

THE OFFICIAL

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BATTLEFLEET

GOTHIC

MAGAZINE

Issue 2



New Threat Alert!!
Necron Fleet Rules
Battle Fleet Bakka
Tyrannid Fleet Q and A
PLUS

Planet Killer competition winners

NECRON REAPERS



The fearsome Cairn class Tombship.



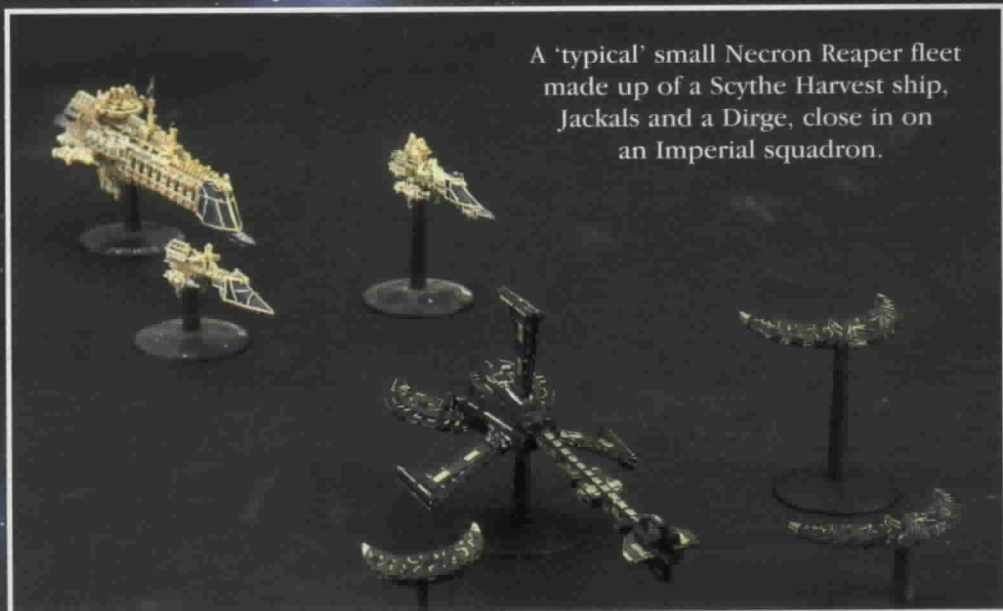
A Jackal class Raider



A Scythe class Harvest ship, the backbone of all the Necron fleets encountered so far.



The smallest Necron ship identified so far, a Dirge class Raider



A 'typical' small Necron Reaper fleet made up of a Scythe Harvest ship, Jackals and a Dirge, close in on an Imperial squadron.

EDITORIAL

This month sees the exciting release of Fanatic's brand spanking new Necron ships. For us here in the Fanatic bunker these are important models, because they are the first we have commissioned and seen through the production process ourselves. All our previously released models have been 'hand me downs' from the Studio, but before Fanatic existed there was no plans or designs for a Necron fleet.

We think they have come out rather well. The designers John and Darren have done a fine job, and mention should also be made of Andy Hall, who painted the models at very short notice the night before Games Day. Pete Haines has come up with the rules for the Necron fleets, and they are scary. Tombships rank amongst the most powerful vessels in the game, and are easily capable of taking on a battleship single handed.

This issue also sees the publication of the winners of the Planet Killer 'Design a New Ship' competition. We had hundreds of entries, some good, some bad, but in the end a worthy winner. Bob Henderson has put a lot of thought and model effort into his ships, they fit nicely with the background and are fine models.

The other highlight of issue 2 is John Lamshead's (Doctor John Lamshead no less), Battle Fleet Bakka. All sector fleets are different, the Imperial fleet is has no universal standardisation, and this is a new fleet list. Battle Fleet Bakka is famous for its part in the defeat of Hive Fleet Behemoth during the first Tyranic Wars, so with the Tyranid Fleets now available it seems right that their 'historical' advisory is as well. The Battle for Macragge and the campaign that surrounded it would make a great 'historical' campaign and a change of setting from the wars against Chaos in the Gothic Sector.

We also have some clarifications of the Tyranid fleet lists from issue 1. There has been some confusion over the lists, but the feedback has been great. Remember the Tyranids lists are not the finished article, they are 'work in progress' (some might say still evolving!). Your feedback goes towards this process, and in the end we will hopefully get to the point where we can publish a final, official version.

And finally a special mention to Vinnie Fusca for his superb planet backgrounds, from the Corribra Sector website, which I've used in the Necron article. Thanks Vinnie and Matt.

Warwick

HEAD FANATIC
Jervis Johnson

EDITOR/PRODUCTION
Warwick Kinrade

PRODUCTION
Andy Hall

PROOF READING
Darius Hinks

COVER
Warwick Kinrade



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SENSOR SWEEP

What's new in the Battlefleet Gothic hobby

Andy Hall has a look at this issue's major release.

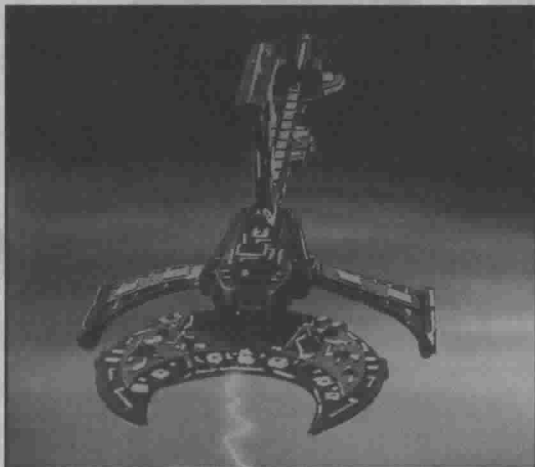
While you are still getting used to the insidious threat of the Tyranid Hive Fleets we at Fanatic spring another evil, mysterious and powerful race upon you - the Necrons.

Unlike the other Fanatic releases, which have so far been previously unreleased miniatures from the studio Jervis has managed to get his hands on, these are actually our first commissioned pieces. As you can see, designers Daren Parrwood (it is only one r) and John Manders have really excelled themselves by making something that is completely different and yet instantly recognisable as "Necron" from the little information we have about them thus far.

Daren created the monolithic Tombship which I'm sure will appear on Gothic tables with dubious frequency in the near future. When I first read its stats I did have to double check as this is quite a monster and undoubtedly the most powerful ship in the game.

John Manders designed the Harvest ship and raider escorts. John carried on the crescent moon theme which gives the whole fleet a distinctive feel, whilst making them totally different from anything else we've seen so far.

I imagine many an Imperial and Chaos commander scratching his head and wondering how they will deal with this new



threat (myself included). At this stage the rules remain experimental, which means they could still change after an increased amount of playtesting. So we urge you to have a go and write in with your comments, as this may have a bearing on how they turn out in the "official" listing.

I will be fighting against Necron Fleet List author, Pete Haines this week. Pete will no doubt show me just how powerful the Necron ships can be (and just bad at Gothic I am). See next issue for the Necron fleet follow up article and to see how I got on.

PAINTING YOUR NECRON SHIPS

Once you have put your ships together, its time to get the spray and brushes out.

Although its a very rough job, as Warwick states I only had a night to do them in, it shows the colour scheme off well. The black and dark green give the look of obsidian while the gold and lighter greens are like solder and electrical energy on a circuit board.

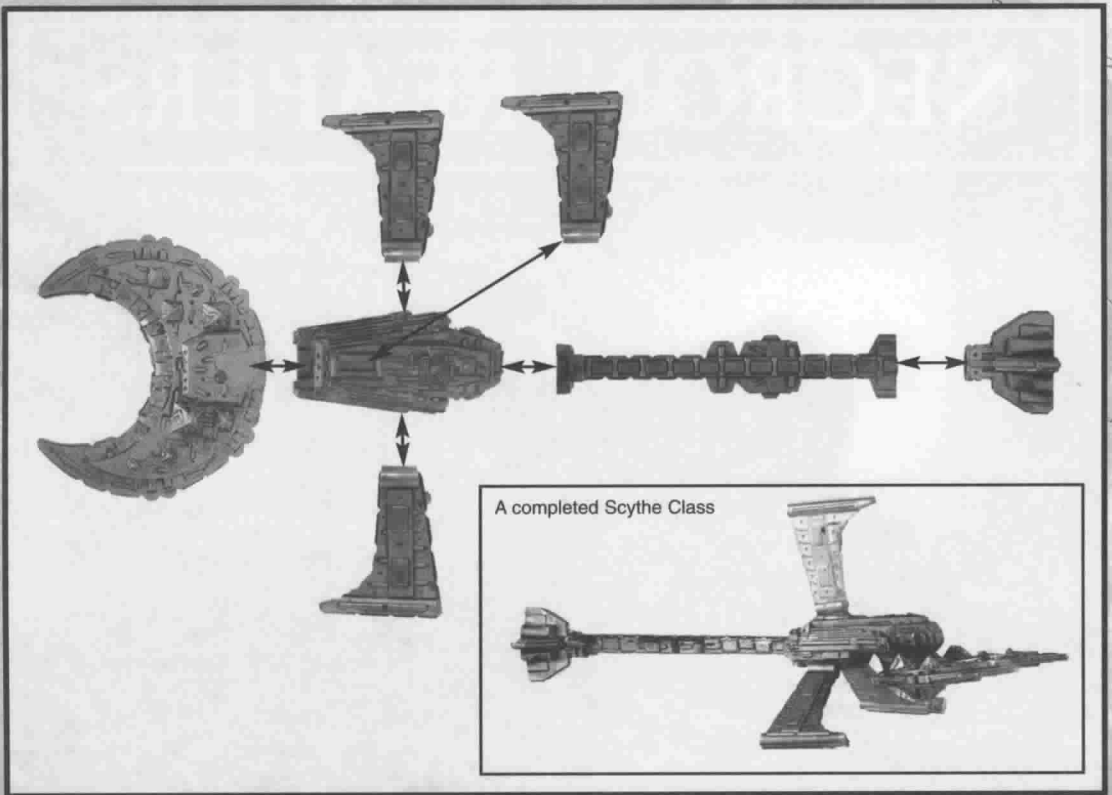
Like most Gothic ships the Necron models are

reasonably easy to paint. Spray them black and then start with the lower areas work your way up. Keep the black as the main hull colour then add a second coat of gloss varnish to create a "sheen" on the hull. The ships are full of raised areas and detail that are easy to catch the brush. So as long as you have a steady hand they should pose no problem at all.

More experienced painters may consider having ago at a marble effect or even strikes of lighting on the hulls.

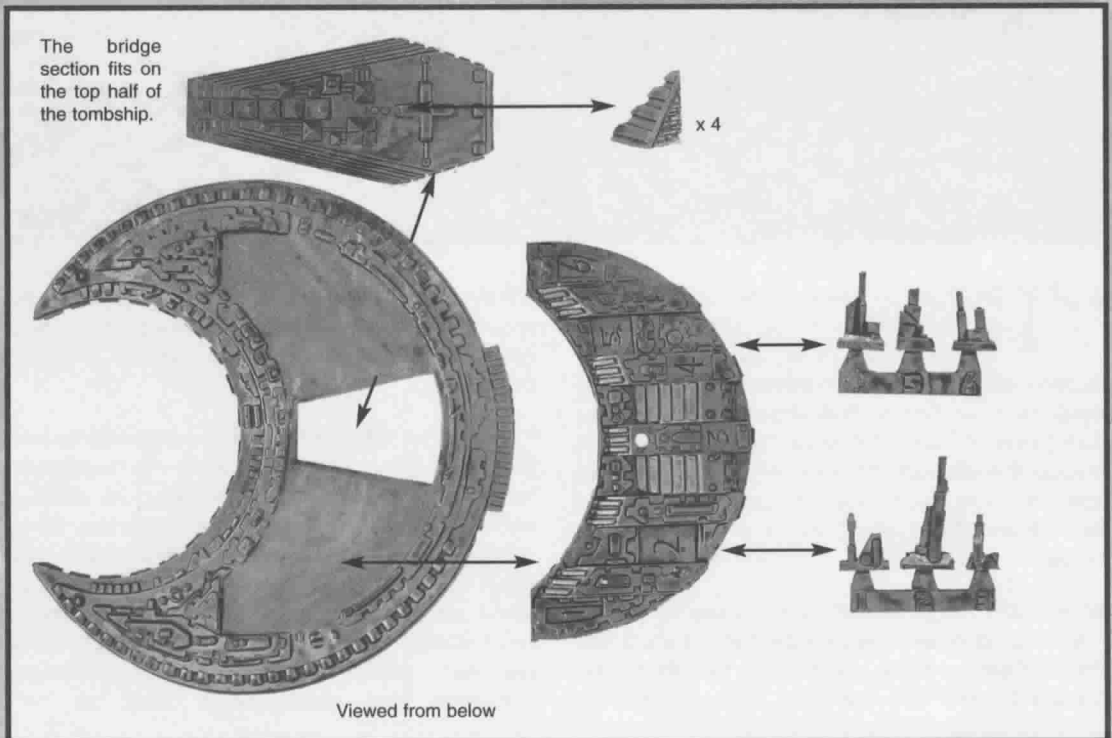
I'm not saying that this is the only colour scheme you can use. Although I would recommend sticking with three colours such as a brass, blue and green for example..

The ships do have an undeniable 'Egyptian' feel to them and this can be played up in the colour schemes. The more adventurous might even try painting them a sandstone colour with vivid blues, purples or yellows to get an ancient necropolis look. Alternatively an all over metallic look might fit well with the Necrons.



So how do you put these brutes together? Well the escorts are one-piece models and so just need that flying base sticking on (only to be snapped off after your first battle!). The Harvest ship and Tombship are slightly more complicated although not as bad as a Imperial Battleship to put together.

I've included the diagrams on this page as guide to help you put them together, as you can see they are pretty straight forward. Daren has even numbered the veins underneath the Tombship so you can stick them in the right place. One last piece of advice; don't permanently stick a flying base onto the Tombship it will snap off under the weight of the model.



NECRON REAPERS

*EXPERIMENTAL RULES
AND FLEET LISTS FOR NECRONS*

by PETE HAINES



“There is a vault deep beneath the Golden Throne of the Emperor, below the mile upon mile of departments of the Administratum, below the deep storage levels and the vastness of the dungeons of Earth. Its gates are adamantine. It is locked with enchantments of stasis. None can enter without the seal of the Lords of Terra. Of its dark and silent guardians I will not, dare not, speak.

Within this deepest and most secure of vaults, which in ignorance of its true name I shall call the Forbidden Vault, lie secrets uncovered by mankind since the dawn of time. Secrets so

terrifying, dangers so horrific, that they must be secured forever lest mere knowledge of their existence drive mortal minds to the brink of madness.

Yet sometimes Explorators have recourse to visit the Forbidden Vault; a chance encounter on some alien world, a discovery deep in space, a babbling report of things long forgotten. Once again the adamantine gates are opened, the stasis seals are broken, and the silent guardians stand aside. Records are examined and cross-referenced. Ancient ciphers are activated, searches made, matches found, dossiers compiled and re-compiled until, at last,

What purpose lies behind this slaughter, executed, as it is, with such cold intelligence, it burns the mind to contemplate. This is not the slaying of beasts that must kill to feed, yet it is bestial in its unfettered savagery. What of the mutilation of the dead, whose organs lay displayed as if for examination? I cannot yet explain these things, and though I begin to guess, I fear my thoughts and am not ready to share that terror. Perchance I may be wrong and would not needlessly wear the shackle of heresy.

This much I can say and it is terror enough for now. The Explorators, numbering one hundred and six, are accounted for save three. All were dead in the manner described, naked, drawn, and bearing strange and calculating marks of examination. Of the other three nothing was found. Nor was any trace of their blood discovered in the vat into which the aliens decanted that of the other bodies.

The scan section which survived the attack is fragmentary and much degraded. Most of its content was erased in the same way as all other electronic and crystalline recorders, as well as items of equipment in the Explorators camp including many of their weapons. The attackers would appear to possess a kind of disabling device which is capable of rendering our weaponry dysfunctional and of obliterating such means we have of making record and observation. In this way I believe they have hitherto escaped identification, and would not have been discovered now were it not for chance.

The scan shows the action of a few moments but in it we see clearly the form of our enemy, a mechanoid construction wrought by unknown hand in a form that is a mockery of mankind. Herein we see seven of the creatures advance upon the defenders. The defenders guns fire and three of the creatures fall, struck by lasers and bolters. Yet the rest come on resolute in the face of fire. As the mechanoids advance further, the defenders fire seems to slacken and at least one weapon can be seen to fall as its bearer casts it upon the ground. The scan ends as the attackers close, yet there are two further details which are worthy of note.

Of those three creatures struck by our fire one is blown in two, its torso comes to rest in the centre of frame 00.17 where upon it appears to fade in frames 00.21 onwards. This is not a trick of the light or result of the scan's poor quality, for it is faded to nothingness by frame 00.54. Whether removed in some unseen way or whether it simply dissolves to nothing is impossible to say. The other enemies fall, collapsing out of view. Here they remain for some time as if destroyed. Yet in a later frame one mechanoid stirs again and rises to its feet rejoining the attack before the scan ends.

Your Servant

+++ Secure Inquisition communication carry neither the name of sender or recipient...MESSAGE ENDS

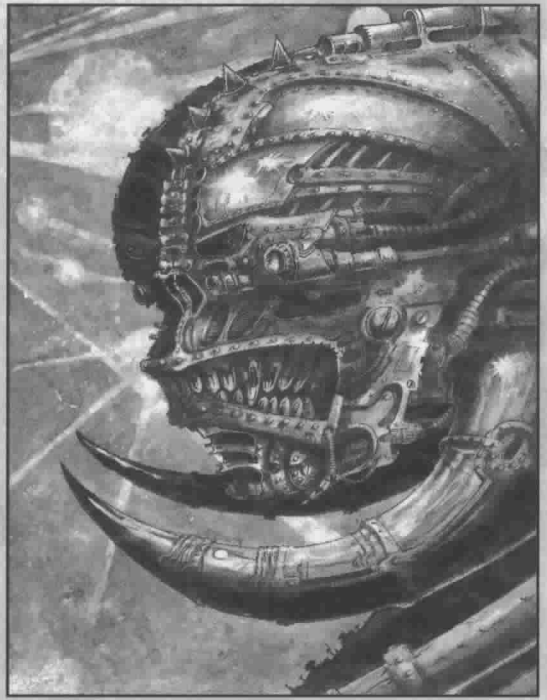


something like the truth takes form.

Or such at least is the tale that men tell. A tale of things I had never expected to see, to witness for myself the Seal of Terra flicker red in the globe-light, or glimpse with my own eyes those terrible watchmen, or feel the waxy touch of ancient records made in black ink upon human skin. Who could have foreseen the discovery, time-after-time and throughout human history, of such evidence of unmistakable malice. Now I hold in my shaking hands a revelation of such magnitude that all human endeavour seems vain and the flame of hope flickers in the wind of despair”.

