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BATTLEFLEET

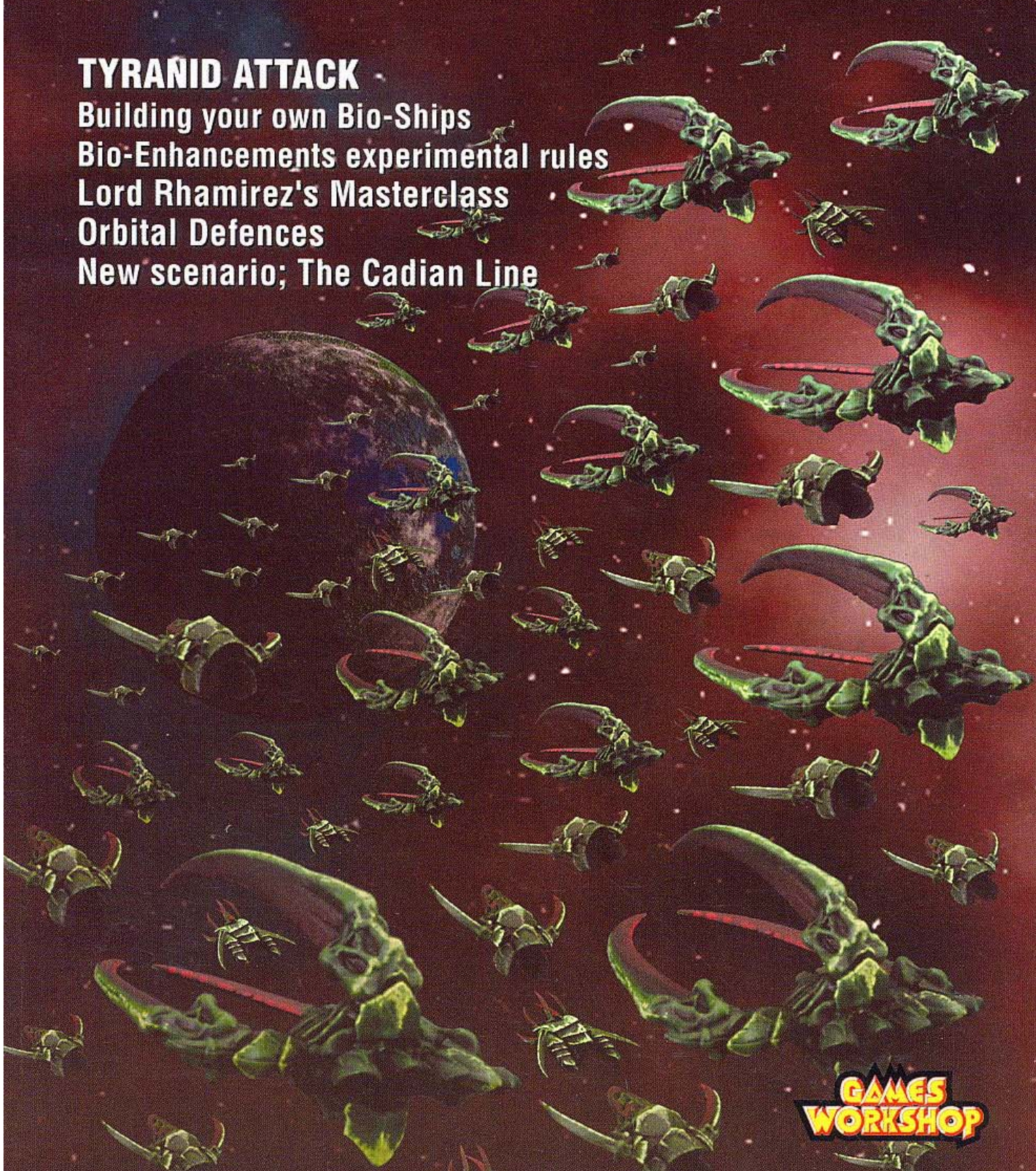
GOTHIC

MAGAZINE

Issue 5

TYRANID ATTACK

Building your own Bio-Ships
Bio-Enhancements experimental rules
Lord Rhamirez's Masterclass
Orbital Defences
New scenario; The Cadian Line



**GAMES
WORKSHOP**

TYRANID BIO-ENHANCEMENTS

Experimental Rules by John Kemp

Here are a few extra rules for the Tyranid fleet, published in BFG magazines 1 and 2. Give them a try and let us know what you think. Are the points correct? Are any obviously over powering? Are some better choices for a particular type of ship than others? Or are some just a useless choice no commander in his right mind will ever take?

