

THE OFFICIAL

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BATTLEFLEET

GOTHIC

MAGAZINE

Issue 10

HIVE SHIP HORROR!

The Defence of Macragge
Demiurg Bastion
Punisher class Strike Cruiser
Ork Tactics

**GAMES
WORKSHOP**

HIVE FLEET



PAINTING HIVE SHIPS

We covered how our Hive ships were painted in BFG Magazine 7. Being 'living' ships rather than 'man-made' they need a natural colour scheme. A good source for Tyranid colour schemes is the Warhammer 40,000 Codex:Tyranids, which has lot of great colour ideas which you can easily adapt to your Hive ships and escorts etc, instead of Hive Tyrants and Termagants.



The Hive Fleet close-in on another Imperial world against the futile resistance of its orbital defences.

EDITORIAL

Hello all,

Well, this issue BFG mag reaches the small milestone of double figures, hurrah!

We haven't done badly since we started, with two new fleets (Necrons and Tyranids). The release of the BFG Annual will see the Necron fleet finally complete. This is not to say we won't add to it, but the basic rules are now in place. Meanwhile, the Tyranids still need some work, and next issue Andy Chambers will be bringing you an updated list in line with the new miniatures.

Continuing the Tyranid theme we have the Defence of Macragge, a scenario for the famous battle between the Ultramarines and Hive Fleet Behemoth. This is a precursor to Tim Driscoll's 'Rath's Last Stand' from BFG mag 7, and he offers some hints to combining the two games, do I sense the beginning of a narrative campaign?

After a couple of months delay we also have the rules for the second of Forgeworld's Demiurg ships, the Bastion. I'd like to make a brief point here, to quell some misplaced rumours. Just because we have two ship classes does not mean we have a fleet. It is not envisaged that the Demiurg operate in 'fleets', more as independent lone vessels. The Demiurg vessels should be used appropriately, and I would suggest always including a sub-plot relating to

the Demiurg's presence whenever you deploy one in a game. They are not common vessels and should not become stalwarts of any fleet.

With that cleared up, we also have some suggested Ork tactics from regular contributor Nate Montes. Orks seem to have a bad press these days, which is a shame. We do have plans for a new Ork ship in the near future, and eventually to expand the model range into a Waaagh! fleet list. It was never really envisioned that the Orks in BFG would be a major force. In the Gothic Sector they are pirates, not full sized war fleets. Again it is just a matter of using your fleets appropriately to the background. You would not expect a pirate fleet to be able to stand before the full weight of an Imperial war fleet and have much of a chance. Use the Orks for convoy raiding and I'm sure they will fare far better. When we get to the Waagh! Fleet you'll see them in their full greenskinned glory!

Finally we have a model conversion from Jesse Schoof and Chris Waddell. Inspired by *Execution Hour* (as many people seem to be), it is an Arbites Punisher class strike cruiser. Again, like the Inquisition ship last month, these are experimental rules, so if you love or hate the idea let us know by emailing fanatic@games-workshop.co.uk. We value your feedback.

Good hunting!

Warwick

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NEW RELEASES

In line with many other Fanatic magazines, this issue sees the addition of a New Releases page to the magazine. From now on each issue will contain a few words about what is new in the BFG hobby; mainly this will be miniatures releases, but it is not limited to that. If you know of anything going on in the BFG hobby, be it internet based, events, tournaments, etc, then let us know and we'll publish it for free!

This month sees a long awaited BFG release, the Tyranid fleet sculpted by Mark Bedford.

First to clear up any lasting confusion, two of these models were supposed to be available at the start of this year, but we moved them back. Due to a communications foul-up they still got shown and advertised in BFG magazine 7, oops! Sorry for the confusion, these models are all now available.

Firstly, there is the mother of all Tyranid ships, the Hive ship. This is really the centrepiece of a 'Nid fleet around which the other ships will operate. Whilst not a match for an Imperial battleship, although it is similar in size, the Hive ship is the main Tyranid transporter and is capable of releasing hordes of evil clawed creatures onto a planet's surface. It has some self defence capabilities but its main role is as a carrier and transport.

The model itself admirably suits its purpose. It does not carry lots of weapons, or have the aggressive looking claws. It does have trailing tentacles, I imagine much like a squid, slowly pulsing and flailing behind the main craft.

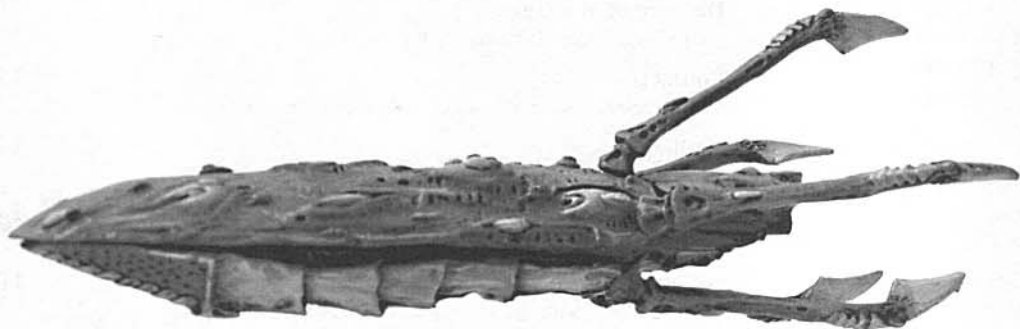
Although the tentacles are all the same on the model it would be easy and bend and reshape them, perhaps fanning them out or even facing them forwards to make different looking Hive ships from the same model.

The next ship is the mainstay of the Tyranid fleet in battle, the Razorfiend cruiser. This ship will always form the backbone of the Tyranid's fighting strength, providing good fire power and survivability, almost directly comparable to Imperial cruisers. The model reminds me very much of a Manta-ray; the swept back claws are like wings, and just like the Hive ship the wings could be bent into new shapes. This is a ship that swoops and glides through space.

The next is the largest of the escorts, the Stalker. Its three pronged profile of forward facing claws looks very aggressive attack craft. I can see hordes of these racing straight into the enemy fleet.

The fourth model, completing our Tyranid fleet for now (more will follow), is the Prowler. This is a smaller escort vessel, again with three claws (a version with two claws will follow). I see these as close escort ships, maybe a swarm of them surrounding each Hive ship.

There you have it – the core of a Tyranid fleet. We will be adding to this range in the future, but for now you have a fightable force from these models with which to go forth and devour the galaxy!

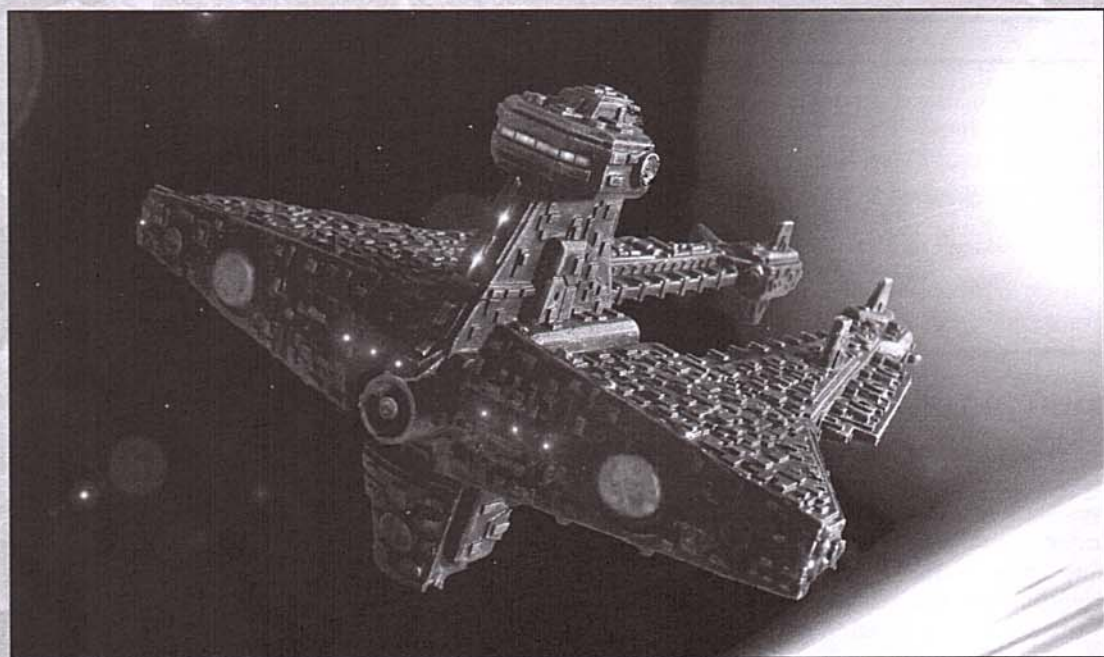


Hive ship

NEW THREAT ALERT

*Experimental rules for Forge World's latest Demiurg ship,
by ANDY CHAMBERS & NATE MONTES*

DEMIURG 'BASTION' COMMERCE VESSEL 255 pts



More common than the larger Stronghold class, Demiurg Bastions are nonetheless only occasionally sighted in the giant vastness of wilderness space along the eastern rim of the galaxy. Although known in legend among many indigenous races through the region, Demiurg vessels avoid Imperium-claimed space scrupulously unless specifically invited in. Unfortunately, less than scrupulous planetary governors have been known to employ Demiurg forces to bolster their own positions, inviting Inquisitorial censure for their truck with aliens.

