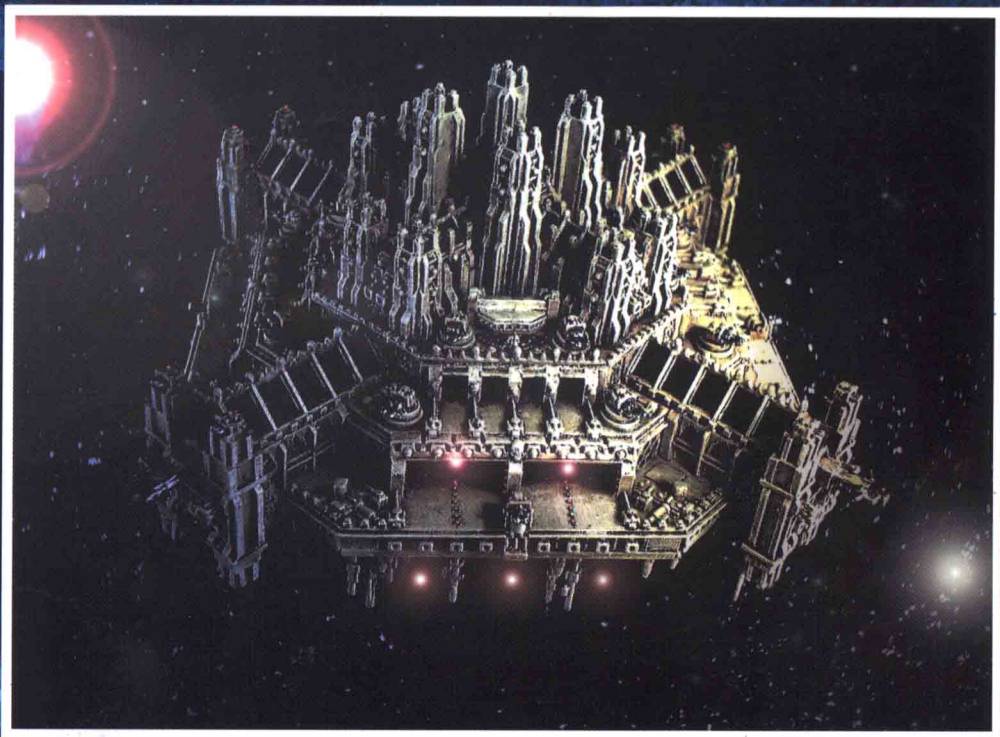


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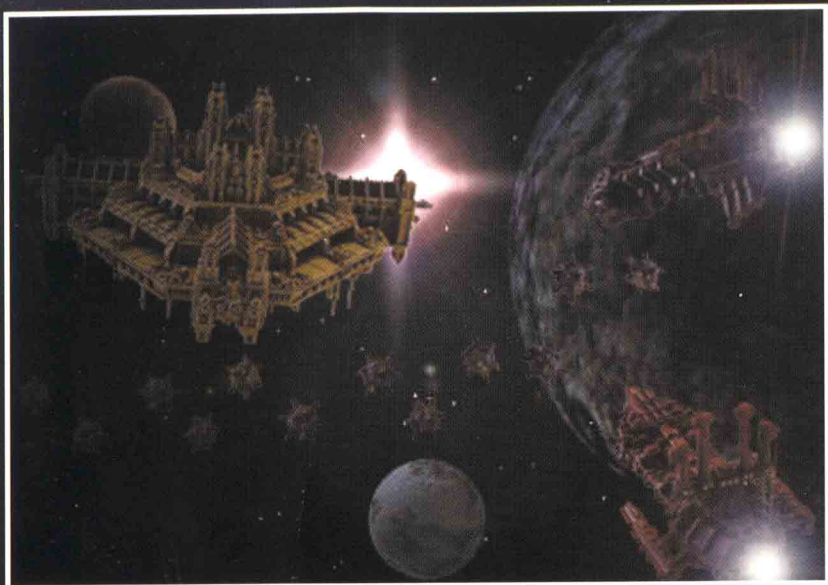
ISSUE

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BATTLEFLEET

GOTHIC



Raiding Chaos vessels finds this system formidably defended by mines and a Ramalies class star fort.



A Fra'al Battle Cruiser waits in ambush.

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Ramaliess class Star Fort.
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Vader

EDITORIAL



Welcome to the very first Planet Killer, the latest magazine from the Fanatic Press stable.

Battlefleet Gothic has been with us for just a year now, and in that short time has developed quite a following. Warp Storm, the compilation of White Dwarf articles, marked the crowning glory of Battlefleet Gothic's White Dwarf coverage, as they move on to other games, but we hope to pick up

where they left off. With the aid of GW Mail Order, players can go on enhancing their fleets, fighting campaigns, inventing new scenarios, modelling terrain for as long as they want to keep playing this awesome game – hopefully for a very long time!

As well as the fun aspect, BFG is an important game for fans of the Warhammer 40,000 universe. It adds to the background history, with important new events, locations and characters. It is also the game that has begun to define what space ships and space travel are like in the 41st millenium.

Of course Planet Killer can only continue with the support of the players. We need you all to start writing articles, sending us photographs of your fleets, as well as details of scenarios or campaigns you play, new ships you invent, terrain you make, tournaments you play in, anything related to your hobby. So read the guides, and start putting pen to paper. This is the life blood of the hobby, it is only the enthusiasm of the players that will ensure Planet Killer and Battlefleet Gothic will be with us for years to come.

Warrior

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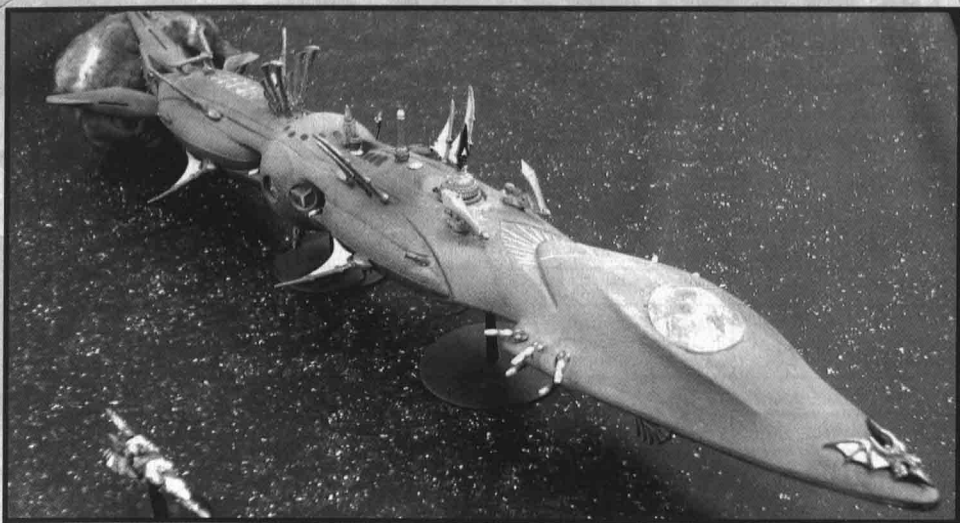
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John's converted craftworld, note the twin bases.

CITIES IN SPACE

An Eldar Craftworld by JOHN CARTER

John designed these rules for his small(ish) craftworld for use in big multi-player participation games. As such it's not for use as part of a standard Eldar fleet but in special scenarios. John's tried to keep the rules simple.

The Fall of the Eldar altered the universe, the Eye of Terror was created as a result, and the arch enemy of the Eldar, the Chaos God Slaanesh, was born in the genocide of the Eldar race. The remnants of the Eldar race retreated to the Maiden Worlds (the Exodites), the Webway (the Harlequins and Dark Eldar) or fled aboard great city ships (the Craftworld Eldar).

The Eldar ships portrayed in the Battlefleet Gothic game represent the remains of the Eldar race, pirates and raiders mostly. However, the ships described also form the fleets of the one remaining faction of the Eldar race still to ply the stars – the Eldar of the Craftworlds.

The Craftworlds are all incredibly ancient, every single one dating from the time of the Fall. They were built by far sighted individuals, who foresaw the coming disaster. As such each is unique, and since the Fall many have been lost or destroyed. Those that remain are either unchanged from that time, or for a fortunate few, have grown as their inhabitants have prospered.

Each Craftworld is built around a wraithbone core, throughout which flow the spirits of those inhabitants who have passed beyond the mortal world. All have Webway connections to other locations, and most carry behind them one gate of immense proportions (large enough to facilitate spaceships). The Craftworlds travel through normal space (none are capable of warp travel) driven by the solar winds, and none except their Farseers know their destination. As each Craftworld is the home of their kin, and the resting-place of their ancestors, the loss of one is a great tragedy to the entire race. The occasions when this has happened have been the scenes of some of the most epic space battles in recorded history.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/20	10cm	None	HoloField	5+	2
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Weapons Batteries	45cm		20		All round
Port Pulsars	45cm		5		Left
Port Launch Bays	Darkstar Fighters (30cm) Eagle Bombers (20cm)		5		Left
Starboard Pulsars	45cm		5		Right
Starboard Launch Bays	Darkstar Fighters (30cm) Eagle Bombers (20cm)		5		Right
Linear Accelerator	Guess (150cm)		1		Front
Dorsal Missile Bays	30cm		10		All Round

Rules

The following rules are intended for use in very specific scenarios, no Eldar would ever intentionally endanger their Craftworld in battle (as they follow an unalterable path through the cosmos, it would be impossible to do so anyway).

