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BATTLEFLEET

GOTHIC

MAGAZINE

Issue 9

BIG GUNS NEVER TIRE!

Desecrator class battleship

Random Force Generator

Ordnance limits

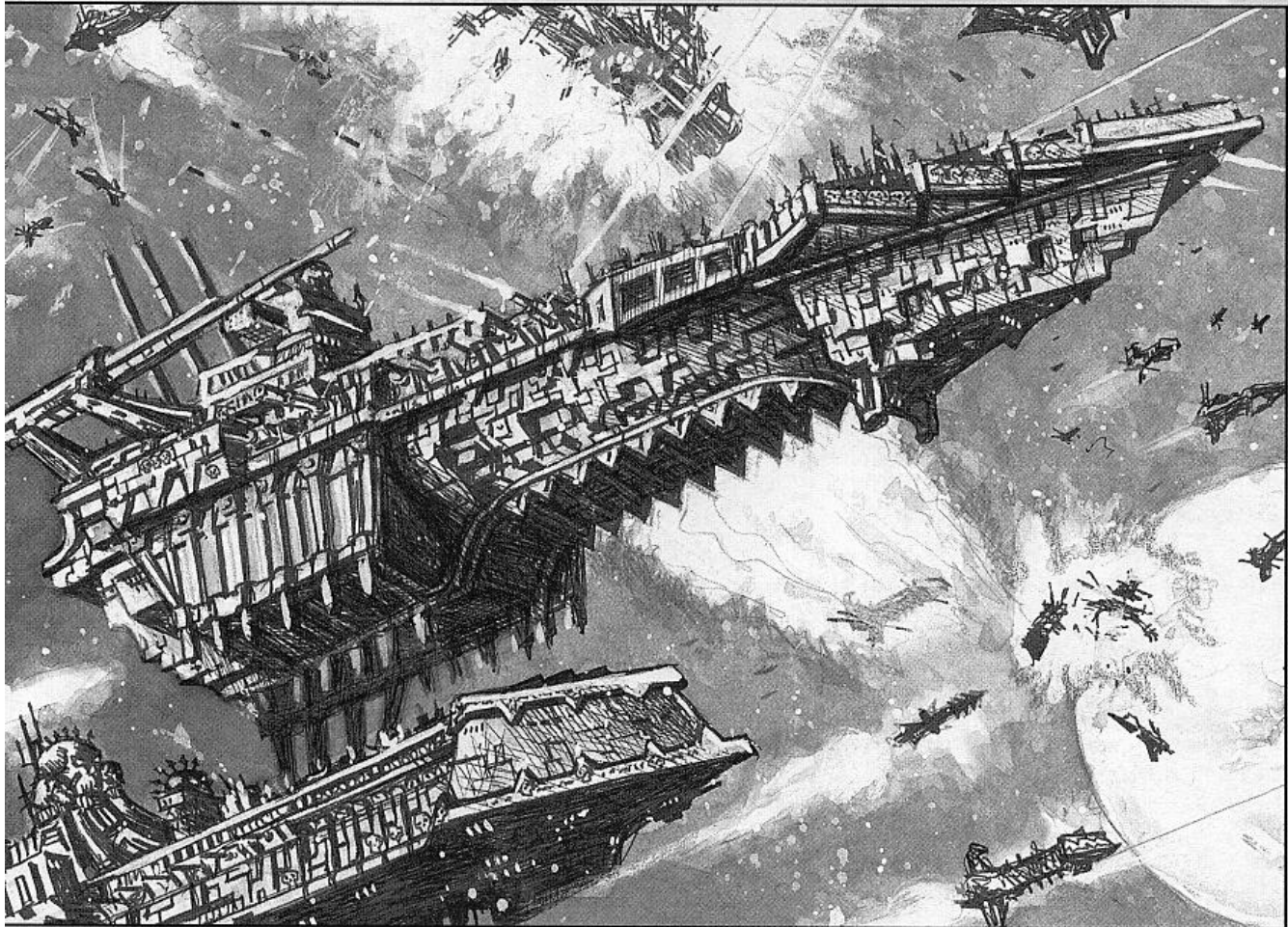
New Nova Cannon rules

**GAMES
WORKSHOP**

DESECRATOR CHAOS BATTLESHIP

Experimental Rules by Nate Montes

This brief article was inspired by a picture in the Battlefleet Gothic rulebook (on page 116). I noticed that the ship pictured was actually not covered in the rulebook. Intrigued I decided to make a conversion of it for my Chaos fleet. It really is a very simple and effective conversion based on a Desolator battleship.



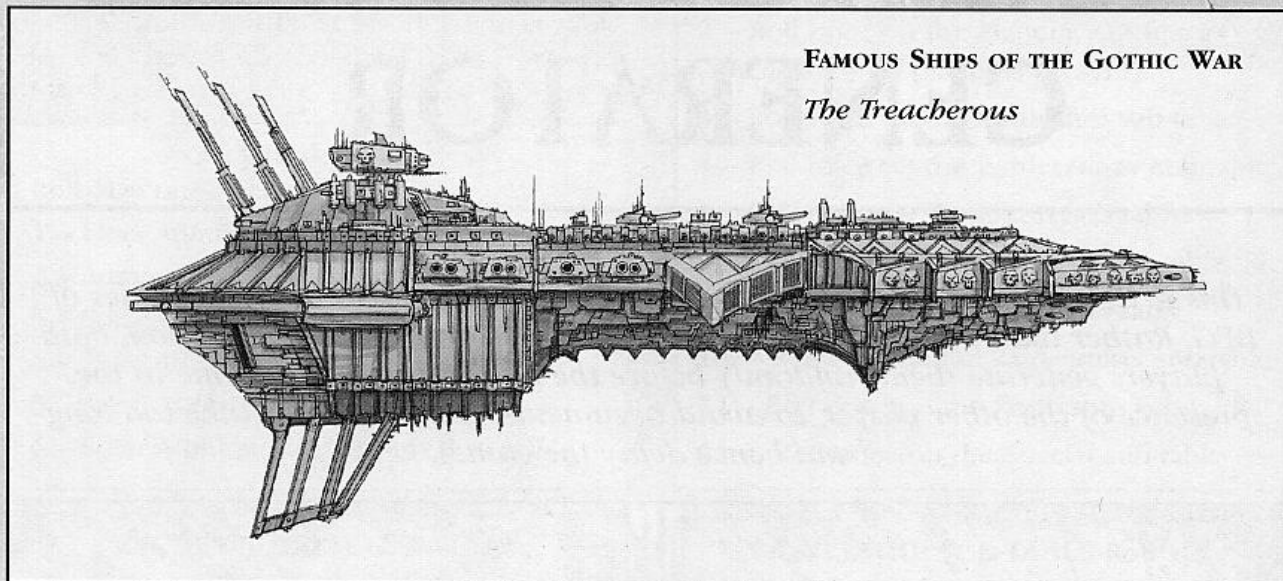
The Desecrator battleship *the Treacherous*, first encountered during the Gothic War, was the first new Chaos battleship design recorded by the Imperium in a millennia. Serving as the flagship for the Warmaster Heinrich Bale, this vessel was a Desolator class battleship modified by the removal of the forward lance batteries which were replaced with attack craft hangars, and the addition of weapons battery turrets to the dorsal spine.

Known to be a former disciple of the Young School before turning to the fell hand of Chaos, it is believed that Warmaster Bale sought to combine the hard-hitting lances of a Desolator with the versatility provided by attack craft. It is unknown when or how these extensive modifications took place, but Bale's war fleet in general, and his flagship in particular, proved to be a menacing foe. He successfully maintained a blockade of Acre for more than three years and attacked many

Imperial ships in the Port Maw sub-sector. His was one of the very last war fleets to withdraw in defeat in the closing stages of the Gothic War, only doing so whilst engaging in a titanic series of running battles during which many of the ships under his command were destroyed.

Sporadic reports of a Desecrator battleship conducting raids throughout Segmentum Obscuras have persisted in the centuries following the Gothic War. One such raid against the Imperial Naval base at Junta IV resulted in the boarding and capture of three Imperial escort vessels, which were all caught whilst still in dock. Whether or not these were *the Treacherous* or other converted Desolator battleships has not been determined.





TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	25cm	45	4	5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Dorsal weapons battery		60cm	6		Front/left/right
Port lance battery		60cm	2		Left
Starboard lance battery		60cm	2		Right
Port launch bays		Swiftdeath 30cm Doomfire 20cm Dreadclaw 30cm	2		-
Starboard launch bays		Swiftdeath 30cm Doomfire 20cm Dreadclaw 30cm	2		-
Prow torpedoes		30cm	9		Front

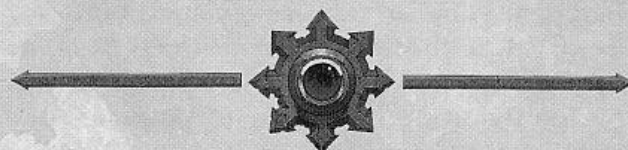
Notes: *May not use Come to New Heading special orders.*

MAKING A DESECRATOR

The Desecrator is a simple conversion of the Desolator battleship model. Stick together your Desolator as normal but do not include any weapons.

For the main port and starboard weapons, of which there are three on each side, place two hangar bays from the Chaos weapons plastic sprue in the forward positions, port and starboard. Place lance batteries in the other four positions.

To further differentiate the new model from the Desolator, try adding three large turrets along the dorsal spine, to represent the weapons batteries. Also, add an extra antenna behind the bridge, to make three in total. If you have a spare bridge in your bits box try replacing the Desolator bridge with another small bridge. This isn't really necessary but helps make your new ship look a little different.



USING A DESECRATOR

You may include a Desecrator battleship in any Chaos fleet.

Due to the rarity of this ship class you may only include one Desecrator per 2,000 points of fleet. So, for a fleet from 0-2,000 points you may have one, from 2,001-4,000 you may include two, etc.

The Desecrator is a battleship and all the usual restrictions on taking battleships apply to it.

CAPITAL SHIPS

Battleships

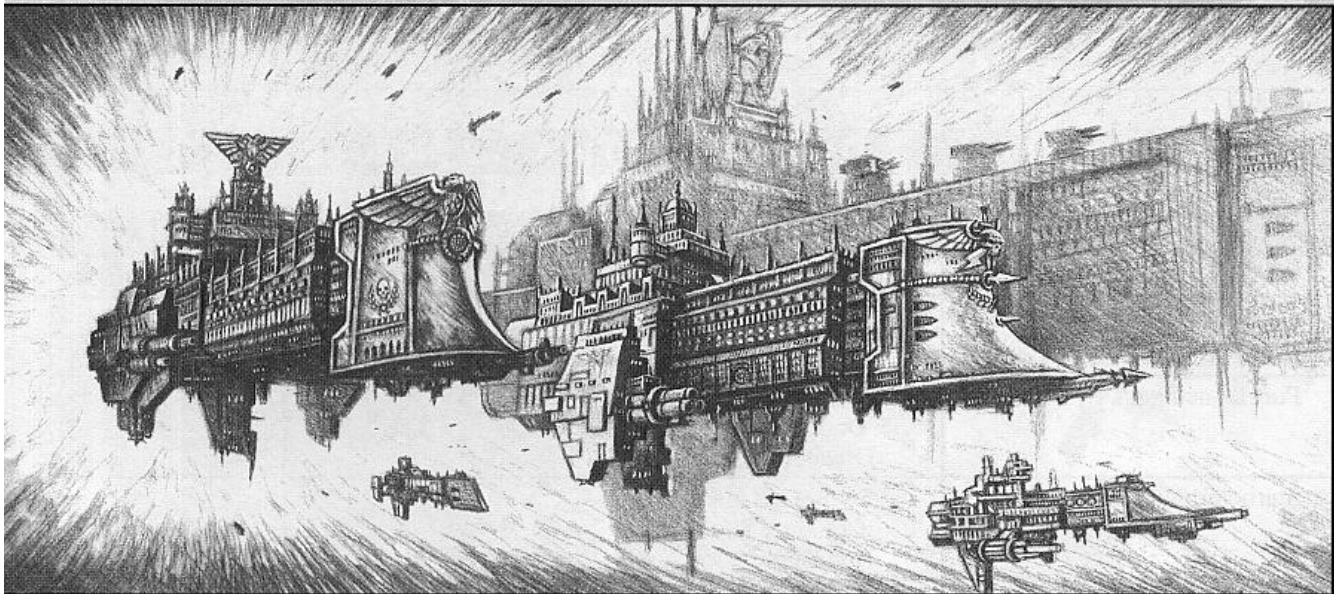
You may include one battleship in your fleet for every three cruisers.

Chaos Desecrator class battleship 350 pts

RANDOM FORCE GENERATOR

A new method of picking forces by DAN PERIC

This article details an alternative method of picking forces for your games of BFG. Rather than picking forces from the fleet lists in the BFG rules book, both players generate them randomly before the battle. This is best done in the presence of the other player, to avoid arguments, and shouldn't take too long (and hence delay the game).



HOW IT WORKS

This system is based on a pre-arranged points value maximum, just like a normal game. Before playing, decide how many points the game will be. Instead of picking freely from the fleet lists, both players get a set number of rolls on the following tables. Each player gets one roll per 300 points or part thereof. (So for a 1,000 point game both players get four rolls). Once the rolls have been completed you will have a force which you deploy and use in the normal manner, as described by the scenario you are playing.

Please beware that because this method of force selection is not based on strict points values you are not guaranteed an evenly matched game, but we find that random forces often throw up interesting new approaches and tactics. Very few commanders can always call upon exactly the forces they require for a battle. Commanders will have to adapt and learn to do the best they can with the forces available. Plus generating your force adds a little nervous excitement!

THE 'EQUALISER'

Because the random nature of the tables can throw up some very one-sided games we introduced a rule called the 'Equaliser'. Once both sides have generated their forces compare points values (this will require some quick adding up so keep a calculator handy!). The side with the least points can make one more roll on their Force table. Note this is an optional rule as it takes a little extra time, so if both players are happy with their fleets feel free to ignore it.

WHAT TO DO IF YOU DON'T HAVE THE CORRECT MODEL

Often with random force generators it happens that a player doesn't have the correct model. We can't all own two Ramilies Starforts for the one in a million times we roll 2 on the tables!! Well, if the player doesn't have the right model roll again on the same chart for a second result. If they don't have the second result they don't get anything – eek! This avoids unscrupulous players not fielding any escorts by simply not bringing the models to the game.

BATTLE FLEET GOTHIC

For every 300 points, or part there-of, you get one roll on the Battlefleet Gothic Forces table. Also roll once on the Admirals table, regardless of the size of the game.

ADMIRALS TABLE

Roll 1D6 once only

- 1 – Fleet Admiral (Ld 8) plus 1 re-roll
- 2 – Admiral (Ld 9) plus 1 re-roll
- 3 – Solar Admiral (Ld 10) plus 1 re-rolls
- 4 – Fleet Admiral (Ld 8) plus 2 re-rolls
- 5 – Admiral (Ld 9) plus 2 re-rolls
- 6 – Solar Admiral (Ld 10) plus 2 re-rolls

ESCORT SUB-TABLE Roll 1D6

- 1 – 1 Cobra, Sword or Firestorm (player's choice)
- 2 – 2 Cobra, Sword or Firestorm (player's choice, must be the same)
- 3 – 2 Cobra, Sword or Firestorm (player's choice, must be the same)
- 4 – Squadron of 3 Cobras
- 5 – Squadron of 3 Swords
- 6 – Squadron of 3 Firestorms

CRUISER SUB-TABLE Roll 2D6

- 2 – Squadron of 2 Dictator class
 - 3 – Squadron of 2 Dauntless class
 - 4 – 1 Dauntless class *
 - 5 – 1 Gothic class *
 - 6 – 1 Dominator class *
 - 7 – 1 Lunar class *
 - 8 – 1 Tyrant class *
 - 9 – 1 Dictator class *
 - 10 – Squadron of 2 Lunar class
 - 11 – Squadron of 2 Tyrants class
 - 12 – Squadron of 2 Dominators
- *Also roll once on the Escort sub-table*

BATTLECRUISER SUB-TABLE Roll 1D6

- 1 – 1 Avenger class Grand Cruiser
- 2 – 1 Exorcist class Grand Cruiser
- 3 – 1 Overlord class
- 4 – 1 Mars class
- 5 – 1 Vengeance class Grand Crusier
- 6 – Roll again on this table, plus roll once on the Escort table

BATTLE FLEET GOTHIC FORCES TABLE

Roll 2D6

- 2 – Roll once on the Planetary Defences (roll again if no planet is present)
- 3 – Roll once on the Battleship sub-table
- 4 – Roll once on the Battlecruiser sub-table
- 5 – Roll once on the Escort sub-table
- 6-8 – Roll once on the Cruiser sub-table
- 9 – Roll once on the Escort sub-table
- 10 – Roll once on the Battlecruiser sub-table
- 11 – Roll once on the Battleship sub-table
- 12 – Roll once on the Special sub-table