Bastion class vessels appear to be more heavily configured for asteroid mining than the stately Stronghold, which is known to function as a factory/processor. Presumably resources and finished goods are exchanged between these vessels but there are no eye witness reports of such. Scattered reports by Rogue Traders indicate that a Bastion class vessel is crewed by a 'brotherhood' and that

Strongholds are homes to typically two or three brotherhoods, it is possible that Strongholds and Bastions form some extended affiliation but if this the case each group must be widely scattered in different systems light years apart. The one exception to this is when the Demiurg muster for war, when two or three Bastions gather to protect each Stronghold.

As warships, Bastions compare to cruisers in most respects, though impressive lance turrets and battery firepower at close ranges make them a thorny prospect. As with the Stronghold class, Bastions have the capacity for launching mining craft and probes reconfigured as attack craft and torpedoes.

Also, like the Stronghold, the Bastion uses an electromagnetic field to scoop up interstellar hydrogen and accelerate it to the rear of the ship to provide motive power and energy for the specialised cutting beam it employs for cracking asteroids or enemy ships.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	5+/6+prow	2
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Port weapons battery	30cm		6		Left
Stb'd weapons battery	30cm		6		Right
Port lance battery	60cm		2		Left
Stb'd lance battery	60cm		2		Right
Prow weapons battery	45cm		8		Front
Prow cutting beam	15cm		Special (max 8)		Front
Dorsal Launch bays	Fighters 30cm Bombers 20cm Assault Boats 30cm Torpedoes 30cm		2 squadrons 4		All round

Special Orders

Demiurg 'Bastion' class vessels cannot employ Come to New Heading orders.

Special Rules

Leadership

Demiurg bastion class ships are heavily automated and count their Ld value as 9 at the start of the battle. The Bastion's Ld will drop by -1 for each point of damage the Bastion suffers. Once a Bastion has been crippled by suffering 4 hits, its Ld value will not drop any further than 5. Bridge smashed critical hits will not inflict additional Leadership loss on a Demiurg ship, but instead cause an extra point of damage (and possible attendant Ld loss) on the vessel.

Blast Markers

The curious shielding arrangement of the Bastion dissipates the effects of ionised gases and repels larger obstacles in its' path. As a result any Blast marker which a Bastion moves over is removed immediately - this includes any in base contact with the bastion at the beginning of its turn. Blast markers have no effect on the movement of the Demiurg ship. Keep markers 'hoovered up' like this to one side so they can be used to fire a cutting beam from the prow in the shooting phase. Note that blast markers moved over must be removed, the Demiurg player can't choose to remove some markers and leave others in place.

Cutting beam

The cutting beam is a short ranged but devastating ionisation beam usually employed for gouging out recalcitrant moonlets. The cutting beam counts as a single lance but each Blast marker picked up by the Bastion in the Movement phase gives the beam the equivalent of one extra lance shot (up to a maximum of 8). Blast markers cannot be held from turn to turn in order to power the cutting beam, any unused ones are lost.

Launch bays

Demiurg ordnance is reconfigured from its automated mining machines within the cavernous dorsal launch bays. The Dorsal launch bay can be used to release either attack craft or torpedoes, but not both in the same turn.

Mercenaries

Unless the fleet is entirely composed of Demiurg ships they are considered to be mercenaries and will not continue to fight if crippled. Crippled Demiurg ships will attempt to disengage every turn and run for the nearest point on the nearest table edge if they fail. However, if the Demiurg ship is part of a fleet fighting against Orks it will only disengage if first reduced to only having 1 or 2 Damage points remaining.

Celestial phenomena

Demiurg bastion class ships are totally unaffected by solar flares, gas and dust clouds and radiation bursts. Do not place blast markers in contact with them for celestial phenomena of any kind.

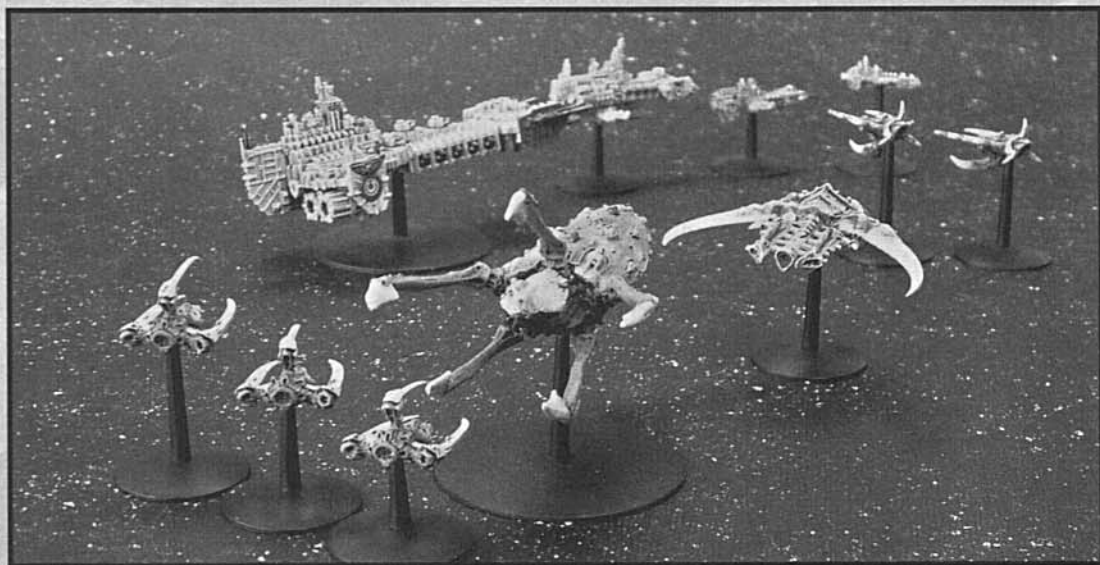
Deployment and Scenarios

Any fleet except Orks, Tyranids and Necrons can use Demiurg Bastion class vessels; they are purchased as cruisers but do not contribute to the number of ships required to gain access to battleships, grand cruisers, etc. Demiurg ships can never carry fleet commanders, use fleet commander re-rolls or be placed in squadrons with non-Demiurg vessels. A Bastion class vessel is worth 255 Victory points normally but in a pure Demiurg fleet or one fighting against Orks it is worth 300 Victory points instead to reflect its extra determination.

THE DEFENCE OF MACRAGGE

A scenario for the famous action in defence of the Ultramarines homeworld by TIM DRISCOLE

This battle takes place before the events of 'Rath's Last Stand' which was published in BFG mag 7. It pits the forces of Hive Fleet Behemoth against an Ultramarine fleet reinforced by Battlefleet Bakka. Once you have played this battle you could go on to fight Rath's Last Stand, using the survivors of this game. Be warned this is a large game, you'll need both large fleets and a large(ish) playing area.



From Codex Tyranids by Andy Chambers.

'The Navigator of Inquisitor Kryptman's ship strained to follow the guiding light of the Astronomican through the swirling energies of warp space as the ship pushed through the shoals and reefs of that most capricious medium. At times the undertow left by Hive Fleet Behemoth threatened to lose the ship in the warp forever but the Navigator avoided every whirlpool and riptide with consummate skill, the elongated teardrop formed by the warp drives of the Inquisition ship slipping through the Immaterium like oil through water.

In the Macragge system a dozen other ships already hung in orbit and each day more arrived from the warp. Lumbering Space Marine battle barges hung over Macragge like gigantic azure monoliths etched with the gaping maws of weapon bays, launch tubes and heavy bombardment turrets. These leviathans dwarfed even the sleek strike cruisers arriving

from the Ultramarines' furthest outposts. Orbital fortresses and ponderous systems defence monitors surrounded Macragge with a ring of firepower.

Inquisitor Kryptman met with Marneus Calgar, Master of the Ultramarines, beneath the portico of his palace of brilliant white marble perched high in rugged mountains above the glittering seas of Hera. Calgar stood as a giant even among the genetically altered Space Marines. Nothing escaped his piercing blue eyes and even Kryptman's terrible discoveries did not disturb his noble demeanour.

The Ultramarines were readying themselves for all-out war with the Tyranids. The Emperor had despatched a Segmentum Tempestus battlefleet from the orbital docks at Bakka. Calgar felt that Macragge was the system most immediately threatened by hive fleet Behemoth. Macragge itself, already well-protected, was being even more heavily fortified and would be held tenaciously by

Ultramarines and planetary defence auxilia until the combined Ultramar and Imperial fleet arrived to take on the hive fleet.

A month later the Tyranids attacked Macragge, their fleet of over a thousand vessels sweeping aside attacks by Ultramarines strike cruisers as they pushed insystem. With no sign of the Imperial fleet from Bakka, Calgar was forced to use the Ultramar fleet in a risky ploy. By leaving Macragge and retreating outsystem, Calgar drew the Tyranids onto the defences of Macragge as they sought to encircle it and invade. The Ultramar fleet struck the aliens while they were spread out and vulnerable, successfully carving a bloody swathe through their fleet as Calgar tried to fight his way back through to the protection of the big guns of Macragge.