Any Tyranid ship may take bio-enhancements. A ship may take any amount of bio-enhancements but it may not be given the same enhancement more than once. The only exception to this rule is Reinforced Carapace, which may be taken a maximum of half the ship's original hit capacity. So if a ship has 6 hits, it may take Reinforced Carapace up to 3 times.

Solar Vanes10 points

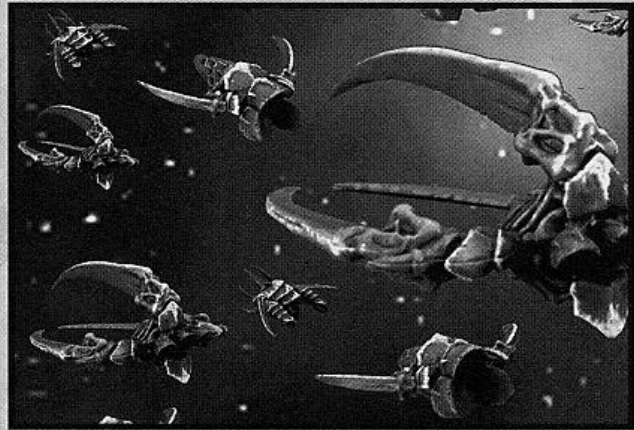
The ship gains +5cm speed if the battle takes place between the flare region and the primary biosphere.

Adrenaline Sacs15 points

The ship gains +D6cm of move on All Ahead Full orders.

Extra Spore Cysts20 points

The ship gains +2 spores



Reinforced Carapace10 points per hit

The ship may increase its hits value by one for 10 points per increase. A ship may only get a maximum additional half of its original hits value (rounding fractions down). Escorts may not take this enhancement.

NEW THREAT ALERT



Prioris: Theta Maxim
Optima

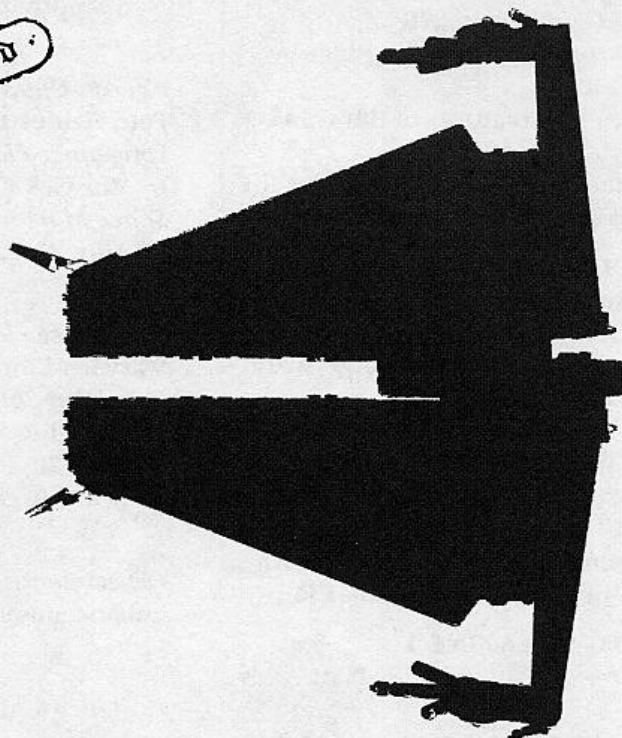
Astropathic message from:
Rogue Trader Fleet
Flagship - Sacrifice

Code:
5842/596/781...confirm
...Rogue Trader Cortez,

Unidentified alien vessel
encounter...

Preliminary sensor scan
complete...

Full report, pending
Inquisition approval,
to follow...next issue.



CERBERUS CAMPAIGN

AN INTERNET BASED
CAMPAIGN FOR ALL BFG
PLAYERS

www.lea2001.com/BFG/

The Cerberus Campaign is being run, via the internet, by James Parry, Matt Farrer, and friends. In format it is based upon Games Workshop's own Armageddon campaign, so you fight battles at home against your regular opponents then send a report to the website. These results are all logged and recorded, and each victory goes towards helping your side to win the campaign. Unlike Armageddon, Cerberus only includes BFG games, not any 41st Millennium based game systems.

