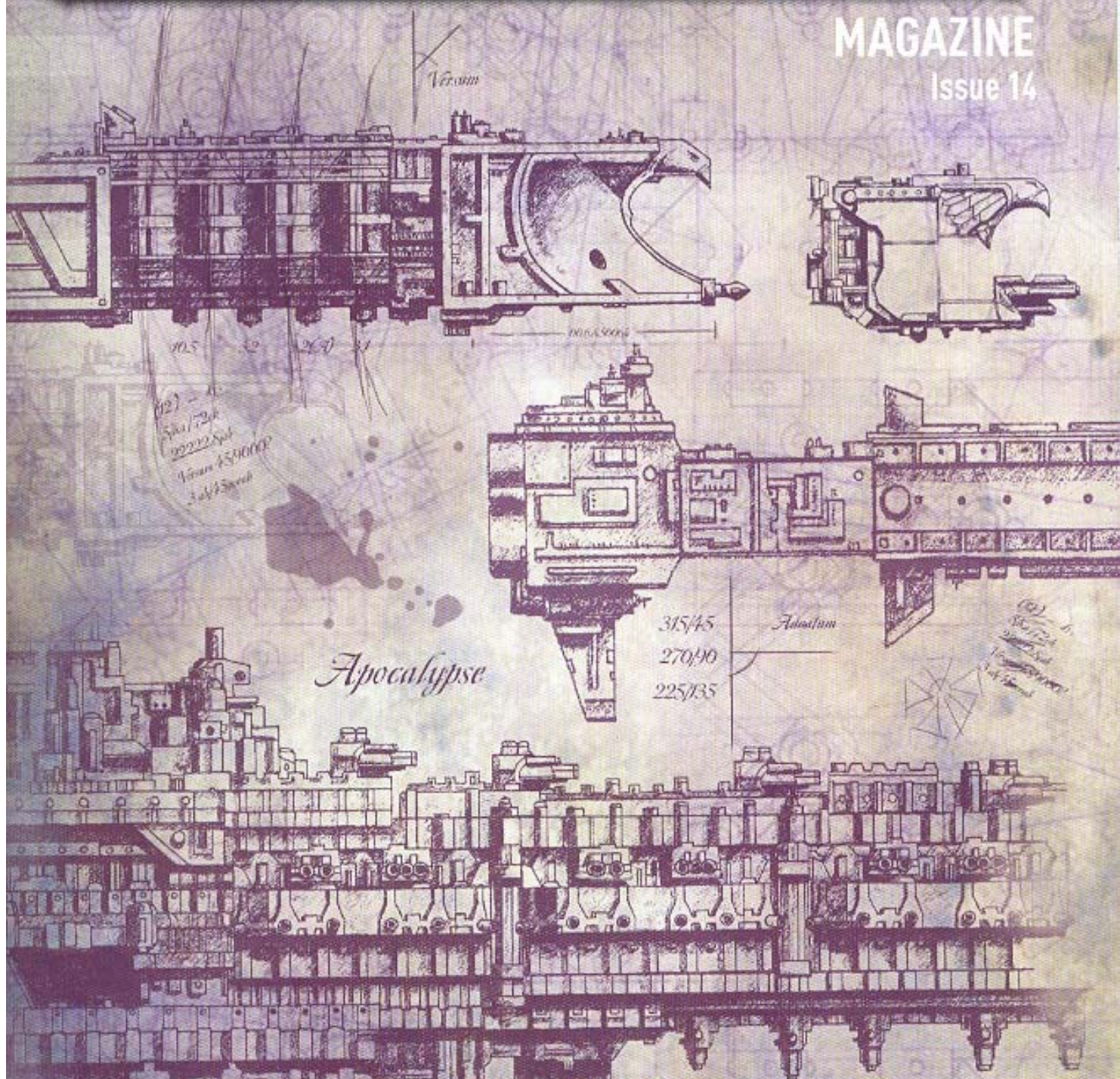


*Dextrorsum*

# BATTLEFLEET GOTHIC

MAGAZINE

Issue 14



# BATTLEFLEET ARMAGEDDON

SCENARIOS • SUB-PLOTS • BATTLEZONES • SECTOR MAPS • FLEET LISTS



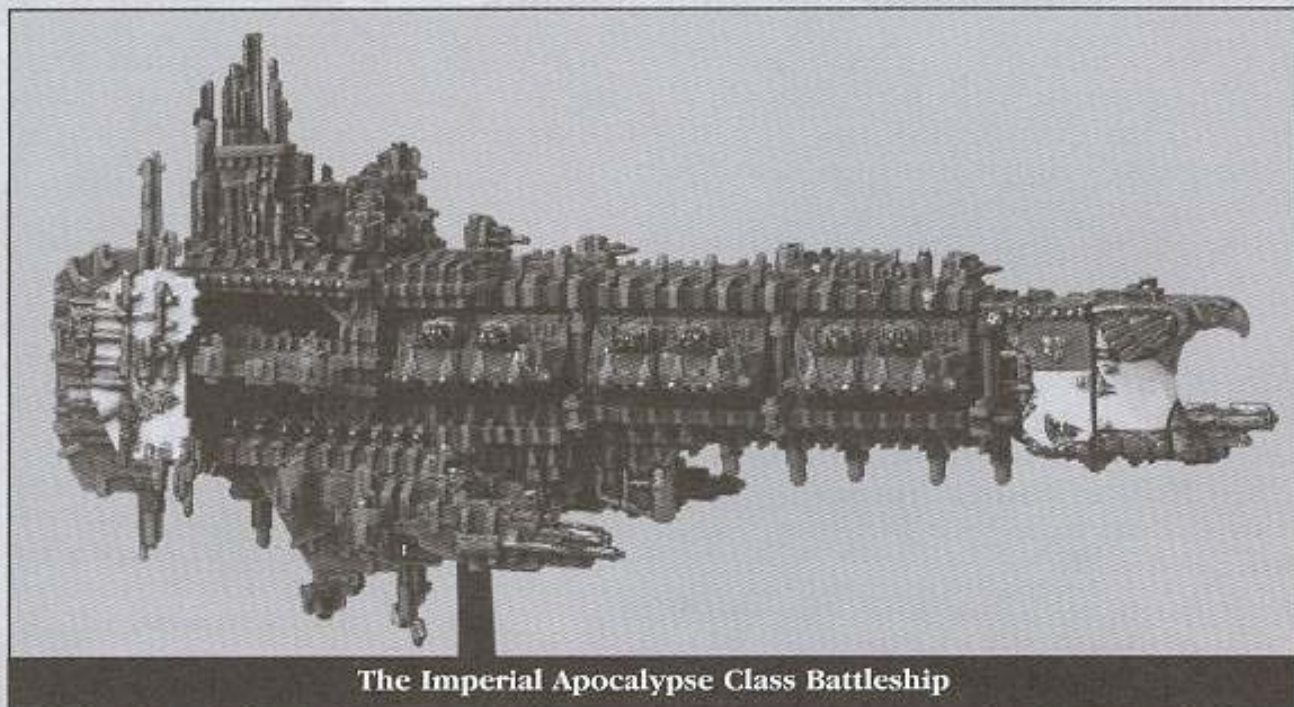
# INCOMING!

## THIS MONTH'S BATTLEFLEET GOTHIC NEWS

### APOCALYPSE CLASS BATTLESHIP

This month the Imperium receives yet more reinforcements, this time in the shape of a brand new battleship - the Apocalypse class battleship.

The Apocalypse comes equipped with three deadly lance batteries on each broadside, providing it with much more of a direct punch than most battleships. Full rules for the ship can be found on page 13.



**The Imperial Apocalypse Class Battleship**

*This boxed set contains sufficient components for one complete Apocalypse class battleship. Full rules for using the model can be found on page 13 of this magazine.*

## TYRANIDS REVISITED

*Since we published Andy Chambers' Tyranid list in BFG magazine 11, a lot of people have written in saying how they'd like to see the Tyranid vanguard fleets introduced as a proper feature of the list. Colin McConnell wrote in with some particularly good suggestions along these lines, and with a couple of tweaks from Andy Chambers, we thought we'd present the rules here as an additional experimental rule which can be used in conjunction with the existing rules.*

### **Tyranid Vanguard Fleets**

*By Colin McConnell & Andy Chambers*

If no Hive ships are included in the fleet, squadrons of Vanguard Droneships or Kraken that begin the game with at least six (but not more than twelve) vessels may attempt to ignore instinctive behaviour. Each such squadron may make a leadership check at the start of the Tyranid turn, using a leadership value equal to the number of models remaining in the squadron.

If the leadership check is passed, the squadron may alter or ignore Instinctive Behaviour for that turn. If failed, it follows Instinctive Behaviour as normal. Test again at the beginning of the next Tyranid turn.

If the squadron's strength falls below six vessels at any time, for any reason, its Leadership value is lost and it will act solely under Instinctive Behaviour for the rest of the game.

*Remember, these are experimental rules for the time being, so let us know what you think!*

# BATTLEFLEET ARMAGEDDON

This issue we conclude our Battlefleet Armageddon coverage, with even more new Imperial ships and plenty of campaign ideas for fighting out battles during the Third Armageddon War. This is quite an important step for Battlefleet Gothic magazine, since it has allowed us to release a set of miniatures and accompanying magazine articles outside of the original Gothic sector setting for the game. Over the past few issues we have published rules for no less than seven new Imperial vessels, and four for the Orks and released models for most of them (well, sort of...).

We've all been rather pleased with the way this has worked, letting us explore space battles in new situations and conflicts, far removed from the essentially Chaos versus Imperium atmosphere of the Gothic War. This has also freed us up to introduce new fleet lists without awkwardly shoe-horning them into the existing rules and background. Personally, I think this is by far the best way of introducing new fleets, ships and rules, and generally broadening the game's horizons. As you will notice throughout this issue, Battlefleet Armageddon is not massively different from its Gothic counterpart, but this is just the beginning, and we certainly hope future campaign series will focus on rather more exotic or unique conflicts, introducing the idea of different styles of campaign with different pairings of opponent, varying which forces act as pirates, differing options for the use of maps and so on.

This summer we will of course be covering the Thirteenth Black Crusade alongside the rest of the 40K universe, most likely in a format similar to that we have followed for Battlefleet

Armageddon. If this proves popular, we will probably continue this indefinitely, so let us know what you think.

Back to the matter at hand, Battlefleet Armageddon itself receives more than half of this very magazine, so below is something of an overview of the articles presented here:

- **Page 4 – Battlezones**

Experimental rules introducing hulks, wreckage and a number of other celestial phenomenon new to the game.

- **Page 7 – Scenarios**

Three new scenarios from the Third Armageddon War:

- *The Gauntlet* – Imperial convoys attempt to break through the Ork hold on the Armageddon system.
- *Parol's Bait* – The Admiral takes a gamble.
- *Pelucidar* – The Imperium stakes a valiant defence in the opening conflict of the war.

- **Page 10 – Sub-plots**

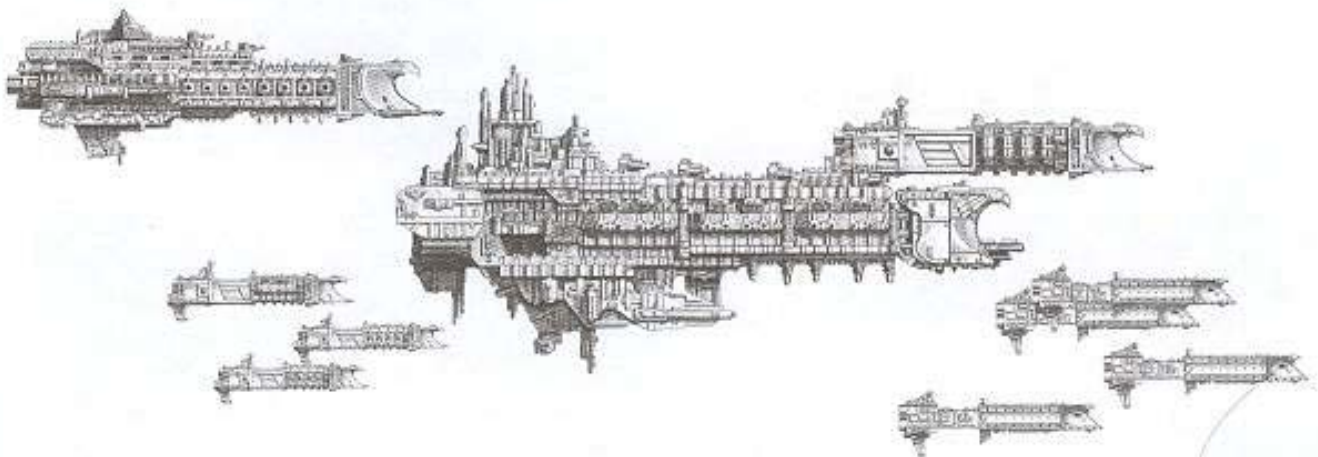
No two wars are ever quite the same, and the new sub-plots presented here introduce some of Admiral Parol and Warlord Ghazghkull's more unique ploys.

- **Page 13 – Battlefleet Armageddon**

The Apocalypse class battleship, Oberon class battleship and Armageddon class battlecruiser enter the fray, along with the full Third Armageddon War fleet list.

- **Page 18 – The Armageddon Sector**

Sub-sector maps for Armageddon itself, plus the surrounding regions of Voss, Justicar, Golgotha, Paleoth and Desedna.



# BATTLEZONES

Although the dark reaches of space vary far less than the battlefields of the worlds they contain, there is nonetheless local peculiarities, phenomenon and anomalies in almost every region of populated space. The Armageddon sector is no exception, and coupled with the variety of unique defences, wrecks and astral bodies found there this makes the battlezones throughout the Armageddon system somewhat different to many others. To represent this, you can use the following battlezone generators when fighting battles in the Armageddon system, if you wish. If fighting battles in neighbouring systems (or any other systems for that matter) you could equally well use those presented here, or those found in the Battlefleet Gothic rulebook, subject to whatever you decide with your fellow players.

## 1. Flare Region Generator

D6 Roll	Result
1	Solar flare
2	Solar flare
3	Radiation burst
4	Asteroid field
5	D3 gas/dust clouds (generally a solar flare remnant)
6	Kernbright (small planet, no rings)

## 2. Mercurial Zone Generator

D6 Roll	Result
1	Solar flare
2	Radiation burst
3	Asteroid field
4	D3 gas/dust clouds (solar filaments or flare remnants)
5	D3 gas/dust clouds (solar filaments or flare remnants)
6	Verity (small planet, one moon)

## 3. Inner Biosphere generator

D6 Roll	Result
1	Roll again: 1-3=Radiation burst 4-6=solar flare
2	Asteroid field
3	D3 asteroid fields
4	D3 gas/dust clouds
5	D3 gas/dust clouds
6	Gaval (small planet, one moon)

### \* Special Rule: Planets

In all cases a maximum of one planet will be present on the tabletop: if a second planet is generated roll again.

