

THE OFFICIAL

UK £2.00 US \$3.99

BATTLEFLEET

GOTHIC

MAGAZINE

Issue 8

EXECUTION HOUR

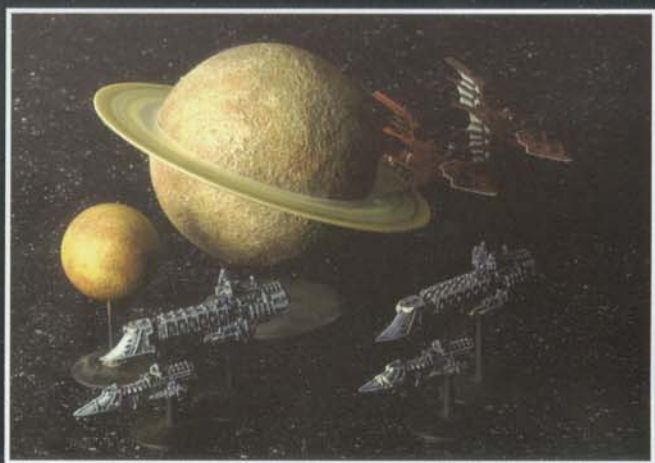
Antioc mini-campaign
Eldar Solaris Light Cruiser
Eldar Tactics

GAMES
WORKSHOP

ELDAR SOLARIS CLASS LIGHT CRUISER

Right: A Solaris and her sister ship the Aurora, use the sensor-shadow of a planet to launch an ambush.

Bottom: A patrol sweep through an asteroid field gets more than they bargained for!



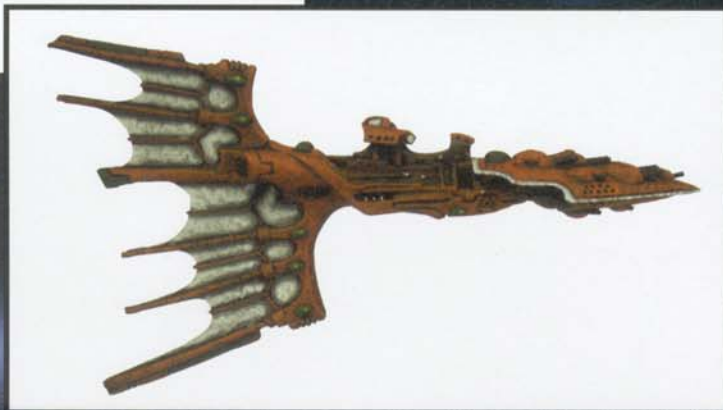
PAINTING THE SOLARIS

Painting BFG ships to an good 'gaming' standard is easy. Expert painters might like to spend longer on individual ships, but many players just want to get some paint on the model and get the ship into action.

These ships were both finished in under an hour. From a black

undercoat using just two basic colours, the base coat was blocked in, and a simple dry brush of a lighter shade applied. Pick out detail and highlights with a suitable second lighter colour and the job is complete.

Painted by Mark Bedford



EDITORIAL

Welcome Fleet Admirals, Pirate Princes, Warlords and Warmasters to Issue 8 of Battlefleet Gothic magazine.

Before I start on what this issue contains I must first talk about last issue. Firstly, I need to correct a mistake, caused by the re-arrangement of Fanatic's release schedule. The Tyranid ships advertised last issue are not yet out. This kind of thing happens when the editor doesn't get an up to date copy of the release schedule! This has now been corrected, but we can only apologise for the confusion caused. The ships will be available from May this year, not January as was originally planned, and they are just the start of a new range of Tyranid ships by Mark Bedford, more will follow.

OK, so what has this issue got to offer? Well firstly we have Nate Montez' narrative campaign played over the course of four battles and set around a raiding Chaos fleet's capture of Antioch Forgeworld in the Prath Veil.

For Eldar Pirates we have Forge World's latest light cruiser, the Solaris, a follow up to the Aurora and very nice it is too. Also for embattled Eldar players (if such things exists!), we have some sage advice from Brad Bell. Many Eldar players feel they don't stand a chance against the Necrons, but as Issue 6's battle report proved, all is not lost if Eldar players are willing to re-think their tactics. Yes, the Necrons represent a grave threat, but victory is all the

sweeter if it is hard earned. If Eldar commanders are not willing to adapt to the new threat then maybe there is no hope for their race!

Next, we have my personal favourite, Execution Hour. Tim Driscole has written a scenario based on the events of the novel by Gordon Rennie. This is a very cool game, which doesn't require points values, just a willingness to have a go. It's got lots of sub-plots, all the ships are named, and it has a place within the history of the Gothic sector. The book is a great read, and Tim's game looks like a testing and entertaining battle for both sides. I'd recommend playing it at least twice, and swapping forces. We make no apology for the sides not being of exactly the same points values - who said war was fair!

Lastly, we have experimental rules for Tyranid refits by John Kemp. The Eldar and Ork versions have been very popular, so it seemed logical to do the same for the 'nids.

As I write this I'm currently in the middle of the BFG rules review. The five High Admirals are making good progress discussing all the Experimental rules we have published over the past two years. With a few well placed tweaks here and there, it seems the BFG Annual, due out later this year, will be a must have for serious BFG players, as it will be packed full of official new rules for the game.

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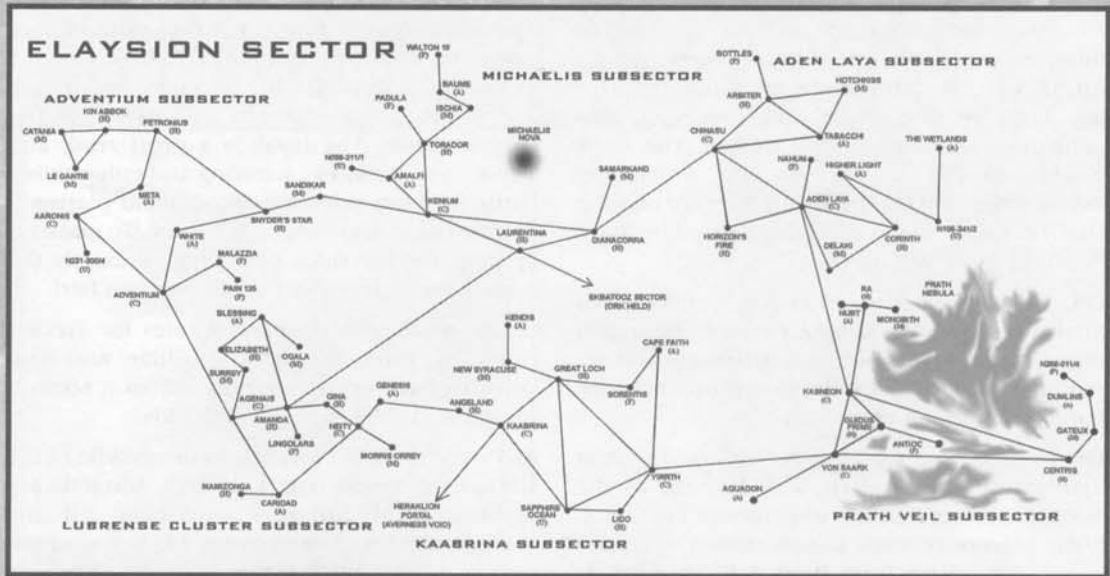
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THE BATTLE FOR ANTIOC

A narrative campaign in four battles by NATE MONTEZ.



311.M41- THE FALL OF ANTIOC

Located in the Prath Veil sub-sector, Antioc is a remote Forgeworld on the edge of the Prath Veil Nebula and a key Adeptus Mechanicus shipyard for the Elaysion Sector. When contact with it was lost completely, the highest likelihood was that the tempests within the Veil were hampering communications, but a small task force was sent to investigate in case the foul greenskins had a hand in their sudden reticence. Leading the Flotilla Sylvanus in his flagship, the Overlord battlecruiser *Emperor's Hammer*, Flag-Captain Marietus also commanded the Dauntless cruisers *Agrippa* and *Macedon* as well as two Firestorms and four Cobras of the 18th escort squadron *Sons of Ogala*. Expecting to find little out of the ordinary, he found himself badly mistaken as they re-entered normal space. Horribly mistaken...

The reconnaissance force found little out of the ordinary as they entered in-system until encountering a small unidentified escort force at maximum sensor range moving away at high speed that refused to answer hails. Assuming them to be Ork raiders they gave chase but were barely able to make headway even at maximum speed. Sure that the raiding force would spend themselves fruitlessly against the

vast orbital defence network above Antioc. Disdain turned to concern when repeated attempts to hail the planetary system command resulted in only cursory replies stating all was under control. The embarked chief Astropath was unable to provide any insight, stating that his queries remained unanswered, and more specifically he couldn't 'hear' anybody at the station at all. Ordering battle stations, Captain Marietus feared that the station was under siege by a sizable Ork force and would need to be relieved.

Changing course to use the third moon to approach the planet out of sensor range, the flotilla approached in-system, running silently so they could round the moon and take any orbiting enemy elements by surprise. Rounding the moon with weapon ports open and ready to fire, the recon force found itself stumbling into the midst of a huge Chaos fleet! Knowing they had been detected and were hopelessly outnumbered, Captain Marietus knew their only recourse was to flee. To do so would mean leaving the system without knowing the strength and composition of this invasion force. It was imperative to know how extensive this incursion was and whether or not the vital forge world could be saved.

"All ships, assume a wide formation line-abreast and commence active scans! Stay the course as long as your ships can hold, but you are ordered to disengage and retreat once you have recorded significant contact strengths. We are not here to stay and fight; if we ascertain their numbers now, we can return for victory another day. I repeat, you are ordered to disengage after completing sensor scans on enemy contacts."

Despite orders for the ships to disengage when scans were complete, Marietus knew full well that none of his ships would leave their fellow sailors behind. When the time came the order would have to be given for all the ships to disengage or all the priceless data they were now gathering would be lost pointlessly.