The campaign is open to any BFG players, all you need is internet access to log-in to the site. The campaign isn't just a database though, it has got a plot, involving one of the special characters from Codex Chaos, which James will be slowly revealing over the coming months.

Here is an introduction to the campaign by James. For the full version visit the website.

CAMPAIGN BACKGROUND

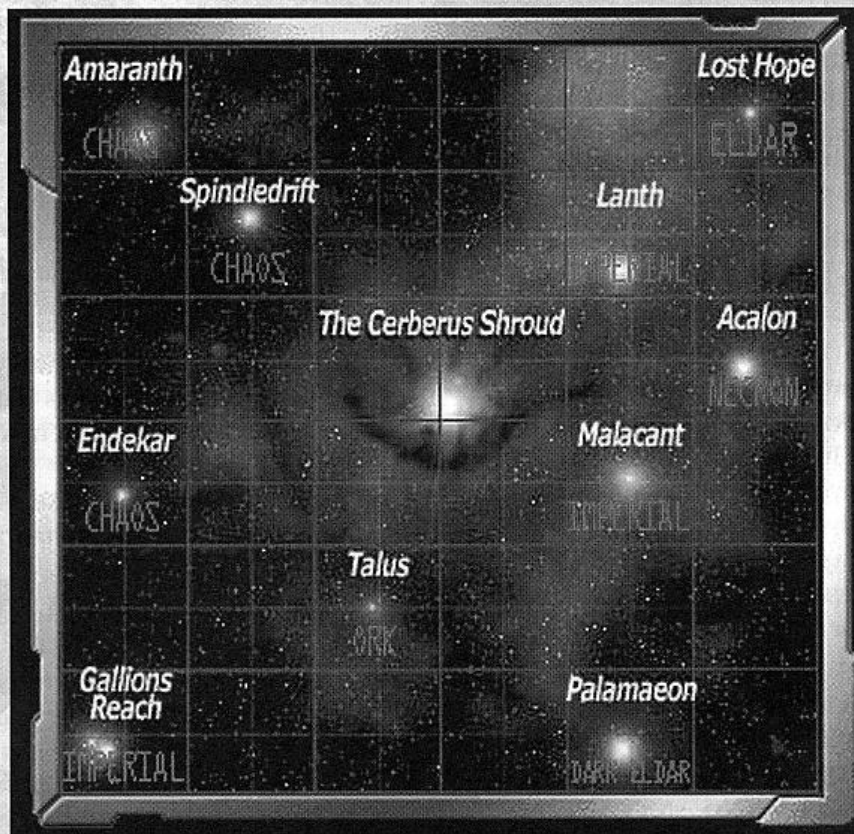
Nobody realised the true significance of the Cerberus Shroud, a small cluster of stars lying in a desolate backwater in the Segmentum Tempestus. To the vast majority of those who knew of it, it was an unimportant Sector, remarkable only for its density of young stars and their attendant habitable planets.

To a few others, it was a curiosity. A place where ancient alien races once trod. A place for further study and exploration, when one could find the time. Not a place of any great significance.

But, in truth, they did not understand at all.

DISCOVERY

Explorators of the Imperium's Adeptus Mechanicus had discovered the Sector in the early

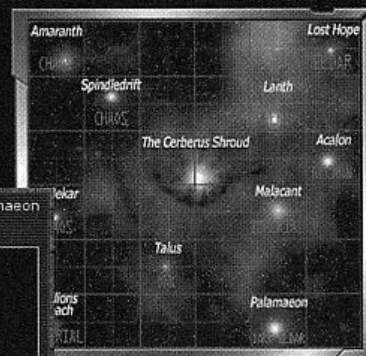
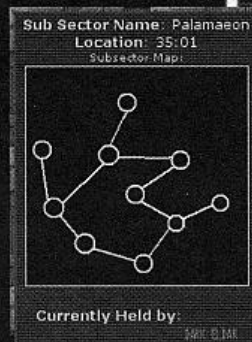


The campaign is set around the Cerberus Shroud, a mysterious nebula. Battles are fought for control of the surrounding sub-systems. The site includes an interactive map, with each sub-system getting its own map, as shown below.