For centuries the Explorators of the Imperium have known of the ancient civilisation of the Necrontyr – a race that became extinct tens of millions of years ago. Little remains now of what must once have been a technically advanced empire that spanned the galaxy. Any surface structures that may once have existed have long since disappeared from Necrontyr worlds. Their existence has been eroded by time. They and their works have crumbled to dust with the passage of eons.

Only deep under the sand have the Necrontyr's inexplicably strange tomb-temples partially survived. No intact complex has ever been discovered. Those that have been explored and of which records exist, are all ruinous and empty. What their purpose or content might have been, or if they were plundered and emptied by others in antiquity, is all impossible to say. Best analysis indicates that the Necrontyr vanished from the galaxy more than sixty million years ago, when the planet Earth was little more than prehistoric jungle, and mankind's evolution lay millions of years in the future.



Like a thousand other dead civilisations and forgotten races the Necrontyr are of interest to few outside the dusty offices of the Explorer Archaeos. Until now.

Now, suddenly and unexpectedly, a chance encounter has brought the Necrontyr to the attention of the powerful and great. Raiders marked with Necrontyr runes and indecipherable inscriptions of Necrontyr design have been captured on a brief visual scan. It is a momentary visual record of the attack, yet it is a link in a chain of events that extends across the galaxy. It is a link to other raids, to other sites of destruction where raiders leave no trace and where records are wiped across an entire planet.

NECRONS IN SPACE

Until very recently almost all contact with the Necron's had been limited to battles fought on planets against small forces of Necron troops. From time to time reports were made of strange space craft encountered on the edge of newly discovered systems, which appeared derelict at first but when approached became active. More often than not all that remained of the Imperial craft which encountered these strange ships was the scattered wreckage of the destroyed ships, and the only clues to the nature of the enemy were garbled distress messages speaking of alien ships using weapons of quite terrifying destructiveness.

Whenever such incidents were investigated nothing could be found of the perpetrators, and no useful evidence could be collected pointing to their nature or origin.

All this changed in the year 666.M40, when the first recorded incident of a Necron 'harvest' took place in the Yuctan system close to the Easter Fringes. Although sparsely inhabited, the system included an Imperial Naval depot. At the time of the attack the depot was being used by small Imperial squadron consisting of the Dauntless Class Light Cruiser *Farsight* and half a dozen escort craft. Squadron *Farsight* was

undertaking a long range patrol, and was visiting Yuctan to refuel and re-arm, when it received distress messages from an Imperial colony on the outlying planet of Merida. The squadron moved to intercept and took part in the first recorded encounter between Imperial Battlecraft and a Necron fleet. Only one of the Imperial craft survived (the Cobra Class Destroyer ON37452) to tell the tale. The Necrons suffered no losses. By the time a full Imperial fleet could be despatched to the Yuctan system the Necrons had disappeared. And of the human colonists in the system there was not a single trace...

Since then there have been a further 27 recorded encounters between Imperial Navy ship and Necron raiding fleets. There are also anecdotal accounts of space battles between the Necrons and Eldar, Ork and even Chaos space fleets. All evidence points to the Necrons being old beyond the memory of anything living and their technology although

"Closing on unidentified spatial anomaly EXK99-0002. Distance 10,000... 9,000... 8,000... Wait... that's odd... augers are starting to detect energy fluctuations... <subject gasps> by the Emperor... that's impossible, these readings are off the scale! ABORT, get us out of here n..."

Final message, research craft God's Eye

idiosyncratic is superior to that of any other race including the Eldar. In every encounter so far the Necrons have only been defeated by superior numbers of enemy ships, and wherever the numbers have been even the Necrons have prevailed. Fortunately for the Imperium all of the Necron fleets encountered so far have been small in size, and what should happen if the Necrons should ever attack in force remains to be seen.

Even more worryingly, the encounters that

'Astropath reports he is receiving a code red distress call from the colony at Merida.'

The young lieutenant relayed the message to Captain Stauffen who stood surveying the bridge from his command pulpit. Below him the bridge crew completed final checks, gathering reports from ordnance officers and engineers about the ships supply status. After one week in dock taking on fresh supplies the Dauntless class cruiser *Farsight* was almost ready to continue her long range patrol sweep.

'Verify that message, and open hailing channels to all escort vessels.'

'The encryption code is correct sir. The colony has come under attack from an unidentified foe. The system defences have been overwhelmed.'

'What is our state of readiness?' inquired the

old Captain sternly.

'The master gunnery officer reports final rearming complete. We are ready to put out sir'

'Begin main engine power up. Have the navigators plot me best course to Merida. I want long range sensor reports the instant we get in range. Have the officers of the watch on all escorts report in on their current status. When we have all the information, then we can put out.'

The deck below became a hive of activity as officers and crew busied themselves. From far below the powerful throb of the engines began to rise, titanic forces barely held in thrall vibrated the decks. In the forward decks wailing klaxons ushered the cruisers crew to duty stations, gunner teams where roused from their slumber to man lance turrets. Power surged through the ship.

'Take us out'...

The *Farsight* eased away from the space dock, the umbilicus docking tubes dropping away as the light cruiser's manouvreing thrusters turned the ship about before the main plasma engines ignited. Burning like a small sun the engines accelerated the vessel away from Yuctan base.

Coming about to starboard the *Farsight's* engines powered down again, awaiting rendezvous with her six escort vessels. First to arrive was Aries squadron, three Sword class frigates taking up station line astern in front of the main vessel. Behind them came Omni squadron, Cobra destroyers taking up line astern at the rear of the column. Final positioning compete Patrol Group *Farsight* powered up again, heading out-system towards Merida, and an unknown foe...

Captain Stauffen focused the observation dome electro-telescope on the distant fast moving pin point of light. Sensors had confirmed an enemy vessel closing. It was moving fast, very fast. Too fast for a Ork Gunship or Chaos Raider. 'Eldar' thought Stauffen aloud. So the Eldar were attacking Merida. He would teach this lone scout a hard lesson.

'Sensor readings report no further contacts sir' crackled the comm.

'Squadron Aries to intercept' he ordered. 'Fire at will.' He gave the escort captains the freedom to engage. One small Eldar craft would stand no chance.

The three frigates banked to intercept the lone ship, all ahead full they accelerated away from the Farsight. Stauffen watched the engagement unfold on the tactical display screen. Realizing it's plight the single scout began to turn,

but not before the Aries' weapons came into range. All three vessels opened fire, a volley of plasma projectors and laser cannons slash through space, but found no target. The enemy ship began to run, making for Merida and it's twin moons. Aries squadron gave pursuit. As expected, thought Stauffen, the alien showed only cowardice.

'Come to a new heading, bring us round towards the planet helms officer'

He would follow his lead squadron in, but expected the aliens to show no more fight than the first.

'Massive energy spike sir, reading still climbing.'

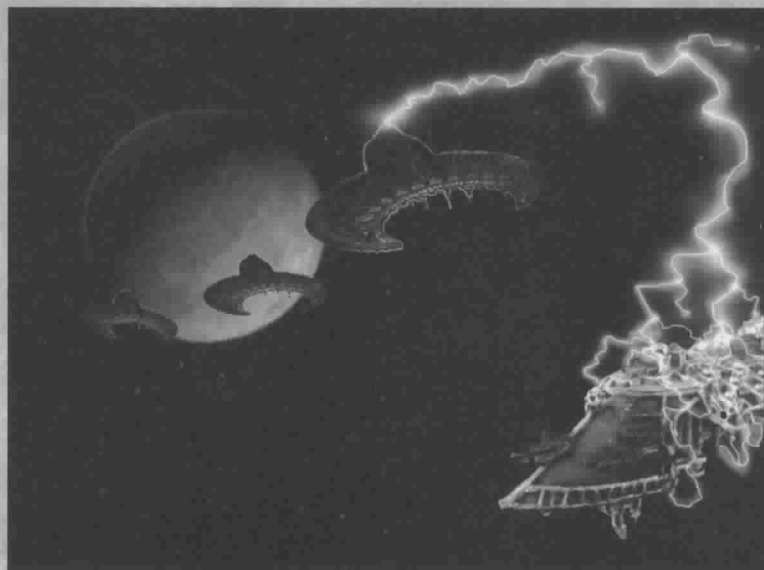
Suddenly the tactical display lit up. Something big was powering up, something very big, and Aries squadron was almost on top of it. They had been led into a trap, pursuing the fleeing scout had led them right to the mothership. Scanning

through the electro-telescope Stauffen saw his new enemy. It was huge, and it was no Eldar cruiser or battleship. It looked like a great flat disk, crescent shaped, with a long thin tail. Aries squadron desperately manauvred to avoid the leviathan as it rounded the planet rim, but too late. From the enemy ship came a great arc of lightning, illuminating the void with crackling fingers of writhing energy which engulfed the entire squadron. Each frigate seemed held in the energies grasp, unable to move as the lightning crackled about their hulls.

After a few seconds all three escorts exploded in a blinding flash. They were torn apart from within sending chunks of hull, prow and engines spinning into the void.

In his long years of service Stauffen had never seen anything like it. An entire squadron gone in an instant.

have taken place with the Necrons have occurred all over the galaxy, without any discernible pattern as to when or where the Necrons will strike next emerging. What is more the frequency of such encounters seems to be increasing, though how or why this should be happening is unknown. All that is know for sure is that the object of these raids appears to be the seizure of Imperial citizens - but for what hideous use the captured men, women and children are used remains terrifyingly unknown. They simply disappear and are never seen again.



NECRON FLEETS IN BATTLE FLEET GOTHIC

This list represents a raiding Necron fleet rather than a full war fleet.

The main purpose of a Necron fleet is the Harvest, a ritualised hunt of sentient creatures. Why exactly the Necrons are doing is unknown, but none the less it is occurring. Whatever the reason, you can represent a Necron fleet in BFG using the fleet list and special rules below.

Necron Fleet List

0-1 per 2 Harvest ships

Cairn class Tombships 500 points

0-6

Scythe class Harvest ship 275 points

0-12

Jackal class Raider 50 points

0-12

Dirge class Raider 40 points

0-3

Upgrade Scythe to Reaper 75 points

Necron Fleet Leadership Values and Re-Rolls

Leadership is determined normally for Necron fleets, except any ship with a Sepulchre (see below) automatically receives a leadership of 10. The fleet gets 1 re-roll and can purchase 1 extra for 25 points and second extra for a further 50 points.

The Sepulchre and Reaper Upgrade

The Tombships in Necron fleets include a special vault called a Sepulchre. What exactly it

is that rests inside this thrice damned place is not known, other than that it exudes an aura of sheer visceral horror that radiates across enormous distances even in the vast emptiness of space. As well as being a resting place for whatever unnameable horror that lies inside, the Sepulchre contains technological wonders that are so advanced as to be magical to virtually any other race and project the will of the creature within far beyond the ship.

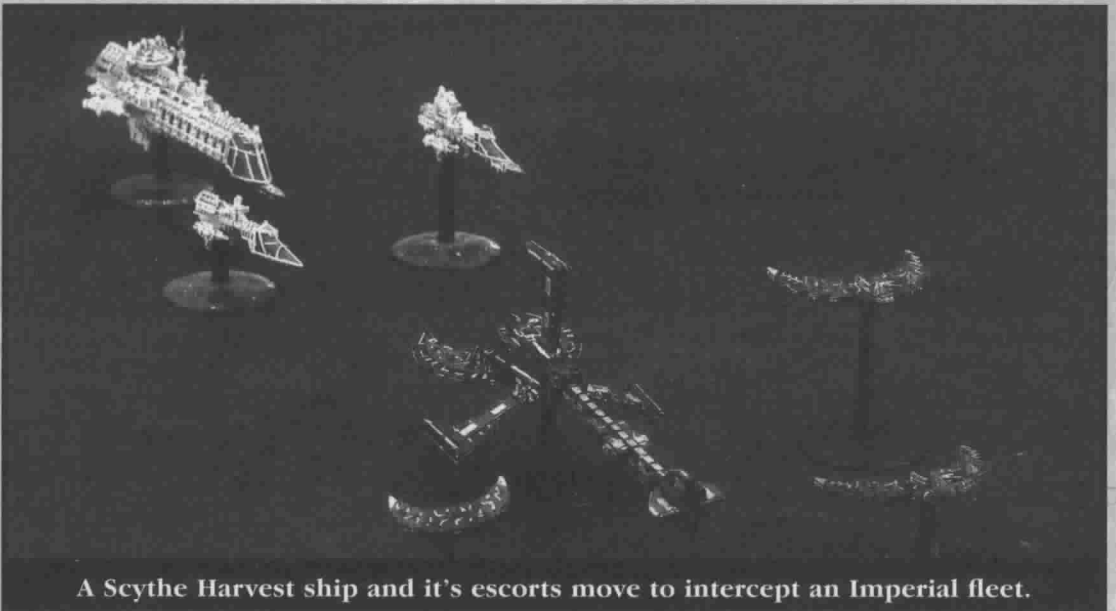
Only capital ships are large enough to contain a Sepulchre and only Tombships include one as a matter of course. The Scythe class Harvest ship can be optionally adapted to contain a Sepulchre. A Scythe adapted in this way is known as a Reaper. It will have 1 less Portal to make room for the Sepulchre but the Reaper can project a Nightmare field in the same manner as a Tombship.

Note that there is no requirement for a Necron fleet to include Sepulchres and it is actually quite normal for them to consist of normal Scythes supported by Jackals.

The rules for the Nightmare field can be found in the Special Rules section later on.

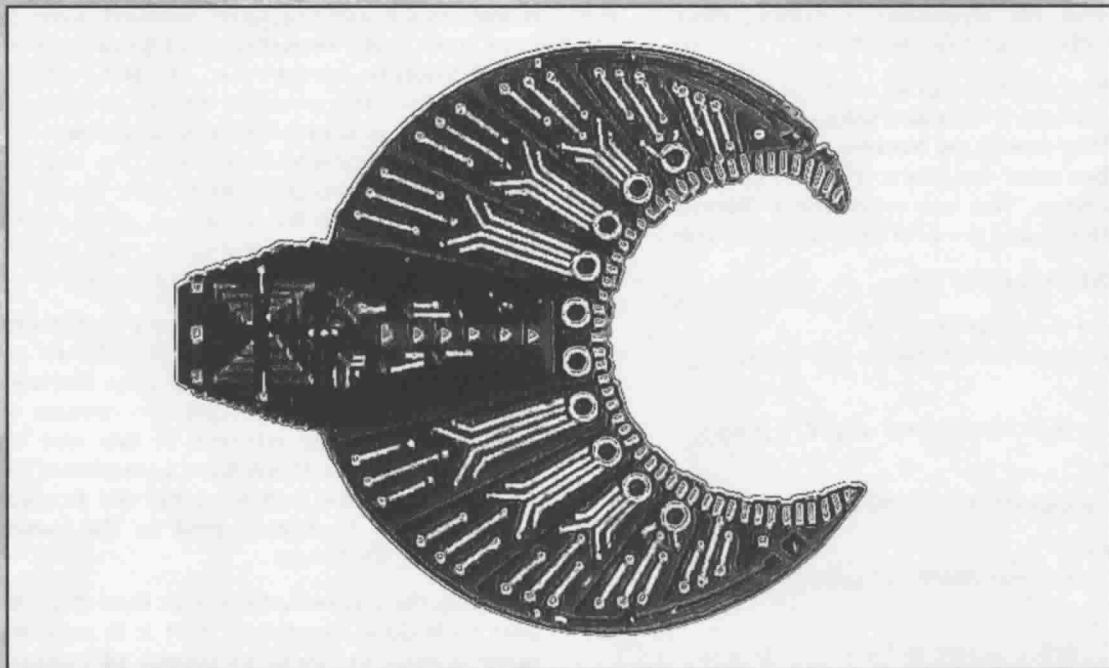
Lightning Arcs and multiple Fire Arcs

The total Firepower of a Lightning Arc can be split between it's fire arcs in anyway the player desires. So for a Tombship, its Lightning Arc can fire 5 Firepower to the front, 12 to the left and 3 to the right. Next turn it could fire 20 Firepower to the right, and none elsewhere.



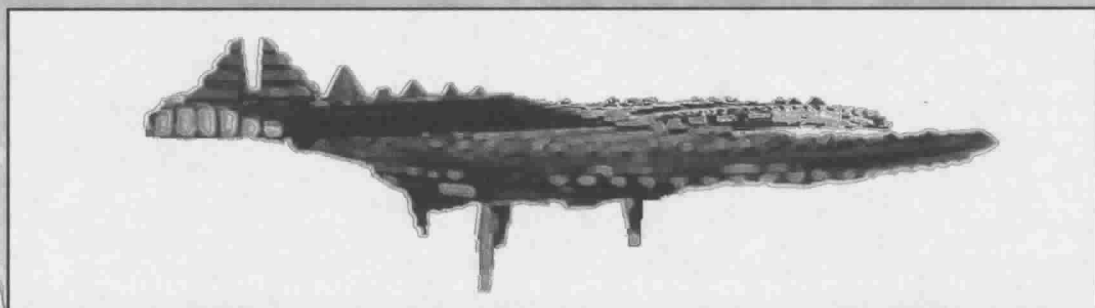
Cairn class Tombship

500 pts



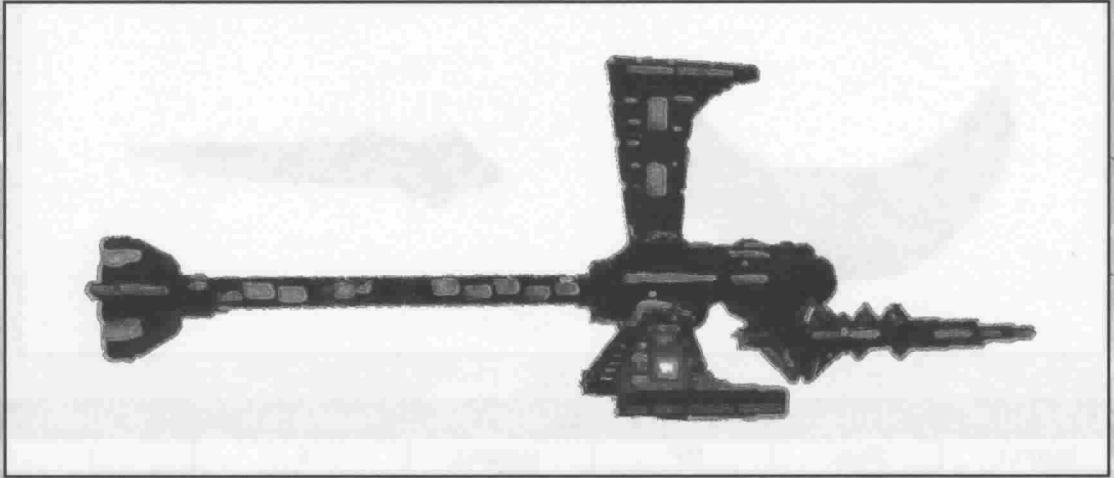
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	(4+save)	6	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Scarab Hive		20cm	4		Left/Front/Right
Portal		10cm	N/A		All Around
Lightning Arc		30cm	20		Left/front/right
Energy Drain		10cm	(1)		Front
Star Pulse Generator		20cm	(1 per enemy)		All Around
Nightmare Field		20cm	(1)		All Around

Tombships are the largest Necron ships yet encountered by the Imperium. Tombships are large and terrifyingly well-armed craft, perfectly capable of defeating any Imperial battleship currently in service. Fortunately for the Necrons enemies, Tombships are by no means always present in a Necron raiding fleet, and so far have only been met on seven occasions. In each case the Tombship was part of a large force, and so far no Tombship has been met that was not escorted by at least three of the Scythe class Harvest ships described below. All of the Tombships so far encountered have been of the same general patten, as least as far as can be ascertained from the reports of the engaging Imperial ships. Whether there are different or larger classes of Tombship so far remains a mystery, though one account of an engagement between an Ork fleet and the Necrons mentions a ship so big that it dwarfed an Ork space hulk. If this is true or simply typical Orkish exaggeration remains to be seen.