312.M41- GIRDING FOR WAR

Admiral Paris's Battlefleet was five days out from the starfort *August Presence*, heading to counter increased Ork raiding, when an astropathic message was relayed to him. Looking down at the decoded message-slate, he observed that it was brief, yet it hit him harder than a ravaging Cachalotan triceraptor tearing for his gut.

```
Message Prefix: N12LA1376//1921312.M41
/DECRYPTION SEQUENCE PROFILE 11C21
//Task force engaged in Antioc system.
Report heavy casualties, force
attempting reconnaissance of system.
Confirm orbital defenses fallen. All
attempts to contact surface facilities
and installations failed. Primary
orbital facility intact but not
responding to hails. More than a score
of capital ships resolved, identities
uncertain. Enemy vessel
characteristics and deployment are
indicative of Chaos incursion. All
Naval vessels are immediately directed
to set Readiness Condition One and
await further orders. Message ends.//
```

The Admiral sealed the message tablet with the ring on his right hand and handed it back to his aide. "Captain, you have the bridge. I will be in my battle quarters."

He went into his cabin adjoining the bridge, staring rigidly out of the expansive viewport at the two Imperial ships joining his fleet to face the Ork attacks. Knowing them to be the old Cardinal heavy cruiser *Invictus Astra* escorted by the light cruiser *Agamemnon*, he hoped this force would be enough to hold until reinforcements arrived. As his aide departed and the door shut behind him, he sank into his recliner, pondering as he fingered the huge scar on the right side of his face he'd earned as a watch officer during the Karnak Pacification. He offered a prayer for guidance.

"Lord Emperor, how many more lives must be sacrificed to end this scourge? How many more worlds must crumble to dust before the galaxy is again cleansed for the children of Humanity? We go now to face the alien scourge, and the foul agents of destruction and heresy are lunging at our backs!"

He sat up, stiffening his resolve. He had faced down, overcome and survived hopeless odds before. He and his fleet would do so again. Paris stood up and straightened out his uniform. "There will be time enough to rest when I die," he mused. "I have a war to prepare for."

SPECIAL CHARACTER



ADMIRAL NATANICO PARIS. . . 175 points

A shrewd tactician and highly respected Imperial fleet commander, Paris is a veteran of several campaigns over his many decades of service to the Emperor. He has made a name for himself as always being in the right place at the right time.

He is always Ld10, gets two re-rolls and can command the Imperial fleet for scenarios 2 or 3. He must command the Imperial fleet in scenario 4.

Admiral Paris is fanatical in his constant drilling of his ships to keep them in a high state of readiness. The ship aboard which he is embarked can make two Crew Skills rolled randomly at the start of the battle. The ship keeps these Crew Skills in the campaign, and the Admiral will remain embarked on the vessel for the remainder of the campaign unless it is destroyed.

Admiral Paris commands his vessels aggressively in combat and expects his subordinate commanders to do the same. No ship in his fleet may use his re-rolls for a failed Brace For Impact test.

SCENARIO 1 – RECONNAISSANCE RUN

Antioc is a remote forge world on the edge of the Prath Veil Nebula and a key Adeptus Mechanicus facility in the Prath Veil sub-sector. When contact with it was lost completely, the highest likelihood was that the frequent tempests within the Veil were hampering communications, but a small task force was sent to investigate in case the foul greenskins had a hand in their sudden silence.

A small task force, codenamed Flotilla Sylvanus was sent to investigate. Expecting to find little out of the ordinary, the flotilla commander, Captain Marietus, found himself badly mistaken as they re-entered normal space stumbling into the midst of a massive enemy host.

Note: This scenario fleshes out and playtests an idea presented for the Space Marines in Warp Storm (p.51) and can be used by any fleet.

FORCES

Imperial forces are attacking, Chaos defending. The Imperial fleet represents Flotilla Sylvanus. It is limited to a force 33% the size of the defending Chaos fleet and cannot take any battleships. For example, if defenders are playing with a 2000 point fleet, the flotilla are limited to 660 points.

Space Marines or Eldar fleets are limited to 25% of the enemy points total.

BATTLEZONE

This scenario is set in the Mercurial Zone and must include at least one planet on the table.

SET-UP

Use Scenario Four: Surprise Attack on page 72 of the rulebook for Set-up.

FIRST TURN

Flotilla Sylvanus takes the first turn.

SPECIAL RULES

The same special rules as described for Surprise Attack are used with the following modifications.

Only one additional defending ship or squadron in orbit may roll against its leadership to change to Alert Status per defender's turn. This is not a Command check, so if one ship or squadron fails, another may try until one succeeds. The flotilla are hopelessly outnumbered and are seeking only to gather as much information on the massing fleet's size and composition before escaping.

Flotilla ships score 25% Victory points for each defending ship on Alert Status approached within 45cm for scanning and identification, or within 30cm of ships remaining on Standby Status or still in orbit of the planet for one full turn.

Regardless of how the flotilla ships are organized, they must be within 15cm of each other to share reconnaissance information via datalink, for at least one turn.

For example, if the flotilla force is spread out to gather as much information as possible, the disengaging ship must have been within 15cm of each ship after resolving a new contact to have received the information and have those Victory points count.

If carriers are used, they may launch fighters on reconnaissance patrol, but at least one fighter squadron marker (if several are used together in a wave) must physically return to the carrier vessel's base to successfully relay its data. Counters removed from play for any reason before physically returning do not count.

Any ship that successfully scans at least one enemy vessel suffers a -1 modifier when attempting to roll dice to disengage, after all other modifiers are taken into account, since enemy ships will be closely tracking detected vessels to prevent them from escaping.

Defenders do not gain any Victory points for reconnaissance ships that disengage, but both sides gain victory points for crippling or destroying enemy ships as normal.

GAME LENGTH

The game ends when all flotilla vessels disengage (by rolling or leaving the table edge) or are destroyed.

VICTORY CONDITIONS

Victory points can be tallied normally for crippled and destroyed ships and as described in the Special Rules to determine the winner in addition to the following modifiers.

Defenders Win (+1 renown)

Reconnaissance force is completely destroyed with no ships escaping. The Chaos fleet can continue making war preparations with their secret safe for now...

Raiders Win (+2 renown)

Raiders overcome incredible odds despite being hopelessly outnumbered, to identify the entire enemy fleet and escape with vital intelligence with at least one squadron or capital ship (even if crippled).

Raiders Marginal Win (+1 renown)

Raiders identify entire enemy fleet and escape with at least one escort, or they identify at least 50% of the enemy fleet and escape with at least one squadron or capital ship (even if crippled).

DESPERATE SEARCH - SCENARIO 2

The sudden fall of Antioc to the massing Chaos fleet boded ill to the population of Guidus Prime, a Hive world of eleven billion people.

The only warp route between Antioc and the rest of the Prath Veil sub-sector was through the Guidus star system, and it was widely believed that the Chaos fleet could easily take the Guidus star system before an Imperial fleet could position itself for an effective defence. The system was written off by Imperial planners.

The real concern for the Imperial Naval commander and his Adeptus Mechanicus advisors was an untested experimental ship still being developed from a captured Fra'al battlecruiser that was being hidden in the extensive and dense asteroid field between Guidus Two and Three. Should the rebels get their hands on such a weapon system, they might prove to be unstoppable, and more systems would have to be written off.

FORCES

This battle scenario will suit two equally sized forces between 750-2000 points. In addition, there is an experimental ship that is not counted in either fleet. It can be a Fra'al battlecruiser, an Eldar cruiser or something even more exotic (or mundane, like a Dauntless or Slaughter cruiser modified as an experimental ship). If the ship is something outside the ordinary, use the Smotherman calculator in BFG #2 to determine its value. Any agreed upon special weapons (like the Fra'al ether cannon in Planet Killer) are each worth the cost of a Nova cannon.

BATTLEZONE

This scenario is set in the outer reaches, but any celestial phenomena set on the tabletop must include an asteroid field as described in the set-up.

SET-UP

Arrange the table so that one entire long edge of the table extending 1/3 the width of the table is an asteroid field. Each opposing fleet enters the table from opposing corners of the table, along the table edge opposite the asteroid field facing the centre. The experimental ship is not placed on the table at this time.

FIRST TURN

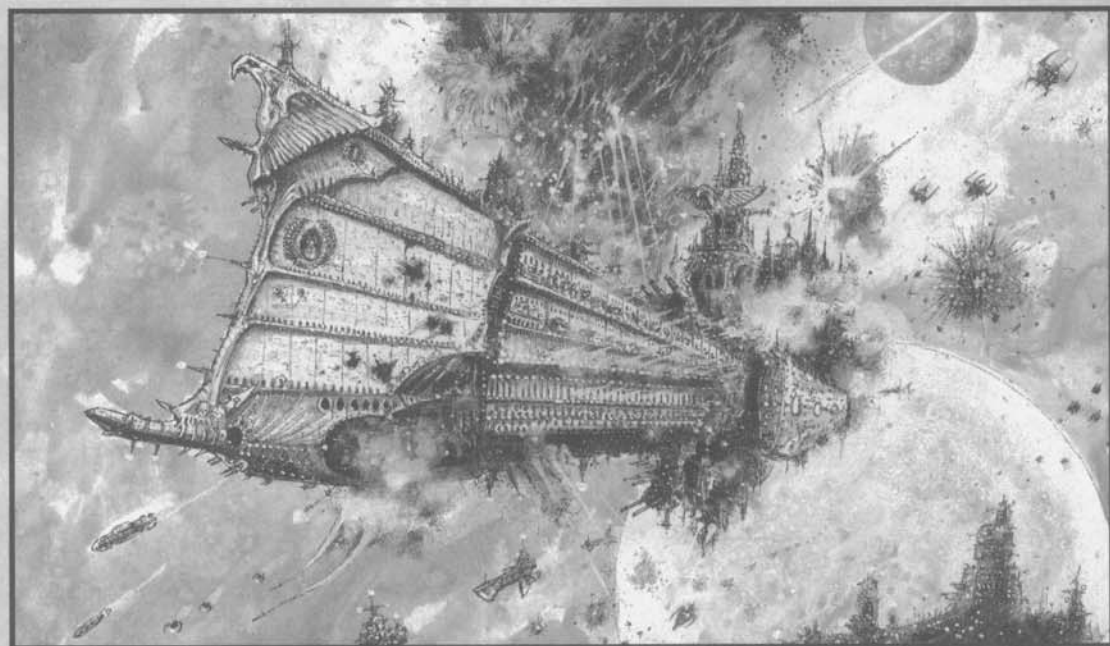
The first turn can be decided by dice roll as normal or by renown in a campaign.

