworthy action fought by Firestorms was by Gold squadron at the Battle of Veras. The two Firestorms intercepted a group of Infidel raiders flanking the main fleet to attack the Emperor class battleship *Intolerance*. Three of the raiders were destroyed for the loss of one Firestorm, enabling the *Intolerance* to complete the despatch of twenty four bomber wings against the Chaos Desolator class battleship *Eternity of Pain*.

FAMOUS SQUADRONS OF THE GOTHIC WAR

Patrol Group Erinyes *Lexus Squadron* *Costa Barbarus Patrol*



IMPERIAL COBRA CLASS DESTROYER . . . . . 30 pts



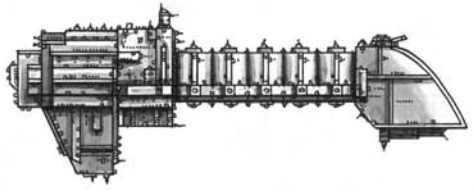
Cobra class escorts form a significant proportion of Battlefleet Obscuras, their versatility making them a favoured vessel for scouting, patrolling and raiding. The main asset of the Cobra is its great speed, enabling it to catch the light, fast craft favoured by pirates. This was most famously illustrated in the Gothic sector by Captain Walker's Skargul patrol, which destroyed seventeen pirate vessels in the twelve months prior to the Gothic War.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	4+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow torpedoes	30cm	2	Front
Weapons battery	30cm	1	Left/front/right

Notes: *The 24th Destroyer Squadron (Widowmakers) carried experimental long-range detection gear. This doubles the Leadership test bonus for enemy contacts (ie, enemy on special orders) from +1 to +2 but removes the destroyer's weapons batteries.*

IMPERIAL TRANSPORT . . . . . pts: special



Hundreds, perhaps thousands, of transport ships participated in the Gothic War. The vast majority were chartered merchantmen pressed into service to move war materials to systems under blockade, while many others were Imperial Navy support vessels used to resupply the fleet and form temporary repair bases in isolated systems. The crews of these small vessels, despite being untrained in the arts of battle, struggled valiantly against often impossible odds and paid a heavy price in blood for their efforts. Most transport ships carry some weapons to protect themselves against pirates and other raiders, but without decent sensors and fire control by experienced officers, the chances of getting a shot at the enemy is miniscule. One exception was the *Son of John*, a Tarask class merchant that was part of a convoy moving into Port Maw in the early part of the war. When the convoy came under attack by a Slaughter class Chaos cruiser that had slipped past the escort screen, the *Son of John* engaged the ship from close quarters and succeeded in distracting it for long enough for the other transports to escape. Its puny guns firing to the last, the Imperial vessel was destroyed, but its heroism and sacrifice shone like a beacon in the dark days that followed.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort 1	15cm	45°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Dorsal Weapons battery	15cm	2	Left/front/right

Notes: *Transports do not have the powerful drives routinely fitted to warships. Transports using All Ahead Full orders only add +3D6cm to their speed. They also reduce their randomly rolled Leadership by one, so they will have a Leadership value of betwen 5 and 8. Transports have 'special' for their points value as they are usually only used as objectives in missions or as fire ships for planetary defence purposes.*

Imperial Attack Craft . . . . . pts: special



Fury Interceptor



Starhawk Bomber



Shark Assault Boat

ATTACK CRAFT	SPEED
Fury Interceptor	30cm
Starhawk Bomber	20cm
Shark Assault Boat	30cm

The Imperial Navy has always employed an amazing variety of light craft aboard its vessels. From brigs, dories, pinnaces, couriers and lighters for transporting personnel, materials and documents between ships, to deep-space bombers and interceptors, almost every ship has a selection of craft obtained locally from dozens of worlds or, in many cases, built by artisans aboard the ship itself. Nonetheless, the attack craft deployed by Imperial ships are categorised into broad classes of machines with similar capabilities. Fury class interceptors are built primarily for speed and manoeuverability, with distinctive oversized thrusters and attitude jets. Furies carry a crew of between two and four and are typically equipped with several banks of forward firing lascannon and missile bays. Starhawk class bombers are larger, slower craft which carry a heavy payload of plasma bombs and armour-piercing missiles for attacking enemy ships. Starhawks have large crews, mainly to man their numerous short-range defence weapons. Shark class assault boats are built around a powerful central engine and an armoured troop-carrying compartment. The base of the compartment is studded with powerful magnetic clamps and melta charges for blasting through the outer hull of a ship. Once a breach has been made, assault troops swarm into the enemy ship and attack from within its own defences.

Note that attack craft are always carried into battle by larger ships and therefore have no separate points value.

SEGMENTUM OBSCURUS, GOTHIC SECTOR FLEET LIST

FLEET COMMANDER

0-1 Admiral

You may include 1 Admiral in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points an Admiral must be included to lead it.

Fleet-Admiral (Ld 8) . . . . . 50 pts
Admiral (Ld 9) . . . . . 100 pts
Solar Admiral (Ld 10) . . . . . 150 pts





Admirals get one Fleet Commander re-roll included in their points cost. If you want more you'll have to pay for them.

One extra re-roll . . . . . 25 pts
Two extra re-rolls . . . . . 75 pts
Three extra re-rolls . . . . . 150 pts

CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or battlecruisers.

Imperial Retribution class battleship . . . . 365 pts
Imperial Emperor class battleship . . . . . 345 pts

Battlecruisers

You may include up to one battlecruiser in your fleet for every two cruisers.

Imperial Mars class battlecruiser . . . . . 270 pts
Imperial Overlord class battlecruiser . . . . 235 pts

0-12 Cruisers

Imperial Dictator class cruiser . . . . . 220 pts
Imperial Dominator class cruiser . . . . . 190 pts
Imperial Tyrant class cruiser . . . . . 185 pts
Imperial Lunar class cruiser. . . . . 180 pts
Imperial Gothic class cruiser . . . . . 180 pts
Imperial Dauntless class light cruiser. . . . 110 pts

Note: Imperial capital ships with 6+ prow Armour that mount a prow ram may upgrade it for a Power Ram that imparts +1HP damage in addition to any other hits rolled when ramming for +5 pts.

ESCORTS

You may include any number of escorts in your fleet.

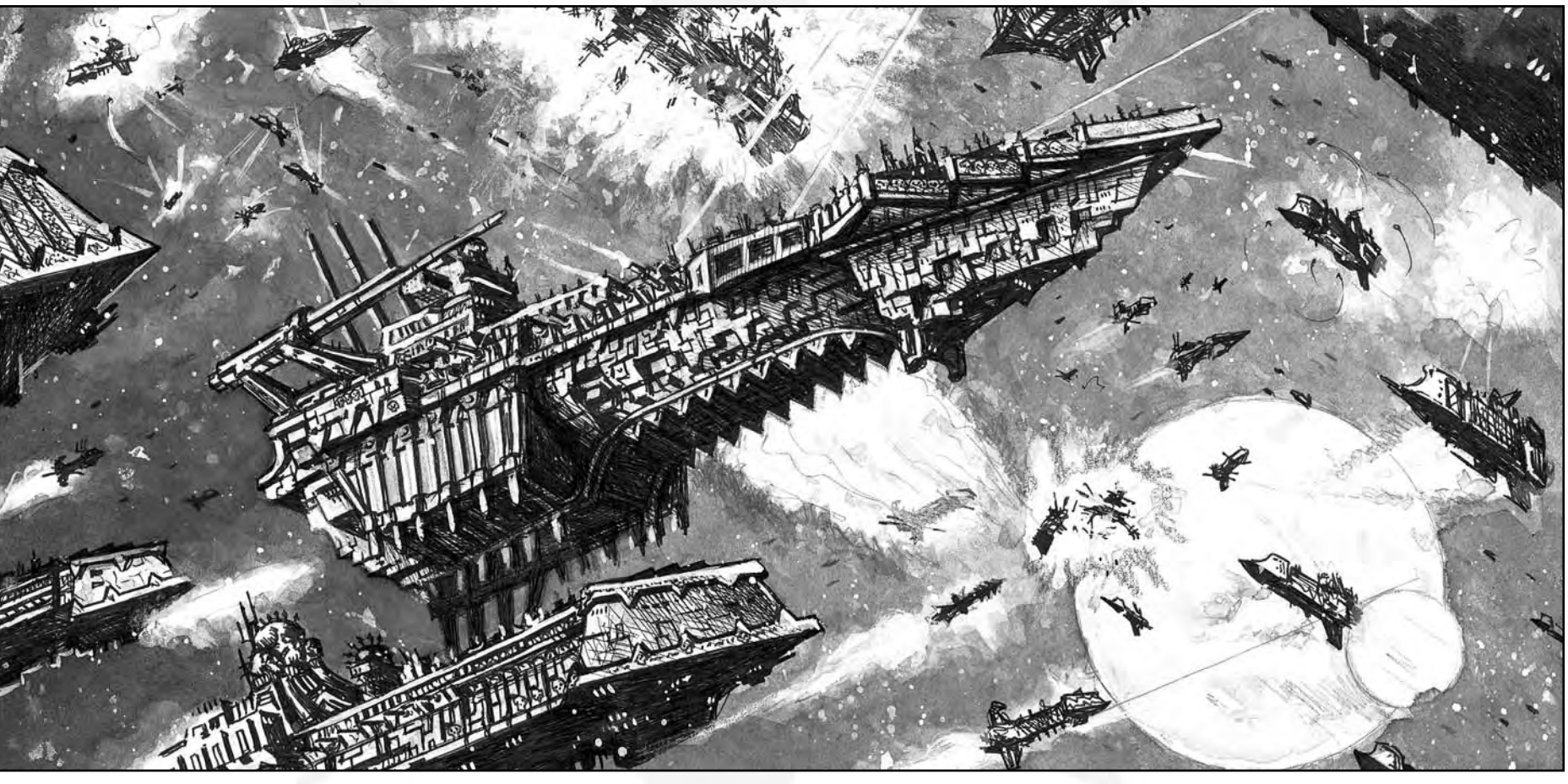
Imperial Firestorm class frigate . . . . . 40 pts
Imperial Sword class frigate . . . . . 35 pts
Imperial Cobra class destroyer . . . . . 30 pts

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bombers. An Emperor class battleship may carry Shark assault boats at an additional cost of +5 points. Ships with torpedo tubes are armed with ordinary torpedoes.

A DISCLOSURE OF THE HISTORIES OF CERTAIN NOTED VESSELS OF ABADDON'S WARFLEET DURING THE GOTHIC WAR.

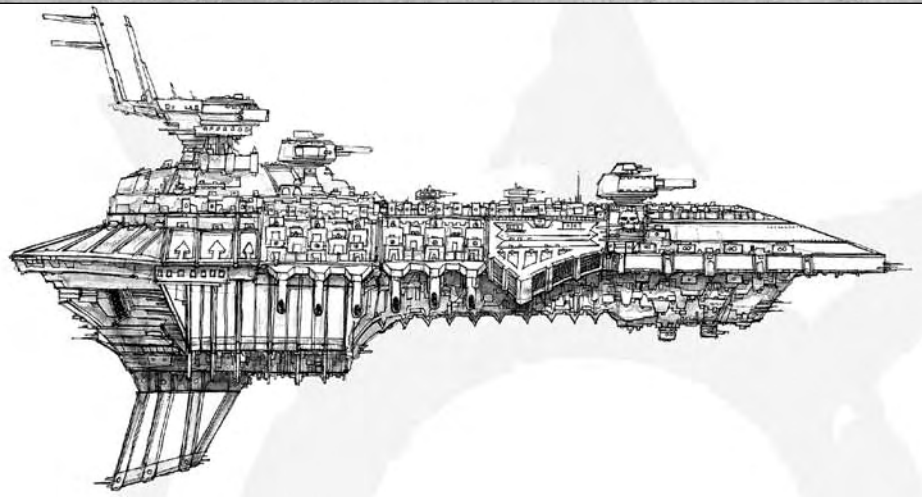
Researched by Kale Moor, Adept Astronimus Third Rate



"Like the great storm of the Heresy, the forces of the True Gods will descend upon the False Emperor's minions. The stars will tremble at their passage, the mighty armadas of the Warmasters will bring annihilation to a hundred worlds. Great shall be the slaughter, most pleasing shall be the flow of blood. The fools who follow the Usurper Emperor will be brought low, forced to their knees amidst the corpses of their families and friends. The thrice-cursed one shall become as a living god, the power to destroy the Weakling Emperor shall be within his grasp. Know this, for these things will come to pass and the galaxy itself will be the spoils of victory."

Constanze the Prophetess, burned as a Heretic 6875356.M38

CHAOS DESPOILER CLASS BATTLESHIP . . . . . 400 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	4	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bay	Swiftdeaths 30cm Doomfires 20cm Dreadclaws 30cm	4 squadrons	–
Starboard launch bay	Swiftdeaths 30cm Doomfires 20cm Dreadclaws 30cm	4 squadrons	–
Port weapons battery	60cm	6	Left
Starboard weapons battery	60cm	6	Right
Dorsal lance battery	60cm	3	Left/front/right
Prow lance battery	30cm	4	Front

The Despoiler class battleships were developed as part of the Gareox Prerogative in the mid-36th millennium. A belief in the strength of attack craft as the ultimate weapons in space warfare pervaded the Battlefleet Tempestus and plans were made for fifteen Despoiler class battleships. However, as history shows, the true battleship was not outmoded by attack craft and the program was ended after the construction of just three vessels. The Despoilers originally saw little combat, being used on long-range patrols through largely uncontested systems. Roughly two hundred and fifty years after being laid down, the *Merciless Death* went missing whilst on extended tour through the Amerikon Sector. Thirty years later, it reappeared during the Banardi Conflict, surprising and destroying a convoy of sixteen unprotected Imperial transports en route to Banardi Prime. The ship was then involved in numerous engagements, each progressively nearer to the Eye of Terror, until it disappeared again in the early 39th millennium. Soon after its second disappearance, the other two Despoilers were also reported absent, after firing on friendly vessels and then escaping into the warp. With the advent of the Gothic War, rumours of the *Merciless Death*'s exploits and sightings of its sister ships began afresh.

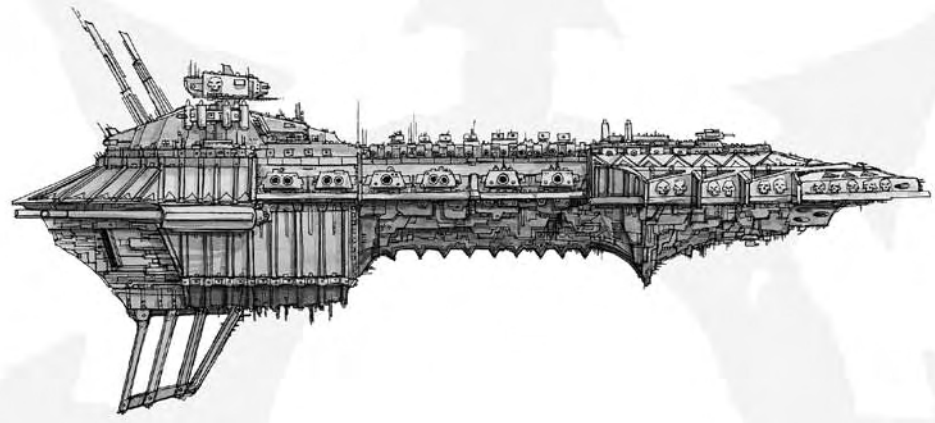
FAMOUS SHIPS OF THE GOTHIC WAR

Merciless Death *Damnation's Fury*
Fortress of Agony

Notes: *May not use* Come to New Heading *special orders. The Damnation's Fury replaces its prow lances with Strength 8 torpedoes at a cost of +10 points.*

"We had lain there for three full days, with our guns constantly manned and our engines ready to spring to life, drifting slowly amidst the asteroids. Suddenly the sensors picked out the faintest trace of approaching engines. They had finally come. I immediately rang the alarms for 'crash start' and just before the drives thundered into life I heard the weapons batteries whine into a state of full wakefulness. I cast a hurried glance around the bridge to reassure myself that the crew were also at full alert. There was no need of it – my gang of scallywags, as usual bursting for a fight, were set and ready."

CHAOS DESOLATOR CLASS BATTLESHIP . . . . . 300 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	25cm	45°	4	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	60cm	4	Left
Starboard lance battery	60cm	4	Right
Dorsal weapons battery	60cm	6	Left/front/right
Prow torpedoes	30cm	9	Front

The Desolator class battleship dates back to the very founding of the Imperium and utilises technology long since lost to the Adeptus Mechanicus. None now remain in Imperial service, but it is known that at least five Desolators defected from the Emperor's light between the 31st and the 34th millennium. Of these, the Eternity of Pain, renamed by its traitorous captain, is perhaps the most infamous. At least seven Imperial battleships are known to have fallen to its immensely powerful lances and long range gun decks since it turned renegade in 453.M33. Countless smaller vessels are also no more, due to this potent behemoth of the stars. The Torment, older still than the Eternity of Pain, was captured by renegade pirates during the Spartan War, after its engines were destroyed and it drifted helplessly into a mined asteroid field. Seventy-eight years after its capture, the Torment was instrumental in obliterating the orbital defences of Ghori VI, prior to that planet's invasion by Eldar pirates. The Torment has been spotted as far afield as the Ultima Segmentum and even participated in an attack on an Imperial convoy in the Jobe Sector on the northern rim.

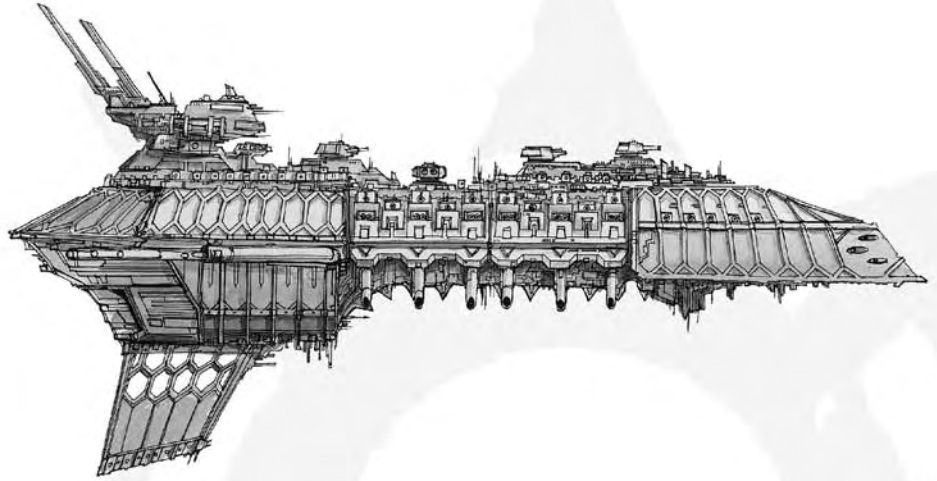
FAMOUS SHIPS OF THE GOTHIC WAR

Torment *Eternity of Pain*

Notes: May not use Come to New Heading special orders.



CHAOS REPULSIVE CLASS GRAND CRUISER. . . . . 230 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20cm	45°	2	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45cm	14	Left
Starboard weapons battery	45cm	14	Right
Dorsal lance battery	30cm	3	Left/front/right
Prow torpedoes	30cm	6	Front

Notes: *The Bringer of Despair was equipped with ancient targetting systems which increases the range of its dorsal lances to 45cm at an additional cost of +10 pts.*

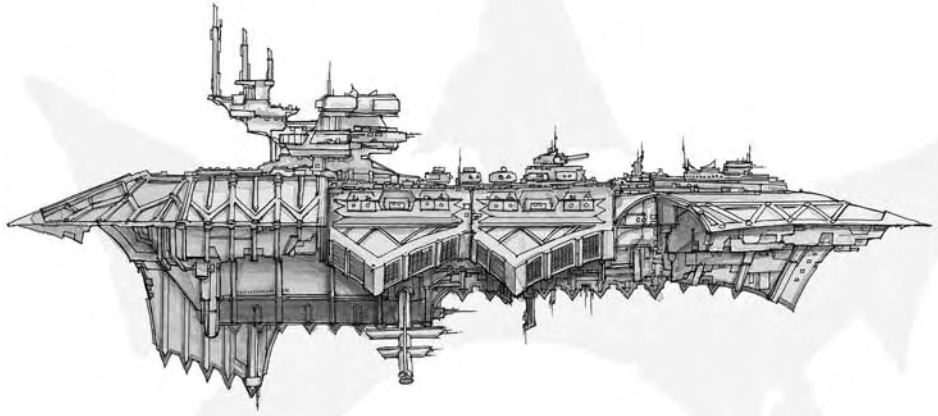
The grand cruiser was a precursor to the battlecruisers which are now more prevalent in most Imperial fleets. Almost rivalling battleships in its ability to withstand damage and lay down a barrage of fire, the grand cruiser fell out of favour when the means for constructing sufficiently powerful engines was lost (more recently built engines were incapable of attaining a useful combat speed). A few ancient grand cruisers can still be found in reserve fleets of the Segmentum Obscurus and Segmentum Pacificus, but they are largely obsolete. Of the twenty five grand cruisers believed to have abandoned the Emperor since their inception in the 34th millennium, roughly a dozen have yet to be recaptured or destroyed. Of those still at large, the *Foe-Reaper* is the most active, having been sighted in over a score of major fleet engagements in the twenty three centuries since her corruption by the Dark Powers. Most infamously, it was the *Foe-Reaper* which destroyed the Adeptus Mechanicus facility on AFR-74, killing fifty thousand Adepts within a few heartbeats, when a salvo of specially modified torpedoes shattered the eco-shield protecting the inhabitants from the metha-nitrous atmosphere of that satellite.