Sector Map

Below is the System map. The sub-sectors are marked by a blue circle. **Point to** a sub-sector to get general information.

General Sub-Sector Data
point to a sub-sector



years of rebuilding and re-expansion that followed the Emperor's triumph in the Heresy.

On a detour from their course, the Explorators chanced upon what would come to be called the Cerberus Shroud. As a dense cluster of relatively

young stars, it stood out like a beacon in an otherwise empty area. Right in the heart of the Sector lay a dark and forbidding nebula.

The initial survey charted a surprising number of rich and habitable planets. There were many with climates for perfect agricultural worlds. Some planets were even mineral rich. There was only a small alien presence of Orks and primitive Eldar. The Explorators recommended the Sector for exploitation.

And so the colonists came. The Naval and Imperial Guard forces that accompanied them drove out the Eldar Exodites who dared to stand in their way, though they could never completely rid the sector of Orks. In the process they discovered that these worlds had first been settled long before the Imperium had found them. Even discounting the Exodites, ruins were found which hinted at ancient colonies of an alien race.

LOSS

Soon after shipping to and from the sector began to report warp trouble, including storms and riptides of unusual and growing strength. Voyages to and from the Sector gradually became less frequent and the last ships that tried to enter it found that the Cerberus Shroud had itself become locked in impenetrable warp storms.

The area was declared *perdita*, due to the warp storm activity, and then effectively forgotten.

REDISCOVERY

Whilst engaged against the forces of Hive Fleet Perseus, Battlefleet Stygian made a discovery. In pursuit of the Hivefleet their ships made it through the now diminishing warp storms and into the Cerberus Shroud, the first to do so in thousands of years. They were horrified by what they found.

Chaos ships hung in orbit over every world in the system. Battlefleet Stygian found themselves facing the Chaos ships of the Shroud along with the rearmost elements of the Tyranid fleet in a vicious, three-way struggle.

THE CERBERUS WAR BEGINS

Without the guiding hand of the Ecclesiarchy the Cerberus worlds had slipped into fealty to the Chaos Powers, drawing in warbands and Traitor Marines.

Segmentum authorities on Bakka immediately gave two orders. Firstly, a Crusade was declared against the Chaos forces of the Cerberus Shroud. Secondly, Battlefleet Stygian was instructed to continue its foray into the Sector without delay, with the Naval Exploration vessel *Venturer* charged with penetrating the Shroud Nebula itself.

With the warp turbulence surrounding the Sector diminishing, warp travel has proven much easier, though the nebula itself still remains inaccessible. Imperial forces are closing on the Shroud in large numbers. But they are not the only ones.

The Eldar have discovered this too, and seem to have launched a pre-emptive strike from several Craftworlds.

The Chaos occupiers were also unable to shift the Orks, and the Orks are responding to the conflict with glee, stepping up their raids.

Initial resistance to all of these incursions has been swift and potent. The Heretic fleets have rapidly moved to engage any invaders.

Hive Fleet Perseus continues to spiral inwards towards the Shroud Nebula, scouring systems clean of life as it proceeds.

All forces have faced opposition from unknown craft. These swift and deadly silver ships have seemingly come from nowhere. They merely attack.

This seemingly unimportant Sector has become the site of a war between all the major races of the galaxy. All wish for a chance to destroy their enemies and take the secrets of this Sector for themselves. The outcome is uncertain and only time will tell who will be victorious and what is the real story behind the mysteries of the Cerberus Shroud.

To have your say visit the website and join in...

Race	Percentage	Played
Imperial	57%	71
Eldar	55%	29
Chaos	55%	63
Dark Eldar	50%	2
Ork	33%	21
Tyranid	14%	7
Necron	9%	11

Race	Percentage	Played
Dark Eldar	100%	1
Eldar	70%	17
Imperial	60%	51
Chaos	46%	41
Ork	28%	14
Tyranid	16%	6
Necron	12%	8