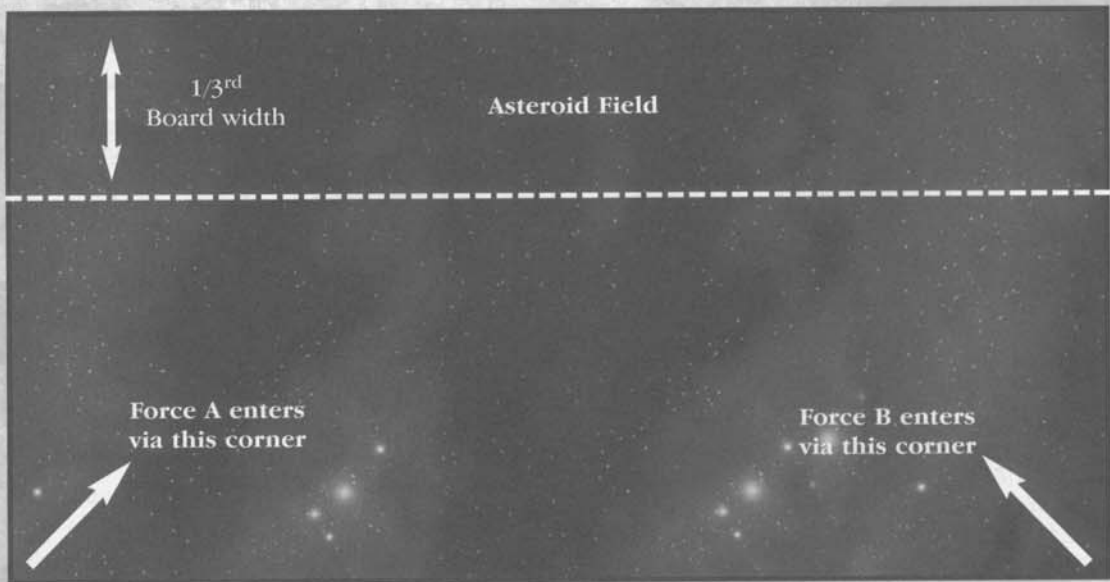
SPECIAL RULES

Besides the obvious objective of slugging it out with the opponent, the experimental ship must be located, boarded and escorted off the table.

At the beginning of each player's turn, each ship or squadron entering or still within the asteroid field must pass a Leadership test on 2D6 as described on page 44 of the rulebook, with ships or squadrons that fail taking D6 damage per ship (shields work against hits as normal, and ships can Brace for Impact). Escorts can automatically re-roll the test if they fail it, but the second roll stands.

After rolling for leadership and assessing damage, a D6 can be rolled for each of their ships that entered the asteroid field during a previous turn (including each individual ship





in a squadron) that remains within it during the current turn and is not crippled or destroyed.

Each player must indicate individually which ship they are rolling for before each roll. On the first roll of 6, the experimental ship is discovered by both sides simultaneously and is to be placed 10cm from the ship that discovered it, off its side closest to the table centre. The first side that boards the vessel boards it for free (uncontested) and can begin navigating it out of the asteroid field and toward the opposite table edge, with a nominal leadership of 6, at the beginning of the next turn, and more than one friendly ship can participate in the boarding action if desired.

The ship or escort squadron involved in boarding the experimental ship loses one Leadership point because so many of its crew is dedicated to the boarding party. The opposing

side can then attempt to take the vessel, at which time normal boarding rules apply.

Space Marine strike cruisers can board the vessel with all additional modifiers intact, and if Space Marines board the vessel initially, the vessel is counted as having a Space Marine contingent aboard for any further enemy boarding actions. For teleport actions, the vessel counts initially as having shields down, but the first boarding crew can raise shields. Escorts cannot teleport sufficient numbers to make teleporting effective.

Both sides gain Victory points for crippling or destroying enemy ships as normal. The experimental ship cannot disengage using a dice roll, since every ship on the tabletop within range will probably have sensors closely tracking it. It must escape via the table edge opposite the asteroid field in order to successfully disengage.

Admiral Paris awaited the arrival of the Adeptus Mechanicus delegation alone in his ready room, surveying the charts of the Prath Veil subsector pinned to the surrounding walls. Beyond the confines of the room he could hear the clamour of the ship readying for battle. Sirens and klaxons blaring, orders barked to passing work parties, a constant stream of announcements broadcast over the ship's tannoy.

The door swung open, and the two armed sentries parted to allow the Tech - Priest's entry. Three small robed figures, each heavily couled, swept into the room with the hiss and whirr of mechanical parts.

"My masters do not believe that the Imperial Navy has grasped the full seriousness of the situation on Antloc", the first Priest rasped through a vox-box mounted in place of his Adam's apple.

"I can assure your venerable master that I do, and I am doing everything in my power to contain the incursion. The fleet is already moving."

"But there are matters to which even an Admiral of His Most Holy Emperor's Navy is not privy", the second priest addressed him in an electronically adapted voice through

a hail of static. The third priest clicked and whirred robotically in some machine code, no doubt recording the conversation for later transmission. Paris noted that the two were connected via a bundle of cables.

"Our logis engines predict that the Guidus system cannot be held, is this correct?"

"I have already taken the decision to withdraw what forces I can from Guidus Prime. I cannot muster enough forces to mount a worthwhile defence. Any defence we could establish in time would be no more than a wasteful gesture. I'll conserve my fleet strength until I'm ready to strike"

"Then you must know that Guidus is the location of a secret weapons development, a blessing from the Machine God. An alien vessels is kept in store within the asteroid fields of that system. Our predictions calculate that the enemy already know of its existence and will attempt to recover it. You must act to recover it first ... there is knowledge there that the enemy cannot be allowed to utilise."

Paris grimaced at this new development, "Tell me more" ...

CRITICAL INTERCEPT - SCENARIO 3

The surprise capture of the Antioch Forge world by a vast Chaos fleet proved to be swift, bloody and highly effective. Even with reinforcements, Imperial forces in the sector would be insufficient to retake the system against such steep odds.

Such a host massed in one place could not be effectively blockaded, and when the fleet moved against Guidus Prime nothing could be done, a second loyal system fell. With the Guidus system containing two jump points, there was no way an effective countering force could be assembled to block both possible escape routes.

Through this dismal situation a ray of hope revealed itself. Intelligence from Guidus indicated that a new champion known as Attalid the Diablos led the fleet, and the gargantuan Chaos host appeared to be waiting in the Antioch system for the arrival of the Warmaster with the remainder of his Traitor Legion, before moving on the rest of the sector.

More importantly, it was learned that Attalid was en-route aboard a small, heavily escorted force of two cruisers in the Centris system, approaching the jump point. Though his eventual location was thus easily determined, only a large escort force could be mustered at short notice to attempt the intercept, since the vast majority of the battlefleet's capital ships were needed to defend the Kasneon and Von Saark systems until the rebels' plans could be better determined.

However, the interception and destruction of this dreaded foe of the Imperium was an absolute necessity; it is widely believed that this

Warlord alone possessed the power that had united the fractious Chaos Legions and warfleets into a united force capable of slashing their way through the Segmentum with untold consequences.

FORCES

Imperial forces are the attackers, Chaos forces are defending. The defenders fleet can use no more than two cruisers and no battleships, but can use any number of escorts organized in squadrons of no more than six ships each.

Attackers can use escorts only, but can have a points value equal to that of the defenders. If available, the Chaos Space Marine strike cruisers described in Planet Killer p.20 are ideally suited for this scenario, since it can be assumed that Attalid the Diablos will be travelling with his Traitor Legion Space Marines.

Space Marines and Eldar are limited to 75% total points value.

BATTLEZONE

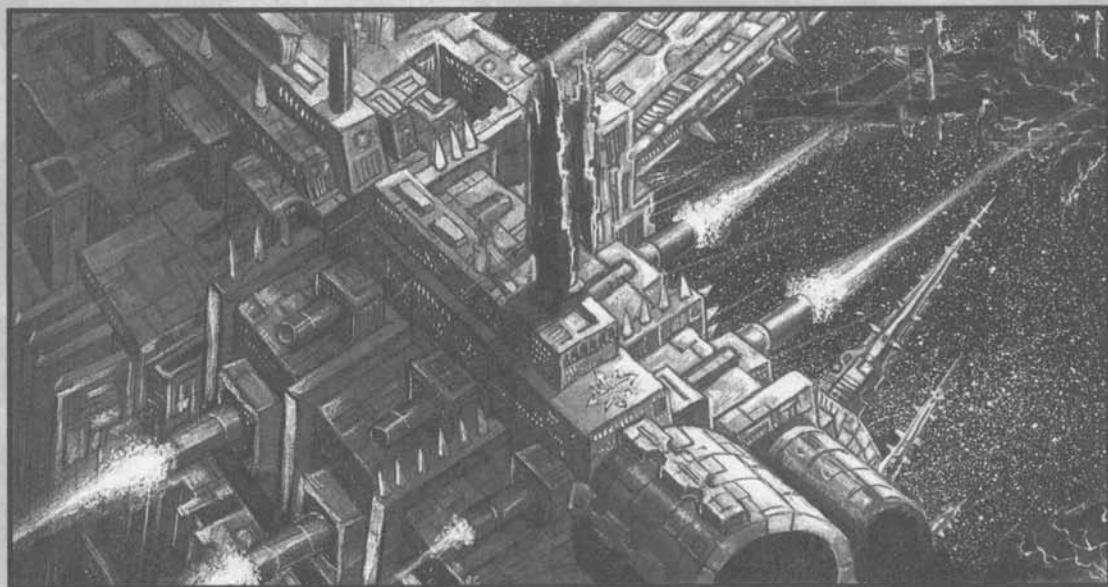
This scenario takes place in deep space near a jump point. Use the Deep Space celestial phenomena generator as normal.