## 4. Primary Biosphere generator

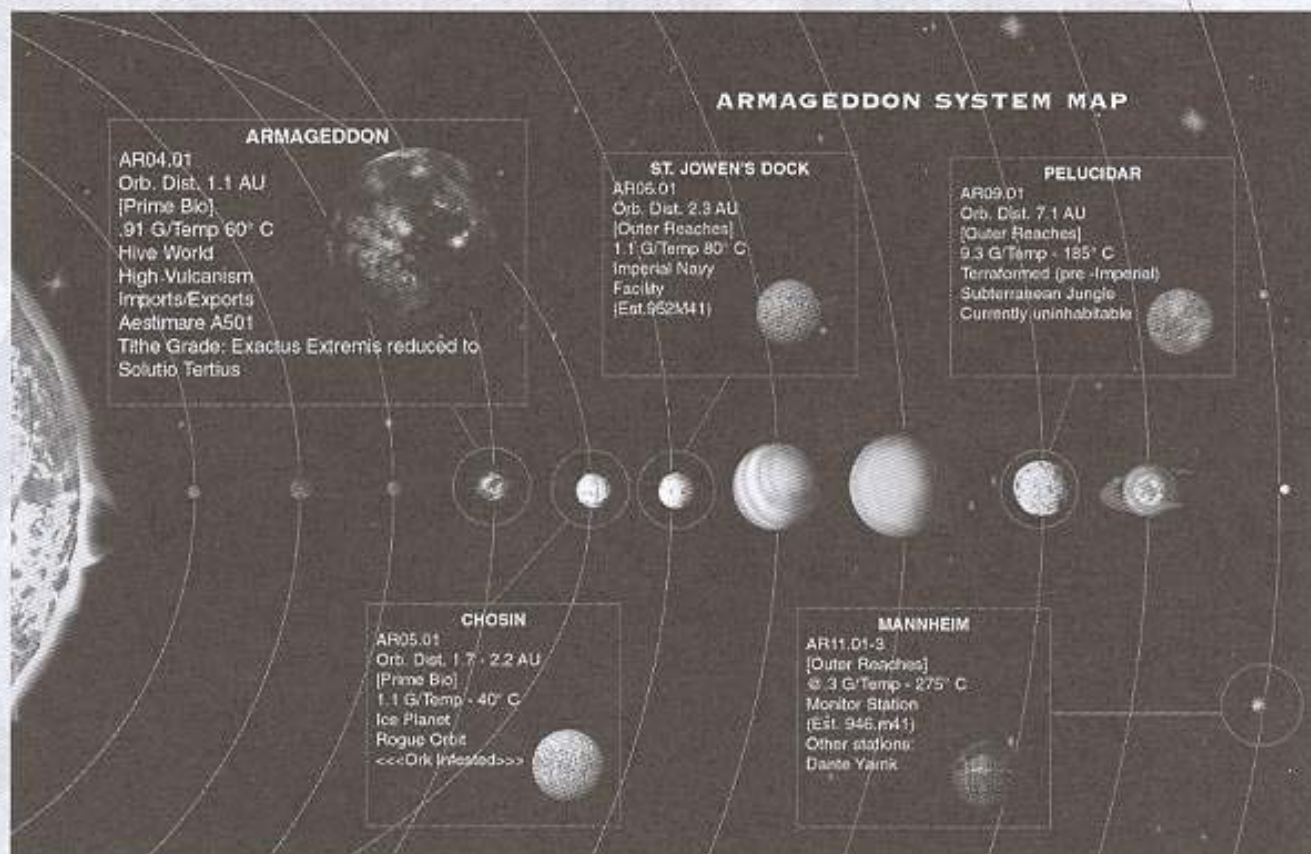
D6 Roll	Result
1	D3 Asteroid fields
2	D6 x Deadfall Torpedo Salvo
3	Wreckage
4	D3 gas/dust clouds
5	Chosin (medium planet, no rings)*
6	Armageddon (medium planet, no rings)

## 5. Outer Reaches Generator

D6 Roll	Result
1	D6+2 hulks
2	Debris field
3	D3 gas/dust clouds
4	Wreckage
5	Planet. roll again: 1-3=Namara (Large planet, no rings), 4-6=Gramaul (large planet, no rings, 5 moons)*
6	Planet. roll again: 1-3=Pelucidar (Medium planet, no rings, one moon), 4-6=St Jowen's Dock (medium planet, no rings)*

## 6. Deep Space Generator

D6 Roll	Result
1	D3 asteroids fields
2	Asteroid fields
3	D3 gas/dust clouds
4	Gas/dust clouds
5	Warp rift
6	Planet. roll again: 1-3=Iandai (medium ringed planet) 4-6=Wrecked monotor station (Treat as a small ringed planet)



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

There are a number of new celestial phenomena listed in the Armageddon battlezone generators that are common throughout this system. However, feel free to use these interesting forms of phenomena in games that take place far away from the Armageddon campaign, as they will give you an excellent opportunity to model new terrain for your battles and certainly add another dimension to games of *Battlefleet Gothic*.

All the new types of celestial phenomena are detailed here with full rules for their use and are placed on the table as described in the rulebook on page 41.

## DEADFALL TORPEDO SALVO

In preparing the Armageddon system for invasion, the Imperial Navy set many deadly traps for the marauding Orks. One of the most common of these were salvos of torpedoes, hard-wired to hone in on any approaching ship. The friend or foe systems of these weapons were disabled when deployed, to avoid any danger of the Orks interfering with the mechanisms and turning the torpedoes to their own devious use.

This is not the only way a deadfall occurs; many stray salvos run low on fuel having missed their intended target. These stray torpedoes finally come to rest with only a small amount of fuel left, just enough to lurk in wait for a suitable, unsuspecting target to pass. These

stray torpedo salvos then activate and using the remainder of their fuel and lock on to the unwary ship.

### Effects

A Deadfall Torpedo Salvo will have a random strength of D6+2. Any ship or squadron, but not hulks, approaching within 30cm of the counter will be immediately targeted. Move the counter directly towards the ship in the next ordnance phase and resolve the attack as for a normal torpedoes. Thereafter, the counter will move 30cm in a straight line at the start of every ordnance phase.

### Placement

Use one Torpedo counter, with a random strength as detailed above.

# WRECKAGE

Whether it is the result of critical navigational errors or one of the many engagements between Ork fleets and the Imperial Navy within the Armageddon system, there are now many large wreckage fields slowly orbiting the sun. The smashed wreckage often forms trails extending for many thousands of kilometres, gravely endangering navigation within the system.

## Effects

Aside from its method of placement, Wreckage is treated as an Asteroid Field in all respects, as shown on page 44 of the rulebook. In scenarios

using VPs wreckage fields are worth D6 x 20 VPs to the player holding the field at the end of the battle.

## Placement

Wreckage can be made up from small parts of ships, metal plates, pieces of armour and the like – in fact, you can probably make a sizeable wreckage field just by using all the small items that are in the bottom of your bits box! Nominate a point on the table and roll a scatter die. The Wreckage is 5cm wide and will extend for D6 x 5cm away from this point in the direction indicated by the scatter die.

# DEBRIS FIELDS

The previous space battles around Armageddon have left many ships broken and shattered, destined to orbit the sun for millennia. However, the burnt out hulks are still considered to be a valuable prize for both sides in the war and their capture is always rewarded by any Admiral's or Warboss' superior.

## Effects

Hulks follow the rules on page 26 of the Battlefleet Gothic rulebook. At the end of any battle that uses Victory Points to determine who won, the player who is considered to be

Holding the Field, as described on page 66 of the rulebook, will receive bonus Victory Points for the Hulks. 25 points will be given for every Escort and 75 points for each Capital Ship.

## Placement

You can model up your own Hulks if you wish, but you can freely use any spare ships you have to represent them instead. Place D6+2 Hulks, at least half of which must be Escorts, within 20cm of each other. The Hulks are stationary and will not move during the game.

# HULKS

Contrary to the beliefs of many of those who must remain planet-bound, every Imperial Captain knows that space is far from empty. A great number of Debris Fields can prove to be a serious risk to travel within a system. Whether they are formed from past battles or naturally form from matter in the outer reaches, these fields can prove deadly to an unwary vessel.

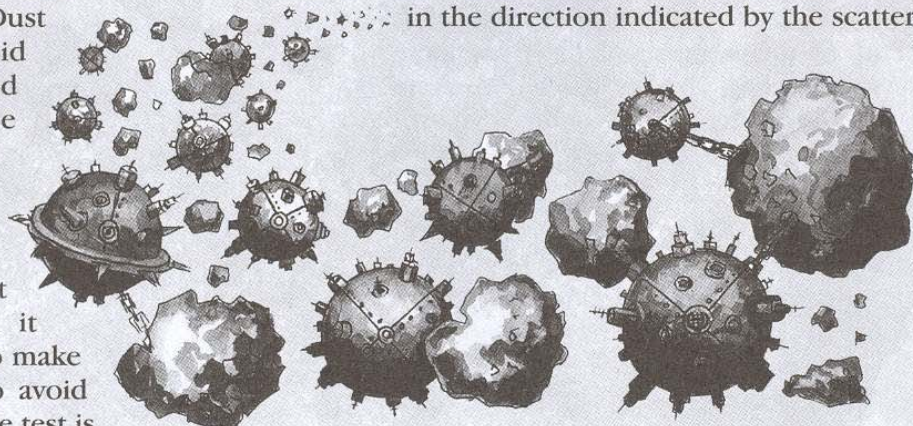
## Effects

Debris Fields combine the effects of both Gas/Dust Clouds and Asteroid Fields, as described on page 44 of the rulebook, so a ship trying to navigate through one will suffer all the effects of having a blast marker placed on it and will also have to make a Leadership test to avoid taking damage. If the test is

failed, remember that the ship will count as having one less shield than normal, due to the Gas Cloud effect, so this can prove to be very deadly to Escorts!

## Placement

Debris Fields can be made from either rocks or parts of ships, surrounded by flock or cotton wool. Nominate a point on the table and roll a scatter die. The Debris Field is 10cm wide and will extend for D6 x 10cm away from the point in the direction indicated by the scatter die.



# SCENARIO 1: THE GAUNTLET

## Forces

The Imperial convoy must include at least two Transport ships. For every two convoy ships taken, the Imperial and Ork players may take 100 points worth of ships. The rules for Heavy Transports in Warp Storm page 28 may be used freely in this scenario. The Imperial player may only take one Cruiser. All his other ships must be either Light Cruisers or Escorts. The Ork player is limited to taking just Escorts.

## Battlezone

This battle takes place in the Primary Biosphere where the Orks are attempting to tighten their gauntlet around Armageddon. Generate celestial phenomena on the Primary Biosphere table. Ignore any rolls that produce a planet.

## Set-up

The Imperial convoy and escorting ships are all placed within 45cm of one short table edge, facing the opposite edge. The Ork ships move on from any point along either long table edge in the first turn.

## First Turn

The Ork player has the first turn.

## Game Length

The battle continues until one fleet is destroyed or disengages, or the Imperial fleet exits from the far short table edge.

## Victory Conditions

The Imperial player must exit at least three Transport ships from the opposite short table edge to the one he started on to claim a victory. Any less is considered to be an Ork victory.

## Running Battles

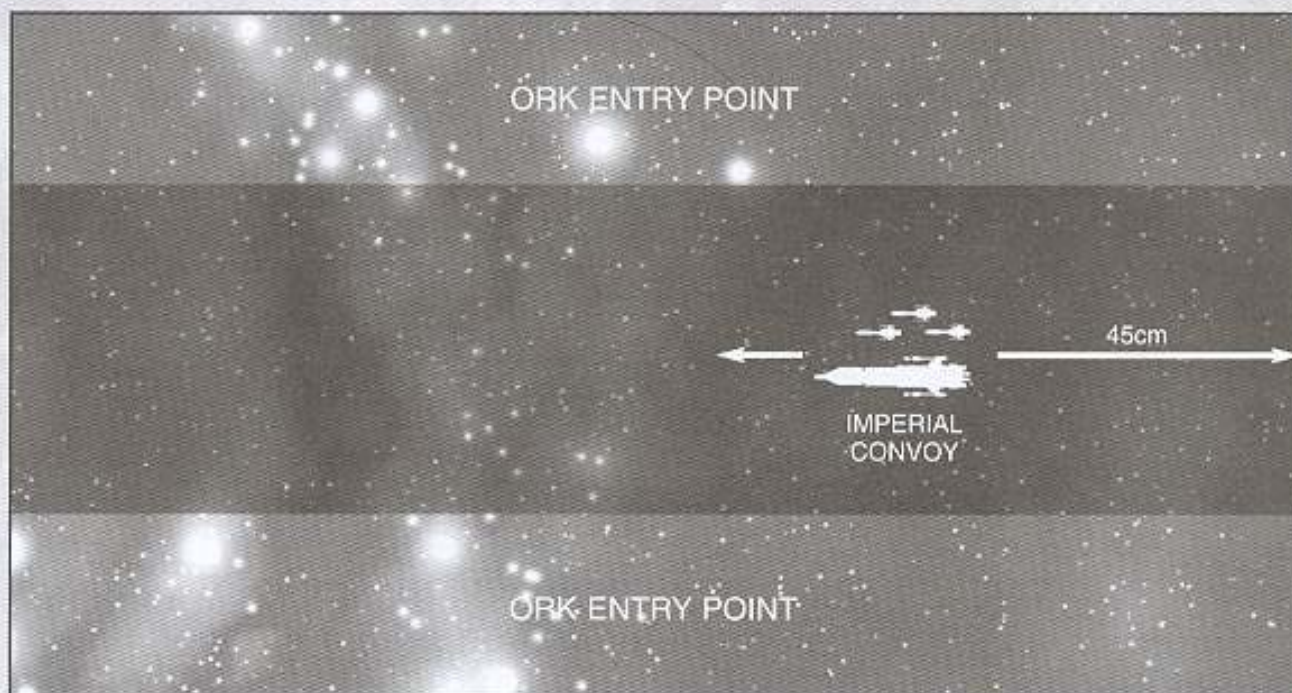
As this is a running battle, representing an Imperial fleet desperately trying to get their convoy to safety, you might like to try the following special rule in this scenario.

The Imperial convoy and escorting ships are all placed within 30cm of the centre of the table at the start of the game, facing either short table edge. The Ork ships move on from any point along either long table edge in the first turn as normal.

At the end of every Imperial turn, every ship and item of celestial phenomena is moved back 20cm, away from the table edge the Imperial ships were facing at the start of the game. Any ship that 'drops' off the end of the table during this is considered to have disengaged from the battle.

In addition, roll a die at the end of the Imperial player's turn. On a 6, a randomly generated item of celestial phenomena is placed by the Imperial player along the short table edge his ships originally faced. It is assumed that the Imperial commander leading the convoy will be able to 'steer' the battle towards any celestial phenomena that he feels will give him an advantage in this mission. As before, ignore any rolls that generate a planet – Armageddon is still many thousands of kilometres away!

In this variation of The Gauntlet, the game lasts for ten turns. If the Imperial player still has at least three Transports on the table by this time, he may claim victory.



## SCENARIO 2: PAROL'S BAIT

*As the massive tidal wave of Ork ships spread throughout the Armageddon system, Admiral Parol was forced to disengage his ships from front line combat or run the risk of having his fleet destroyed before he was able to mount any serious challenge. With direct battle out of the question, Parol dispersed his forces with orders to harry the Orks' flanks wherever possible. With most of the alien vessels only too willing to seek combat, Parol hoped that he could distract and possibly destroy enough of the enemy to delay their arrival around Armageddon itself. Many text book naval stratagems were tested to their limits.*

### Forces

In this scenario, a small group of Light Cruisers and Escorts have successfully drawn out a force of Ork ships from the main fleet and are leading them towards a trap. Parol's Bait is a variation of Scenario Two: The Bait on page 70 of the Battlefleet Gothic rulebook. You may want to familiarise yourself with The Bait before proceeding with this mission.

**Pursuing forces:** Up to 500 points of Ork ships.

**Pursued forces:** Up to 250 points initially, with up to 500 points of reinforcements. Only Light Cruisers and Escorts may be bought but, unlike The Bait scenario, more than one Light Cruiser or squadron may start as the fleeing ships. The Imperial player may also purchase up to six Orbital Mines. Although they start on the table, they will be paid from the 500 points for the reinforcements.

### Battlezone

Roll for the battlezone randomly. On a 1-4, this scenario takes place in the outer reaches. On a 5-6 it takes place in the Primary Biosphere. Generate celestial phenomena on the appropriate battlezone table.

### Set-Up

The pursued Imperial ships are placed in the centre of the table, facing one of the short table edges. Any Orbital mines can be deployed anywhere in front of these ships. The pursuing Orks are placed behind the Imperial ships, at least 60cm away. The Imperial reinforcements enter from the short table edge that the pursued ships are facing.

### First Turn

The Imperial player has the first turn.