The following rules apply to the Eldar player for the game.

- The Craftworld costs 700 points of the Eldar player's fleet allowance, however any Admiral present will be on a ship of the fleet (not the Craftworld).

- The Farseers can guide any ship on the tabletop, of the best course of action in battle. This allows one vessel or squadron per turn to consider it's Leadership 10 (for only that turn) for any tests it has to make.

- The Gateway attached to the Craftworld allows the Craftworld to summon spacecraft (of it's own distant fleets or other Craftworld's) to it's aid. The Eldar player may buy any ships in his fleet at half price, however these start the game off the board. At the start of every Eldar turn (after the first) the player rolls a dice, on a score of 6 he can bring on one vessel or squadron through the Gateway.

Special Rules

- The Leadership of the Craftworld is 10,
- The Craftworld always moves 10cm per turn, straight ahead, and cannot turn during the game.

- The only Special Orders available to the Craftworld are Lock On, Reload and Brace for Impact.

- All Eldar special rules for Attack Craft, Torpedoes, Pulsars and Weapon Batteries apply to the Craftworld.

- Because of the stable firing platform and massive power source the range of the Weapon Batteries and Pulsars is pushed out to 45cm.

- The Craftworld's Missile Bays are massive, and so Torpedoes can be fired every turn without the need to Reload.

- The Launch Bays need to Reload after launching Fighters or Bombers for the first time, however the bays can never run out (thus rolling a double means nothing).

- The HoloFields are enhanced with repulsion generators, so while they have no shields, the Craftworld is unaffected by moving through Blast Markers or by Celestial phenomena (such as Solar Flares).

- The Linear Accelerator is considered in all ways to be a Nova Cannon (it's used by the Craftworld to eliminate any dangerous obstacles in its path - like planetoids!).

- The Craftworld does not suffer from Critical Damage, instead for every 2 points of damage, it suffers -1 to each of its Weapon Batteries, Pulsars and Launch Bays.

- The Craftworld cannot be targeted from the rear quarter because of the Gateway.

THE IMPERIAL NAVY

A treatise on its strengths and weaknesses.

by 'BIG' PETE

The Imperial Navy is without doubt a powerful weapon but it needs to be carefully handled for maximum effectiveness. Like any other military force it has its strengths and its weaknesses. By being aware of both you can enter a game confident that you know what situations to avoid and which to deliberately engineer. This article is aimed at helping the Lord Admirals of the Imperium to plan their tactics to suit their fleet. The assumption is that the enemy will be a Chaos fleet but there are additional notes concerning the Orks and the Eldar. Similarly the advice is aimed primarily at large scale fleet engagements so if you are doing a Convoy Attack you will have to improvise.

In his article in WD242, John Lambshead did an excellent job of explaining basic fleet formations. This is vitally important as without some overall plan it is very tempting for a fleet to disperse all over the battlefield and fight individually. Hopefully the advice in this article will build on John Lambshead's advice and enable you to build a winning formation.

There are three key factors that have to be addressed if the fleet is to be efficiently handled.

The armoured prow and all that goes with it.

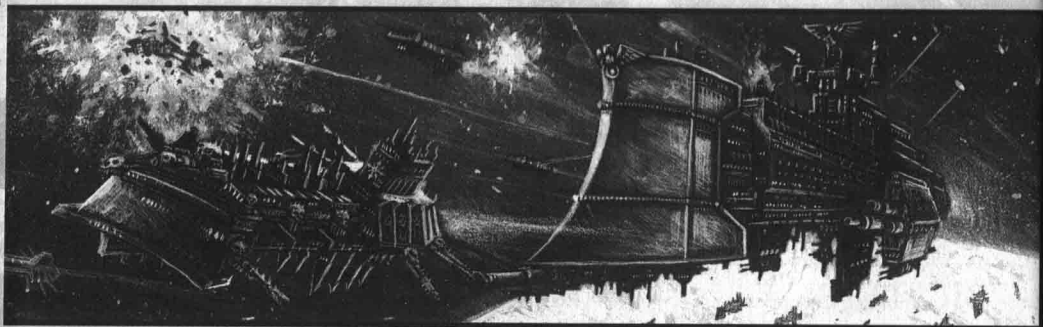
This is all about the use of line abreast, that is to say, the deployment of the fleets capital ships in a single line facing the enemy. The Chaos fleet prefers to deliver powerful long range broadsides, this not only suits their weapon configurations but it also ensures they do not present a closing target to the

enemy guns. The majority of Imperial Navy vessels have armoured prows however and it is this innovation that is key to their use in battle.

The armoured prow means that an Imperial ship can keep an opponent in its forward arc without making itself more vulnerable to enemy fire. In game turns an opponent will generally get twice as many dice for the same firepower when engaging a closing target rather than an abeam target. However against Imperial ships they will need 6's to hit rather than 5's. With an armoured prow the only vulnerable area of an Imperial Cruiser is its stern. By forming a line abreast the frontage of the fleet expands dramatically, this will compel an opponent to go much wider to outflank the fleet than would normally be the case. Combine this with intelligent use of Escorts to cover the rear of the Capital ships and the Imperial fleet becomes very hard to hurt indeed.

Keeping the prow to the enemy will also give you the advantage of interior lines against an enemy fleet operating in line astern. An enemy fleet moving laterally past your front can be kept in your forward aspect with a minimal turn. This helps to mitigate against the greater speed of a Chaos fleet.

A further option that the armoured prow confers is the ability to ram. Personally I do not advocate ramming as a regular tactic. There is a leadership test to be made for it to be effective so you can easily find that you have halved your firepower and severely limited your manoeuvrability by employing 'All Ahead Full' orders only to find that you get no payback whatsoever. Also ramming can hurt the ship performing the ram, which makes it very risky for a ship that is already damaged and can be akin to shooting yourself in the foot. These caveats aside ramming is a good option to employ



when critical damage to your guns prevents you engaging effectively at range or when the ship involved lacks the firepower to get the job done any other way. A Cruiser that has run out of torpedoes is a good candidate to perform a ram. The important thing to remember is that the armoured prow gives you this option so if the opportunity arises you can exploit it.

The most important aspect of the armoured prow is the specialist weapons that accompany it – Torpedoes and Nova Cannon.

The Imperial Navy is very well-supplied with Torpedoes, in general there are two approaches to their use. The first involves firing off the torpedoes at range to force the enemy fleet to disadvantageously change course. I believe Cobras better affect this tactic - more on this later. The other approach is to conserve the Torpedoes and use them for 'targets of opportunity'. This is my own preference for several reasons. Firstly, firing torpedoes early puts you under pressure to 'Reload Ordnance' regularly. This not only prevents you from using another special order which may be equally advantageous but can result in you either running out of torpedoes -forcing you to use a re-roll that you would much rather save for a carrier or a vital 'Brace for Impact' or preventing you from using special orders for other ships. I prefer to save special orders for when I really need them. Saving the torpedoes can be very effective, a torpedo does not care whether a target is abeam, and if fired at point blank offers no opportunity for interception by enemy fighters. Also it is possible to line up a salvo to pass through

several enemy ships vastly improving the chances of doing some damage. Because torpedoes ignore shields the arrival of a salvo can often persuade the target that it should 'Brace for Impact' - if it does this when your fleet is a long way away there are not liable to be many consequences. If it does this when your fleet is at point blank range then you may well have deprived them of a vitally important 'Lock On' or 'Reload Ordnance'. Finally you can follow up these salvos with waves of bombers accompanying your fleet, the enemy turrets can only target the torpedoes OR the bombers, not both so one attack or the other will be much more effective.

The Nova Cannon is without doubt the most terrifying weapon commonly deployed in Battlefleet Gothic. It has superb range and hitting power although its effectiveness often encourages a casual approach to its use that must be avoided. Because Nova Cannon require accurate estimation of range there is no point in using them if you cannot regularly estimate correctly. Missing completely at ranges of over 70cm is acceptable but at shorter ranges you have to be on target for the weapon to be worthwhile. If you cannot do this then use torpedo-armed ships instead, as described above these can be very effective so you will not be any worse off. Assuming you can accurately estimate ranges then Nova Cannon give you a distinct head start and like torpedoes are entirely suited to line abreast tactics.

If you are strong in the use of the Nova Cannon then it is to your advantage to get as

many shots as possible prior to initiating close action. If possible you should utilise a gravity well to keep your ships stationary while firing. Because you cannot 'Burn Retros' and fire Nova Cannon a planets gravity well is the best way of avoiding having to move toward the enemy. You must be careful to move before the enemy gets into effective range though or you will present a very easy target indeed.