SET-UP

The forces approach each other from opposite table edges. To provide the attacker's element of surprise, the defender deploys first anywhere within 30cm of a short table edge. The attacker then deploys forces anywhere against the opposite short table edge.

FIRST TURN

The attacker takes the first turn.



SPECIAL RULES

Before the start of the game, the cruiser Attalid is aboard must be selected, but the ship's identity does not have to be revealed to the attacker. This ship must make it to the opposite table edge (even if crippled). However, Attalid can transfer his flag from one cruiser to the other if necessary, by teleporting aboard as long as both cruisers are within 10cm for one full turn and the cruiser he is evacuating is not reduced to zero hits. Shield rules do not apply when teleporting between friendly ships, since it is assumed that shields will be momentarily lowered to complete the transfer. For the purpose of this scenario, Attalid cannot teleport to an escort.

GAME LENGTH

The game ends when all Chaos vessels disengage (by rolling or leaving the table edge) or are destroyed.

VICTORY CONDITIONS

Victory points can be tallied normally for crippled and destroyed ships to determine the winner in addition to the following modifiers.

Defenders Win (+1 renown): Defenders are successful in routing the attack and are able to leave the system with their venerated Warmaster aboard one of their cruisers (even if crippled). His arrival within the Chaos host will herald the beginning of a new campaign against the false Emperor and his deluded followers!

Raiders Win (+1 renown): Both enemy cruisers are destroyed, or Attalid's cruiser is destroyed, and there was no opportunity for Attalid to teleport to the other ship. This single act is a mighty blow for the Imperium and will throw the gathering Chaos forces into disarray, giving the loyal forces of the Imperium badly needed time to muster for war.

SCENARIO 4 – CARRIER CLASH

When it was realized that an enemy armada was massing in the Antioc system, as many ships as possible were mustered to counter the dire threat. A large Imperial fleet, centered around five attack craft carriers, was assembled under the command of Admiral Paris.

The Admiral led his fleet through the Guidus system, leaving a holding force to contain those enemy vessels in-system and punched straight into the Antioc system, striking at the heart of the enemy just as their fleet was dispersing to carry out their foul purpose.

Both fleets sent wave upon wave of attack craft throughout the system searching for the enemy, and eager bomber pilots carefully scrutinized their sensors, gleaning every smallest possible contact for the chance to rain iron death upon their foes.

FORCES

Both sides use an agreed-upon equal number of points, but this is best played as a 1000 point battle at a minimum. There are no restrictions on the number of battleships and battlecruisers used for this scenario. In the spirit of the game, a large percentage of capital ships on both sides should be capable of deploying attack craft, and the total strength of attack craft bays should be roughly equal between the two opposing forces. Chaos Despoiler battleships and the Imperial Jovian battle cruisers described in BFG Mag 1 (p.42) are ideally suited as fleet centerpieces for this scenario.

The Imperial fleet must include Admiral Paris.

This is a variant on the Escalating Engagement scenario. Each player divides the total number of ships in their force into five divisions, taking contact markers to represent each division.

Note down which capital ships and squadrons are assigned to each marker, but this information can be kept secret until a marker is 'exposed' or resolved into individual targets by the enemy.

All five contact markers must be assigned at least some ships, though each division does not necessarily need to have an attack craft carrier if so desired.

If using Ork fleets, then Ork players can rely on a Space Hulk to act as a fleet carrier. Eldar players can use more than one battleship if they wish for this scenario (max. of two per full 1500 points), but their superior technology and attack craft limit them to 75% of the opposing player's total points value, and neither battleship can substitute torpedoes for attack craft.

BATTLEZONE

This scenario can be set in any agreed upon region with celestial phenomena rolled for using the applicable generator table.

SET-UP

Each player rolls a D6 to find out which division will appear on the board first, and a roll of 6 is ignored and re-rolled. If a D10 is available, this will simplify this roll with 1-2=1, 3-4=2, etc. Each side can place its contact marker anywhere up to 30cm away from the short table edges.



FIRST TURN

The first turn is decided by using Attack rating. Roll the number of dice equal to the fleets Attack ratings, then choose the highest result. Highest dice roll takes the first turn.

SPECIAL RULES

As play commences, each contact marker can begin moving immediately at the start of the player's turn, and there is no minimum move distance for contact markers in this scenario, but its full distance moves are limited by the speed and manoeuvrability of the slowest vessel in the division.

A division can immediately begin launching attack craft. They can move in any direction up to their full distance (20cm or 30cm, depending on type), and they can launch up to the maximum number of squadrons of all the ships represented by that contact marker, though this is not required if the player does not want to quickly reveal the composition of the particular division.

Divisions may not use any other weapons or types of ordnance while still represented by a contact marker, though bombers may be armed with torpedoes using the rules described in Warp Storm p.6 at a cost of +10 points per launch bay strength of the carrier vessel (+15 points for Eldar).

While the division is still so represented, all the squadrons from all the ships can combine into a single wave or any combination of waves, and attack craft can stay next to the contact marker as a Carrier Protection Patrol or await build-up of a larger attack force through multiple turns. While still represented by a contact marker, divisions as a whole must roll to Reload Ordnance against a nominal Leadership of 7 for the entire division, with re-rolls used as normal, and they cannot use any other special orders.

At the beginning of every turn after the first turn, a dice will be rolled to randomly select another division to enter the board, with non-

applicable rolls are ignored until a roll that corresponds to a division that has yet to arrive comes up.

Any new contact marker that enters the table cannot be placed closer than 30cm to a marker that is already present, though they can move closer as play progresses. As enemy attack craft markers approach and come in contact with each other, outcomes are resolved using standard Ordnance rules.

As attack craft come within 30cm of an enemy contact marker (or vice versa), the division has been spotted and is identified. At this point, the individual ships in the division replace the contact marker, with no ship placed more than 15cm from the original contact marker's location. Once a division is resolved and moves onto the table, it is not constrained to stick together in a single unit, and normal leadership rules for Command checks and special orders for individual ships and squadrons apply.

If the attack craft were in range to strike at the contact marker in the same Ordnance phase they were identified, they can strike at the largest target instead of the closest one, since the largest target would have been the first one detected when the entire division was identified.

If two enemy contact markers move within 30cm of each other before either one is spotted by the other's attack craft, then both contact markers are identified and are replaced by their respective ships as described beforehand.

GAME LENGTH

The game ends when one fleet disengages or is destroyed.

VICTORY CONDITIONS

Victory points are tallied normally for crippled and destroyed ships. An additional 25% of the points value toward total victory points is given for every ship capable of carrying attack craft that is destroyed, or an additional 10% if such vessels are crippled.

BRACE FOR IMPACT

KEEPING TRACK OF BFG DEVELOPMENTS

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

So you can keep track of what the state of play is with the various New Rules and Experimental Rules, every issue of *Battlefleet Gothic* magazine will include this section. Along with other bits and pieces of news and gossip, this section will list the New Rules, experimental rules and errata that currently apply to the *Battlefleet Gothic* game system. More importantly it will tell you where you can find this information if you don't already have it, by listing the place where the original article was published. Articles marked with an * can be downloaded for free at our website.

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NEW RULES

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

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

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

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

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

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

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

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

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

EXPERIMENTAL RULES

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

TYRANID EVOLUTION

Experimental Rules by John Kemp

These Tyranid Evolution tables replace the three standard Refit tables (pg 156 of the BFG rulebook) when playing with a Tyranid Fleet in a campaign. Instead of actually being refits, think of it as their ships growing and evolving to overcome the enemy threat. Renown points are a gauge of how fast the hive mind is learning, rather than fame or infamy.

HIVE INTERFACE EVOLUTION

1. Increased Sensitivity.

The ship's reception of Hive commands is enhanced. The ship may treat a Hive ship that is within 60cm as if it is within 45cm (Re-roll if the ship is a Hive ship).

2. More Efficient.

The ship is faster at interpreting the commands sent to it. Testing for that ship is at +1 Leadership.

3. Relay.

The ship is able to act as a command relay, broadcasting commands to other ships. It can attempt to control ships as a Hive ship does. This has a 20cm range and uses the Leadership of the nearest Hive ship, if there are no Hive ships within 45cm then it cannot do this as there are no commands to relay.

4. Data Collector.

The ship uses a squadron of escorts to collect data on enemy positions. Choose one escort squadron. If that squadron is within 30cm of the evolved ship, the squadron may paint a target as Drones do.

5. Psychic Bolt.

The ship can unleash a devastating, but short ranged, bolt of psychic energy. This bolt can easily disable a ship. The bolt has 15cm range, is Strength 2 and can only fire in the forward arc. It hits on a 4+ and ignores shields.

6. Hive Nexus (Hiveship only).

The range for attempting to control ships is increased to 60cm.

SHIP EVOLUTION

1. Reinforced Exoskeleton.

The ship's exoskeleton is hardened and can take more damage. The ship gains an extra two wounds.

2. Additional Spore Cysts.

The ship has more spore cysts and can produce more spores as a result. The ship gets the ability to launch an additional 1/3 of its original number of spores per turn.

3. Extended Trygel Cysts.

The ship has more or larger trygel cysts. These absorb the kinetic energy from projectiles and dissipate the heat from other types of weapon.

For every point of damage, roll a dice, on a 6 the hit is ignored.

4. Extra Adrenal Glands.

The ship has more adrenal glands, which enable it to move faster when it needs to. The ship gains +D6" on All Ahead Full orders.

5. Feeder Organisms.

The ship has organisms that float with it, much like some large Terran fish do. These organisms sometimes attack incoming ordnance. The ship has one turret which hits on a 5+.

6. Spikes.

The ship has spikes, spines or a serrated carapace. When in base contact with an enemy ship it can make an attack which hits on a 5+ and causes one point of damage, ignoring shields.