### Special Rules

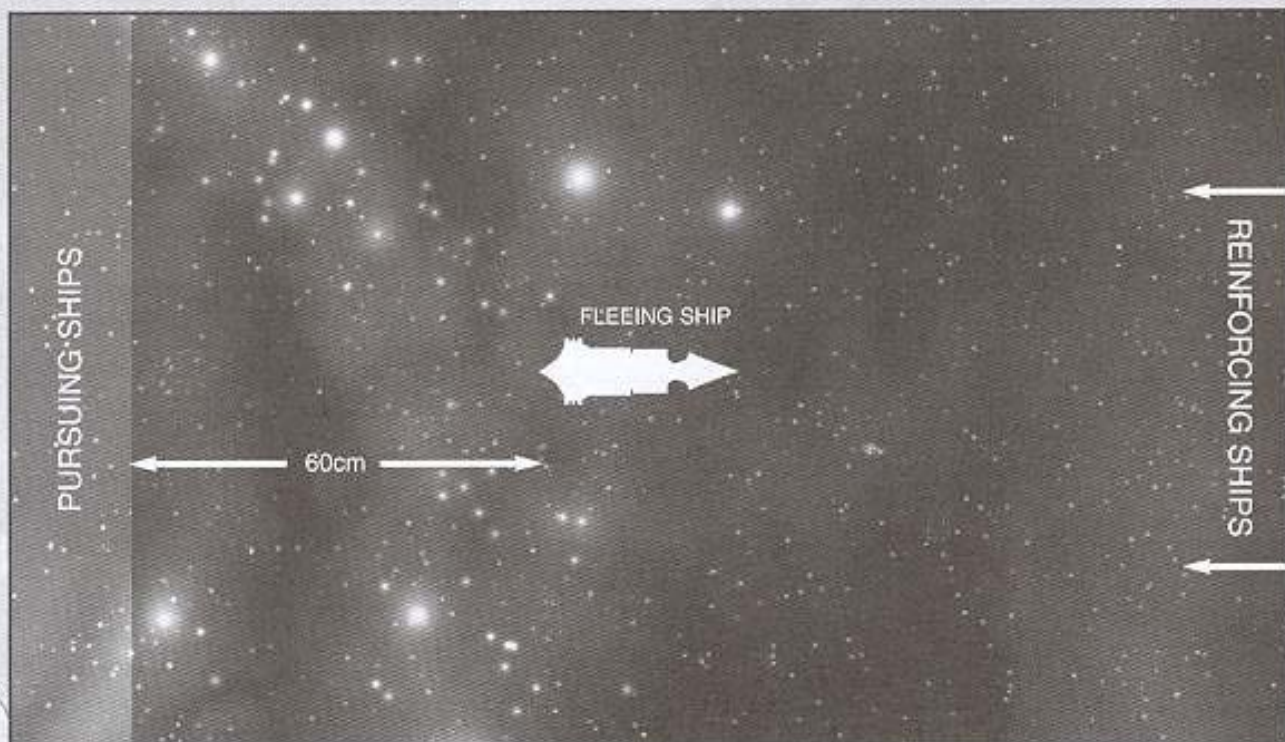
Any reinforcements for the Imperial ships may enter the table on any turn, including turn one. If the reinforcing ships enter after turn one, they may be deployed up to 30cm along the long table edges for each turn after the first.

### Game Length

The battle continues until one fleet is destroyed or disengages.

### Victory Conditions

Standard Victory Points are earned for ships crippled, destroyed or disengaged. In addition, the Orks gain bonus Victory Points equal to the points value of any reinforcements brought on to help the pursued Imperial ship.





# SCENARIO 3: PELUCIDAR

*The initial elements of Gbazghkull's fleet entered the Armageddon system on the Day of the Feast of the Emperor's Ascension, a time when the Imperial Navy was building up to full alert status. Admiral Parol knew that time was of the essence as the forces of the Imperium marshalled their strength on Armageddon itself and that it would be the task of his fleet to buy this valuable time in the face of an immense Ork fleet.*

The Defence of Pelucidar was actually a huge engagement and so this scenario concentrates on only a small portion of the battle. The Imperial player, representing Admiral Parol, must cause as much damage as possible to the Ork fleet whilst trying to minimise his own losses. Initially, the Ork fleet will be poorly organised, but their strength will soon increase and threaten to overwhelm the Imperial force.

## Forces

The Imperial player may have a fleet of up to 1500 points, but may only choose Cruisers, Battlecruisers and Battleships from his fleet list. Up to four Minefields may also be purchased. Historically, only Armageddon-class Battleships were featured in this battle, but there is no reason that an Imperial player cannot use other classes just to 'see what would have happened.'

The Ork player starts with no ships at all and will receive his fleet randomly throughout the battle.

## Battlezone

This battle is fought in the Outer Reaches of the Armageddon system. After rolling for Celestial Phenomena randomly, the Imperial player may then place the planet of Pelucidar anywhere on the table he wishes. He must then deploy his entire fleet in the area indicated on the map below.

The Ork player moves his ships on from any point along his table edge.

## Set-Up

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

## First Turn

The Orks have the first turn in the Defence of Pelucidar.

## Special Rules

At the start of each of his turns, the Ork player rolls on the chart below to see what forces turn up for battle. You will notice that the first few turns go by very quickly, but things will soon start hotting up as the Orks gradually receive more and more ships.

A Squadron of Escorts will have D6 Escorts of whatever type the Ork player wishes. A Fighta Bommba or Attack Craft Wing will have four counters.

D6 ROLL (+TURN NUMBER)	RESULT
2-4	1 Fighta-Bommba/Attack Craft Wing
5-6	1 Escort Squadron
7-9	2 Escort Squadrons
10	3 Escort Squadrons
11	1 Kroozer or Terror Ship
12	2 Kroozers or Terror Ships
13-14	1 Rok
15+	1 Space Hulk

If the Ork player rolls for a unit he cannot field due to a lack of models, use the next lowest item on the table instead. For example, if a Kroozer is rolled for, but the Ork player has already used all of his Kroozer models, then he would receive three Escort Squadrons instead.

## Game Length

The battle lasts until the Imperial fleet is destroyed or has disengaged.

## Victory Conditions

The Imperial player scores Victory points for destroying and crippling Ork ships as normal, but not for 'Holding the Field.' In addition, the Victory Points for any of any Imperial ship that is destroyed or disengages is deducted from his total. The Ork player receives no Victory Points in this battle.

The Imperial player must earn at least 2000 Victory Points at the end of the battle to claim a victory. Anything less is counted as being a victory for the Orks.

Take particular note that the Imperial player will lose Victory Points at the end of the battle because his ships have to disengage, so he must take this into account or be very red faced when he pulls into space dock around Armageddon!

## SUBPLOTS

If either player is using a fleet chosen from either of the Third Armageddon War fleet lists (Orks or Imperium), they may choose to use the Armageddon sub-plots. If one player is using an Armageddon fleet and their opponent isn't, they may still use the Armageddon sub-plots while their opponent uses the normal ones in the Battlefleet Gothic rulebook. It's perfectly okay to use these sub-plots in other circumstances, so long as you agree with your opponent before the start of the game.

Remember, if you are playing as part of a campaign you must generate a sub-plot each.

When using the Armageddon sub-plots, roll an extra, differently coloured dice when generating sub-plots (i.e. when you roll to see which table to use). If the scores on the dice are different, simply use the score on the 'normal' dice and roll on the appropriate table from the rulebook (i.e. 1-2 Legacies of War, 3-4 Chance Circumstances, 5-6 Secret Ploys).

If the score on the dice is a double however, you should instead refer to the relevant Armageddon sub-plot table (Ork or Imperium, depending on what your fleet is!) and look up the double rolled to determine your sub-plot for the game.

*Example: The Imperial player is about to generate a sub-plot. In addition to the 'normal' (let's say white) dice, he rolls an additional, red coloured dice. He rolls a 5 on the white dice, and a 3 on the red dice. The scores are different, so he uses the normal dice (in this case, the white one), which scored a 5, hence the Imperial player must now roll on the secret ploys table.*

*The Ork player then generates his sub-plot, rolling the same two differently coloured dice. He scores a 2 on both dice – a double – and so refers to the Armageddon Sub-plot table for Orks and looks up the double scored, a double 2 in this case, so his sub-plot for the game will be Dereliction of the Fleet.*



## DEFENDERS OF ARMAGEDDON SUB-PLOT TABLE

### 1 Admiral Parol

The mission is of vital importance to the wider war-effort and will be led by Admiral Parol in person. He replaces your chosen Admiral, and will be placed onboard your admiral's ship. Admiral Parol has a leadership of 10, and the same number of re-rolls as your original admiral. In addition, whenever Admiral Parol uses a re-roll which scores lower than the original roll, the re-roll is not spent and does not count against your total for the game. You must accept the second (worse) result of the roll however, and may not further re-roll it.

If your fleet commander's ship is crippled all other capital ships in the fleet suffer -1 leadership, if it is destroyed they suffer -2 leadership.

*Survive the battle with your fleet commander's ship not destroyed (+1/-2)*

### 2 Preserve the Fleet

In the early stages of the war, it became apparent that the Imperium could only hope to hold out against the Ork menace by carefully marshalling its resources and ensuring that vessels were not needlessly lost in long, drawn out conflicts. Any of your vessels which disengage from the battle with at least half their original hits intact do not earn victory points for the enemy.

*Cripple or destroy more enemy capital ships than the number of capital ships you disengage during the game. (+1/-2)*

### 3 The Tellyporta

Throughout the war, the mystery of Orkimeses and the ship bearing his elusive tellyporta remained a great concern for the Imperium. A handful of times sightings were made of a vessel which appeared to be Orkimeses own ship, and on such occasions, its destruction invariably became the primary objective of the Imperial forces.

*Randomly select one enemy capital ship. This vessel is rumoured to contain Orkimeses himself, you must destroy it at all costs! (+2/-2)*

### 4 The Chosin Line

Although in effective in its intended role as a complete encircling barrier designed to protect Armageddon, the various defences, stations and orbital facilities which composed the Chosin line did eventually prove to be of some use to the Imperium during the Third Armageddon War. It proved too thinly stretched to act as an effective military resource, but its far flung elements proved ideal in providing Admiral Parol with an accurate picture of Ork movements in the sector – crucial for his plan of opportunistic ambush, silent running attacks and deep space skirmishes. The Imperial player may deploy up to 2D6 'stations' (each representing a different remnant piece of the line) anywhere on the table. Imperial ships within 15cm of any of these stations may add +1 to their leadership. Each station has the same profile as an orbital weapons platform, and the Orks may attack and attempt to destroy them if they wish.

*Cripple or destroy more points of enemy ships than you lose. (+1/-2)*

### 5 Silent Running

Stemming from the unique and very specific circumstances of the Third Armageddon, silent running was a tactic developed by the Adeptus Astartes to allow their battlebarges to silently and powerlessly glide into the enemy's midst before reactivating systems and unleashing a hail of fire against an unsuspecting enemy. Roll a dice for each battlebarge at the start of the game, after deployment. On a score of 4 or more the ship is on silent running and may make a single, all ahead full move after set-up but before the first turn of the game. Battlebarges on silent running cannot be shot at during the first turn of the game, but suffer -2 leadership due to the lack of telemetry, sensory readings and other such information during the time that their systems are turned off.

*Cripple or destroy at least one enemy capital ship during the first D3 turns of the battle. If you fail to do so, your sub-plot is unsuccessful, and the battle is of less value to the overall war effort since it ties down valuable forces for longer than would have been hoped. (0/-1)*

### 6 Selective Strikes

Outnumbered and overwhelmed, the Imperial Navy faced a hopeless task in trying to defeat the entire Ork fleet, and instead concentrated its efforts on destroying those vessels carrying Ork warriors bound for the surface of Armageddon. In this way they hoped to at least tip the balance in favour of the Imperial ground forces arrayed there. The Imperial player may choose who deploys first or second, and who takes the first turn.

*Win the game (+1/-2)*

## GHAZGHKULL'S ORK WAAAGH! SUB-PLOT TABLE

### 1 Fighta-Bomma Shortage

During the large scale invasion of Armageddon itself, the vast majority of all the Orks attack craft, landing vehicles and troop transports hurtled planetward, whether Ghazghkull really wanted them to or not. Each time any Ork vessel attempts to reload ordnance the player must roll three dice and pick the highest two to use for purposes of the command check. If any two of the dice score a double (or a triple) however, the vessel runs out of ordnance, not just those dice which are used for determining if the command check is successful.

*Achieve victory despite the disadvantages (+2/0)*

### 2 Dereliction of the Fleet

As the war progressed, the largest and most powerful Ork warlords inevitably headed for Armageddon to take part in the fighting. To the Orks on the planet, this prominence of the oldest and most bloated individuals would be expected, but the effect upon the fleet was to rapidly reduce the number of experienced captains available, with many ships instead being under the command of their overeager crews. During the battle, if an Ork ship fails a command check by rolling a double, it must immediately make an all ahead-full move directly towards the nearest enemy, regardless of which special order the Ork player had attempted to give. The failed command check still prevents other orders being given in the same turn, however, as per the normal rules.

*Cripple or destroy more enemy capital ships than you lose. (+1/0)*

### 3 Insubordinate Warlord

In a Waaagh! as substantial as that which flooded the Armageddon system, there inevitably exists many different, brutally rivalrous factions of Orks, as intent on fighting one another than the enemy. The present of these rebellious warlords invariably sows division amongst all the nearby Orks, reinforcing tribal groups and dividing loyalties. For this battle, each Ork warlord may only use re-rolls on their own ship, or any escort squadron.

*Nominate one of the warlords as your admiral. His ship is your fleet's flagship. Keep note of how many points of damage (not those hits that knock down shields) each of your ships carrying a warlord inflicts on the enemy during the game. If your admiral causes the most, he has reasserted his right to lead and your sub-plot is achieved. If a vessel carrying another warlord causes the most hits, the Orks will be further divided and the sub-plot is failed. (+2/-1)*

### 4 Infestation

After successive skirmishes with the Ork fleet on the edges of the system, and the handful of fleet actions in which the Imperial Navy engaged, many became infested with Orks from previous boarding attempts who had been beaten, but not conclusively driven off. As the war went, whole sections of these ship's interiors became lost to their crews as tough populations of Orks held on deep within the labyrinthine corridors and decks that coarse through such ancient vessels. Roll a dice for each enemy capital ship at the start of the game. Any ship which scores a 1 is infested with Orks, and suffers -1 to its leadership, as the crew are stretched to breaking point keeping the Ork interlopers in check.

*Cripple or destroy at least one of the infested ships. (+2/0)*

### 5 Bombardment

Ghazghkull consistently proved himself the most extraordinary of Orks, staying their natural lust for close-quarters fighting in the name of steady rationale and cunning stratagem. Most notably, at St. Jowen's Dock amongst other instances, the Ork fleet elected simply to bombard their enemy with fire, allowing them to move quickly on to their real target of Armageddon.

*Achieve victory without boarding or making bit-and-run attack against any enemy vessels (+2/0)*

### 6 Waaagh!

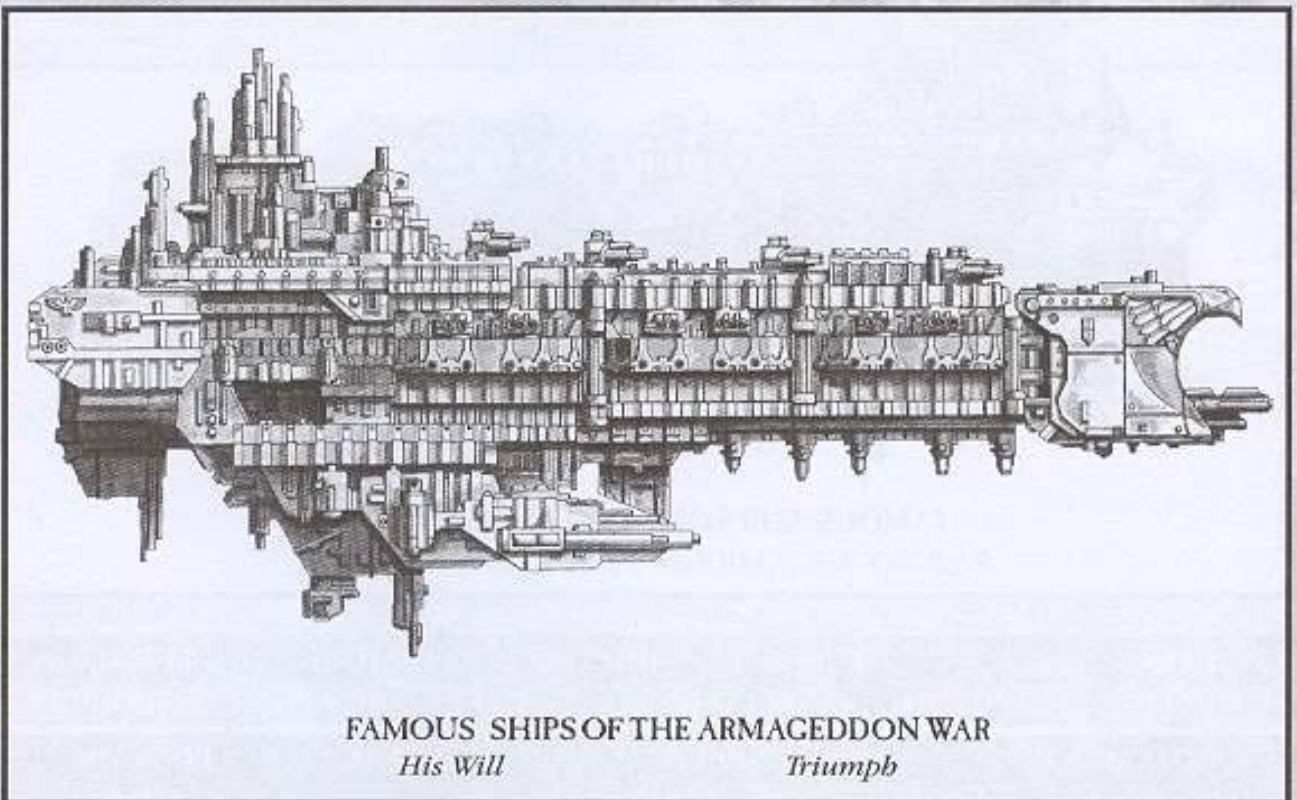
The sheer numbers of Orks passing through the Armageddon system was in itself almost enough to completely overwhelm the Imperial Navy. They held no hope of turning back the Orks, instead hoping merely to blunt their attack and lessen their numbers as best they could. Because of this, it became particularly important for the Orks to ensure that their roks – each transporting thousands of Orks needed for the planetside conflict – avoided the systematic attack of Imperial controls. Your fleet may included an additional D6x50 points worth of Ork roks.