BATTLESHIP SUB-TABLE Roll 1D6

- 1 – 1 Emperor class
- 2 – 1 Retribution class
- 3 – 1 Emperor class
- 4 – 1 Retribution class
- 5 – 1 Emperor class *
- 6 – 1 Retribution class *

**Also roll once on the Escort sub-table*

PLANETARY DEFENCES SUB- TABLE

Roll 2D6

- 2 – Ramilies class Starfort
- 3 – Space Station
- 4 – Squadron of 3 Defence Monitors
- 5 – 4 Fireships
- 6 – 1 Minefield
- 7 – 3 Orbital laser, torpedo or weapons platforms (player's choice)
- 8 – 6 Orbital Mines
- 9 – 4 Fireships
- 10 – Squadron of 3 System ships
- 11 – Space Station
- 12 – Blackstone Fortress

SPECIAL SUB-TABLE Roll 1D6

- 1 – +1 extra re-roll for Admiral
- 2 – Eldar Allies: 1 Eclipse with 3 Nightshades
- 3 – Eldar Allies: 1 Shadow with 3 Aconites
- 4 – Squadron of 3 Hunters, Gladius or Nova frigates (player's choice)
- 5 – Space Marine Strike Cruiser
- 6 – Space Marine Battle Barge

CHAOS INCURSION

For every 300 points, or part thereof, of the battle you get one roll on the Chaos Incursion Forces table. Also roll once on the Warmaster table, regardless of the size of the fleet.

WARMASTER TABLE

Roll 1D6 once only

- 1 – Warmaster (Ld 8) with 1 Mark of Chaos (player's choice)
- 2 – Warmaster (Ld 9) with 1 Mark of Chaos (player's choice)
- 3 – Warmaster (Ld 8) with 2 Marks of Chaos (player's choice)
- 4 – Warmaster (Ld 9) with 2 Marks of Chaos (player's choice)
- 5 – Warmaster (Ld 8) with 3 Marks of Chaos (player's choice)
- 6 – Warmaster (Ld 9) with 3 Marks of Chaos (player's choice)

ESCORT SUB-TABLE Roll 1D6

- 1 – 1 Idolator, Infidel or Iconoclast (players choice)
- 2 – 2 Idolator, Infidel or Iconoclast (players choice, must be the same)
- 3 – 2 Idolator, Infidel or Iconoclast (players choice, must be the same)
- 4 – Squadron of 3 Idolators
- 5 – Squadron of 3 Infidels
- 6 – Squadron of 3 Iconoclasts

CRUISER SUB-TABLE Roll 2D6

- 2 – Squadron of 2 Slaughter class
- 3 – Squadron of 2 Devastation class
- 4 – 1 Acheron class *
- 5 – 1 Slaughter class *
- 6 – 1 Devastation class *
- 7 – 1 Murder class *
- 8 – 1 Carnage class *
- 9 – 1 Styx class *
- 10 – 1 Hades class *
- 11 – Squadron of 2 Murder class
- 12 – Squadron of 2 Carnage class

**Also roll once on the Escort table*

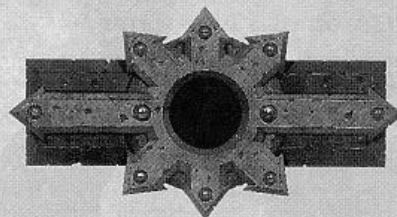
CHAOS INCURSION FORCES TABLE

Roll 2D6

- 2 – Roll on the Special sub-table
- 3 – Roll on the Battleship sub-table
- 4 – Roll on the Grand Cruiser sub-table
- 5 – Roll on the Escort sub-table
- 6-8 – Roll on the Cruiser sub-table
- 9 – Roll on the Escort sub-table
- 10 – Roll on the Grand Cruiser sub-table
- 11 – Roll on the Battleship sub-table
- 12 – Roll on the Special sub-table

GRAND CRUISER SUB-TABLE Roll 1D6

- 1 – 1 Executor class
- 2 – 1 Retaliator class
- 3-4 – 1 Repulsive class
- 5 – 1 Vengeance class
- 6 – Roll again on this table, plus roll once on the Escort sub-table



BATTLESHIP SUB-TABLE Roll 1D6

- 1 – 1 Despoiler class
 - 2 – 1 Desolator class
 - 3 – 1 Despoiler class
 - 4 – 1 Desolator class
 - 5 – 1 Despoiler class *
 - 6 – 1 Desolator class *
- * Also roll once on the Escort sub-table*

SPECIAL SUB-TABLE Roll 1D6

- 1 – Ork Allies: 1 Kill Kroozer with 3 Ravager attack ships
- 2 – Ork Allies: 1 Terror Kroozer with 3 Savage gunships
- 3 – Captured Imperial ships: Roll on the Imperial Escorts sub-table.
- 4 – Captured Imperial ships: Roll on the Imperial Cruiser sub-table.
- 5 – 1 Hellfire class Heavy Cruiser
- 6 – Activated Blackstone Fortress

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. We'll be publishing New Rules (NR) and Experimental Rules (ER) in Battlefleet Gothic 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. Those that don't make the grade will become Unofficial House Rules (UHR), which you can use for fun but aren't considered part of the 'official' game.

So you can keep track of the state of play with the New Rules and Experimental Rules, every issue of Battlefleet Gothic magazine will include this section. This section will list the NR, ER and UHR 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. Articles marked with an * can be downloaded for free at our website.

www.specialist-games.com

NEW RULES

Torpedoes Away: New, expanded torpedo rules by Andy Chambers. (*Warp Storm*)

Advanced Rules: Mines, torpedo-bombers and massed turret fire by Andy Chambers. (*Warp Storm*)

Convoy Run Variants: Alternative scenario rules by Andy Chambers, Pavel Stafa and Michael Powers. (*Warp Storm*)

Stalking the Void: Rules for the Void Stalker Eldar battleship by Andy Chambers. (*Warp Storm*)

To Cleanse the Stars: Rules for using mighty Space Marine fleets by Gav Thorpe and Andy Chambers. (*Warp Storm*)

Space is Green: Rules for Ork Hulks and Roks by Andy Chambers. (*Warp Storm*)

Slayer of Worlds: Rules for the Planet Killer, Chaos flagship by Gav Thorpe. (*Warp Storm*)

Ramillies class Star Fort: Rules for Forge World's model by Andy Chambers. (*Planet Killer*) *

Da Ammer: New Ork Battle Kroozer by Andy Chambers. (*BFG mag 1*)

Eldar Refits: by David Camburn. (*Warp Storm*)

Ork Skills and Refits: Everything an Ork Kaptain may need by Mark Humphries. (*BFG mag 1*)

Experimental Rules: New rules for Solar Flares and Mines. (*BFG mag 1*)

Hellfire: Building a new Chaos Heavy Cruiser by Duncan Sargent. (*BFG mag 4*)

EXPERIMENTAL RULES

The Great Devourer: Tyranid Fleet lists by Andy Chambers. (*BFG mag 1*) *

Hivefleet Kraken: Follow up article to the Tyranid Fleet. (*BFG mag 2*)

Experimental Rules: Tyranid ship bio-enhancements by John Kemp. (*BFG mag 5*)

New Tyranid ships: by Warwick Kinrade. (*BFG mag 7*)

Tyranid Refits: by John Kemp. (*BFG mag 8*)

Necron Raiders: Necron Fleet lists by Pete Haines. (*BFG mag 2*) *

Necron Update: Changes to the Necron rules by Pete Haines and Andy Hall. (*BFG mag 3*) *

Shroud Class: Necron Light Cruiser by Pete Haines. (*BFG mag 6*)

Battlefleet Bakka: New ship classes by John Lambshead. (*BFG mag 2*)

Corribra Sector: New ship types from the Corribra Sector by Matt Sprange. (*BFG mag 1*)

Competition Winners: Brand new ships from our winner, Bob Henderson. (*BFG mag 2*)

Vengeance class Grand Cruiser: New ship class by Warwick Kinrade. (*BFG mag 3*)

Vengeance class Variants: New ship class by Warwick Kinrade. (*BFG mag 4*)

Space Marine Escorts: Forge World's new ships by Andy Hall. (*BFG mag 3*) *

Merchant Ships of the Imperium: by Nate Montes. (*BFG mag 4*)

Merchantmen: Super Heavy Transports by Warwick Kinrade. (*BFG mag 6*)

'Stronghold' Commerce Vessel: Demiurg vessel by Andy Chambers. (*BFG mag 6*)

Aurora Class: Eldar Light Cruiser by Andy Hall. (*BFG mag 7*)