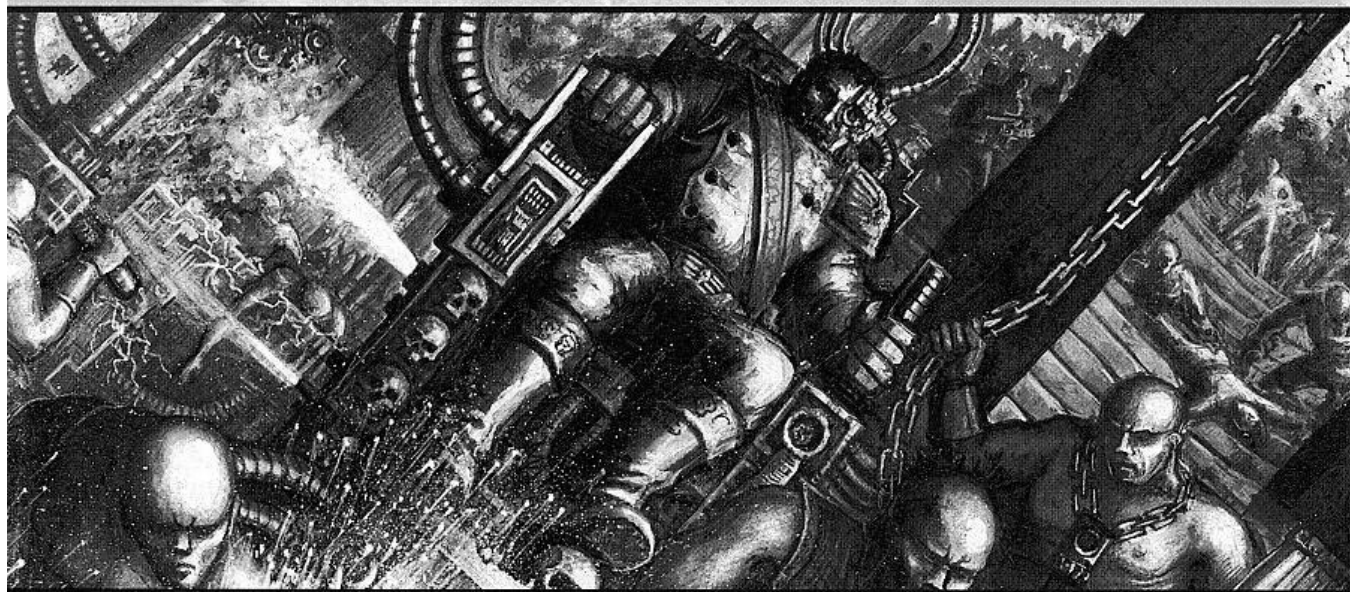
Race	Percentage	Played
Chaos	72%	22
Imperial	50%	20
Ork	42%	7
Eldar	33%	12
Necron	0%	3
Tyranid	0%	1
Dark Eldar	0%	1

The campaign results so far.

SCENARIO: CADIAN LINE

by NOAMAAN SIDDIQI

A small Chaos fleet is attempting to infiltrate through the defence lines around Cadia and escape into the systems beyond. The Imperial defences and patrols must try to identify the intruders and stop them.



'Between the Eye of Terror and Holy Earth lie many planets, guardians of the warp-routes to Terra. The foremost of these planets is the fortress world of Cadia. This is the first defence against the intrusions of the Enemy, and for the most part it is successful. Looking at Cadia you would see watchtowers and bunkers manned by Guardsmen and Space Marines, forever vigilant. The armoured defence platforms, hundreds of laser projectors and missile launchers, manned by the best crews; and huge plasma defence cannons, built in the Dark Age of Technology. Expand your view, so that you can see the entire planet now; ringed by massive space stations and orbital relays. Forever on the lookout for enemy incursion; lines upon lines of defence platforms, one of the greatest bastions of the Imperium. And now, as you look even further away, you will see hundreds of tiny lights, moving between space stations thousands of miles away. This is the Imperial Navy. These are the High Protectors. The first line of defence. Hundreds of escorts and cruisers, constantly patrolling, with hundreds of ships of the line in constant readiness behind them. And, just occasionally, a ship of the Enemy will slip through this net...'