*At least half the Ork roks must exit the table by the edge opposite to the one on which they deployed. If you win the game Roks left on the table at the end of the game count towards this number. (+1/-2)*

# APOCALYPSE CLASS BATTLESHIP . . . . . 375pts

The Apocalypse class is an ancient design that is generally believed to have been the precursor of the Retribution class Battleship millennia ago. The superior technologies used to construct the multiple lance turrets on the Apocalypse have now all but been forgotten and so the small number of examples of this ship can never be replaced. The loss of even one will always be keenly felt. It has been theorised by Naval strategists that the vessel was specifically created to counter the ever-growing numbers of Battleships and Grand Cruisers that attempted to lead Chaos raiding fleets from within the Eye of Terror. In this duty, the Apocalypse has proved itself to be everything the Imperial Navy could had wished for.

The rows of fearsome lance armament along the broadsides of the Apocalypse are its most distinctive feature. It has been noted that these Lance arrays are fully capable of operating at much greater ranges by an engineering process that greatly increases the load-bearing capabilities of their main power relays. However, the array conduits themselves become notoriously unreliable when stressed this far and run away power drains can easily start to sap energy from the ship's main drives, making the Apocalypse sluggish in the midst of battle. Thus almost all existing Apocalypse class battleships keep their lance armament limited to medium ranges. Most Segmentum fleets have at least a few examples of the Apocalypse still in battle-worthy condition, though their numbers are gradually dwindling.



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15cm	45°	4	6+ front/5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Lance Battery		30cm	6		Left
Starboard Lance Battery		30cm	6		Right
Prow Nova Cannon		30-150cm	1		Front
Dorsal Weapons Battery		60cm	6		Left/Front/Right

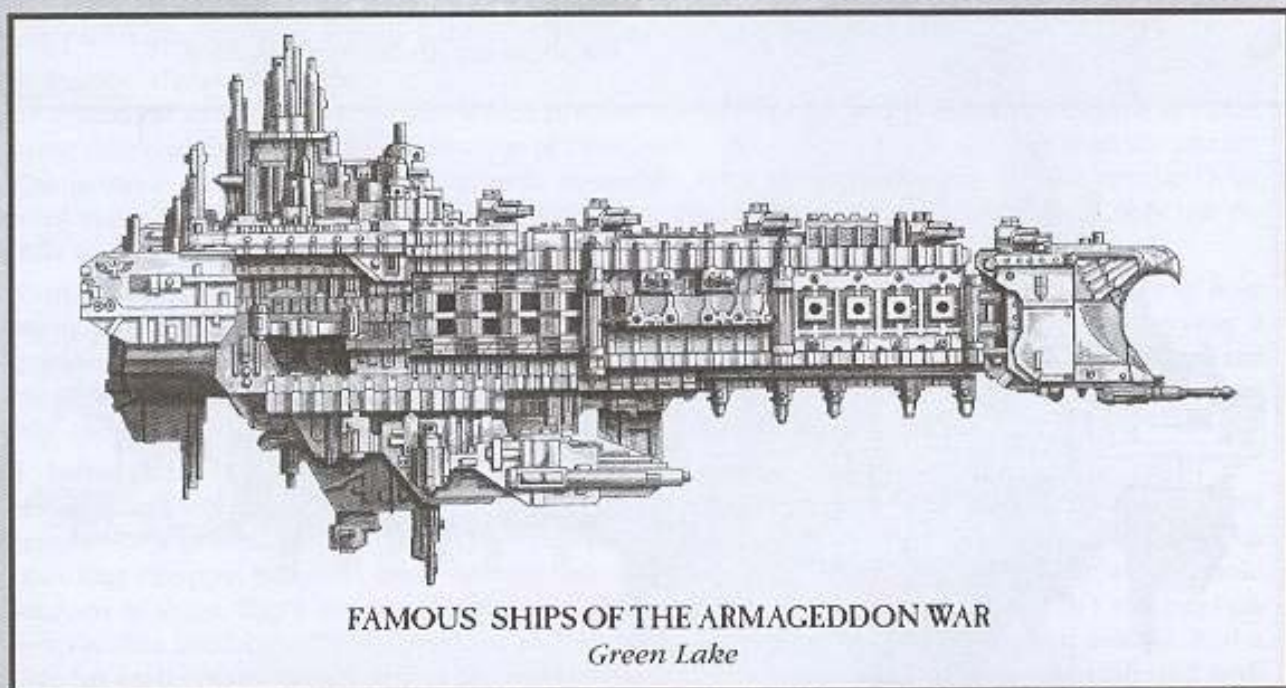
**Notes:** The Apocalypse class Battleship cannot be given Come to New Heading special orders. If the Apocalypse is given Lock On special orders, it may increase the range of its Lances to 60cm for that Shooting phase only. However, if this option is used the Apocalypse will suffer an immediate Thrusters critical hit as soon as the Lances are fired.

# OBERON CLASS BATTLESHIP . . . . . 335pts

The Oberon class Battleship is an incredibly rare vessel, a very early variant of the Emperor class that has been gradually phased out after the renowned successes of its more well known predecessor.

The Oberon itself was an attempt to design a battleship that could theoretically deal with all manner of threats without the constant need of all existing classes to rely on escorting vessels. Though it lacks the sheer blanket coverage of ordnance that an Emperor class can lay down, the Oberon retains all the fearsome firepower of the previous design, whilst adding two devastating long ranged lance batteries to each broadside.

Often used in dangerous armed patrols with little or no escort, the Oberon is able to utilise its superior sensor probes to allow a captain to judge the nature of potential threats long before they are aware of the battleship's own presence, a factor that makes the Oberon superior to most other ships in this role. In combat, the Oberon lacks the hard hitting power of the Retribution and Apocalypse classes and the massive attack craft wings that an Emperor can deploy, but it has consistently proved itself to be a very capable ship of the line that has the potential to defeat any enemy it may face.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS		
Battleship/12	15cm	45°	4	5+	5		
ARMAMENT		RANGE/SPEED		FIREPOWER/STR		FIRE ARC	
Port Launch Bays		Furies 30cm Starhawks 20cm		2 Squadrons		-	
Starboard Launch Bays		Furies 30cm Starhawks 20cm		2 Squadrons		-	
Port Weapons Battery		60cm		6		Left	
Starboard Weapons Battery		60cm		6		Right	
Port Lance Battery		60cm		2		Left	
Starboard Lance Battery		60cm		2		Right	
Prow Weapons Battery		60cm		5		Left/Front/Right	
Dorsal Weapons Battery		60cm		5		Left/Front/Right	

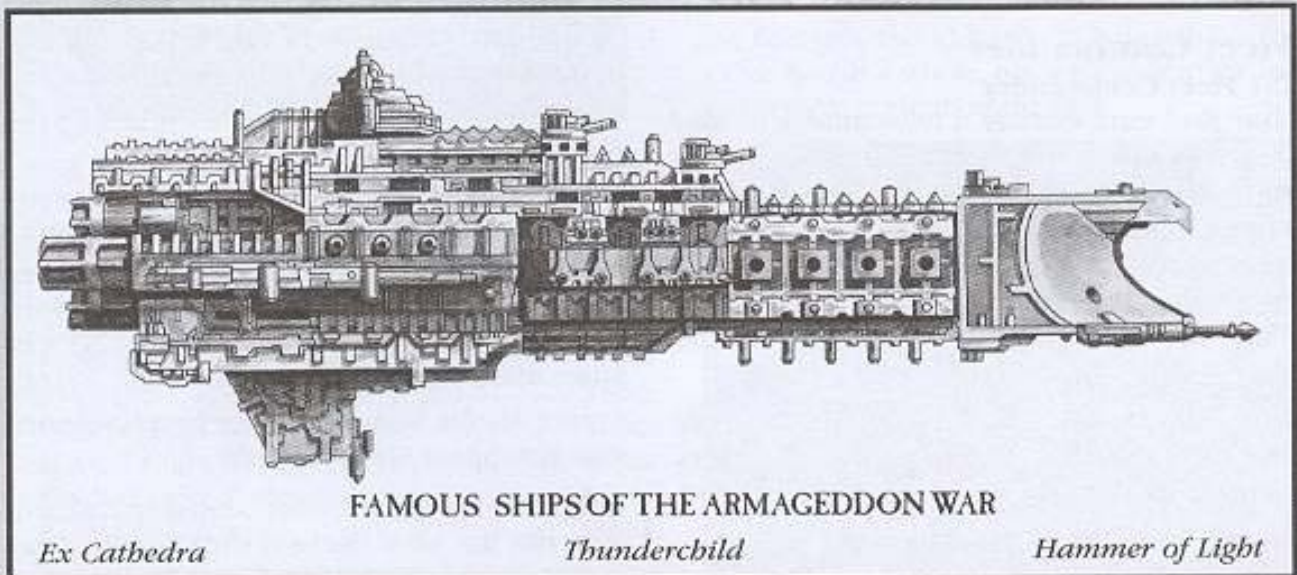
**Notes:** The Oberon class Battleship cannot be given Come to New Heading special orders. Like the Emperor-class, the Oberon dispenses with the normal armoured prow and instead carries a mass of sensor probes that it uses to direct its attack craft to the enemy. This also adds +1 to its Leadership rating. For an extra +5 points, the Oberon-class may carry squadrons of Shark Assault Boats.

# ARMAGEDDON CLASS BATTLECRUISER . 235pts

As an attempt to quickly create more battlecruisers within Naval service, the Armageddon has achieved some renown, not just within the fleets local to its initial system of creation but gradually throughout the entire Imperium. Almost without exception, Armageddon class ships are built from the recovered hulls of crippled Lunar class vessels, making them one of the easiest battlecruisers to construct, though many fleet commanders have proved unwilling to sacrifice large numbers of their main front line cruiser. The very first example to depart the extensive St. Jowen's Dock was the *Ex Cathedra*. Originally named the Orion as a Lunar class, the ship suffered heavily whilst engaging Chaos raiders above the world of Pyran and as it limped back to the Armageddon system, the decision was made not only to repair the venerable vessel, but to upgrade it to battlecruiser standards.

Power relays were re-routed from the ship's main plasma reactors to provide a substantial increase in efficiency for the existing weapons batteries, whilst long-ranged lance turret arrays were built upon a modified dorsal spine. This alone gave the ship a much greater punch at medium ranges and the ability to engage at distance. An immediate drawback became obvious as nearly three and a half thousand extra crewmen had to be drafted in simply to man the additional weapons and to maintain the short-lived relays that powered them.

The Armageddon class makes for a superb escort vessel when accompanying carrier ships, though those are often few in number within the Armageddon sub-sector. Typically then, the battlecruiser is utilised for patrol duties, where its fearsome armament can quickly spell the doom of any pirate who mistakes it for a Lunar class.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	2-0cm	45°	2	6+ front/5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Lance Battery		45cm	2		Left
Starboard Lance Battery		45cm	2		Right
Port Weapons Battery		45cm	6		Left
Starboard Weapons Battery		45cm	2		Right
Prow Torpedos		30cm	6		Front
Dorsal Lance Battery		60cm	2		Left/Front/Right

The Armageddon class battlecruiser depicted above is the *Thunderchild*, shown with the characteristic Voss pattern 'Aquila' prow. However, since the Armageddon class is a vessel based on a conversion of the Lunar class cruiser, examples of it are common to most battlefleets, many of them bearing different prows, or configured to completely different patterns. You should feel free to build the model of the Armageddon class battlecruiser using any suitable vessels you wish.

# SEGMENTUM SOLAR

## THIRD ARMAGEDDON WAR FLEET LIST

The following fleet list allows you to choose an Imperial fleet for Battlefleet Gothic based upon those vessels taking part in the Third Armageddon War. This list doesn't include all the Imperial ship classes covered in the game, but rather is based upon the force dispositions throughout the war.

Inevitably, vessels not noted here participated in the war, either as reinforcements drafted in from neighbouring sectors, as hurriedly refitted vessels returned to service, or as part of the disparate and widespread conflicts triggered by the disturbances at Armageddon in neighbouring regions. These ships, due to their relative scarcity, are not included in the main list, but provision is made for their inclusion as part of the Reserves section at the end of the list.

### Fleet Commander

#### 0-1 Fleet Commander

*Your fleet may include a commander to lead it. If your fleet is worth over 750 points it must include a fleet commander*

Fleet-Admiral (Ld 8) .....	50pts
Admiral (Ld 9) .....	100pts
Solar Admiral (Ld 10) .....	150pts
Master of the Fleet (Ld 10).....	50pts

#### Admiral Re-rolls

One extra re-rolls.....	25pts
Two extra re-rolls.....	75pts
Three extra re-rolls .....	150pts

#### Master of the Fleet Re-rolls

One extra re-rolls.....	25pts
Two extra re-rolls.....	50pts
Three extra re-rolls .....	75pts

**Note:** Command duties were shared between officers of the Imperial Navy and their Space Marine counterparts throughout the Third Armageddon War. As long as at least one Space Marine Battlebarge is included you may choose a Master of the Fleet, who will always be assigned to a Battlebarge and cannot be assigned to a non-Space Marine ship. As long as the ship includes at least one Apocalypse, Oberon or Emperor class battleship it may include a fleet-admiral, admiral or solar admiral, who will always be assigned to an Imperial Navy Battleship and cannot be assigned to a Space Marine vessel.

The cost of your re-rolls depends on the commander you choose (ie you cannot choose to buy Master of the Fleet re-rolls if your fleet is commanded by an Admiral).

### Battleships

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

Imperial Emperor Class Battleship .....	345pts
Imperial Apocalypse Class Battleship.....	375pts
Imperial Oberon Class Battleship .....	335pts
Space Marine Battlebarge* .....	425pts

\*Space Marine vessels may not be squadroned with non-Space Marine vessels.

**Note:** The Retribution class battleship is absent from this list, since the only such vessel to play a major role in the conflict, *Glorious Age*, arrived some time into the war, and hence is accounted for in the Reserves section below.





## Battlecruisers

*You may include up to 1 battlecruiser in your fleet for every cruiser.*

Mars Class Battlecruiser .....	270pts
Armageddon Class Battlecruiser .....	245pts

## 0-12 Cruisers

Imperial Lunar Class Cruiser .....	180pts
Imperial Tyrant Class Cruiser .....	185pts
Imperial Gothic Class Cruiser .....	180pts
Imperial Dictator Class Cruiser .....	220pts
Space Marine Strike Cruiser* .....	145pts
Endeavour Class Light Cruiser .....	120pts
Endurance Class Light Cruiser** .....	120pts
Defiant Class Light Cruiser** .....	130pts

\*Space Marine vessels may not be squadroned with non-Space Marine vessels.