Solaris Class: Eldar Light Cruiser by Chet Lomas. (*BFG mag 8*)

Wolf Packs: Human Pirate Lists by Jame Snee and Frank Court. (*BFG mag 7*)

UNOFFICIAL HOUSE RULES

Chaos Space Marines: Rules for Chaos Space Marine fleets by Glen Hasse. (*Planet Killer*)

Nova Cannon Ammo: Special ammo rules for the Nova cannon by Ned Smotherman. (*Planet Killer*)

Fra'al battle cruiser: Rules for a converted Fra'al battle cruiser by Che Webster. (*Planet Killer*)

Smotherman's Formula: A ship points generator by Ned Smotherman (*BFG mag 2*)

Cities in Space: Rules for using Eldar Craftworlds by John Carter. (*Planet Killer*)

ORDNANCE LAUNCH LIMITS

Experimental Rules by ANDY CHAMBERS

Back when I was originally trying to thrash out a brief for BFG, one of the things I was adamant about was that it should be a game of fleets of battleships in the grand style. I felt it was particularly important that aircraft, guided missiles and the like shouldn't dominate the game as they did in WW2 and later naval conflicts. I wanted gun lines, fleet tactics and manoeuvring to bring broadsides to bear rather than lurking around trying to detect the enemy before they detected you (the province of computer games in my opinion). For this reason I took an approach to Ordnance (aircraft and missiles basically) which I thought would keep it balanced in relation to guns – a ship with Ordnance would be able to launch strikes at very long ranges but would be at a big disadvantage when its ordnance was expended. In theory, at least, you should be able to take a fleet with just guns and fight an ordnance heavy fleet on even terms.

Unfortunately I have to say that my attempt failed and Ordnance is pretty much a compulsory part of any fleet now, even my Ork fleet tends to be fielded with maximum numbers of Terror ships and virtually no escorts. This isn't the way it's meant to be, and I think I've identified why the problem has occurred. Firstly attack craft are pretty user friendly – they move quickly in both turns, can

change course and target easily, they're hard to stop with guns and can do a lot of damage (particularly assault boats, escorts have become a nigh-extinct species because of them). Secondly, it's quite easy to build up huge waves of attack craft by lurking out of range (preferably behind a planet, asteroid field or such) and reloading/launching each turn. With the best will in the world the gun ships can't close fast enough to prevent this happening so all they can do is hope the enemy rolls doubles early and runs out of the damned things before too much damage is done.

I tried to patch this with the massed turret fire rules back in Warpstorm, but pretty much undid any good that did by introducing ship-launched mines, special torpedoes and torpedo bombers at the same time (sometimes I'm so stupid!). As part of the rules committee earlier in the year we addressed this problem and mulled over a number of ways of dealing with it. After much cogitation we decided the best and fairest method to redress the balance was to use a rules mechanic I had discarded early in BFG development. Before using the run-out-on-doubles approach to Ordnance we had experimented with limiting the maximum number of attack craft a ship or fleet could have on the tabletop to being equal to their number of launch bays.

Special Orders: *Reload Ordnance*



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

Maximum number of attack craft

Broadly, ordnance splits into two kinds – torpedoes and attack craft. A fleet of ships is limited in the number of attack craft squadrons it can support in battle at any one time due to constraints of fuel, launch bay space, traffic control, and so forth. At the start of each player turn total up the number of launch bays in their fleet, this is the maximum number of Attack Craft markers the fleet can have in play. If there are less attack craft in play additional markers can be launched in the Shooting phase to bring the number up to the fleets' maximum but it can never be exceeded by launching more craft than there are launch bays.

Note that this means if a ship is lost the number of attack craft markers may temporarily be higher than the number of bays in the fleet, this merely prevents the launch of further attack craft until the number of markers in play drops below the fleets (revised) maximum. Again, use the Fleet data sheet to keep track of the number of launch bays ships have loaded and ready to go.

NOVA CANNON FIRE!

Experimental Rules by PETE HAINES

There are two common gripes about the current Nova Cannon rules.

The first is that with practice player's guesses can become startlingly accurate, making hits virtually automatic. Obviously, the standard of a player's guessing ability isn't an exact match for the lifetime skills of a ship's master gunner so there is a good argument for taking the choice out of players' hands.

The second is that a lot of playing time gets wasted while the firing player agonises over how far he should guess. Whilst it is entertaining to watch your opponent suffer before guessing a couple of times, it can get tedious.

A further consideration is that when engaging ships that are equipped with nova cannon you will often have to measure the range. This effectively tells the Imperial player exactly how far away you are and can result in considerable unpleasantness on the following turn. While Imperial Admirals doubtless do their best not to take unfair advantage it is very difficult for them to disregard this sort of information once it surfaces.

The solution is the following rule that replaces the Nova Cannon rules on page 22 of the Battlefleet Gothic rulebook. The restrictions

about firing Nova Cannon while on Special Orders remain in place.

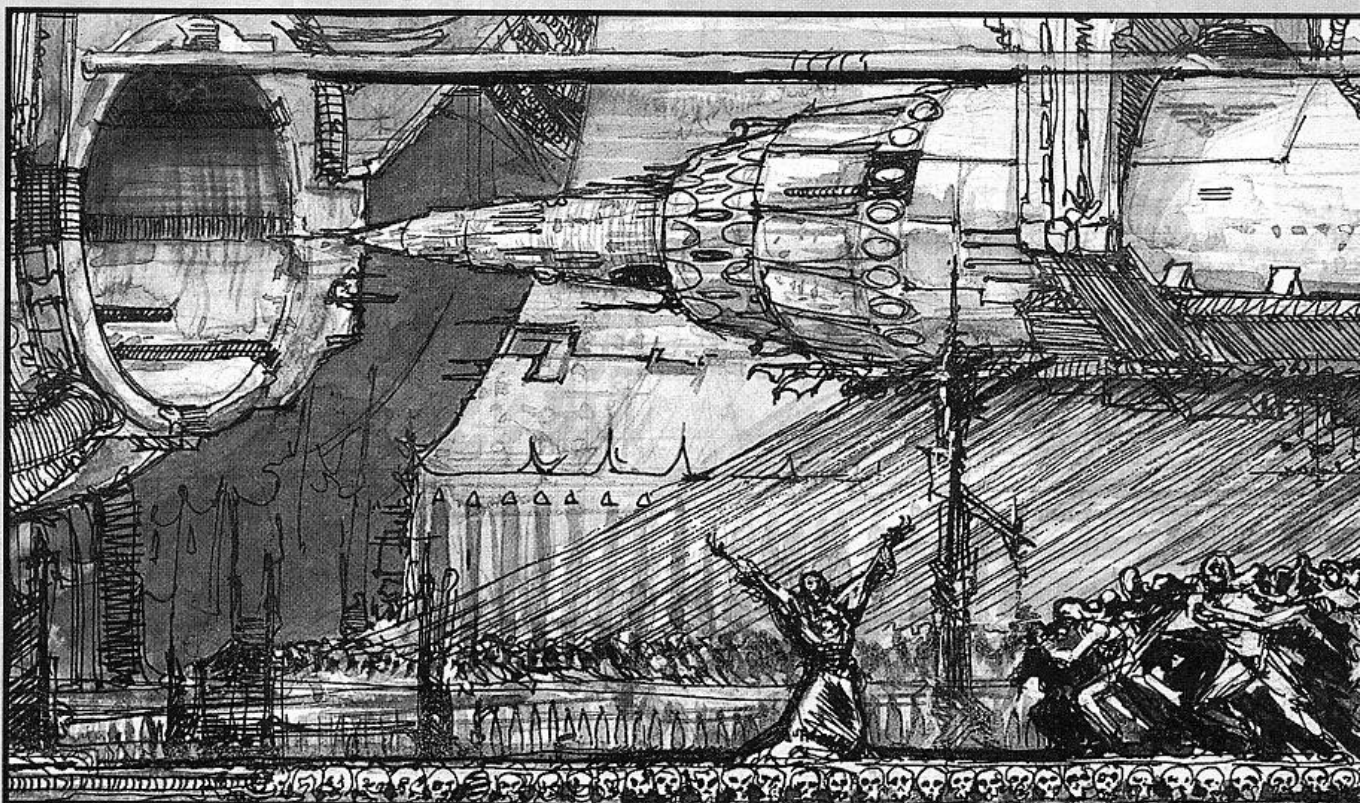
When firing the Nova Cannon place the Template anywhere between 30cm and 150cm away from the firing ship in its forward arc. The whole template must initially be between the minimum and maximum ranges. It does not have to be centred on a single enemy vessel and can be placed so that it touches more than one ship. It may not be placed over friendly ships and the nearest enemy ship must be at least partially under the Template unless the firing ship first passes a Leadership test.