FAMOUS SHIPS OF THE GOTHIC WAR

Bloodied Sword *Foe-Reaper*
Bringer of Despair

"The four enemy destroyers, Iconoclasts, made absolutely no effort to escape, and indeed gave no indication that they had even spotted us. I closed at high speed, until at a range of about four thousand, I felt that the moment had arrived and gave the order to open fire on the nearest target. At four thousand, my guns couldn't miss. The enemy vessel shuddered and quivered as the gunners smothered it with fire. The opposition was remarkably feeble, a mere spray of laser fire from the Iconoclast, but it managed to hit the starboard magazine and started a small fire. However, there was nothing to be done about it in the thick of the action, so I concentrated on achieving a quick kill and pushed in even closer. At this distance I could see large chunks flying away from the Iconoclast's hull, its armour plates being ripped away completely as our heavy stuff ripped into its side and exploded.

CHAOS STYX CLASS HEAVY CRUISER . . . . . 275 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	Swiftdeath 30cm Doomfire 20cm Dreadclaw 30cm	3	–
Starboard launch bays	Swiftdeath 30cm Doomfire 20cm Dreadclaw 30cm	3	–
Dorsal lance battery	60cm	2	Left/front/right
Prow weapons battery	60cm	6	Left/front/right

"We pressed in closer, to within two thousand. The starboard weapons came back into action. The crew had ejected the burning magazine into the void and brought up another. With a belch of flame the Iconoclast crumpled like a paper model. It disintegrated and disappeared, our shields flaring as the deluge of metal fragments from her death throes were shunted aside.

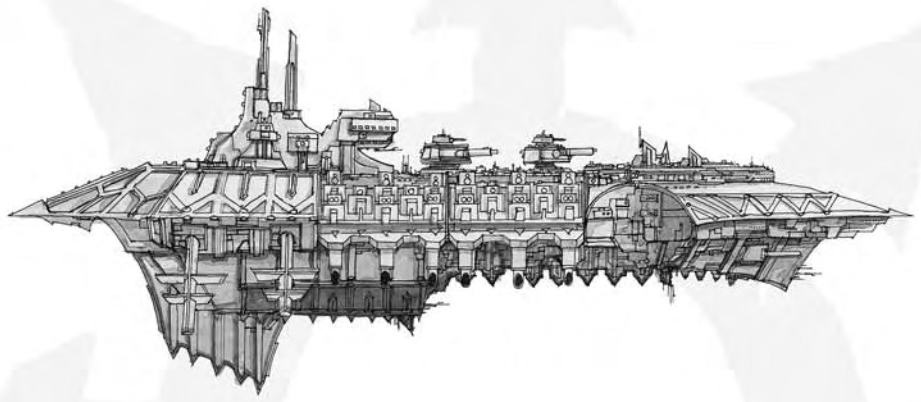
The next Iconoclast was now only about five thousand away, slightly ahead of us, firing at us. The other Iconoclasts had disappeared, as had our sister ship after them. I cut across the enemy's wake, opening fire on him as we crossed. He was turning rapidly to get away, as I increased to full speed to overtake him, and drew up on his port side at a range of about four thousand.

The Styx class heavy cruiser was used throughout the Segmentum Obscurus and in many fleets of the Ultima Segmentum during the 32nd and 33rd millennia. In most fleets they were later phased out, in favour of the new battlecruisers being constructed on Mars. Mustering a considerable array of long range weapons batteries to complement its sizeable launch bays, the Styx is even more formidable than its considerable tonnage would suggest. There are seven recorded instances of Styx class heavy cruisers fighting against the forces of the Emperor in the Segmentum Obscuras before the Gothic War. During that conflict, this figure rose to thirty nine major fleet battles involving Styx class ships, demonstrating the value the followers of the Ancient Powers placed on their capabilities. Although there were at least five ships of this class ranged against the Imperium during that campaign, only two were identifiable: the *Horrific* and the *Heartless Destroyer*. Both laid down in the Cypra Mundi dockyards in the early 33rd millennium, the *Heartless Destroyer* and *Horrific* were frequently in action together. In 299.M35 the *Heartless Destroyer*, the older of the two vessels, withdrew from an engagement against traitorous raiders, leaving its companion ship to be reduced to a hulk and captured. Until their reappearance during the Gothic War, there had been no more reports of either ship. Certain incidents when the two vessels fought together indicated there was still a great deal of enmity between them and in the Battle for Duran, the *Horrific* repaid the earlier treachery. It abandoned the Chaos fleet during the final assault of that battle and the *Heartless Destroyer* was crippled. The badly mauled heavy cruiser was then eventually destroyed when it drifted into range of planetary defence platforms.

FAMOUS SHIPS OF THE GOTHIC WAR

Horrific *Heartless Destroyer*

CHAOS HADES CLASS HEAVY CRUISER. . . . . 200 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45cm	10	Left
Starboard weapons battery	45cm	10	Right
Dorsal lance battery	60cm	2	Left/front/right
Prow lance battery	60cm	2	Front

The *Warmaker* was once one of the most highly praised vessels in the Gothic fleet, but is now numbered amongst its most hated enemies. Before the Gothic War, the *Warmaker* acted as a fleet training vessel, having been retired from active duty following thirteen highly praised centuries as flagship to the 4th Heavy Cruiser Flotilla. Who can say how long the foul grip of Chaos had festered within its armoured hull, how many promising naval officers were taught false ideals in the midst of the *Warmaker*'s corruption, before being spread to every corner of the fleet to promulgate their despicable beliefs amongst their crews. This base treachery was only discovered with the outbreak of the Gothic War, when the *Warmaker* opened fire on Jarnu Orbital Station, shortly after breaking from dock. The wreckage of the space station fell onto Jarnu Capital, killing nearly three and a quarter million Imperial citizens in the resulting mass conflagration. The *Warmaker* easily outdistanced the few vessels in position to give pursuit and was next sighted accompanying a fleet of marauders blockading the Slavonis system. To this date, the *Warmaker* has eluded capture or destruction, twice being crippled, but managing to limp to safety under the cover of its escorts.

FAMOUS SHIPS OF THE GOTHIC WAR

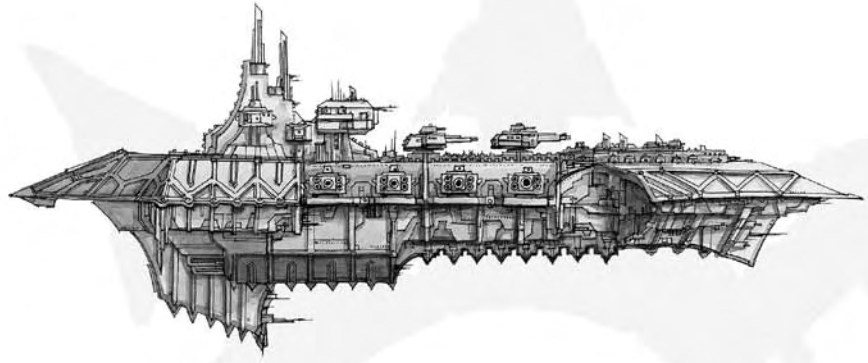
Malignus Maximus *Injustice*
Warmaker

"My guns were hitting him heavily, we had him cold, then the forward lasers overheated. I decided to ram rather than risk his escape. Ringing the alarm for 'ramming stations' I let him draw ahead and then bore down on him at top speed.

We hit about twenty yards from his drives. The sharp Adamantium beak of my prow bit into metal as we lifted and rode partly over the stern of the Iconoclast. I could feel us scrunching through, deep into its vitals as the Iconoclast broke in two. The stern tore off and slid down my starboard side, and the remainder tumbled away down the port side; we had bitten straight through."

Captain Bayforth of the frigate Greywolf describing an action against Chaos Raiders in the Magreth system.

CHAOS ACHERON CLASS HEAVY CRUISER . . . . . 190 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	60cm	2	Left
Starboard lance battery	60cm	2	Right
Dorsal lance battery	45cm	2	Left/front/right
Prow weapons battery	45cm	6	Left/front/right

The *Chaos Eternus* is unusual in many respects. As far as records can show, there was only ever one vessel of the Acheron class, constructed as a test bed for new weapons systems devised by analysis of ancient, possibly alien, vessels discovered in Sector 51 (which also contains the ill-famed Portis Cthulhus). Whether the vessel's subsequent defection during the Gothic War was related to this in any way is a matter of much conjecture amongst naval scholars. Incidentally, the *Chaos Eternus* originally had no name, designated BF/67-A and was dubbed the *Chaos Eternus* by Admiral Grove when the ship escaped his fleet for the fourth time, during the Scharnhorst Conflict.

FAMOUS SHIPS OF THE GOTHIC WAR

Chaos Eternus

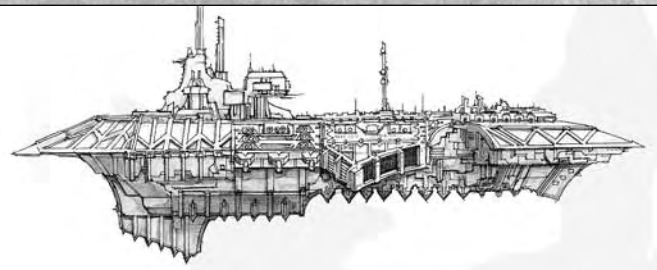
Captain Streck paced the quarter-bridge like a caged animal, watching the wreckage of the Chaos battleship drifting past. Another Chaos vessel was out there, perhaps hiding in low orbit around the planet, Numitor. If the Emperor's Wrath was surprised, the damage could be even worse than that suffered during its duel with the Torment. Streck was only half-listening to the reports flooding in from across the ship. "Engines at eighty one-hundredths capacity." "Starboard batteries ten through fourteen down." "Torpedo room reports one salvo remaining."

"Signal from Fleet-Admiral Mourndark, sir." The Comms officer's voice cut through the chatter and Streck turned sharply on his heel. "Put it through," the Captain ordered, stepping in front of the comms screen. The flicker of static was replaced by the face of the Fleet-Admiral, broken by intermittent interference. "Captain Streck, what is your status?" asked Mourndark. "We're still fighting, Fleet-Admiral," replied Streck confidently. "We have picked up a signal moving around Numitor," said Mourndark with a grim smile. "I want you to position the Emperor's Wrath over the southern polar region. The Zealous will take position over the north pole. From the energy signature, it looks like we've found the Chaos Eternus. If we can take her, Admiral Grove will be handing out medals for a week!" "I understand, sir," replied Streck and the Fleet-Admiral cut the communications link.

"Standby for all power to the engines. Bring the helm around to bearing oh-six-two. Double the work teams on the starboard batteries. Load remaining torpedoes, to fire on demand. Alert engineer crews to stand ready for all ahead full." As Streck gave his stream of orders, the bridge crew sprang into action, busying themselves at comms panels and monitoring stations. The First Lieutenant, Brannan, stepped up next to Streck and touched the brim of his cap in salute.

"Awaiting your order, sir," Brannan reported. "Very good, Mr. Brannan," Streck answered with a nod, beginning to pace again. "The order, sir?" Brannan inquired. "Patience, Mr. Brannan. If we move too soon, they will detect us and they might turn away. We can wait a few moments," Streck said soothingly. "Surveyors, extend range to maximum, I want to know the moment they appear above the horizon." It was a tense half minute before the scanning officer reported the target sighted over the southern pole. Streck grinned. "Launch torpedoes!" he barked "All ahead full! We've got the traitor this time. We've got him!"

CHAOS DEVASTATION CLASS CRUISER . . . . . 190 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	3

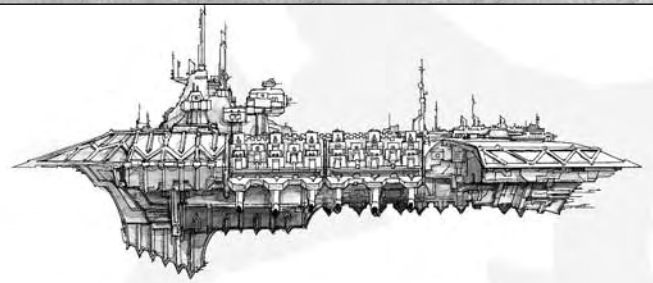
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	Doomwing: 30cm Firelord: 20cm Dreadclaw: 30cm	2 squadrons	n/a
Starboard launch bays	Doomwing: 30cm Firelord: 20cm Dreadclaw: 30cm	2 squadrons	n/a
Port lance battery	60cm	2	Left
Starboard lance battery	60cm	2	Right
Prow weapons battery	30cm	6	Left/front/right

The *Unforgivable* earned its title during the 37th millennium, during an engagement that came to be known as the Mordian Incident. Formally known as the *Righteous Fury*, the vessel was accompanying fourteen Navy transports (carrying thirty two thousand Imperial guardsmen, fifteen hundred battle tanks and over ten thousand auxiliary staff and vehicles) alongside the *Justus Dominus*, an Oberon class battlecruiser and six escorts of varying designation. The *Righteous Fury* reported a presence on its long range surveyors and launched its fighters and bombers to intercept. However, this was nothing more than a devious ploy for the *Righteous Fury* to launch all of its bomber wings. As they passed alongside the *Justus Dominus,* the attack craft suddenly altered course, perpetrating a devastating bombing run against the battlecruiser. Crippled by this surprise attack, the *Justus Dominus* was unable to assist when the *Righteous Fury* turned its guns on the smaller escorts, destroying four and forcing the two survivors to withdraw. The transports were helpless against the traitorous cruiser and after thirteen hours of successive attack runs from its bombers, the *Righteous Fury* had destroyed all fourteen transports. Only three thousand men survived by escaping in saviour pods and ether rafts and the loss of the army led to the fall of Gestenbal to Ork invaders. Renamed the *Unforgivable,* the rogue cruiser continued a rampage of wanton attacks that lasted for three millennia, until its destruction by the *Hammer of Justice* under Captain Grenfeld during the Port Maw Blockade of the Gothic War.

FAMOUS SHIPS OF THE GOTHIC WAR

Deathbane *Unforgivable*

CHAOS MURDER CLASS CRUISER . . . . . 170 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45cm	10	Left
Starboard weapons battery	45cm	10	Right
Prow lance battery	60cm	2	Front

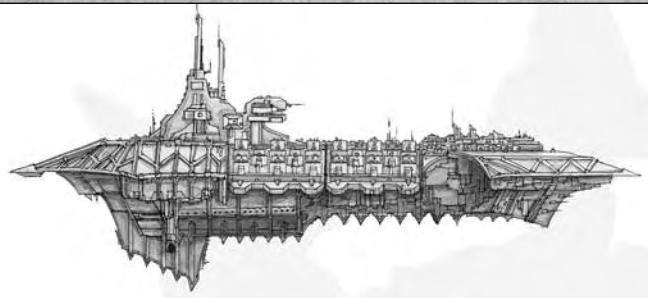
Before being replaced by Lunar class cruisers, the Murder class cruiser was the mainstay of Battlefleet Obscurus. Almost five hundred were built between the 33rd and 37th millennia but a proportionate number turned renegade, joining the forces of Chaos. Armed with several decks of the best plasma cannon batteries ever produced by the Adeptus Mechanicus, this class is a formidable opponent at long range, with engines powerful enough to keep out of range of lesser armed enemy ships. Several of these vessels combined can cripple the largest battleships and it was a force formed from the *Doombringer*, *Steel Fang* and *Monstrous* that destroyed the Imperial battleship *Relentless Persecution* (brought in from the Ardekka Sector) during the closing actions of the Gothic War.

FAMOUS SHIPS OF THE GOTHIC WAR

Doombringer *Deathblade* *Steel Fang* *Monstrous* *Unholy Dominion*
Plagueclaw *Despicable Ecstasy*

Notes: *The Plagueclaw and Despicable Ecstasy can be armed with Firepower 4 and Strength 2, 45cm range lances on their gun decks, for no extra points.*

CHAOS CARNAGE CLASS CRUISER . . . . . 180 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	2

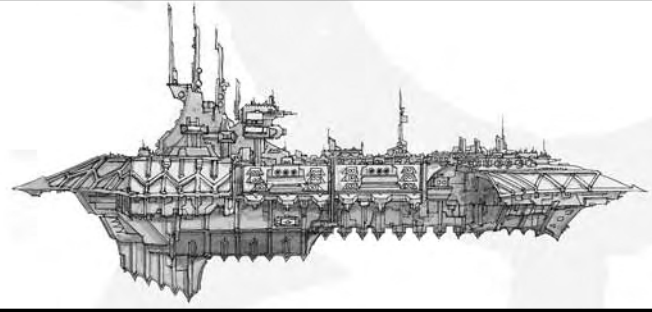
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45cm	6	Left
Starboard weapons battery	45cm	6	Right
Port weapons battery	60cm	4	Left
Starboard weapons battery	60cm	4	Right
Prow weapons battery	60cm	6	Left/front/right

The Carnage class cruisers were designed as fleet support vessels, utilising their long range guns to stand off and provide supporting fire for other ships. It was to be an ill-fated design, marred by the technical difficulties of powering such long-ranged weapons and the cause of much division within the Battlefleet Obscura. The first Carnage class cruiser (*Relentless*) went into battle during the Skalathrax Landing, supporting six transports as they attempted to establish a bridgehead on the contested world. However, as traitor vessels moved in on the convoy, the *Relentless* turned its guns on the transports, destroying three. The remaining transports reached the surface but found that their drop site had been compromised and they were quickly overwhelmed by renegades. Renamed the *Initiate of Skalathrax*, this vessel survived three millennia of blockades and convoy attacks until it was finally destroyed by Imperial agents whilst it was docked at the rebellious stronghold of Darkstation in the Priam Sector. Several other Carnage class cruisers have rebelled against the Imperium, among them the so-called *Anarchic Vendetta*, which was taken over following a mass mutiny of the crew, who left the butchered remains of their officers aboard Station 26/A, violently breaking from dock and causing considerable damage before they were forced to disengage by the intervention of the Apocalypse class battleship *Duke Helbrecht.*

FAMOUS SHIPS OF THE GOTHIC WAR

Initiate of Skalathrax *Wanton Desecration* *Excessive* *Anarchic Vendetta*

CHAOS SLAUGHTER CLASS CRUISER . . . . . 165 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	30cm	45°	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	30cm	2	Left
Starboard lance battery	30cm	2	Right
Prow weapons battery	30cm	8	Left
Starboard weapons battery	30cm	8	Right
Prow weapons battery	30cm	6	Left/front/right

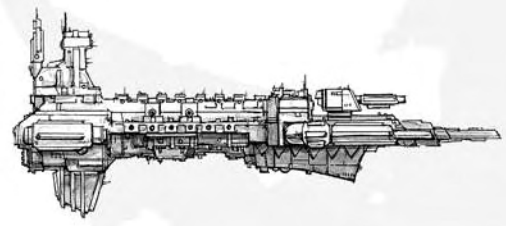
The Slaughter class cruiser utilises a Scartix engine coil, that provides the ship with a thrust considerably more powerful than any other vessel's. When the *Dutiful*, a Slaughter class cruiser, laid down in 126.M34, turned renegade and bombarded the Sethelan forge world, the design for the Scartix coil was destroyed. Some think the attack had the sole purpose of preventing the construction of any more vessels of this design. The *Dutiful* was re-named the *Soulless* by Admiral Dorez for this despicable deed and was mercilessly hunted across Imperial space for the next seven millennia. It was finally destroyed during the Orar Raid, when its plasma drives were wrecked by the *Imperious,* a Mars class battlecruiser. The *Killfrenzy* has a fearsome reputation and is so named because of its peculiar broadcasts. In every encounter, the vessel has transmitted a single continuous message across all frequencies – KILLFRENZY KILLFRENZY KILLFRENZY… The ship's captain, believed to still be Abraham Thurst, shows an incredible disregard for the safety of his ship, continuing to fight in several battles despite suffering crippling damage.