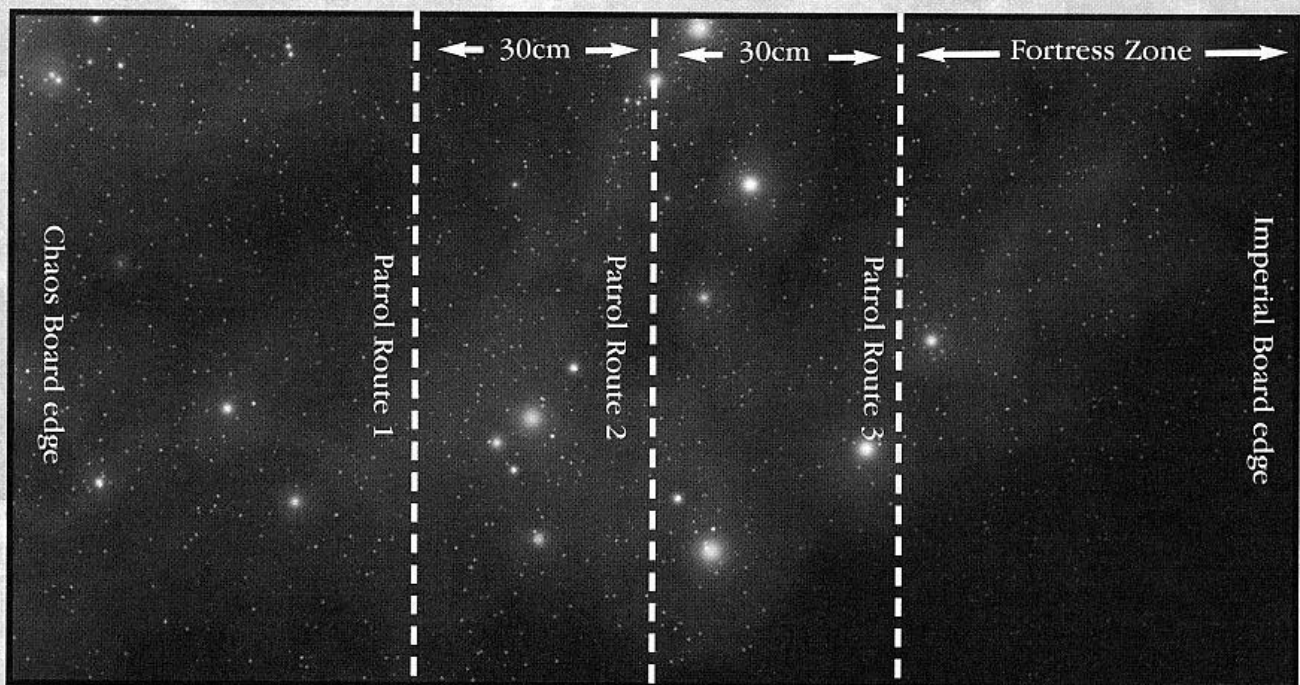
from 'Arx Imperialis, a pilgrimage to the bastions of the Imperium' by Situs Grund

BACKGROUND

Although Cadia is one of the most heavily guarded planets in the Imperium, occasionally a Chaos ship will get through the watch, managing to move stealthily through hundreds of thousands of miles of orbital defences to harass the less well defended systems beyond. In one such instance a force of Chaos cruisers was able to penetrate the defence lines and patrol routes, and caused havoc in the shipping lanes beyond before they were all eventually hunted down and destroyed.

At the point of penetration there were three picket lines of escorts and a defence line of orbital defence platforms guarding the route and monitoring a nearby asteroid belt. Also, the Dauntless class light cruiser *Lord Erasmus* was on guard duty close at hand, whilst four other Imperial cruisers (including a battlecruiser) were within hailing distance.

It was only when the Murder class Cruiser *Insidious Corruption* was detected by a Cobra of Theta squadron that the alert was sounded. The *Erasmus* moved quickly to intercept, and succeeded in joining another squadron of Cobras. Together, they were quickly able to turn the *Insidious Corruption* into a burning hulk. Unfortunately, many ships of Theta squadron were destroyed in their valiant



defence, which led to the destruction of a Chaos escort and the damaging of another cruiser. Before the other Imperial cruisers could respond, a trio of the Chaos ships were able to blast their way past the defence platforms, led by a Carnage class vessel, *The Hateful* which, although already badly crippled by repeated torpedo runs from the destroyers of Omega Squadron, managed to limp to safety.

The Chaos ships that escaped were eventually destroyed by a battlegroup led by the Retribution class battleship *Imperial Vigilance*.

FORCES

I would recommend that this battle use no more than 1,500 points at the most.

The Chaos (attacking) player may take 75% of

the points value of the Imperial (defending) player. So if the Imperium has 1,000 points, Chaos has 750 points

The Imperial player must spend a minimum 25% of his points on Escort ships. He must also spend a minimum of 25% of his points on orbital defences.