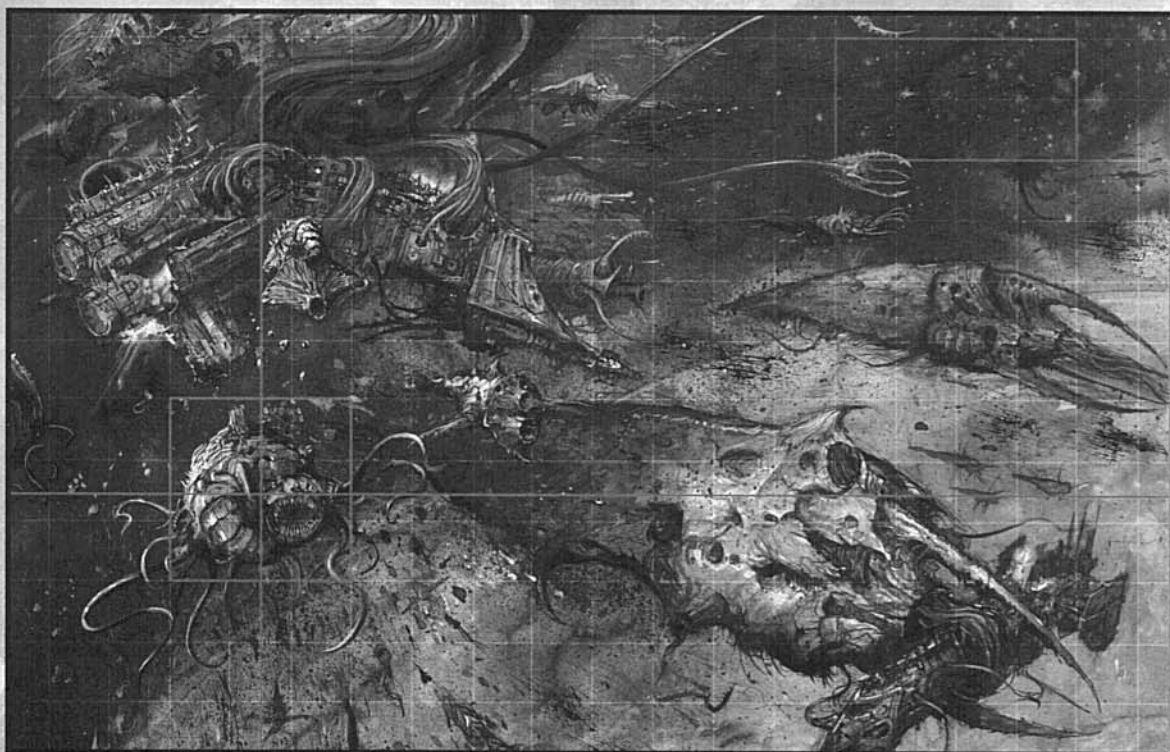
At the height of the battle Ultramar fighters from Macragge crippled one of the largest Tyranid hive ships and this seemed to fatally disrupt the cohesion of the hive fleet. The Tyranids' attacks became increasingly uncoordinated and Calgar's fleet reaped a great tally of fallen bio-ships. As the battle raged the Tyranids unleashed thousands of spores above the vital northern and southern polar fortresses which were the keystones of Macragge's defences. Each spore that fell to earth cracked open to reveal a Tyranid creature and soon thousands of Tyranids were marching across the ice fields towards the fortresses.

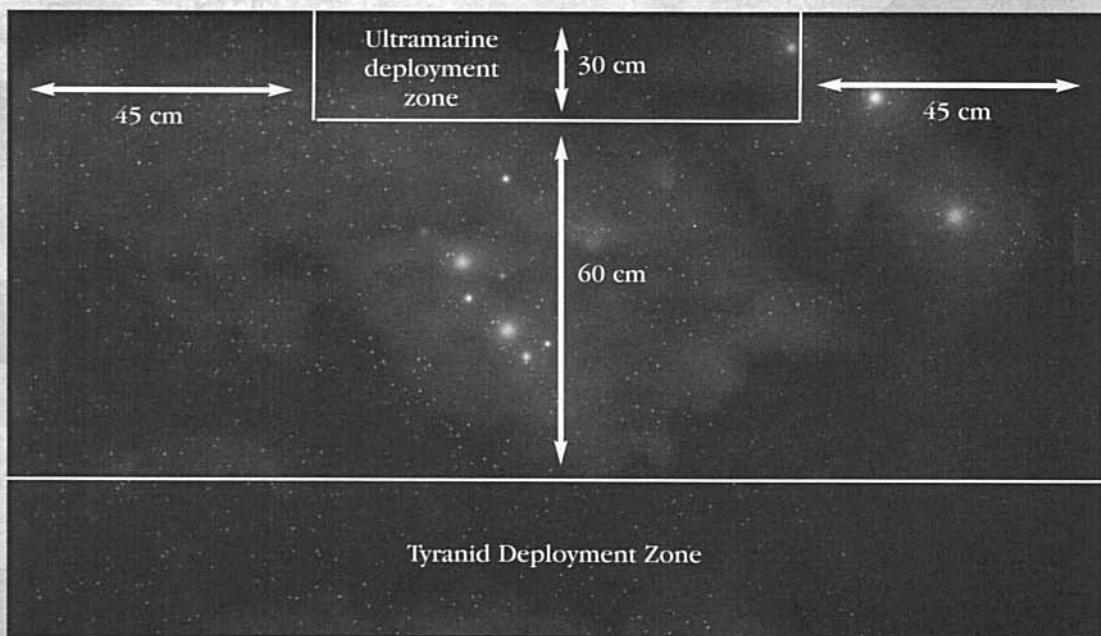
In space the battered hive ships retreated and, desperate to prevent their escape, Calgar's tiny

fleet gave chase. Though Calgar feared for the polar fortresses he knew they were well guarded by Ultramarines of the 1st Company supported by defence auxilia and Titans of the Legio Praetor. Most of the 1st Company were formed into Terminator squads equipped with tactical dreadnought armour and the best personal weaponry in the Imperium. Entrusting the fate of Macragge to these veteran warriors, Calgar chose to pursue the Tyranid hive fleet.

Calgar pursued the Tyranid fleet toward the ringed world of Circe at the edge of the Macragge system. The timely arrival of the Tempestus fleet from Bakka finally sealed the Tyranids' fate by catching them in a vice between the two fleets. In a desperate fight the combined human fleet destroyed the remaining hive ships at a great cost in men and ships.

The Tempestus fleet of over two hundred warships including the huge Emperor class battleship *Dominus Astra* was almost completely wiped out in a titanic battle around Circe. The battle was only won by the heroic sacrifice of the *Dominus Astra* charging into the heart of the hive fleet and triggering its warp drives. The Tyranids were destroyed in an uncontrolled warp vortex which also dragged the *Dominus Astra* to oblivion. Calgar's surviving ships came about and roared back to Macragge to try and save the beleaguered polar garrisons.





FORCES

Ultramarines

Fleet consists 2,500 points chosen from the Space Marine fleet list in Warp Storm (you may include the Rapid Strike vessels from BFG Mag 3 and the BFG Annual) and System ships and Defence Monitors. You must include at least one Battle Barge that Marneus Calgar is aboard (use the normal Master of the Fleet rules for Marneus Calgar)

Battlefleet Bakka Reinforcements

Fleets consists of 3,000 points from the Battlefleet Bakka fleet list (BFG Annual), you must include the Emperor class battleship *Dominus Astra* with assault boats, commanded by Lord Admiral Zaccarius Rath.

Hive Fleet Behemoth

Fleet consists of 5,000 points from the Tyranid fleet list from BFG Mag 1, it may include bio-enhancements from BFG Mag 4, (you need lots of Hiveships).

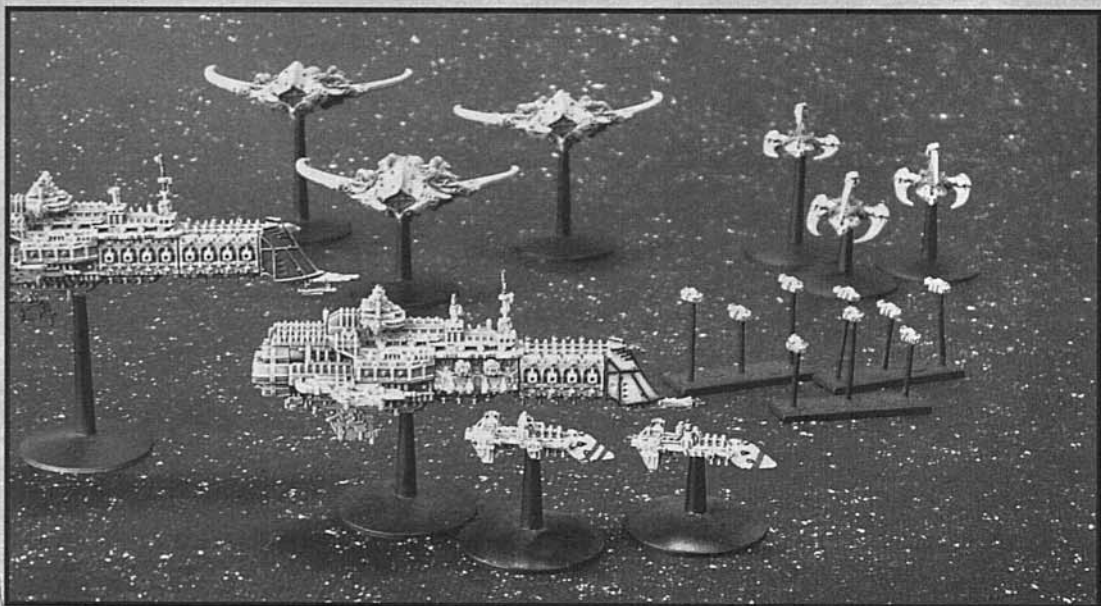
BATTLEZONE AND SETUP

Use the Outer Reaches terrain generator but re-roll any Warp Rift results (that turns up later).