FAMOUS SHIPS OF THE GOTHIC WAR

Deathskull *Killfrenzy* *Soulless* *Heathen Promise*

Notes: *Improved thrusters, moves +5D6 on All Ahead Full special orders.*

CHAOS IDOLATOR CLASS RAIDER . . . . . 45 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	45cm	2	Left/front/right
Lance battery	30cm	1	Front

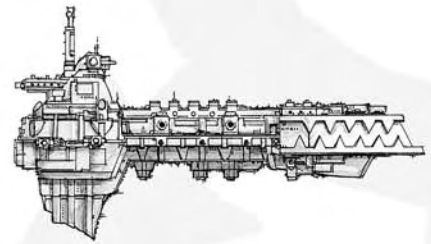
The Idolator class raider is something of an enigma. Little is known of the whereabouts of its construction, though rumour has it that they are built on the excommunicated forge world of Xana II near the Eye of Terror. Idolators incorporate many systems and features which are of obviously non-human origin, probably bought or stolen from other space-faring races, such as the Kroot mercenaries and the Fra'al raiders. They show remarkable gunnery at long range and it is speculated that they benefit from some kind of improved targeting system which cannot be widely replicated by the Adeptus Mechanicus. Squadrons of Idolators are a constant menace to shipping near the Eye of Terror and it is not uncommon for three or four of these vessels to slip through the blockade of the Cadian Gate and wreak havoc on Imperial convoys before escaping back into the depths of the void.

FAMOUS SQUADRONS OF THE GOTHIC WAR

Retaliators *Purgators* *Unclean Ravagers* *Khorne's Disciples*

Notes: *Does not suffer a column shift for firing over 30cm.*

CHAOS INFIDEL CLASS RAIDER . . . . . 40 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	1

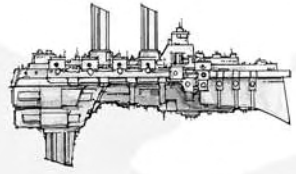
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	30cm	2	Left/front/right
Torpedoes	30cm	2	Front

Designs for a larger escort ship to fulfil the role of the Cobra destroyer disappeared from the Monsk orbital shipyard in the late 40th millennium. Several years later, vessels of a remarkably similar configuration began raiding Imperial outposts and convoys. The first attacks took place in the Damacles sector, only 780 light years from Monsk. However, over the last two centuries, these attacks have been perpetrated in an ever widening area. It is widely believed that squadrons of these vessels are responsible for many of the attacks on the Imperium's scattered outposts throughout the Segmentum Obscuras, and many have been reported as far afield as Alphon in the Segmentum Solar and Xanthus on the northern rim. Named Infidel class raiders by the naval hierarchy, these ships were used in great numbers during the Gothic War, most notably in several surprise attacks against ships in orbit awaiting refitting and rearmament. In particular, a 4-strong squadron proclaiming themselves as the Exterminators took part in the ill-fated Orar Raid during the Gothic War and were to reappear on thirteen other occasions, despite losing a total of twenty ships or more.

FAMOUS SQUADRONS OF THE GOTHIC WAR

Fellclaws *Damnators* *Exterminators*

CHAOS ICONOCLAST CLASS DESTROYER . . . . . 30 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	4+	1
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Weapons battery	30cm		3		Left/front/right

Roving squadrons of Iconoclast class destroyers have been a constant peril to shipping. Mainly used by pirates and other lawless bands, the Iconoclast is similar in design to a variety of small escort ships turned out by almost every shipyard. Although compact, they carry a fearsome amount of firepower for their size and when encountered in numbers can be a threat to even a capital ship. In fleet actions, they mainly engage enemy escorts, gun down attack craft and destroy incoming torpedoes. The Carrion squadron, a band of renegades operating off the Duran moon, became infamous for their skill at convoy attacks, daringly darting amongst the convoy's defence vessels to destroy the transports before escaping. The Lost Souls also achieved notoriety for their part in the Faustus Assault. It was their vicious hit and run attacks that destroyed half of Faustus' orbital defences, allowing the *Excessive* and *Plagueclaw* to bombard that world in preparation for the subsequent landing.

FAMOUS SQUADRONS OF THE GOTHIC WAR

Fearmongers *Lost Souls* *Carrion Squadron* *Inculpators of Harok*

TRANSPORTS . . . . . pts: special



Notes: *For details of transport ships, see the Imperial Ships section.*

Although, to our knowledge, the Chaos forces did not build merchant transports of their own during the Gothic War, they did make ready use of captured Imperial vessels. Often these merchant ships showed signs of hasty repairs to damage suffered during their capture, while towards the end of the Gothic War, hijacked vessels that had been in the service of Chaos for many years began to show signs of the warping influence of the Dark Gods. These vessels were mostly crewed by pirates, cultists and renegades and were generally poorly manned. One can only surmise that the followers of Chaos were loathe to take part in such passive activities as transporting weapons, slaves and foodstuffs to the Chaos fleets.

CHAOS ATTACK CRAFT . . . . . pts: special



Doomfire Bomber



Swiftdeath Fighter



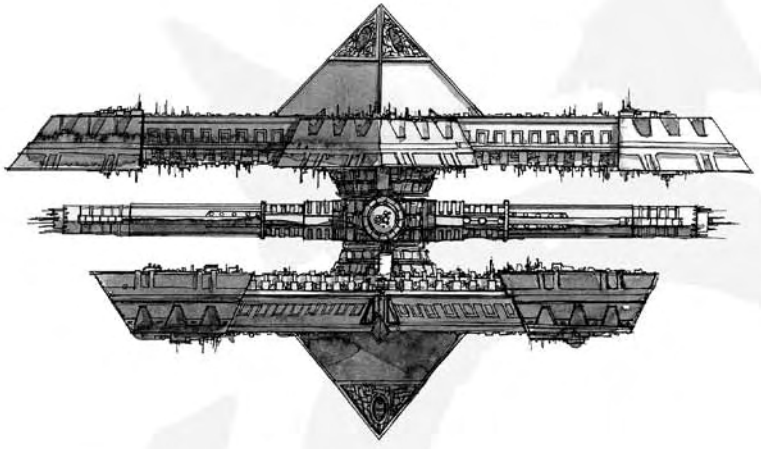
Dreadclaw

ATTACK CRAFT	SPEED
Swiftdeath Fighters	30cm
Doomfire Bomber	20cm
Dreadclaw Assault Boat	30cm

During the Gothic War, Chaos forces employed a variety of attack craft. The most common were the fighters code-named Swiftdeaths. These proved invaluable in picking off torpedoes, given the preponderance of torpedoes in the Imperial Navy. The deadly Doomfire bombers were the plague of many Imperial escorts and even capital ships, and it was a wave of Doomfires that delivered the killing blow to the battlecruiser *Cypra Probatii* during the Battle of Gethsemane. The Dreadclaw assault craft were also much feared, carrying contingents of fanatical and crazed Chaos devotees, or even renegade Space Marines of the Traitor Legions. Using ancient phase-field generator technology, the Dreadclaws were able to burn through the thickest hull in minutes, deploying their raiding parties before any organised defence could be mustered.

Notes: *For details of attack craft, see the Imperial Ships section.*

ACTIVATED BLACKSTONE FORTRESS . . . . . 750 pts



How the forces of Chaos learnt the means to activate and control a Blackstone Fortress remains a mystery, though evidence points towards their theft of the alien artefacts known as the Eye of Night and Hand of Darkness. A fully operational Blackstone Fortress was the most devastating vessel in the galaxy at the time. Its many weapons utilised a knowledge of warp technology which far surpasses that of even the Eldar. Whatever the exact processes involved, it seems that the Fortress' primary weapons were able to slice through the barriers separating the warp and realspace, unleashing a beam of pure immaterium. The fluctuating energies within the beam could, most worryingly, bypass a vessel's shields and rend ships apart. This technology could be used to tear through the fabric of space and unleash an unstoppable warp-shockwave which would obliterate anything in its path. This awesome power can be combined by several Fortresses. During the Gothic War, Abaddon managed to use the power of three Blackstone Fortresses to destroy the Tarantis star and who can guess what inconceivable power he would have possessed if he had captured all six?

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/16	10cm	Special	6	6	0
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Warp cannons	90cm		8		All round

Special Rules: *A Blackstone Fortress cannot go onto special orders but is assumed to automatically pass all other Leadership tests it is required to make. The Blackstone Fortress can move up to 10cm in any direction in the movement phase: it does not turn like a normal ship. It has no crew and so does not add a D6 to its boarding score during a boarding action. A Blackstone Fortress' warp cannons roll 1 dice per point of Strength and require a 4+ to hit, like a lance. However, a warp cannon shot ignores shields, holofields or similar mechanisms: all hits will affect a ship directly.*

Designer's note: *At the moment, we're leaving the Blackstone Fortress' 'super-mega-death' shot out of these rules, but maybe we'll introduce them, along with rules for combining Blackstone Fortresses together, in an issue of White Dwarf magazine. If you've got any ideas in the mean time, we'd like to hear them!*

"Sir! The Blackstone Fortress appears to be scanning us. It's making our surveyors go haywire!" Ensign Davo reported breathlessly.

"Drop emergency bulkheads!" commanded Captain Blade. "Activate compression rams! Set internal bracing! All Engineer repair squads at full alert! Fire teams report to all stations! Issue brace for impact alert! I repeat, brace for impact!"

GOTHIC SECTOR CHAOS INCURSION FLEET LIST

FLEET COMMANDER

1 Chaos Warmaster

You must include a Chaos Warmaster in your fleet, even if it is worth 750 points or less. He must be assigned to the biggest (ie, most expensive) ship and improves its Leadership to the value shown below.

Chaos Warmaster (Ld 8) . . . . . 50 pts
(Ld 9) . . . . . .100 pts

Chaos Warmasters get one re-roll. In addition they may be given up to four Marks of Chaos as shown below (no Mark may be taken more than once).



The Mark of Slaanesh. . . . . +25 pts
The Chaos Warmaster is accompanied by the dissonant, siren cry of the Daemons of Slaanesh, the prince of pain and pleasure. Enemy ships within 15cm of the Chaos Warmaster's ship suffer -2 to their Leadership value.

The Mark of Khorne. . . . . +20 pts
The Chaos Warmaster and his followers chant their prayers to Khorne as they await the opportunity to spill blood in hand-to-hand conflict. The Chaos Warmaster's ship doubles its value in boarding actions and adds +1 to any rolls for inflicting critical damage in a boarding action.

The Mark of Tzeentch . . . . . +30 pts
The Chaos Warmaster benefits from the patronage of the Changer of Ways, his Daemonic prescience giving him command of the Fates. The Chaos Warmaster gains an extra re-roll.

The Mark of Nurgle . . . . . +35 pts
The Chaos Warmaster's ship is rank with putrescence and his followers bear the awful marks of morbidity and decay. The Chaos Warmaster's ship gains 1 damage point and may not be boarded.

0-3 Chaos Lords

You may include up to three Chaos Lords in your fleet. Each Chaos Lord must be assigned a ship and improves its Leadership rating to the value shown.

Chaos Lord (Ld 8) . . . . . 50 pts

A Chaos Lord may be given up to one of the following Marks of Chaos.

The Mark of Slaanesh. . . . . +25 pts
Enemy ships within 15cm of the Chaos Lord's ship suffer -2 to their Leadership value.

The Mark of Khorne. . . . . +20 pts
The Chaos Lord's ship doubles its value in boarding actions.

The Mark of Tzeentch . . . . . +30 pts
The Chaos Lord gains a re-roll.

The Mark of Nurgle . . . . . +35 pts
The Chaos Lord's ship gains a damage point and may not be boarded.

***Note:** The Mark of Slaanesh is an area effect that is not affected by line of sight obstructions*

CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or heavy cruisers.

Chaos Despoiler class battleship . . . . . 400 pts
Chaos Desolator class battleship . . . . . 300 pts

Grand Cruisers

You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.

Chaos Repulsive class grand cruiser . . . . . 230 pts

Heavy Cruisers

You may include up to one heavy cruiser in your fleet for every two cruisers.

Chaos Styx class heavy cruiser . . . . . 290 pts
Chaos Hades class heavy cruiser . . . . . 200 pts
Chaos Acheron class heavy cruiser . . . . . 190 pts

0-12 Cruisers

Chaos Devastation class cruiser . . . . . 190 pts
Chaos Murder class cruiser . . . . . 170 pts
Chaos Carnage class cruiser. . . . . 180 pts
Chaos Slaughter class cruiser. . . . . 165 pts

ESCORTS

You can include any number of escorts in your fleet.

Chaos Idolator class raider. . . . . 45 pts
Chaos Infidel class raider. . . . . 40 pts
Chaos Iconoclast class destroyer . . . . . 30 pts

ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers or Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

Not only did the warp storms make navigation extremely difficult, it is rumoured amongst many of the Navy crews that they awoke some huge, ancient warp predator near to the Bhein Morr sub-sector. There were few documented accounts of the attacks made by this creature – only one ship, the Aristotle reinforcing from Thrace sector, reportedly encountered it and survived. Its crew variously described the creature as a giant monstrosity with tentacles, an amorphous blob with a single eye and a winged beast with fifty huge crab-like claws. Whatever the truth of the rumours, seventeen vessels operating independently around Bhein Morr disappeared over the course of the war, more than double that of any other sub-sector.

ELDAR CORSAIRS IN BATTLEFLEET GOTHIC

The Eldar race is an ancient one and their ships are amongst the most sophisticated in the galaxy. In addition, the captains and crews of the ships are arguably the best trained and most naturally able spacefarers of any race. Eldar ships move by capturing stellar energy through their sails and using this to power their movement. The amount of energy they can capture and therefore the distance they can move, depends on their facing with regard to the nearest star. Their ships are graceful and extremely manoeuvrable, allowing them to dart in and launch an attack and then pull back before their slower moving enemies have a chance to react. Eldar ships are protected by holofields which distort targeting sensors and make them very hard to hit, rather than offering any physical protection. However, attacks that do strike home tend to cause considerable damage to their sophisticated but fragile vessels.

As a race, the Eldar are highly accomplished raiders. They use rapid hit-and-run attacks to eliminate isolated pockets of the enemy, utilising their speed and manoeuvrability to hit where he is weakest. However, if the enemy is able to bring sufficient force to bear, Eldar ships are not sturdy enough to withstand the furious bombardment of a full fleet engagement. Therefore, strength in numbers and a compact defence have always been the best tactics to use against an Eldar attack.

ELDAR LEADERSHIP

All Eldar ships add +1 to the Leadership score generated on the Leadership table on page 10, giving them a Leadership value between 7 and 10.

Due to their unique method of movement, the Eldar may not use the following special orders: *All Ahead Full*, *Burn Retros*, *Come To New Heading*. Note: because Eldar ships cannot use *All Ahead Full* special orders, they also may not ram.

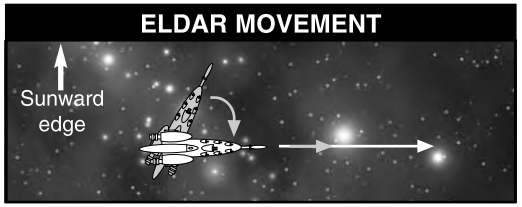
ELDAR SHIP MOVEMENT

The movement rules below replace the normal movement rules for Eldar ships. Assume anything not modified below applies normally to the Eldar. Eldar ships move in their movement phase and in the ordnance phase of their own turn. Note that they do not move in the ordnance phase of the enemy's turn.

Before an Eldar ship moves, it may turn to face any direction. It always turns before it moves and then remains facing in that direction until the start of its next move.

Work out the speed an Eldar ship can move at after it has turned. Its speed depends on its facing towards the sunward table edge. All Eldar ships have three speeds (for example, 10/20/30). The first is used if the sunward table edge is in the Eldar ship's front fire arc; the second is used if the sunward table edge is in its rear fire arc; and the third is used if the sunward table edge is in its left or right fire arcs. If the sunward table edge lies on the line between two fire arcs, the Eldar player may choose which he uses.

Eldar ships have no minimum move distances. They move from zero up to the maximum distance allowed by the direction of the sun. After their initial turn they travel in a straight line and may not make additional turns as they move. If under Lock-On special orders, Eldar ships cannot turn for BOTH their movement phases.



A Hellebore class escort has Speed 10/20/30. At the start of its move, it turns in the direction shown, so that the sunward table edge is in its left fire arc. This gives it a speed of 30cm. It can then move up to 30cm straight ahead.

As noted above, the Eldar move twice in each of their turns. The second move is made in the ordnance phase after any ordnance is moved, but apart from this all the rules described for Eldar movement will apply.

Blast Markers and Gravity Wells

Eldar are affected by Blast markers in the same way as other ships without shields – they will take a point of damage on a D6 roll of 6 and reduce their speed by 5cm that turn. Eldar have to make a test after each of their two movements in which they encounter blast markers. Gravity wells allow Eldar to curve their normally straight line move around the planet and so the ship may make a free turn towards the planet at the end of its move (since it can turn in any direction at the start, there is no additional benefit at the start of its move).

Holofields

Against attacks that use the Gunnery table, the holofields cause one column shift to the right, in addition to any other column shifts for range or Blast markers. Against any other form of attack (lances, torpedoes, etc), roll to hit an Eldar ship as normal, but the Eldar player may then make a saving roll for his holofields:

D6	RESULT
1	**Hit!** Score a hit on the Eldar ship.
2-6	**Missed!** Place a Blast marker in contact with the ship.

Note that holofields do not negate hits or effects from moving through blast markers, area effects, exploding ships and celestial phenomena. They do, however, work against ordnance hits, hit-and-run raids, boarding actions, ramming or Nova Cannon. When saving against Nova Cannon, it rolls once against the hit itself, not the subsequent D6 damage rolls if the save fails.

Eldar Critical Hits

Any hit on an Eldar ship causes critical damage on a D6 roll of 4+, rather than the usual 6+. Roll 2D6 on the following Eldar Critical Hits table, rather than the standard Critical Hits table.

ELDAR WEAPONS

Eldar ships carry three main weapon systems which are described below.

Pulsar Lance

Pulsar lances fire volleys of high energy laser bolts. These count as lance shots, and hit on a 4+ no matter what the target's armour. However, if a pulsar lance shot hits, then you may roll to hit again and you may keep on rolling to hit until you miss or the lance has scored a total of 3 hits.

Weapon Batteries

Eldar weapons batteries are short-ranged weapons that unleash a torrent of fire. They employ sophisticated targeting systems which make them very accurate even at extreme angles of attack. To represent their accuracy, Eldar weapons batteries count all targets as 'closing' on the Gunnery table, no matter what the target's actual aspect is. This aside, all the normal rules apply.

Torpedoes

Eldar torpedoes use sophisticated targeter scrambling systems to make themselves virtually undetectable until they strike. To represent this, defensive turrets only hit Eldar torpedoes on a roll of 6, rather than on a roll of 4, 5, or 6 as is normally the case.

In addition, the highly accurate targeting sensors on Eldar torpedoes allow you to re-roll the dice to hit for any torpedo that misses a target on the first attempt.

Note: *An Eldar vessel intending to board an opponent may do so in either movement phase, but it may not shoot or launch ordnance before doing so. If it boards in its movement phase, it may not make its second movement.*

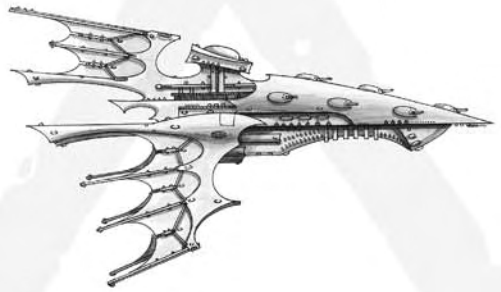
" ...Repeat, this is Fortitude requesting assistance from any Imperial vessels in the vicinity of Picus VI. Engines and weapons crippled, fires on twelve decks... Ambushed by alien Eldar vessels in the asteroid fields two point three standard hours ago. The devils may be using us as bait now... approach with caution... Repeat, this is Fortitude requesting assistance..."

Comm-intercept made during the Picus offensive.

ELDAR CRITICAL HITS TABLE

2D6	EXTRA DAMAGE	RESULT
2	+0	**Infinity circuit damaged.** The ship's infinity circuit, which aids control and internal communications, is damaged by the hit. The ship's Leadership is reduced by -1 until the damage can be repaired.
3	+0	**Keel armament damaged.** The keel armament is taken off line by the hit and may not fire until it has been repaired.
4	+0	**Prow armament damaged.** The ship's prow is ripped open. Its prow armament may not fire until it has been repaired.
5	+0	**Mast lines severed.** The systems that allow the ship to alter the angle of the sails and turn swiftly are broken by the hit. Until the damage is repaired, the ship may only turn up to 90° before it moves.
6	+0	**Mainsail scarred.** The ship's main solar sail suffers surface damage, reducing the amount of energy it can store. Each of the ship's speeds is reduced by 5cm until the sail is repaired.
7	+1	**Superstructure damaged.** The hit tears into the ship, causing a small breach. Excess strain on the ship's hull could increase the damage. Until the damage is repaired, roll a dice every time the ship turns over 45°. On a roll of 1, the ship suffers 1 extra point of damage.
8	+0	**Mainsail shredded.** The solar cells of the mainsail are torn to tatters by the hit. The ship cannot move in the ordnance phase until the damage is repaired.
9	+1	**Infinity circuit smashed.** The fine crystal matrix of the infinity circuit is shattered by the hit. The ship's Leadership is reduced by -3. This damage may not be repaired.
10	+0	**Holofield generators destroyed.** The holofield generators are smashed beyond repair by the hit. The ship no longer benefits from its holofields. This damage may not be repaired.
11	+D3	**Hull breach.** A huge gash is torn in the ship's hull, causing carnage among the crew.
12	+D6	**Bulkhead collapse.** Internal pillars buckle and twist, whole compartments crumple with a scream of tortured metal, just pray that some of the ship holds together.