When picking targets then it is best to concentrate fire on a single Capital ship, preferably a carrier. Three or Four Nova Cannon shots can cripple even a battleship and if the target is a cruiser then even a single full hit will trigger a 'Brace for Impact'. Obviously if you targeted a carrier then it will be unable to 'Reload Ordnance' on its next turn and you will have given yourself an edge in the battle for attack craft supremacy. Even if you only damage the shields of a carrier the blast markers will make special orders a little bit harder for them to obtain on the following turn.

If only firing a single Nova Cannon, resist the urge to target fully shielded battleships, which have so many shields that, even the mighty Nova Cannon might bounce off. Only do this if your objective is to inflict blast markers rather than damage.

Don't lose your nerve as the enemy gets closer, ranges of 30-45cm are very easy to estimate accurately so the last shot before they get into close range is probably the best chance you will have to do serious damage before the enemy get to shoot back with serious intent. At this point you need to consider what the enemy are likely to do.

If they are steaming straight toward you then they are unlikely to attempt 'Lock On' orders in their next turn as they will probably only get their prow weapons in. In this case you can continue to concentrate fire.

A cunning opponent will have already taken up lines that will allow them to 'Lock On' as they move within 30cm. The priority now is to get as many of the enemy on 'Brace for Impact' as possible so it may be advantageous to engage multiple targets rather than concentrating fire. If you do this

well then their attacks on the next move will be weakened enormously. Bear in mind that any long range dorsal lances you might have can start to fire at this range and these are excellent for finishing off badly damaged enemy or engaging enemy not significant enough to be worth a Nova Cannon shell.

A Chaos fleet that is emphasising long range firepower and lances (more Carnages than Slaughters) may choose to stand off and trade fire with you. Whether this is a good idea or not depends entirely on whether your 'full on' hits roll 6's or 1's. If they are tending toward 1's then sooner or later you are going to have to close and try to break through their line. This is a perfectly acceptable option but try not to jump too soon - one good turn of Nova Cannon fire can cancel out several turns of attrition by long range weapons.

So to summarise:

Imperial cruisers are slower than Chaos ships and cannot match them for broadsides. What they do have is armoured prows and weapons that allow them to stay prow on. Staying prow on makes it harder for the enemy to outmanoeuvre you and doesn't make it any easier for them to hit you. You then use the specialised prow weapons to greatest advantage, Nova Cannons for long range work and Torpedoes for extra punch when they get close.

This should ensure that the main battle line functions correctly, there are two other considerations however - use of attack craft and use of escorts.

Attack Craft

There are two approaches to using attack craft - the first involves using a minimal number of carriers and attempting to simply contest air superiority for as long as possible. In a 1500 point game a launch capacity of up to 8 squadrons a turn comes into this category. The second approach is to emphasise attack craft in order to achieve air superiority and open the way for bomber attacks.

Throughout this article I have emphasised playing to your strengths, unfortunately the Imperial Navy has real difficulty exceeding 8

squadrons a turn launch capacity without having to downplay its strengths. You can't have an advantage everywhere and a good gun line of Cruisers can only be achieved at a cost. This is not a major problem though. Your Nova Cannons will be able to put pressure on enemy carriers throughout the game and your Torpedoes will be able to add to the pressure as they get close. This will mitigate against any shortfall in attack craft considerably. You only have to deal with those enemy bombers (and torpedoes) that reach your gun line. The best way of doing this is to resist the urge to send your attack craft hurtling off toward the enemy but to stockpile them around your fleet. Keep loading and launching but remember their role is defensive in nature. Your cruisers have good armour and respectable turret strength so individual bombers are no serious threat. Simply weakening the larger waves will take the sting out of the enemy attacks without any need to wipe them out.

Incoming torpedoes similarly are not a major threat so long as they are coming at the armoured prow but large salvos are worth countering. Often boarding torpedoes represent a greater threat than conventional torpedoes, as they will inevitably attempt to swing in against your flanks and enfilade your gun line. Deploying fighters in the gaps between cruisers and at the ends of the line makes this much harder to achieve.

Because you are not operating that many carriers you will be able to keep them launching for longer with the same number of re-rolls. When the battle reaches the decisive point you should still have your full attack craft capacity whereas it is unlikely the enemy will.

A few bombers can be launched each turn but the majority should be fighters, at least while the enemy continues to contest the attack craft war. By launching a few bombers each turn and keeping them in reserve you will hopefully have a few decent waves built up for when the close range unpleasantness commences in earnest. These can be used as deterrents for enemy Escorts and to provide extra punch where it is most needed.

So to summarise:

The Imperial Navy will find it difficult to overwhelm an enemy with attack craft so the priority will normally be to use them as an adjunct to the fleet itself seeking to deflect the most dangerous incoming ordnance and inflict timely damage to enemy capital ships. Your attack craft should be carefully preserved until they are needed and your carriers kept capable of launch for as long as possible.

Escorts

The Imperial Navy boasts 2 of the best Escorts in the game. The Sword is perfect for the role it fulfils. It has 2 turrets, is faster and more manoeuvrable than the Cruisers it supports and when deployed in Squadrons can amass Battleship levels of firepower. The Cobra is a perfectly optimised torpedo ship. It is very fast and carries the bare minimum of weaponry in addition to its torpedoes making it very cheap in points. The Firestorm will often miss out on being included in fleets simply because the qualities of the Sword and the Cobra are so formidable.

When it comes to launching early torpedo salvos to break up opposing formations the Cobra is undoubtedly the way to do it. They can dart forward to launch thereby giving the enemy less time to react without breaking up your own capital ship formations. They can get out of the way just as quickly and while operating at long range their low armour is unlikely to be problematic. Unless engaging ships with armoured prows then lots of small torpedo salvos are better for breaking up formations than single large salvos. Each requires a Squadron of fighters to counter and few opponents are going to risk taking hull hits early in an engagement by trusting their turrets to get the job done.

After the initial skirmishing the Cobras can get out of the way and reload prior to looking for a tempting target around the fringe of the enemy fleet at a later stage. If they fail their reload tests then it is no great disaster as they do not represent a massive investment and can still be useful to harass crippled enemy vessels looking to disengage. The Sword is without doubt the classic



Escort vessel. They should be assigned to Capital ships accordingly. Their method of use then depends on the threat being presented. They can: -

Move across the front of the main gun line to draw long ranged fire at an abeam escort target (considerably less dice than the closing Capital ship target the enemy is looking for).

Engage small enemy bomber wings by flying through them turrets blazing.

Position themselves to give close turret support to Capital ships under serious threat from bombers or torpedoes.

Supplement the broadside firepower of a cruiser by attacking the prow or stern of whichever enemy ship they are engaged with.

It is likely they will probably do all the above at some point in a game. It is easy to get so obsessed with Swords that you include far too many of them. Whilst it is possible to field an Imperial fleet based on Escorts supplemented by Light Cruisers this is a completely different composition to the one advocated here. Everything in this article is based on the assumption that you will have a core of from 4-6 Capital ships forming a gun line around which the rest of the fleet operates. In this context the Swords are confined to filling in the gaps and as their versatility makes them ideal for the job then the restraint is worthwhile.

So to summarise:

Imperial Escorts are a real asset which if used

to supplement the capabilities of your fleets Capital ships will bring you significant benefits. Remember at all times though that Escorts can live short butterfly-like lives and if you try to over-play them and draw serious fire there will be a cluster of blast markers where your squadron was. To reinforce this consider that a destroyed Sword at 35 points is worth almost as much as a crippled, disengaged Lunar at 45 points. It is far easier to destroy a Sword than it is to first cripple and then force the disengagement of a Cruiser so if you are not careful your advantage will quickly turn into a liability.

Additional notes.

Using Battleships

Primarily this article has focused on the use of Cruisers and the most common Escorts. The Imperial Navy has some other tools that merit discussion however. The Emperor and Retribution class Battleships are both excellent vessels providing a concentration of force in either attack craft or gunnery that is difficult to match. If using these formidable ships the composition of your overall fleet will change quite dramatically. Each costs about twice the points of a Cruiser and if playing at 1500 points will severely limit what else you can have. The best approach to using them is to establish a theme for the fleet based around the Battleship. Thus if you elect to include an Emperor then supporting it with Mars' and Dictators will allow you to establish the sort of attack craft superiority you would normally struggle to achieve. Similarly

including a Retribution and supporting it with Lunars, Dominators or perhaps even an Overlord will give you a very powerful gun line indeed. Whichever theme you go for remember that you will still need some balance - torpedoes are quite easy for an enemy to counter if you have no attack craft for example. Likewise having masses of bombers is of little use if the enemy can get in close and force your carriers to use orders other than reload. In general a Battleship will provide an unpleasant surprise for an opponent but if you always held them you will find that counter-measures are quickly developed that will make the Battleship quite vulnerable so occasional use where the scenario is suitable is the best bet. For example if you are playing a planetary assault a heavily shielded Retribution can blast through the enemy lines and use its superior range to destroy planetary defences before they become a serious threat. If defending in the same scenario an Emperor can act as 'goalkeeper' using its long range batteries to bring fire on the greatest threat and building up a massive wing of attack craft at the point of decision. In an escalating engagement however a Battleship is less suitable - the requirement to field 5 distinct groups means that it will either be alone and vulnerable or that it and its escorts will take up so many points that your other groups will be very weak.