Set up the fleets as shown on the map. You will need a large table because of the sizes of forces.

SPECIAL RULES

Every cruiser sized vessel in the Tyranid and Ultramarines fleets starts at -D3 hits and every battleships start at -D6 hits.

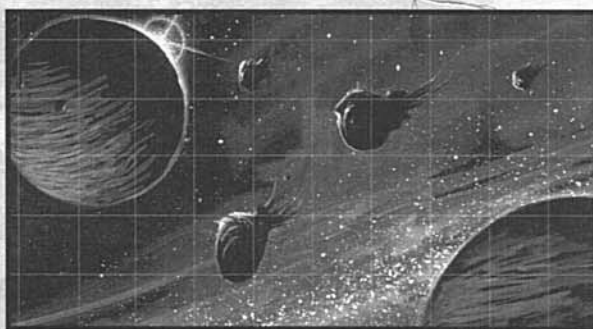


Only the Tyranid and Ultramarine fleets start on the table, the reinforcements arrive after D6+2 turns (get the Tyranid player to secretly roll the dice and leave it hidden until he informs the Imperial players on the turn the fleet arrives).

When the reinforcements arrive roll 2D6 for each ship, except the *Dominus Astra*, on a double 1 it is lost in the Warp and does not take part in the battle.

To deploy the reinforcements, place the *Dominus Astra* anywhere on the table. Then roll a Scatter dice and 4D6. Move the *Dominus Astra* in the direction shown on the Scatter dice the number of centimetres shown by the dice. If a 'hit' is rolled then leave it in place.

Deploy the rest of the fleet from this position. No ship may be placed more than 10cm away from a ship already placed. Finally, place a Warp Rift behind the *Dominus Astra*, this does not affect any reinforcing vessels moving through it on the turn they arrive, but remains in play for the rest of the battle.



GAME LENGTH AND VICTORY CONDITIONS

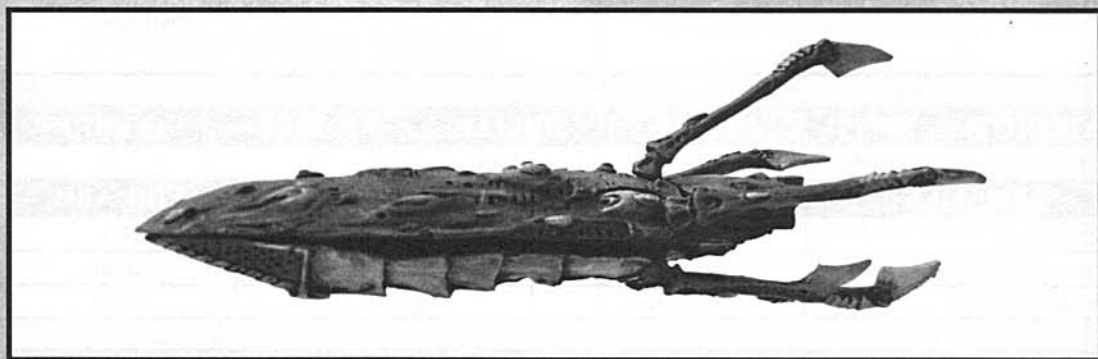
The game lasts for 2D6 turns after the reinforcements arrive (again roll the dice and keep it secret from the Imperial player by hiding the dice). If all the 'Nid ships are dead at the end the last turn, the Imperial player wins otherwise it is a Tyranid victory.

If the Imperial fleet wins then try the 'Rath's Last Stand' scenario from BFG Mag 7 that this scenario precedes, using only the survivors of the reinforcing fleet.

TYRANID SHIPS

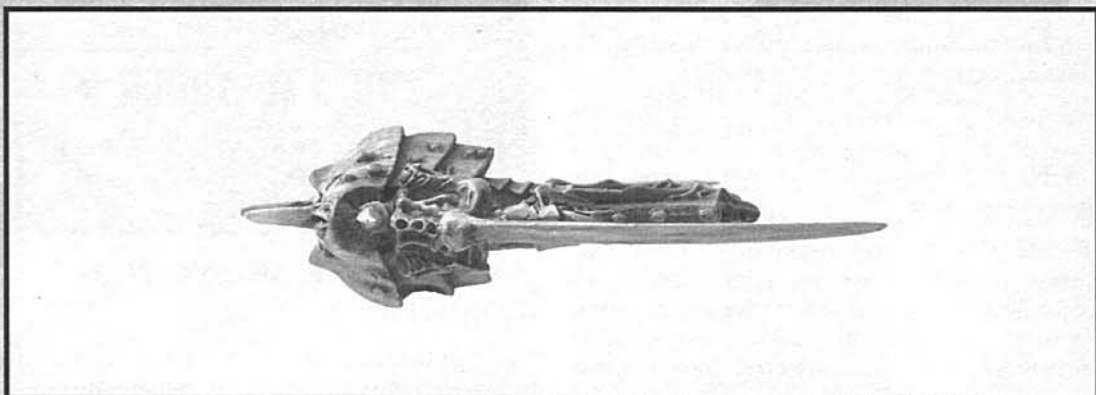
Next month we'll be bringing you an updated Tyranid list but for now use the following rules for the Tyranid vessels of Hive Fleet Behemoth. These replace the stats given in BFG mag 7.

HIVE SHIP 385 pts



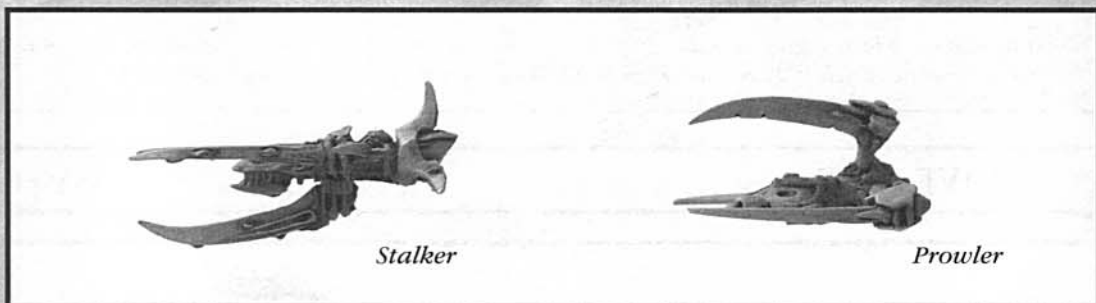
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	15cm	45°	special	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Spore Cysts		15cm	6		N/A
Prow Bio-Plasma		15cm	4		Front
Torpedoes		30cm	6		Front
Pyro Acid Battery		45 cm	8		Left/ Right
Launch Bays		Assault Boats 30cm	6		N/A

RAZORFIEND CLASS CRUISER 170 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	15cm	45°	special	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Spore Cysts		15cm	3		N/A
Torpedoes		30cm	4		Front
Bio-Plasma Discharge		15cm	8		Front
Launch Bays		Assault Boats 30cm	2		N/A

STALKER CLASS HEAVY ESCORT 30 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	special	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Spore Cysts		15cm	1		N/A
Pyro-Acid battery		30cm	2		Front
Feeder Tentacles		contact	special		Front

PROWLER CLASS MEDIUM ESCORT 30 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	special	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Spore Cysts		15cm	1		N/A
Torpedoes		30cm	2		Front



CONTACTS PAGE

EVENTS CALENDAR

Come and meet us at these events.

Conflict Bristol	22th June 2002
Games Day US	28-29th June 2002
Chaos Wastes Open Day	14th July 2002
Britcon	15-18th August 2002
Games Day	29th Sept 2002
GW Open Day	24th Nov 2002

COMING SOON...

Mordheim Pit Fighter Warband
Inquisitor Eldar Ranger, Kroot
Battlefleet Gothic Light Cruisers
Warmaster Vampire Counts army
Blood Bowl Nurgle's Rotters

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This issue Warwick answers your mail...

VICTORY!

Hi Warwick.

We started a campaign for Gothic two weeks ago. Yesterday the first Imperial Admiral lost half of his fleet in an really unbalanced offensive. He lost his Flagship as well! It was a Victory class Battleship from fleet list Bakka – a really nice model, but I think the dorsal weapon batteries Strength 3 is a typo or a copy-paste error. So which armament was really meant to be in the dorsal position in the ship stats?