\*\*The Endurance and Defiant are rare variants of the Endeavour, and with manufacturing and refitting capabilities at a premium during the Third Armageddon War, the forge world of Voss inevitably produced far more of the Endeavour than either of its variants. For this reason, the combined numbers of Endurance and Defiant class vessels may not exceed the number of Endeavour class light cruisers in the fleet.

## Escorts

*You may include any number of escorts in your fleet.*

Imperial Falchion Class Frigate .....	35pts
Imperial Firestorm Class Frigate .....	35pts

### *Space Marine Rapid Strike Vessels*

Firestorm* .....	40pts
Sword* .....	35pts
Cobra* .....	30pts
Hunter Class Destroyer* .....	40pts
Gladius Class Frigate* .....	45pts
Nova Class Frigate* .....	50pts

\*Space Marine vessels may not be squadroned with non-Space Marine vessels.

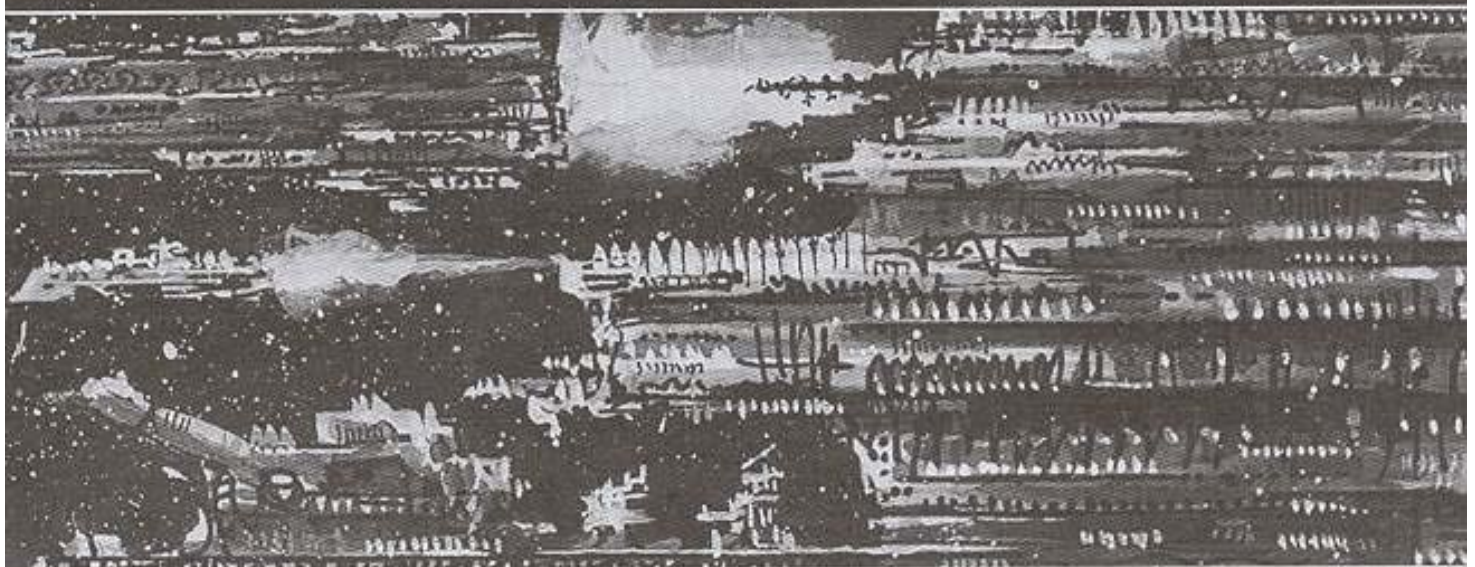
## Reserves

During a conflict as wide-ranging and bloody as the Third Armageddon War, the Imperium inevitably called upon nearby Battlefleets for reserves to augment those already operating as part of the hastily assembled Battlefleet Armageddon. To this end, you may include as reserves ships not included in this fleet list, such as those from the Gothic Sector fleet list in the battlefleet Gothic rulebook. For every three vessels of a given type picked from this list, you may select one from another Imperial list. So, for every three escorts chosen from the Battlefleet Armageddon list, you may select one escort not listed here. For every three cruisers selected from the Battlefleet Armageddon list you may select one cruiser not listed here, and so on. For purposes of these ratios, the ship types are: battleship, cruiser (including battle, grand and light cruisers) and escort. Reserves are selected at their normal points cost in the usual way from whichever list or lists you so choose to draw them from.

Other restrictions (such as how many battleships the fleet may include) still apply, but these apply to the fleet as a whole, not separately to the main and reserve portions of the fleet.

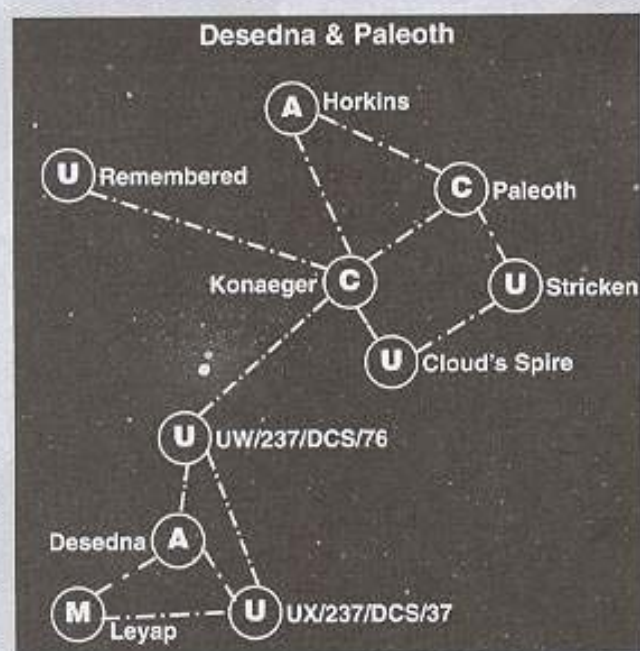
### Using This Fleet List

We thought we would take this opportunity to produce a fleet list showing how Space Marine and Imperial vessels can be used alongside each other. This was first suggested way back in White Dwarf 235 when the Space Marine fleet was first released but hasn't really been tried out before, so we present it here as experimental rules. Likewise, the rules for reserves allow us to experiment with fleet lists for different parts of the galaxy without including all the existing ship types in a single list, but still allowing people to use the models they own. Again, these are experimental rules, and you should let us know what you think of both.



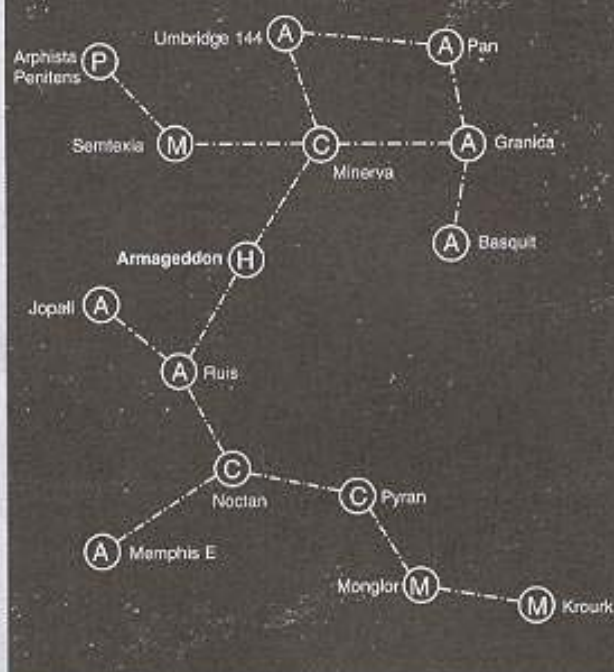
# THE ARMAGEDDON SECTOR

While the vast bulk of the fighting in the Third Armageddon War Inevitably took place within the Armageddon system, and more acutely around the planet of Armageddon itself, the outlying systems and even the more distant neighbouring sub-sectors played their own part in the conflict. The direct attack on Armageddon, for instance, had been preceded by decades of Ork pirate activity, while the sustained security of the forge world of Voss was crucial to maintaining the war effort. For this reason, here we present maps of the larger sub-sector within the Armageddon

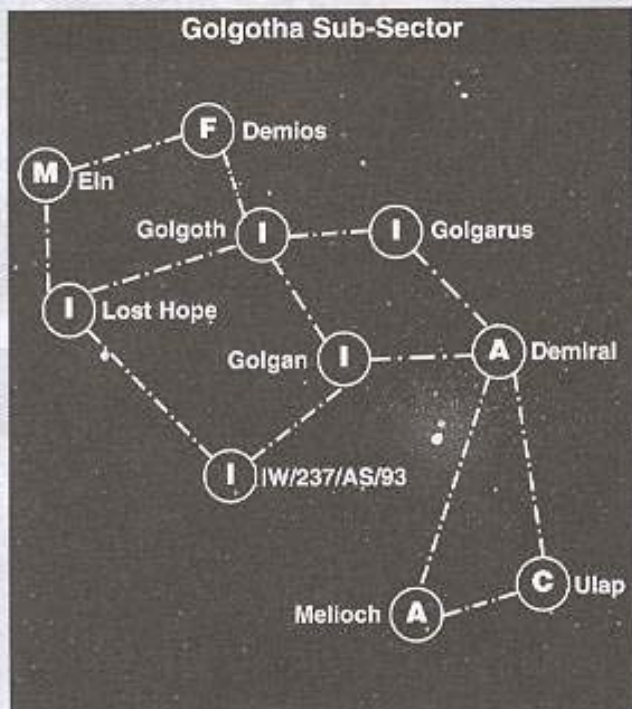


Desedna and Paleoth are actually two separate, but very closely linked, sub-sectors. Both are small, with few populated worlds, with their importance instead stemming from the Desedna cloud which engulfs them both. The cloud, a complex and hazardous accumulation of asteroids and debris strung out by the gravity of competing nearby stars, is a constant source of concern for the Imperium, who have long feared it could provide an all too convenient base of operation for pirates in the sector.

## THE ARMAGEDDON SUB-SECTOR



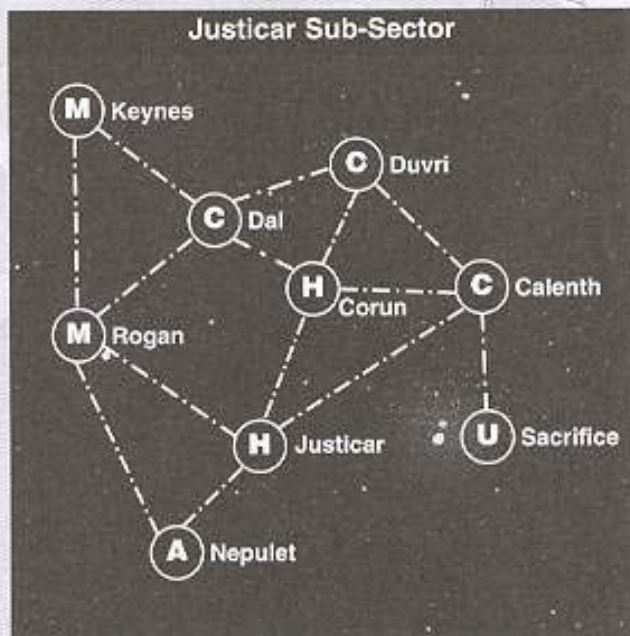
- P** Penal World
- H** Hive World
- F** Forge World
- M** Mining World
- U** Uninhabited World
- C** Civilised World
- A** Agri-World
- I** Ork Infested



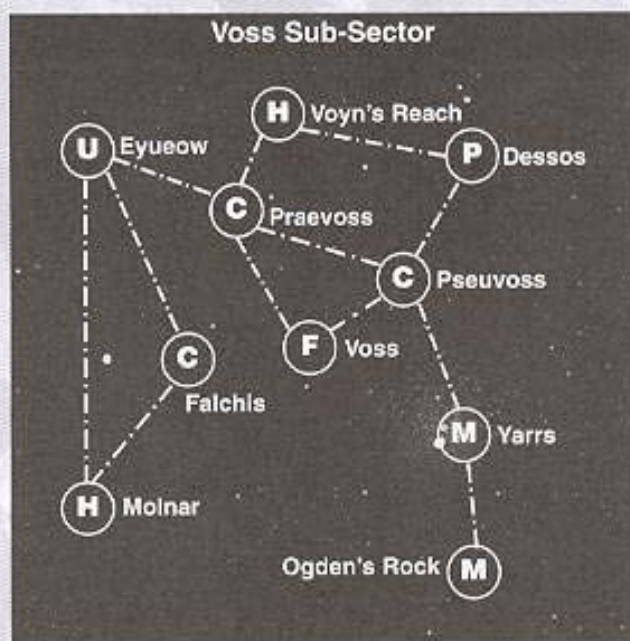
The Golgotha sub-sector lies directly east of Armageddon, having been the source of both Ghazghkull's invasions of that world. Orks have ruled over many of the systems for centuries, but the disparate hordes were only united sector wide by Ghazghkull in more recent times. Since then, his grip on the system has proven a constant thorn in the Imperium's side, isolating the few remaining human held worlds from one another to such a degree that most are essentially lost to the Imperium. Ghazghkull's power base covers what were once some of the most important systems in the sector, though is also thought to include several systems unknown to the Imperium which may have been Ork infested for millenia, making the true size of his empire ultimately inestimable.

#### Special Rule: Ork Infested

Many of the worlds in the Golgotha sub-sector are Ork infested to such a degree that can never truly be recaptured. To represent this, the above sub-sector map includes a new system type, Ork Infested worlds (I). An infested world is useless to anyone other than an Ork player, and hence counts as uninhabited to these players. If an Ork player controls an infested system he may count it as a civilised world. However, since these worlds represent what are in all likelihood the ancient tribal grounds of many of the Ork commanders, their loss would prove a terrible blow against their own Orkish renown. If an Ork player loses a battle in one of his own infested systems, all minus (-1, -2 etc.) modifiers to his renown are doubled when adjusting renown after that particular game.



Justicar is widely believed to be one of the wealthiest regions in the entire Imperium, though the inevitable corruption attendant to this wealth makes this hard to gauge accurately. Even so, its high number of populated worlds, many of them home to ancient and powerful Imperial families is one of the main reasons that the nearby Armageddon sub-sector remains such a crucial point of control for the Imperium.



The Voss sub-sector has for many centuries been one of the key centres of production for the Imperial Guard and Navy in the sector. At one time, it housed sector naval command, although this was later moved to Armageddon in light of the Second Armageddon War.

# THE CERBERUS WAR

## Part II

By James Parry & Friends

Following on from last month's article, the war within the Cerberus Shroud continues as Ahriman closes in on his target – the elusive Craftworld of Alurmen. This month we bring you the final three scenarios in the campaign, building to the final battle in the space around Alurmen itself. And remember, you can decide the fate of the Craftworld...

## SCENARIO 2: WARP SPACE

Once the barriers surrounding the Shroud Nebula came down, all the invading fleets faced a long journey through warp space to reach whatever secrets lay at the Nebula's centre. Though few commanders would ever willingly choose to battle in the hellish environment of the Immaterium, the unpredictable warp currents threw several hostile forces together. The commanders of these fleets had no choice: fight in warp space or die!

### Background

The collapse of the warp storms that had long rendered the Shroud Nebula inaccessible triggered what would be the final stages of the Cerberus War. Whether by accident or design, the Imperial cruiser *Venturer* had caused the demise of the Nebula's warp barrier and everything changed. Fighting in the outer sub-sectors of Cerberus died down as most of the forces warring there abandoned their battlegrounds to race for the mysterious Nebula instead. Previously separate forces combined into massive armadas and jumped blindly into this unknown territory, seeking the energy source at its centre.