Scythe class Harvest ship

275 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	30cm	90°	(5+save)	6	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Scarab Hive		20cm	2		Left/Front/Right
Portal		10cm	3		Left/Front/Right
Lightning Arc		30cm	8		Left/Right
Star Pulse Generator		20cm	(1 per enemy)		All Around
Particle Whip		60cm	4		Left/Front/Right

Harvest ships appear far more common than the Tombships, and have been part of every Necron fleet so far encountered. So far all of the Harvest ships encountered appear to belong to the same class, the only difference being the inclusion of a Sepulchre chamber on some of the ships (though this does not change their outward appearance). If this is universally true is unknown, though it may well be the case considering the uniform appearance and design of the Necron warriors that have been encountered so far. Although the Harvest ships appear lightly built compared to the solid designs used by the Imperium, these look are highly deceptive, and they have proved to be incredibly resilient and difficult to destroy. So far there are only three cases of Imperial ships being able to disable a Harvest ship, and in all three cases it required the firepower of several capital ships to achieve the feat. The Harvest ships resilient design combined with the sophisticated and devastatingly effective Necron weaponry they use makes them a match for all but the largest Imperial craft.

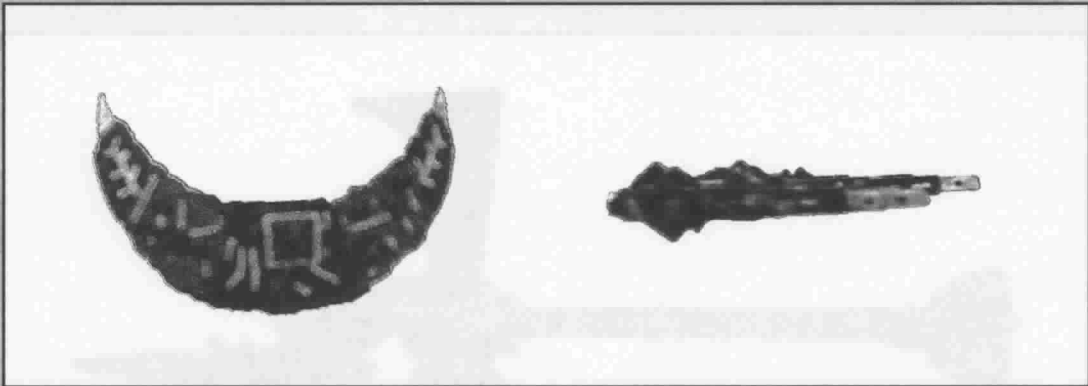
Reaper class Harvest ship

350 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	30cm	90°	(5+save)	6	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Scarab Hive		20cm	2		Left/Front/Right
Portal		10cm	2		Left/Front/Right
Lightning Arc		30cm	8		Left/Right
Star Pulse Generator		20cm	(1 per enemy)		All Around
Particle Whip		60cm	4		Left/Front/Right
Nightmare Field		20cm	(1)		All Around

Jackal class Raider

50 pts

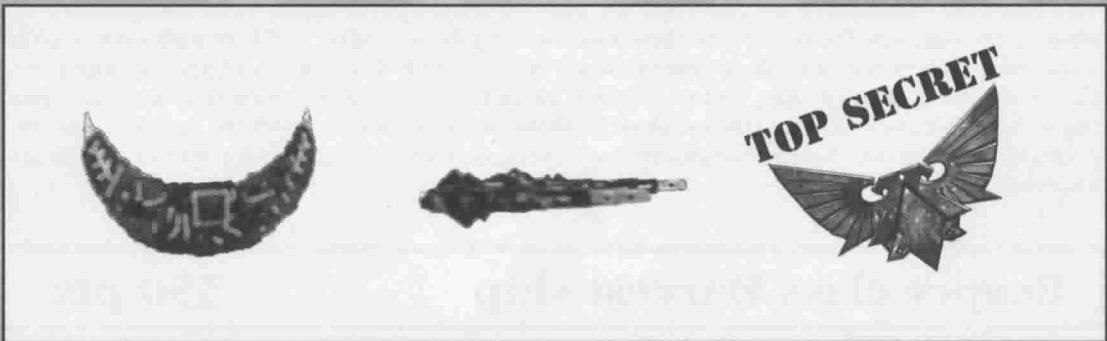


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	50cm	90°	(6+save)	6	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Scarab Hive		20cm	1		Left/Front/Right
Lightning Arc		30cm	5		Front

Necron fleets have so far always included numbers of smaller ships roughly equivalent to Imperial escort vessels. Although there have been two instances of such craft operating on their own, this seems to be the exception rather than the rule, and it appears that they are usually very closely controlled by the Tombships or Harvest ships in the fleet. The Jackal is the slightly larger of the two types of escort so far encountered, and has been present in every Necron fleet so far engaged by Imperial forces.

Dirge class Raider

40 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	40cm	90°	(6+save)	6	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Scarab Hive		20cm	1		Left/Front/Right
Lightning Arc		30cm	5		Front
Portal		10cm	1		All Around

The Dirge class Raider is the smaller of the two escort sized Necron ships, and appears to be somewhat rarer. Whether this is universally the case or simply a matter of chance is unknown.

NECRON FLEET SPECIAL RULES

The following special rules apply to ships in the Necron Fleet.

NECRON WEAPONS

Lightning Arc

Stored solar energy is released as a forest of living energy tendrils which envelop targets probing for weaknesses. Lightning Arcs function as weapon batteries with two differences, firstly they get no adverse column shifts for holofields (the bolts do not need to see) and all targets are treated as closing.

Energy Drain

Is only utilised by Tombships. It can be used to attack one enemy ship that is in range. When used make a leadership test for the enemy vessel being attacked to represent its crew struggling to re-route power and stop the energy drain. If the test is failed then the target ship's systems are accessed and their energy drained to the Tombship. If the Tombship has taken damage it recovers 1 point every time it performs a successful energy drain. If the target vessel is not already crippled it is treated as if it is for the next turn. If it is already crippled it is treated as a drifting hulk for the following turn.

Gauss Particle Whip

This is the preferred ranged weapon of the Necron Raiders. A particle beam is projected along a magnetic field across a short (at source) arc, the arc is sufficient to crack the particle beam like a whip. When a target is hit the beam is energised focusing similar power to the Lightning Arc batteries, but on a much smaller target area. The Particle Whip is treated like a lance except any rolls to hit of 6 bypass shields and effect the target ship directly and are unsaveable by holofields.

Nightmare Field

Only utilised by ships bearing a Sepulchre. A wave of palpable psychic force is generated from the Necron ship, and all enemy within 20cm are potentially affected. The crew are paralysed by visions of horror, if discipline is lost then the crazed crew are likely to do damage to their ship as they rampage uncontrollably. Each affected ship should take a Leadership test. If they pass the Captain cracks some heads and restores order, if it is failed then the ships leadership is reduced by 1 representing the loss of morale and trust. Also the ship may not use any new special orders until after the end of their next turn. This

The Farsight banked steeply away from the enemy, all her port weapons batteries blazing. Squadron Omni turned in her wake, also pouring fire as the remaining battleline crossed the enemy prow.

Such well versed tactics proved ineffective. Stauffen could see no evidence of damage to the enemy mothership.

Two more enemy vessels appeared, each a flat crescent shaped disk, glowing with a strange light against the blackness of space. They were closing so fast he hardly had time to react.

Again the Destroyers fire seemed ineffective, the energy just seemed to

dissipate upon impact.

As the destroyers continued to turn an arc of lightning from the speeding craft disabled the rearmost vessel in the line. All communications with the stricken escorts bridge where down.

'Too late to save her' thought Stauffen, if any where to escape from this disaster then they would have to run. He ordered the destroyers back to Yuctan station, and brought the Farsight round to interpose it between the destroyers and the mothership, which was accelerating after them.

The Destroyers completed their turn and fled away

from the ambush, they scattered to best avoid pursuit. Meanwhile the Farsight sat awaiting the motherships attack, all gun decks at the ready.

The mothership closed with unreal speed. A whip of lightning crackled from the prow, spiralling around the Farsights hull and holding it tight in its grasp. Stauffens bridge crew wrestle for control in vain, as systems began to fail. Control panels exploded sending bodies flying across the bridge. All targeting systems had failed. The Farsight was a sitting duck. Stauffen commended his crews souls to Emperor as he ordered the plasma reactors to be overloaded.

includes 'Brace for Impact'. Any ordnance engaged by the Nightmare Field except for non-boarding torpedoes is destroyed on a 4+.

Portal

Whilst all Necron ships have the capability to perform teleport boarding attacks as described in the main rules, some vessels are equipped with additional portals. Portals are more precise than conventional teleporters and are able to flood enemy ships with a relentless host of Necron Warriors. Each portal confers an additional hit and run attack to the Necron vessel. These have a range of 10cm and as normal can only be made against ships whose shields are down. The usual restriction that teleport attacks can only be made against ships with less remaining hull points is waived, with the exception that Necron Raiders do not carry enough Warriors to board anything with more than 6 hull points remaining.

Scarab Hive

Stores and fabricates scarabs. Each can generate a swarm which accompany the ship clinging to the hull or on call within the ship. They can be used offensively by swarming nearby enemy ships where they self-destruct in the most damaging locations. To represent this they may be used to attack an enemy ship within range with the same effect as a wave of two assault boat squadrons. The enemy may fire turrets at the swarm or use any other defences that effect ordnance to defend itself from the attack. Note that scarab hives do not need to be reloaded, and are not represented on the table top by ordnance counters.

Pulse generator

The pulse generates an pulse of energy with a radius effect of 20cm, which does not effect other Necron ships. Each pulse generator gets one roll to hit against each ship or piece of ordnance in range. Holo-fields offer no defence. A starpulse cannot be generated while the vessel is using any special order as it requires precise control.

NECRON SHIPS SYSTEMS

Critical Hits.

Use the table below for critical hits scored on Necron ships.

Inertialess Drive.

Necron drives are capable of interstellar travel without the need to enter the warp. Once the Inertialess drive is activated fine control of distance is lost as the ship rapidly accelerates. The drive is fired whenever 'All ahead full' orders are issued; instead of obeying the normal rules for this order the ship gains d6 x 10cm additional movement and can make a turn for every 20cm it travels.

Reactive Hulls.

Necron ships are made of a unique sentient metal. It seems to absorb sunlight while retaining a dark metallic sheen. The hull is further protected by friction dampening fields so sophisticated that sensory sweeps slide off making them virtually impossible to target accurately. Any attack powerful enough to damage the hull is reacted to with localised power fields to both deflect the attack and reinforce the Necron ships structural integrity. In addition Necron auto-repair facilities are superb, the hull can restructure itself at the molecular level to better survive an attack. To represent these factors all Necron ships with a reactive hull are immune to damage, leadership and movement modifiers from solar flares, radiation, gas clouds and blast markers. In addition all Necron ships are Armour 6 representing the difficulty of targeting them, and in addition receive a special save against each hit to represent the hulls adaptive qualities. The save is 6 for Raiders, 5 for Harvesters and 4 for Tombships. If the Necron vessel uses 'Brace for Impact' then the save is modified to 2. Last, but by no means least, all Critical repairs are made on 4 or more.

NECRON CRITICAL HITS TABLE

2D6	Result
1	No Effect.
2	Power Flow Disrupted. Port weapons cannot fire until repaired.
3	Power Flow Disrupted. Starboard weapons cannot fire until repaired.
4	Power Flow Disrupted. Dorsal weapons cannot fire until repaired.
5	Power Flow Disrupted. Prow weapons cannot fire until repaired.
6	Drive Damaged. May not change facing until repaired.
7	Drive Damaged. Reduce movement by -5cm
8	Inertialess Drive Damaged. May not use 'All Ahead Full' special orders.
9	Command Core Damaged. Reduced leadership by -3.
10	Sepulchre Damaged (if present otherwise roll again). The ship lose ability to use energy drain and nightmare field.
11	Power Surge. +D3 damage points.
12	Ruptured Power Core. +D6 damage points.



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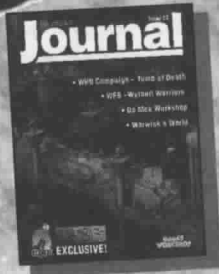
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BATTLE FLEET GOTHIC

Way back in Planet Killer magazine number 1 we ran a competition to design a new ship. Well finally here is the winner and runner up. The response to the competition was fantastic, the best we've ever had to any of our competitions, with nearly two hundred entries. In the end it was close run thing, with Andy Chambers and Pete Haines making the final judgement. The overall winner of £150

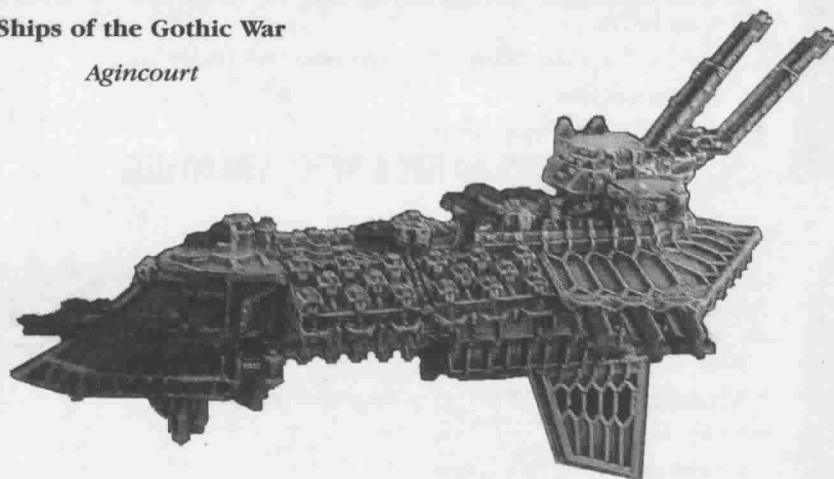
worth of BFG miniatures are Bob Henderson's 2 entries, his other designs were very nice as well. We liked the way the Furious bridged the gap between Chaos and Imperial ship designs and could be used by both sides. Andy felt that the Long Serpent was a little over-powered, so we altered it's stats slightly, but it is still a very nice model.

FURIOUS CLASS GRAND CRUISER 265 pts

by BOB HENDERSON

Famous Ships of the Gothic War

Furious *Agincourt*



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45°	2	5+ (front 6+)	3
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Port Weapons Batteries	45cm	12		Left	
Starboard Weapons Batteries	45cm	12		Right	
Dorsal Lance Batteries	45cm	2		Left/Right/Front	
Prow Torpedoes	30cm	6		Front	

The *Furious* class grand cruiser is a design which has had rather limited production. As the Repulsive class grand cruisers reached the point at which the tech adepts had increasing difficulties maintaining their complex systems, an idea caught on in the yards of Cypra Mundi to utilise the newly developed armoured prow

of a battleship combined with the grand cruisers. This created a flagship for combined cruiser fleets, which had the massive firepower of the earlier ships but enhanced command capabilities. These ships were used primarily as portable firepower, upping the power of Imperial squadrons to almost battleship levels

COMPETITION WINNER

without the commitment of those rare and vitally needed ships. Tactically these ships were successful but suffered from the same balky engines that eventually reduced most remaining Repulsive class grand cruisers to the Reserve Fleet. As a result, a more thorough rebuild in the 39th millennia reduced the weapon strength but added reliability. Following the Gothic War a few remain in service, primarily in the Obscuras and Tempestus Segmentum where their still formidable firepower remains so valuable that unreliable engines can be over looked.

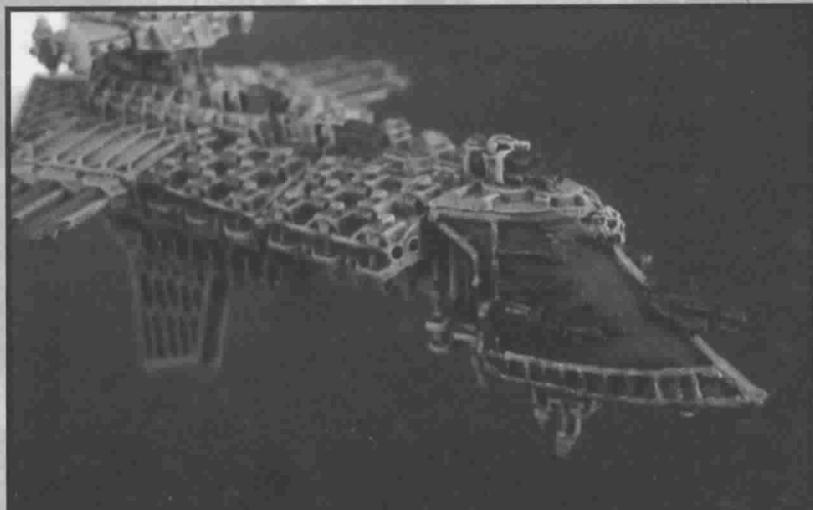
DEPLOYMENT

These are very rare ships. 0-2 may be deployed in an Imperial or Chaos fleets of over 2,000 points.