Battleships may not be used in this battle by either side, since a) What would a Battleship be doing on guard duty? b) It is too easily detected for a sneak attack (see below).

CELESTIAL PHENOMENA

There should be at least one asteroid field on the table (try rolling 1D3 for the number) and maybe a Warp Rift as well (this is close to the Eye of Terror, after all). There are no planets.



GAME LENGTH

The game ends when either a) All the Chaos ships are destroyed, or b) All remaining Chaos ships exit off the opposite table edge.

SPECIAL DETECTION RULES

The enemy are running on minimal power to avoid detection. No enemy ship may be fired upon until it is detected. Use the following rules to see if you have detected a ship.

If an enemy cruiser moves within 20 cms of any Imperial ship or defence platform it has been detected and may be fired upon. If an enemy Escort moves within 15 cms of any Imperial ship or defence platform it has been detected and may be fired upon.

The attacking player obviously does not want to fire his guns until he has been detected! If any attacking player fires any weapons (including nova cannons, weapon batteries and lances) or launches any ordnance (including torps and fighters/bombers) that ship is automatically detected. If any ship or squadron is on special orders increase the detection range by +5 cms for that ship (the ship is sending out more energy emissions).

DEPLOYMENT

Imperial forces are deployed first.

The Imperial Escorts are all patrolling. Assign each squadron to a patrol route. Ships may not deviate from their assigned patrol routes until

an enemy vessel has been detected. After detection all ships may move as they like.

Any Imperial cruisers are 'on standby' and are not deployed on the table. After an enemy ship is detected roll a dice for each 'on standby' ship at the start of each Imperial turn. On a 5 or 6 the ship enters the table via the short table edge the Chaos fleet is heading towards.

All the Imperial Orbital Defenses must be deployed in the 'fortress zone', as marked on the map.

The Chaos ships are deployed second. Position them right on the edge of the short end of the board. To escape they must move off the opposite edge of the table.

VICTORY CONDITIONS

If 75-100% of the Chaos ships escape then it is a Chaos major victory.

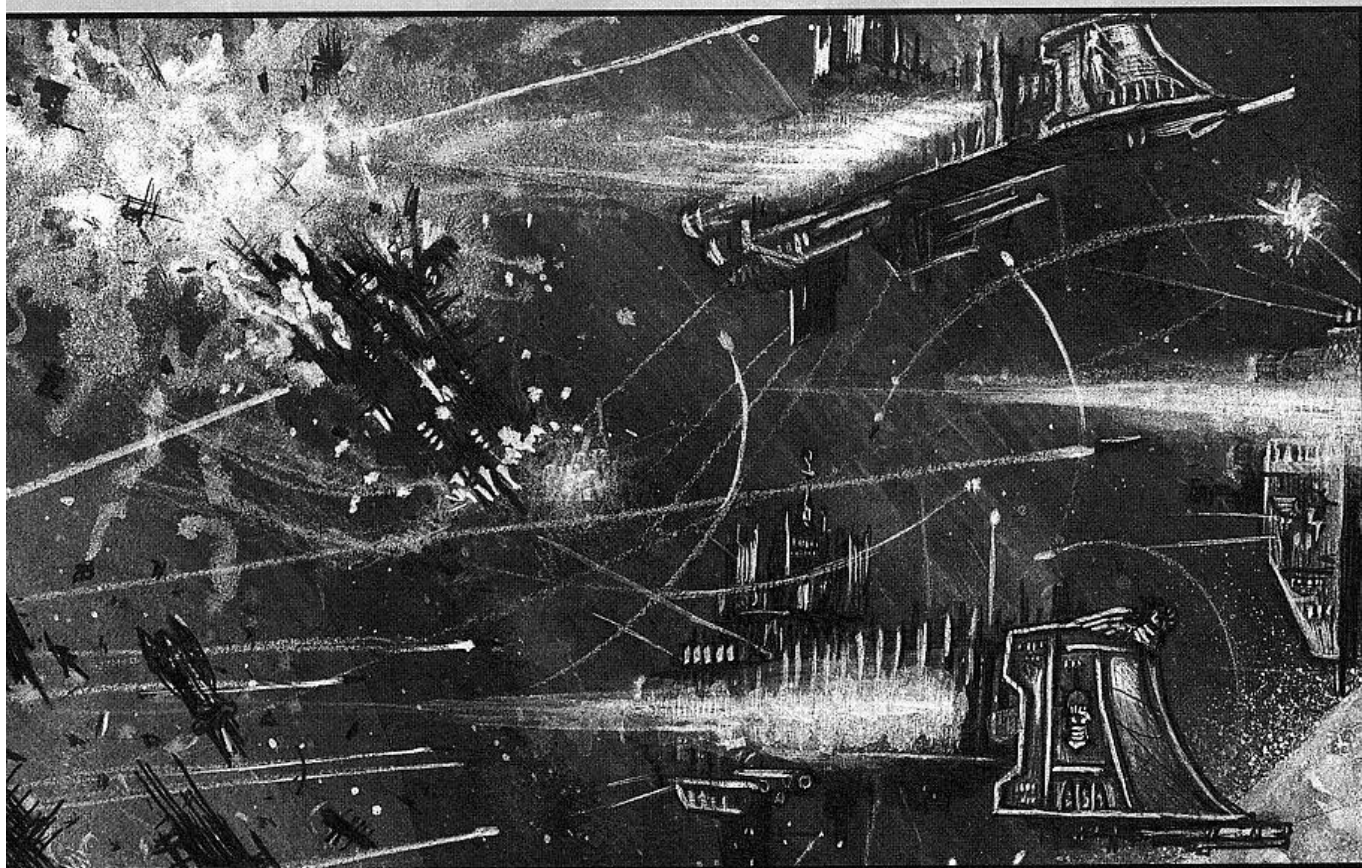
If 50-74% (rounding down) of the Chaos ships escape then it is a Chaos minor victory.