So to summarise:

Keep your Battleships for scenarios where they serve your plan perfectly. Once an opponent gets the hang of fighting them they will never inspire the same fear again so try to ensure that their presence is decisive. When you do use them then build the rest of the fleet to augment them rather than contradict them.

As well as the traitor scum of the Chaos Fleets the universe is full of aliens in need of the Imperial Navy's ministrations. A few comments on these is appropriate.

Fighting the Eldar

The Eldar are a nightmare to play against. Given that most Imperial vessels have a range of 30cm it is eminently possible for

the Eldar to zip into range, unleash a hail of torpedoes, bombers and pulsars, turn about and zip off to a position where you simply cannot get at them. When facing Eldar you need to include as many long-range batteries as you can, as these are the best way to eliminate them. The prow-on approach is essential - Eldar ships always count a target as closing anyway so there is no disadvantage. Attack craft are extremely valuable. They will keep the worst of the torpedo and bomber waves off you and even with holo-fields a wave of 4 Bomber Squadrons attacking a turret-less, poorly-armoured target will inflict enough hits to scare them (you might as well go for the cruisers as they are just as vulnerable). The key thing against Eldar is hanging in there. So much of their effectiveness is based on launching ordnance that even with a generous supply of re-rolls they will start to run out sooner rather than later. A little pressure at this point and you may well find them disengaging rather than get their pretty little wraithbone hulls scratched in a proper fight. With this in mind be prepared to 'Brace for Impact' frequently, use rerolls if necessary. Often against the Eldar you can spend most of the game expecting to lose any moment only to suddenly find you have somehow won.

Sometimes you will find yourself in a position where accelerating to 'All Ahead Full' will bring your fleet into range (albeit at reduced firepower). Take every opportunity to strike directly at the Eldar as long as it doesn't break your fleet up - lone ships WILL be targeted ruthlessly. Remember when the Eldar ships aren't within your range their ordnance might be so take every opportunity to knock it out of the sky before it becomes a bigger problem.

All in all I find Eldar to be by far the toughest opponent for the Imperial Navy and an Eldar player who is prepared to do a bit of damage and disengage will be very difficult to beat. With their great speed they can disappear off-table so quickly that making up a loss can be impossible. Playing scenarios that force them to do something other than simply chip away at you helps.

So to summarise:

Be lucky. Hang tough. Taunt your opponent into excessive machismo. Keep an escape pod nearby at all times.

Fighting the Orks

Where fighting the Eldar is a nightmare, Orks are a dream - not because they are easy to beat but because you don't have to go looking for them. The Ork fleet is a prow-on fleet as well and will normally come straight at you. As it gets nearer it will build up its own private avalanche of fighta-bommas, assault boats and boarding torpedoes - all waiting for the joyous moment when they can swarm all over you. It is a frightening prospect but you have to keep your nerve. Your Nova Cannons will cause considerable attrition as they close, your armoured prows will avoid the worse of their forward guns and their appalling leadership will prevent the Terror Ships reloading as frequently as your carriers.

There will come a point though when they are 20-30cm from your line when you will have to react. Rather than forming a line abeam across their front it is best to drive into them. The logic behind this works as follows: - if you turn into line ahead they will ram you, board you, batter you with heavy guns, swarm all over you with assault boats and boarding torpedoes and generally ruin your day. If you plough into them then you can use your own ordnance and Escorts to deal with those bits of Orky ordnance that are in your way. You can plough through any fighta-bommas you encounter with any of your ships that have more than one turret functioning. You can fire your own torpedoes at an angle along their line or into their supporting Escorts. Your best broadside ships can 'Lock On' and move straight ahead before unleashing both broadsides into their nearest ships. Your carriers can launch bombers against anything reeling from the above. Finally you can launch hit-and-run boarding attacks from virtually every Cruiser against something. In short you launch a pre-emptive strike. Up to this point they have been rushing at you and you have let them. Just before they overwhelm your line you launch your fleet at them. This can be

completely decisive in and of itself. Even if it isn't then the Orks will have far less options available than they would otherwise have. Because of the minimum move they will have trouble bringing their broadsides to bear so will have to turn (and therefore cannot use 'Lock On'), likewise ramming on 'All Ahead Full' will no longer be an option. Their boarding torpedoes will have to spend some time turning and will not therefore be a threat for a while. They will have been intensively shot at so a fair proportion (ideally the carriers) will have been forced to 'Brace for Impact'. The minimum move will make it difficult for them to keep their heavy guns in range. Most importantly you may well have crippled or destroyed a few of them.

Whilst I don't claim this approach is without peril - indeed I have been slapped around enough by Waagh Gitburna (led by a certain Andy Chambers) to know that an Ork fleet is a dangerous thing - this approach will at least save you from standing around like a rabbit in the headlights of an oncoming juggernaut.

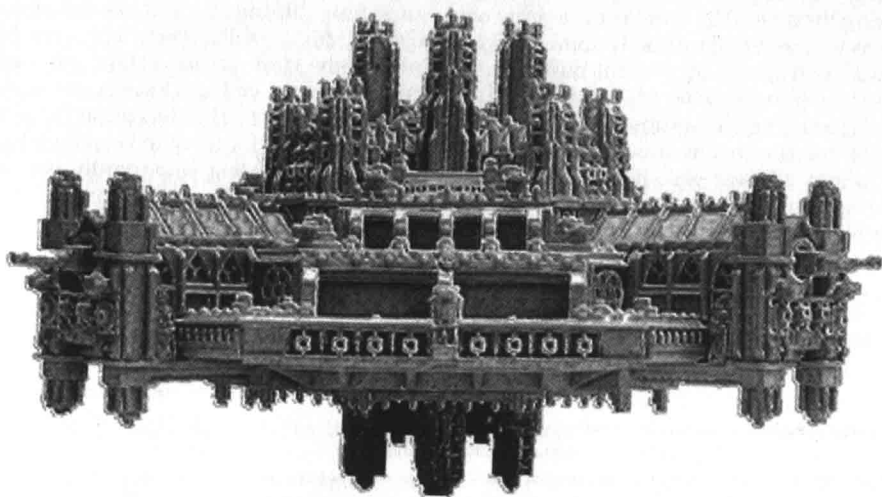
So to summarise:

Use your superior range, stay in formation, wait until the last moment and then steal the initiative from them. Imperial Navy vs Orks makes for a marvellously messy game once the two lines have passed and tends to produce a lot more results than other matchups.

Final thoughts

The side that brings most unpleasantness to the point of decision wins Gothic games like any other wargame. If you achieve an advantageous concentration of force you will win. Everything that can be done before this point to reduce the enemies force or augment your own is therefore critical. Often it will not be big things that make the difference but little things - a classic example of this is a single blast marker on an enemy carrier that makes the difference between it making a reload roll or failing it. Remember the little details, keep your fleet functioning as a whole and you should give as good as you get.

RAMILIES CLASS STAR FORT



RULES FOR FORGEWORLD'S SUPERB NEW MODEL

by ANDY CHAMBERS

History

The Ramilies class star fort has formed a vital lynch pin in Imperial strategy since the earliest days of the Great Crusade. It was designed, according to Mechanicus legends, by the hitherto unknown Artisan Magos Lian Ramilies from STC materials captured in the purgation of the 'Stone World', Ulthannx. The Hyper-plasmatic energy conduction system used by the Ramilies is barely understood by the Tech Priests in current times, but thanks to the STC system it is still reproducible and has guaranteed endurance of over 3,000 years. The greatest advantage of the Ramilies by far is that its powerful generators can erect a warp-bubble over the entire structure enabling it, with the aid of seventeen

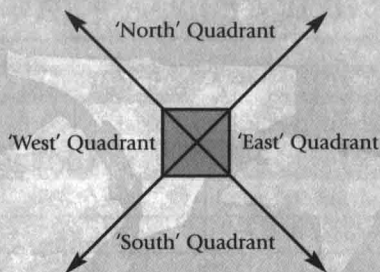
navigators and an attendant fleet of tugs, supply ships, war ships and system craft, to enter the warp and be towed to different star systems. This operation, always perilous, has resulted in the loss of over twelve hundred Ramilies Stars Forts in their ten millenia of service to the Emperor. However each journey has shortened Imperial campaigns by years at a time by allowing the Imperial fleet to move repair, command and resupply facilities right up to the front line, saving its ships lengthy return trips to temporary supply bases or full repair dock facilities far behind the warzone.