Cheers!

Alex from Germany

The Victory class from Battlefleet Bakka, whilst a neat idea has some problems, which we discussed during the rules review. The Strength 3 dorsal weapons battery is wrong, and the ship is very close to the popular Armageddon Apocalypse class battleship. The stats have been modified for the latest version of Battlefleet Bakka, in the 2002 Annual. It now has strength 6 dorsal weapons batteries.

HAPPY CHAPY

Having played for about a year or so now, I'm very happy with what you fellas have done with the game over there on the otherside of the pond for us folks here State-side.

Everything that I've seen come out of Fanatic, both in figs and in test rules for the game seems to be fair and indeed equatable. Even those blasted Necrons are fair in how they seem to be written up. My local group has just started playing a long campaign again and one person is indeed fielding a Necron fleet. Surprisingly, it's the one thing that we have found that will unite the Eldar, Imperial and Chaos for a short time, as long as it takes to either get the stuffing kicked out of us or until we destroy the Necrons, then we go right back to mutal bashing of heads.

Also the experimental rules that you have provided for point costs of ships are excellent! I couldn't have hoped for better. I would make one suggestion, continue writing stuff for that set to complete it for Tyranids, Necrons, and maybe add stuff for defenses so that those of us who are adventurous enough (me!) can design and scratch build our own space stations like the Ramilies class Star Fort.

I personally already have a plan brewing for that and have used the current rules for designing such a station, but the points come out to 2,530 just for the one station!!

Well thanks again for all the hard work. It's the best we could have hoped for!

Grand Solar Admiral David M. Sanders

BLAST THEM DEFENCES

Hi guys,

Pondering what to do with planetary defences? As they don't move, they're stuck with Blast markers.

How about we say they're fitted with dispersers which clear off touching Blast markers at the end of the defence owner's turn. So, each defence's shields aren't one shot wonders, yet they still suffer the associated problems during their own turn. Just a thought, let me know what you think.

Stephen S

PS. I'll get my Blackstones out yet.

Sounds like a house rule to me. This is the first I've heard of this, is it an issue. Do players avoid using planetary defences because of it, or do they just accept that defences are not as reliable as ships?

KEEP IT BRIEF?

Hi there,

I'm sure you have better things to do than read lengthy emails that ramble on and on, so I'll keep this brief.

Battlefleet Gothic was and remains a terrific game, and I've been damn happy to see that it wasn't allowed to simply fade away. The Tyranid & Necron fleet additions are a wonderful idea, I hope you can add enough diversity in their range to make them well worth purchasing and playing.

I have several suggestions for you, and here they are.

1. please fill the 'missing link' in the Ork fleet. They have lots of escort options and the hulk at the high end, but nothing in between. Considering the points cost, the 150-180 points for a cruiser make them little better than strong light cruisers. Compared to Imperial and Chaos cruisers in the 220-280 points range, the Orks are weak. WEAK I tell you!

Orks weak? Not two words you would ever expect to see sequentially in the same

sentence. They are in desperate need of a couple of heavy cruisers and a battleship or two. Models should be made available too. When I sketched out an Ork BB, and compiled the modelling bits that I needed, the expense became too great to actually follow-through. And besides, I was using the make-your-own rules, so why would anybody else ever let me use the ship in the first place. At the very least, having official rules for a couple of heavy Ork ships would mean that the money spent modelling would be viable, since the rules were official. But having unofficial rules for anything means that expensive modelling projects can be folly.

The game, as designed, comes with plenty of variety for Imperial and Chaos. Both Eldar and Orks need some additional ship classifications. Our gaming group outlawed the Eldar, so there are only three races people can play, and with the Orks missing several key ship types, it pretty much makes it a game for Imperial and Chaos. This is a shame, and if BFG is truly getting a facelift/overhaul or whatever you call it, this would be an excellent time to beef up the greenskins to make them a viable race. I hope you are doing more than just reprinting all the magazine articles into one compilation (which would be fantastic of course, but I hope you are actually doing something more for the game than that).

2. In addition to the lack of suitable cruisers, heavy cruisers and battlewagons, the Orks have one broken escort. The Brute will almost never get a chance to ram. Since they cannot turn they must be lined up well in advance, something that so seldomly happens that nobody who even attempts to play Orks (and most don't because of the missing ships) don't field Brutes because they never work. We play with a house rule that allows them one turn at the start of their turn on the turn they ram, and that helps, but not much. Since the Brute dies in the ram, it's mostly a trade-off. But at least they get a chance to actually ram this way.

3. Eldar are broken. The double movement means they dart in, smack you, then dart out. While everyone else if sloooooowly turning to face the threat, they dart in, smack you, then dart out the other side. The solar wind aspect never comes into play. They always get their maximum movement allowed. Like I said, they are broken. If their movement isn't toned down somehow, they will remain so.

4. Torpedoes. I like the variety and all that, but from a gaming mechanics point of view, they are unwieldy because their 'frontage' changes depending on the number fired. Our gaming group did lots of thinking on this, and we understand that the wider the front the more likely you will clip something, etc. But we opted to use a standard counter for torps no matter how many there were.

This made modelling torpedo counters much easier, and using them much easier too. You no longer needed to pick up and place down tiny slivers of cardboard, and make 'change' for larger torpedo counters. We opted for a 1 1/2" wide counter (the size of five torps) and then marked the counter with the number of torps there. Once the torp counter came into contact with something, the hits and misses were worked out, then the counter was removed. So we didn't have four of eight torps hit a ship, then have the remaining four torps continue on their way. This allowed us to tone down the torpedo rules a bit, and make using them in the game cleaner.

Just some thoughts. Thanks for the read.

Steve Green

Excellent house rules I think. Regarding the Orks we do have plans for larger Ork vessels, with a 'Ammer class heavy Kroozer due out this year, and we'll follow that with other larger Ork vessels, until we have enough for a complete Ork Waaagh! fleet, rather than the current raiding/pirate fleet (remember that is all the curent Ork list really is).

Eldar broken? I don't think so. Yes, they operate very differently from the others and are a hard fleet to come to terms with, but that said, it can and has been done. If anybody out there has any good tactical advice for Admirals facing the Eldar I'd love to see it.

TAU FLEET PLEASE!

Any chance of doing a Tau fleet for BFG? By the looks of the Devilfish tank and other Tau vehicles, Tau spaceships would be really cool.

There will be a Tau fleet in 2003, so look out for it!

That's it for this issue. If you have any responses or opinions about BFG send them to the address on the sidebar.

YOU KNOW YOU'VE BEEN PLAYING GOTHIC TOO MUCH WHEN...

A little bit of fun, compiled by THE BFG MAIL LIST.

Check out <http://groups.yahoo.com/group/bf-gothic/>

1. When watching sci-fi movies, you wonder if the weapons being fired count as lances or weapons batteries.
2. You think the Death Star blowing up was caused by double 6 on the critical hit table.
3. You have begun to model your first Emperor class Battleship at 1:1 scale (you'll be finished painting the first rivet any day now)
4. You believe that your 6+ Space Marine armour causes the enemy to roll 6's more effectively.
5. You cannot understand why they don't use hundreds of expendable indentured workers to load the torpedoes in Star Trek.
6. You have attached working rocket engines to all your spaceships (just in case).
7. Your fleet outnumbers Battlefleet Pacificus, and you still think you don't have enough ships!
8. Your latest conversion took twice as long to build as the rest of your fleet put together.
9. You see a sailboat and think 'Bloody Eldar!'
10. You write posts to the mailing list at 5:47 am on a SUNDAY!!
11. You wonder 'what is the broadside WB firepower of an Imperial Star Destroyer?'
12. You have already calculated the number of launch bays a Trade Federation Battleship actually has.
13. When watching a Star Trek or B-5 re-run, you smile inwardly at how the upcoming Emperor's Great Crusade will wipe 99.9% of those accursed alien Xenos out of existence in only another 20 to 30 thousand years.
14. You have 'conclusive proof' that the Romulans evolved into the Eldar.
15. Your 20-month-old son knows to handle your cruisers so carefully that he does not snap off the antennas.
16. Your wife sees you looking at toothpicks and says 'torpedoes...'
17. Your wife recognizes the difference between the fleets (Chaos, Orks, Imperial...)
18. You play D&D and think the Orks are a fungus.
29. You walk into the local GW store, you are greeted by first name, and they ask YOU about BFG rules.
20. The owner of another store asks you to help organize a RT tournament after the game re-release.
21. You start naming your ships after the wife, kids, nieces, nephews, other family members, friend and then you start with the family pet's names.
22. You begin to wonder if your bosses really are members of a Chaos cult.
23. You see any sort of ship model and start thinking about how you can convert it.
24. You always try to park your car with its side towards the sun.
25. You feel free to commit crimes, as you can move your car two times compared to the police moving only once.
26. You answer your telephone with 'Hello, you're talking with Fleet Commander...'
27. You turn pale as your flagship gets shot to pieces as you suddenly fall back in reality and remember that you had a date with a lovely girl five hours before the game but were too busy thinking about attack plans (and this really happened to me).
28. You go steal golfballs at a nearby course to make moons and asteroids.
29. And you know you haven't been playing BFG for to long when you send to GW mail order for a pile of ships and wonder how do I put them together without any instructions....
30. You've spent more on the fleet than your wife or girlfriend...
31. or your car.