THE HISTORY

Very few Imperial grand cruisers remained in the fleet inventory during the 38th millennia and despite advanced age and balky engines; those creaky holdovers were in constant demand. When the *Furious* and *Agincourt*, Repulsive Grand Cruisers of Battle fleet Obscuras went into orbit around Cypra Mundi both suffering from significant battle damage after a particularly nasty skirmish with an unidentified Craftworld fleet, the adepts had an idea. Fabricating the great battleships was the work of centuries but the shattered cruisers in orbit could be repaired quickly with newer pattern equipment. The shattered fore parts of both cruisers were removed and the armoured prow designs of the new pattern battleships used as replacements.

Never pretty, the new vessels wouldn't win any contests for beauty but their batteries and engines were more reliable and a welcome addition for the already pressed Navy. As the years went by, the yards informally evolved a pattern of converting two vessels at a time only when major rebuilds were needed and the vessels available. As a result, only 5 vessels of



each pattern were converted in Obscuras over a two-century period and rather less in the Tempestus Segmentum and a smattering in the other fleets.

The outbreak of Abaddons' Incursion and the tremendous pressure for ships of any kind brought the design out of mothballs and many older Repulsive class vessels, if they were judged too old or too unreliable in an unaltered state, were converted. Admiral Lord Ravensburg gained much valuable firepower in the retaking of the Gothic Sector from these reconstituted warriors. Both *Furious* and *Agincourt* fought throughout the later stages of the war and were jointly responsible for the destruction of the Murder class cruisers *Blood Auger* and *Cruel Worship* in the battle of Quinox Sound although *Furious* received such damage as to miss the last of the war. During the engagement at least 2 *Furious* class vessel were identified amongst the traitor fleet.

With the failure of Abbadon and the urgent need for ships alleviated, both vessels are again relegated to Reserve Fleet status at St. Jowen's Dock in the Armageddon sector for study by Segmentum Solar Tech Adepts.

MAKING A FURIOUS CLASS CRUISER

Note: Assume that in all cases, anything left over is saved in a bitz box.

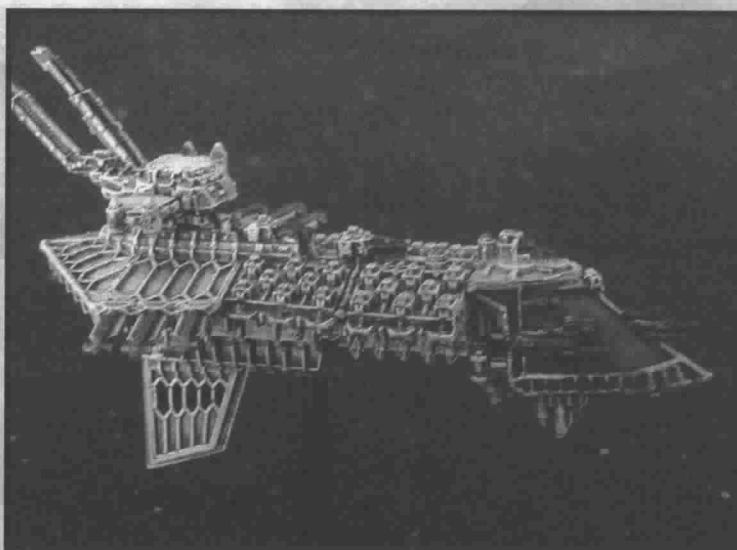
1. Build a Repulsive class grand cruiser without the bow. Save the bow for a hulk.
2. Take the bow piece from an Emperor (or Retribution) and saw off the bow at the first flange.

3. Drill small matching holes in the prow and on the cruiser body. After filing both smooth again, clip some brass rod or even a paper clip and using a pin vise, drill matching holes in prow and hull.

4. Glue the new prow and body together using the wire for added strength. Use the green putty to fill in any gaps resulting.

5. Drill out 6 torpedo tubes, 3 on a side, to replace those on the Repulsive.

6. Paint as desired. I used a Chaos black primer coat, a thorough dry brush either Space Wolf Gray followed by successively lighter coats of Fortress Gray and Skull White. The bow is Enchanted Blue.



THE LONG SERPENT BATTLE CRUISER 295 pts

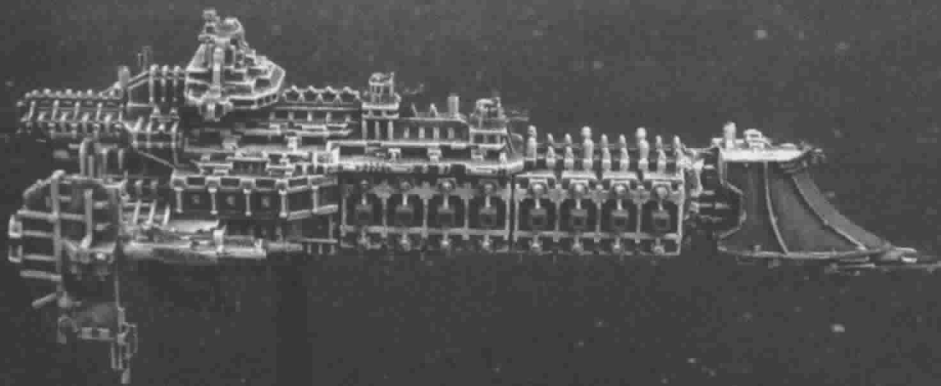
by *BOB HENDERSON*

Famous Ships of the Gothic War

Gorgon

Medusa

Nemtsis



In the waning years of Abaddon's Incursion, the Adeptus Mechanicus Artisans of Hydraphur and the officers of Battle Fleet Pacificus faced a dilemma. In supporting Battle Fleet Obscuras the problem with pirate bands had become acute and the lack of speed among the standard Imperial cruiser designs meant that the tactical initiative remained with the pirates. At the direction of Admiral Knightsbridge the Tech Mages of Hydraphur designed and built in record time, the Long Serpent class battle cruiser.

Built from the keel up as a pirate hunter the Long Serpents combined a basic cruiser layout with the engine suite normally used on a battleship. The result was a faster much more powerful cruiser with the speed to keep up with the raiders and the firepower to deal with them as an independent unit. All this improved performance came at a price. While the engines produced battleship power, the armor protection remained that of a cruiser. When hit by multiple salvos from the Chaos cruisers Pustulent Boil and Fearmonger the Long

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battle Cruiser/8	25cm	45°	2	5+ (front 6+)	2
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Port Weapons Batteries	45cm	5		Left	
Port Weapons Batteries	60cm	5		Left	
Starboard Weapons Batteries	45cm	5		Right	
Starboard Weapons Batteries	60cm	5		Right	
Dorsal Lance Batteries	60cm	2		Left/Right/Front	
Nova Cannon	30-150cm	1		Front	

Serpent class Scylla suffered a warp drive implosion every bit as fierce as that of any battleship destroying her entire squadron of assigned escorts and heavily damaging the battleship Mailed Fist. The plasma drive overload that destroyed the Medusa also shattered the Lunar class cruiser Lord Chalfont leaving a convoy of Imperial Guard reinforcements to the mercies of an Ork raiding squadron.

As the war winds down, limited numbers of Long Serpents are finding their way into the fleets of both the Obscuras and Pacificus Segmentums. The Long Serpent class Battle Cruiser Nemesis destroyed single-handed an Ork Terror Ship and three Ravagers. The Gorgon claimed the Eldar Shadow class cruiser Swift Striker while protecting a vital supply convoy.

SPECIAL RULES

The Long Serpent class battle cruiser is a basic cruiser hull with a modified prow and bridge, reduced horizontal wing and increased vertical wing encompassing an engine shield role. The most striking feature is the presence of a full set of engines from a Retribution class battleship. This gives the ship extra power for speed, weapons and shields but comes at an added risk. When rolling on the catastrophic damage table for the Long Serpent, add two (2) to the 2xD6 roll for catastrophic damage and if a plasma overload or warp breach occur, treat the Long Serpent as having 12 hit points. In other words, it has great attributes but it blows up fairly easily and it blows up just like a full sized battleship. It is designed for long ranged sniping and keeping out of the way, not close range slugging.

MAKING A LONG SERPENT

The Battlefleet Gothic list at bfg-list@egroups.com consists of a large number of BFG enthusiasts all dedicated to discussing varying topics such as tactics, rules, painting and conversions. One of the most prolific contributors is Bob DeAngelis who has, from his outpost in Spain, contributed many designs from detailed conversions to nearly complete

scratch builds. One of Bob's earlier designs added a Dauntless prow to a plastic cruiser. It looked great. It looked so great, I had to start converting and the end result is the Long Serpent class Battle Cruiser. The Long Serpent Class Battle Cruiser results from essentially adding a Dauntless prow (Lance variant) to a plastic cruiser hull and then adding retribution engines and side wings to cut down cruiser wings and finally adding a bit of metal sprue to a filed down radar dome on top of the plastic cruiser bridge.

1. Cut the prow of a plastic cruiser. A sharp hobby knife will do.
2. Cut the prow off the Dauntless after the first flange behind the prow. A jewelers saw or similar is best used for this.
3. Cut the wings on the plastic cruiser back to the probes/guns, leaving them intact.
4. Drill small matching holes in the prow and on the cruiser body. After filing both smooth again, clip some brass rod or even a paper clip and using a pin vise, drill matching holes in prow and hull.
5. Glue the new prow and body together using the wire for added strength. Use the green putty to fill in any gaps resulting.
6. File the lower bit off the rear of the plastic cruiser.
7. Cut a bit of plastic card smaller than the Retribution engines and super glue the engines to that bit of card making sure the card is small enough not to show and that the engines are even.
8. Repeat the wire/hole drilling but twice, once for each engine piece.
9. Add the Retribution wings behind and even with the cut down wings,
10. Use a square bit of metal sprue, filed to size, to replace the round radar dome on the top of the bridge.
11. Back to the green putty for any fill needed. Probably around the wings.

Great NEW stuff for these great games!

This month instead of listing all the new releases from Fanatic on these pages, we're running a listing of all of the stuff we've produced so far. There are a number of reasons for the change, but the most important is that, at the time of writing on the 23rd August 2000, we really don't know *exactly* what new models we'll be bringing out and what articles will be in the magazines that we'll be producing in December. Of course we've got a pretty good idea of what we hope we'll be bringing out then, but we don't know for sure. So, rather than putting together an advert of stuff that *might* be available, we've decided to concentrate on stuff we *know* will be available. The Fanatic news section below will let you know what we're working on, and if you want to get up to the minute news of the latest Fanatic releases then just check out our website or join the Fanatic mailing list.

FANATIC NEWS

Citadel Journal 41: Journal 41 will include the second part of Tim Huckelbery's Genestealer Cult army list. Part two has a lot of the material that we weren't able to fit into CJ40, including two very cool special characters and lots and lots of information about how to paint and convert the Genestealer cult models you'll need for your army. The list is truly a labour of love (if of rather a strange and misguided sort!) and well worth checking out. If you missed part one then give Mail Order a call and they should be able to supply a back-copy of CJ40. Your reading it!

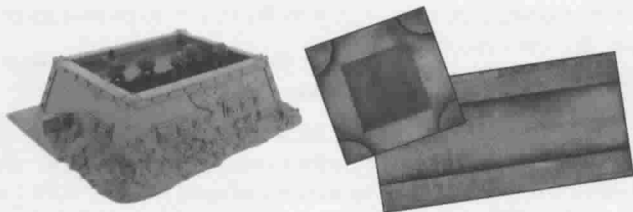
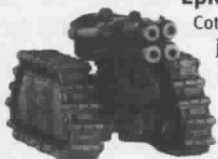


Painted Fanatic Models Shock! Yes, we've finally got round to getting some of our new models painted rather than just showing the unpainted miniatures. Pictured are the Warmonger Titan (rules in Epicmag one), the Necromunda Rapier Laser Destroyer (rules for which are in Necromag One), and the Amazon Blood Bowl team (featured in BBMag One). All these models are available now, check the listing on the right for details.

Epic Roads From Forge World:

Tony Cottrell (head Honcho at Forge World) has just brought in samples of the resin road sections and bunkers he's had made for use in Epic. These are really very nice indeed, so we've included them in our listing of Fanatic stuff on the right, even

though they are really made by Forge World rather than us. Forge World also make models for BFG and Warmaster. To find out more check out Forge World's website at www.forgeworld.co.uk. By the way, please note that you have to order all resin stuff direct from Forge World - you can't combine it with an order for Fanatic models.



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HIVE FLEET KRAKEN

TYRANID HIVE FLEETS

In this follow up article from last issue's Tyranid fleet list we address some of the concerns we have received from you guys. As Jervis stated in his introduction last issue, we still need to "iron out the wrinkles" so this last batch of feedback has helped us out no end. Keep up the good work!

Let's get straight down to the nitty-gritty. The questions we received below were dutifully passed up to Pete Haines (our new member of the 40K games development team, whom I'm sure you'll see in White Dwarf very soon) and Andy Chambers - who graciously provided the answers here.



Q When Ordnance passes through a blast marker, there is a chance that it will be destroyed. If spores are on a Ship's base (acting as shields), and the ship passes through the blast marker, do you have to roll to see if the spores are destroyed?

A No, unlike most other ordnance like fighters, 'spores' are actually dense clouds containing millions of, erm, spores! Blast markers would have little effect on such clouds. So, for this reason, Blast Markers do not effect spores in any situation.

Q In the rules, when fighter markers are placed on the base of a ship as an escort, and the parent ship takes a hit, you have to roll to see if the fighters were caught in the blast. Do you also have to make this roll for spores in base contact? As an example, I have three spores in base contact with a parent ship. The parent ship takes a hit and one spore counter is removed as part of its shield function. Do I then have to roll for the two remaining spores to see if they are destroyed as well? This would seem silly, but it is the standing rule for ordnance in base contact with a ship.

A No, when in base contact with Tyranid ships spores act just like shields and are treated as such.

Q If spores are drawn away from the fleet and then return later, do they all have to group around the closest friendly ship, or can they be split between those ships in range?

A The spores will home in on the closest friendly ship in the ordnance phase. (Providing there are no enemy ordnance or enemy vessels about, see page 13 of BFG mag 1 for further details.)

Q The Tyranid rules state that spores in base contact with a parent ship will intercept ordnance attempting to attack the ship. Does this mean that the incoming ordnance and attached spores would be removed on a one-for-one basis just as though they'd encountered each other in open space?

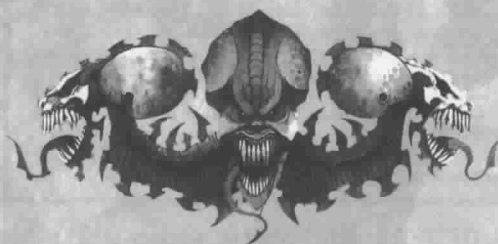
A Yes, see my commentary on ordnance at the end of this section.

Q How exactly do spores go after ordnance? Can an opponent send one fighter marker to within 30cm of your fleet and draw off all of your spore markers, or is it intended as a one-for-one reaction?

A One-for-one, again see my commentary on ordnance at the end of this section.

Q When spores are attached to a parent ship and acting as shields, do the spores move with the ship?

A Yes, unless drawn off by instinctual behaviour, spores will travel with their parent ship in its movement phase.



Q I'm getting ready to begin playtesting the bug list from Issue 1 and I've got a question about the fleet composition rules. On page 14 it specifies, "Each hiveship allows the Tyranid player to purchase up to 500pts from the hive fleet list." Does this mean that you get 500pts plus the total cost of the hiveship? Also, the fleet list given on page 21 seems to contradict this since you have 430pts worth of cruisers and 175pts worth of dronships giving a total of 605pts from the hive fleet list for 1 hiveship. There is a note on page 14 that says "If no hiveships are chosen, only drones may be used." Did you intend the rule to work as: "For every 1 hiveship purchased, you may buy up to 500pts worth of cruisers, heavy escorts, and medium escorts from the hive fleet list. The 500pts includes the base cost of the ship as well as all optional purchases. As many Dronships as desired may be purchased without restriction."

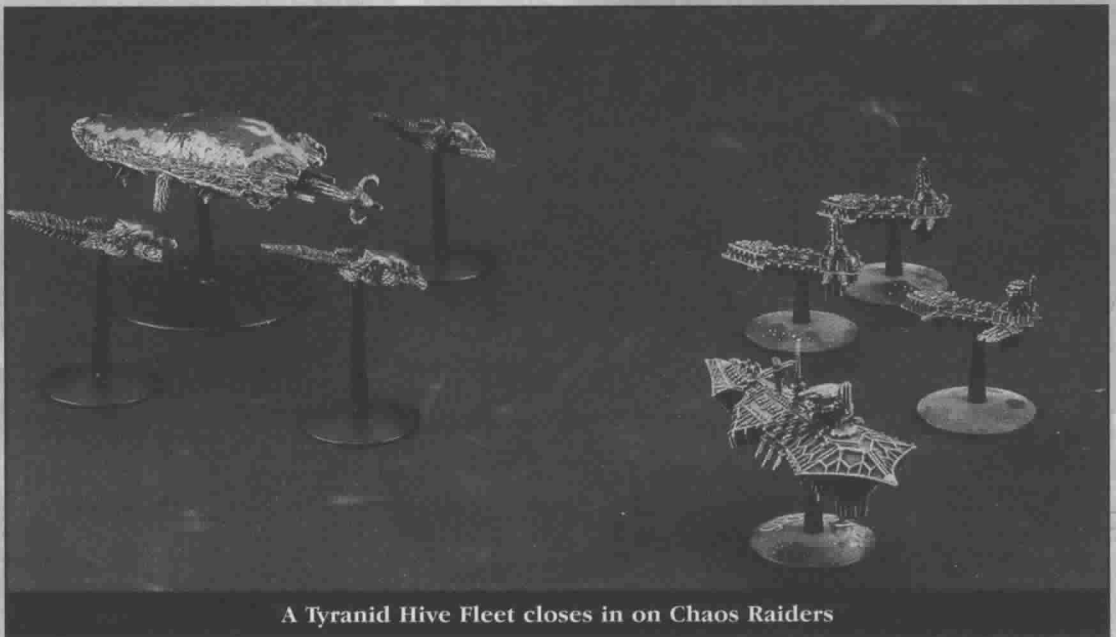
A *Interesting one, I believe that there are two kinds of fleet possible - the first being a scout fleet with nothing but scout drones, the other being a hive fleet based around one or more hiveships, each with up to 500 points of fleet (which may include scout drones). So to recap you get the hiveship plus 500pts to spend on cruisers, escorts and drones. In the battle report Andy obviously thought that drones could be bought separately, but since he lost so badly it didn't really matter, Ha! (Cheers Pete, let's see how well you do against them - Andy H.)*

Q Pg.10, Instinctive Orders Chart: Condition 6 says "If a capital ship fails to reload then it loses a hit instead (this damage does not cause criticals, and the ship will not lose its last hit)." So what happens when a capital ship fails and has only one hit left? Further, how are we supposed to be reading this? Does failing to reload cause a point of damage INSTEAD of reloading ordnance, or do you take a point of damage INSTEAD of failing so you actually end up reloaded even on a "fail"?