ELDAR SHADOW CLASS CRUISER . . . . . 210 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25	Special	Holofields	4+	0

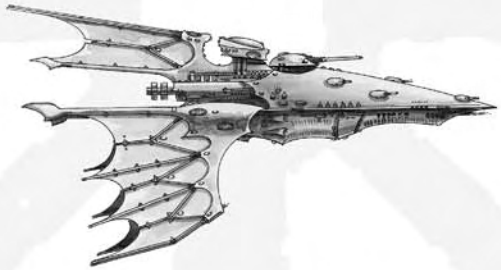
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Keel torpedoes	30cm	4	Front
Prow weapons battery	30cm	12	Front

The Shadow class cruiser is typical of all Eldar capital ships. Its multiple solar sails give it tremendous speed and manoeuvrability, able to outrun even the escort ships of other races. The most infamous Shadow class cruiser to fight in the Gothic War was the *Black Star*. Commanded by the so-called Prince Conanmaol of the Executioners, the *Black Star* accounted for several Imperial capital ships and the loss of a considerable tonnage of Imperial merchant shipping. The *Black Star* eluded destruction for the entirety of the Gothic War and continues to lead attacks from the depths of the Graildark Nebula to this day. The *Fhianna Rethol* is noted as the first Eldar ship in the Gothic system to be captured relatively intact. However, even as the hulk was being studied at Argante Station, a flotilla of Eldar escorts struck. Punching through the few system defence ships, the Eldar launched several torpedo salvoes at the docked vessel, obliterating it entirely, before disengaging at high speed.

FAMOUS SHIPS OF THE GOTHIC WAR

Black Star — Child of Khaine — Celestial King — Chariot of Mathurir
Fhianna Rethol (untranslatable) — Bright Claw

ELDAR ECLIPSE CLASS CRUISER . . . . . 250 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25	Special	Holofields	4+	0

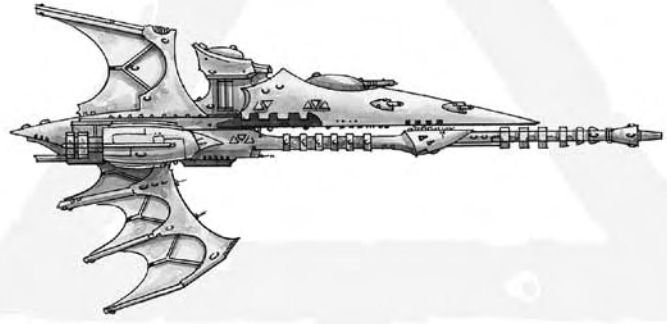
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Keel launch bay	Darkstar 30cm Eagle 20cm	4	–
Prow pulsar lance	30cm	2	Front

The Eclipse is perhaps one of the most effective attack craft carriers in the Gothic sector. While most carrier-type vessels must maintain considerable distance from the enemy, thus increasing the amount of time fighters and bombers spend approaching their target, the Eclipse can deploy its Darkstar fighters and Eagle bombers within striking distance and then use its great speed and agility to withdraw from the firing line. Couple this with the extraordinary proficiency of Eldar attack craft, and it can be seen why Eclipse class cruisers were the bane of Imperial convoy commanders throughout the Gothic sector. In particular, the *Stardeath* caused the destruction of at least fourteen convoys, accounting for over twenty eight merchant and military vessels itself. The *Stardeath* was eventually caught and eliminated by the frigates of the Skargul patrol when its holofields were destroyed by a fortuitous torpedo hit, after a dogged three day chase through the Graildark Nebula. The *Silent Warrior* gained much notoriety in the Port Maw region after the Walpurgis Attack, during which its piratical crew boarded and captured the *Vigilant,* which was on station to escort several Penal Legion transports to the Imperial Guard fighting on Lethe. The Eldar corsairs forced the *Vigilant*'s captain to transmit the all-clear signal and as the undefended transports left the planet's atmosphere for the rendezvous, they were mercilessly destroyed by Eagle bombers from the *Silent Warrior*'s launch bays.

FAMOUS SHIPS OF THE GOTHIC WAR

Silent Warrior — Asuryan's Chosen — Stardeath — Eliarenath's Gift

ELDAR HELLEBORE CLASS FRIGATE . . . . . 75 pts

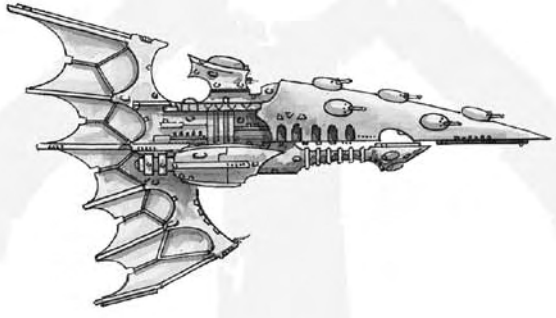


Perhaps the most heavily armed escort ship of the Gothic sector, the Hellebore is the embodiment of Eldar ideals and technological supremacy. Although unable to withstand much damage, it carries enough weaponry to match even an Imperial light cruiser and to inflict horrendous damage on larger vessels. When deployed in squadrons, the Hellebore is a lethal combination of speed, flexibility and hitting power, combining the long-range capabilities of torpedo launchers with the solid firepower of a pulsar lance and laser battery. Hellebores excel at ambush attacks, able to disrupt the enemy formation with their torpedo attacks and then attack in strength against any stragglers thus created. This tactic was employed very successfully on many occasions during Imperial forays into the Graildark Nebula. In fact, it was a squadron of three Hellebore frigates that reduced the *Fortitude* to a hulk and crippled the *Sword of Orion* during the abortive Picus Offensive in the final years of the Gothic War.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	10/20/30	Special	Holofields	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow pulsar lances	30cm	1	Front
Keel torpedoes	30cm	2	Front
Prow weapons battery	30cm	1	Front

ELDAR ACONITE CLASS FRIGATE . . . . . 65 pts



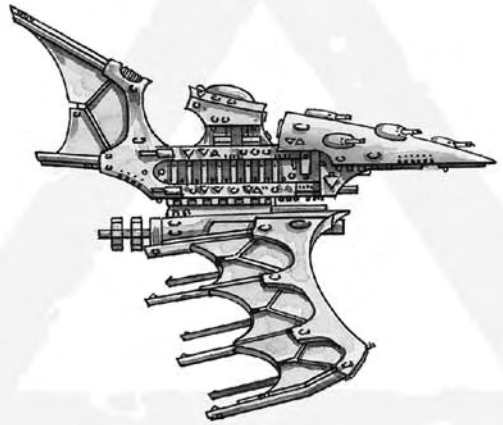
"We should have exterminated you before you polluted the stars with your presence."
'Shadow Lord' Arain.

The Aconite class frigate utilises the best Eldar laser technology, giving it a powerful punch which far surpasses that expected of a vessel this size. Usually operating in squadrons of three or four ships, they can level a fusillade of fire which can match the broadside batteries of a battleship – and then slip away before the enemy can fire back. In particular, Aconites often use their great manoeuvrability to get behind a larger vessel where it cannot return fire. If enemy escorts change course to drive the Aconites off, they can quickly move away from danger and attack elsewhere. This tactic was employed regularly over the course of the Gothic War, and was responsible for the loss of at least three Imperial capital ships and several Chaos vessels, including the *Unholy Dominion*.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	10/20/30	Special	Holofields	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow weapons battery	30cm	5	Front

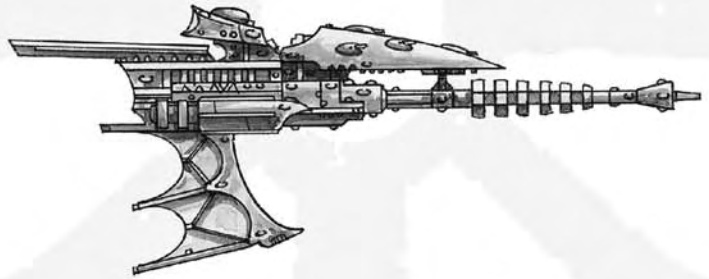
ELDAR NIGHTSHADE CLASS DESTROYER . . . . . 40 pts



The greatest strength of the Nightshade class destroyer is its ability to deploy ordnance at close range and then swiftly elude retribution. Eldar torpedoes have highly sensitive target acquisition and final approach control systems and are also often armed with highly volatile neutron or vortex warheads. The Adeptus Mechanicus have theorised that this makes them almost twice as likely to inflict damage on an opposing ship as standard Imperial plasma torpedoes. When this considerable armament is placed on a rapidly moving vessel, such as the Nightshade, then you have a weapon that can strike at virtually any target at will. This was amply demonstrated during the Eldar attack on Naxos, when the Chaos battleship *Damnation's Fury* was crippled by three successive torpedo runs from a three-strong Nightshade squadron, despite the protection of several other capital ships and escort vessels.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15/20/30	Special	Holofields	4+	0
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Keel torpedoes	30cm		2		Front
Prow weapons battery	30cm		1		Front

ELDAR HEMLOCK CLASS DESTROYER. . . . . 40 pts



The Hemlock is notable for its simplicity of design. It consists of a powerful pulsar lance, highly efficient drives, and little else. Admiral Grove once described the Hemlock as "…more of a mobile gun than a proper starship". With the power needed for the stellar drives and pulsar lance, even considering advanced Eldar engine technology, the Hemlock probably cannot generate a stable interior environment for much more than the crew members needed for steering the ship and firing the pulsar. This makes it especially vulnerable to boarding actions from enemy escorts – if they can get close enough to board.

Note: A Hemlock class destroyer cannot initiate boarding actions. A ship that boards a Hemlock class destroyer gains a +1 modifier in addition to any other modifiers.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15/20/30	Special	Holofields	4+	0
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Prow pulsar lance	30cm		1		Front

"You may as well try to catch starlight as bring the Eldar to battle."

Naval saying.

ELDAR ATTACK CRAFT . . . . . pts: special



Darkstar Fighter



Eagle Bomber

ATTACK CRAFT	SPEED
Darkstar Fighter	30cm
Eagle Bomber	20cm

Just as with their starships, the attack craft of the Eldar benefit greatly from the ancient race's grasp of technology and the skills of their crew. Eldar Darkstar fighters are possibly the most accomplished interceptors there are. Not only are they highly agile and extremely fast (utilising some form of inertia-dampening field that enables them to literally turn on the spot) but their crystal power generation systems allow them to operate for longer periods than other fighters. This means in a dog-fight with enemy interceptors, even if the Darkstar cannot shoot down its enemy, its adversaries will often be forced to break off earlier, due to lack of fuel and ammunition. The Eagle bomber benefits from a modified version of the holofield generators found on larger vessels, designed to distort the craft's sensor image at close range. Eagle bombers often carry highly destructive sonic charges, which are not only delivered with remarkable accuracy, but are capable of punching through even the thickest armour. In combination, this means Eldar attack craft strikes are composed of highly effective bombers, protected by the most efficient interceptors in the Gothic sector. There were no reported incidents of Eldar corsairs employing assault boats in the Gothic sector.

***Special Rules**: When an Eldar fighter removes another Ordnance marker by contacting it, roll a dice. On a roll of 4, 5 or 6 do not remove the Eldar fighters, they remain in play. Note: a fighter can only remove one enemy marker per ordnance phase. Against other ordnance with this same ability, it is possible that neither marker will end up being removed. If this happens, either marker is free to move away in their next turn, or may stay in place and attempt to remove their enemy again.*

Defensive turrets need a 6 to hit Eldar bombers, rather than a 4, 5 or 6 as is normal. You may re-roll the dice when determining how many attacks an Eagle bomber makes. Remember that the second roll stands, even if it is worse.

GOTHIC SECTOR ELDAR CORSAIRS FLEET LIST

FLEET COMMANDER

0-1 Pirate Prince

You may include 1 Pirate Prince in your fleet, who must be assigned to a ship and adds +2 to its Leadership, to a maximum of 10. If the fleet is worth over 750 points a Pirate Prince must be included to lead it.

Pirate Prince (Ld+2) . . . . . 100 pts

You may purchase Fleet Commander re-rolls for your Pirate Prince by paying the cost listed below.

One re-roll . . . . . 25 pts
Two re-rolls. . . . . 50 pts
Three re-rolls. . . . . 100 pts

CAPITAL SHIPS

0-12 Cruisers

Eldar Eclipse class cruiser . . . . . 250 pts
Eldar Shadow class cruiser . . . . . 210 pts

ESCORTS

Your fleet may have any number of escorts.

Eldar Hellebore class frigate. 75pts
Eldar Aconite class frigate 65pts
Eldar Hemlock class destroyer 40pts
Eldar Nightshade class destroyer 40pts

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Darkstar fighters and Eagle bombers. Ships with torpedo tubes are armed with Eldar torpedoes.

"You primitives think you own the stars but you have no conception of what you are saying. You can barely command your own lumpen bodies, so how do you believe that you can subjugate entire worlds?"

Attributed to 'Prince' Morvael, of the White Flame Corsairs in response to an order to surrender to Imperial forces at the Battle of Lithore.

ORK PIRATES IN BATTLEFLEET GOTHIC

Orks are not the greatest space-faring race in the galaxy. Their ships are often ill-kempt, unreliable rust buckets kept in operation only by the constant efforts of Ork Mekboyz and their Gretchin slaves. They make great use of salvaged hulks and their largest vessels are often refitted space hulks that providentially drift out of the warp near one of their worlds. Ork pirate attacks are brutally direct, with their ships rushing headlong towards their target, guns firing wildly as they come. Unfortunately Ork ships are exceedingly heavily armed for their size, so this tactic is harder to defeat than might be imagined.

ORK SPECIAL RULES

Leadership

While Orks approach space combat with the same gusto they reserve for all forms of violence, the technical nature of the fighting is often at odds with their ability. This means that all Ork ships reduce their Leadership by -1 from whatever they rolled, giving them a Leadership range of 5 to 8.

All Ahead Full Special Orders

One thing Orks need very little encouragement to do is go fast. Their ships commonly mount a plethora of excess (and excessive) thrusters, boosters and extra drives – usually all wired up to a prominent red button in the cockpit.

Because of this, Orks do not need to pass a Command check to use *All Ahead Full* special orders. However, Ork drives are less efficient than those of other races and are often short on fuel, so they only travel an extra 2D6cm on *All Ahead Full* orders instead of 4D6cm.

Boarding

Orks are ferocious close combat opponents and exceptionally good at boarding actions, where their brute strength and hardiness is most useful. To represent this renowned savagery, they get a +1 bonus in boarding actions.

ORK WEAPONS

Ork weapons are mostly limited to fairly crude but efficient slug-throwers and missiles, mixed with other captured weaponry salvaged from hulks and defeated ships. The effectiveness in battle of Ork firing varies wildly from moment to moment as different weapons break down or are repaired, or even improved during combat.

Gunz

Standard Ork weapons batteries are referred to as 'gunz'. These have a random firepower which is rolled each time they are fired. The dice roll and modifier for different gunz is indicated on the Ork ship's characteristics.

Torpedo Launchas

As with their gunz, Ork torpedoes can vary wildly in their effectiveness. The strength of a salvo from an Ork torpedo launcha is randomly generated each time it is fired by rolling the dice indicated on its characteristics. Ork ships in squadrons may not combine torpedoes into larger salvoes.

Heavy Gunz

The Orks commonly mount massed batteries of very powerful but short ranged weapons on their ships, as well as more standard weapons batteries. At close ranges, the barrage of fire from these weapons has spelled the doom of many ships.

Heavy gunz roll to hit like ordinary weapons batteries but do not count gunnery modifiers for range. Each hit scored by heavy gunz causes double damage, ie, two hits instead of one.

Fighta-Bommas

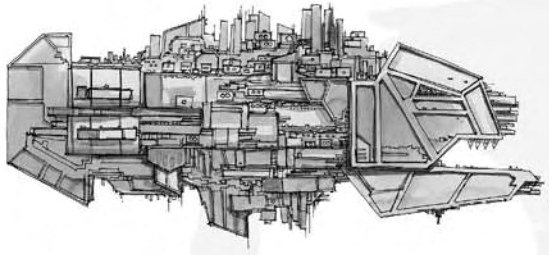
Ork attack craft are known as fighta-bommas and perform the roles of both interceptor and bomber. They carry heavy bombs and rockets for attacking at close range, but gladly pounce on other attack craft they encounter. This hybrid approach means that they function as fighters normally but can attack ships as if they were bombers. However, when attacking a ship, each squadron only rolls a D3 not a D6 for the number of attacks they inflict.

The scene on the Ork bridge was chaotic. Debris and globules of bright blood pirouetted lazily through the compartment to dash themselves against rusty bulkheads. Warlord Urluk shook his head to clear it and shouted angrily at the Orks and Gretchin slaves to get a move on. Out of the thick, armoured ports he could see a distorted string of flashes ahead where the Chaos boyz were pounding at his ships. The Mekz were in the middle of a mass of wires, twisting and soldering for all they were worth but the spottin' screen was still blank and dead-looking. Doesn't matter, Urluk thought to himself, we know where they are an' they know where we are. He pulled the squawkin' box from the side of his throne, thumbed the lever and was faintly surprised to hear an obedient crackle of static – something still worked then. He shouted for gunz down the fist-sized box, and got a response on the third shout. He told them to get ready and got onto enginz and told them to start going right.

Just as the stars started to shift in the view ports they were hit again – flares of orange fire blotted out the stars, the ship bucked and shook and sparks flew from the panels, badly burning one of the Mekz. Urluk ignored the resulting pandemonium and slammed his fist down on the big red button on the arm of his throne. An instant later everything not secured hurtled to the back of the bridge as the ship lurched forward. The fires in the view ports disappeared as they hurtled forward through the maelstrom. One of the distant Chaos ships swelled to fill the port and Urluk felt the ship shudder again as the front gunz opened up, explosions blossoming across their enemies' hull as the gunboyz got the range.

Urluk grinned a big, fang-filled grin as he realised that they were going to get a chance to ram...

ORK KILL KROOZER . . . . . 155 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20cm	45°	1	6+ front/ 5+ sides/ 4+ rear	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port heavy gunz	15cm	4	Left
Port gunz	30cm	D6	Left
Starboard heavy gunz	15cm	4	Right
Starboard gunz	30cm	D6	Right
Prow heavy gunz	15cm	6	Front
Prow gunz	45cm	D6+2	Front

Heavy Ork warships were always a terror to merchant vessels plying the Gothic sector in times of peace. During the Gothic War, the number of sightings reported increased notably, presumably due to the number of hulks the Orks managed to salvage from battles between Imperial and Chaos forces. The commonest style of Ork kroozer mounts a bristling array of heavy guns and weapons batteries, mostly concentrated in powerful prow batteries. Only one Ork kroozer, dubbed the *Butcher* by Naval intelligence, was consistently identified in action throughout the Gothic War, though others may have been concealed by the constant patching and rebuilding Ork ships undergo. The *Butcher* attacked six convoys in the Quinrox Sound over the course of the war, destroying a total of fifteen badly needed transport ships, seven escorts and one cruiser, the Admiral Lenox. The *Butcher* is also believed to have led the force which looted Bralutha station and escaped before relief forces arrived.

FAMOUS SHIPS OF THE GOTHIC WAR

Butcher

Notes: An Ork kroozer may replace its prow heavy gun battery with a torpedo launcha (Speed 30cm, Strength D6+2) at no extra points cost. If fitted with a torpedo launcha, a kroozer may carry boarding torpedoes (Speed 20cm, Strength D6+2) at a cost of +5 pts.

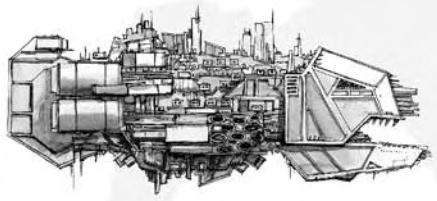


'Ere we go, 'ere we go, 'ere we go,
'Ere we go, 'ere we go, throo the cosmos.
'Ere we go, 'ere we go, 'ere we go,
'Ere we go, 'ere we go, throo infinity.

'Ere we go, 'ere we go, 'ere we go,
'Ere we go, Don't know where 'til we get there.