If 25-49% of the Chaos ships escape then it is an Imperial minor victory.

If 0-24% of the Chaos ships escape then it is an Imperial major victory.

DESIGNERS NOTES

This game was inspired by the Gibraltar bit in Das Boot. I thought it was so good I wanted to play it. If you already noticed then hurrah for you! Enjoy.



HIGH DEFENCE

by Andy Hall

With the release of the new Forge World Orbital Platforms I thought it would be a good time to take a quick look at how these formidable planetary defences have saved the Imperial worlds on more than one occasion.



The rules and statistics for High Orbit Defences can be found on page 140 onwards in the *Battlefleet Gothic* rulebook.

After having the chance to play with the new Forge World models I came up with these rules as a quick and fun alternative to deploying your planetary defenses.

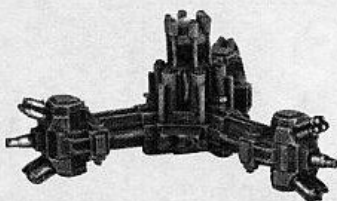
Decide which narrow table edge is nearest the planet (if you already have a planet set up on the table see the rules in the rulebook). Roll on the table on page 140 to decide how many defence platforms there are – or you can simply dictate the numbers depending on the amount of models you have. Once you have decided which narrow table edge is “planet-side” the fleet defending player rolls a D6x10cm and places the Defence Platform that far into the table. The player can decide to roll up to 4D6 per station. For example: he chooses to roll

3D6x10cm for his Torpedo platform and only 2D6x10cm for his weapon platform.

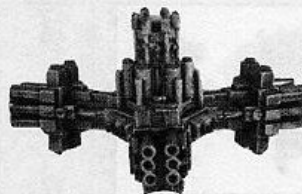
Once placed, the platforms will move D6cm across the table (lengthways to lengthways) in a pre-agreed direction. The Platforms move in both player’s Ordnance phase. When they reach the edge of the table they will spend one Ordnance phase off the table and then reappear on the other side at the same distance on to the table as before.

If an enemy ship comes into the platform’s range then it will automatically fire at the ship in its next available shooting phase. If there are two or more enemy ships in range it will shoot at the closest.

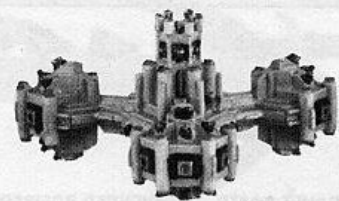
These rules are by no means official and you may find that you will have to improvise a lot – but give them a go and have fun!



**Orbital Defence
Laser Platform**



**Orbital Defence
Torpedo Platform**



**Orbital Defence
Weapons Platform**