A *OK, calm down and I'll explain. You lose one hit on a reload failure and your cysts will remain empty. If your capital ship is on its last wound, and you fail the roll then it simply will not reload this turn and no further action is taken.*

Q Pg.10, Instinctive Orders Chart: Condition 7 requires the ship to "end its movement closer to (the planet) than at the start of their move." There are circumstances where this is physically impossible under standard movement rules (e.g. a cruiser facing directly away from the planet). How should this be resolved?

A *Try your best to comply within the rules given. In the above example I would suggest allowing the cruiser to come to a new heading.*



A Tyranid Hive Fleet closes in on Chaos Raiders

Q Pg.10, Brace For Impact: Can you test to go onto BFI even if there is no hiveship within 45cm or does the range limit apply as for other special orders?

A *If there is no hiveship within 45cm then use a default leadership of 7. This applies for any instances when Tyranid ships are in a position to take a Leadership test but a hiveship is out of range.*

Q Pg.11, Feeder Tentacles: If these trigger a boarding action and that action results in a draw result, are the two ships locked together as per normal boarding rules or not? If so, can the Tyranid ship be damaged in subsequent rounds of the ongoing melee? If multiple ships start boarding actions with Feeder Tentacles vs the same target, are their strengths added normally?

A *No, the feeder tentacles are more of an assault boat type attack. The tentacles will punch a hole through the ship's hull deliver its payload of nasties and then withdraw and as such will not be locked together as in normal boarding actions. A Tyranid ship can only be damaged in melee if a normal boarding action was initiated.*



Q What about a case of mixed boarding actions where some ships are using feeder tentacles and some are boarding normally, are their boarding strengths cumulative?

A *No.*



Q Pg.11-12, Feeder Tentacles & Massive Claws: Are either of these weapons negatively affected by special orders that halve firepower, or by crippling, and if so how? Do they derive any benefit from Lock On orders? Specifics, please.

A *No, the negative modifiers from failed special orders have no effect on feeder tentacles or massive claws. No Lock-On doesn't help either.*

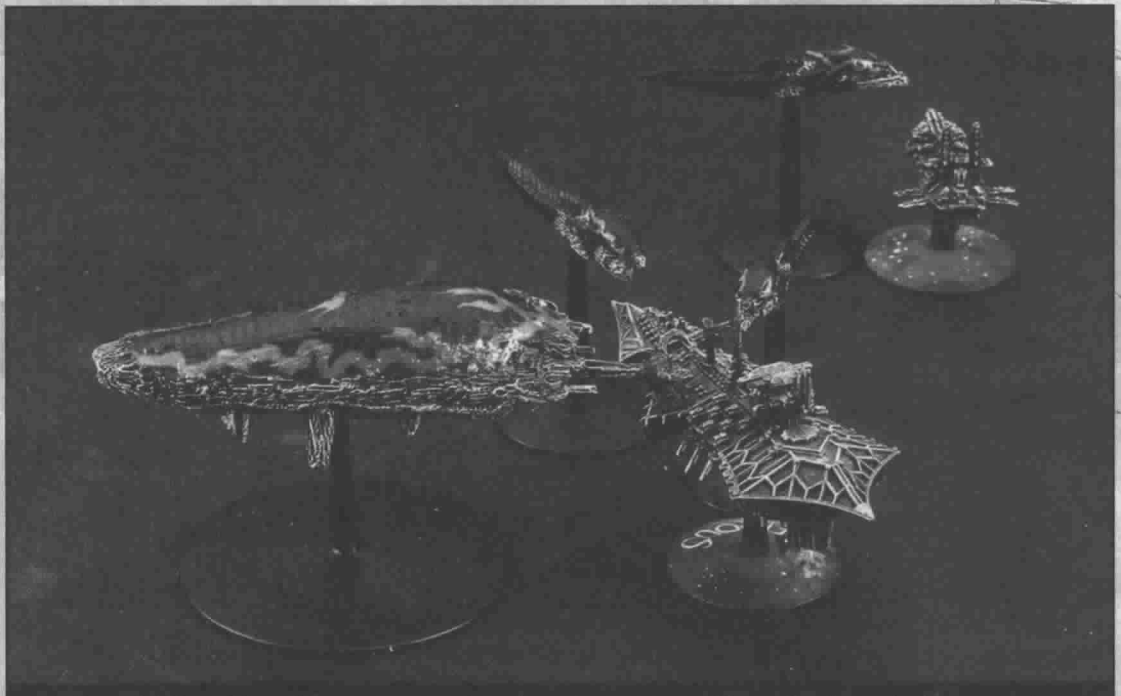
Q Pg.12, Under Ordnance: The description of spore cysts states that "They count as blast markers for the purposes of shooting through them". Does this include spores that are actually on, or in contact with a Tyranid ship's base? Can you stack Spore counters? If not, can a ship launch spores and other ordnance if its base is already buried in spores?

A *For the purposes of shooting spores count as blast markers even if they are on the base of a ship. Spores cannot be stacked, but you can launch spores even if there is no room on the ship's base - just place them as close as you can.*

Q Pg.14, Ordnance: When purchasing ordnance, can it be formed into waves? How should it be treated in scenarios with alternating squadron deployment, or split deployment like Escalating or Fleet Engagement? In a campaign game is it part of your permanent fleet list?

A *If ordnance is purchased it may be formed into waves. Treat ordnance as escort squadrons for special scenarios, they are not part of your permanent fleet list.*

Q Pg.15 & pg.16, Hiveship & Cruiser port/starboard weapons: Can multiple weapons of the same type be carried (e.g. Cruiser with twin broadside Pyro-Acid)?



A Tyranid Hiveship with accompanying drones engage a Chaos Cruiser at close quarters

A *Good question, yes, being the answer.*

Q Pg.16, Cruiser Broadside Weapons: Is the Bio-Plasma Discharge actually front-firing when mounted broadside?

A *No, this can only be fired from port or starboard with a strength of 4 either side.*

Q Pg.17, Tyranid Droneship: Is this actually the "scout-drone" referred to on pgs 11 and 14? Can it be deployed in squadrons or is this the "drone ship" referred to on pg.14 under Squadrons?

A *The droneship and scout-drone refer to the same thing.*

Q.Pg.19, Heavy Wound Critical: This says "Roll to regenerate...in the End Phase." Does regenerate mean repair, per the normal repair rules?



A *Yes.*

Q Pg.19, Massive Haemorrhage: Does the Bio-Plasma attack only affect ships or should that read "any target within 2d6 cm" putting ordnance at some risk? Further, do holofields

work against this or is it a "ship explosion" type of attack?

A *Yes, it should read "any Target". Holofields do not work as it is the Tyranid version of a "ship explosion".*

Q Pg.20, Catastrophic Damage: Do spores ignore Tyranid hulks (from results 2-9) or will they cluster around them as normal?

A *No, spores ignore hulks (should that be carcasses?).*

Q With the spores, they count as ordnance, and shields both at the same time. So, what would happen if some crazy Chaos commander using the Planet Killer as his flagship were to fire the Armageddon Gun at some Tyranid ships with spores in base contact? According to the rules, the Armageddon Gun has to take down shields like other weapons, but is also says that all Ordnance in the Armageddon Gun's path is destroyed. So how would this be resolved? Also, the Activated Blackstone's Warp Cannons ignore shields, but would this apply to the "spore shields" of the Tyranids?

A *Oh my, if the Armageddon gun fired on a Tyranid ship the general consensus here is that the spores would have no effect. The same for the Warp cannon.*

When answering your questions Pete noticed that there seems to be some confusion in how the ordnance phase works. Below Pete explains how the ordnance phase should be played. This applies to BFG in general and not just Tyranid players.

Ordnance sequence of play - clarification.

Reading some of the queries on the Tyranid Hive Fleet I came to the conclusion that there was a measure of confusion about the sequence of events within the ordnance phase that was worth clarifying.

Within each ordnance phase the phasing player moves his ordnance and then the non-phasing player moves his ordnance. The sequence in which the ordnance is removed is entirely up to the controlling player. This means that you could choose to move your fighters first to intercept enemy fighters prior to moving your torpedoes through the resultant gap.

This is particularly relevant for the Tyranids who move according to strict instinctive

behaviour rules. You should assess instinctive behaviour conditions before you move each spore cloud or squadron of spore clouds. It is possible that early spore cloud movement could remove a condition before other spore clouds move. You cannot actually ignore an instinctive behaviour condition and sooner or later every spore cloud with a condition trigger must respond, unless something is done about the condition first.

As an example of this in the Imperial turn, a squadron of fighters is moved to within 30cm of a Hiveship with 4 spore clouds on its base. When the Tyranid player moves his ordnance in the Imperial turn, all 4 spore clouds move 15cm toward the fighter. In the Tyranid turn the first spore cloud moves a further 15cm toward the fighter and both are removed. The remaining spore clouds return to the Hive Ship as it is within 30cm. The Hive Ship can then launch more spore clouds with no fear of them being immediately lured away.



Tyranid Fleet List Errata

Ho-hum, as always a few mistakes and typo's make it past the inquisition and last issues BFG mag is no exception. Of particular note was the incorrect heavy/medium escort listing. Below is the correct formatting.

Tyranid Heavy Escort

25pts

TYPE/HITS	SPEED	TURNS	ARMOUR
Escort/1	15cm	45 °	5+
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Spores Cysts	15cm	1	N/A
Pyro-acid battery	30cm	2	Front

Weapon Options

Weapons: A Heavy Escort may be given up to **one** of the following weapon systems for the points indicated :

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	30cm	2	Left/Front/Right	+15 Pts
Feeder Tentacles	Contact	Special	Front	+5 Pts
Bio-Plasma Discharge	15cm	1	Front	+15 Pts
Torpedoes	30cm	2	Front	+15 pts
Launch Bay	Assault Boats 30cm	1	N/A	+10 pts

Tyranid Medium Escort

15pts

TYPE/HITS	SPEED	TURNS	ARMOUR
Escort/1	15cm	45 °	5+
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Spores Cysts	15cm	1	N/A

Weapon Options

Weapons: A Medium Escort may be given **one** of the following weapon systems for the points indicated:

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	30cm	2	Left/Front/Right	+15 Pts
Feeder Tentacles	Contact	Special	Front	+5 Pts
Torpedoes	30cm	2	Front	+15 pts
Launch Bay	Assault Boats 30cm	1	N/A	+10 pts

SAMPLE HIVESHIPS

The Tyranid Fleet List is the most diverse in the whole game. This allows for many varied fleets and ships. We asked around the Fanatic office to see what the crew could come up with.

The Beast of Bhein Morr

335pts



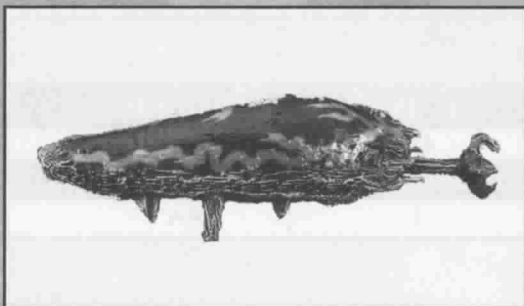
Constant rumours and alleged sightings around the sub-sectors of Bhein Morr persist of a gigantic, crab-like, monstrosity that travels the clusters and nebula of that region of space.

Like many hiveships, the beast is extremely close-ranged. Its forward arc weapons are particularly adept at ship-to-ship combat. First it would use its Pyro-acid battery to soften up its prey and then close in with its massive claws and feeder tentacles.

TYPE/HITS	SPEED	TURNS	ARMOUR
Battleship/10	15cm	45°	5+
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Spores Cysts	15cm	6	N/A
Prow Bio-Plasma	15cm	4	Front/Left/Right
Feeder Tentacles & Massive Claws	Contact	Special	Front
Pyro-acid battery	45cm	8	Front
Bio-Plasma Discharge	15cm	4	Left/Right
Launch Bay	Assault Boats 30cm	2	N / A

The Void Kraken of Talassar

300pts



With the advent of the first, failed hivefleet invasion of Ultramar. Many strange vessels and organisms are still reported especially in the Talassar system. Rumours of a alien nest on one of its moons are still uncoroborated.

The Void Kraken lacks the massive claws of the above hiveship but more than makes up for this in its short-range bio-plasma and Pyro-acid batteries, which can muster a firepower of 12 at the front and sides

TYPE/HITS	SPEED	TURNS	ARMOUR
Battleship/10	15cm	45°	5+
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Spores Cysts	15cm	6	N/A
Prow Bio-Plasma	15cm	4	Front/Left/Right
Bio-Plasma Spines	15cm	4	Front/Left/Right
Bio-Plasma Discharge	15cm	4	Front/Left/Right
Pyro-acid batteries	30cm	12	Left/Right



While many of the articles we use have been written by GW staff, the majority are not – they are written by dedicated gamers who have something to say about their hobby and want to contribute to it. If you are one of these people then the following writer's guidelines will help you put together an article that is more likely to be accepted and used. The main thing, however, is to give it a go by writing something and sending it to us. After all, the worst we can do is say no!

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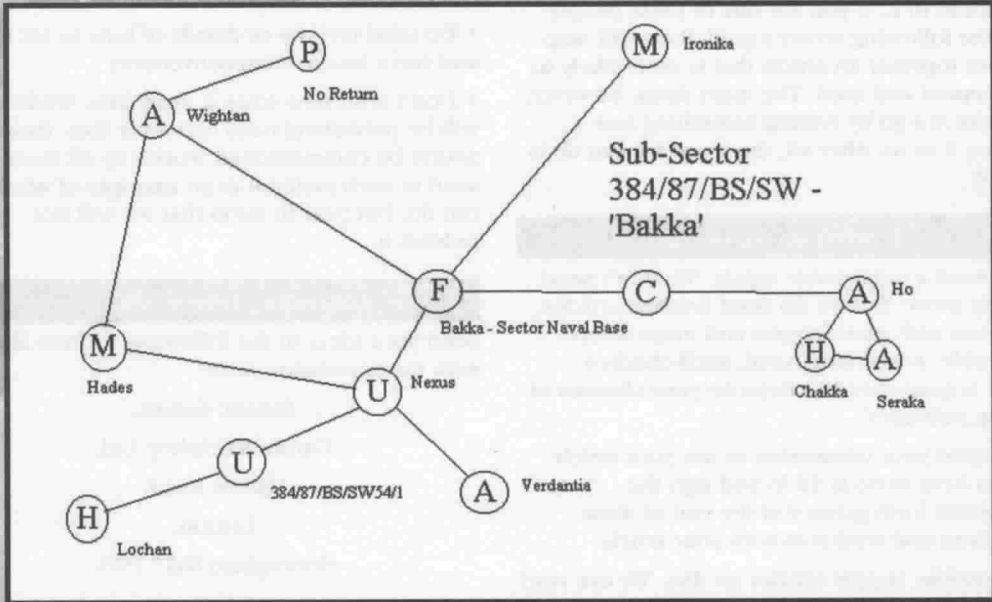
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BATTLEFLEET BAKKA

EXPERIMENTAL RULES FOR A NEW IMPERIAL FLEET
by John Lamshead



Bakka is the Sector Naval base closest to Magrarge and as such played a major part in defeating Hive Fleet Behemoth at the climactic Battle for Macrarge. With the release of Tyranids models and publishing the Tyranid lists in the last issue of BFG magazine, it seemed a good time to detail the Imperial Navy ships that fought against the them.

SEGMENTUM TEMPESTUS

Segmentum Tempestus is one of the five Segmentum Majoris, the great administrative divisions of the galaxy. It lies to the galactic south of Segmentum Solar, between Segmentum Pacificus to the galactic west and the Ultima Segmentum to the galactic east. Here, matter is scarce and the Segmentum is mostly a dark and empty void dimly lit by scattered stars.

Segmentum Tempestus is organised into 200 light-year cubes called sectors. The naval headquarters are located in a 15 light-year cuboid, Subsector Bakka, which is located on the main galactic star arm that passes through the east of the Segmentum.

Tempestus is mercifully free from proximity to a festering mass incursion from the warp, such as the Eye of Terror or the Maelstrom. So Chaos incursion is usually a problem of raiders rather

than the mass attack of a large fleet of deranged heretics. However, Tempestus is notorious for Genestealer infestations, and Ork and Eldar buccaneering. There has, therefore, been a tendency for Tempestus battlefleets to concentrate on small flotilla anti-piracy tactics rather than Grand Fleet strategy.

In the 36th Millennium, a group of Tempestus tacticians, sometimes called the Gareox Prerogative because they were based at the Gareox Sector Base, came to prominence. This 'Young School' proposed a complete change to fleets based on attack-craft carriers as such tactics had proved highly effective against pirate squadrons. The arrogant Prerogative eventually gained enough political influence to control ship design and were able to order the construction of attack-carrier warships such as the ill-fated *Despoiler* class battleships.

This action brought them into conflict with the 'Big-Gun Lobby' at Bakka. Political rivalry eventually led to outright civil war, the so-called Gareox incident (Inquisita Classificationae Purgata Secrata, level sextus). A series of fleet actions demonstrated the superiority of lance-armed warships over attack carriers and the Prerogative was purged and Gareox cleansed. In their bitterness, many of their supporters in The Fleet turned to blasphemy and fled into the

warp. Only three *Despoilers* were built out of the fifteen originally ordered and all became traitors.

This incident left a suspicion of attack carriers in Tempestus battlefleets and even today there is a tendency for such fleets to favour big-gun ships. This is particularly true of Battlefleet Bakka where the Big-Gun Lobby had reigned supreme.

THE FORGE WORLD



Bakka is a young world, a squalling brat of a world. Left alone, it might have matured, passed through adolescence into tolerant middle age, and raised a plethora of biological children. But it never had that chance because the restless agents of mankind claimed it for their own, greedy for its abundant and available mineral wealth. The surface of Bakka consists of black island rafts of basalt and granite that float on a glowing viscous sea of cooling lava. Every so often, turbulent flow or a meteorite strike causes fresh magma to burst through the thin skin on the surface of the orange seas and throw incandescent fountains of yellow fire into the sky.

The atmosphere is hot, acrid and oh so poisonous; oxides of nitrous, sulphur and sodium mix with ammonia in spirals of yellow, brown and red fog. Giant, tracked machines extract minerals when convective flow forces important ores near the surface of the seas. The loss rate among the larva workers is substantial and commonly penitents and heretics are assigned to the duty. The punishment for a penitent and a heretic is the same. Naturally, the Emperor rejoices at the righteous remorse of a penitent but the sin must still be cleansed by punishment.

Permanent installations are built on the black rafts. In the reinforced adamantium walls of the fortress-like plants, ore is processed into usable materials. Heavy laser batteries are mounted on the strengthened roofs of the squat, dark structures to blast away meteors - and the Emperor's foes. Most of the manufacturing facilities hang above the planet in geostationary orbit and here are also found the vast, sprawling dockyards of the Segmuntum Tempestus Sector Naval Base.