Leading this race were two immense battlefleets, one a combined Imperial force under the leadership of the Inquisition, the other the colossal fleet of Ahriman himself. Due to the heroic actions of Admiral Daniels and the arcane foresight of the Arch-Sorcerer respectively, these two forces had been able to seize the initiative and race into the Shroud Nebula ahead of the other invaders. The power of these mighty fleets was as nothing, however, compared to the warp storms that still raged within the Nebula. The tempests of the Empyrean scattered elements of both fleets and drove them into each other. This scenario deals with the clash between the Plaguelord Potonos Kataban and Admiral Achebe of Battlegroup Falchion but there were many others – savage bloodbaths that took place deep within the uncaring tides of the Warp.

### Scenario

This scenario draws heavily from the novel *Execution Hour* by Gordon Rennie and its description of warp space combat. The currents of the Warp reduce the effectiveness of

long range fire and severely limit the use of ordnance. Conversely, short range firepower is much more lethal, rewarding aggressive play and bold stratagems. Both sides must beware the *Shields Collapse* Critical as this may cause a vessel's Geller Field – its protective warp shield – to fail, instantly destroying the ship. Even the ships of the Chaos powers must beware the daemonic horrors of the Warp.

### Forces

Each player may take up to 1,000 points of ships, subject to the standard limits of their fleet list. Please note that Eldar, Dark Eldar and Necron fleets are not really suitable for this scenario as those races do not normally travel through warp space. If you do play Eldar or Dark Eldar, the *Targeting Difficulties* special rule, below, will mean that they are all but invulnerable to long-range enemy fire. However, they won't be able to use their lethal fighters, bombers and assault boats, and at close range they will be easier to hit than normal with Firepower.

Once each player has picked their forces, they must divide them into five divisions. There are no restrictions on what can be in a division but each one must have at least one vessel in it if at all possible. Then allocate a contact marker to each division.

### Battlezone

This scenario takes place in warp space itself and as such does not follow the normal rules for generating Celestial Phenomena. Divide the playing area into 60cm squares (as per Method 2 in the BFG rulebook) and for each one roll once for Celestial Phenomena on the Deep Space table. All results are placed as normal and though they represent warp space, rather than realspace, 'terrain', they all have standard

game effects. In this scenario, Gas/Dust Clouds and Asteroid Fields represent areas of dense and super-dense warp currents, while the Small Planet result represents an inert and stationary Space Hulk. The Warp Rift is treated as a gateway to realspace but is otherwise unchanged from its description.

Note that any special racial abilities, Refits or Crew Skills that affect Celestial Phenomena do not apply in this scenario, regardless of their source. Though it has standard game effects, warp space terrain is a very hostile environment for everyone and not even the Eldar, Necrons or the fleets of the Chaos gods can avoid its hazards.

### Special Rules

The hostile nature of warp space makes it a difficult and deadly battleground for starship combat. There are a number of special rules to represent this, which affect all fleets equally.

Nova Cannon and the Armageddon Gun must roll a 4+ to be able to fire, similar to firing a Nova Cannon when on the Low Orbit table. If the target is more than 30cm away, the shot is also subject to the Targeting Difficulties special rule, below.

**Targeting Difficulties:** the tides of the Immaterium often shift unpredictably, blocking the effects of long-range fire. If you are shooting at a target more than 30cm away, before you roll to hit, first roll a D6 for each weapon system firing at the target. Unless you roll a 4+, the warp currents suddenly surge and block the effect of your fire: your shot is wasted and the target takes no damage whatsoever – not even their shields are scratched – and no Blast Markers are placed. So if an Emperor class battleship was firing its prow, dorsal and starboard batteries at a target

40cm away, you would roll three dice before firing, one for each battery. If a 2, a 3 and a 5 were rolled, only the broadside battery would be able to shoot at the target. This applies to all attacks, regardless of the weapon system used.

If you are firing an area-effect weapon, such as a Nova Cannon, the result of the D6 roll applies to the entire shot: either the shot has no effect at all or it has its normal, full area effect.

**Hostile Environment:** due to the perilous nature of warp space, ships there are much more vulnerable to enemy fire. Therefore, if you are using the Firepower Table to shoot at a target at a range of 15cm or less, shift two columns to the left instead of the usual one.

**Ordnance Limits:** crewed ordnance (fighters, bombers, assault boats and boarding torpedoes) may not be used as their crews are totally vulnerable to warp daemons. Only non-boarding torpedoes and all types of Demiurg ordnance (which is fully automated) may be used in this scenario. Additionally, the currents of the Warp quickly destroy even these, so all ordnance is removed from the table at the end of the Ordnance Phase in which it was launched (so torpedoes effectively have only a 30cm range).

**Shields Collapsing, Captain!** Due to the hostile nature of the Warp, any ship that suffers a *Shields Collapse* result on the Critical Hits table must roll a D6 immediately. On a 1, the ship is instantly destroyed with no chance of survival as its Geller Field generators implode and the daemon hordes of the Warp materialise and devour the souls of its crew. Roll on the Catastrophic Damage table at once.

If using Eldar or Necron fleets in this scenario, a roll of 10 for Eldar or 9 for Necrons on the

### HISTORICAL IMPERIAL FORCES

*Admiral Achebe*

Ld 8, 1 re-roll  
on board the *Triumph*

*Triumph*

Armageddon Class Battlecruiser

*Vanguard*

Tyrant Class Cruiser  
with 45cm range upgrade

*Furious*

Gothic Class Cruiser

*Conqueror*

Dominator Class Cruiser

*Hellburners*

3 x Firestorm Class Frigates

### HISTORICAL CHAOS FORCES

*Warmaster Potonos Kataban*

Ld 8, with Mark of Nurgle  
on board the *Pestilence*

*Pestilence*

Repulsive Class Grand Cruiser

*Festerous*

Carnage Class Cruiser

*Putrid and Contagious*

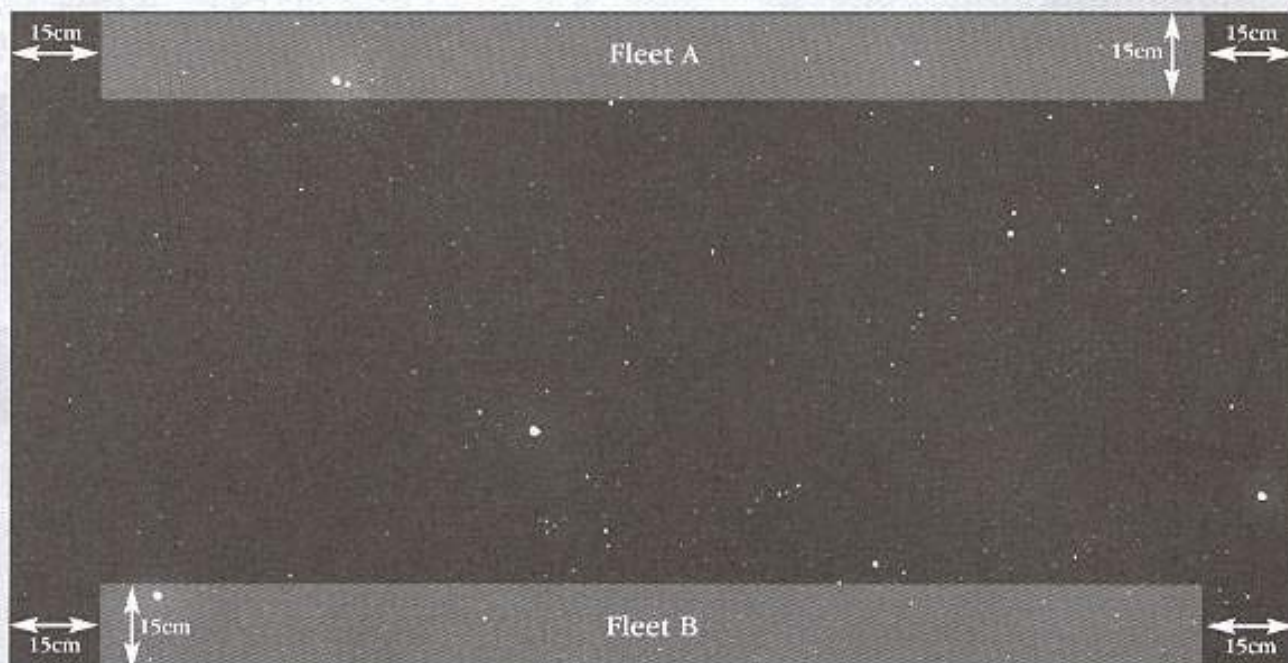
Murder Class Cruiser

*Contagious*

Murder Class Cruiser

*Malignant*

Slaughter Class Cruiser



relevant Critical Damage table will have the same effect on their ships.

Teleport attacks are not allowed, as the boarding parties would be devoured by daemons in transit. Boarding actions are allowed in warp space, as ships that close together will be within the areas of each other's warp shields.

**Warp Storm!:** For a really challenging (i.e. carnage-filled) game, use the rules for Solar Flares and Radiation Bursts from the BFG rulebook to represent highly destructive, table-wide warp turbulence and also apply the *Signalling Problems* sub-plot to both fleets. If Eldar are being used, they do not get their normal protection from these Celestial Phenomena effects as these are not the realspace-based occurrences they are used to. Similarly, Necrons are not immune to either of these effects, though they may use their special saving throw against hits from a Solar Flare.

#### Set-Up

One player rolls a dice. On a result of 1-3, they will set up in the area marked Fleet A on the map above. On a 4-6, they will set up in the area marked Fleet B.

The players then take it in turns to place a face down contact marker anywhere within their set up area until all their divisions are on the table. If there was a winner of the previous scenario, *Into The Nebula*, then that player has the choice of starting to place the markers or going second. If there was no clear winner, then each player should roll a dice, with whoever rolls highest going first.

Once both players have placed all their contact markers, they are turned over and the relevant ships placed within 10cm of the contact marker for their division, with any facing desired.

#### First Turn

Again, if there was a clear winner of the previous scenario, that player has the choice of taking the first or second turn. Otherwise, both players should roll a D6, with whoever rolls highest getting the choice of taking the first turn or the second.

#### Game Length

After each player has taken eight turns, the warp turbulence increases and both sides are forced to disengage, ending the game.

#### Victory Conditions

Use victory points to determine the winner of this scenario, except that no points are gained for 'Holding The Field' as neither fleet has time to recover any hulks after the battle. Whoever wins in this battle will gain an advantage in the next scenario.

#### HISTORICAL RESULTS

Neither Achebe or Kataban had expected to have to fight before they exited the Immaterium for realspace, but a surging riptide in the Warp had torn Battlegroup Falchion from the rest of the Imperial armada, dropping it right in the path of Kataban's warfleet. Eager for revenge on the arch-foes of humanity, the Imperial Admiral hurled his ships at the Plaguelord's forces as soon as they were detected. The ensuing conflict was short, brutal and bloody, with both sides ignoring several chances to disengage, so keen were they to destroy the enemy. Casualties were extremely heavy on both sides but, by the time the tides of the Warp forced the two fleets apart, the Chaos ships had just managed to gain the upper hand. As was typical of such conflicts, however, only a few of them remained alive to enjoy their victory.

# SCENARIO 3: HOLD THE LINE

*As your fleet speeds towards the centre of the Shroud Nebula, long-range scans detect a massive enemy armada closing in on you from behind. Alone and outnumbered, your rearguard must fight a desperate holding action against superior forces in order to buy you enough time to reach whatever mysterious prize lurks at the Nebula's heart.*

## **Background**

After their skirmishes in warp space, the invading fleets exited the Immaterium to discover a single star system at the very centre of the Shroud Nebula. Scanning this system, they found a red giant star at its heart and just one planet, battered and burnt by its parent sun. On and around that scarred world, long-range surveyors detected sources of unimaginable power – the lost Craftworld of Alurmen. But as the fleets of the various invaders set courses for the heart of the system, unexpected foes moved against them.

Free at last from its millennia-long temporal stasis, the Chaos armada of Warmaster Umbros fell like a thunderbolt upon the combined fleets of the Imperial Navy, Space Marines and Inquisition. On the far side of the system, Ahriman's massed forces were faced with hordes of Necron ships suddenly closing in on them. Elsewhere other invading fleets faced similar attackers. Almost simultaneously, the rearguards of the invading fleets altered course to engage these new threats while the rest of their forces raced towards the heart of the system.

The rearguards had little or no chance of defeating such foes. Nonetheless, it was vital that the advance of the enemy be delayed to give their fleets a chance to escape and reach

the prize that awaited them. Knowing that they would most likely not return, the captains of the rearguards turned their vessels to face the foe, preparing to sell their lives as dearly as possible for the sake of their comrades and their cause.

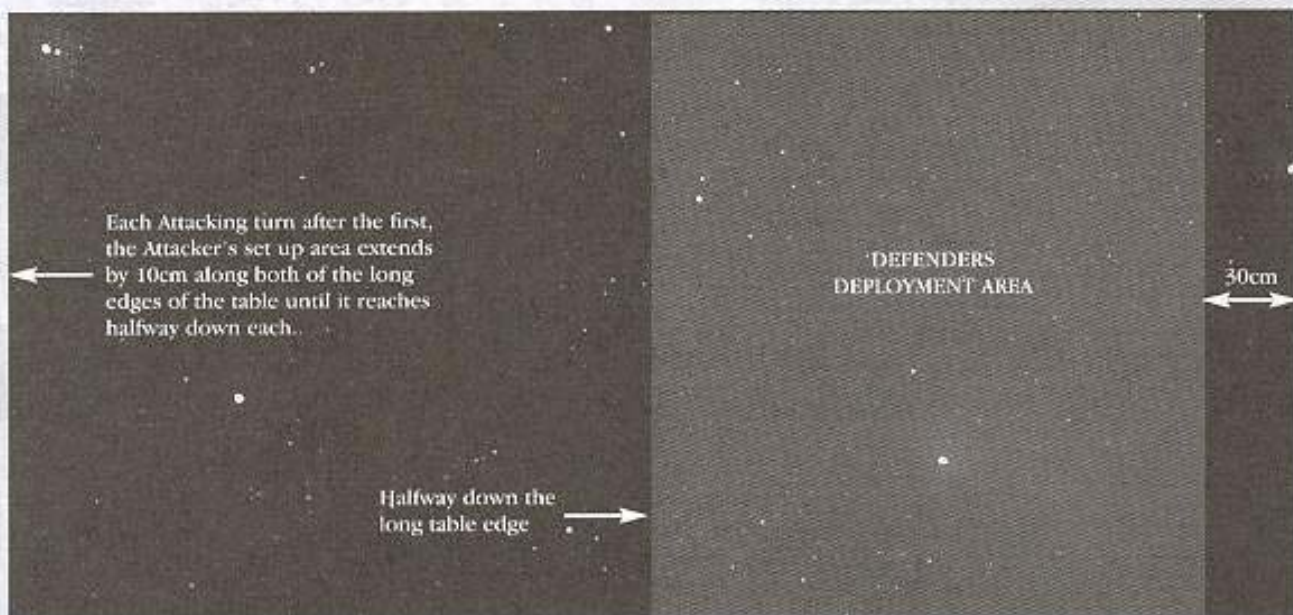
## **Scenario**

This scenario is based on 'The Defence Of Pelucidar' scenario by Andy Chambers, also included in this issue (see page 9). Unlike the other scenarios in this mini-campaign, it should be played several times, until each player in the campaign has taken a turn as the defending player, with whoever performs best as the defender winning the scenario. The player who won the previous scenario has the option to fight this scenario as the defender last, hopefully thereby learning from the other player(s)'s mistakes.

The defender must attempt to inflict as much damage as possible on the innumerable attacking forces and then disengage before they are surrounded and wiped out. It is a difficult scenario to win, but remember that each player will have to take their turn at Holding the Line.

The attacker should ideally be a Necron or Chaos player and generates his or her fleet randomly throughout the game, as stated





under 'Special Rules' below. A different fleet can be used for the attackers – Tyranids are very suitable for this – but the table used to generate them will need some modification first.

### Forces

The defending player should choose a fleet of up to 1500 points, chosen from their standard fleet list. If taking an Imperial fleet, they have the option of taking Inquisition ships (see below) in addition to those normally available. If taking a Chaos fleet, the Planet Killer or an Activated Blackstone Fortress cannot be taken, nor can Ahriman (see later in this article) be used. The defending player's forces have the *Blood Bond* Sub-plot.