The Ramilies itself is heavily armed as befits its role and fully capable of fighting off a fleet of attackers if need be. On occasion they are commanded to be placed as permanent orbital bombardment emplacements over embattled worlds, or act as part of the defences of a vital system. At any one time Cypra Mundi will include

between six and eight of these gigantic fortresses as part of its orbital ring. Some are used as Adpetus Mechanicus deep space research facilities for projects too secret to be placed near any inhabited world. Others have gone to the Inquisition to be used as hidden fortresses for that clandestine and all-powerful organisation. Over the centuries blasphemously altered rebel star forts have been sighted likewise supporting Chaos renegade fleets. Such abhorrence is attached to these twisted parodies that they are pursued doggedly by Imperial Navy Captains, but the last accredited destruction of one was in the Tauran Annulus in M.39. Ork raiders have captured partially crippled Ramilies at least six times, most memorably in the notorious 'Skaggerak incident' during the Segmentum Obscurus fleet review of 975.M41

Special Rules

- The Ramilies star fort is so large that its weapons, hits and defences are divided up into four 'quadrants' representing the different sides of the space station. When the star fort is fired upon determine which quadrant the firing will hit by tracing a straight line from the stem of the firing ship to the center of the fort. Likewise when ordnance hits it will be resolved against the

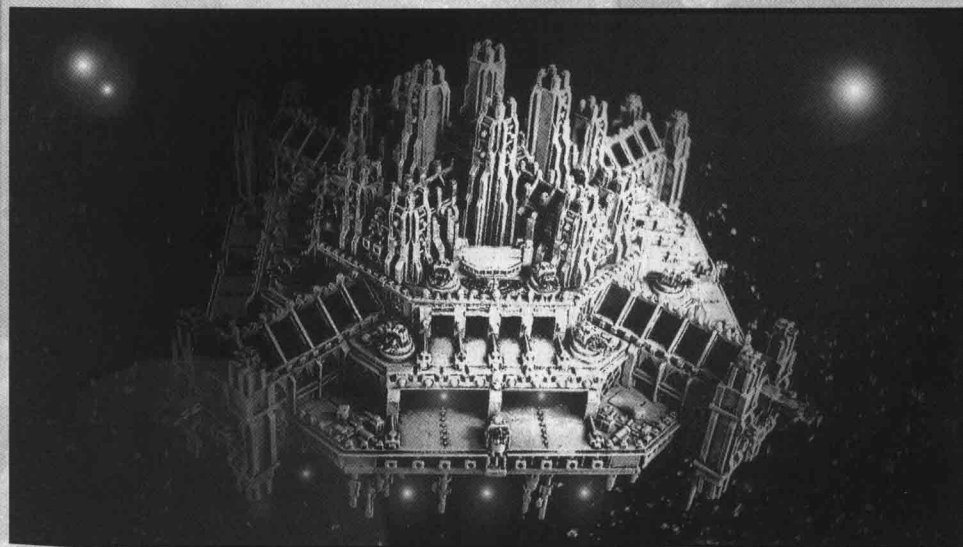


quadrant of the fort it moves in from.

Nova Cannons and Armageddon Guns can score a 'full on' D6 hits only against the quadrant most under the centre hole of the marker when it hits.

All damage and criticals only affect the quadrant that they are inflicted against unless specifically noted otherwise. Quadrants are crippled individually once they are reduced to 6 damage points. Once a quadrant's hits are reduced to 0 any further hits plow into the drifting wreckage and do no further damage, treat that quadrant of the fort as an asteroid field from now on.

- Hit and run raids are likewise resolved only against the quadrant they are directed at and will not affect other quadrants.



RAMILIES CLASS STAR FORT 875 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/12 per quadrant	0cm	0	4 per quadrant	5+	4 per quadrant
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Quadrant Batteries					
Weapons Battery	60cm	12	quadrant		
Lance Battery	60cm	5	quadrant		
Launch Bays	Fighters (30cm) Bombers (20cm)	4 squadrons	quadrant		
Basilica Batteries					
Weapon Battery	45cm	4	all round		
Torpedo Silos	Speed (30cm)	9	all round		

● The Ramilies cannot be boarded by ships. Whole regiments would be needed.

● Damage control is also undertaken individually. To all intents and purposes the four quadrants function as individual stations placed 'back to back'. The fort itself is only destroyed once all four quadrants are reduced to 0 damage points.

Special Orders

Unlike most defences, the command control and communications of the Ramilies is superior to even that of a Warship. To represent this a Ramiles can use the following combat orders;

Reload Ordnance

Lock On

Brace For Impact.

Ramilies are also typically manned by experienced personnel, so their Leadership is rolled as for capital ship. A Ramilies also has a single command check reroll which may be used when it attempts to roll special orders. Fleet commanders may be placed aboard a Ramilies, in which case their own Leadership value is used by the fort and the fort's reroll is added to the commanders own rerolls so that it can be used throughout the fleet.

Split orders

The internal communications of the Ramilies mean that its different quadrants can use different squadrons can use different special orders. For the purposes of issuing special orders to the Ramilies the owning player can effectively divide the quadrants up into squadrons and then issue special orders to each in turn.

For example, the player wishes to issue Reload Ordnance orders to the north and east quadrants, while Locking On with the the south and west. Only two command checks are made for the two pairs of orders. If later in the turn the player needed to Brace For Impact he could do so with a single quadrant only, leaving the rest free to reload or lock on again next turn.

Weapons mounted on the central Basilica count as operating under the special orders of all of the quadrants, so it entirely possible for them to be locked on, reloading and braced all at the same time. Brace for Impact orders will halve the firepower and ordnance strength of the Basilica weapons as normal.

Ordnance

Individual quadrants have their own ordnance and will run out on doubles as normal. basilica weapons are considered to

have an unlimited supply of torpedoes and never run out.

Shields and Blast markers

Each quadrant has its own shields, when blast markers are placed put them in contact with the appropriate edge of the fort's base. In the End phase D6 blast markers are removed from the whole of the Ramilies fort, not D6 blast markers per quadrant.

Docking

Friendly ships in contact with the Ramilies model can halt their movement just as if they were in a gravity well. If they wish to turn they may use Burn Retros special orders without taking a command check to do so. If a ship is in contact with one of the four inter-quadrant docking piers it can fully dock. While fully docked a ship it gains an extra four dice when rolling for damage control during a battle and can restock ordnance if it has run out by remaining in contact with the pier and successfully using reload ordnance special orders for two consecutive turns, being reloaded on the third turn. Even while fully docked the ship is still targeted and attacked separately to the fort, although it counts as being in close formation with the fort for massed turret fire with the benefits and dangers that brings. For more detail see p7 of the Warpstorm book.

Deployment And Scenarios

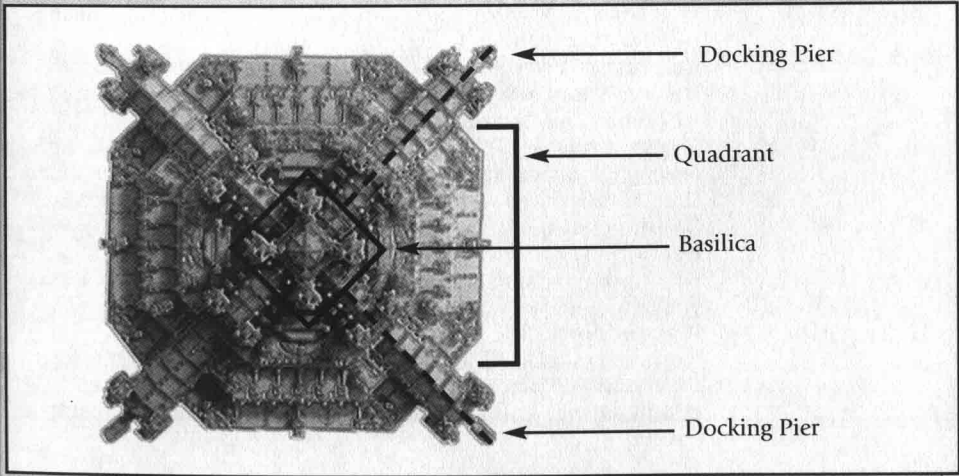
A Ramilies can be deployed as an orbital defence or, in appropriate scenarios such Planetary Assault, Exterminatus, Surprise Attack, or Hunter, Prey as a replacement for a planet. In such scenarios orbital defences may be sited within 30cm of a Ramilies class Star Fort. A Ramilies is bought from the fleet's points, rather than defences to represent its rarity and importance. Ramilies may only be used by prior agreement in competitive games (it's unlikely to be ambushing you in the middle of a fleet engagement after all), but can prove to be a good 'surprising find' for players in Umpired scenarios.

Availability

The Ramilies is available to Imperial and Chaos Fleets. Special scenario's can be devised to represent Orks and Eldar using a captured Ramalies.

THE FORT IN CAMPAIGNS

In a campaign a Ramilies can only be gained by a commander of eleven or more renown by making a dedicated appeal needing a 5+ to succeed. Alternatively the commander may surrender control of one forge world or Hive planet and be granted a Ramilies by way of replacement. A Ramilies generates repair points equivalent to a pirate base and players can attempt to attack it in the same way as a pirate base. In addition to



generating repair points the Ramilies enables one capital ships or escort squadron withdrawn for full repairs to return before the start of the players next game on a D6 roll of 4+.