Orkish space chant,
intoned when hitching onto space hulks

ORK TERROR SHIP . . . . . 185 pts



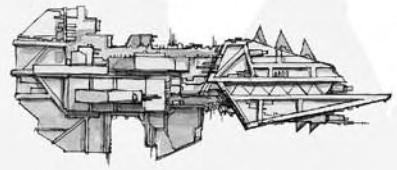
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20cm	45°	1	6+ front/ 5+ sides/ 4+ rear	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port gunz	30cm	D6	Left
Port launch bays	Fighta Bommas: 25cm Assault Boats: 30cm	2	n/a
Starboard gunz	30cm	D6	Right
Starboard launch bays	Fighta Bommas: 25cm Assault Boats: 30cm	2	n/a
Prow gunz	45cm	D6+2	Front
Prow heavy gunz	15cm	6	Front

A variant of the standard kroozer, Ork Terror ships have been associated primarily with raids made in the Cyclops Cluster against lightly defended outposts and augur stations. Terror ships deliver packs of Ork attack craft into combat and act as parent vessels for refuelling and rearming their ferocious progeny. Most Terror ships appear to be built around salvaged hulks, it being comparatively easy to open up large launch bays by the simple expedient of chopping big sections out of the flanks of the wreck. Terror ships carry a mixture of Ork fighter bombers and large numbers of assault boats. Fighter bombers are equipped not only to intercept enemy ordnance but also carry bombs and missiles capable of damaging a warship. Ork assault boats are basic armoured shells with an engine at one end and a piercing beak at the other, more akin to giant boarding torpedoes than the more sophisticated craft employed by other races. A typical example of Ork brutality was the attack on Mirrobel, a small resupply base used by long range patrols. Two Terror ships appeared in-system with half a dozen escort ships. Taking up orbit around Mirrobel's moon, the Terror ships sent waves of assault boats packed with Ork warriors to overwhelm the small garrison. Even as the base was being overrun, a scouting patrol comprising the Dauntless light cruisers *Abdiel* and *Uziel* together with four Firestorm class frigates arrived in the vicinity for resupply and were set upon by the Terror ships. Even though the Terror ships' squadrons were busy on the planet's surface their crude gunpower was still enough to drive off the scouting patrol with Abdiel crippled and one frigate lost.

Notes: *An Ork Terror ship may replace its prow heavy gun battery with a torpedo launcha (Speed 30cm, Strength D6+2) at no extra points cost. If fitted with a torpedo launcha, a Terror ship may carry boarding torpedoes (Speed 20cm, Strength D6+2) at an additional cost of +5 pts.*

ONSLAUGHT ATTACK SHIP . . . . . 40 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	45°	1	6+ front/4+	1

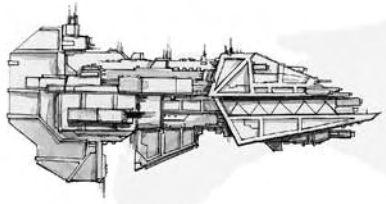
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Gunz battery	30cm	D6	Front

The Onslaught attack ship is ugly, difficult to manoeuvre and lightly armoured along its flanks and rear, it is only suitable for head-on attacks. However, as discovered by Admiral Sartus aboard the doomed *Laertes,* a swarm of Onslaughts can lay down a fearsome hail of fire from their multiple forward gun batteries. This is combined with thick frontal armour and shielding to protect them during their initial attack run. Like all Ork attack ships, Onslaughts are capable of landing on planets as part of an invasion force and can carry a large Ork warband plus their vehicles and artillery.

"A more ramshackle, inefficient and downright ugly fleet is hard to imagine."

Admiral Sartus at Platea

SAVAGE GUNSHIP . . . . . 40 pts

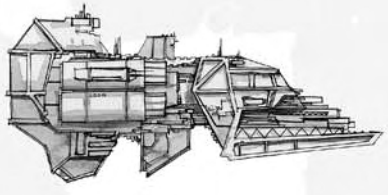


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	45°	1	6+ front/4+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Heavy gunz battery	15cm	4	Front

More extreme than even the Onslaught, the Ork gunships known as Savages mount only short-ranged forward heavy gun batteries. There has been speculation as to whether Savages are simple refits of Onslaughts, or vice versa. The Ork race are masters of crude improvisation and salvage, so both ideas probably hold true. In open battle, Savages are less of a threat than the longer ranged Onslaughts, as they can be outmanoeuvred and destroyed from a distance. But in an ambush situation, where Orks are lurking in wait amongst asteroids or debris, Savages make for a highly dangerous foe, with their ability to storm forward and smother an opposing vessel with heavy fire.

RAVAGER ATTACK SHIP . . . . . 40 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	45°	1	6+ front/4+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Torpedoes	30cm	D6	Front
Gunz battery	30cm	2	Front

Ork torpedo attacks tend towards an opportunistic approach rather than being used as a major tactic, as in the Imperial fleet. In part, this is doubtless due to the quality of their crews, which seem to be unreliable at reloading ordnance in the heat of battle. Consequently, Ravager attack ships are more commonly seen in the company of Onslaughts and Savages than in dedicated squadrons like Imperial Cobra destroyers. However, Ravagers mount a vast number of torpedo racks and when they succeed in launching salvoes of torpedoes, they can be worryingly large. Fortunately a large proportion of Ork torpedoes go astray due to guidance or engine failures, which is why Orks use captured torpedoes at every opportunity.

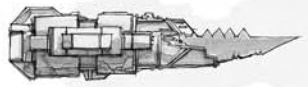
"The transports were dawdling as ever, scattering hither and thither. I sent the Renowned and Drake to round them up as we approached the Monsaic Cloud. Commander Jamieson of the Drake was complaining bitterly over the comm, bemoaning the Merchant Fleet's lack of discipline. The convoy was still spread out when we reached the edges of the giant swirl of gaseous matter. As we entered, our augurs were overloaded by energy signals, multiple ships closing in at speed.

I ordered battle stations, commanding the Drake and Renowned to keep station with the transports while myself and the Guardian investigated. Our surveyors where unable to register the exact nature of our attackers until they were within 25,000 of us. They were Ork pirates, roaring towards us as fast as possible. I counted seven Savage gunships, three Ravager attack ships and the horrifying form of two Terror ships.

The Guardian was foremost in the fleet and she had to heel round sharply to bring her lances to bear. She scored telling hits against the lead Ork escorts, but apart from a few desultory salvoes of fire, the greenskins ignored her and beared down upon me. It was obvious that they were intent on the transports. Ordering the engine room to burn retros, I swung us around for a full broadside and waited for them to get into range."

Captain Ezram of the Valiant

BRUTE RAM SHIP . . . . . 25 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	1	6+ front/4+	1
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Gunz battery	30cm		2		Front/left/right

The Brute is a curious vessel and characteristically Orkish in its concept. It is fitted with superior engines and manoeuvring thrusters, compared to most Ork vessels, but these are not intended to make the ship handier in a fight. The true purpose of the Brute is betrayed by its armoured beak, festooned with rotary blades and drills, which is deadly when it rams enemy vessels at maximum thrust. In combat, Brutes manoeuvre to try to reach a position where they can charge an enemy ship and burst it apart with a single impact. The Brute is so heavily built that it can badly damage even a capital ship.

Notes: *The Brute ram ship is built for smashing into an enemy vessel at top speed, hence it rolls 4 dice to damage an opposing ship when it rams.*

ORK PIRATES OF THE CYCLOPS CLUSTER FLEET LIST

WARLORD

Up to 1 Warlord per 500 pts

You may include 1 or more Warlord in your fleet, each of whom must be assigned to a ship or squadron. If the fleet is worth 500 points or more it must include at least 1 Warlord to lead it.

Ork Warlord . . . . . 40 pts
Warlords get one re-roll. They can have up to two more re-rolls for the additional cost noted below.

One extra re-roll . . . . . 20 pts
Two extra re-rolls . . . . . 40 pts

A vessel carrying a Warlord doubles its boarding value and may include up to one of the upgrades shown below at the additional cost indicated.

Maniac Gunners . . . . . +35 pts
The ship may re-roll the dice for the firepower of its gunz when it fires.

Mad Meks . . . . . +25 pts
The ship may re-roll the dice for damage control.

Extra Power Fields . . . . . +25 pts
The ship's shield value is increased by +1.

Mega-armoured Boarding Parties . . . . +15 pts
+1 modifier on boarding.

Looted Torpedoes . . . . . +20 pts
The ship may re-roll the dice for the strength of torpedo salvoes when it fires.

An Ork fleet can include a max. of one Warlord per 500 points. Ie, if the fleet is worth up to 500 points, it may have one Warlord. If it is worth 500-1,000 points two Warlords may be included, etc.

KROOZERS

You may include up to six kroozers in your fleet.

Ork Kill kroozer . . . . . 155 pts
Ork Terror kroozer. . . . . 185 pts

ESCORTS

You can include any number of escorts in your fleet.

Ork Onslaught attack ship . . . . . 45 pts
Ork Savage gunship . . . . . 40 pts
Ork Ravager attack ship . . . . . 35 pts
Ork Brute ramship. . . . . 25 pts

"...Wherein the bestial Orks shall appear within the orrery of worlds beneath your protection. At first they will assay a thrust upon the inhabited spheres, committing greater forces against the weaker while withdrawing from the stronger. Should all such thrusts be parried with success the Ork Warlords will retreat to the outer reaches and emplace hidden strongholds upon uninhabited worlds and asteroids beyond the reach of righteous retribution. There they will breed and spread in the manner of a contagion, each Warlord directing his minions to mine for metals and build more vessels. Ork ships will prey upon passing ships and plunder them without mercy. Thus picket ships need to be set to guard battlefields to prevent the Orks stealing forth to capture hulks and debris for their fleet. Without an aggressive and effective xenocidal campaign in time the beasts will grow to such numbers that they return and overwhelm the inner spheres."

Excerpted from De Xenos Maleficorum, Inquisitorial tome of the Ordo Xenos.

PLANETARY DEFENCES

As well as relying upon the intervention of interstellar warships, a planetary system may also be protected by local defences. The first of these are the high orbit defences, that are capable of attacking enemy ships as they approach the planet. These defence platforms are armed with ship weaponry, such as gun batteries and torpedo launchers, providing a solid ring of protection around the world. Larger installations can also be found, such as space stations and orbital docks which bristle with weaponry and attack craft launch bays. Most supreme of all are the six Blackstone Fortresses of the Gothic sector, with an immense battery of weapons capable of obliterating capital ships and cutting through whole squadrons of lighter vessels.

As well as stationary defences, many systems also use system defence vessels. Unlike larger warships, these ships have no warp engines and are therefore confined to the system. They are slow compared to the sleek frigates and destroyers of the Imperial Navy, but their guns are still potent enough to damage the largest enemy vessels. Orbital defenses or ships that count as defenses may be placed in squadrons, with 1HP fixed or mobile defenses grouped in up to six units and larger defences grouped in up to four.

In addition to high orbit defences, a planet may also have a number of ground-based laser silos, missile batteries and airfields which can attack ships that enter low orbit, intent on bombarding the planet's surface or deploying troops for a planetary assault.

INCLUDING PLANETARY DEFENCES IN YOUR GAMES

There are a number of ways to use planetary defences in Battlefleet Gothic:

Scenario Driven: Some scenarios specify that the defender can spend a certain amount on planetary defences. In this case, the player with planetary defences chooses from the planetary defences list up to the points value indicated in the scenario.

Some larger planetary defences, such as space stations and Blackstone Fortresses, will probably only be used in very large battles or in specific scenarios you have designed for them. For example, you might like to re-fight one of Abaddon's attacks on the Blackstone Fortresses. To allow for this, it's possible for the defender to spend some of the points for his fleet on planetary defences instead. This means trading off the mobility of ships for heavier planetary defences.

During Standard Games Around a Planet: As well as in special scenarios, you can also use the following method to play battles using planetary defences. If you generate a planet as a celestial phenomenon, you can also give it planetary defences if you wish. A small planet will have D6-2 orbital defences, a medium sized planet will have D6-1 planetary defences and a large planet D6 planetary defences. If the scenario has an attacker and a defender, then the defender is assumed to have control of the planet (although you could switch this to fight defensive battles in an enemy-held system). If there is no attacker and defender, both players roll a dice to see who controls the planet. Each planetary defence can be worth up to D6x5 points – roll each one separately. You may combine the points of several planetary defences to buy a single, more expensive defence system. For example, if you have a defence worth 40 points, one worth 15 points and another worth 35 points, you can combine them to buy an orbital dock (90 points).

Alternatively, you can decide beforehand that you'll be fighting near to a planet, in which case the defending player may buy planetary defences out of their normal points value – a small planet can have no more than 4 planetary defences, a medium planet can have a maximum of 5 planetary defences and a large planet a maximum of 6. It is also a good idea to put an upper limit on the amount of points that can be spent (for example, in a standard battle perhaps no more than 10% of the fleet's points may be spent on planetary defences).

Bear in mind that medium sized planets are more likely to be inhabitable than small or large planets and that the vast majority of planets in the Gothic Sector are uninhabited. You could include planetary defences in your normal games for added variety, but it's not something you should feel compelled to do every time you stick a planet on the tabletop!

In a Campaign: If you are playing a campaign and you know which system type (eg, hive, agri-world, etc.) you are fighting in, you can use the following table to decide the level of planetary defences. Remember, not all the battles in a system will take place around the primary world – there may be a different type of inhabited world, or the two fleets might be fighting around an uninhabited planet.

You can also use the table to generate a random planet type during a non-campaign game – roll 2D6 and see what type of planet you're fighting around. In this case, the number of planetary defences are determined by the planet's type rather than its size. However, they automatically pass any other leadership tests they may be required to make.

2D6	PLANET TYPE	NO. DEFENCES
2	Forge world	D6+1
3	Hive world	D6
4-5	Civilised world	D6-1
6-7	Uninhabited	D3-1
8-9	Agri-world	D6-2
10-11	Mining world	D6-2
12	Penal colony	D6

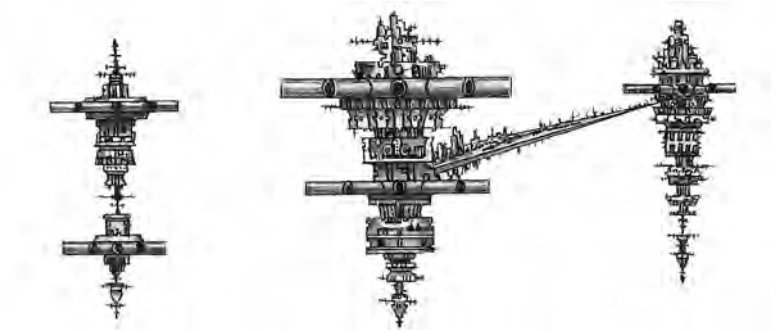
Planetary Defences Leadership

As noted in the planetary defences section of the Advanced Rules, planetary defences may only attempt the Reload Ordnance special order, for which they have a nominal Leadership 7.

HIGH ORBIT DEFENCES

High orbit defences may be placed around a planet or its moons. They must be deployed within the planet or moon's gravity well (ie, 10cm for a small planet, 15cm for a medium one, etc.).

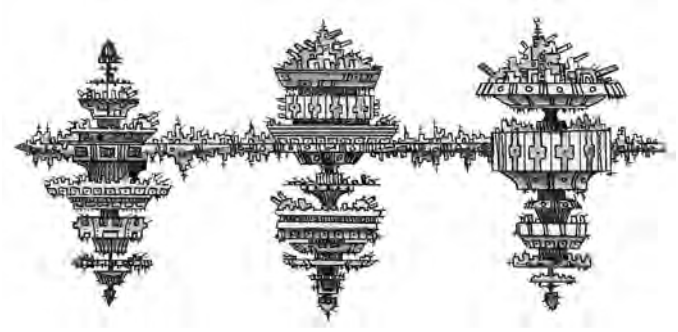
ORBITAL DEFENCE LASER PLATFORM . . . . . 30 pts



Defence lasers are massive high-energy weapons similar to a ship's lances. Built around a powerful plasma reactor, a defence laser platform is armed with several of these large cannon, giving it the ability to direct fire in every direction. Defence laser platforms are particularly effective at destroying fast-moving escorts sent ahead of the main fleet to clear away any defences and they contributed greatly to breaking up the Chaos attacks on Orar and Elysium during the opening stages of the Gothic War.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/1	0	0	1	6+	2
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Lance battery	30cm		2		All round

ORBITAL TORPEDO LAUNCHER . . . . . 30 pts

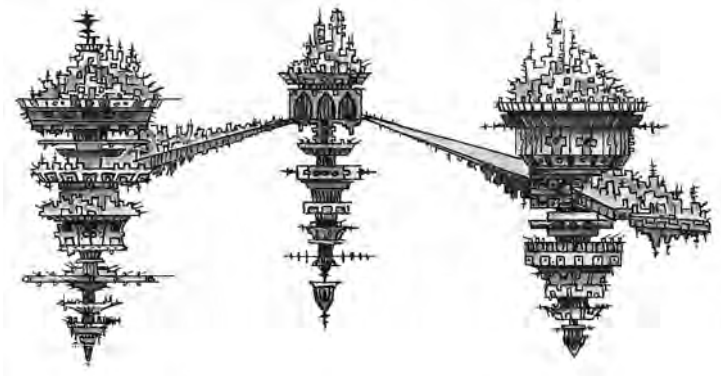


Orbital torpedo and missile batteries are one of the greatest deterrents to an enemy intent on attacking a world. They can attack from a distance to disrupt an enemy's advance and deliver a lethal blow against vessels which approach too closely to a planet. An Ork Terror ship, named the *Barbaric,* was destroyed by combined salvoes of fire from three torpedo batteries during its attack on the mining colony of Platea in the Cyclops Cluster and they have also proved decisive in driving off several Chaos invasion forces.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/1	0	0	1	6+	2
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Torpedoes	30cm		6		All round

0700 Action breakfast at gun position.
1145 Given target by Forward Bombardment Officer [on surface]. Enemy artillery. Our troops very near, careful firing needed. Third broadside target well hit and out of action.
1200 New target. Enemy observation post. Target well hit.
1330 Ground battery fired on us. Moved out of harm's way.
1455 New target. Enemy war engine construction site.
1505 Fired on highland factory. Well hit on second broadside.
1540 Standby for next target. Enemy transport, poor visibility. Ground batteries fire at us but their aim is short.
1550 Ready to fire again at more artillery. Target well hit.
1700 Attack craft warning – yellow alert.
1705 Attack craft warning – red alert.
1730 Twelve strikes attempted on Guard transports, defensive turrets hit nothing.

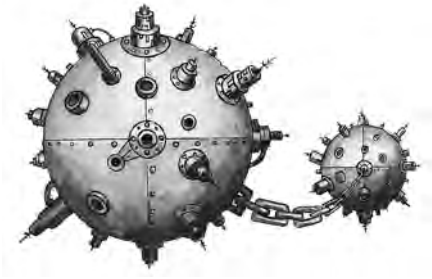
ORBITAL WEAPONS PLATFORM . . . . . 30 pts



An orbital weapons platform normally mounts several laser batteries capable of striking at the enemy before they get too close to the planet. Many orbital batteries are manned by Imperial Navy personnel, although some are built and crewed at the expense of the planetary Imperial Commander. The most sophisticated orbital platforms, such as those found protecting Port Maw and the Adeptus Mechanicus forge worlds, have no crew at all and use complex logic engines to detect and fire at vessels which do not broadcast the correct identification codes.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/1	0	0	1	6+	2
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Weapons battery	60cm		6		All round

ORBITAL MINE . . . . . 5 pts



An orbital mine is a piece of heavy ordnance placed to protect a location such as a planet, moon or space station. With its own small engine it will home in on any energy signature it detects which is not accompanied by a friendly beacon signal. At close range it detonates a powerful warhead, which can cripple even the largest vessel.

Special Rules:

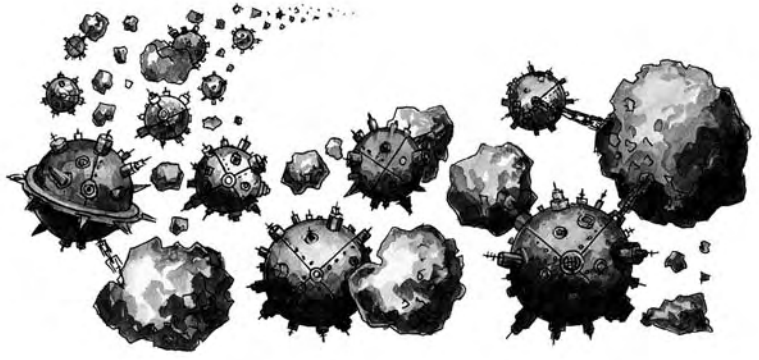
The orbital mine moves 10cm towards the nearest enemy ship in each ordnance phase. If it moves into contact with the base of an enemy ship it detonates and rolls eight dice to hit the target vessel. The target vessel may fire its turrets normally. If the mine is hit it rolls four Attack dice instead of eight. An orbital mine is treated like any other ordnance for the purposes of movement, Blast markers and shooting. Except for fighters, mines are not affected by, and do not affect, any other Ordnance markers they come into contact with. If the mine comes into contact with fighters, both markers are removed as normal. Once mines are in play, they are always active until destroyed. Mines purchased separately count for victory points when destroyed.