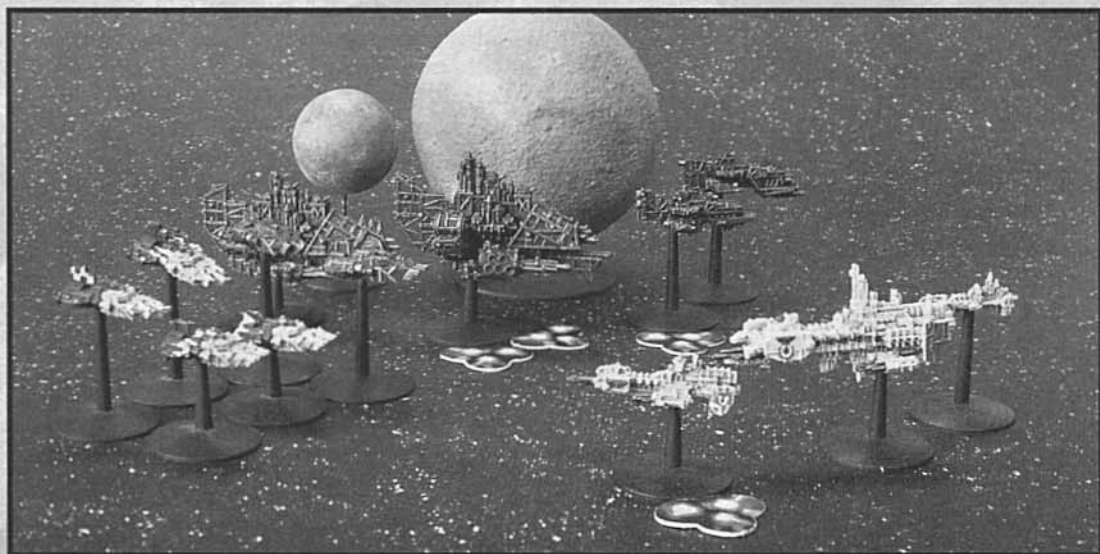
32. You have to get a third mortgage for the fleet you are dreaming of.
33. You buy a trailer and have it especially fitted out to transport your fleets. Complete with alarm system, and your own multiple boxed spare mini's just in case you need a few more.
34. When the parts that make up your hulk cost more than your first paycheck.
35. When you can use the phrase 'Well, the first three Desolators I built...' and be telling the truth.
36. When you say "Brace for Impact" before an argument with your wife.
37. God help most of us – when you have 'x' number of fleets and you are still impatient for the Tau and Dark Eldar.
38. When you are checking posts at work, then start writing a note and put down the initials CM for Case Manager, but realize you are thinking Chaos Marines.
39. You take your ships to work with you to paint or assemble in your lunch hour.
40. When you start gossiping to co-workers at the water cooler about the heated arguments between Orkyboy and D Causey.
41. When you ARE Orkyboy or D Causey.
42. While walking down the street, you glance at every discarded piece of foam/cardboard/wood for possible use in your new space station, while ignoring the scenery...
43. That you must visit the Split Pig Inn to recover from the agony of losing to a kid that is only old enough to be your son.
44. You insist on only renting red cars when you travel because you are sure they go faster.
45. When traveling, you turn in your laptop/digital camera bag as checked baggage so that you can be sure that your spaceship miniatures in a customized carrying case are hand luggage.
46. When you get stopped and interrogated by airport security after your spaceship carrying case is zapped in the X-ray machine and flagged as suspicious. They let you go with your ships only because they get tired of listening to you talk for 30 minutes straight about what a cool game Battlefleet Gothic is – especially when you tell them the ship classes names like Dictator, Murder, Carnage, Slaughter, Terror ship, Reaper or talk about the 40K universe in general...
47. You go to a gaming store you haven't visited in nine months and are recognized immediately as 'the Battlefleet Gothic guy.'
48. The owner pulls you aside to tell you all the latest about BFG he heard direct from a GW distributor, and you tell him with sincerity his source is misinformed.
49. You feel the need to compile a 'You know when...' list.



ORKY KNOW-WOTS

Tactics and advice for Ork pirate Kaptains when facing Space Marines, by NATE MONTES

I wrote this article because I had to come to the defence of my beloved greenskins since so many players, unskilled in the ways of the WAAAGH!, are simply convinced they suck too much to play with. I find that the biggest problem people with playing Orks is that they try to use regular fleet tactics with them, which in many cases will almost guarantee catastrophic failure. Here is my alternative.



Orks are great at causing horrendous amounts of damage quickly, but are almost useless at any kind of drawn-out battle.

My rule of thumb is to make the first three turns of the game very decisive, because every opponent I have defeated with my greenskins had their cause lost inside three turns, and the ones that prevailed against me managed to prevent me from getting any decisive kills early on in the game.

The main difficulty when facing Space Marines is that they are very nearly the ideal opponent against Orks. Their boarding value cancels that of the Orks, and their high armour defeats much of the damage one can deliver when ramming. Another problem is their new escorts are wickedly fast and carry a good weapons fit as well.

I would advise you to form up your fleet in a relatively tight phalanx with two prow gun-armed Kill Kroozers taking the point to soak up hits. Purchase two re-rolls and boarding torpedoes for your capital ships – it's worth it. Put your torpedo armed Terror Karriers on the outside flanks and a Battle Kroozer (like the 'Ammer) dead center.

Form up your escorts into two composite squadrons of six ships each, consisting of two each of Savages, Ravagers and Onslaughts. Keep these squadrons tightly knit in the centre of the phalanx as an extension of the Battle Kroozers.

Now assemble three to four squadrons made up solely of Brute Ramships (or however you want to divide them up to get a total of about 20 or so on the board) and put these on the flanks of the formation. They are the only escorts that can shoot L/F/R so they will help augment the L and R fire arcs of your Terror ships.

Now put about two to four Rok in the rear to help the Brutes keep those low-armor Kroozers sterns covered incase any SM escorts make it through the screen you have put together.

I wouldn't use a Hulk unless you are playing at least a 2,000 points game, since it is slow and will soak up a lot of your fleet points, and speed is life and more is always better as far as Orks are concerned. That being said, a hulk makes an excellent fleet trailer in big games to mop things up behind the rest of your fleet. Don't make the critical mistake of trying to

husband your Ork fleet around it. Leave it behind your main fleet as a big damage sponge whilst the rest of your ships get in fast and hit hard.

OPENING MOVES

Now that your WAAAGH! fleet is assembled to stomp 'dem Space Marines, push the whole fleet AAF toward the enemy in your first turn since you don't need to make a leadership check to do so (though you still can't take on any other special orders this turn and suffer all effects of going AAF). This will leave your Roks behind, but it will encourage the Space Marines to push their escorts out in front to form a screen for their capital ships, which is exactly what you want since those escorts are your biggest problem.

DO NOT LAUNCH ANY ORDNANCE YET!! Ork Leadership sucks, and you will probably only get one chance to use your torps and launch bays so you want to wait to make it count! If you have not closed with the enemy fleet yet, do NOT go AAF again since you do not want to get too far ahead of your Roks and you want as much firepower as you can muster at this point. In fact, start fanning your Brutes out at the end of their move so that they are now facing the incoming escorts and strike cruisers. By this point the Space Marines point guard should have closed. DO NOT BRACE FOR IMPACT!! Resist the temptation and let those Kill Kroozers up front and Brutes on the flanks soak up those hits. You will lose a few and maybe cripple your Kroozers, but the heart of your fleet should be pretty much intact and they should be aiming at the Brute's armoured prows if you lined them up right. Now it's your turn, so make this one count...

DA KRUNCH!

First things first. Take those Brutes and go a-ramming for all those Space Marine escorts. This may sound like worthless suicide, but your Brutes will be rolling 4D6 to hit on ANY ONE roll of 5, where those Space Marine escorts can only destroy you on a D6 roll of 6 because of your armoured prow.

Those escorts are agile and fast enough to come around behind your Kroozers before your escorts can do anything about it, so you want to eliminate as many escorts this turn as you can. A lot of your Brutes will survive this exchange, whereas many of his escorts won't.

Have your composite escorts pointed at the general direction his battle barge will be at the end of his next turn; something not as difficult as it sounds since they are slower than the rest of the fleet and are ponderous to bring about.

Now get shooting at everything in sight, using your Leadership rolls this turn to Lock-On whenever possible. Waste one of your re-rolls at this point (not more than one though) to get as many of your ships locked on as possible, but the probability is that one ship or squadron will still fail at this point because Ork leadership sucks! That is OK, just keep shooting, pour it into them. Unload ALL your ordnance (except the two Roks, which will probably be too far away, but don't launch their ordnance even if within range) at as many capital ships as you can, sending groups of boarding torpedoes and assault boats at the same targets since Space Marine turret values are not good and they can only shoot at torpedoes or attack craft per Ordnance phase, not both. Remember that ordnance strength is NOT affected by being locked on.