SPECIAL WEAPONS OF BATTLEFLEET BAKKA

Fleet Defence Turret

Battlefleet Bakka warships need to be well equipped with turrets because of the relative lack of fighter defences. A particular Bakka innovation is the fleet defence turret. This is a special long-range turret fitted to special 'flak' ships that can be used to protect other vessels in near convoy. The fleet defence turret employs the same rules as a normal turret, except that it can be used to protect either the ship on which it is mounted or another vessel (or space station etc) within 15 cm. Note that a fleet defence turret can only be used to protect **one** vessel a turn. A player must designate the protected vessel the first time the turret is used.

Psychic Cannon

The ancient cruiser *Daemon Slayer* is equipped with a unique prow weapon described as a *Psychic Cannon*, which is rumoured to have been forged by the master magicians of the Dark Age of Technology. The device employs the same rules as a lance except that it is more difficult to aim and so it inflicts a hit on 5+. In addition, to causing one point of damage, the weapon has a unique effect depending on the target type.

Against Demons - a hit banishes them back to the warp.

Against Hive Ship - a hit knocks out the synaptic control for the following turn.

Against Other Targets - the following turn the target halves its weapon strength, firepower, turrets and shields, and reduces movement by 5 cm. Nova cannon may not be fired.

THE FIRST TYRANNIC WAR

One of the most famous battles involving Battle Fleet Bakka took place during the First Tyrannic War. The Ultramarine Homeworld of Macragge was under heavy attack from Hive Fleet Behemoth, and the Ultramarines were being forced back, step by step, by a tide of alien horrors. Then, just when all appeared to

be lost, the first squadrons of ships from Battle Fleet Bakka began to arrive.



In space Marneus Calgar watched in rapt attention as reality rippled in front of the shapes emerging from the warp before parting like a curtain to reveal the familiar shapes of Imperial warships. Over two hundred Imperial eagles emblazoned the hologlobe representing heavy cruisers, missile destroyers, battleships and including a gold eagle representing the huge Emperor class capital ship Dominus Astra. The sense of relief was a palpable force aboard the ships of Ultramar, now the Tyranids were trapped with the Tempestus fleet ahead and the Ultramar fleet behind.

The hive fleet started to decelerate and turn back insystem, seeking to destroy the lesser Ultramar force behind them. The Ultramar fleet slowed and prepared to fight again as Calgar swiftly communicated with Lord Admiral Rath, commander of the Tempestus fleet, and exchanged plans. The Ultramar fleet clumped into a tight wedge to keep the Tyranids at bay with their massed batteries while the Tempestus vessels spread into a broad avellan cross. As the Tyranids engaged Calgar's ships the arms of the cross formed by Lord Admiral Rath's fleet closed in around them like the jaws of a trap.

The battle was short and brutal as the Tyranids were caught in the cross-fire of the two fleets. Though they were outnumbered by over three to one the Imperial ships blasted their way through the hive fleet and scattered the bio-ships into small groups. The Tyranids' piecemeal counter-attacks were beaten off by the awesome firepower of the heavily armoured and shielded Imperial ships. Their lances of fusion fire transixed the organic hulls of the bio-ships and clouds of Imperial Navy fighters darted in to tear apart the crippled vessels. Within an hour the remnants of the hive fleet were dead and drifting, charred hulks spinning slowly through the void.

The battle had taken its toll of the combined fleet. Calgar had lost half his remaining ships and several Imperial ships had to be destroyed by the weapons of their compatriots because they had been boarded and overrun by the Tyranids. The tales of horror from these vessels mirrored those from the polar fortresses on Macragge all too closely. It was evident that the Tyranids were horrifying, almost unstoppable opponents at close quarters.

With the fate of the beleaguered polar

garrisons pressing on his mind Calgar swiftly gathered up his fleet and turned back insystem, Lord Admiral Rath's ships swung into triumphant procession behind him. Though it would be many hours before the fleet could arrive at Macragge Calgar was determined to return in time to save his men.

Behind the two fleets the very fabric of space rippled before it was suddenly torn aside as another fleet emerged from warp space. The hologlobes were filled with ranks of red sparks as the second Tyranid hive fleet bore down on the ships of the combined Imperial fleet. This hive fleet was fresh and undamaged: hundreds of large bio-ships made up its vanguard with their smaller companions staying to the sides and rear.

Calgar desperately sought an edge to exploit against this new foe. The other fleet had only been defeated because it was surprised and weakened; this new fleet was too strong to fight. The defences of Macragge were hours away, damaged by the ongoing Tyranid assault but still operational. The only other defensive point was the ringed gas-giant Circe, which they could reach within the hour.

Calgar headed back to Macragge. Lord Admiral Rath declared that too many of his ships would be caught before they reached that planet and turned away toward Circe. As the ponderous ships of the Tempestus fleet swung their prows towards roiling Circe and its treacherous rings of rocks and dust the hive fleet smoothly divided itself. The greater part of the alien ships pursued the Imperial vessels towards the gas giant and its shining rings. The remainder dogged the Ultramar fleet with such numbers that to turn back would be suicidal.



Amidst the rings of Circe the Imperial fleet turned at bay, their engines holding them at a dead halt above bands of storm that reached about the giant's circumference. The Tyranid ships swept forward in a wave which filled the monitors and gun sights with targets. Laser salvos and plasma beams struck down the bio-ships by tens and then hundreds but the hive fleet ground forward regardless of loss. Vessels of both sides fell towards Circe's hungry pull as they were hit, tumbling down to be smashed apart in the stony rings or to send flares of incandescent gas jetting into space as they burned amidst clouds below.

One by one the Imperial vessels were grappled and overrun or torn apart by the hail of shots from a dozen foes. The rings flared with the

'Put not your trust in ships because ships fail.

Put not your trust in guns because guns fall silent.

Put not your trust in men because men break.

Put your trust in the Emperor because he is the salvation of mankind.'

Epistle to the Macraggans.

bright flashes of Imperial ships dying in fiery wreaths of plasma. The skies above Circe were filled with the detritus of war, charred fragments of ships and bio-ships merging together to form new rings of steel, blood and bone. At the height of the battle only a fraction of the Imperial warships remained operational, amongst them the scarred bulk of the Dominus Astra.

Giving his remaining ships a final order to scatter, Lord Admiral Rath swung the mighty capital ship about and thrust forward into the heart of the hive fleet. Roaring forward on its many tails of white fire the Dominus Astra ripped through the bio-ships with its jagged ram, weapons blasting from every gun port and turret, the enemy so close that the shot and detonation of its fusion cannon were simultaneous. For a brief instant the Dominus Astra kept the horde back with the blaze of its weapons before the Tyranids swept in like a tide of bone and flesh to cover it with their numbers.

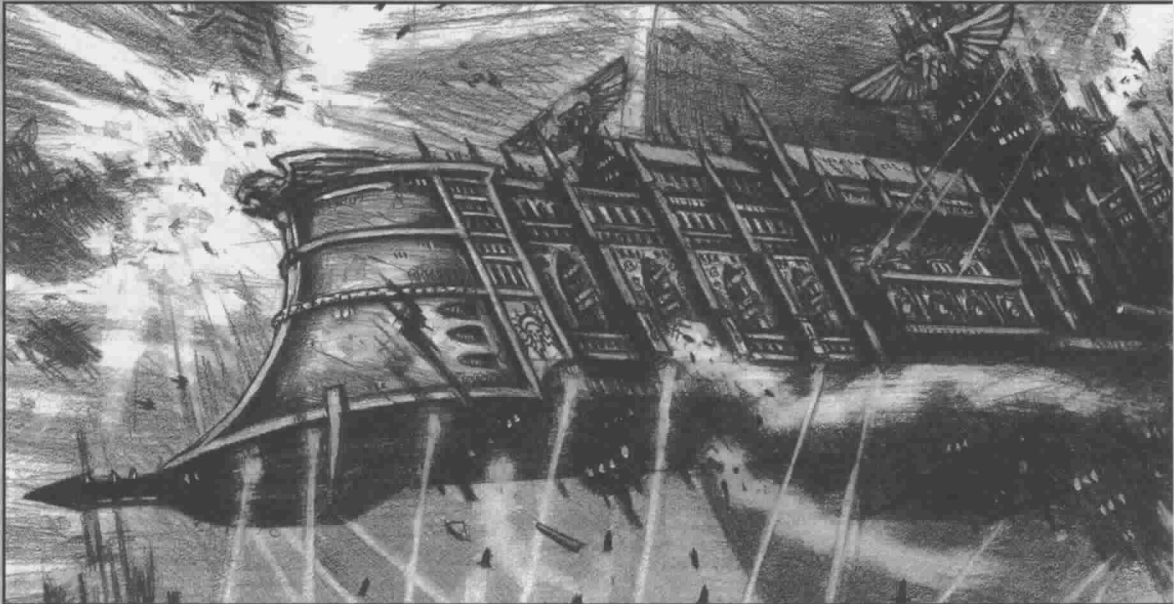
A black globe crackled and flared into existence over the spot. Real space rippled visibly and then shuddered back before the groaning warp drives of the Dominus Astra as it hurled itself into the warp. Reality contorted under the

strain: mass and warp energy collided in a cataclysmic implosion of black light and impossible sound. All of the closest Tyranid ships were dragged into the Astra's displacement and were lost with it. Those further away were smashed in the swirling storm of dust, rocks and other detritus swept into the ship's wake. Great flares of incandescent gas gouted up from Circe to incinerate the handful of surviving ships that remained in a holocaust of flame.

The Dominus Astra disappeared into the warp never to be seen again. Only a dozen other ships of the proud Tempestus fleet survived the battle of Circe. These limped away towards Macragge, though the battle for the Ultramarines' homeworld would be long over by the time they arrived.

The last stand of the Tempestus fleet was visible on magnascope, the light from Circe's orbit taking seconds to catch up with the Ultramar fleet. Calgar could only helplessly watch the Imperial vessels wreathed in the flame of their weapon fire, the silent explosion of Tyranid ships as they were struck, the glittering aurora of lights as laser salvos vaporised rings of dust. As the Dominus Astra dragged the heart of the hive fleet to oblivion the bio-ships pursuing Calgar started to split up, the smaller vessels rushing after the Ultramar ships while their larger companions turned back and left the Macragge system.

In space the survivors of the Ultramar fleet easily destroyed the last wave of bio-ships. The Tyranids drove straight forward against the fleet and Macragge's defences, each successive foe was destroyed before it came anywhere near the planet. Hive Fleet Behemoth had been defeated.



LORD ADMIRAL ZACCARIUS RATH



'Those far distant, warp-beaten ships, upon which Imperial citizens never gaze, stand between heresy and the dominion of the galaxy.'

Lord Admiral Rath

Zaccarius Rath was born on Delta Prime in Sector Prime. His father, a man who knew his own worth, was Steward to one of the estates of the hereditary Bakka. At night, the skies over Delta Prime were coloured with the 'The Blaze', the spiral arm of the galaxy passing through the Segmentum. The young Zaccarius used to lie on his back in the cool evenings watching the cold glittering stars and dreaming. To Steward Rath's great disappointment, his only son eschewed an elegant career in the Stewardship to enlist in the Imperial Navy.

Rath joined the naval cadets at Karmon College at the age of 14. He was a slightly built studious youth and many of his instructors doubted the capability of the new cadet to survive the rough and tumble of naval life. But he did more than survive, a diamond-bright indomitable will forced him to excel. He proved adept at the epee and many a foolish, overbearing lout bore facial scars to remind them of Rath's mastery in the duelling stocks. Of course in later years, a scar received at the hand of Lord Admiral Rath became a badge of honour.

Rath was commissioned as 125th Lieutenant into the Cruiser *Diomedes* working steadily through the ranks. He was promoted to Damage Control Officer

in the battleship *Word of the Emperor* and earned great respect for his organisational skills. He also won a Bakka Purity Commendation for leading a counterattack on Ork boarders, slaying the Ork Chieftain personally with a broken cutlass.

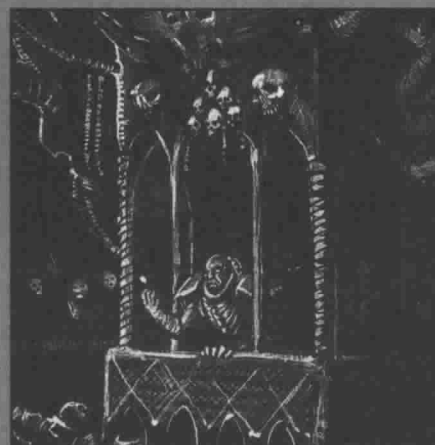
It was as Flag Tactical Officer for the 34th Destroyer Flotilla that Rath's strategic genius began to show. In a series of brilliant engagements, his devious mind plotted the downfall of the Eldar Pirates of the Ganzona Rift. Wherever the faster, theoretically more manoeuvrable, Eldar fled they found Cobra gunships already turning into attack runs. From then on, the 34th were known as Rath's Marauders. The Rift War won Rath his Flag Rank and the Azure Medallion.

Rath became Battlefleet Bakka's supreme strategist. Lord Admiral Vannion claimed that Rath's presence on the bridge was worth an additional squadron of battleships. In due time Rath replaced Vannion as Lord Commander of all naval assets in the Bakka Sector. The Ultramar expedition was the largest armada of warships ever sent out of the Segmentum. There was never any doubt who would lead the force.

Lord Admiral Rath250 pts

A Bakka fleet may include Lord Admiral Rath (Ld 10) as Fleet Commander. Rath has three fleet commander rerolls.

Special Rule: Rath is a master strategist. He can reroll a 'Come to New Heading' special order and any battleship he commands may use 'Come to New Heading' special orders.



SEGMENTUM TEMPESTUS, BAKKA 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

Lord Admiral Rath may be taken as the Fleet Commander if the fleet is worth over 1500.

Lord Admiral Rath (Ld 10)250 pts
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Admirals get one fleet re-roll included in their points cost. If you want more you'll have to pay for them.

One extra re-roll25 pts
Two extra re-rolls75pts
Three extra re-rolls150 pts

CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or battlecruisers.

0-1 Imperial Emperor class battleship (Dominus Astra only)345 pts
Imperial Victory class battleship360 pts
Imperial Retribution class battleship .365 pts	

Battlecruisers & Heavy Cruisers

You may include up to one battlecruiser in your fleet for every two cruisers.

Imperial Overlord class battlecruiser235 pts
Imperial Cardinal class heavy cruiser190 pts

0-12 Cruisers

0-1 Imperial Daemon Slayer cruiser.170 pts
0-2 Imperial Dictator class cruiser220 pts
0-3 Imperial Lunar class cruiser180 pts
0-3 Imperial Gothic class cruiser.180 pts
0-3 Imperial Dominator class cruiser190 pts
0-3 Imperial Dauntless light cruiser110 pts
0-2 Imperial Defender Escort Cruiser120 pts
0-2 Imperial Enforcer Escort Cruiser130 pts

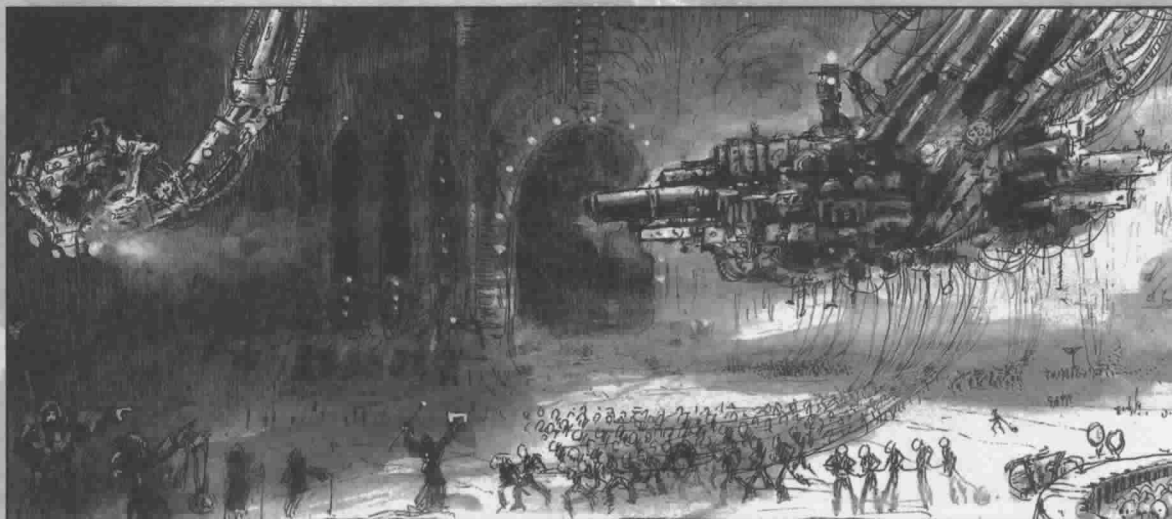
ESCORTS

You may include any number of escorts in your fleet.

Imperial Firestorm class Frigate40pts
Imperial Sword class Frigate35pts
Imperial Viper class Missile Destroyer .35 pts	
Imperial Cobra class Destroyer30 pts

ORDNANCE

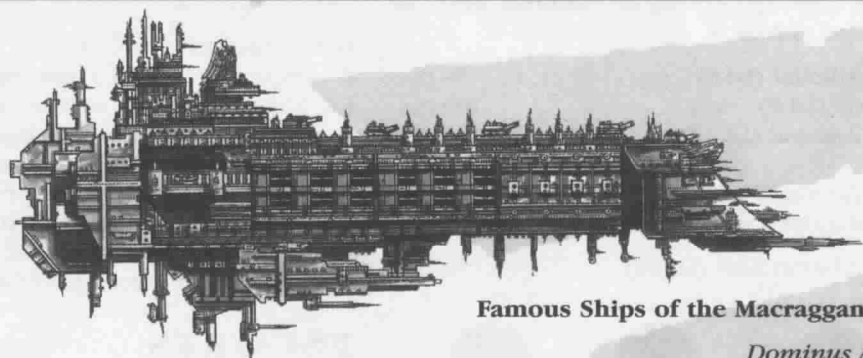
Any ship with launch bays may choose to have them launch any mix of Fury Interceptors or Starhawk Bombers. The Emperor Class battleship may carry Shark assault boats at an additional cost of +5 points. Ships with torpedo tubes are armed with ordinary torpedoes, but they may be equipped with special torpedoes if the additional points are paid, see 'Torpedoes Away' in the Warp Storm supplement.