When the template is placed check the range:

If the template is within 60cm of the firer roll a Scatter dice. If this is a 'Hit' the template is left where it is, if it is an arrow the template is moved D6cm in the direction shown.

If the template is beyond 60cm of the firer roll a Scatter dice. If this is a 'Hit' the template is left where it is, if it is an arrow the template is moved 2D6cm in the direction shown.

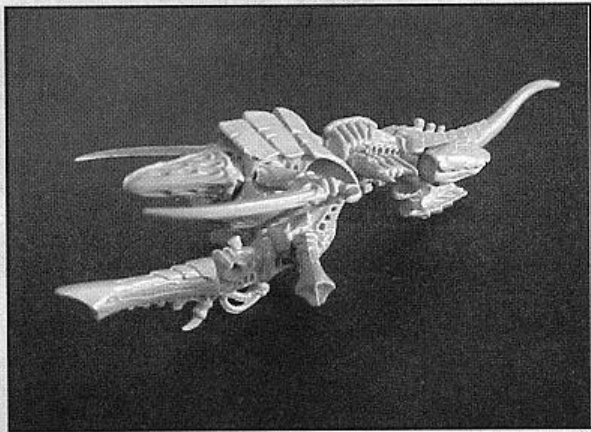
Any vessel whose base is under the hole at the centre of the template takes D6 hits, any vessel whose base is partly or completely under any other part of the template takes a single hit.



BUILDING BIO-SHIPS II

(Or – What to do with the rest of the sprue!)

By Louis Ray



My name is Louis Ray; I am married, 36 years old and live in Louisville Kentucky. I have been playing GW games since about '87 or '88 with a small group of friends. At one time or another I have played about every game that has been published by GW but the only two games I am playing right now are 40K and Battlefleet Gothic.

I am a relatively new convert to BFG. A friend and I each bought the box set and a few ships at a close-out sale at a local hobby shop about six months ago. I started with the Imperial fleet and this is what I have played most of my games with. I also have a few Space Marine ships and some Eldar but I haven't gotten around to playing these fleets as much as I would like. New projects for BFG are a Necron fleet that my wife bought me for Christmas (I haven't played with this yet) and a scratch built Tyranid fleet. I have been very excited about building the Tyranid ships and I am very pleased with the look of the ships I have built.

A few weeks ago I finally got my hands on a copy of Battlefleet Gothic mag #5. (Living on this side of the Atlantic, I get mine several months after the rest of the world). I loved the new Tyranid ships and like any other good BFG fanatic I ran right out to the local GW store and picked up two boxes of plastic Tyranid warriors. One last stop at my brother-in-law's house to pillage through his 40k Tyranid bit box and I was ready to start breeding my own hive fleet.

After a few hours filled with flying plastic chips and squirting poly-cement, I had given birth to my first Tyranid horror, onward to the next! After a few more hours, I had two small ships and a pile of left over bits. Hmm... what to do now?

I compared the size of the ships to my Imperial fleet and decided that I had a medium escort and a light cruiser. I did not want to dive into a battleship sized hiveship yet so I decided that a heavy cruiser would be my next project.

I had a few ideas about what I wanted my ships to look like, so I started fitting together the bits that I had.

One of the main things that I wanted to do with my fleet was to keep ships of the same class the same size and shape. I also wanted to make the different weapon options the same for all my ships. This meant that I had to make the ships modular with 'hard points' to mount the weapons and I needed to pick out bits to represent the different weapons available to me.

The main reason for this is to create a fleet of bio-ships with the appearance of coming from the same genetic material. Secondly, I wanted to make it easy for new opponents to identify weapon systems on my ships. No more confusion created with conversations like 'This nub on this ship is a pyro-acid battery 8, but on this ship but over here it's a launch bay.'

The first part of this article is a description of how to make a heavy cruiser body without any weapons, and then I'll go into the different weapon options available for the fleet.

To make this Tyranid heavy cruiser you will need the left over sprue parts from the BFG #6 article.

3 x Tyranid Warrior sprue

2 x Large Weapon sprue

1 x Small Weapon sprue

1 x Hormagaunt sprue

(Other bits for some weapons)

You will also need a set of modelling tools: clippers, knife, glue, sledgehammer, etc...

Step one – The Prow Carapaces

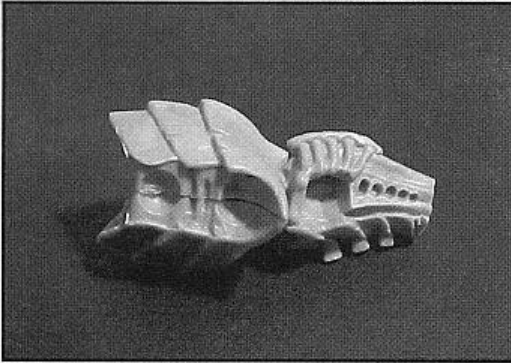
Clip out two of the back carapaces (part # 7) from the Tyranid Warrior sprue and glue them together. This creates your Prow hard point and a starting point to build your thorax on.

Step two – The Thorax Parts

Clip out the three abdomen/tail sections (part #1) from the Tyranid Warrior sprue and set them off to one side. We will cut each one in a different way and then glue it to the carapace.

Step three – The Centre Thorax

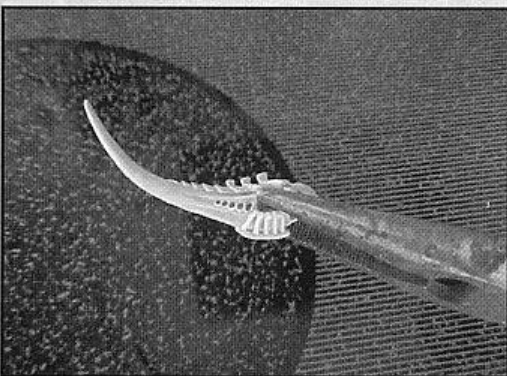
Take one of the abdomen/tail sections and cut it in half just past the last breathing spherical, (the holes in the side). Glue this section into the prow as shown below. You will also need to trim down the upper part of the centre thorax to get it to fit in place.



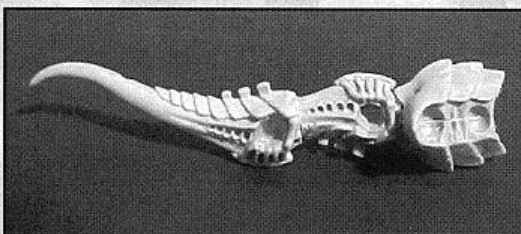
Step four – The Rear Thorax/Tail

Take the second of the abdomen/tail sections and cut the upper end off just past the hip joint, then file it flat.

You will also need to change the position of the tail to get this piece to look right. The best way to do this is by slowly heating the plastic. Hold it with pliers a few inches away from the heating element of an electric stove or a hotplate. After about thirty seconds, the plastic will be soft enough to bend by hand without breaking. If you have to force it to move, heat it up some more. If the tip of the tail bends down on its own, the plastic is too hot.



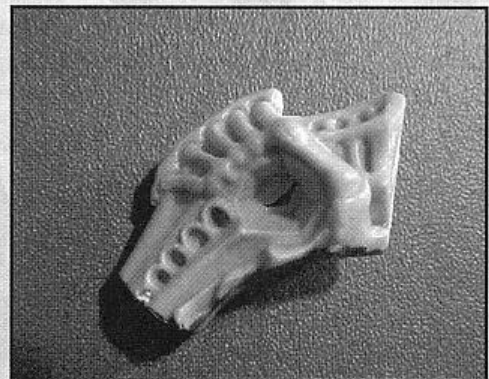
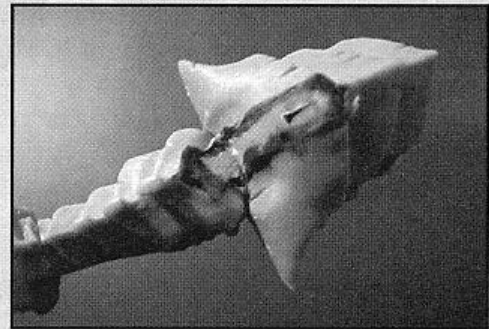
WARNING – Do not expose plastic model parts to an open flame! You will end up with a puddle of flaming liquid goo and could burn yourself!



Glue the rear thorax/tail section into the centre thorax as shown below and opposite.