If your dice were good to you and you've done it right, your Space Marine opponent should be scratching his head wondering how you blew up so much stuff so fast.

You are not out of the woods yet, for in this turn you will take a LOT of damage. If your opponent is smart, he will be positioning his Strike Cruiser bombardment cannons for full effect, but hopefully you were shooting at enough of his capital ships to make them all BFI, reducing the sting somewhat.

His surviving escorts will be aiming for your vulnerable rears, so you will probably want to BFI at this point, but resist the temptation unless you know not doing so will lose you a capital ship. In other words, brace if you must to save a ship, but don't panic-reflex your whole fleet into BFI, especially your Brutes. You will need as many of your escorts as possible to not be braced for your next turn, which is why I told you keep those composite squadrons on the inside of those Terror ships.

MAKING IT COUNT

Coming up now is your last turn to really make it count. If he's got a battlebarge in his fleet, break those composite escort squadrons out at All Ahead Full to ram, get shooty and piledrive every escort you can into that battlebarge.

This turn should see your Roks close enough to enter the fight proper, and they should still have their ordnance loaded to punch into any strike cruisers in range.

Use All Ahead Full to get as many of your ships as possible at the rear of the enemy fleet, which will probably leave your Roks stranded alone in the middle of the melee. Brace For Impact your Roks and forget them - they did their job, now let them soak up hits as whatever's left of the rest of your fleet tries to get away.

If this worked out OK your ships will have the remainder of the SM fleet to their rear (this is bad), but they should also have many of their rears facing you as well (this is good).

Between his slow but deadly Thunderhawks and these crazy tactics, most of your escorts will be space debris by now, but you should also have left behind most of his fleet disorganized and in tatters if he was expecting a typical Imp or Chaos 'line 'em up and joust' battle.

Set up your moves as you get away so that one capital ship is closest to the enemy fleet (not the Battle Kroozer if possible), any surviving escorts farther forward and your best-condition capital ships farthest away from the Space Marines.

BFI your capital ships in the rear, since this turn will be your opponent's big chance for divine retribution. Hopefully your shooting and ramming was effective enough to cause lots of damage and bring most of his fleet to BFI. Since he will be pouring much of his available gunfire into your low armour rears and your unescorted Rokks at this point. The one capital ship you positioned to rearguard your fleet and your Rokks should be soaking up the brunt of his fire, and even with BFI you may lose these, but hopefully these tactics will leave your opponent disorganized and bloody as well.

REGROUP

Use your next turn to regroup instead of trying to shoot back. All Ahead Full whatever you still have around away from his fleet, bringing them to stopping points in positions where you can

come about in your next turn in an organized fashion. This way all of your ships are supporting each other for another attack run in-force instead of trying to engage willy-nilly, only to be picked off one by one.

If you did this right, your Space Marine opponent will be using his next turn trying to play catch up and reorganize what's left of his fleet, since Space Marine weapons hit hard but are not very long range. This is OK, because the closer together he gets what's left, the better it works for you.

SECOND PASS

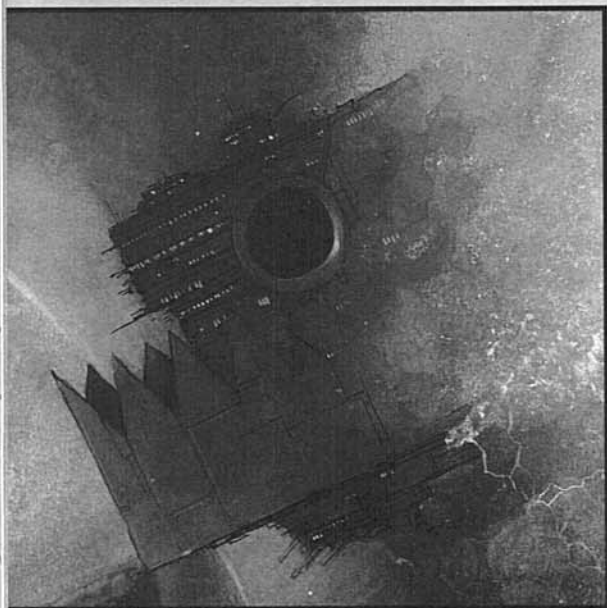
For your next turn, use up that last re-roll getting as much of your fleet as possible to Come To New Heading. Swing about and get those armoured prows facing his fleet wherever possible and get ready for one last glorious pass. Try to move your fleet forward as little as possible at this point – make those Space Marines come to you, and remember Thunderhawks can only move 20cm. However, you may want to push forward a surviving terror ship to do enough shooting to make at least one cap ship BFI. Again, put your capital ships up front to soak up hits, because you will take a lot in his next turn. If your Battle Kroozer is still pretty much intact, hold it back somewhat even if it means a more damaged Terror ship will be lost in the next round of shooting.

In the next turn, the Space Marines will be looking to close and shoot with all they have left. Brace For Impact the one capital ship you have up front, but do NOT BFI any other ships if at all possible unless it is absolutely necessary to prevent their demise. This is important – Space Marine ships are superior to Orks, so you need to have ships that can take orders when the shooting's done or all is lost.

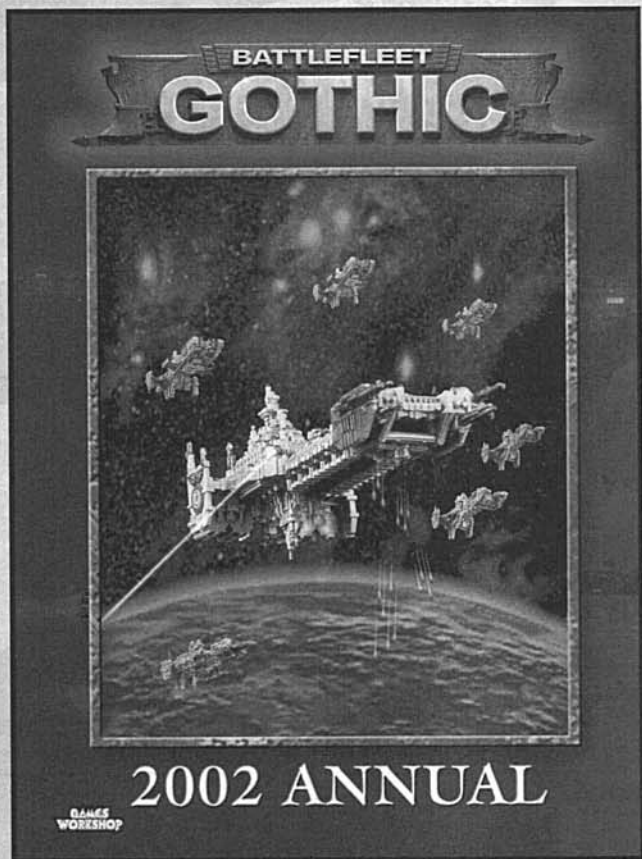
I'd say this is your last turn to do anything significant – if you don't have the game wrapped up at the end of this turn you will not win.

Push your Battle Kroozer right down the middle, locked-on with gunz and kannon blazing, then send everything else on ramming missions at the biggest or closest capital ships remaining. As whatever's left of your fleet comes up on the other side of his formation, stand by to Brace For Impact and beat feet. With any luck you have inflicted enough damage on the Space Marines to win the game.

I have used these tactics to defeat Space Marines with Ork pirates on more than one occasion. I hope this helps!



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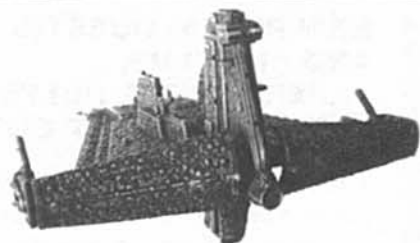
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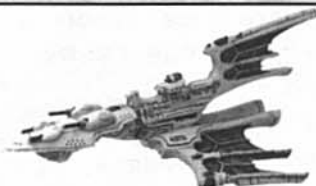
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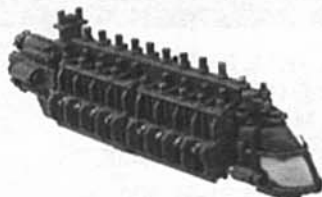
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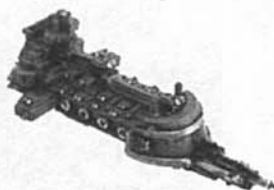
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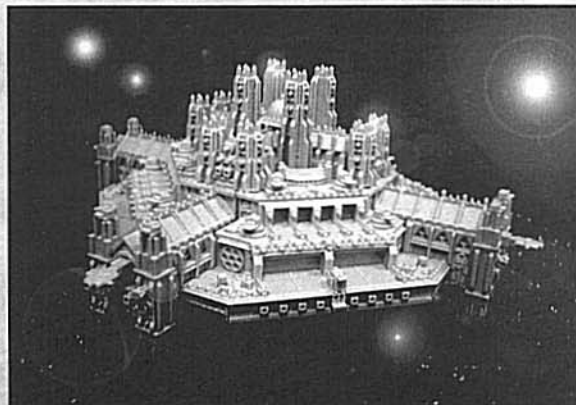


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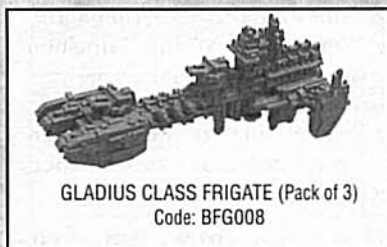


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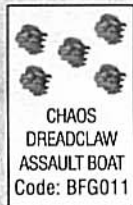
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PUNISHER CLASS STRIKE CRUISER

Experimental Rules by Jesse Schoof & Chris Waddell

This ship was inspired by Execution Hour by Gordon Rennie. The profile for this conversion was based on some descriptions in Execution Hour. In the book, the Punisher was described as being a variant of the Adeptus Astartes Strike Cruiser. However, it is said later in the book that a Chaos commander mistakes the Punisher for a Dauntless Light Cruiser. It is because of this that I imagined the Punisher as having a more standard Imperial prow.