WEAPON EVOLUTION

1. Secondary Processing Clusters.

The ship has nervous clusters dedicated to controlling the firing of the weapons, making them more accurate as a result. When firing pyro-acid batteries, it gains a left shift on the table.

2. Launch Muscles.

The ship has stronger launch muscles that are capable of launching the projectiles further. Pyro-acid batteries gain +15cm range.

3. Better Acids.

The acid used in the pyro-acid shells is stronger and more corrosive. Pyro-acid hits cause fires on a 5+ when rolling for criticals. Criticals still only occur on a 6+.

4. Enhanced Feeder Tentacles.

The feeder tentacles of the ship are larger, able to punch through thicker armour and deliver more nasties. The ship may re-roll the result of using its tentacles, the second roll stands.

5. Hooks.

The ship has massive versions of the flesh hooks seen on ground forces. These enable it to grab hold of an enemy ship. The flesh hooks act as massive claws, but cause no damage.

6. Super Energised Bio-Plasma.

The bio-plasma fired by the ship is energised more than usual. It causes massive damage, overloading systems and blowing out whole sections of hull. A critical is inflicted on a 4+, if one is caused, another is caused on a roll of a 6.

A SEERS WORDS

Advice for Eldar players when faced with the Necron threat

by BRAD BELL

After listening to the complaints of my fellow Eldar players and reading the last BFG Magazine, it is obvious that the Eldar need some assistance in fighting the Necron foe. I spent some time looking over the rules and fleets lists, and then proceeded to go on a massive gaming spree. After twenty battles with the Necrons, and a record of twelve won and eight lost, I came up with a formula that seems to work pretty well.

I typed it up as a short piece and posted it at the local gaming store. Since then complaints about Necron invincibility have dropped, although I am not certain if this is due to my advice or because the other Eldar players gave up fighting them...



Farseer Kinyr sighed and stared out the crystalline window at the field of stars before him. There was silence around him. Not that silence was unusual, since the Kraken, most of Iyanden had fallen silent.

He had survived that, like he had survived a great many trials for his people. Even as the Eldar reckoned time, Kinyr was ancient. He could vaguely remember events which happened dozens of monkeigh generations ago. He had witnessed the slide of the Eldar and knew that they were a doomed race. The fates had not been kind and the runes did not show any change in the near future.

"Farseer?" The soft voice asked, not wishing to disturb his contemplations.

He knew who it was, and was too old to jump at the sound of her voice. As far as he could tell, Farseer Kisandria floated. She certainly never made any noise unless she spoke. She was another sign that Iyanden grew deathly silent, a place where mirth no longer existed.

"Yes?"

"I have cast the stones as you requested. All three times the signs of metal and the skull floated in orbit around each other."

Kinyr shook, he knew what that meant. He had hoped to be part of the Infinity Circuit with the other Farseers before that sign returned to plague the Eldar race.

"What does it mean?" Her voice was always

that soft whisper. It had taken him fifteen monkeigh years to recognise the differences in her moods by the slight variations in her voice. She was actually nervous right now.

"The Necrontyr have returned."

The nervousness was still there when she asked, "What shall we do?"

"Assemble the Fleet Princes, I have words for them."

"Yes, Farseer Kinyr."

A short time later, the Fleet Princes stood in the room with Kinyr, their eyes following his past the wraithbone frames and out the crystalline windows into the nether regions of space. Farseer Kisandria stood nearby, although he only knew that because he could sense her mind.

"The Necrontyr have returned."

This was greeted with murmurings.

"They are an ancient foe. Over the millennia they have learned how to fight us, and their weapons seem designed to ignore our defenses. They will know how to fight us, it is time we remembered how to fight them."

"But we know how to fight them," one of the younger captains argued.

Kinyr brought a hand up and silenced the youth. Since the Kraken, the few who spoke on Iyanden ignored traditions and respect more often than not. Iyanden was dying, but Kinyr was going to make sure it was not the Necrontyr that destroyed them.

"There are some basic truths to fighting the Necrontyr, some of them apply to fighting only them; others are common for all our foes."

No words interrupted him, so he continued,

"First, they are a foe that can match our speed, and in the right circumstances our manoeuvrability. Therefore, any time we encounter them, a fight will be short and violent. There are few survivors on either side." He frowned, any Eldar lost now was irreplaceable, but the galaxy pushed them ever on.

Casting aside the gloomy thought, he added, "When fighting the Necrontyr, the advantage of numbers will almost always be ours."

"I understand, it is odd to speak of outnumbering a foe, especially since the Kraken, but it is true. Rely on the strength of our escorts, and array them in small squadrons of a few ships each. This way they can swarm around their prey and direct their fire more efficiently. Of foremost value against the Necrontyr are the Hemlock destroyers. The pulsar lance of the Hemlock will force the Necrontyr to either brace or risk destruction."

The talkative captain spoke up again, "That is common practice, why do you think we would not do that anyway?"

Kinyr rolled a runestone between his fingers. Kisandria had handed it to him earlier, saying that it rose just beneath the metal and skull stones, and had orbited counter to them. She had not said what it was, merely gave it to him for further consideration.

He stopped rolling the stone and answered the youth, "When fighting our ancient foes, Hemlock destroyers should comprise the majority of your forces, with Aconites in reserve to lay down additional firepower. Most importantly, the Hemlocks should always fire before other ships, forcing our foes to brace.

Keeping the Necrontyr ships braced and their stealth systems disabled is the surest path to victory. While it makes them very hard to destroy, it drastically reduces their options. Defeating the Necrontyr is a matter of depriving them of choices until they disengage on their own."

One of the Fleet Masters spoke, "You make it sound as if we cannot defeat them, only make them flee."

Kinyr shrugged, "In a sense, we can only drive them back into their slumber. For untold millennia we have fought them, and even before the Fall we Eldar could never completely destroy them."

He fixed his gaze on the Fleet Master who had spoken, "Usually it is not necessary to defeat them. Remember always the reason for taking to the stars. If you are escorting a convoy,

seeing the convoy to safety is more important than defeating them. If you are running through a gauntlet of enemies in order to reach the safety of Iyanden, then escaping the enemy is more important than fighting them. Never forget your reason for fighting the Necrontyr, because anyone who neglects their charge and merely 'fights' the Necrontyr is their own worst enemy."

"Also remember that our ships are more manoeuvrable than the Necrontyr; use that to your advantage. Try to break their fleet into smaller and more manageable formations. Never forget the importance of asteroids, gas clouds, and planets." He paused, he was not normally this long-winded, but he was the only one left from the last time they had fought the Necrontyr, and was not about to have this generation re-learn the same mistakes again.

Kinyr continued, "The monkeigh have a phrase, 'cat-and-mouse' and all battles with our ancient foe must obey that phrase. The Necrontyr are the monkeigh 'cat' and you never wish to be too close to the 'cat' when it is ready to strike."

"Our torpedoes and attack craft are of less use than normal against this foe, but never neglect an opportunity to use them. Always fire everything available to you, because eventually something will cause their defensive systems to crack."

The Farseer felt tired suddenly. These attacks of fatigue had been growing steadily worse over the past century. "I leave you with a last piece of advice; always consider the final tally before giving victory to the Necrontyr. They are a powerful foe, but they can be defeated, especially if they are forced to abandon vessels on the field for us to recover."

Kinyr's eyes closed, the tired feeling would not go away for a couple hours. He hated that sensation. Kisandria spoke up, "Farseer Kinyr thanks you for your attention, please heed his words."

Their footsteps he heard, he only knew the other Farseer had left because her mind grew more distant. Before reclining on a bench to rest until the fatigue passed, he glanced at the small stone she had placed in his hand. It was the symbol of rebirth. Kinyr had not seen that stone in any auguries for close to eight hundred years. He was too old to feel optimism, but he prayed things would improve. Iyanden had too many problems without adding Necrontyr to the list of foes.

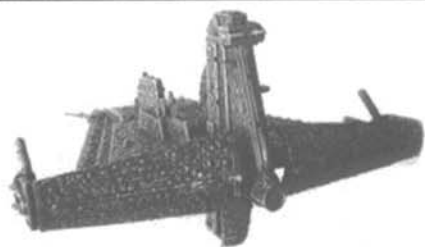
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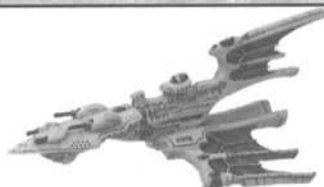
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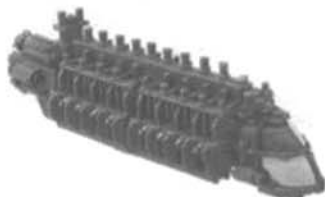


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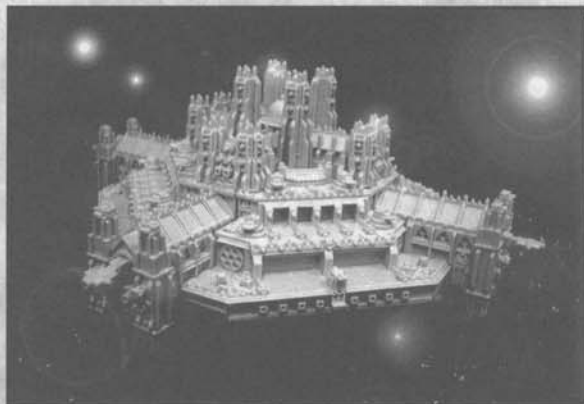
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SOLARIS CLASS LIGHT CRUISER

Experimental Rules by Chet Lomas



The Solaris was first identified by the Imperial Navy during anti-pirate operations in the Yurol Nebula. The offensive was designed to drive the pirate fleet of Prince Ilmarth of the Soul Reavers out of the nebula and into the waiting guns of a second Imperial fleet. From the start the operation was in trouble.