1730 Twenty Ork fighter-bombers over landing zone.
1830 Preacher Trust gave sermon in 3rd deck Chapel. Warned of the need for watchfulness - damn right!
1844 Attack craft warning - red alert.
1850 Tech-Priest Juliz reports failure in plasma accelerator coolant system. Holding fire until repairs made.
1857 Attack craft warning - red alert.
1740 Engineers completed repairs on coolant pipes.
2000 Bombarding again.
2100 Attack craft warning - yellow alert.
2110 Attack craft warning - red alert. Bombs impact on starboard engine cluster. Turrets doing magnificent job.
2150 Last shooting of the day on enemy observation posts. Very good shooting today.
2230 Closed up gun ports.

Log of Gun Captain Brimst, 'C' gun, 14th Port Battery, Dominion, during the preparatory attack of the Faustus Assault.

MINEFIELDS . . . . . 40 pts

As well as solitary mines, some systems are protected by minefields covering several thousand kilometres. If an enemy approaches too close, the motion-tracking surveyors may detect the intruder and activate several of the mines to seek out the target and detonate.

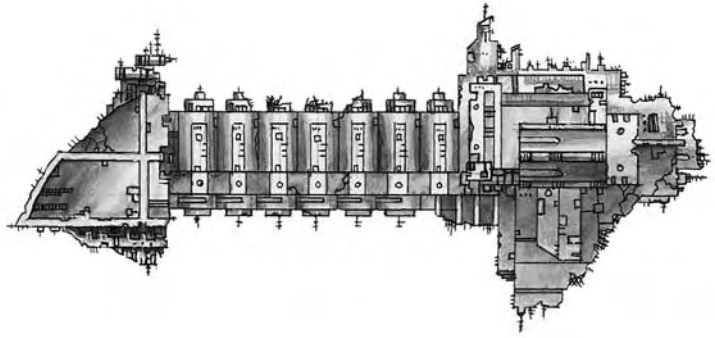


Special Rules:
A minefield covers an area that is D3x5cm by D3x5cm and must be placed with an edge within 15cm of a tabletop feature (such as a planet, moon or asteroid field). A minefield will block line of sight through it and toward friendly vessels behaves as an asteroid field in all respects. Foolhardy enemy vessels may attempt to traverse a minefield as they would an asteroid field using a leadership check against 3D6.

In the owning players ordnance phase, roll a dice for each enemy ship within 30cm of the edge of the minefield. On a roll of a 5 or 6 the ship has been detected. Add +1 to the roll if the ship is on All Ahead Full orders and deduct -1 if it is on Burn Retros orders, also subtract -1 if the ship is an Escort. For each ship detected, the player may place one orbital mine anywhere in contact with the edge of the minefield. Once in play, orbital mines follow the rules on the page opposite.

It is possible to suppress a minefield with firing, using gun decks and lances to create a swirl of gas and debris to blind the field's motion trackers. A minefield may be fired at like an Ordnance marker and has an armour value of 6. Each hit scored allows you to place one Blast marker in contact with the minefield. If a minefield has Blast markers in contact with it, deduct -1 from any dice rolls to detect ships. In each end phase, each minefield will lose D6 Blast markers and these do not count towards the number of other Blast markers that can be removed that turn

FIRE SHIP . . . . . 10 pts



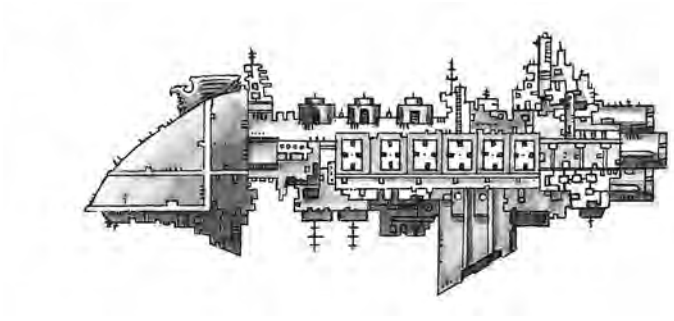
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45º	1	5+	1

Fire ship is the name given to a variety of de-commissioned warships, merchant transports and other old vessels which have been packed full of unstable plasma and incendiary explosives. They are guided into the enemy fleet by a skeleton crew, who sets the ship to explode and then evacuate in escape pods – although there were several incidences of fire ship crews staying with their vessel to the end to ensure that they caused as much damage as possible. The massive explosion caused by a fire ship detonation will pass through a ship's shields and can cause horrendous damage to the structure of a vessel caught within its blast. Fire ships were first used in the Gothic War by Commodore Kurtz during the defence of Delos, where the *Unforgivable* was crippled by the simultaneous blasts of two fire ships as it closed with Delos IV.

Special Rules

The controlling player can detonate a fire ship at any point in its movement phase, inflicting D3 Fire critical hits on every ship within 3D6cm. As with any escort suffering a critical hit, escorts within the fire ship's blast will be automatically destroyed, as are any Ordnance markers. Remove the detonated fire ship and put a Blast marker in its place.

SYSTEM SHIPS . . . . . 20 pts



System ships are a mix of short-range strike vessels and other starships incapable of interstellar travel. They often have civilian crews and lack the sophisticated targeting systems, superior engines and manoeuvring thrusters of a warship, but when used in numbers can still pose a real threat. During the Eldar attack on Misere in 153.M41, the Governor's personal fleet of luxury cruise ships were quickly fitted with gun decks and sent into battle. Although eventually destroyed, they accounted for two Eldar escorts before their demise.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	5+	1
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Weapons battery	30cm		3		Left/front/right

DEFENCE MONITOR. . . . . 60 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	10cm	45°	2	6+	2
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Weapons battery	30cm		8		Left/front/right
Lance battery	30cm		1		Front

Defence monitors are dedicated defence ships crewed by Imperial Navy personnel, designed to hammer the enemy at close range. Much of the power generation systems are linked to armaments rather than engines, which means that they pack a lot of weaponry for their size, but are relatively hard to manoeuvrable. However, when fighting an enemy who is intent on attacking a world and who must therefore approach closely and directly, this ungainly handling is not so much of a handicap.

ORBITAL DOCK . . . . . 90 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/6	0	0	2	5+	3
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Weapons battery	30cm		4		All round
Launch bays	Fighter 30cm Bombers 20cm		4 squadrons		–

During peacetime, orbital docks are loading and unloading points for an interstellar transport's lighters and boats, transferring incoming goods and passengers down to the planet's surface and relaying outgoing cargo to ships due to leave. If the system is attacked, the orbital dock's extensive facilities can be turned to preparing and launching military craft to fight off the enemy. Orbital docks also have construction and repair facilities for smaller ships, but lack the specialised workshops required to build and re-supply warships.

"We'll strain and we'll work and we'll toil,
In the blood, sweat, grease and the oil,
From the moment we wake, 'Til our bodies break,
With the lash to keep us all loyal."

Chanted by rating work parties during hard labour.

SPACE STATION . . . . . 150 pts

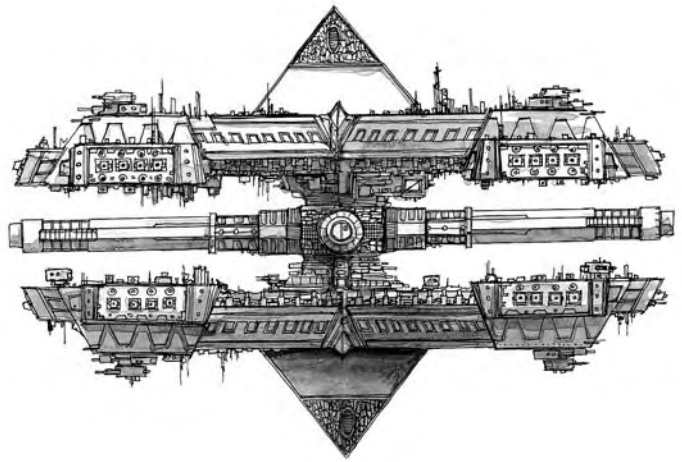


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/8	0	0	2	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	60cm	12	All round
Lance battery	30cm	3	All round
Launch bays	Fighters 30cm Bombers 20cm	4 squadrons	–

The term space station covers a number of large orbital installations whose roles include commercial and military shipyards, Adeptus Mechnicus research facilities, Naval command bases and stations built purely for habitation. The largest are capable of handling several large military capital ships at once, although most can only cope with a single cruiser or squadron of escorts at any one time. Most shipyards are controlled by the Imperial Navy or Adeptus Mechanicus, although a few worlds in the Gothic Sector, such as Luxor and Verstap, operate independent space stations under ancient contract to Port Maw. Space stations are sizeable and well armed, capable of fending for themselves against small raiding fleets and bear the brunt of much of the fighting in a system. In the Gothic War control of space stations capable of re-supplying and re-fitting warships was of paramount importance and they became the focal point for many battles. The Chrysalis shipyards at Arimaspia were fought over eighteen times between 150-153.M41, including a battle through its corridors and factories between traitor Marines and Naval personnel which lasted for over three weeks.

BLACKSTONE FORTRESS . . . . . 400 pts



The mighty Blackstone Fortresses were the foundation of the Imperial Naval strategy and presence in the Gothic Sector. With the exception of Port Maw, each sub-sector was based upon the location of a Blackstone Fortress, which functioned as the primary naval base for the sub-sector. Although almost entirely dormant, a Blackstone Fortress was still open to exploitation by Imperial forces. The Adeptus Mechanicus linked numerous weapon systems to its alien and near-incomprehensible energy grid, opened up vast chambers to be used as attack craft launch bays and installed defence turrets over its surface. Thought impregnable by the Navy, the Blackstone Fortresses were finally overcome by Abaddon using a previously undiscovered method of shutting down the power supply, thus rendering all the weapons and defence turrets useless. Once deactivated, the Blackstone Fortresses were defenceless against ranged attacks and almost undefendable against a determined boarding action. At the end of the Gothic War, the Blackstone Fortresses still under Imperial control destroyed themselves; it is unknown whether those controlled by Abaddon suffered a similar fate.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/16	0	0	6	5+	6

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	60cm	20	All round
Lance battery	60cm	4	All round
Launch bays	Fighters 30cm Bombers 20cm	8 squadrons	–

LOW ORBIT DEFENCES

Low orbit defences may only be deployed on the low orbit table. They are all ground-based, so must be placed along the table edge which has been designated as representing the ground. Laser and missile silos have a front fire arc which faces away from the planet's surface and into space. Low orbit defences can never attack ships which are not on the low orbit table. It is particularly important to realise that ordnance launched from the ground cannot move up to high orbit – the fuel expended to achieve escape velocity means that the ordnance is rendered useless by the time it gets there.

DEFENCE LASER SILO . . . . . 15 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Ground/1	0	0	0	6+	0
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Lance battery	60cm		3		Front

These huge installations house several massive laser weapons that fire hundreds of miles out of the planet's atmosphere. Planet-based lasers require even more power than ship lances, to compensate for the unavoidable defraction of the energy beam caused by firing through the atmosphere. The bulk of the silo is normally built underground, adding the protection of hundreds of feet of rock to the metres-thick walls of the silo itself.

MISSILE SILO . . . . . 5 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Ground/1	0	0	0	6+	0
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Torpedoes	30cm		6		Front

There are many different types of ground-based missile defence systems. Some are simply one-shot launch tubes dug into the planet's surface, relying on the missiles' own mechnical brain to locate and move towards targets in orbit. Others are mobile launchers, which can be moved about on the planet's surface to provide orbital defence for armies on the ground, often using their own long-range surveyors to detect approaching ships and guide their huge payloads to the target.

AIR BASE . . . . . 20 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Ground/1	0	0	0	6+	2
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Launch bays	Fighters 30cm Bombers 20cm		4 squadrons		–

Many fighters and bombers are designed to operate in a planet's atmosphere as well as in space. From surface airstrips and underground launch bays, these attack craft can fly up from the planet to attack ships which take up a low orbit or intercept incoming bombers and torpedoes directed towards ground-based targets.

"The most important aspect of any planetary assault is to ensure the safe passage of shuttles and dropships. The greatest threat to this has always been the ground-based defence."

Imperial Navy Training Dogma

CAMPAIGN RULES

At some stage all wargamers contemplate running a campaign. This is understandable – after all, battles don't take place in isolation, they are part of an ongoing war. A campaign allows you to fight your own 'ongoing war' by linking battles together, so that the results of one battle will have an effect on the future ones you fight. It adds a lot to a campaign if you keep a journal of the progress of the war, and from this you can write your own part of the history of the Gothic campaign. Over the course of the war you will be able to develop cunning strategies to conquer a whole sub-sector of the Gothic system and you will be able to watch your fleet develop as ships' crews gain in skill and ability – or are destroyed and have to be replaced with inexperienced crews. In the battles you fight there will be famous victories and shameful defeats, legendary (or infamous!) commanders will emerge and ships in your fleet will gain fame for the awesome feats they have pulled off against all the odds!

As I hope you can tell, campaigns can be a lot of fun and they are not all that difficult to run either. To help you, we've developed a map-based campaign system based on our own experiences of running campaigns over the years, but you really should feel free to modify and change what's here to suit your own tastes.

For example, playing a campaign offers great opportunities to try out new rules or new classes of ship that you've invented, or you could start thinking of adding rules for fighting land battles and boarding actions using the Warhammer 40,000 and Epic 40,000 rules. The possibilities really are endless.

GETTING STARTED

In order to run a campaign you'll need at least one player with a Chaos fleet and one player with an Imperial fleet. Any amount of extra players can join in, including players with Ork or Eldar fleets.

Once you've got your players together you need to pick one of the sub-sectors we've provided maps for as the location for your campaign (the maps can be found at the end of this section). For your first campaign we recommend starting off with one of the smaller sub-sectors, unless there are lots of players (ie, more than eight) taking part in the campaign. You'll need to photocopy the sub-sector map you've decided to use (or draw it by hand) to keep track of which player controls each system. We glued our map to a sheet of card and blu-tacked it to the wall in our gaming area, then used coloured pins to show which player controlled each system, but you could just as easily write down who controls what.

Next you need to get all the players together for a 'campaign briefing'. The most important thing you'll need to go over at this point is the rules for the campaign, to make sure that everybody knows what's going on. You should then decide how long the campaign is to last. For your first campaign we recommend playing for one month of real time and on the whole it's best to keep campaigns short – after all, you can always start another one!

Once this has been decided, players can pick their starting systems and design their fleets using the rules described below, then you can start fighting battles. However, it is usually a good idea to set a regular time and place for campaign meetings, and also to elect a 'campaign arbitrator' who is in charge of making sure that the campaign runs smoothly. You might also want to consider putting together a campaign newsletter, in which case you'll need to decide who will be its editor.



STARTING SYSTEMS

At the start of the campaign, many of the systems in the sub-sector will be neutral. As the campaign progresses, this will change and players will gain control of systems that will pay them tithes and help repair their ships.

Designers' Note: *Actually all systems start nominally under the control of the Imperium, but as planetary governors tend to go their own way until reminded of their obligations, they are for all intents and purposes neutral.*

Imperial and Chaos players start with one of the systems in the sub-sector under their control. Roll a D6 to decide the order that both players pick their system, and record who controls which system with coloured pins on the campaign map, or by keeping a written record. Eldar and Ork players start with a hidden pirate base instead, and should write down secretly which system it is hidden in (they can pick a system controlled by an Imperial or Chaos player).

STARTING FLEETS & THE FLEET REGISTER

Imperial and Chaos fleets begin the campaign with 2,000 points and Ork and Eldar fleets start with 1,500 points. *Important:* you must have models to represent all of the ships in your fleet, in case they all end up in a big battle! If your fleet doesn't add up to 2,000 points, then just use what you've got available (don't worry – you will get to add new ships to your fleet during the course of the campaign as you as you buy and paint new models for your collection).

Each player has his own fleet registry. He uses it to keep notes and dates of when a capital ship or escort squadron was commissioned (ie, bought) along with class of ship etc, when it takes its fleet trials (ie, it's assembled, painted and its Leadership rating is rolled for), its campaign history and its loss if and when they occur. If a vessel is used in battle before its fleet trials are complete (ie, it's not fully assembled and painted) it will suffer a critical hit on a D6 roll of 1 every time it uses special orders.

Ships which are added to the fleet register after the start of the campaign suffer a -1 modifier to their Leadership due to their hasty training and less experienced officers.

When players fight battles they must pick their forces from their own fleet register.

THE COMMANDER

Each player's fleet has a commander (or an appropriately named leader for their race) who represents the player himself. Over the course of the campaign, your commander will collect renown points and gain in rank, and at the end of the campaign the commander with the highest renown is the winner.

Once you've filled in your fleet register, you need to fill in the details of your commander. He'll need a name, and starts off with 1 point of renown and one re-roll. In addition, you must pick one ship in your fleet as his flagship. If this ship is involved in a battle then 'you' are there, and you may use the commander's re-roll or any other special abilities he may have in the battle. If the flagship is not there then you may not use the commander's re-roll or abilities.

If the flagship is destroyed, then it is assumed that your commander manages to escape somehow. He may not have any further effect in that game, but you may choose a new flagship for him once the game is over.

FIGHTING BATTLES

In order for things to happen in the campaign players must fight battles (doh!). At its simplest level all players have to do is challenge any other player that is in the campaign to a game and if they agree then the game uses the additional campaign rules below as well as the rules used for a normal game.

The only problem with this is that it can lead to some odd situations where Imperial fleets attack other Imperial fleets to gain control of systems, and because of this, it's best if the Imperial players are not allowed to attack each other and if the Chaos and Eldar players restrain themselves, if possible, from attacking players of their own race. If you have a lot of Imperial fleets in the campaign (or, indeed, only Imperial fleets), then it is best to split them into *loyalists* and *rebels,* the latter being assumed to have gone over to the dark gods of Chaos!

Anyway, however you decide to do it, you need to challenge other players in the campaign to a game. The game is arranged in exactly the same manner as a one-off game; simply agree on a time and a place and go for it. You can play as many or as few campaign games as you like, all you need to do is find an opponent.

Note that opposing players do not have to agree to play just because you happened to have challenged them to a battle – but you may want to penalise players that refuse to play games with anybody for long periods of time and spoil the campaign for the other players.

For example, if a player doesn't play any games for (say) a fortnight then they lose a point of renown, and if they don't play any games for a month then one of their systems (randomly selected) rebels and is turned over to another player.

THE CAMPAIGN TURN

Campaign games include a number of extra steps which take place at the beginning and end of the game, these are described below. Unless stated otherwise all of the normal Battlefleet Gothic rules apply in a campaign game.

Each time that two players have a game they both get what is known as a *campaign turn*. The turn uses the following sequence of play:

1) Build-Up

Determine Initiative
Roll for incoming Orders,
select target system if necessary
Select Forces from Fleet Registry

2) Fight Battle

3) Aftermath

Claim System
Adjust Renown
Promotions & Demotions
Ship Experience
Repairs & Withdrawals
Make Appeals

BUILD-UP

The build-up stage takes place at the start of the battle, before either player deploys or picks his fleet. In this stage you decide where the battle will be, what type of scenario to play, and what size of fleets to use. The stage has a number of steps that need to be carried out in the following order:

1) Determine Initiative
2) Receive Orders
3) Pick Fleet

1. Determine Initiative

Roll to see who is attacker and who is defender, (the player who rolls highest is the attacker). If one player has more systems than the other his forces are stretched more thinly, so the player with *fewer* systems gains a +1 bonus to the dice roll. You may want to incorporate the attack ratings from the scenarios introduction, where you roll a number of dice, picking the highest one, to determine the initiative.

2. Receive Orders

Although fleet commanders have a large measure of autonomy, higher command still sends down the orders telling them what they must achieve next. In effect, the players get to decide what happens in the battles, but receive orders that direct the strategy they must follow, and the type of battles they will fight. To reflect this, one of the players must roll a D6 to determine what type and size of scenario is to be played.

INCOMING ORDERS TABLE

D6 Roll	Orders
1-2	Raid (500-750 points)
3-6	Battle (750-1500 points)

If one player has 21 Renown points or more he may choose whether to fight a battle or a raid (if both are this status then roll to see who decides).

Decide Scenario: Roll on the tables below to determine which scenario is to be played, or if both player agree you can pick one from those listed for the type of scenario.

RAIDS

D6 Roll	Scenario
1	Cruiser Clash
2	The Bait
3	The Raiders
4	Blockade Run
5-6	Convoy

BATTLES

D6 Roll	Scenario
1	Exterminatus!
2	Surprise Attack
3	Planetary Assault
4	Escalating Engagement
5-6	Fleet Engagement



"The correct assembling and positioning of a fleet is as important as any manoeuvre once the enemy is engaged. Consider your objectives well. If the enemy is fast and agile, like the Eldar, a preponderence of battleships and cruisers will serve you ill. If the enemy prefers to stand off at long range with his big guns, then choose a fleet that can close quickly and overpower him at close quarters."