If a Ramilies is found it can be moved to try and prevent further attacks on it. If the owning player decides to move his fort he must roll a D6. On a roll of 1 the fort is lost in the warp and must be struck from the roster. On a 2 or more the fort relocates successfully and must be found again before it can be attacked.

RAMILIES CLASS STAR FORT CRITICAL DAMAGE TABLE.

Some of the larger defensive platforms like space stations and the Ramilies have multiple hits. When it comes to taking damage defences with multiple hits work just like capital ship. They can suffer critical just like capital ships and get crippled once they have lost half of their damage points. Remember that critical hits against the Ramilies only affect the quadrant they are scored against unless the result specifically states otherwise.

CRITICAL HITS TABLE

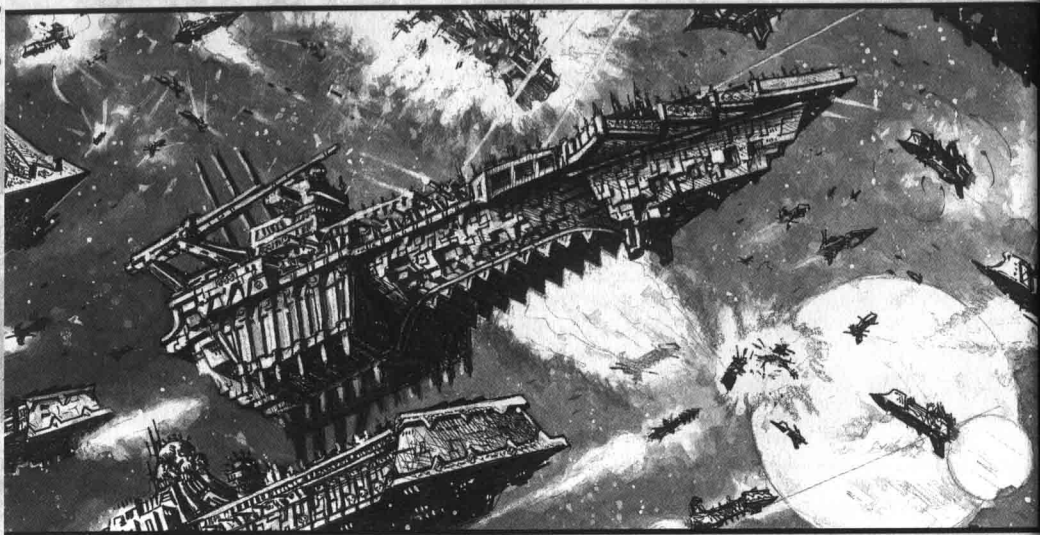
2D6 Roll	Extra Damage	Result
2-3	+0	Lances damaged. The quadrant's lance array is taken off line by the hit. The quadrant's lance armament may not fire until it has been repaired.
4	+0	Main armament damaged. Heavy damage silences some of the quadrant's weapon batteries. They fire at half strength until it has been repaired.
5	+0	Ordnance Bays hit. The quadrant's ordnance bays are ravaged by explosions. No ordnance may be fired by the quadrant until the bays have been repaired.
6	+1	Reactors damaged. The Hyper plasmatic reactors are damaged, shutting down the power grid to the defences. Until the damage is repaired the quadrant's shields and turrets are at half strength.
7	0	Fire! Oxygen lines are broken, leading to fires in many compartments. Roll to repair (extinguish) the fire in the End Phase, if the fire is not put out it causes 1 point of extra damage and keeps burning.
8	+D3	Hull breach. A huge gash is torn in the quadrant's hull, causing carnage among the crew.
9	0	Command Tower Struck. A command tower on the central basilica is torn away. The Ramilies Leadership value is reduced by -2 points. This damage may not be repaired.
10	0	Shields Collapse. The shield generators overload and burn out, leaving the quadrant's virtually defenceless. The quadrant's shield strength is reduced to zero. This damage may not be repaired.
11	+D3	Basilica penetrated! The main basilica is struck, causing immense destruction as the torpedoes stored there explode and wreak havoc. All quadrants suffer D3 damage and the Basilica weapons are lost.
12	+D6	Reactor Struck! The central plasma reactor at the heart of Ramilies is struck, all four quadrants suffer an extra D6 hits from the resulting power surges and leaking plasma. Roll another critical damage result immediately and apply that to the quadrant struck.

CATASTROPHIC DAMAGE TABLE

Once all four quadrants of the Ramilies are reduced to 0 damage points roll a D6 to see what happens to the vast wreck.

D6 Roll	Blast Markers	Result
1-2	0	Wrecked. The main structure of the stations survives somehow with parts intact and even some pockets of atmosphere. Venting gases and wreckage block line of fire across the wrecked fort, treat any movement through it as moving through an asteroid field.
3	0	Structural Collapse. The area is filled with huge chunks of wreckage as the fort comes apart. Place a 15cm diameter asteroid field where it was
4-5	2D6	Hyper-plasma Meltdown. The sophisticated reactor of the Ramilies goes critical in spectacular style. Resolve eight lance shots at every ship within 4D6cm. All ordnance within that distance is removed. All other ships, defences and ordnance markers on the table suffer the effects of solar flare centred on the fort as noted on p47 of the Battlefleet Gothic rulebook. Finally the fort itself is replaced by 2D6 blast markers.
6	0	Warpbubble Implosion. The Ramilies is drawn into the warp by an instantaneous collapse of its warp bubble generator. Resolve four lance shots at every ship and ordnance marker within 4D6cm. Then replace the Ramilies with a Warp Rift as detailed on p45 of the Battlefleet Gothic rulebook. All ordnance and ships on the table top are then drawn 15cm towards the Rift immediately and if moved into it will beaffected is noted in the celestial phenomena rules.





CHAOS SPACE MARINE FLEET LIST

by GLEN HAASE

With a little tweaking Glen has combined the Chaos Fleet lists and Space Marine lists to create a Fleet list for Traitor Legions. Standard Space Marine ships, suitably converted with Chaos extra's, should be used.

FLEET COMMANDER

0-1 Chaos Fleet Master

You may include 1 Chaos fleet master. If your fleet includes any battle barges, he must be assigned to one of them instead of a strike cruiser. If your fleet is worth more than 750 points, you must include a Chaos Fleet Master to lead it.

Chaos Fleet Master(Ld 10) 50 pts

The Chaos Fleet Master may be given Fleet Commander re-rolls at the following points costs:

One re-roll 25 pts

Two re-rolls 50 pts

The Chaos Fleet Master may also take up to

two upgrades from the list that follows. No upgrade may be taken more than once.

Mark of Slaanesh +25 pts

Enemy ships within 15 cm of the Chaos Fleet Master's ship get -2 Leadership.

Mark of Khorne +30 pts

The Chaos Fleet Masters ship doubles its boarding value and adds + 1 to rolls for critical damage in boarding actions(in addition to bonuses for being Chaos Space Marines).

Mark of Tzeentch +30 pts

The Chaos Fleet Master gains a re-roll.

Mark of Nurgle +30 pts

The Chaos Fleet Master's ship gains a damage point and may not be boarded.

Mark of Chaos Undivided +25 pts

In one turn per game, the entire Chaos Space Marine fleet may use the Chaos Fleet Master's Leadership value on any leadership test they are called to make. The Chaos Space Marine player must announce that he will use this ability at the beginning of the turn he uses it.

Chaos Terminators +50 pts

Once per game the Chaos Fleet Master's ship may make a teleport attack with its Terminators. All the normal rules for teleport attacks apply (see BFG rulebook) except that this attack is made in addition to a normal teleport attack that turn. The Terminator's teleport attack rolls 2 dice for its hit and run attack, and applies both results (including the normal +1 bonus for being Space Marines). Once the Terminators have performed their attack, they may not be used for the rest of the battle.

0-2 Chaos Space Marine Lords

You may include up to two Chaos Space Marine Lords in your fleet. Each Lord must be assigned to a ship and increases its leadership rating to the value shown.

Chaos Space Marine Lord(Ld 9) 35 pts

Additionally, the Chaos Space Marine Lord may take up to one upgrade from the following list.

Mark of Slaanesh +25 pts

Enemy ships within 15 cm of the Chaos Space Marine Lord's ship get -2 Leadership.

Mark of Khorne +30 pts

The Chaos Space Marine Lord's ship doubles its boarding value and adds +1 to rolls for critical damage in boarding actions (in addition to bonuses for being Chaos Space Marines).

Mark of Tzeentch +30 pts

The Chaos Space Marine Lord gains a re-roll.

Mark of Nurgle +30 pts

The Chaos Space Marine Lord's ship gains a damage point and may not be boarded.

Abaddon the Despoiler

You may include Abaddon as the Chaos Fleet Master in any Chaos Space Marine fleet of more than 1,000 points.