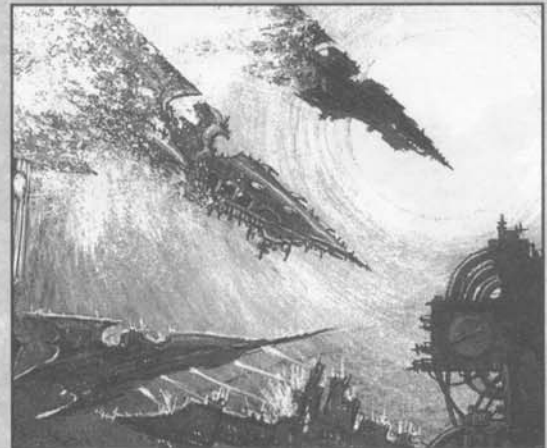
Several Solaris class vessels were involved in running skirmishes with Imperial escort vessels as they swept through the dense asteroid belts of the Arikar system. The Imperial escort squadrons found themselves heavily outgunned in short, intense gun duels fought at very close range. Three Imperial vessels were lost and three heavily damaged before the escort vessels were ordered out of the Arikar belt to the relative safety of the main fleet. The huge asteroid fields provide the pirates with too many hiding places and too great an advantage in mobility. The Imperial Admiral was unwilling to risk the larger vessels needed to match the Solaris' firepower in such treacherous conditions.

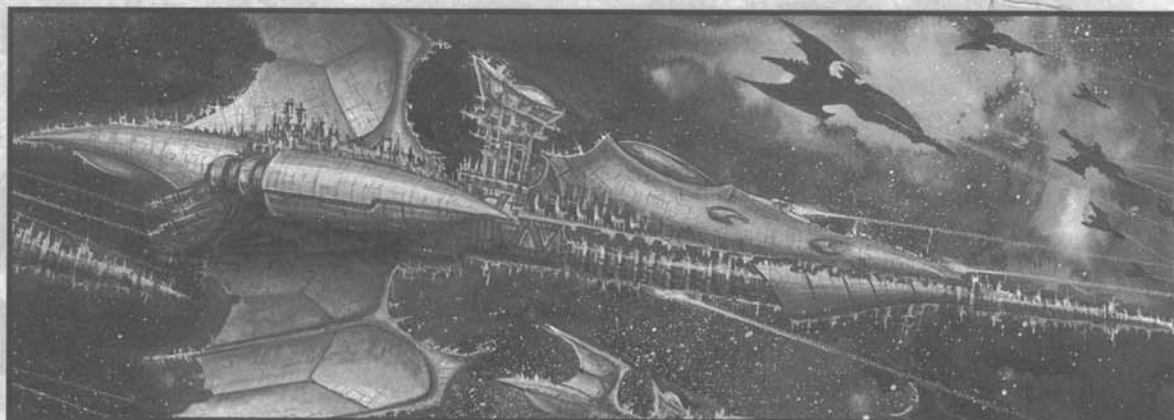
Changing plan, a blockade was constructed against the Arikar system, but the speed of the pirate vessels allowed them to slip through the cordon with ease, out-running Imperial patrol vessels. After an unproductive year the operation was deemed a failure and eventually

called off. To this day Ilmarth of the Soul Reavers is still at large in the Yurol Nebula.

Later analysis of the failed operation identified a squadron of three Solaris, led by the *Void Serpent*, supported by six smaller vessels holding the Arikar system.

The Solaris has much in common with its sister ship, the Aurora, and is often mis-identified as such by inexperienced captains. Faster than the larger cruisers, they are used in combination with Eldar escorts to launch high-speed raids, or to add weight and firepower to the first wave of a larger Eldar attack.

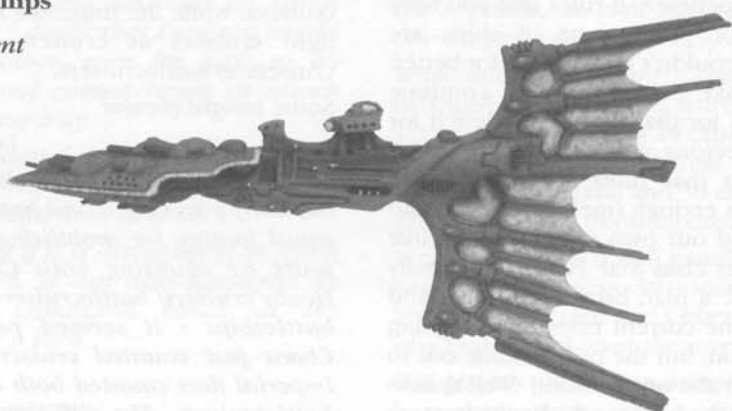




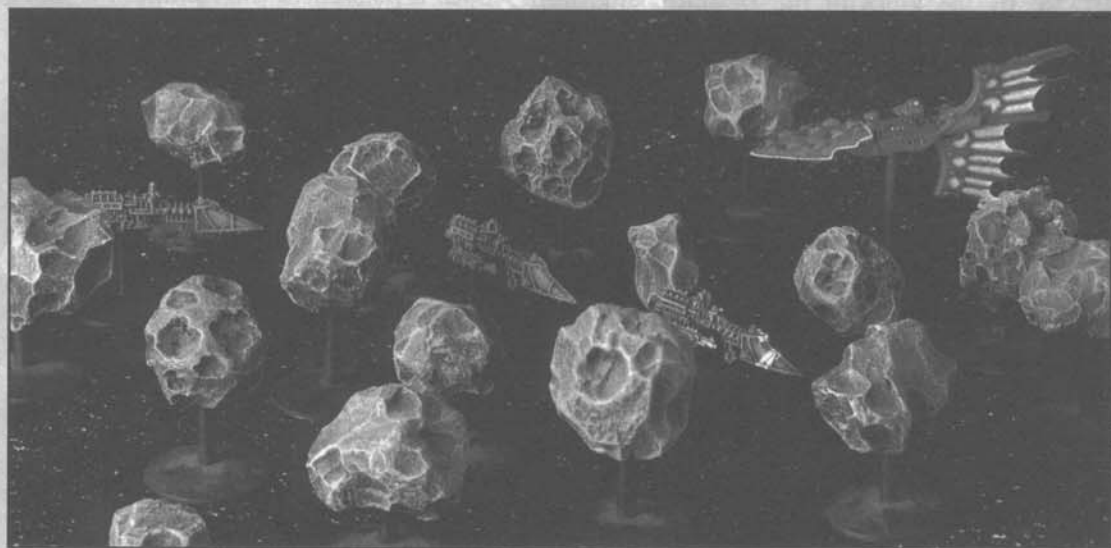
SOLARIS CLASS LIGHT CRUISER 130 pts

Famous Ships

Void Serpent



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15/20/30	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow weapons battery		30cm	8		Front



BEST OF ALL WORLDS

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 other side 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 equitable. 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 mutual 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 defences so that those of us who are adventurous enough (me!) can design and scratch build our own space stations like the Ramillies 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 2530 just for the one station!! Well thanks again for all the hard work. Its the best we could have hoped for!

CO of Battlefleet Poictet, Grand Solar
Admiral David M. Sanders

TAU

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.

Andrew Fleming

There will be a Tau fleet, sometime in the future, I'm afraid we can't say when yet!

MAXIMUM FLEET STRENGTH

Giddy,

A debate started raging on the Yahoo-groups BFG list today about how many battleships the Chaos fleet can have. It was at this time that we discovered that different versions of the blue book say different things. The original printing says that Chaos can have 1 battleship for every 3 cruisers, while the reprint (with

corrections) says that Chaos can have 1 battleship for every 3 cruisers or heavy cruisers. Which is correct?

If the original printing is correct, then it works out fairer when the fleets are at maximum (Imperials would have 24 capital ships vs the 28 Chaos capital ships).

If the reprint is correct, then the Imperials are going to get kicked every time (24 vs 30).

Also, if the reprint is correct, do grand cruisers count towards getting Chaos battleships (that would push the number of battleships that they have access to up to 8, for a total of 32 capital ships)?

As it stands (going by the original blue book), the fleets are relatively fair. After all, Chaos has a separate option for grand cruisers, while the Imperials must include light cruisers as cruisers, and grand cruisers as battlecruisers.

Some insight please?

Lyndon Hardy

The later, corrected book is right as it basically puts Chaos and Imperials on an equal footing for mobilising heavy fleet units by counting both Cruisers and Heavy cruisers/ battlecruisers for fielding battleships - it seemed perverse that Chaos just counted cruisers when the Imperial fleet counted both cruisers and battlecruisers. The differential between the fleet maximums for Chaos and Imperials comes to 30/24 sure, but that's just because the Chaos fleet includes an entire extra class with the Grand cruiser (which don't count towards battleships, being in themselves pocket battleships as it were). Quite who would get kicked in such a theoretical confrontation is moot since a points value is also used for picking fleets and overlooking this negates the Imperial advantage in being able to field Light Cruisers as part of its cruiser strength and so getting easier access to battleships/cruisers. Finally the Imperial Grand cruisers from BFG mag counting as battlecruisers I have absolutely no problem with, it accurately reflects the relative scarcity of Imperial Grand cruisers, emphasising their 'peacekeeper' role as a more spread out, less heavily armed fleet than that of Chaos.

Andy

DEMIURG QUESTIONS

Right some questions have arose since I'm playing with my new ships.

1. Can Demiurg fire on Demiurg. This is when both sides have fleet support from Demiurg vessels.

2. When you have 2 Stronghold ships in a squadron and one is crippled, do they both try to leave, or does one just try and leave?

3. When a Demiurg ship is trying to disengage cause it is crippled it has to go to the nearest exit on the board, when a Stronghold class vessel is crippled it can't turn it can only go in a straight line!

1. Whether or not Demiurg vessels would fire on each other isn't something we'd given much consideration, although given their mercenary nature it's not too surprising the query has come up. Given their nature I doubt that Demiurg would fight each other, even for pay, so no Demiurg vessel cannot target or attack another in any way.

2. It's a Command check to disengage, not a special order, so not all ships in squadron would need to do it.

3. That's only if it is disengaging by flying off the board. It can also disengage by passing a Command check at the beginning of a turn.