Lord Ravensburg's speech to the Council of Admirals of Battlefleet Gothic 127.M41

Decide Location: The attacker must select the system in which the scenario will take place. The system must be connected to one already controlled by the player via a warp route. If no systems are already held, any may be chosen. If an uninhabited system is chosen, the defender must reduce his points value by 100 pts. Other types of system can affect the number of planetary defences, as described elsewhere in the rules.

Decide Size of Battle: Once a mission has been generated, players agree the points value of the game and select their forces. The players can agree on the exact number of points for the game within the limits listed on the Incoming Order table. If one player holds more systems than the other their forces will be spread thinly, giving the player with the least number of systems an advantage. Each extra system a player holds over his opponent reduces his fleet size by 10 points.

Ork & Eldar Scenarios: Ork and Eldar fleets only ever make raids, they never take part in battles. If you roll up a battle on the Incoming Orders table, then it is treated as a major raid instead. Roll for the scenario for the major raid on the Raids table, but the size of the battle is increased to 750-1,500 points.

3. Pick Fleets

Both players must now pick their fleets using ships from their fleet register. The total value of the ships you pick may not exceed the points total you and your opponent have decided for the scenario you are to play. Note that you can't change the details of ships on the register or adjust their points value at this stage – the ships you pick must come from your register and not be changed in any way.

Fight the Battle: With the build-up completed all you need do now is roll for a sub-plot and then get fighting (hurrah!).

Attacking Pirate Bases: *Orks and Eldar never get to capture systems, but instead have a secret pirate base. If an Ork or Eldar player's opponent with a rank of Admiral or higher (or its equivalent for other races) gains the initiative for a scenario, then he can attempt to attack the base instead of playing a normal scenario.*

The attacker must, however, first find the base: roll a D6 and multiply the score by 10. If you roll under the Ork or Eldar side's renown, then you've tracked down the base and system that it is hidden in must be revealed. If the player fails to find the base (ie, fails to roll under the defender's renown) then play a normal scenario. Once you know the location of the base you don't have to find it again (you can reveal its location to other players too if you want).

Once the base is found, the player may attack it if he controls the system, or it is in a neutral system. If neither of these conditions apply, then play a normal scenario instead. Assuming you find the base and it is in a location where you can attack it, then play either the Planetary Assault or the Exterminatus scenario. If the attacker wins then the base is destroyed and can no longer be used by the Ork or Eldar player.



AFTERMATH

Once you have fought a campaign game and know who has won, you come to probably the most important stage: *the aftermath*. This is where you find out what effect the game you have just played has on the campaign map, as well as the effect it has had on the ships and crew that took part. This stage has a number of steps, which need to be carried out in the following order:

1) Spoils of War
2) Adjust Renown
3) Promotions & Demotions
4) Ship Experience
5) Repairs & Withdrawals
6) Appeals

1. The Spoils of War

Whenever an attacker wins a battle, he may claim control of the system if it is connected by a warp route to one he already controls. The system can only be taken over by the player that won the battle if it previously belonged to the player that he defeated, or if it was previously neutral.

Whenever an attacker wins a raid, he may count the opponent's system where the raid took place as his own for the rest of this campaign turn (which is important, since the systems you control affect your ability to repair ships, etc).

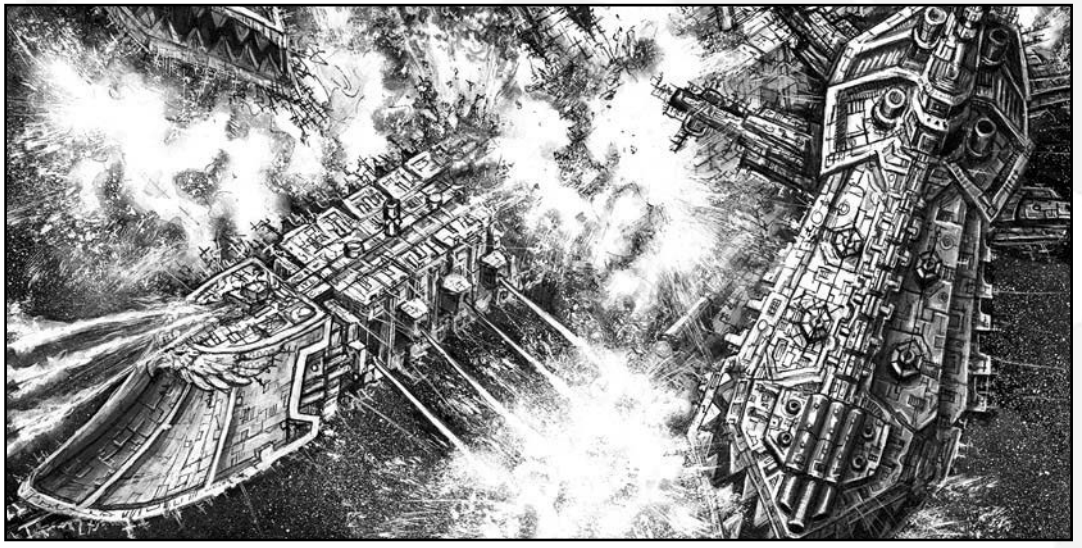
2. Adjust Renown

Renown is a measure of the fame or infamy enjoyed by you, the fleet commander. Players start the campaign with 1 point of renown and can gain or lose renown as shown on the Renown table. Renown is very, very important because, at the end of the campaign, the player that has earned the most renown is the winner! Note that you can gain or lose renown even if your commander was not present during the scenario (ie, his flagship did not take part).

RENOWN TABLE

Renown can be gained for the following:	
Winning a battle or major raid	+2
Winning a raid	+1
Victory points earned	+(VPs/100 round up)
Sub-plots	variable
Each capital ship hulk captured	+1
Fought commander with higher renown	+1
Fought fleet with higher points value and lost	+1
Fought fleet with higher points value and won	+2
Renown is lost for the following:	
Losing a battle	-1
Losing a raid	-1
Each capital ship lost	-1
Sub-plots	variable

***Note**: A commander can never be reduced below 1 renown point (you may be renowned as a bad commander, but you will be renowned nonetheless).*



3. Promotions and Demotions

The player gains promotions according to their renown as shown on the tables below. It is possible to lose rank if you lose renown points. Your rank determines how many re-rolls or Marks of Chaos you receive in the scenarios that you fight.

"The Emperor will judge your sins – after the Officer of the Watch is finished with you!"

Popular naval saying

IMPERIAL PROMOTION TABLE

Renown	Title	Ld	Notes
1-5	Commander	8	1 re-roll
6-10	Battle Group Commander	8	2 re-rolls
11-20	Subsector Commander	9	2 re-rolls
21-30	Admiral	9	3 re-rolls
31-50	Fleet Admiral	10	3 re-rolls
51+	Solar Admiral	10	4 re-rolls

CHAOS PROMOTION TABLE

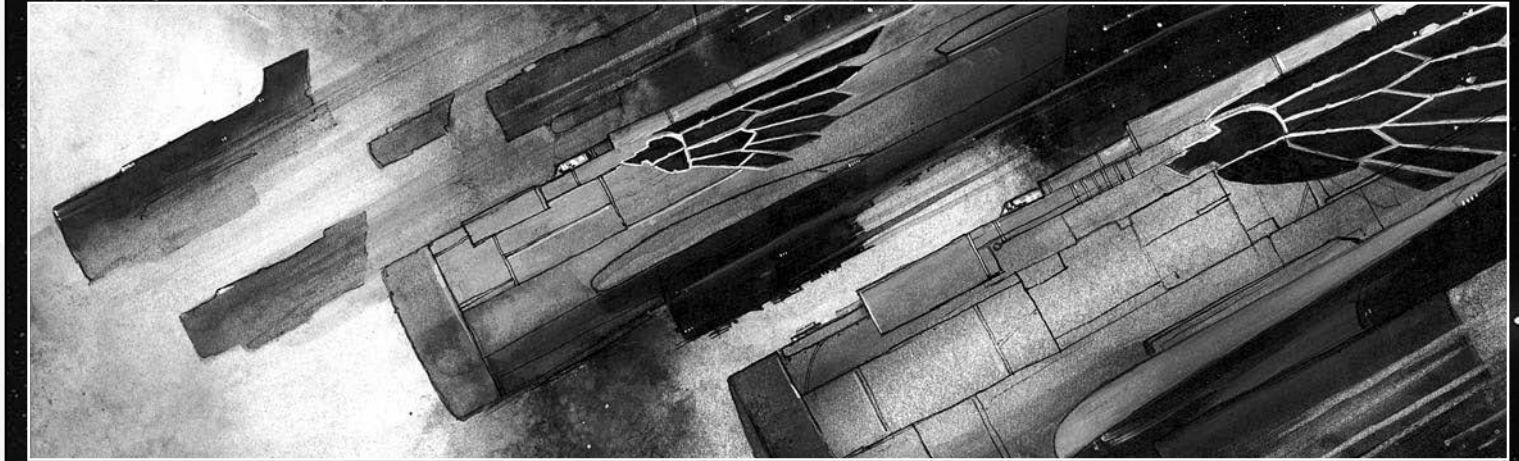
Renown	Title	Ld	Notes
1-5	Chaos Champion	8	1 re-roll
6-10	Exalted Chaos Champion	8	1 re-roll, 1 Mark of Chaos
11-20	Tyrant	9	1 re-roll, 1 Mark of Chaos
21-30	Chaos Lord	9	1 re-roll, 2 Mark of Chaos
31-50	Overlord	10	1 re-roll, 2 Mark of Chaos
51+	Warmaster	10	1 re-roll, 3 Mark of Chaos

ORK PROMOTION TABLE

Renown	Title	Re-rolls
1-5	Nob	1 re-roll
6-10	Big Nob	2 re-rolls
11-20	Boss	2 re-rolls
21-30	Big Boss	3 re-rolls
31-50	War Boss	3 re-rolls
51+	Warlord	4 re-rolls

ELDAR PROMOTION TABLE

Renown	Title	Ld Bonus	Notes
1-5	Captain	0	1 re-roll
6-10	Lord	+1	1 re-roll
11-20	Shadow Lord	+1	2 re-rolls
21-30	Prince	+2	2 re-rolls
31-50	Shadow Prince	+2	3 re-rolls
51+	King	+2	4 re-rolls



"We fell upon them as hawks do from a cloudless sky. Cannon were our terrible claws, and lasers our ripping beaks. In a flash we had torn their craft asunder and turned for home, giving praise to the Emperor and our captain both."

4. Ship Experience

As the campaign progresses ships (or rather, ship crews) will gain experience. This is represented by increasing their Leadership characteristic, and by giving them special 'crew skills'. On the other hand a ship that is badly damaged is likely to have lost a sizable proportion of its experienced crewmen, which will reduce its effectiveness, while a ship that is destroyed will have to be replaced by a new or salvaged vessel with a very inexperienced crew.

Gaining Experience: Ships which fought in a battle and were not crippled or destroyed roll 2D6. If the roll is higher than their Leadership rating, then either their Leadership may be improved by +1 point (up to a maximum of 10) or the ship may roll on the Crew Skills table. You may choose which option to take, unless the ship has a Leadership of 6 or 7, in which case you must choose to increase the ship's Leadership by +1 point instead of taking a skill.

Crippled Ships: Ships which were crippled in a battle lose -1 Leadership (to a minimum of 6). Note that crew skills aren't lost for being crippled, even if the ship's Leadership is reduced to 6 or 7.

Destroyed Ships: Ships which are destroyed (ie, reduced to 0 damage points) must be replaced with a new ship. Change their name on your fleet register. The new ship has a Leadership of 6, no crew skills, and any refits that have been taken are lost (the rules for refits follow later on).

Escort Squadrons: Escort squadrons gain and lose Leadership and skills in the same way as ships. Escort squadrons which suffer 50% or greater casualties are considered crippled for the purpose of experience, while those that are wiped out are considered destroyed.

5. Repairs & Withdrawals

In a campaign, ships that have suffered damage must be repaired, and it is the number of systems a player controls that determines just how much damage can be fixed. Sometimes the systems under your control won't be able to repair all the damage your fleet has suffered, in which case you can either withdraw the ships and send them to be repaired outside the sub-sector, or you can let them limp on as they are until you have time to repair them.

Repairs: Each system a player controls may repair a number of damage points. This varies depending on the type of system and your renown. The number of damage points different systems can repair is shown below. Renown is important because it helps with recruiting/press ganging extra crew, claiming resources and time in dock etc. Note that all criticals are repaired automatically, including ones which may not be repaired during a battle (ie, Bridge Smashed and Shields Collapse). Also remember that if the attacker won a raid he may count the enemy system where the raid took place as his own for this turn. You can use Repair points to bring escort squadrons back up to strength, in which case each escort ship is worth 1 damage point.

REPAIRING VESSELS

An Imperial commander has just won a battle. He now controls a hive world, two Agri-worlds and a penal colony and has 28 renown points. During the battle one of his cruisers took five points of damage, another took three points of damage and another lost four hits. He also lost two frigates from a squadron of four. With the systems he currently has under his control, the Imperial commander may repair nine points of damage plus D6-2 for his penal colony. He rolls a 4, which gives him a total of 11 repair points. He uses 5 to totally repair the first cruiser and another 3 to repair the second cruiser. He replaces the two lost frigates, meaning he can only repair 1 point of damage on the third cruiser. This cruiser will start its next battle with three hits less than normal.

Withdrawing ships: A player may choose to withdraw ships to get them fully repaired at a major base. Mark the fact they have been withdrawn on the fleet register. Ships which are withdrawn are unavailable for the player's next game, after which they return to the fleet with their full number of hits. Escort squadrons which are withdrawn may return at full strength.

Renown	Agri	Penal (min of 1)	Mining	Forge, hive, Pirate base	Civilised	Uninhabited
1-2	1	1	2	3	1	1
6-10	1	D6-4	2	3	2	1
11-20	1	D6-3	2	4	3	1
21-30	2	D6-2	2	5	4	1
31-50	2	D6-1	3	6	5	1
51+	3	D6	4	12	6	1

6. Appeals

After repairs have been completed, both players can appeal to higher authorities/the gods of Chaos for aid. The amount of help you can expect to receive depends on how well you've been doing, as measured by your renown. To reflect this, the number of appeals that may be made depend on the players' renown as shown on the table below.

RENOWN	NO. OF APPEALS
1-10	1 Appeal
11-30	2 Appeals
31-50	3 Appeals
51+	4 Appeals

Appeals may be made for the things listed below. If you are allowed to make more than one appeal you can ask for the same thing up to two times (and may have each appeal granted), or you can appeal for different things – it's up to you! However, you must declare what you will appeal for this turn before determining whether the appeals have been granted. Having declared what you are going to appeal for, roll a D6 for each appeal to see if the appeal is granted.

TYPE OF APPEALS ALLOWED

Imperial: Refits, Reinforcements, Space Marines.
Chaos: Refits, Reinforcements, Forces of Chaos.
Ork: Refits, Reinforcements.
Eldar: Refits, Reinforcements.

APPEAL GRANTED	
Reinforcements	2+
Refits	4+
Other	5+

Reinforcements

If the appeal is granted, one new capital ship or a squadron of up to five escorts may be added to the player's fleet registry. Note that you must have the models to represent the ships – if you don't, then they can't be added to the fleet register.

Refits

If you read through the background sections of Battlefleet Gothic, you'll see that ships often have things added, or have equipment updated or improved. This is called refitting, and in a campaign, you'll get a chance to refit the ships in your fleet in order to (hopefully) improve their performance in different areas.

A player who is granted a refit must choose one of his capital ships to undergo the refit, then roll a D6 to see what type of equipment system is upgraded. On a roll of 1 or 2 you receive a ship refit, on a roll of 3 or 4 an engine refit, and on a roll of 5 or 6 a weapon refit Then roll on the appropriate Refit table given later to see exactly what you get. If you roll a result that the ship already has, roll again until you get a result the ship does not already benefit from. The points value of the ship is increased by 10% for each refit it has and you'll need to update your ship register appropriately.

Other Appeals

Other appeals allow you to request the aid of other allied forces. For example, Imperial players can call on the aid of a Space Marine Chapter, Chaos players may draw on the power of the warp to cast arcane spells, etc. The types of other appeal you can make are listed under "Types of Appeal Allowed" earlier, and if granted allows you to roll on the appropriate Appeal table. Again, if you roll a result on the table that you already have, then roll again until you get a new result.

CONCLUSION

As noted in the introduction, you should set a deadline for the campaign. When the deadline comes up the player that has built up the greatest renown is the winner. However, once you've got some experience running campaigns like this, you should feel free to change the criteria for victory. For example, you could say that the first player to gain control of five systems is the winner (though this will be tough on Ork and Eldar players), or you could keep on playing until the entire sub-sector is entirely controlled by Chaos, in which case all of the Chaos and Ork players win, or is entirely controlled by the Imperium, in which case all of the Imperial and Eldar players win.

Other alternatives include doing a convoy run, where a fleet has to travel from system to system across the map, fighting opponents along the way as it does so, or you could have a game based on an Ork Waaagh! where Ork players are allowed to control systems. The most important thing to remember is that the rules above are only a starting point, and the possibilities for making up your own campaigns are really only limited by your imagination. Have fun!

A skilled Navigator can steer a ship anywhere through the warp, in theory at least. However, this task can be made much easier, and even allow vessels without a Navigator to make longer warp jumps, along certain shipping routes. These routes have a relay of Astropathic beacons along them, giving ships' captains and Navigators guidance along a pre–set path. Some shipping routes are part of a system of warp gates which link areas of the Gothic Sector together through stabilised warp tunnels. During the Gothic War, as the warp storms made travel through any area of space around the region extremely difficult, the control of the shipping routes became vital. Important meeting points of the trade routes, such as Port Maw and the Lysades sub–sector, were the site of several major fleet battles, as whoever dominated these areas could move their ships around the sector much more quickly and with greater accuracy.

REFITS TABLES

ENGINE REFIT

The ship's engines are fitted with additional systems or improvements have been made to the power generators and energy relays in some fashion. Roll a D6 on the following table:

D6	Engine Refit
1	**Secondary Reactors.** The ship's additional power generators allow it to put on a tremendous burst of speed for short lengths of time. The ship rolls an extra 2D6 when on *All Ahead Full* special orders.
2	**Evasive Jets.** The hull of the vessel is studded with powerful short-burn engines which allow it to drastically turn to avoid incoming fire. At the start of the enemy shooting phase, the ship may take a Leadership test. If it is passed, the ship may make a single 45° turn immediately. However, the ship may not go on to special orders during the next turn.
3	**Manoeuvring Thrusters.** Additional thrusters along the length of the ship allow it to turn much more quickly. The ship reduces the distance it needs to move before turning by 5cm.
4	**Arrester Engines.** The ship has a number of secondary engines mounted near its prow, which enable the vessel to reduce speed rapidly. When attempting to *Burn Retros* or *Come to New Heading* special orders, the ship may add +1 to its Leadership.
5	**Auxiliary Power Relays.** The rear of the ship is criss-crossed with additional cables and pipelines, feeding more power to the engines. The ship gains +5cm to its speed.
6	**Navigational Shields.** The ship is enveloped in low-frequency shields designed to shunt aside debris and other impediments as the ship moves. The ship does not suffer reductions to its speed for moving through Blast markers (this includes gas and dust clouds and similar effects).

SHIP REFIT

The structure of the ship is improved in some way, new equipment is installed, or better trained or specialised crew members are brought in. Roll a D6 on the following table:

D6	Ship Refit
1	**Improved Sensor Array.** The ship's assayers and long range surveyors are particularly attuned to pick up energy emissions and signals from enemy ships. When taking Leadership tests to go on to special orders, the ship gains +2 for enemy ships on special orders, rather than the normal +1.
2	**Additional Shield Generator.** The ship has additional shield generators to deflect incoming shots. The ship gains +1 Shields.
3	**Superior Damage Control.** The ship benefits from an improved auto-repair system, or more highly adept engineers and technicians. The ship may roll one extra dice in the end phase when attempting to repair damage.
4	**Reinforced Hull.** The ship's hull is fitted with additional armour and internal bracing, increasing its damage by 25% (rounded up) but reducing its speed by 5cm.
5	**Improved Logic Engines.** The ship's countless metriculators and mechanical cogitators enable the crew to perform with full effectiveness even in the midst of the fiercest battle. The ship does not suffer -1 Leadership for being in contact with Blast markers.
6	**Overload Shield Capacitors.** Specialised power relays and generators allow the ship's engineers to temporarily divert extra power to the shields. For each hit against the shields, roll a D6. On a roll of a 6, the hit is ignored and no Blast marker is placed.