D'AYNES FIGHTING SHIPS OF SEGEMENTUM TEMPESTUS

BATTLEFLEET BAKKA

IMPERIAL EMPEROR CLASS BATTLESHIP 345 pts



Famous Ships of the Macraggan War

Dominus Astra

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15cm	45°	4	5+	5
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Port weapons battery		60cm		6	
Starboard weapons battery		60cm		6	
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	
Prow weapons battery		60cm		5	
				Left	
				Right	
				-	
				-	
				Left/front/right	
				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.

Emperor Class battleships are among the oldest to serve in Imperial Fleets and are commonly used as flagships. Only one member of this class, the venerable *Dominus Astra*, saw action against Hive Fleet Behemoth while serving as Lord Admiral Rath's flagship. The *Dominus Astra* was lost in combat at the Battle of Circe in the Macragge system when an Imperial Fleet of 200 vessels was overwhelmed by Tyranids. In order to cover the disengagement of the remaining twelve Imperial warships, Lord Rath ordered the battleship into the heart of the enemy fleet, ripping through their formations with all guns

blazing. As the alien hordes closed around the doomed ship, the *Dominus Astra* engaged its warp drives tearing apart real space, dragging large numbers of the unholy foe into the immaterium and dashing many others onto the rings around the gas giant. The Emperor Class ship was never officially seen again although rumours abound of a mysterious ghost ship that appears from the warp in time of greatest peril to hurl itself on humanities most dangerous enemies.

For further information on Emperor Class Battleships, see page 106 of the *Battlefleet Gothic* Rule book.



Famous Ships of the Macraggan War

Hammer of Scaro Victory Argus Conqueror

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	4	6+ front /5+	4
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Port lance battery		60cm		4	
Starboard lance battery		60cm		4	
Dorsal weapon battery		60cm		3	
Prow Nova Cannon		30-150cm		1	
			FIRE ARC		
			Left		
			Right		
			Left/front/right		
			Front		

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

Four *Victory* class battleships served against Hive Fleet Behemoth, the *Victory*, *Argus*, *Conqueror* and *Hammer of Scaro*. In internal layout, the *Victory Class* resembles *Retribution* class battleships and possibly this design is the product of grafting lance weapons systems onto a *Retribution* template. The Technomagi of Mars refuse all requests for access to their records so the origin of this class remains unclear. The *Conqueror* particularly distinguished itself during the Great Crusade to enlighten the galaxy with the Emperor's wisdom after the Age of Strife. *Conqueror* led the fleet that cleansed System Stabulo of the twisted once-human deviants that polluted Sector Tempestus. The *Hammer of Scaro* was rebuilt with prow torpedoes instead of its nova

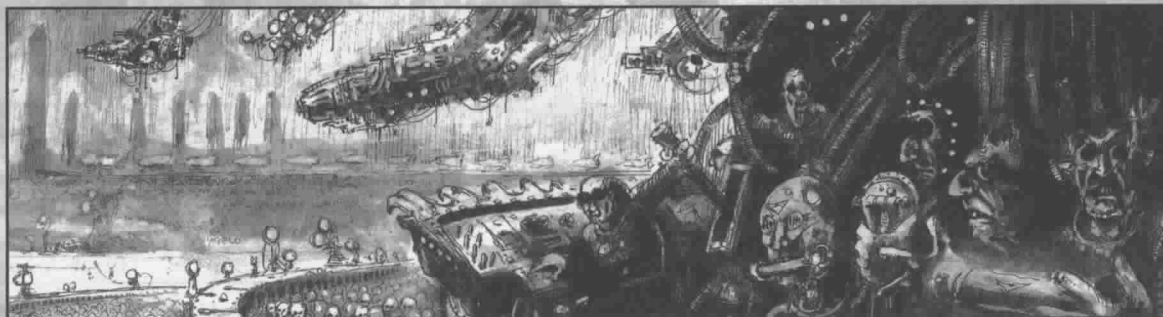
cannon after receiving severe damage ramming the Ork Hulk *Gungedrinka* at the Battle of Lexus.



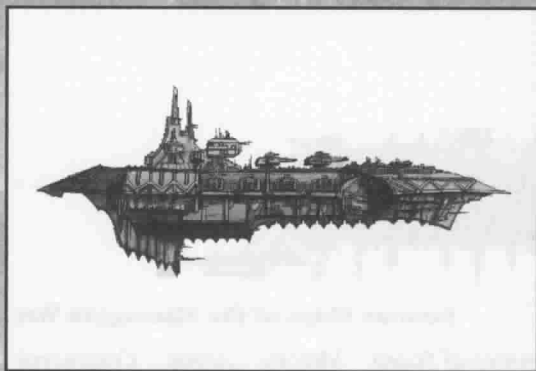
Notes: The *Hammer of Scaro* was refitted with torpedoes after the Battle of Lexus. This gives the ship a strength 9 torpedo.

'Victory? What use is victory? Let me have a battle of annihilation.'

Fleet Commissar Drussos



IMPERIAL CARDINAL CLASS HEAVY CRUISER190 pts



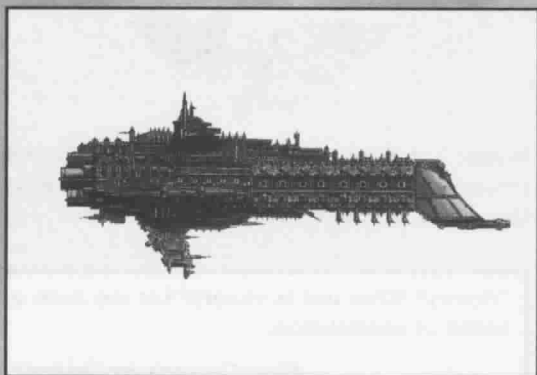
Cardinal Class heavy cruisers were the original template used for the ill-fated *Archeron* Class heavy cruiser design. The failure of the *Archerons* was attributed to the use of alien technology in the weapons systems derived from the haunted Portis Cthulhus. Nevertheless, some doubt has clung to the *Cardinal* Class and now only a handful of fleets use the type. Only two ships were in service in the Bakka Sector during the invasion of *Bebemoth*, the *Sebastian Thor* and the *Silent Fire*. Both left with the Bakkan Battlefleet to the Macraggan war but the *Silent Fire* never arrived and is presumed lost in the warp. *Sebastian Thor* was one of the handful of survivors from the battle.

Famous Ships of the Macraggan War

Sebastian Thor *Silent Fire*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port lance battery		45cm	2		Left
Starboard lance battery		45cm	2		Right
Dorsal weapon battery		45cm	6		Left/front/right
Prow torpedoes		30cm	6		Left/front/right

IMPERIAL DAEMON SLAYER CLASS CRUISER170 pts



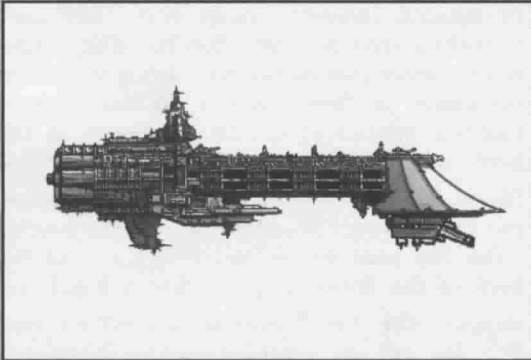
The origin of the *Daemon Slayer* is completely obscure. It can be traced back in Imperial records to the Sargot Crusade. It was known to be part of the battlefleet of Lord Karanon but all records of this time were destroyed in the Oomlak Resurgence. *Daemon Slayer* was purpose built around a mysterious weapon, the psychic cannon. The Tech Priests believe that some unknown human-colonised planet constructed the ship during the Age of Strife preceding the Emperor's benevolent rule. This may have been a doomed attempt to keep open star lanes that were infested with demons. It would be typical of the people of the period that they would turn to the godless magic of technology for salvation rather than faith.

Famous Ships of the Macraggan War

Daemon-Slayer

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	6+ front/5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons battery		45cm	10		Left
Starboard Weapons battery		45cm	10		Right
Prow Psychic Cannon		30cm	1		Front

ENFORCER CLASS SYSTEM CONTROL CRUISER 130 pts



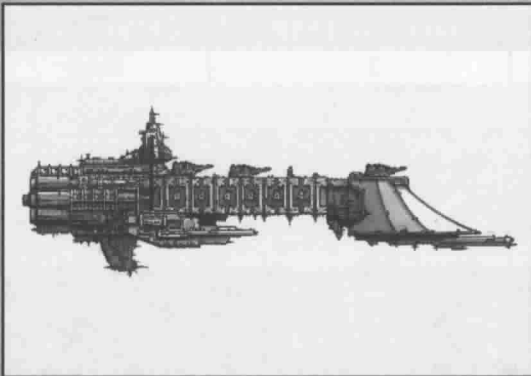
Another Gareox Prerogative design, these through-deck cruisers are intended as system control ships. Many a wavering Imperial Governor has been reminded of his obligations by the appearance of an Enforcer Cruiser with its prowling fighter and bomber squadrons, and hard-hitting lances. One of the most famous Enforcer cruisers is the *Imperial Ghost*, which single handed prevented rebellion in an entire subsector by isolating the systems until the arrival of Imperial Guard reinforcements. Tempestus has found this type to be effective against pirates but, like many Preogative designs, to be less successful in fleet actions.

Famous Ships of the Macraggan War

Imperial Ghost Dux Cornovi

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Launch Bays		Starhawks: 20cm Furies: 30cm	1 Squadron		Left
Starboard Launch Bays		Starhawks: 20cm Furies: 30cm	1 Squadron		Right
Prow Lance Battery		30cm	4		Front

IMPERIAL DEFENDER CLASS ESCORT CRUISER 120 pts



Defender Class escort cruisers are popular as convoy flagships. The most famous convoy leader in Battlefleet Bakka is the *Alien Bane*. This ship has accounted for more than 17 pirate ships and 204 attack craft in its 400 year career. It particularly distinguished itself at Heaven's Split where, with only two under-strength squadrons of Cobras, it fought off continuous waves of Ork attack craft for two days until the Escort Pack *Silver Wolves* drove off the grenskins. Admirals have also found this class effective as fleet escorts and it has become common practice to pair battleships and escort cruisers in Battlefleet Bakka.

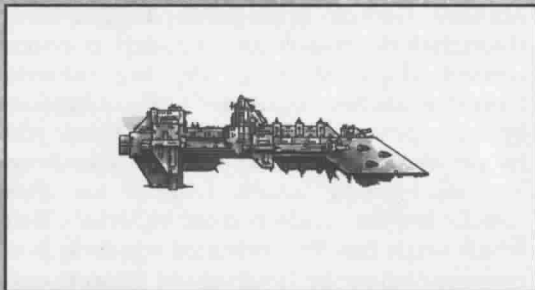
Famous Ships of the Macraggan War

Starlight King Horaxe Emperor's Shield

Notes: Many Defender Class ships have been fitted with prow torpedoes as an alternative weapon system to lances. This gives the ship a strength 6 torpedo.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons battery		30cm	2		Left
Starboard Weapons battery		30cm	2		Right
Dorsal Fleet Defence Turret		15cm	2		Left/front/right
Prow Lances		30cm	3		Front

IMPERIAL VIPER CLASS MISSILE DESTROYER 35 pts



Famous Ships of the Macraggan War

59th Rat Runners 76th Silver Spears

During the Gareox Prerogative, many Cobra destroyers were converted to carry boarding torpedoes as part of the Young School's obsession with ordnance. Their main weapon battery was removed and extra torpedo launch batteries added. The experiment was not a success; destroyers could not carry large enough crews to man the torpedoes properly and fight the ship. Most of the destroyers have been gradually converted back to standard armament but a number still retain all torpedo armament, even though they no longer use boarding torpedoes. These ships are

designated missile destroyers and are organised into separate flotillas. They make poor convoy escorts but have been surprising successful as fleet support flotillas. Massed torpedo attacks at critical moments in the battle have often turned the tide for Imperial Fleets. The 204th Grey Sharks Flotilla caught the Ork Kroozer *Fow-Masha* in a devastating cross fire blasting the pulse engines off the back of the Terror ship, leaving it a helpless cripple. The 193rd Flotilla is credited with finishing off the crippled Heretic battleship *Pustulence* with salvos of torpedoes fired at near maximum range.

Special Rule: There are not enough crew to properly reload the tubes. If a missile destroyer successfully reloads ordnance make an additional check for crew fatigue by rolling a die; on a 1-2 the tired crew make a disastrous error and jam one of the three launchers for the rest of the game (this is an accumulative result), on a 3-4 the loading is delayed and the ship will be unable to fire the reloaded tubes for one turn, and on a 5-6 all has proceeded smoothly, the tubes can fire normally.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	4+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Torpedoes		30cm	3		Front

'The Emperor helps those who aim their lances well.'
Traditional Saying



Battlefleet Gothic Questionnaire

To help us decide what miniatures, rules and settings we should make for BFG, we've put together this questionnaire for you to fill in and return to us. Of particular note is Question 3 where you have a direct impact on what rules become official additions to the game. So if you think the Tyranid list is unworkable or excellent - Tell Us! We want Fanatic to become

more than just the four of us here in the office, it's you, the hobbyists that buy the magazines and still play the games as well.

Return your questionnaire to: Fanatic Games, Games Workshop Ltd, Willow Rd, Nottingham, NG7 2WS, UK. Or e-mail your answers to: fanatic@games-workshop.co.uk

1. What sort of new miniatures do you want to see?
(Please tick as appropriate)

- a. Ships for races not yet covered in the BFG rules.
- b. Please specify which race you would most like new models for:

c. New ships to expand existing fleets.
- d. Please specify which race you would most like new models for:

- e. Models to replace the counters in the game (i.e. torpedoes, attack craft etc).
- f. Models for asteroid bases, defence platforms, space docks and such like.

2. If we could only do one of the above, which should it be? (I.e. if you think that the most important thing to make were ships for new races then you should write down 'a').

3. Which of the following experimental rules should be made into official additions to the game?
(please tick as appropriate)

- a. Eldar Refits (Customise Eldar ships).
- b. Warp Beasts (new creatures from the void).
- c. Cities in space (Eldar Craftworlds).
- d. Chaos Space Marine Fleets.
- e. Nova Cannon Ammo.
- f. Tyranid Hive Fleets.
- g. Ork Skills and refits.
- h. Updated rules for mines and celestial phenomena.
- i. Necron Reaper Fleets.
- j. Points calculator from Ned Smotherman.

4. Which of the following things would you like to see rules for?
(Please tick as appropriate)

- a. Battlefleet Terra (background, new rules and fleet lists BFG battles set in the Horus Heresy).
- b. Battlefleet Armageddon (background, new rules and fleet lists for BFG games set during the 3rd Armageddon Campaign).
- c. Fleet Command (map based campaign system for fighting BFG campaigns).
5. If we could only do one of the above, which should it be? (I.e. if you think that the most important thing to make were rules for the Armageddon you should write down 'a').



6. If you have any other suggestions for new miniatures, rules, terrain, or anything else for BFG, please write them below:

BRACE FOR IMPACT

KEEPING TRACK OF BFG DEVELOPMENTS

The purpose of this section of Battlefleet Gothic magazine is to keep you up to date with what is going on with BFG. Basically, what we'll be doing is publishing 'New Rules' (NR) and 'Experimental Rules' (ER) in Battlefleet magazine for BFG. The new rules have to be used where applicable, while the experimental rules are optional and can only be used with an opponent's consent. If the feedback on the experimental rules is positive enough we'll upgrade them to New Rules status in future issues of Battlefleet magazine.

So you can keep track of what the state of play is with the various new rules and experimental rules, every issue of Battlefleet magazine will include this section, and we'll also have a similar page on our web site. Along with other bits and pieces of news and gossip, this section will list the new rules, experimental rules and errata that currently apply to the Battlefleet Gothic game system. More importantly it will tell you where you can find this information if you don't already have it, by listing the place where the original article was published. If the original source is no longer available, you'll be able to order photo-copied versions for a small fee, and/or you'll be able to find electronic versions of the rules at our web site. We also plan to periodically consolidate any new rules together into supplements that we'll print for Battlefleet Gothic, and when we do this section will refer you to the relevant supplement.

Warp Storm

Torpedoes Away: New, expanded torpedo rules by Andy Chambers. NR

Advanced Rules: Mines, torpedo-bombers and massed turret fire by Andy Chambers. NR

Brace for Impact: Questions and answers by Andy Chambers. ER

Convoy Run Variants: Alternative scenario rules by Andy Chambers, Pavel Stafa and Michael Powers. NR

Stalking the Void: Rules for the Void Stalker Eldar battleship by Andy Chambers. NR

To Cleanse the Stars: Rules for using mighty Space Marine fleets by Gav Thorpe and Andy Chambers. NR

Space is Green: Rules for Ork Hulks and Roks by Andy Chambers. NR

Slayer of Worlds: Rules for the Planet Killer, Chaos flagship by Gav Thorpe. NR

Eldar Refits: New refit tables for the Eldar by David Camburn. ER

Warp Beasts: Rules for creatures of the void by Gav Thorpe & Rich Curran. ER

Imperial Vanquisher class battleship: rules for a new class of battleship by Warwick Kinrade. ER

Planet Killer

Cities in Space: Rules for using Eldar Craftworlds by John Carter. ER

Ramillies class star fort: Rules for Forgeworld's model by Andy Chambers. NR

Chaos Space Marines: Rules for Chaos Space Marine fleets by Glen Hasse. ER

Fra'al battle cruiser: Rules for a converted Fra'al battle cruiser by Che Webster. ER

Nova Cannon Ammo: Special ammo rules for the Nova cannon by Ned Smotherman. ER

BFG Magazine 1

The Great Devourer: Tyranid Fleet lists by Andy Chambers. ER

Da Ammer: New Ork Battle Kroozer by Andy Chambers. NR

Ork Skills and Refits: Everything an Orky Captain may need by Mark Humphries. ER

Corribra Sector: New Ship types from the Corribra Sector by Matt Sprange. ER

Experimental Rules: Possible new rules for Solar Flares and Mines. ER

BFG Magazine 2

Necron Raiders: Necron Fleet lists by Pete Haines. ER

Battlefleet Bakka: New ship classes by John Lambshead. ER

Competition Winners: Brand new ships from our lucky competition winner, Bob Henderson. ER

Hivefleet Kraken: Follow up article to last issues Tyranid Fleet. NR

Experimental Rules: A ship points generator by Ned Smotherman ER

EXPERIMENTAL RULES

Experimental rules is a regular section of Battlefleet Gothic magazine where you will find new rules that we are thinking of adding to the game system. These are ideas for rules changes that we've either come up with ourselves, or which have been suggested by BFG players. For the time being these are not official changes to the games rules, and should therefore only be used with an opponent's consent. This said, we really do want you to try the rules out in some of your games, and then write to us telling us if the rules work, and what problems, if any, you ran into when using them. Much more importantly we want you to let us know if you think the experimental rules should or should not be made into 'official' rules that must be used.