Abaddon(Ld 10) 195 pts

Abaddon receives one re-roll per turn. In addition, see special rules on p.107 of WD238.

CAPITAL SHIPS

0-1 Planet Killer

A fleet of 1,000 points or more may include the Planet Killer. See p. 61 of Warp Storm for full rules.

0-1 Planet Killer 505 pts

0-3 Battle Barges

You may include one Battle Barge for every 1,000 points or part thereof your fleet is worth.

Chaos Space Marine Battle Barge 425 pts

0-10 Cruisers

Chaos Space Marine Strike Cruiser 145 pts

ESCORTS

Your fleet may include any number of escorts.

Rapid Assault Vessel (Idolator) 50 pts

Rapid Assault Vessel (Infidel) 45 pts

Rapid Assault Vessel (Iconoclast) 35 pts

ORDNANCE

Any ship with launch bays is loaded with Swiftdeath fighters and Dreadclaw assault craft. Any ship with torpedo tubes is armed with standard and boarding torpedoes.

SPECIAL RULES

All special rules used for standard Adeptus Astartus forces apply to Chaos Space Marine fleets. This includes their rules for Leadership values, boarding actions and hit and run attacks, and Bombardment cannons.

CHAOS SPACE MARINE BATTLE BARGE**425 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45 °	3	6+	3
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Port Weapons Batteries	45cm		8		Left
Starboard Weapons Batteries	45cm		8		Right
Prow Launch Bays	Swiftdeath: 30cm Dreadclaw: 30cm		4		-
Prow Torpedo Tubes	Speed: 30cm		6		Front
Dorsal Bombardment Cannons	30cm		8		Front/Left/Right

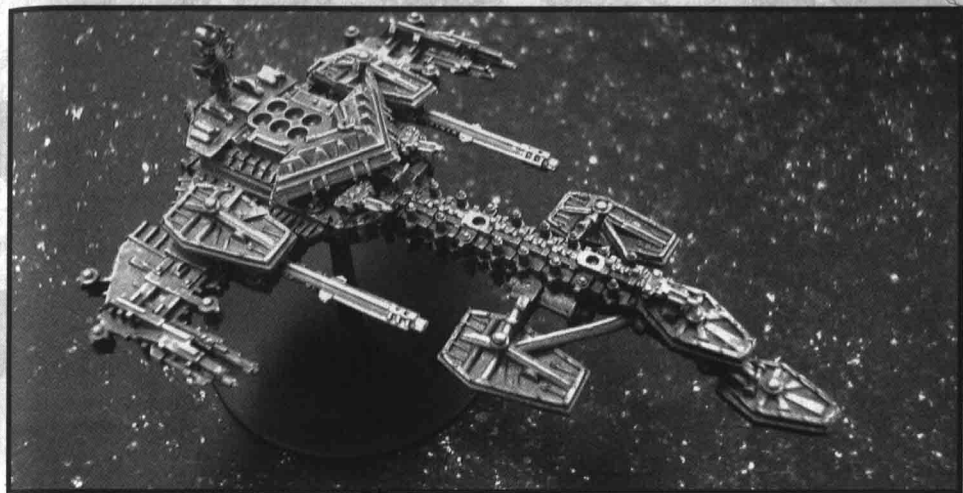
CHAOS SPACE MARINE STRIKE CRUISER**145 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	30cm	90 °	1	6+	1
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Port Weapons Batteries	45cm		3		Left
Starboard Weapons Batteries	45cm		3		Right
Prow Launch Bays	Swiftdeath: 30cm Dreadclaw: 30cm		2		-
Prow Torpedo Tubes	Speed: 30cm		6		Front
Prow Bombardment Cannons	30cm		2		Front

**CHAOS SPACE MARINE
RAPID ASSAULT VESSELS pts: varies**

Use the appropriate ship statistics from the Battlefleet Gothic Rulebook, along with the appropriate Chaos Space Marine special rules.

Also, don't forget the extra 5 points on their costs.



NEW THREAT ALERT!

FRA'AL BATTLECRUISER

by CHE WEBSTER

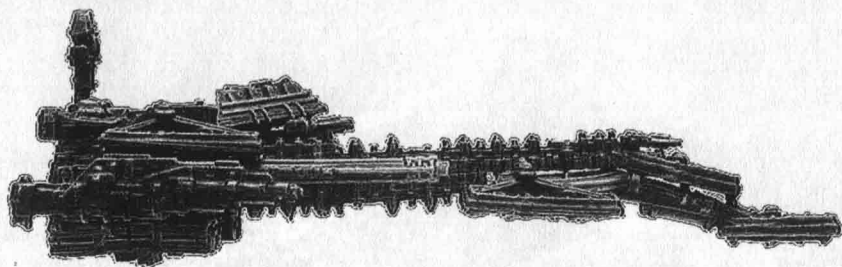
The Fra'al are a mysterious and technologically advanced alien race occasionally sited in the Gothic Sector.

The Fra'al deploy Battlecruisers into deep space and use them to either protect their worlds from orbit (usually single ships), or they use them in pairs to raid various convoys and systems. No one knows why they fight in this way, what technology they use, or who they are.

The most significant threat from these Battlecruisers comes from the Ether Cannon they mount which fires a pulsed energy

beam at the target ship. The Ether Field corrodes the hulls of craft, ignoring shields. A nasty side effect of the Ether Field is a tendency to overload energy shields, allowing the Fra'al Battlecruiser to follow-up the attack with a barrage of Lance fire. Even the Eldar have found this terrifying craft a threat, as the energy Ether Field can affect a ship despite the best attempts of the holo-fields to divert and disperse the energy. The most promising factor regarding the Fra'al Battlecruisers from an Imperial standpoint is that they are deployed sparingly and raid infrequently.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/8	20cm	45°	3	5+	3
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Prow Lances	45cm		2		Front
Dorsal Lances	45cm		3		Left/Front/Right
Ether cannon	60cm		2/Special		Front



POINTS AND DEPLOYMENT

No points are provided for the Fra'al Battle Cruiser because it should only be used in special scenarios or as a random encounter. Fra'al are a threat to every other fleet, and their actions should be controlled by a referee or diced for randomly.

SPECIAL RULES

ETHER CANNON

When firing the Ether Cannon roll d6 for each point of strength.

Roll less than or equal to Shield strength of target vessel = 1 point of hull damage; the shields remain intact.

Roll higher than the Shield strength of target vessel = 1 point of hull damage; the target vessels shield are also overloaded – all are knocked down, mark with the appropriate number of blast markers.

Against Eldar (who have no shields) the Ether Cannon requires a 5+ to hit, and will do 1 point of damage if it succeeds. The holo-fields do not save against this, as the attack already takes holo-fields into account. If the Eldar craft has no holo-fields the roll to hit is a 3+.

The LOCK-ON special order has no effect on any Ether Cannon firing.

FRA'AL REGENERATION

– Fra'al Battlecruisers can repair critical damage as normal.

– In addition they may channel power to repair hull damage points. Simply roll the

dice normally for damage repairs, and replace one point of hull damage on the roll of a 6.

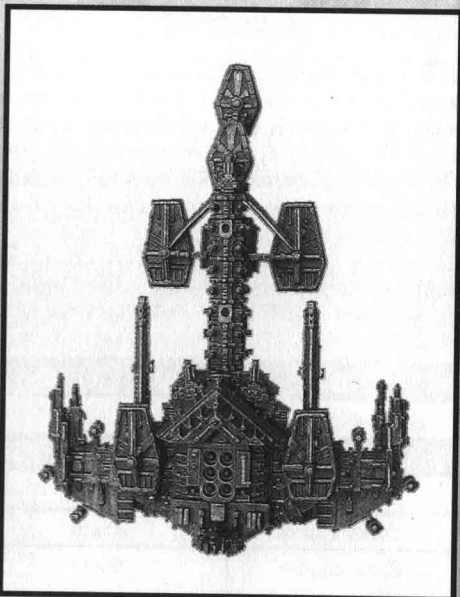
DISENGAGEMENT

– Fra'al Battlecruisers may disengage at any time without the need to roll.

– If a Fra'al Battlecruiser ends its turn with 2 or less hull points it will immediately disengage.

EXPERT COMMANDERS

– Fra'al Battlecruisers always test against leadership with a value of 9.