Step five - The Lower Thorax

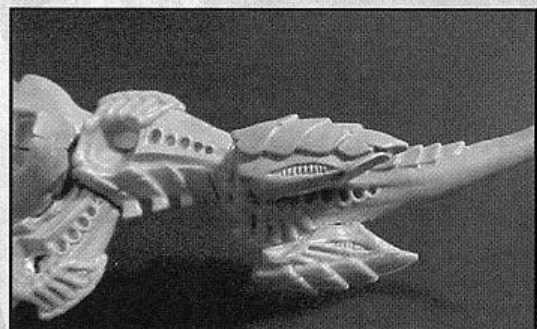
This step is the trickiest part of the whole ship so take your time. Use the last of the abdomen/tail sections and cut it in half just like in Step three. You will need to trim down the lower thorax, the bottom of the centre thorax and the bottom of the prow carapace to get this piece to fit in place. Use the pictures below as a guide.



After you get this piece trimmed to the right size, glue it in place. Do not worry if it is not perfect, you can fill in any gaps with Greenstuff later (and it is on the underside, out of sight).

Step six – The Engine Pods

Use the upper right leg and the upper left leg from the Tyranid Warrior sprue (part #4 and #5). Yes, yes, I know that you used all the hooves on the other ship, but we never throw away left over bits, do we!



Cut the legs at the knee joint and trim them smooth on the thigh end of the leg. Glue the right and left parts into the hip sockets in the rear thorax with the armour plates up. You may

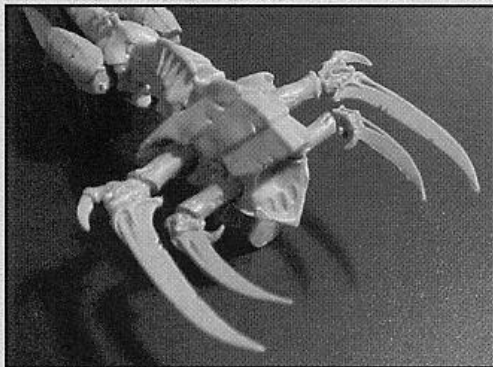
need to trim down the pegs on the upper leg to get it to fit in the socket straight. You can stop there or add a third engine pod as shown below.

For the third engine pod you will need a third leg (right or left) and cut it at the knee as described above. You will also need to trim off the connecting peg, the meat of the thigh and the bottom of the rear thorax to get the pod to fit in place.

Step seven – Add the Spiky Bits

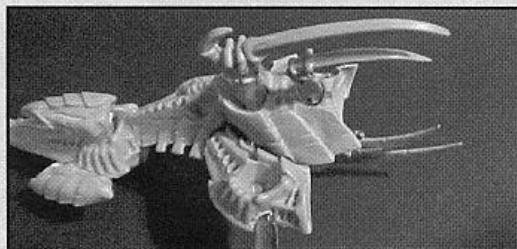
I planned to add some variety to my ships at this point by using different arrangements of claws /spikes/fins/whatever, to the right and left of the prow carapace. On my first ship (the first picture in the article) I used two of the Tyranid Warrior scything talons (part #3) cut at the elbow and glued into the front right and front left sockets of the carapace prow.

For my second ship (made so I could take pictures for this article) I used the other two Tyranid Warrior scything talons (part #2) and two of the small scything talons from the Hormagaunt sprue. Cut all the talons off at the elbow and glue into the sides of the carapace. The big ones mount at the rear and small ones in front.



Step eight – The Stand

The last step in making the body is to drill for the stand. The best spot that I have found for the flying stand is the centre of the lower thorax. Use a 5/64th drill bit in a pin vice.



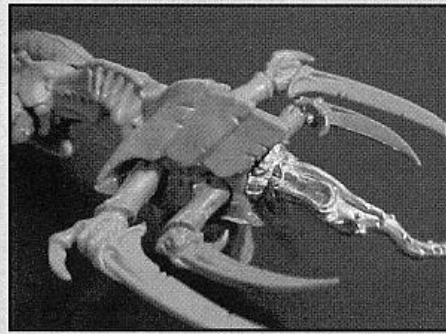
WEAPON OPTIONS FOR THE TYRANID FLEET

Prow Weapons

There are three choices for prow weapons on the Tyranid cruiser. Pick one and mount it to the front of the prow carapace.

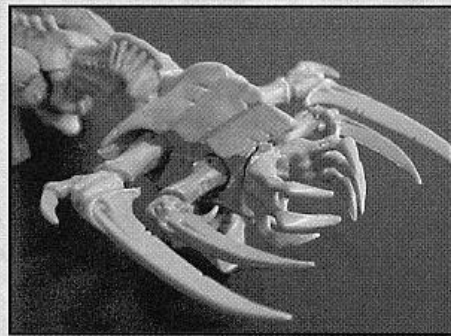
Option #1 – Feeder Tentacles

I believe that the perfect feeder tentacle for tyranid ships is a metal spore mine miniature with the top cut off. Look at the picture below to see what I mean.



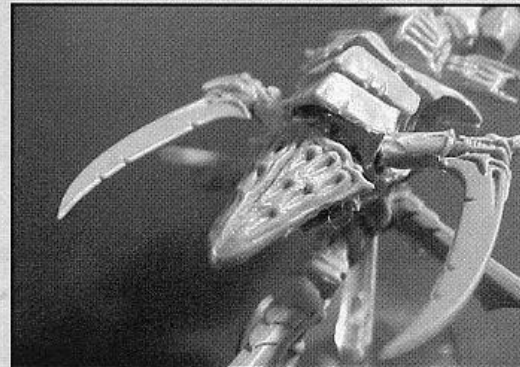
Option #2 – Massive Claws

For my set of massive claws, I used the set of rending claws from the large weapon sprue. To make these, first cut both claws from the sprue. Next, cut both thumbs off and trim the hand smooth. Cut off both hands at the wrist and glue them together. Lastly, glue them to the prow weapon mount.



Option #3 – Torpedoes

For the four point torpedo tubes, I used two of the devourers from the small weapon sprue. I cut away everything but the top of the weapon and glued them back to back just like the small ship in BFG #5. Make sure you leave enough of the material behind the devourer head to mount into the carapace.



THORAX/PORT/STARBOARD WEAPONS

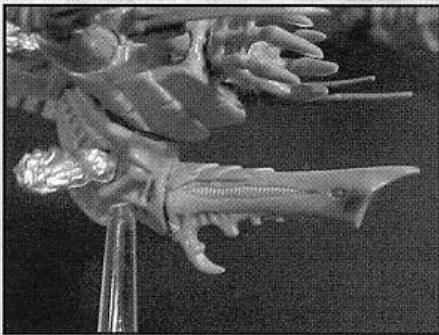
There are three weapon choices for the thorax weapon mount and the port/starboard weapons on the Tyranid cruiser. Pick one of the choices for the thorax and mount it to the front of the lower thorax. You get two more choices for the port/starboard weapon sets. Pick two

and glue them into the four thorax weapon mounts. Remember – there is a front mount set and rear mount set on each side.

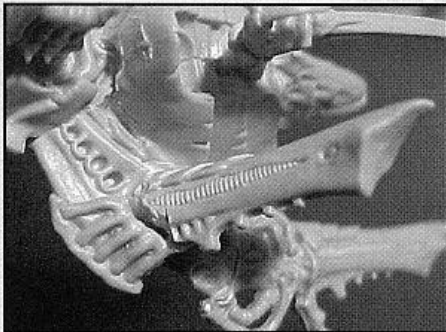
Option #1 - Pyro-Acid Batteries

For my Pyro-acid batteries, I wanted to use a single device to represent each battery and not use long rows of small weapon blisters. This meant that I needed three types of pyro-acid batteries. A 45cm, strength 8 weapon for the hive ships, a 30cm strength 2 battery for the escorts and a 30cm strength 6 weapon for the cruisers

For the cruiser battery, I decided to use the deathspitter from the Tyranid warrior sprue. (Part #14) For the thorax mount, cut the deathspitter at the beginning of the barrel, just past the hand.



When using a deathspitter for the port/starboard mounts you will find that it's a little too long so just trim the barrel down.



Option #2 - Bio-Plasma Discharge

For the bio-plasma discharge spines, I used the spine fists from the small weapon sprue. Parts #7 and #10 make the best set for the port/starboard mounting but any right/left set will work. Just cut them off halfway between the elbow and the wrist and trim away the connecting cable.



If you want to use a bio-plasma discharge for the thorax weapon mount you will need to cut the end of the lower thorax down to the size of the spine fist.

Option #3 – Launch Bays

Last, but not least, are the Tyranid launch bays. I wanted them to look like a huge polyp ready to eject its brood of assault ship/creatures out into the void. The problem was that I did not have any Tyranid bits that had the right shape. After much looking and digging around in the bits box, I came to a decision. The hands from the flamers of Tzeentch were just what I needed.