While the Imperial Navy and the Adeptus Astartes fight the wars of the 41st millennium, the forces of the Adeptus Arbites take on a more subtle but no less important role. They are the police, the instrument of Imperial justice on worlds across the galaxy. Not only do the Arbites operate planetside, but they also possess a small fleet of ships for transportation, logistical support and official duties. Occasionally, these ships are used to hunt down small pirate bands and other miscreants.

The Arbites Punisher class strike cruiser is a policing vessel which is used to bolster local system security, to quell small rebellions in nearby systems, to root out pirate bases and to transport high ranking Arbites officials from planet to planet.

The design of the Punisher is very similar to that of its Space Marine strike cruiser equivalent. Much of the design is similar, with the exception of the more typical Imperial prow, which (to the untrained eye) can give the Punisher the appearance of a Dauntless light cruiser. There is also slightly less armour plating on the ship's engine ports compared to its Astartes counterpart.

During the Gothic War, the *Inviolable Retribution*, under the command of Arbitrator Jamahl Byzantine, provided invaluable assistance in the evacuation of the Imperial world of Belatis. Arbitrators Byzantine and Korte, along with the crew of the *Lord Solar Macharius*, went above and beyond the call of duty to rescue Captain Leoten Semper and several loyal Imperial citizens from the surface.

USING A PUNISHER

Adeptus Arbites ships are few compared to their naval counterparts, and rarely participate in joint fleet actions. An Imperial player may take one Punisher for every 1,000 points. It would be appropriate for a corresponding scenario or subplot to be used to explain its appearance.

SPECIAL RULES

The Punisher class strike cruiser carries regular Imperial torpedoes, as well as barrage bombs.

Arbites vessels are also supplied with a single salvo of melta torpedoes. Rules for these and other special torpedoes are provided on page 4 of Warp Storm. Remember, if the Punisher receives a prow critical hit, the melta torpedoes (if they have not yet been fired) will detonate, causing D3 fire critical hits to the Punisher itself. A Punisher may not make any further rolls on the Special Torpedoes table.

The Punisher class strike cruiser has been designed with the intent of scanning the surrounding star system to root out pirates and heretic strong holds. As a result of this, Arbites vessels benefit from an improved sensor array. When any enemy is on special orders, Arbites vessels receive a +2 bonus to their Leadership instead of the usual +1.

Barrage bombs, the bombardment cannon, and special drop pods make the Punisher quite adept at assaulting planetary targets. When assaulting a planet, the Punisher is worth 1 assault point. The Punisher receives +1 in all boarding actions (not hit and run attacks) because the Arbites excel at close quarters fighting and cleansing enemy strongholds.

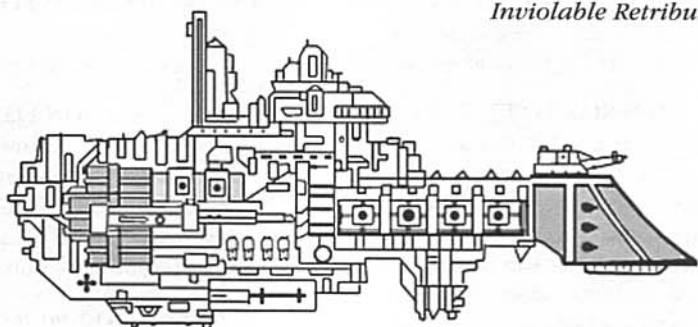
The Punisher has limited attack craft capability for the purposes of defence and advance scouting. It can launch squadrons of Arbites Eagle Interceptors. The ships only carry fighters, and do not have the facilities to service and launch bombers or assault boats.

Adeptus Arbites ships have a unique Leadership table shown here.

D6 Roll	Leadership Value
1	7
2-3	8
4-5	9
6	10

FAMOUS SHIPS OF THE GOTHIC WAR

Inviolable Retribution



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25cm	90	1	5+/6+ prow	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Dorsal Bombardment cannon		30cm	4		Front/left/right
Port weapons battery		30cm	4		Left
Starboard weapons battery		30cm	4		Right
Dorsal launch bays		Eagles 30cm	1		-
Starboard launch bays		Eagles 30cm	1		-
Prow torpedoes		30cm	6		Front

MAKING A PUNISHER

You'll need:

- * 1 Plastic Imperial Cruiser sprue
- * Space Marine Strike Cruiser Superstructure (part code: 080100101)
- * Strike Cruiser Weapon Battery (part code: 080100103)
- * Strike Cruiser Gun Turret (part code: 080100107)

1. On the Strike Cruiser's main body, cut off the dorsal antennas, leaving a flat spine. Save the main antenna, you'll need it. There's also a nub at the front of the body, cut or file it off.

2. Find the Strike Cruiser's 'Weapon Battery' (this is the bottom most part which accepts the stem of the flying base). Cut off the antenna like structures. Glue it to the Strike Cruiser's main body as normal.

3. Remove the two halves of the main body from the Imperial Cruiser sprue and glue them together. When the glue is dry, cut off the prow, then cut the top off.

4. Using GreenStuff and/or a bit of plasticard, cover the hole on the top of the plastic prow. Affix the Strike Cruiser's bombardment cannon turret here.

5. Take the cruiser's wing assembly and cut the wings from the central body.

6. Using putty or glue, affix the converted prow to the front of the Strike Cruiser body. Affix the plastic wings to the sides of the Strike Cruiser body.

7. Using putty, attach the plastic cruiser bridge to the spine of the Strike Cruiser (where you cut the main antennas off). Attach the main antennas just behind the bridge.

When finished, you should have something similar to the sketch image above. As with any conversion, you'd best be handy with a hobby knife. Be aware that unless you bitz-order all the parts, this will be a pretty wasteful conversion. Of course, you may console yourself by knowing that you'll have plenty of stuff for your bit box when you're through.

The

BATTLEFLEET

GOTHIC

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- IMPERIAL BOMBERS - 6 sprue pack
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- RAZORFIEND HEAVY ESCORT

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BATTLEFLEET
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Rules for Forge World's second Demiurg vessel.

Orky Know-Whats *by Nate Montes*

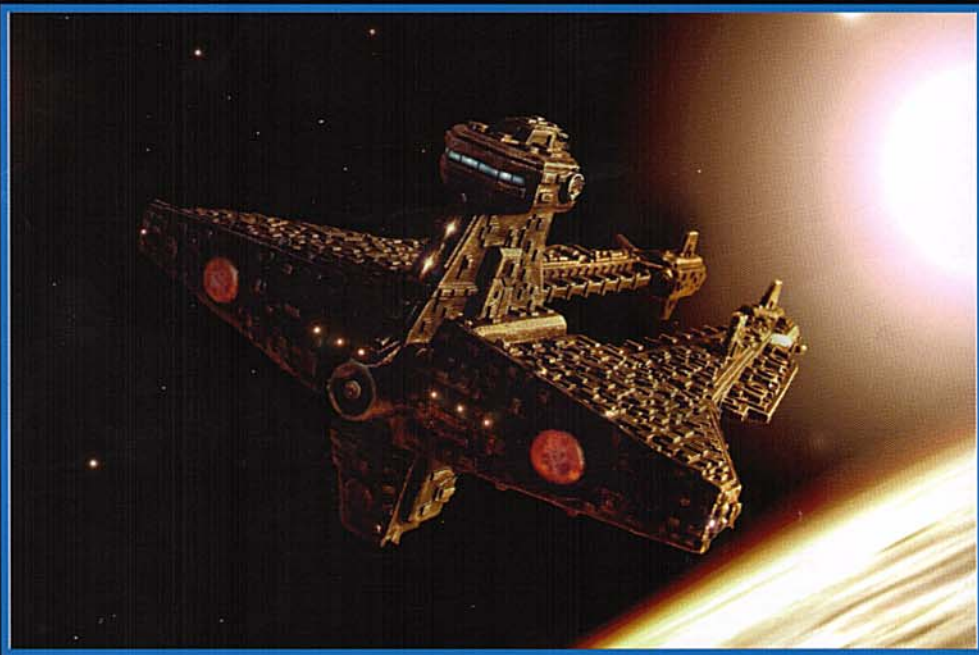
Tactical advice to help defeat Space Marines fleets from a veteran green-skin.

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Arbites Strike Cruiser *by Jesse Schoof and Chris Waddell*

Rules and a conversion idea of an Arbites Punisher class Strike Cruiser.



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