A COMPARISON

The on-going debate between if Chaos can have light cruisers since Imperials can now have grand cruisers and why does Chaos get more ships in the official fleet list was getting to me. SOooo, I pulled out my blue book and decided that I would fill out a fleet.

Imperials get 12 cruisers and have six choices, so I took two of each for a total of 2130pts. I then added 6 battlecruisers, 3 of each of the 2 choices and added up to 1515pts. Finally 6 Battleships, 3 of each of the 2 choices (350 for the Emperor because every one should get the A-boats) for 2145pts.

Chaos gets 12 cruisers and have 4 choices, so I took 3 of each for 2115pts. I then added 6 Heavy Cruisers, 2 each of the 3 choices for a total of 1360. Finally 6 Battleships, 3 each of the 2 choices for 2100pts.

The poor under gunned Imperials are ahead in points in each of the 3 categories at this point (Imp total is 5790 vs Chaos total 5575). I then add the 6 contested

Grand Cruisers, using only the blue book and get a total of 1380pts. By the Emperor... Imperial are down 5790 to 6955. Heresy! Aghast! Horror!

I looked at the lists to see if I could balance the sheets and realised I still did not have any escorts. I play that every capital ship has one escort on the board with it. That means 24 escorts for the Imperials (8 each of Firestorm, Sword and Cobra) for a total of 840pts. Chaos has 30 capital ships so they get 30 escorts (10 each Idolator, Infidel and Iconoclast), for a total of 1150pts.

So far that is Imperials 6630pts vs 8105pts Chaos.

But guess what...you may take any number of escorts. So I add 14 of each Imp escort for a total of 1470pts and we have a total of 8100 Imps and 8105 Chaos (we'll spot you the 5 points, or take away A-boats from one Emperor class).

What does this mean? That to have a balanced fleet you need more ships if you are Imperial. A total of 24 capital ships and 66 escorts for a grand total of 90 ships. Chaos has 30 capital and 30 escorts for 60. That is seriously outnumbered.

It can also be seen as 6 grand cruisers are worth the same as 39 escorts (13 each Firestorms, Swords and Cobras!!!) If I ever play that fight, I want the escorts.

Will players please stop complaining about how many ships can go with each list, because you can still do basically anything you want with so many ships. If you still do not like it, look up Breaking the Rules in page 105 of the rulebook (and say that 3 times fast)!

Good hunting.

George

PS In case it matters, and for those who complain that Imps have too few launch bays, the above fleet gives Imps 44 Launch bays and Chaos 48, so shut up. It does give out 151 torpedo tubes from 37 ships to the Imps vs. 83 torpedo tubes from 19 ships for Chaos. There are also 4 Nova Cannons.

I need help. I'm going to bed now, and pulling the sheets in after me...

Hi, my name is George, and I'm a BFGaholic

Phew! Well George has been giving his calculator a hard time, but his work gives Imperial players an interesting insight into the sort of force ratio they should be aiming for when faced with a Chaos fleet, - 3:2.

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EXECUTION HOUR

A battle based on Gordon Rennie's novel 'Execution Hour'

by TIM DRISCOLE

"SOMEWHERE FAR OUT on the fringes of the Belatis system, something vast and terrible ripped its way out of warp space and back into the realm of the real universe. Following in its wake, dragged through the breach in the fabric of reality by the pull of the object's massive warp drive field were numerous smaller vessels, some of them formidable weapons of war in their own right, but none of them as terrible and powerful as the object they clustered around. This far out-system, it would take many light-minutes for the energy of the object's unique and massive warp-burst signature to register on the surveyor screens of the Imperial vessels gathered further in-system, but already the strong but localised disturbances in the currents of the warp caused by the object's arrival would have been sensed by every psychically-sensitive being in the Belatis system."

The current situation is this. The planet of Belatis is doomed, its execution hour has been set and Abaddon the Despoiler's Planet Killer fleet are en route through the Warp. The Imperium have no hope of defending the planet, so are hastily abandoning it.

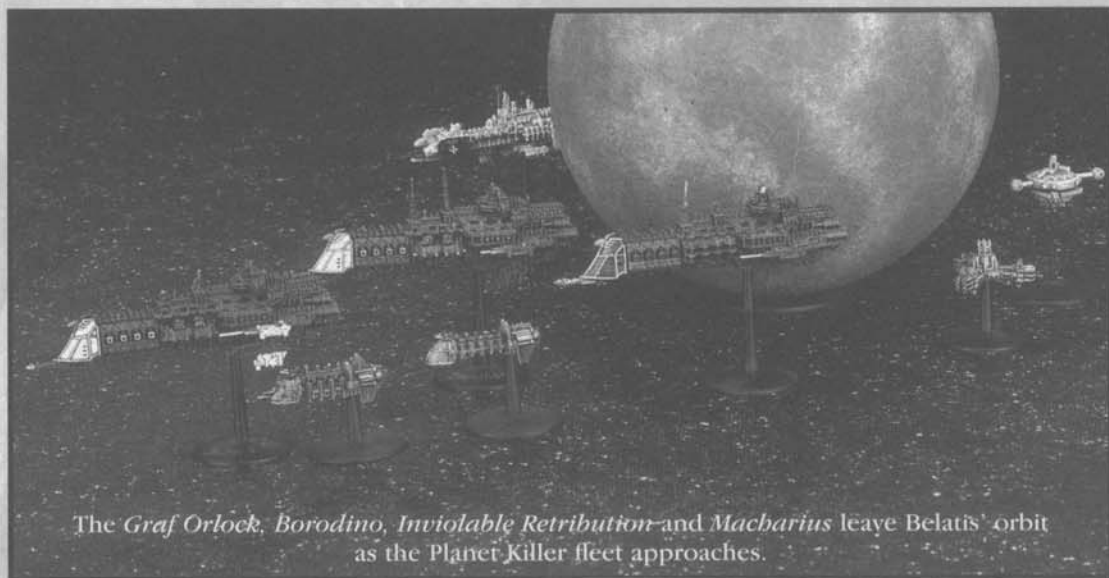
The Imperial Navy have constructed an evacuation fleet to rescue important people and resources from the planet before the Planet Killer arrives. This fleet is currently in orbit around Belatis and includes an Adeptus Arbites Strike Cruiser, *the Inviolable Retribution*, to collect the embattled Arbites garrison. Two Sword class frigates, *the Pegasus* and *the Achilles*, are posted out-system to guard against the Chaos fleet's approach.

Rumours of the planet's imminent demise has sparked mass panic on the surface, and using the rioting as cover, misguided Chaos cultists have overrun most of Belatis, including capturing the ground based orbital defence weapons. Only pockets of Imperium resistance remain on the surface.

In one of these pockets is Imperial Navy Captain Leoten Semper, commander of the *Macharius*. He was on a mission to the surface when his shuttle was hit and crashed. The crew of the *Macharius*, now under the command of First Officer Ulant, believe their Captain is dead, until the ship's astropath receives a message from the surface using Semper's personal security codex. Ulant then seeks to rescue his Captain.

As a subplot, amongst the Chaos fleet is the plagueship *Virulent*, commanded by Bulus Sirl. Sirl was humiliated at the battle of Helia IV by the *Macharius* and has been plotting the *Macharius'* destruction ever since. He has managed to secretly infect the *Macharius* with a Plaguebearer which is lurking in the lower decks ready to cause havoc. Sirl wants nothing more than to destroy his nemesis!

For more explanation read the book... it's great.



The Graf Orlock, Borodino, Inviolable Retribution and Macharius leave Belatis' orbit as the Planet Killer fleet approaches.

"LIKE THIEVES IN the night, the evacuation fleet slipped out of orbit and stole away into the stellar darkness, heading away from doomed Belatis.

Aboard the *Macharius*, the mood on the command deck was sombre and subdued. It had been several hours since the final wave of evacuation shuttles had docked with the cruiser *Inviolable Retribution*, carrying the last of the planet's Adeptus Arbites garrison force. In their wake had come a battered, damaged Arbites Eagle shuttle craft, barely managing to limp its way up out of the gravity well. The heavily armoured shuttle, designed for combat operations, had just managed to survive the blast-wave of the explosion that had destroyed the governor-regent's palace. Its passengers – the Arbites commander and his squad, and a handful of local dignitaries – had been the only ones to escape the destruction. It was now presumed that all the other evacuees, including Captain Semper and the governor-regent, had perished in the explosion."

Imperial Forces

Lord Solar Macharius (Ld 7)

Dictator class Cruiser

Drachenfels (Ld 9) Gothic class Cruiser

Graf Orlock (Ld 8) Lunar class Cruiser

Borodino (Ld 8) Lunar class Cruiser

Inviolable Retribution (Ld 9)

Adeptus Arbites Strike Cruiser (see below)

Pegasus and *Achilles* (Ld 7)

Sword class Frigates

15 Imperial Transports

1 Orbital Dock

2 Space Stations

2 Orbital Laser Platforms

2 Orbital Weapon Platforms

150 points of Imperial Escort vessels
(with random leadership) of any class

Chaos Forces

Arriving on Turn 1

Charybdis (Ld 8)

Murder class Cruiser

2 squadrons of 5 Infidel class Raiders (Ld 8)

From Turn 2

3 defence laser silos (may start firing from Turn 2. They may not be attacked until they have opened fired)

Arriving on Turn 3

Virulent (Ld 8) Slaughter class Cruiser, commanded by Bulus Sirl, Chaos Lord with Mark of Nurgle

3 defence missile silos (may only fire once)

Arriving on Turn 5

Scylla (Ld 9) Styx class Heavy Crusier

Kali (Ld 7) Slaughter class Cruiser

Planet Killer (Ld 10) commanded by Abaddon the Despoiler, Warmaster of Chaos

Harbinger of Doom (Ld 10)