Cut the arm between the wrist and the elbow. You will need to fill in the port/starboard weapon mounts with a little green putty. The arms are a little small and they do not fit tightly. If you want to use a launch bay in the thorax weapon mount, you will have to cut the end of the lower thorax down to the size of the launch bay. Cutting the hand off closer to the wrist will also help.

Go forth, multiply and devour the galaxy!

Well, the only thing left to do now is to paint your newborn horror and unleash it upon your unsuspecting opponents.

Comments on weapons for other ships

The weapon choices for the cruiser covers just about all the choices for the Tyranid fleet. The two main choices that still need bits are the 45cm, strength 8 pyro-acid battery for the hive ships and the 30cm strength 2 battery for the escorts.

For the escorts, I have been using the fleshborer from the Termagant sprue. This has the same look as the deathspitter but is quite a bit smaller. The hive ship will need something quite a bit larger, so I am planning to use the old metal barbed strangler from the metal Tyranid warrior.

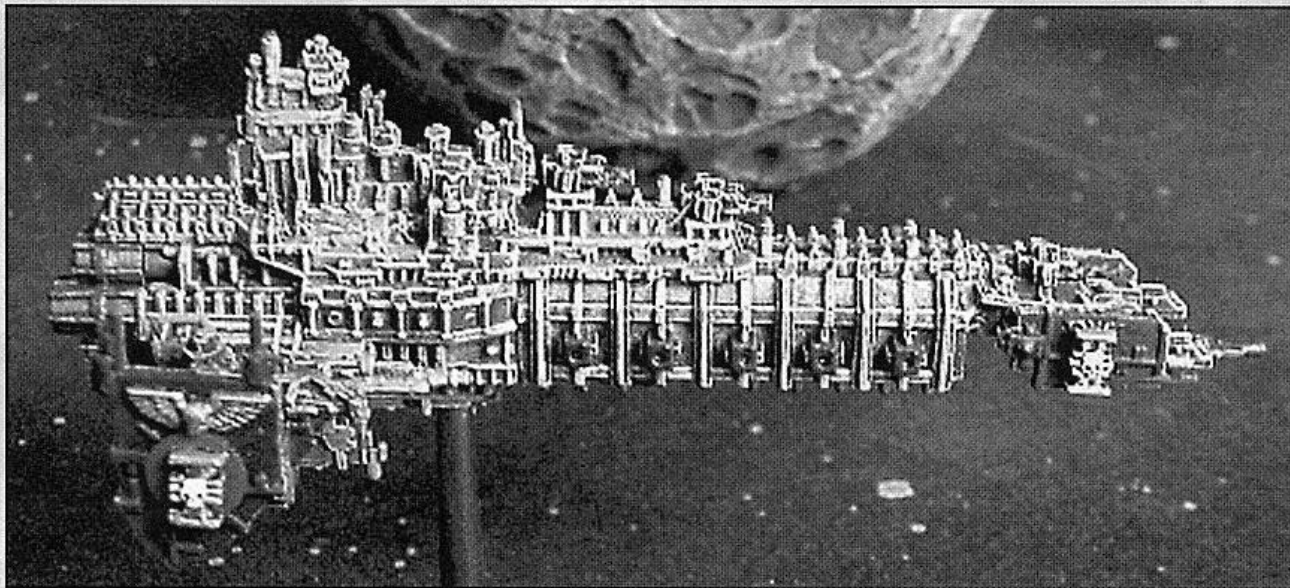
The last weapon option for the fleet that I needed to pick out is the strength 2 torpedoes for the escorts and the strength 6 torpedoes for the hive ship. I plan to follow a simple pattern of one devourer per 2 points to torpedo strength. So the cruisers have two back to back, the escorts will use a single devourer and the hiveship will use three devourers arranged in a triangle pattern.

I hope that the tips and guidelines here will help and inspire you in building your own hive fleet, but I also hope that everyone will add in their own ideas and make each hive fleet a unique terror!

INQUISITION BLACK SHIP

Experimental Rules by Bob Henderson

The Inquisition is the most powerful force within the Imperium, moving through the galaxy rooting out heresy and treachery. To facilitate their movement they command the infamous Black Ships, these are powerful vessels, much feared by all.



Constructed solely by the Adeptus Mechanicus of Mars, the 'Black Ships' are among the most secretive of warships currently in the service of the Imperium. Sometime in the distant past the Grand Masters of the Inquisition viewed the reliance upon Imperial Navy or Space Marine forces for transport, support and protection as unacceptable and a new vessel capable of independent action was required.

Combining many features of a Space Marine Strike Cruiser with a full sized Battle Cruiser hull, the Black Ships, (so called due to their somewhat sinister reputation) can deploy company-sized formations with orbital support. Usually operating alone or in conjunction with Imperial Navy or Space Marine escorts, these vessels can serve as the core of a formidable battle group for dealing with rebellions or heretic incursions.

These rarely seen vessels usually operate only on Inquisition business but occasionally, when the interests of both the Inquisition and the Imperial Navy coincide, a Black Ship will join with an Imperial battle group. While it is a rare Admiral who welcomes an Inquisitor to his counsels, these vessels are highly capable additions to any force.

Such is the secretive nature of their work few of the exploits of the Black Ships are known. However, the destruction of the *Ecclesiarch Nevsky* while destroying the Tyranid incursion on Horatia III stands out. The *Nevsky* and her

escorts destroyed all three hive ships of the invasion fleet before succumbing to the remaining drones. The destruction of the hive vessels prevented any reinforcement reaching the embattled planet and the Imperial Guard, coupled with the Deathwatch Space Marines from the *Nevsky*, exterminated the Tyranid horde.

Speculation has long existed that several Space Marine Chapters have requested similar ships from Mars' shipyards. All have so far been refused.

SPECIAL RULES

Black Ships automatically pass Leadership tests for All Ahead Full special orders due to their exceptional reserve engine capacity.

An Inquisition Black Ship may not be squadroned with any Imperial Navy or Space Marine cruiser squadron, nor may an Admiral or Fleet Master use a Black Ship as a flagship.

Leadership rolls are for the Black Ship only and use the Space Marine Leadership table.

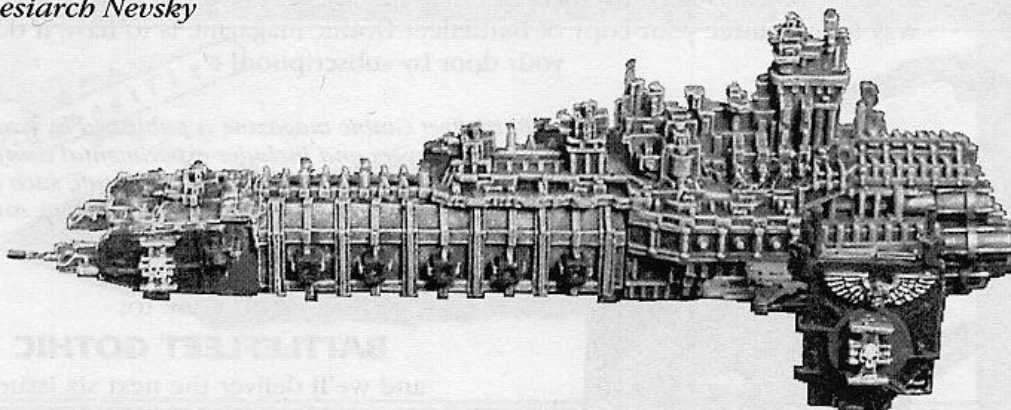
USING A BLACK SHIP

Only 1 Black Ship may be used per 2,500 points of Imperial and/or Space Marine vessels.

Black Ships may operate as a separate force with Imperial Escorts. Each Black Ship may take up to a maximum of six Escorts of any type.

FAMOUS SHIPS

Ecclesiarch Nevsky



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	6+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Dorsal bombardment cannon		30cm	6		Front/left/right
Port weapon battery		45cm	8		Left
Starboard weapon battery		45cm	8		Right
Prow launch bays		Thunderhawks 20cm Assault Boats 30cm	2		-
Prow torpedoes		30cm	6		Front

Notes: Black Ships automatically pass leadership tests for All Ahead Full specail orders due to their exceptional reserve engine capacity.



HOW TO BUILD A BLACK SHIP

Here is a step by step guide to how I built my Black Ship.

1. Cut the prow off an Imperial plastic Cruiser (save the prow for your next conversion).
2. Add the prow of a Space Marine Strike Cruiser. I used a bit of plastic sprue as a spacer to fit between the Strike Cruiser prow and the Imperial hull. Drill a small hole through all three items and pin with fine brass rod for extra strength before gluing.