WEAPONS REFIT

The ship has been upgraded with additional or more sophisticated weapons systems, greatly enhancing its battle effectiveness. Roll a D6 on the following table:

D6	Weapons Refit
1	**Extra Turrets.** The vessel is studded with numerous close defence weapons to shoot down enemy torpedoes and attack craft. This ship adds +1 to its Turrets value.
2	**Turbo-weapons.** The ship's weapons have been given additional punch and accuracy at long range. The ship does not suffer a right column shift when firing over 30cm.
3	**Targeting Matrix.** The ship's weapon systems are linked together through a massive targeting network so that they can maximise their fire. All firing by weapon batteries benefits from a left column shift on the Gunnery table (before any other column shifts for range or Blast markers).
4	**Auto-loaders.** The ship's crew are aided in their task of readying torpedoes and attack craft by huge semi-automated machinery. The ship adds +1 to its Leadership when attempting *Reload Ordnance* special orders (re-roll this if the ship has no ordnance).
5	**Superior Fire Control.** A powerful fire control system has been installed in the ship's bridge, enabling the command crew to direct the ship's firing with greater effect. The ship adds +1 to its Leadership when attempting *Lock-on* special orders.
6	**Motion-Tracking Targeters.** A complex analytical array linked to the ship's navigational systems enables the gun crews to fire with greater accuracy when the ship is performing special manoeuvres. If the ship is on *All Ahead Full*, *Burn Retros* or *Come to New Heading* special orders, its firepower and lance Strength is reduced by 25% (rounded up) rather than halved

CREW SKILL TABLE

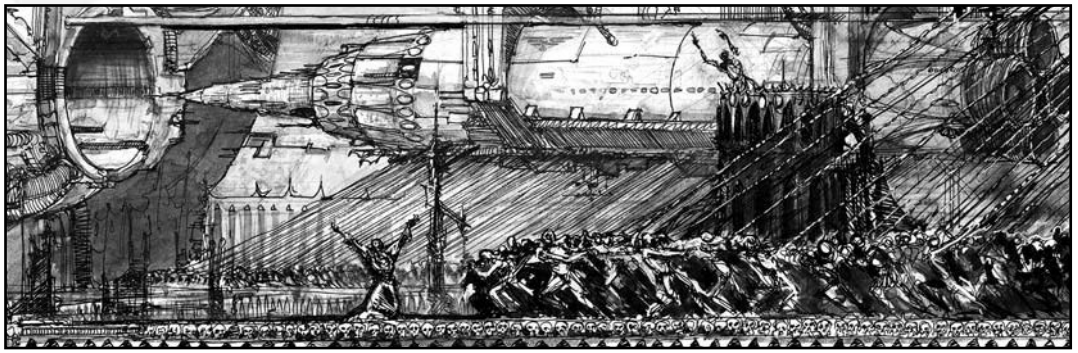
D6	SKILL
1	**Expert Gunnery**. The ship's gun crew are amongst the finest in the whole sector, able to lay down a devastating barrage. When the ship attempts *Lock-on* special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
2	**Skilled Engineers.** The crew responsible for running the engines are highly adept, able to respond quickly to orders for more or less power. When the ship attempts *All Ahead Full* or *Burn Retros* special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
3	**Adept Trimsman.** The officers and crew responsible for the ship's manoeuvring boast that they could get the ship to turn on the head of a pin! Whenever the ship attempts *Come to New Heading* special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
4	**Excellent Pilots.** The ship is famed for the skill of its pilots. The well-timed attack runs of its bombers can cause horrendous damage while its fighter pilots fly rings around enemy attack craft. Any bombers launched by this ship may re-roll the dice when determining how many To Hit rolls they have. If fighters from this ship intercept attack craft or torpedoes, roll a D6. On a score of 4+ the fighters are not removed as normal but remain in play. Re-roll this skill if the ship does not carry attack craft. Eldar players should re-roll this skill.
5	**Disciplined Crew.** The ship's crew bend to their tasks with enthusiasm and loyalty. Once per battle the ship may re-roll a failed Leadership test or Command check.
6	**Elite Command Crew.** The ship's command crew work well as a team, able to respond quickly to the orders of the fleet commander. Once per battle the ship may automatically pass a Leadership test or Command check – there is no need to roll any dice.

SPACE MARINES TABLE

A request is made to nearby Space Marine Chapters to send aid to your fleet. Roll 2D6 on the following table:

2D6	Troops
2	One of the Chapter's handful of battle barges is diverted to support your fleet. You may include one Space Marine battle barge in your next game for free, as long as you have a model to represent it (if not, roll this result again).
3	The Chapter dispatches two of its strike cruisers to assist your fleet. You may include two strike cruisers in your next game for free, as long as you have models to represent them (if you don't, roll this result again).
4	The Chapter keeps one of its strike cruisers on station to assist you in your next fight. You may include one strike cruiser in your next game for free, as long as you have a model to represent it (if not, roll again).
5	The Chapter sends two companies of Space Marines, stationed aboard two ships of your choice. Add +1 to Boarding Action rolls for those ships for the rest of the campaign.
6	The Chapter sends a company of Space Marines, which are stationed aboard one ship of your choice. Add +1 to Boarding Action rolls for that ship for the rest of the campaign.
7	The Chapter supplies several squads of Space Marines and Thunderhawk Gunships (which count as assault boats) for one ship of your choice (note that the ship must be capable of carrying attack craft). The ordnance will be repaired or replaced after each game so that the ship may use assault boats for the rest of the campaign.
8	The Chapter supplies several squads of Space Marines and boarding torpedoes for one ship of your choice (note that the ship must be capable of launching torpedoes). The ordnance will be repaired or replaced after each game so that the ship may use boarding torpedoes for the rest of the campaign.
9	The Chapter sends squads of Space Marine Terminators to be stationed on one ship of your choice. Add +2 to Boarding Action rolls for that ship for the rest of the campaign.
10	The Chapter sends a cadre of veteran warriors to train your crews in shipboard combat. You may train one ship's crew after each game – mark the fact they have been trained on your fleet registry. Ships which have been trained may re-roll the dice in a boarding action.
11	The Chapter conducts raids on your enemies' supply lines, tying up their ships in defending convoys and bases. In your next game your opponent must reduce his points value by D6x30.
12	The Chapter conducts coordinated attacks to destroy the orbital defences of worlds you are planning to attack. In the next game you play where your opponent has planetary defences, their value will be reduced by D6x30 points.

Notes: *Strike cruisers can be represented by Dauntless light cruisers and battle barges by Emperor class battleships.*



FORCES OF CHAOS TABLE

The forces of Chaos constantly assail the Imperium and attack the servants of the Emperor. If your request for aid is heard, roll on this table to see what is put at your disposal.

2D6	RESULT
2	You implore the Chaos gods for their unholy gifts, but the dark powers smite you for your impudence. At the start of the next battle, roll once on the Critical Damage table and apply the result to your Warmaster's ship!
3	The Chaos gods show you a glimpse of the future. You may re-roll the dice when deciding who has the initiative in the next campaign turn. The second roll stands.
4	The Chaos gods send a force of Daemonic entities that swirl about one of your ships and attack nearby vessels. Nominate one capital ship in the next battle. A single enemy ship within 15cm during your end phase is attacked. Roll a D6: this is the number of dice you can roll to hit against the target's Armour (shields have no effect).
5	A mighty Champion of the Dark Gods agrees to join your retinue of followers. You may add a Chaos Lord (with a Mark of Chaos if you wish) to your Fleet Registry.
6	A Chaos Space Marine battle force will act as your personal bodyguard. Your flagship may add +1 to all boarding actions it is involved in.
7	The Chaos Legions gather to your side. Your flagship and any ship with a Chaos Lord aboard may add +1 to all boarding actions it is involved in for the rest of the campaign.
8	The Legions of Chaos grow strong and your fleet is aided by many deadly warriors such as Berzerkers of Khorne, Noise Marines and the dreaded Chaos Terminators. Any one ship in your fleet may add +2 to all boarding actions it is involved in for the rest of the campaign.
9	Piratical renegades flock to your cause. One ship in your fleet may be equipped with boarding torpedoes and/or Dreadclaw assault boats.
10	With their cabalistic rites and blood sacrifices to the ancient gods, your Sorcerers bestow the gifts of Chaos onto one of your ships. In your next battle, one ship in your fleet may be given a Chaos Reward for free, as if the Warmaster or a Chaos Lord was on board (this can be combined with the Chaos Rewards of a Warmaster or Chaos Lord).
11	The Chaos gods use their foul magicks to create a ward of Chaos about your fleet. Nominate one of your capital ships in the next game. Any enemy shooting at this ships suffers a right column shift on the Gunnery table (before any other shifts for range or Blast markers).
12	The Chaos gods use their fiendish powers to create a swirling vortex of Chaos about one of your ships. Nominate one capital ship in your fleet. In the next battle, any enemy ship within 15cm of this vessel counts as having one Blast marker in contact with its base.

THE SUB SECTOR MAPS

Number of systems

A sub-sector contains many stars, but of these only a few will have any planets orbiting. The vast majority will be gas giants or planets locked in sub-zero ice ages. This means that any given sub-sector will have relatively few star systems actually worth fighting over. Of these, the majority will be mining worlds, agri-worlds and other worlds with a sizeable population and contemporary technology level (categorised as civilised worlds). A few systems may have a forge world, hive world or other such planet. Occasionally uninhabited systems also have strategic importance as jump points or gathering places for assembling war fleets. The sub-sector maps only show those systems of military or strategic importance to the forces fighting in the Gothic War.

Warpspace Channels

In theory it is possible to travel anywhere through warp space. However, the warp's shifting tides make it easier to travel from some systems to others, and short warp jumps are always more accurate than longer ones. This is particularly true when moving a large fleet, which may become spread out across several light years of space. For this reason, the systems on a sub-sector map are connected by a number of warp channels to the other systems.

System type

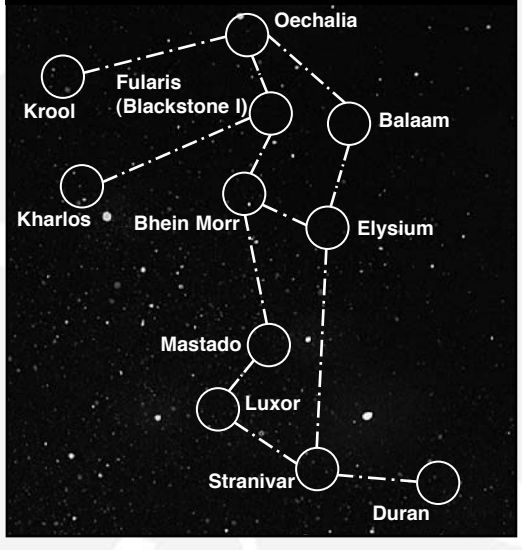
Each system will be one of the following types: uninhabited, agri-world, mining world, hive world, penal colony, forge world or civilised world. The system may actually contain more than one world, but the political power and the bulk of the resources will be concentrated on the type of world shown. The system type will influence how much ship damage it can repair and level of its orbital defences.

Special notes

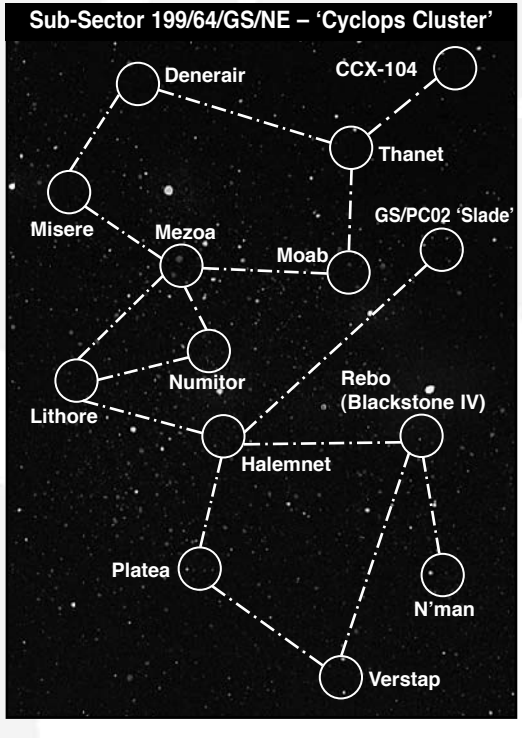
Blackstone Fortresses: We have marked on the maps where each of the Blackstone Fortresses is located. If you wish to (and you don't have to if you don't want to) you can include a Blackstone Fortress in the planetary defences of that system.

Port Maw: Port Maw is the largest naval base in the Gothic Sector and the headquarters of the Battlefleet Gothic. Any planets in the Port Maw system (not to be confused with the Port Maw sub-sector) have double the normal amount of planetary defences.

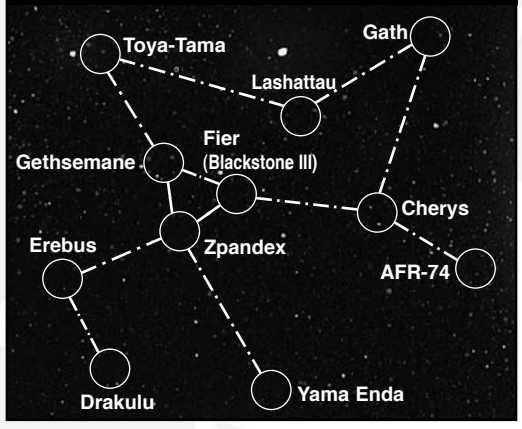
Sub-Sector 1-565/6/GS/NW – 'Bhein Morr'



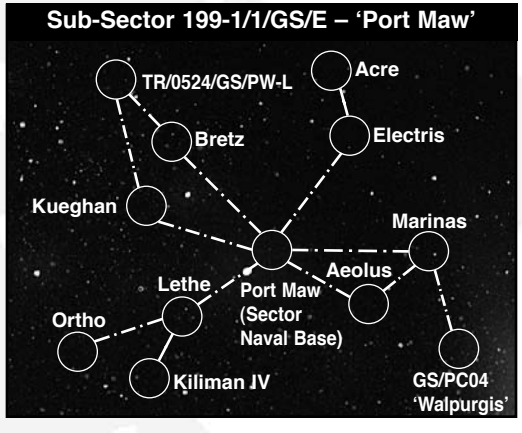
Sub-Sector 199/64/GS/NE – 'Cyclops Cluster'



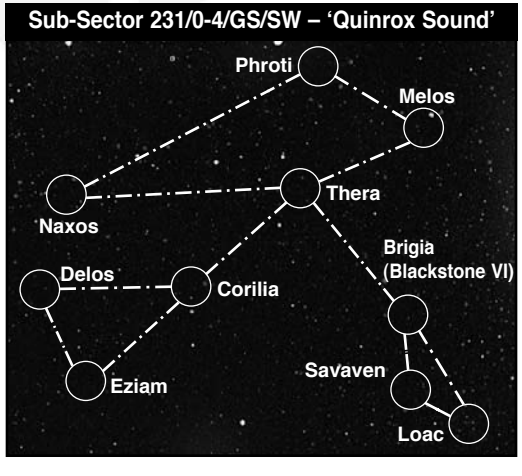
Sub-Sector 127/23/GS/SSW – 'Gethsemane'



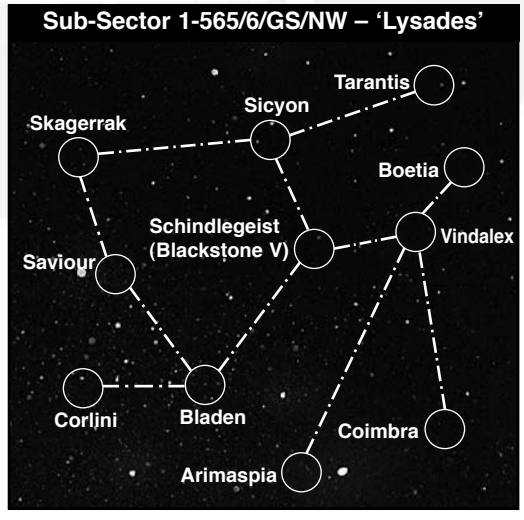
Sub-Sector 199-1/1/GS/E – 'Port Maw'



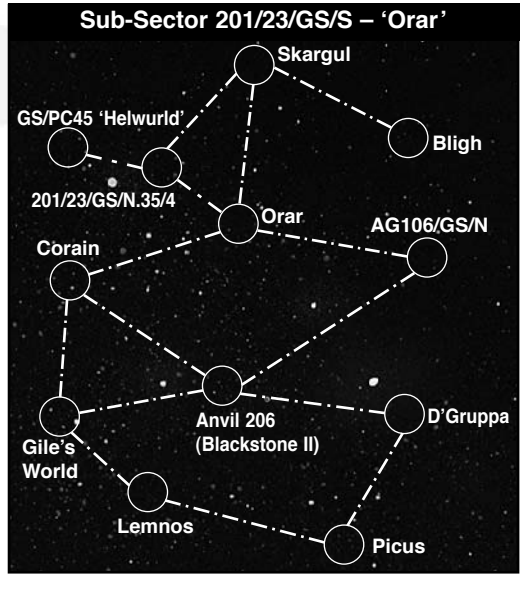
Sub-Sector 231/0-4/GS/SW – 'Quinrox Sound'



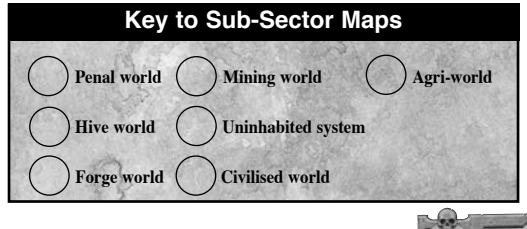
Sub-Sector 1-565/6/GS/NW – 'Lysades'



Sub-Sector 201/23/GS/S – 'Orar'



Key to Sub-Sector Maps



DESIGNER'S NOTES

So you've made it all this way and you're still hungry for more! Well at this point I get to talk about some of the general principles behind the rules. First thing is to say a big thank you to all the people who have offered ideas, suggestions or encouragement by writing in or speaking to me direct. Thank you!

Anyway on to business. The first thing is the most important rule you'll ever need to know. If (when) you come across a situation that doesn't seem to be covered by the rulebook, roll a D6 for it. Let fate decide the outcome and then get on with the game. It's more important to keep the game going than get bogged down in a long argument about rules. If you find the idea of rolling a dice to sort it out horrifying, feel free to sort out the problem in a more gentlemanly fashion.

If you want to change bits of the game to suit yourself, you have my blessings as long as your opponent agrees.

Leadership

Random Leadership. Many players struggle with having randomly generated Leadership I've had lots of suggestions about generating crews first and then assigning them to ships afterwards, or using unmodified values based on race. Either of these ideas is fine of course, I just find them dull. The idea that the biggest ships will always have the best crews is not born out by history (in fact smaller ships tend to see more action and so develop better crews). Likewise the practicality of transferring experienced crews from one ship to another is… questionable – quite apart from the issues of crew size (frigate crews can't run battleships) a good deal of experience represents familiarity with a specific vessel. Commanders and the clever use of squadrons can overcome the worst effects of bad leadership, so I urge you to accept the vagarities of fate and the occasional untried crew as part of the challenge of the game. And if it still really bothers you, play a campaign!

The Turn

The alternating turn sequence is clunky but useful for keeping things nice and forward. Players with a hankering for more complexity can always start by experimenting with the turn sequence. Options include: players alternate moving and shooting with one ship/squadron at a time, introducing an Initiative system based on speed for making moves, counters drawn at random to see which ships move when or use a Player A moves\Player B shoots principle, etc (yes, I really thought about using all these options!).

The Movement Phase

Accidental Collisions. The observant player will have noted that there's no chance of accidental collisions in Gothic. This is deliberate – amidst the vast gulfs of space the chances of actually getting that close to another ship (unless deliberately trying to ram it) are tiny.

The Shooting Phase

On the Line. If a ship ends up where it has a target 'on the line' between two of its fire arcs the player can decide which he has the target in, but may not count it as being in both.

Halted Ships. Sometimes a combination of critical damage and Blast markers will bring a ship to a halt, or a ship may be using a gravity well to remain stationary. In either of these cases use the Defences column on the Gunnery table if they are fired at – a halted ship is just a sitting target.

Blast Markers. These take effect as soon as they are placed, and will even affect subsequent shooting by the same ship in the same shooting phase (here's a hint: always fire your weapons batteries before lances). A ship that moves away from Blast markers in contact with its base always suffers the 5cm speed penalty, even if it moves directly away and not through the markers – the buffeting it receives still limits its speed. Being slowed down by Blast markers does not reduce the distance a capital ship must move before turning, or the half speed distance the ship must travel.

The Ordnance Phase

Moving Ordnance It's important to appreciate that ordnance always moves in both players' turns. Although attack craft can opt not to move in an Ordnance phase, torpedoes must move their full speed each ordnance phase.

Ordnance vs Varying Armour Values. Bombers attacking a ship with more than one armour value always roll against the lowest value. Torpedoes, however, attack the armour value of the ship on whichever facing they strike first.

The End Phase

Shields. These are knocked down or 'regenerated' by the presence of Blast markers. This is how it's intended to work so don't be surprised that there are no separate rolls for repairing shields in the End phase. If you want your shields back up keep moving! They'll recover automatically once you're out of the salvoes the enemy is plastering you with.



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UK
GAMES WORKSHOP LTD.
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