The Attacking player starts with no ships and generates his or her fleet randomly (see below). If favoured by Tzeentch (i.e. you make the right dice roll), a Chaos Attacker may be able to field the flagship of Warmaster Umbros, formerly Sorcerer-Captain of the First Company of the Thousand Sons, while the Necrons may be joined by a Tombship with a Sepulchre.

### Battlezone

This scenario takes place in Deep Space. Roll for Celestial Phenomena as standard, though if a planet is generated it is actually a truly massive asteroid (using all standard planet rules). The defending player then places D3 additional Asteroid Fields anywhere on the table.

### Set-Up

The defending player deploys first. They must pick one of the short table edges and then set up their forces in the area shown below. The fleet must all face the other short table edge and each ship or squadron must be set up at least 20cm apart.

The attacking fleet moves on from any point on the other short table edge. To represent the attacker's growing ability to surround their prey, their set up zone extends by 10cm along both of the long table edges at the beginning of each of their turns after the first, until it reaches halfway down the long edges of the table..

### First Turn

The attacker has the first turn.

### Special Rules

**Inquisition Ships:** The combined Imperial fleet that came under attack from the time-lost forces of Warmaster Umbros consisted not only of vessels from the Imperial Navy and Adeptus Astartes, but ships of the Inquisition and the Deathwatch Space Marines Chapter, commanded by Inquisitor Marek on the *Auto Da Fe*. These may be included as part of a defending player's Imperial fleet but may not be squadroneered with non-Inquisition vessels.

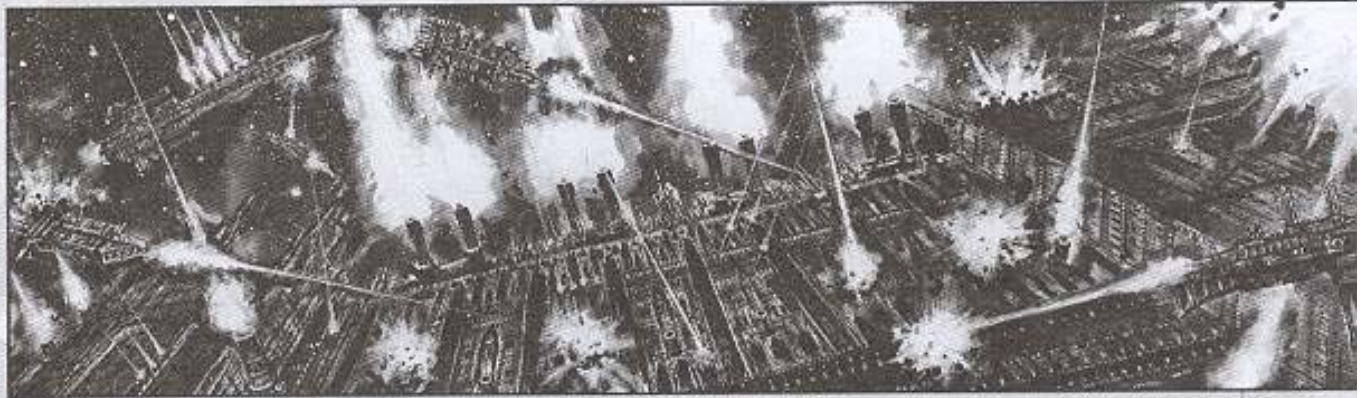
### 0-1 Inquisition Black Ship 270 pts

Rules for Inquisition Black Ships can be found in BFG Magazine issue 9. Note that the limitation that they can only be fielded in fleets of 2,500 points or more is waived for this scenario. They may be accompanied by Inquisition escorts as detailed in the article.

### Deathwatch Strike Cruiser 175 pts

A strike cruiser of the Deathwatch Space Marines Chapter costs 175 points and is represented by a normal Space Marine strike cruiser model. It follows the all of standard rules for such a vessel and for Space Marines in *Battlefleet Gothic* in general. Due to the superior resources of the Inquisition and the Deathwatch compared to many other Marine Chapters, the Imperial player may pick any two refits from any of the ship refit tables in the BFG rulebook for a Deathwatch Strike Cruiser. No refit may be taken more than once on the same vessel.





**Inquisitor Marek**, if taken, is treated as a Space Marine Master of the Fleet. He has Leadership 10 and costs 50 points. Re-rolls can be bought for him as for a standard Master of the Fleet but these may not be used to re-roll dice concerning non-Inquisition vessels.

### Generating the Attacking fleet

At the start of each of the attacker's turns, the attacking player rolls on the relevant table below to see what vessels turn up that turn. At first only a few ships will be available but large numbers of reinforcements will gradually arrive and, coupled with the constantly increasing size of your set up area, will enable the attacker to envelop the defenders

An escort squadron result will consist of D6 escorts of whatever type the attacking player wishes. An attack craft squadron (available to Chaos) consists of 4 attack craft of any type normally allowed to that fleet and does not count towards the ordnance limits set by the new Experimental Rules. Please note that apart from the 'Tombship with Sepulchre' and 'Warmaster Umbros' results (see below for both) all ships must be fielded according to their standard entry in the BFG rulebook – they may not be upgraded or refitted in any way. The attacking fleet does not receive any re-rolls in this scenario, except if a Chaos player generates Warmaster Umbros.

\*May only be generated once – subsequent Tombships have no Sepulchre.

\*Roll a D6 – on a 6, Warmaster Umbros is on board. This result may only be generated once.

Leadership scores are rolled for each ship/squadron on the turn that they arrive. If two capital ships arrive on the same turn then, after rolling their Leadership scores, the attacking player may choose to squadron them. Any ships that are rolled for move on from the attacking player's table edge(s) immediately – they may not be held back until a later turn. Ships may be placed on special orders on the turn that they arrive.

If a unit is rolled that the attacking player cannot field due to a lack of models, use the next lowest item on the table instead. E.g., if a cruiser is rolled for but all cruiser models have been already used, then three escort squadrons would be received instead. The attacking player may well get through a lot of ships in this scenario and so, depending on the size of your model collection, it may be necessary to recycle destroyed vessels back into the pool of available ships. This is something that should be discussed with your opponent before the game begins but it should be noted that unless you have own a large amount of escorts, you probably will have to recycle at least some of these, especially for Necron players. The Planet Killer and Activated Blackstones may not be used in this scenario.

THE SLEEPERS Necron Fleet Generation Table	
D6 ROLL (+Turn Number)	Result
2-3	1 Dirge Squadron
4-5	1 Escort Squadron
6-7	1 Shroud or 2 Escort Squadrons
8-9	3 Escort Squadrons
10-11	1 Shroud or 1 Scythe
12	1 Scythe
13-14	2 Scythes
15	1 Tombship
16+	1 Tombship with Sepulchre*

TIMELOST Chaos Fleet Generation Table	
D6 ROLL (+Turn Number)	Result
2-4	1 Attack Craft Wing
5-6	1 Escort Squadron
7-9	2 Escort Squadrons
10	3 Escort Squadrons or 1 Cruiser
11	1 Cruiser
12-13	2 Cruisers or 1 Heavy Cruiser
14	1 Grand Cruiser or 1 Heavy Cruiser
15+	1 Battleship*

### Warmaster Umbros of the Thousand Sons

Umbros captains the Thousand Sons battleship *Legacy of Prospero*. He is a Leadership 9 Warmaster with the Mark of Tzeentch. Additionally, as the former Sorcerer-Captain of the Thousand Sons' First Company, he is always accompanied by a large retinue of Chosen and Terminator Chaos Space Marines for boarding actions and teleport attacks, and so counts as having the Mark of Khorne as well. He is considered to cost 150 points for victory point purposes.

### Game Length

The game lasts until the defending fleet is destroyed or has disengaged.

### Victory Conditions

The defending player scores victory points for the destruction and/or crippling of enemy vessels as normal. No VPs can be scored for 'Holding the Field', however. Also, the victory points of any destroyed or disengaged defending ships are deducted from their total number of VPs.

The attacking player receives no victory points at all in this scenario, while the defending player must have 2,000 or more victory points at the end of the game to win the battle. They must take into account the points they will lose when they have to disengage their ships, so they basically have to get a victory points total of 2,000 plus the value of their own fleet.

If at the end of the game, the defending player has not earned the 2,000 VPs, the attacker is victorious. However, each player in your campaign should take a turn at playing the

defender and the overall winner of this scenario will be the person who got the most victory points while doing so.

### HISTORICAL RESULTS

The sudden appearance of Umbros' frenzied Chaos fleet and the recently awakened Necron legions spelled disaster for many of the forces heading for Alurmen. Umbros tore through the Imperial rearguard and only a handful of ships from the Inquisition survived. The Necrons inflicted especially heavy damage on the Ork fleets entering the system but were not quite as effective against the Chaos armada – the Traitor rearguard did take exceptionally heavy damage but the Necrons suffered significant casualties in the process. This enabled the main body of Ahriman's massive fleet to race ahead of the trailing Imperial forces. Would the ships of the Emperor be able to catch the Chaos armada before it could capture Alurmen...?

### OTHER GAMING IDEAS

If you don't have any Necrons or Chaos, pick another fleet to use as the attackers and use the Chaos fleet generation table to determine what ships turn up each turn. As with Chaos and Necrons, attackers get no Admirals/Pirate Princes/Warlords/extra-gribbly Tyranids etc. and cannot upgrade or modify their ships from their standard profile (this doesn't really work for Tyranids, whose ships don't have a standard profile and should be designed as normal). You'll find that the table will need to be altered slightly – for Orks, for example, to include their Roks and Hulks, or for Imperials and Eldar to include their light cruisers.

#### HISTORIAL IMPERIAL FORCES

##### *Admiral Cob*

Ld 8, 1 re-roll  
on board the *Intrepid*

##### *Intrepid*

Mars Class Battlecruiser

##### *Audacious*

Overlord Class Battlecruiser

##### *Furious*

Gothic Class Cruiser

##### *Wrath of the Heavens*

Dominator Class Cruiser

##### *Lord Parsifal*

Tyrant Class Cruiser  
with 45cm range upgrade

##### *Perdition*

Dictator Class Cruiser

##### *Sabres*

2 x Sword Class Frigates

##### *Blue Snakes*

3 x Cobra Class Destroyers

#### HISTORICAL CHAOS FORCES

##### *Warmaster Mazikos*

Ld 8, with Marks of Tzeentch and Khorne  
on board the *Eye of Magnus*

##### *Eye of Magnus*

Repulsive Class Grand Cruiser  
with lance upgrade

##### *Ironsark*

Hades Class Heavy Cruiser

##### *Annihilus*

Slaughter Class Cruiser

##### *Festerous*

Carnage Class Cruiser

##### *Bubonic*

Murder Class Cruiser

##### *Bloodfrenzy*

Murder Class Cruiser

##### *Corruptor*

Devastation Class Cruiser

##### *Plaguebringers*

2 x Infidel Class Raiders

# SCENARIO 4: APOTHEOSIS

*Though battered and bruised from battles in warp space and heavily damaged from fighting the recently reanimated legions of the Necrons, Ahriman's Chaos fleet has finally reached the lost Craftworld of Alurmen, site of the Webway Nexus he has long hunted for. Once it is in his possession, he believes he can use it to gain access to the fabled Black Library of the Eldar and become a living god! But another force has reached the Craftworld at the same time and now the two massive armadas must battle to be the first to conquer Alurmen and plunder its secrets.*

## Background

After millennia of waiting, Ahriman finally laid eyes on Alurmen. His mystic sight effortlessly crossed the void of space to the Craftworld, glancing only briefly at the shattered ruins of the immense Necron pylons on the burnt world below it. He focused his vision deep inside Alurmen's Wraithbone hull, turned crimson by the searing light of the red giant star. Then, he saw it: the Webway Nexus, his for the taking. Or was it? For now, the surveyors of his flagship detected other fleets closing in on his own. Packed with troops, these ships seemed determined to thwart him by trying to capture the Craftworld before he could. Looking at the sheer size of the forces arranged against him, doubt entered his mind for the first time in centuries. But only for a moment. Doubt was for lesser beings. Soon he would be beyond that. Soon, he would capture the Nexus and become a god...

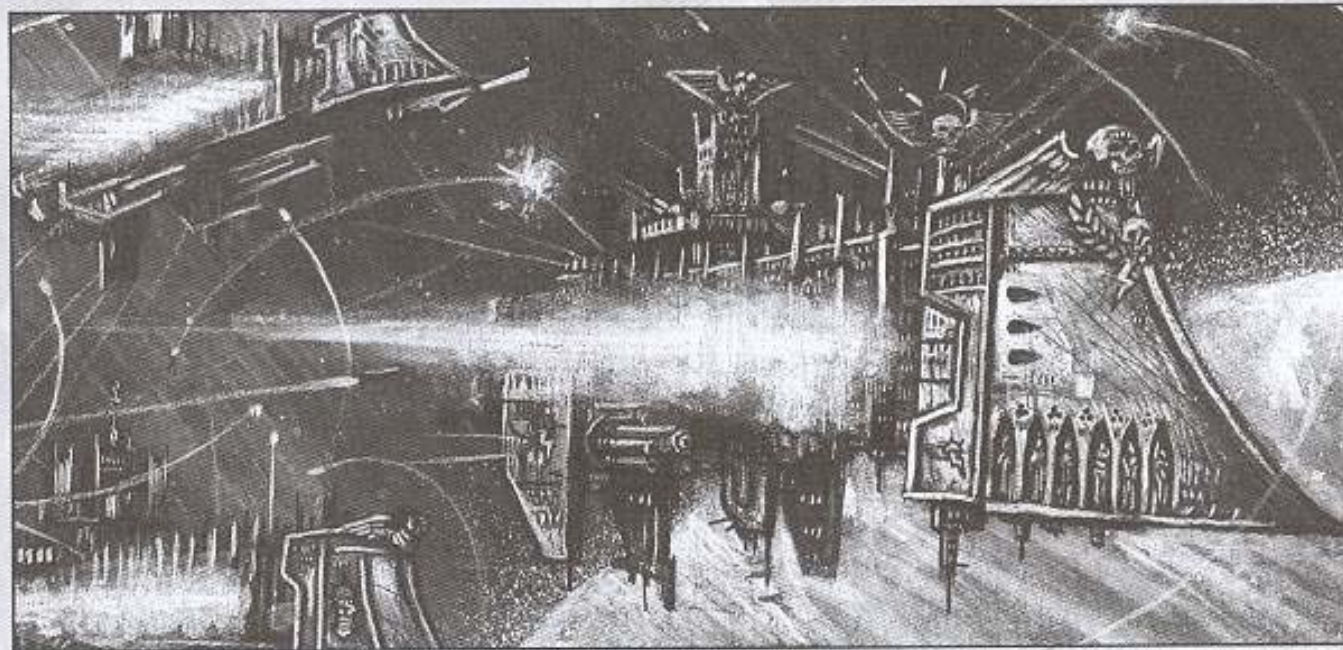
## Scenario

This scenario is based on Planetary Assault from the BFG rulebook, with a few differences to represent actual events. There is no defending player. Instead, two attacking fleets must battle each other to be the first to land enough troops on Alurmen to claim it for

themselves, fighting the Craftworld's few remaining defences as they do. One player should take a Chaos fleet, led by Ahriman of the Thousand Sons. What forces he faces is up to you – historically, ships from all races fought over Alurmen, with many alliances and betrayals. Regardless, Ahriman and his foe(s) must fight to land the most troops on the Craftworld and must not only land enough to conquer it but enough to see off the troops of their enemies as well. If necessary, your fleet is expendable in order to achieve this goal.

## Forces

Both sides have the same amount of points to spend on their forces. The minimum amount per side should be 3000 points. This scenario is very suitable for even larger forces but you'll probably need to use a bigger table and recalculate the set up zones. Neither side may take any transports as they don't need them (see Special Rules, below). You might wish to consider allying fleets together for a really truly immense battle – i.e. Imperials & Eldar vs. Orks & Chaos. House Rules for BFG games with three or more separate sides, as opposed to the usual two, will be published on the campaign website for those who are interested.



If it survived scenario 1, the non-Chaos player must take the *Venturer* and her captain at a cost of 255 points. (see Special Rules, below). If you are playing a non-human fleet, it can be assumed to be under alien control. If you are playing Imperials, Lysander and his crew have finally driven off the Necrons, Thousand Sons and Callidus assassins that had mysteriously appeared onboard a while ago...