3. Using the bottom bridge off a Space Marine battle barge, cut the Imperial hull down and back a little, until it fits.

4. You'll need to slightly file the top and bottom of the battle barge batteries but they can be added to the sides of the cruiser hull as a perfect fit with just a little work.

5. Add three bombardment cannon turrets to the two existing openings on the dorsal surface of the cruiser, and place a third right on top of the Strike Cruiser prow.

6. Glue the dual engines from a Battle Barge on the underside of the plastic cruiser wings and add the side shields, also from the Battle Barge.

7. To make the ship disinctively Inquisitorial I added Inquisition sigils, purchased from Mail Order, on both the rear and front shields. If you don't wish to order four sigil sprues, simply paint or decal as appropriate.

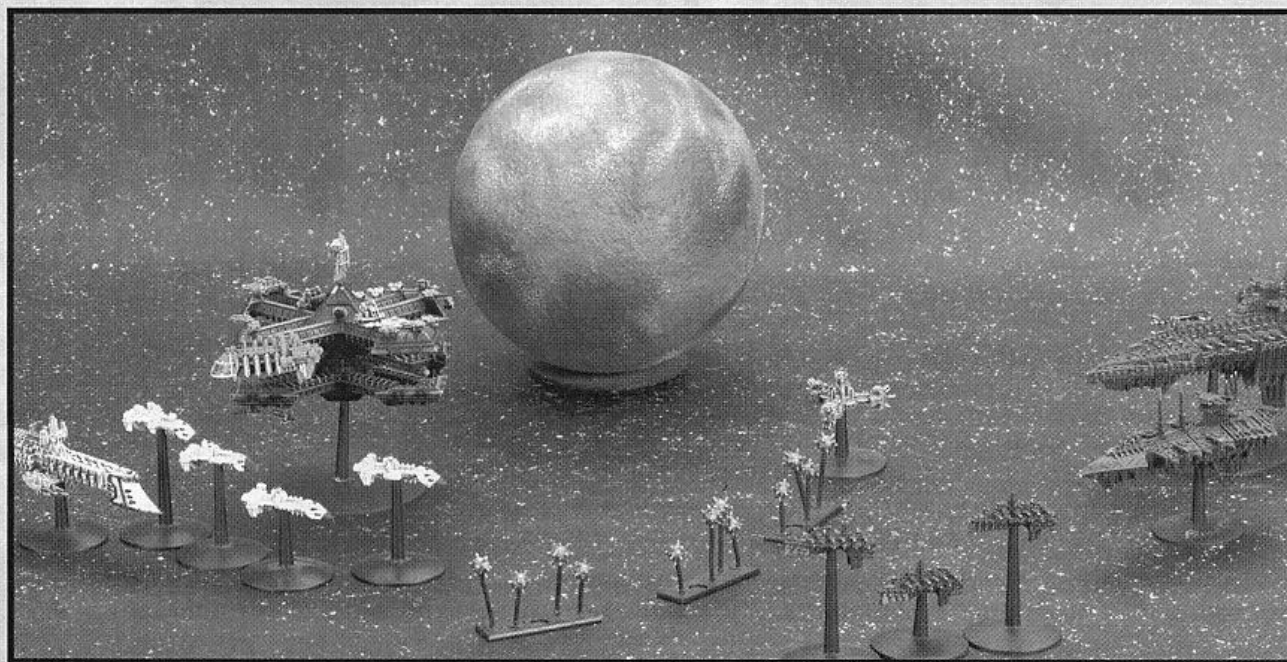
SCENARIO: THE SIEGE

A new scenario for attacking well fortified systems, by ERIC KELLEY

Playtesting by David Boarman, Hugo Perez, Edward Perez, Merlon Clemmons, Matt Mayer, James McCabe, Aaron Campos, Oliver Jones, Merlon the Younger and Zak Becker

On many occasions fleet commanders have found themselves with the daunting task of taking on a well-fortified system that hosted a Ramilies Starfort or Blackstone Fortress. For Chaos Warmasters this has proved to be a major stumbling block to their raids, and many Imperial Commanders have found themselves on the other side of the same knife once a war turned and the Chaos incursion is on the defensive.

A common method of attack is to inundate a system with fast raiders and escorts, scattering the defensive force to the far reaches of the system, and then invade in force with a fleet of sufficient size to penetrate the defensive ring and get at the world beyond.



SETUP

Determine an acceptable point value for both fleets. We have found 1,500 points serves very well and ensures that the fortification is not instantly overwhelmed.

ATTACKER

Choose your fleet up to the pre-arranged points value specified.

DEFENDER

The defender must field a Primary Defence. This is either a Blackstone Fortress (Imperial or Chaos, depending on the defender's allegiance) or a Ramilies class Starfort. The points for the Primary Defence are taken from the defender's fleet list at the appropriate cost. The defender also receives D6x10 additional points worth of defences for every portion of 500 points worth of attacking ships, and may spend up to 25% from his fleet list on additional planetary defences.

BATTLE ZONE

The battle could conceivably be fought in any region, although such a structure would likely be protecting an important planet. Use the following table:

- 1: Mercurial Region
- 2-3: Inner Biosphere
- 3-5: Primary Biosphere
- 6: Outer Reaches

Roll for terrain normally.

DEPLOYMENT

The Primary Defence is placed in the centre of the table, no closer than 45cm to any table edge. Any planetary defences in the defender's fleet are placed anywhere within 60cm of the Primary Defence, but no closer than 15cm from any table edge.

The defender then divides his remaining ships into five groups. Each group must contain at least one ship or squadron, and there is no maximum number of ships per group, but he must have at least five. Choose one group randomly by rolling a D6 (re-roll 6s).

This group starts the battle on the table. Deploy it within 20cm of the Primary Defence. The other groups start the game off the table as reinforcements (see below).

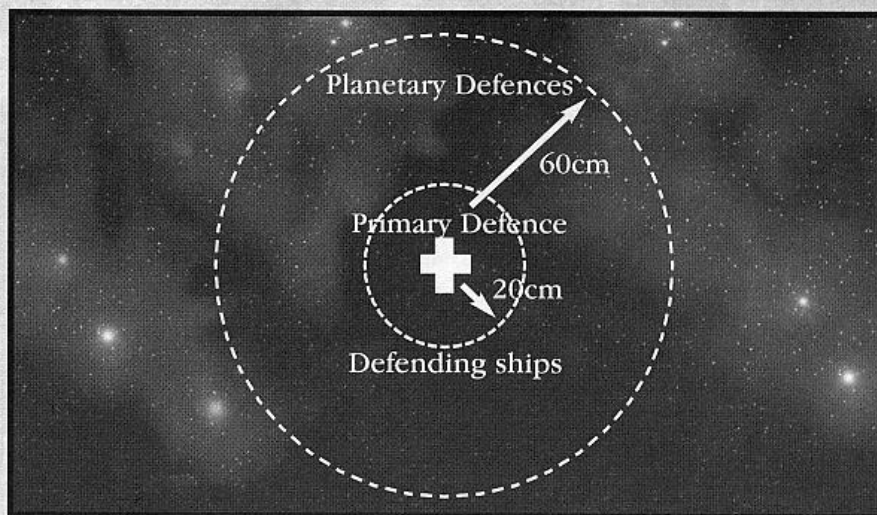
Once the defender has set up, the attacker deploys his entire force within 15cm of any table edge. This becomes the attacker's board edge.

Roll a D6 for first turn, the player with the highest score takes the first turn.

REINFORCEMENTS

The defender will bring his reinforcements on randomly throughout the battle. In the end phase of the defender's turn, the defender randomly chooses one of his groups and places it on a random table edge. This cannot be the attacker's table edge. The newly arrived ships cannot be placed within 60cm of any enemy ship.

The attacker receives no reinforcements, all of his ships are already present and doing their utmost to destroy the fortification.



OBJECTIVES

The attacker's objective is to destroy the Primary Defence. The defender's objective, obviously, is to stop him.

The battle continues until the Primary Defence is destroyed or the attacking force disengages.

SPECIAL NOTE ON THE BLACKSTONE FORTRESS

Since a Blackstone Fortress cannot *Brace For Impact*, this is an especially difficult scenario for a Blackstone to win. To offset the imbalance, the defender divides his reinforcements into two groups, one of which will start on the table and the other will come on in the second turn on a random table edge, no closer than 60cm from an enemy ship or counter. If the attacker has deployed or moved such that the rolled table edge cannot be used, re-roll the dice until a viable table edge is chosen.