Chaos Space Marine Battle Barge

Deathblord (Ld 10) Desolator class Battleship

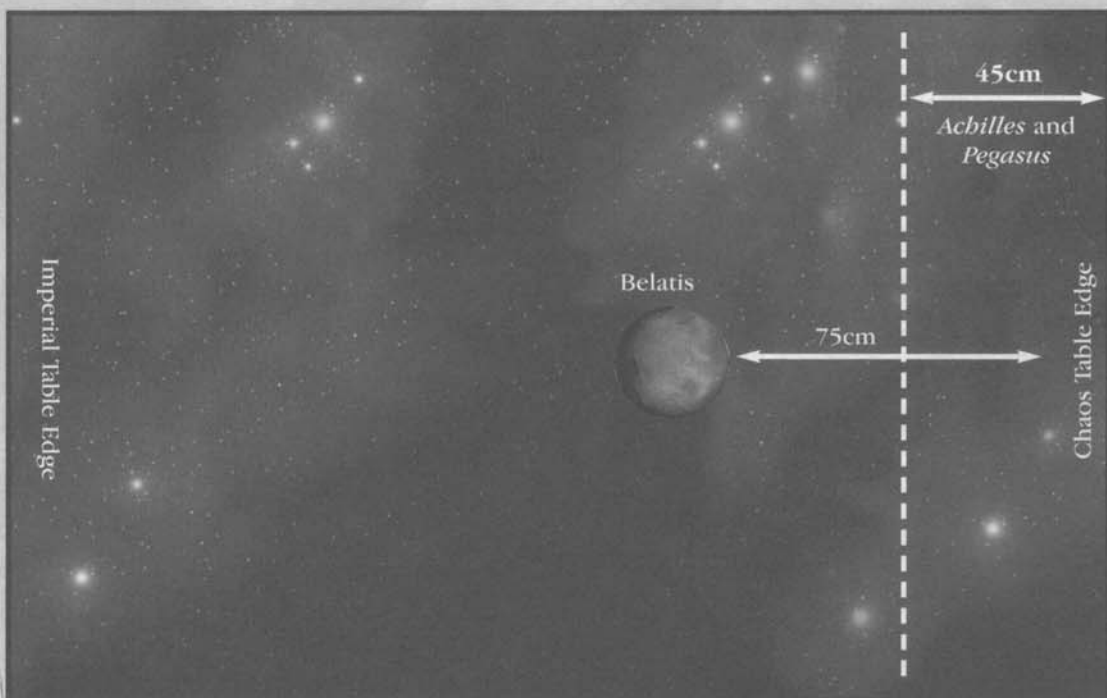
Despoiler (Ld 10) Desolator class Battleship

300 pts of Chaos Escort vessels

(with random Leadership) any class

First turn

The Chaos fleet takes the first turn.



"He watched as Belatis receded into the distance behind the retreating evacuation convoy. It was a tomb now, he thought to himself, not just for Semper but for all still left alive upon it. They had less than a day to live, if the estimates of the astrogation lexmechanics were correct. For, moving through the outer system towards Belatis was the Planet Killer, closing slowly but inexorably on its target. Long-range surveyor scans showed that most of its escort fleet were still with it, moving slowly in-system at the same ponderous speed as the gargantuan vessel itself, but other vessels were speeding ahead of the main fleet, rushing to secure the target world in advance of the Planet Killer's arrival."

Set Up

Place a medium planet 75cm from the Chaos table edge in the centre of the board. There are no other celestial phenomena.

Chaos ships arrive on the turns noted, moving on from their table edge.

All Imperial ships, except Pegasus and Achilles, start in low orbit. Pegasus and Achilles must be deployed no more than 45 cm from the Chaos table edge.

Number of Turns

The game lasts until all the Imperial transports have left the board or have been destroyed.

Special Rules and Sub Plots

The Imperial transports cannot leave orbit until Turn 3.

The *Planet Killer* must destroy Belatis before moving past it. To do this see the Exterminatus scenario in the BFG rule book.

After the *Planet Killer* successfully destroys Belatis roll a D6, after this many turns replace the planet with an asteroid field.

For the first three turns of the game Imperial ships are not affected by gravity.

The *Harbinger of Doom* may not attempt to exterminate the planet and is immune to the 'You have failed me for the last time...' special rule.

The Adeptus Arbites Strike Cruiser counts as the Space Marine equivalent in all respects, except it carries assault boats instead of Thunderhawks

Subplot One

On turn 5 the *Inviolable Retribution* and *Macharius* must attempt to retrieve Captain Semper by sending an attack craft wave to the surface where they must wait for one turn and return to base contact with either ship. If all the attack craft are destroyed coming back Captain Semper is killed and you fail. During this the two ships count as a squadron, if you recover the Captain the *Macharius* becomes Ld 8.

Subplot Two

If it is in range the *Virulent* must attempt to fire any weapons in arc at the *Macharius*. It can fire weapons not able to hit the *Macharius* at other targets, but it must fire at the *Macharius* if it can.

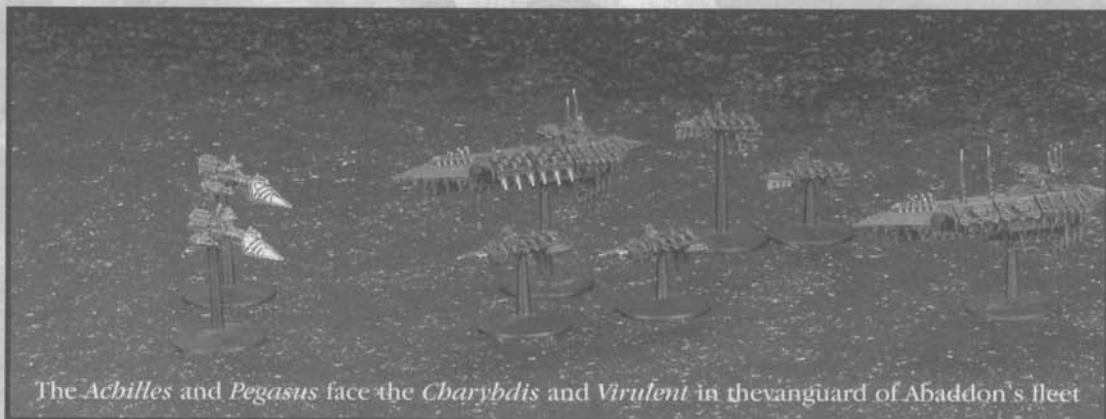
Subplot Three

The *Macharius* has a Plaguebearer on board. At the end of turn 4 roll a D6, on a 1 or 2 the ship suffers an immediate engines damaged, thrusters damaged and shield collapse critical. None of these criticals cause any extra damage and may all be repaired, including the shields.

Victory! (and defeat)

To see who wins consult the table below.

	Belatis Destroyed	Belatis not destroyed	Planet Killer destroyed
0-5 transports escape	Chaos Victory	Draw	Imperial Major Victory
6-10 transports escape	Chaos Minor Victory	Imperial Minor Victory	Imperial Major Victory
11-15 transports escape	Draw	Imperial Victory	Imperial Major Victory



The Achilles and Pegasus face the Charybdis and Virulent in the vanguard of Abaddon's fleet

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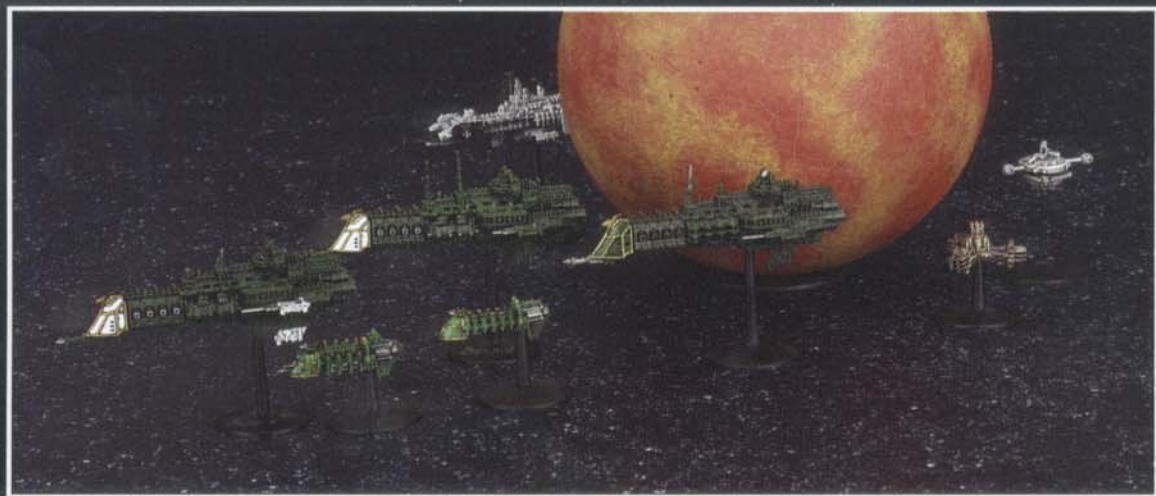
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EXECUTION HOUR



The *Graf Orlock* and *Borodino* lead the last of the evacuation fleet away from Belatis orbit. The *Macharius* and *Inviolable Retribution* form the rear guard against the approach of Abaddon's Planet Killer fleet.



The *Achilles* and *Pegasus* face hopeless odds against the vanguard of Abaddon's attack on Belatis, the *Charybdis* and the *Virulent* with their escorts. Every moment they can buy will gain the evacuation fleet more time to escape.



Abandoned to its fate, with its orbital defences destroyed, Belatis faces destruction at the hands of the Warmaster of Chaos and his *Planet Killer*. Amongst the Warmaster's powerful fleet, the Desolator class battleship *Deathblord* and the Styx class *Scylla*.

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Solaris Class Eldar Light Cruiser by *Chet Lomas*

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Replacement refit tables for using Tyranid fleets in campaigns.

A Seer's Words by *Brad Bell*

Sage advise on how Eldar fleets can defeat the threat of the Necrons.

Execution Hour by *Tim Driscoll*

Based on the Black Library novel of the same name. The world of Belatis is doomed to destruction by Abaddon's Planet Killer fleet, can the Imperium evacuation fleet escape the Chaos armada, and rescue the missing captain of the *Macharius* before it's too late?



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