The Chaos fleet must take Ahriman as their chief Warmaster. He costs 200 points and his rules can be found on page 31. If Warmaster Umbros survived scenario 3, then he may also be taken. He costs 150 points and can be placed on any Chaos capital ship. The Chaos fleet may not take the Planet Killer or an Activated Blackstone (Abaddon's got them and he doesn't want to give them up!).

### Special Rules

**No Transports:** as lumbering transports were unsuitable for use in the Shroud Nebula, the capital vessels of the attacking fleets were packed to the gunwales with troops instead. Each non-Space Marine capital vessel therefore counts as a transport for the purposes of scoring assault points on the Craftworld (see below).

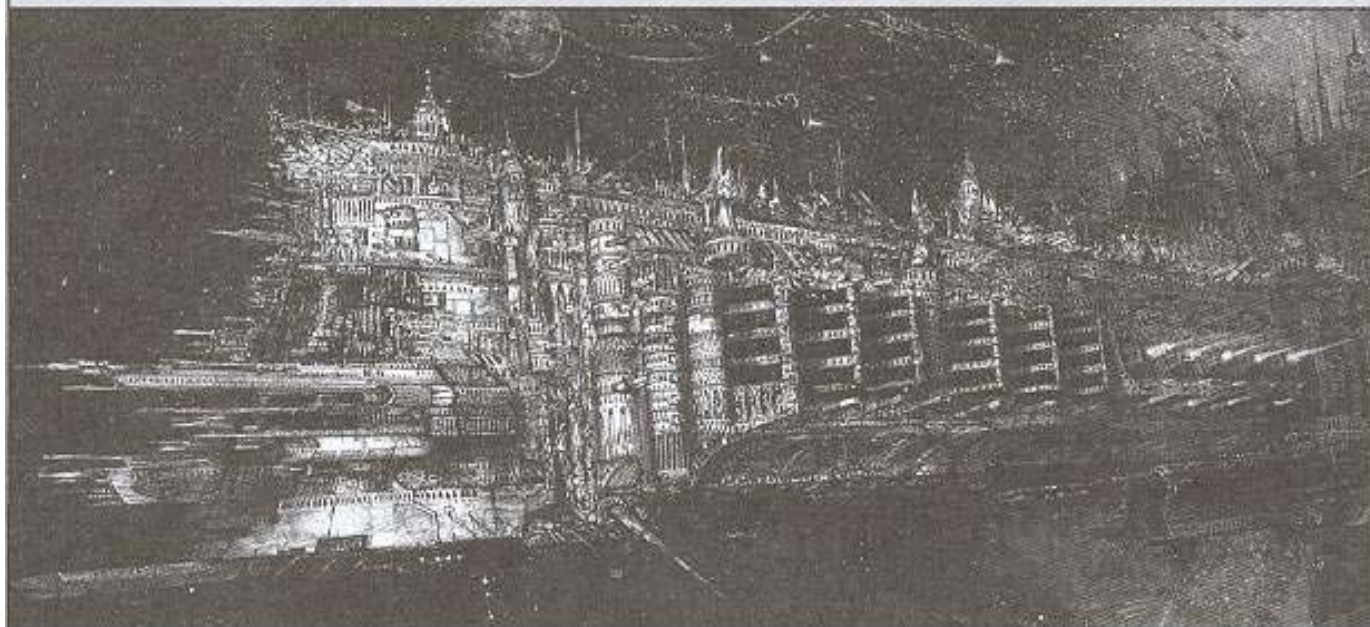
Space Marine capital ships gain no extra advantage beyond their standard special abilities. However, one squadron of *Gladius* or *Sword* escorts (maximum size 4 vessels) in a Space Marine fleet may be used to transport troops. Their characteristics are unchanged but you must let your opponent know which squadron they are. If they enter the Low Orbit table and then land on the 'planet' (see page 48 of the BFG rulebook), each of these escorts may place 1 assault point on the Craftworld. Having landed, they are then removed from the table and take no further part in the game.

**Attacking the Craftworld:** in order to land troops on Alurmen, invading ships must first move within 30cm of the 'planet' edge of the Low Orbit table. For each turn that a player's capital ship spends within 30cm of the Craftworld's surface and more than 45cm from any intact Eldar defence station (see below), the player scores 2 assault points. If the capital ship in question is crippled, only 1 assault point is scored. Ships do not score assault points if they shoot, launch ordnance or are on any special orders that turn, or if they are within 45cm of an Eldar defence.

**Eldar Craftworld Defences:** One of these ground-based defence stations should be placed on the planet edge of the Low Orbit table for each 500 points that the attacking fleets are allowed. So in a 3000point game, you would place 6 defence stations. They should be evenly spaced along the edge of the Low Orbit table and evenly split between weapons battery and pulsar lance armament.

**The *Venturer*** must be taken by the fleet fighting against Ahriman if it hasn't already been destroyed. Whether under Imperial control or not, it contains vital information about Alurmen in the data-archives of its cogitators and matriculators. It has the same profile as in scenario 1 and the side that takes it gains the following extra abilities:

- May use Captain Lysander's re-rolls on their fleet.
- Once it is on the Low Orbit table, either the *Venturer* or one other friendly ship/squadron within 15cm of it may ignore the 4+ Save of a single Eldar defence Station within 45cm when shooting at it.



## HISTORICAL IMPERIAL FORCES

*Admiral Forrester*

Ld 9 (10), 2 re-rolls  
aboard the *Lord Vorkosigan*

*Lord Vorkosigan*

Emperor Class Battleship

Captain Lysander

*Venturer*

Hawking Class Exploration Cruiser

*Perfidti Purgendi*

Overlord Class Battlecruiser  
with lance upgrade

*Vanguard*

Tyrant Class Cruiser  
with 45cm range upgrade

*Furtous*

Gothic Class Cruiser

*Artemis*

Lunar Class Cruiser

*Perdition*

Dictator Class Cruiser

*Falcons*

4 x Cobra-class destroyers

*Master of the Fleet Artagal*

Ld 10, 2 re-rolls  
aboard the *Starlifter*

*Starlifter*

Space Marine Battle Barge

*Morning Star*

Space Marine Strike Cruiser

*Medusa's Fury*

Space Marine Strike Cruiser

*Medusa's Fury and Sleipnir*

Space Marine Strike Cruiser

*Sons of Gulltman*

4 x Gladius Class Rapid Strike Vessels  
(Troop Transports)

## HISTORICAL CHAOS FORCES

*Abriman, Sorceror of Tzeentch*

Rules bverleaf  
on board the *Severed Dreams*

*Severed Dreams*

Despoiler Class Battleship

*Warmaster Umbros*

See page 26  
on board the *Legacy of Prospero*

*Legacy of Prospero*

Desolator Class Battleship

*Treacherous*

Repulsive Class Grand Cruiser  
with lance upgrade

*Vengeance of Magnus*

Hades Class Heavy Cruiser

*Eliminator*

Carnage Class Cruiser

*Scourge*

Devastation Class Cruiser

*Corruptor*

Devastation Class Cruiser

*Putrid*

Murder Class Cruiser

*Eviscerator*

Murder Class Cruiser

*Warp Scream*

Slaughter Class Cruiser

*Malignant*

Slaughter Class Cruiser

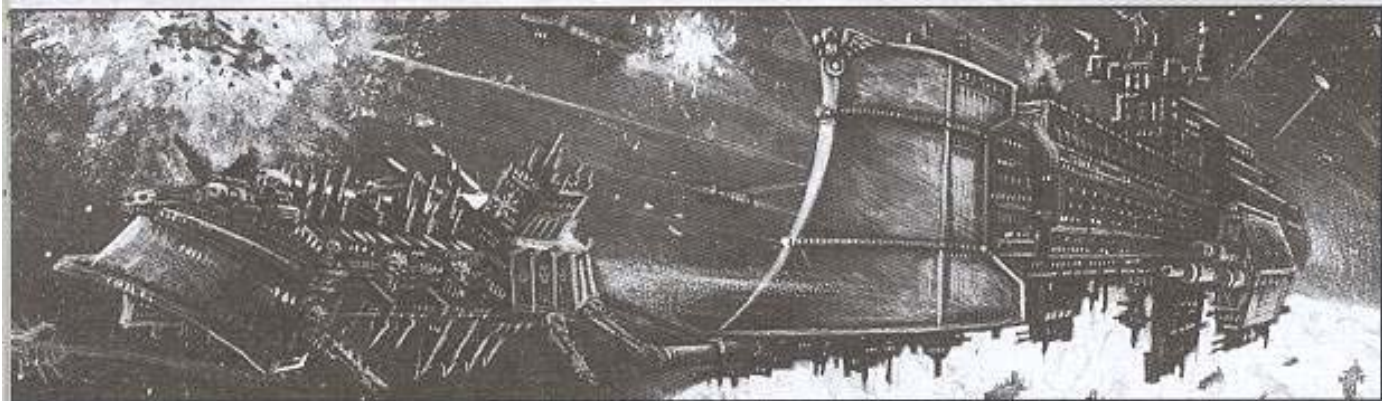
*Wrath of Khorne*

Slaughter Class Cruiser

*Black Asps*

4 x Iconoclast Class Destroyers





### Battlezone

The scenario takes place in the Mercurial Zone and you will also need a Low Orbit table. The main table layout has to be quite precise in order to give both sides an equal chance of getting to the Craftworld. The map below shows where Alurmen Craftworld and the planet it orbits are located. Once Alurmen and the planet has been placed, roll four D6. For each result of 4+, roll once on the Mercurial Zone Generator table, re-rolling any planet results. Each player takes it in turn to place any tabletop features generated but nothing can be placed closer than 45cm to either Alurmen or the planet.

Alurmen is treated as a moon for the purposes of this scenario. It does not follow any of the rules for ships or defences and the only way it can be attacked is by placing assault points on it from Low Orbit. It has a 10cm gravity well.

### Set-Up

Both fleets are placed in triangular set up zones in the corners of one of the long table edges (see map for details). The winner of scenario 3 has first choice of which set up zone to use. Players take it in turn to place a single ship or squadron in their set up zone until their entire fleet is on the table – each player should first roll a D6, with the winner having the choice of who places the first ship.

If using more than 3000 point, the set up zones may be too small. In this case, both fleets should be divided up into two waves of equal points. The first starts on the table as above, with the second waves moving on at the beginning of each player's second turn from the table edges within their set up zone.

### First Turn

Both players should roll a D6. Whoever rolls highest has the choice of taking the first or second turn.

### Game Length

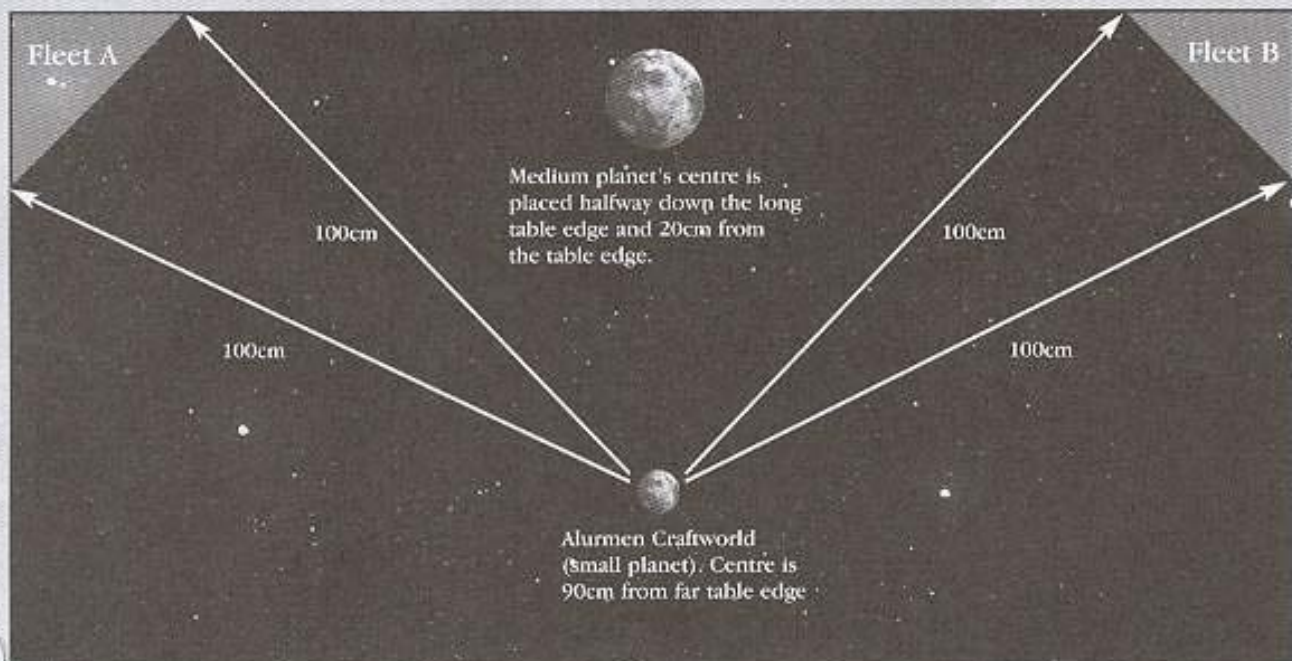
The game lasts until the victory conditions have been fulfilled or until one fleet disengages or is destroyed.

### Victory Conditions

At the end of each End Phase, compare the assault point scores of the two players. If one player's Assault Point score is eight points or more above the other player's score, then they have won.

### HISTORICAL RESULTS

Reports on the outcome of this battle have yet to come in. Please use your Machine Spirits, Cogitators, Auspexes and Thinking Engines to send them to the Inquisition Matriculator at [bfsummercampaign@yahoo.co.uk](mailto:bfsummercampaign@yahoo.co.uk). Who has won, who has lost? You decide.



# AHRIMAN OF THE THOUSAND SONS . . 200 pts

Ahriman is the commander of the Chaos fleet and must be placed upon its most powerful vessel. He will use his vast magical powers and strength of will to guide and support his ships but woe betide any of his followers who dare fail him.

- Ahriman has a Leadership value of 10 and gives his fleet one re-roll per turn, in exactly the same way as Abaddon (see rules in Warpstorm and the BFG Annual).
- To represent the price of failing the Arch-Sorcerer of Tzeentch, he also uses Abaddon's 'You have failed me for the last time' rule.
- Ahriman's magical power is so great that he can affect even as large a target as an Imperial star ship. He has the following magical abilities in a Battlefleet Gothic game:
- **Blessing of Tzeentch:** All enemy vessels firing at his ship suffer a right column shift on the gunnery table.
- **Ward of Chaos:** All enemy ships within 15cm of his own count as having one Blast Marker on their base.
- **Daemonic Horde:** once per game you may unleash a horde of Tzeentchian daemons against your foes. Roll a D6 and then roll that many dice to hit vs. any one enemy ship's lowest armour value. The Horde has unlimited range and does not require Line of Sight but Shields do count against any hits caused. Check for Critical Hits as normal. The Horde do not get to re-roll their attacks due to Lock On special orders.

Please note that as Ahriman is an unofficial addition to the BFG Game, he may only be used with your opponent's permission in games other than this one. He must always be the chief Warmaster of your fleet and placed aboard its most expensive vessel.

## ELDAR CRAFTWORLD DEFENCES

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/1	0cm	45°	4+ save	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Either Eldar Weapons Battery		45cm	6		Front
Or Pulsar Lances		45cm	2		Front

- The defences have a notional Leadership of 8 if any tests are ever needed but cannot go on any special orders.
- They do not have turns of their own but instead act at the end of each player's ordnance phase, after all ordnance has been moved and all other attacks, etc. have been resolved.
- At the end of each ordnance phase, each defence station will shoot at the nearest target in range and arc. If two or more targets are at the same range, roll a D6 to determine which is shot at.
- The defences always ignore fighters that are not in a wave with other ordnance and will only shoot at other ordnance counters or waves if they are the nearest target within 30cm.
- A defence station may not be attacked until after it has fired its first shot of the game. Once it has fired, it can be attacked as normal.
- The defences do not have shields but instead an unusual HoloField that gives them a 4+ save vs. any point of damage inflicted (like Brace For Impact special orders). They can also roll this 4+ save to avoid all of the effects of any Hit & Run Attack, regardless of its source.