We'll also be trying the experimental rules out ourselves, and our own experience of the rules combined with the feedback we receive from you lot will allow us to decide if the rule makes the 'cut' and becomes an official part of the Battlefleet game system, or if it fails to do so and ends up being consigned to the bin!

So, try out the rules below, and write to us with your comments at Battlefleet Gothic Magazine, Games Workshop, Willow Road, Lenton, Nottingham, NG7 4WS. We'll let you know the results of our deliberations in future issues of Battlefleet Gothic Magazine. So far we have had little response to the proposed changes to the Mine and Celestial Phenomena rules - come on, we need your feedback!

This issue we unleash the following ship design system, from Ned Smotherman, on you all. Remember these rules are experimental so opponents consent is necessary before using ships designed by yourself in your fleet.

The Smotherman Formula:

The Basics

This is the generator that is basically the same for every race, unless otherwise noted under that specific race's section. Note: when buying broadsides you must pay for *each* side.

Capital Ships (All Cruiser variants & Battleships)

Hits = 5 points each.

Shields = 10 points each.

Turrets = 5 points each.

4+ Armour (all around) = Free

5+ Armour (all around) = 10 points

+1D6 on AAF = 10 points

Speed = Every 5cm of speed costs 1 point (or speed divided by 5 if that's easier to remember).

30cm Weapons Battery = 1.5 points per "Point of Strength"

45cm Weapons Battery = 3 points per "Point of Strength"

60cm Weapons Battery = 4.5 points per "Point of Strength"

30cm Lances = 9 points per "Point of Strength"

45cm Lances = 11 points per "Point of Strength"

60cm Lances = 13 points per "Point of Strength"

Torpedoes = 3.5 points per "Point of Strength"

Escorts

This section is for equipment that is different for escorts than it is for capital ships. Things not mentioned as being different here are the same price they would be for capital ships.

Hits = 5 points each (max 2)



Shields = 5 points each (max 1)

4+ Armour = Free

5+ Armour = 5 points

All weapons same as above (Max Lance limit 30cm, Max WB limit 45cm)

Race Specifics

This section describes armaments that are specific to each race.

Imperium/Chaos

Light Cruisers = 6 hits max (may increase their turn to 90 degrees at no extra cost)

Standard Cruisers/Battlecruisers/Heavy cruisers = 8 hits max

Grand Cruisers/ Heavy Battlecruisers = 10 hits max

Battleships = 12 hits max

Imperial capital ships should have a speed of 20cm most of the time, with the exception of Light Cruisers, which can have a speed of 25cm.

Chaos capital ships should have a speed of 25cm most of the time, with the exception of Light Cruisers, which can have a speed of 30cm.

Nova Cannons = 37.5 points

Armageddon Gun (Chaos only) = 138.5 points (Max strength of 1!)

5+/6+ front (armoured prow) = 10 points for 5+ armour, and 32.5 points for the 6+ prow for a total armour cost of 42.5 points.

Launch Bays WITHOUT Assault Boats = 13.5 points per "Point of Strength"

Launch Bays WITH Assault Boats = 17 points per "Point of Strength"

Orks

Light Kroozers = 8 hits max

Kroozers/Battle Kroozers = 10 hits max

'eavy Kroozers (Grand Cruisers) = 12 hits max

'uge ships (battleships) = 14 hits max

Ork Rokks and Space Hulks always have a

movement value of 10cm and this is of no charge.

6+ front/5+sides/4+ rear armour = 20 points (Basic armour of Ork Capital Ships)

6+ Front/5+ sides & rear = 42.5 points (Battle Kroozers, 'eavy Kroozers and 'uge ships only)

4+/6 front armour = 5 points (Basic armour for Ork Escorts)

Ork Launch Bays (fighta-bombas & assault boats) = 13.5 points per "Point of Strength"

D6 Launch bays = 40.5 points per D6.

Gunz battery prices are the same as weapons battery prices in the "Basics" section, but are, of course, called gunz. 60cm gunz can only be placed on 'eavy Kroozers and 'uge ships. D6 prices and Heavy Gunz prices are below.

D6 Torpedoes = 10.5 points per D6.

D6 30cm gunz = 4.5 points per D6.

D6 45cm gunz = 9 points per D6.

D6 60cm gunz = 13.5 points per D6 ('eavy Kroozers and 'uge ships only)

15cm Heavy gunz = 3 points per "Point of Strength"

30cm Heavy gunz = 6 points per "Point of Strength" ('eavy Kroozers and 'uge ships only)

D6 15cm Heavy gunz = 9 points per D6.

D6 30cm Heavy gunz = 18 points per D6. ('eavy Kroozers and 'uge ships only)

Eldar

Light Cruiser = 4 hits max

Cruisers/Battlecruisers = 6 hits max

Ships of the Line (Grand Cruisers) = 8 hits max

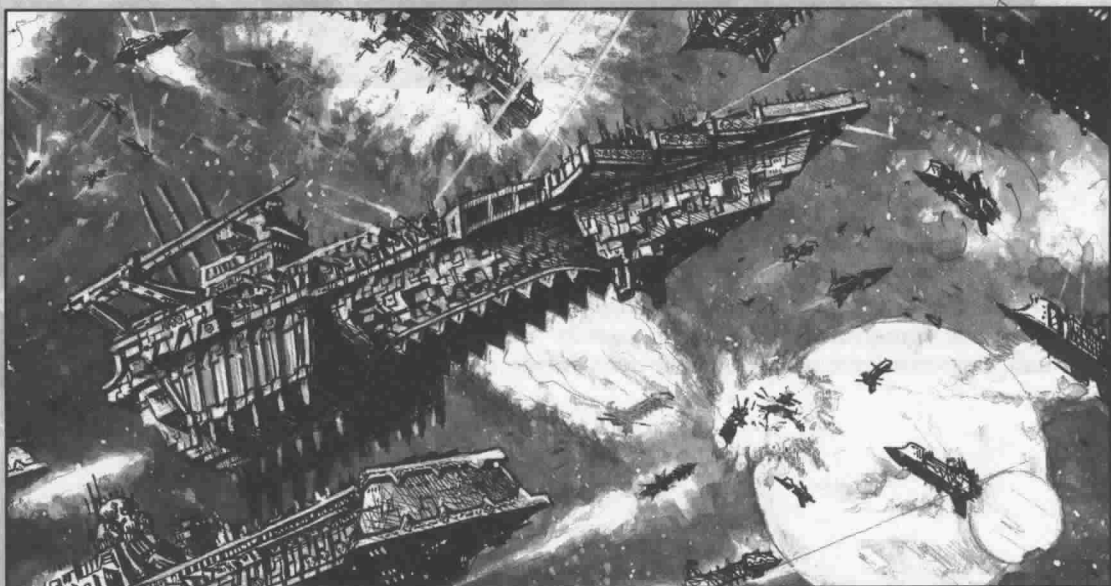
Battleships = 10 hits max

Eldar Capital ships double their "Hits" points cost to 10 points each.

Eldar Escorts have the standard "hits" value of 5 points each (max 1 hit on escorts).

All Eldar ships are also made of "Wet paper" –





that is they always have 4+ armour value and suffer critical hits on a 4+.

For Eldar Capital ships, when you calculate their speed, add the price of all three speeds (at the value in the "Basics" section) together and multiply it times 2.

For Eldar Escorts, simply figure the value of the highest of the three speeds and do not multiply it.

Holofields = 30 points for Capital ships and 10 points for Escorts.

Eldar Launch Bays (Darkstar Fighters & Eagle bombers) = 25 points per "Point of Strength"

Eldar Torpedoes = 7 points per "Point of Strength"

30cm Eldar Weapons Batteries = 6 points per "Point of Strength"

45cm Eldar Weapons Batteries = 6 points per "Point of Strength" (Battleships only. And yeah, it's the correct cost, bonus for being a battleship I guess, since you only get 1 for every 1000 full points of other ships you have).

30cm Pulsar Lance = 18 points per "Point of Strength"

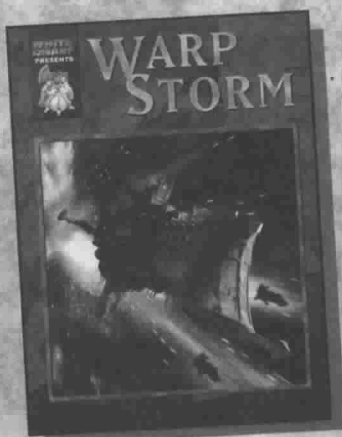
45cm Pulsar Lance = 20 points per "Point of Strength" (Ships of the Line & Battleships only)

***Note: If an Eldar Escort has 4 or more "points" of weapons, then add an additional 15 points to the cost of the ship - think of it as a "Too many weapons on too small a ship" charge.

After figuring the total points, round it. Depending on whether it was a Capital Ship or an Escort, use the appropriate of the two following guidelines to help you get the total price.

For Capital ships - round the decimal in the "tenths" place as you would normally and drop all decimals behind it. Then with a last digit before the decimals (the "ones" place) of 1-2, round down, of 3-4, round to 5 of a result of 5, drop the decimals, of 6-7 round to 5, of 8-9 round up to 0, and a result of 0, drop the decimals.

For Escorts - Drop the decimal completely at the beginning (don't round it), and then round the number in the "ones" place as stated above.



• WARP STORM & PLANET KILLER

Battlefleet Gothic's two essential previous releases are still available to the discerning fleet commander offering a mix of new rules, scenarios and battle reports.

Warp Storm	Price £12.00
Planet Killer	Price £2.75

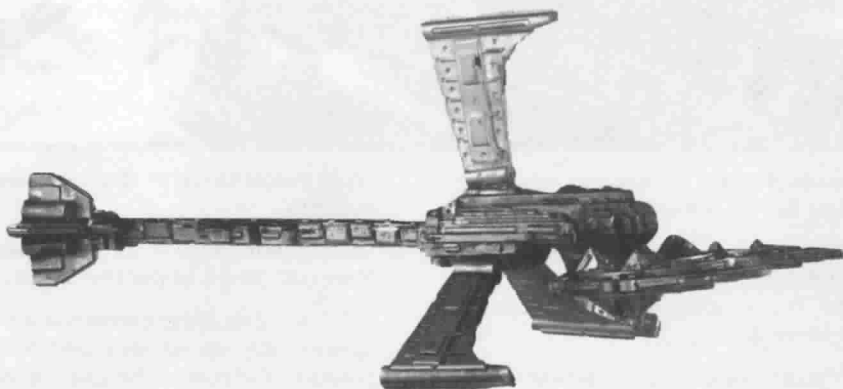


BATTLEFLEET GOTHIC

Hot from the Forges

Necron Reaper Fleet

From an unknown origin come the Necrons their only known purpose is "the harvest". On board their extremely powerful ships they attack using alien weaponry far surpassing that of the Imperiums technology. Luckily the size of their fleets remains considerably small, emperor have mercy if their ever decide to attack in greater strength.



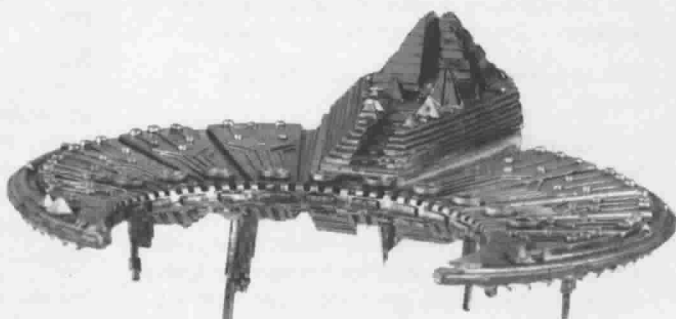
Scythe Class Harvest Ship - £8.00

FBGM006



Dirge Class Raider - £5.00 for 4

FBGM008



Cairn Class Tombship - £12.00

FBGM005



Jackal Class Raider - £5.00 for 3

FBGM007

Necron Reaper Fleet Mega deal

1 Tombship

3 Scythe Class Harvest Ships

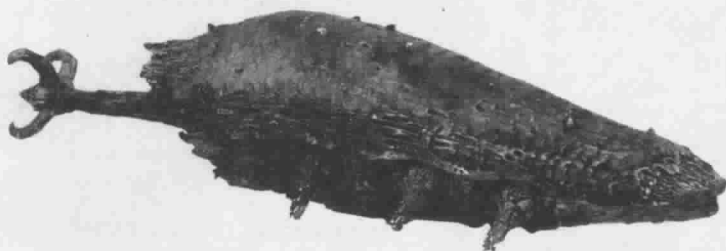
1 Squad of Jackal Class Raiders

2 Squads of Dirge Class Raiders

All this for £50 (US \$112) and we'll even throw in an extra squad of Jackals to give you 2 squads in total. All together this fleet comes in over 1500pts!!

Tyrannid Hivefleet

Lead by the massive Hiveships the bio-organic, living space craft of the Tyranids are terror incarnate. Fearsome Drones armed with horrifying weapons swarm around terrifying Hive ships the size of battleships.



£14/\$25
ALL 4

TYRANID HIVESHIP – £10.00/\$17.00
FBGM001



TYRANID DRONESHIP WITH PLASMA SPINE –
£2.00/\$3.50
FBGM002



TYRANID DRONESHIP WITH PYRO ACID –
£2.00/\$3.50
FBGM003



Each Hive ship comes with a selection of eight weapons – choose from the following: Bio Plasma Spine, Feeder Tentacles, Pyro Acid, Launch Bay and Ram Claw (counts as two).

BATTLEFLEET GOTHIC™

£68/\$110
FLEET DEAL

The Gothic Sector lies burning before you, the Imperial fleet is scattered. To help you gather a warfleet to destroy this sector in the name of Chaos, we came up with this special deal, based on the Chaos warfleet used in this month's battle report:

- Battlefleet Gothic Boxed Game (4 Chaos cruisers contained within the boxed game!)
- Desolator class battleship
- 3 Idolator class raiders
- 7 Infidel class raiders

All for £68 and we'll also send you two sets each of the metal Fighters, Bombers & Mines **FREE!** The Fighters, Bombers & Mines are also available separately from Mail Order – give us a ring for prices.

CHAOS WARFLEET

Mines

Bombers

Fighters

FREE!

Fighter & Bomber designs may vary from those illustrated
Designed by Dave Andrews & Tim Adcock

BATTLEFLEET GOTHIC CATALOGUE

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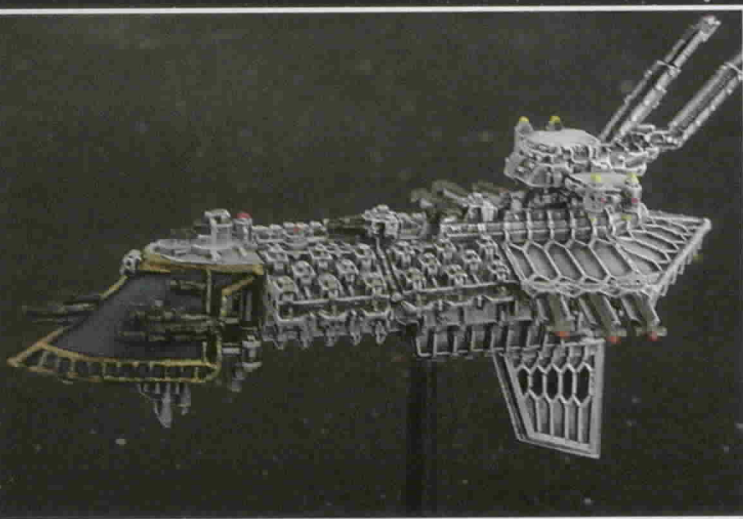
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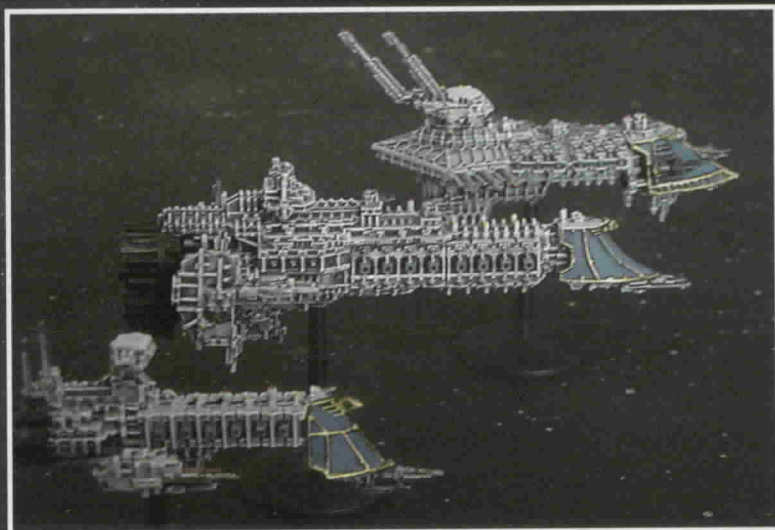
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A Hive ship and its drones overwhelm
patrolling Chaos ships.



The Planet Killer compe-
tition winner by Bob
Henderson.
The Furious class Grand
Cruiser.

The rest of Bob's compe-
tition entries, all very
nice indeed.
See page 16 for more
details.



BATTLEFLEET GOTHIC

Necron Reapers by *Pete Haines*

Once the Necrons were a minor threat to the Imperium's rule, small raiding forces only attacking isolated colonies - until now. The space lanes are no longer safe from the awesome technology of this ancient race.

Hive Fleet Kraken by *Pete Haines*

We've had lots of response to the Tyranid Fleet lists published in issue 1, and Pete answers your queries in this follow up article. He has also put together some sample Tyranid Hive ships, and included some errata from the Fleet lists.

Battle Fleet Bakka by *John Lambshead*

Battlefleet Bakka was instrumental in defeating Hive Fleet Behemoth at the Battle of Macragge, and these lists make the perfect opponents for Tyranid fleets. The list includes background, a special character - Lord Admiral Rath, fleet lists and new ships, like the Victory Class Battleship, Enforcer class System Control Cruiser and Defender class Escort Cruiser.

Brace for Impact

This regular feature brings you details of archived articles from Warp Storm, Planet Killer and BFG mag 1. It introduces the experimental rules section where untried rules and scenarios will be featured for playtesting.

Experimental Rules by *Ned Smotherman*

Ned, with the aid of the BFG Mail List, has come up with a points calculator for working out the cost of new ships. We'd like you to try it out and let us know how well it works.

Planet Killer Competition Winners by *Bob Henderson*

We had over 200 entries for the design a new ship competition. Here are the winners. We hope to publish the best of the rest in future issues.

Hot From the Forges

The new Necron and Tyranid fleets, Necron fleet deal, and the full back catalogue for Battlefleet Gothic.

And much, much more...



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