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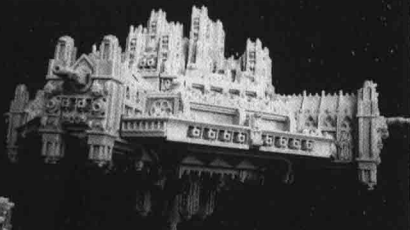
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RAMILIES CLASS STAR FORT

Designed by William Hayes



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- Tips and tactics
- A review of a tournament/convention you have attended
- Your Games Club

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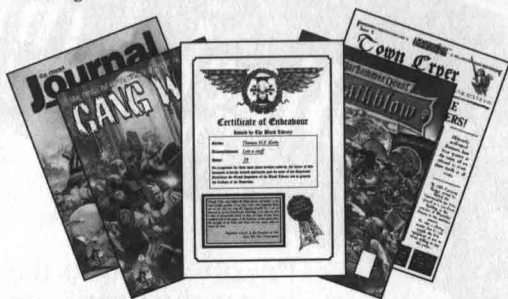


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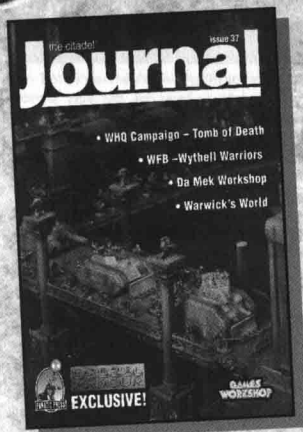
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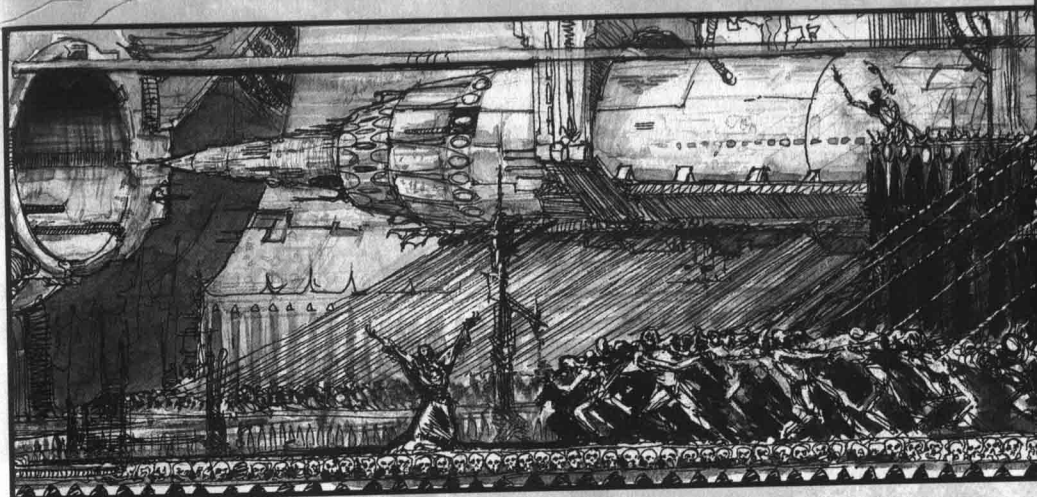
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NOVA CANNON AMMUNITION

by NED SMOTHERMAN

Ned has developed some ideas for new Nova Cannon shells. Assisted by the BFG Mailing List and some suggestions from Andy C, like for the one turn delay on the Grav Torpedo, as well as some optional additional rules for it, and some more rules for the Doppler torpedoes in regards to Gas/Dust cloud interference. These rules are 'in progress' and Ned would like other players feedback, so give his ideas a try, and then write in to the Mailbag and let us know what you think.

Rift Shell - 50 pts.

Maximum 1 shell per fleet.

Rift shells carry warheads similar to those used in Vortex Torpedoes, except that the warheads used for Rift shells are much larger than those used on torpedoes, and are capable of creating warp rifts in real space. You must announce when you're firing a rift shell. Template hits are decided as normal with the exception that all hits IGNORE shields (holofields work on a 3+1) as

blastwaves of immaterium smash into the ship! After resolving any hits, place a Warp Rift that is D3 X 2cm wide by D3 X 3cm long "cantered" over where the shell detonated. Any ships caught in the Warp Rift as it forms must pass a leadership test on 2D6 to successfully navigate out of the expanding rift, or suffer the normal penalties for failing to navigate the warp rift, afterwards ships attempting to navigate the warp rift must pass a leadership test on the "standard" 3D6. As making and transporting these shells is very dangerous, you may only carry one of these shells in your fleet. If any ship carrying an unused Rift Shell suffers a critical hit to it's Prow (or wherever the Nova Cannon is mounted), roll a D6. On a roll of 6, the Rift Shell detonates, causing the ship to be ripped apart from the inside as a Warp Rift begins to form. The ship is destroyed and is removed from play, and a Warp Rift is placed as described above, "cantered" where the ships stem was.

E.M. Shell - 20 pts

Maximum 3 shells per fleet

E.M. shells are not so much designed to inflict damage as they are to Interfere with

enemy sensors and communications. When and E.M. shell is detonated, it unleashes massive amounts of ElectroMagnetic radiation and radio waves, scrambling sensor readings and interfering with ship-board communications. You must announce when you're firing an E.M. shell. As stated earlier, E.M. shells are not designed to inflict damage, and as such, they have very little physical punch. When placing the template, ships which bases are under the hole of the template suffer 1 automatic hit, if a ship's base is under any other part of the template, roll a D6, if the number rolled equals or beats the ship's armour value, it will suffer 1 hit, shields and holofields work as normal. After resolving any hits, establish the interference field created by the E.M. shell.

The Interference field has a radius of 10cm from the center of the Nova Cannon template, and all ships (Friend or Foe!) within the field's radius (measured from the stem) suffer the effects of the interference field. Roll a D6 to see what the interference level of the field is and, as stated above, all ships (Friend or Foe!) within the interference field reduce their Leadership value by the number rolled. In addition to the reduced Leadership for interference, any ships within the interference field cannot use Fleet Commander re-rolls, or if the Fleet Commander's ship is within the interference field, only their ship may use the re-rolls. The interference field will last for D3 turns. Should two interference fields overlap, use the larger interference level. Ships outside the interference field must pass a Command Check to target ships inside the interference field with Nova Cannons, Torpedoes, or Lances. Weapons Batteries and "weapons battery style" weapons, such as Heavy Gunz, and Bombardment Cannons, may always fire into an interference field, they simply suffer a column shift right to do so. A ship may have a max of 3 E.M. Shells.

Grav Shell - 70 pts

Maximum 1 shell per fleet

Newly designed, these shells are extremely hard and dangerous to make, and as such they are only made in a few select installations in Deep space, far from any

inhabited systems. The Location of these installations is known to only a handful of individual on ancient Terra and those who actually work on the stations, and keeping it that way is a top priority. Transportation of these shells is just as hazardous as making them, and as such, only 6 ships throughout the whole Imperium are known to have carried these deadly weapons, and 1 of those ships was lost when its cargo detonated onboard when the containment field on the warhead failed. When fired and "detonated", they implode and collapse in on themselves, forming what is essentially a short-life micro-blackhole, and creating a hellishly powerful Gravity well.

You must announce when you're firing a Grav shell. When fired, leave the Nova Cannon template on the table. Once fired, it will take the Grav Shell 1 turn to collapse on itself and form a Micro-Blackhole, so if you fire it in your 1st turn shooting phase, it will have finished collapsing in on itself at the *beginning* of your 2nd turn Shooting Phase. Should any ship's stem cross the hole of the template before the Grav Shell finishes collapsing, it will suffer a critical hit on a D6 roll of 6+(4+ for Eldar), for even before it completely collapses, the gravitational forces are awesome to endure.

Once it finishes collapsing on itself, the Gravity Well of this "MicroBlackhole" has a radius of 10cm from the center of the template. Any ships (Friend or Foe!) caught within the Gravity well are immediately pulled D6 cm directly towards the center of the template (roll for each ship separately). Any ships (again, Friend or Foe!) whose stems touch the center of the template are immediately destroyed! After the initial "pull towards oblivion", Roll again for each ship within the gravity well to see how far they get pulled towards the Blackhole at the Beginning of BOTH players shooting phases. As with other gravity wells in the game, ships may make a free 45 degree turn towards the blackhole when they're within the gravity well. Also, ships may not "establish orbit" over the blackhole (not that any sane person would want to). At the edge of the template, the gravity is so strong that the engines of

torpedoes and ordnance don't have enough power to escape the pull of the black hole, and light and radio waves are so distorted that clear readings of what's on the other side cannot be established. As such, the template blocks the line of fire and cannot be shot past, any torpedo or other ordnance which touches the template are automatically destroyed. Torpedoes that enter any other part of the gravity well MUST make a 45 degree turn towards the blackhole at the end of their move. Also, ships who's stems touch the edge of the template will suffer a critical hit on a 4+ (2+ for Eldar, sorry) as the gravitational forces begin trying to rip the ship to shreds.

The Micro-Blackhole will last for D3 turns from the point at which it completely collapses and the gravity well is established). Since the transportation and storage of Grav Shells is so precarious, while you still have it aboard the ship and haven't fired it yet, roll a D6 at the beginning of each of your shooting phases, on a roll of 6, the containment field around the Grav Shells warhead fails, and it begins collapsing onboard, the ship carrying the shell is destroyed and a Micro-blackhole as described above is established (it still takes a turn for the shell to completely collapse), don't worry about this roll if you've already fired it. The Shell will also implode and create a Micro-blackhole if the Ship carrying it suffers a Critical hit to it's prow (or wherever else the Nova Cannon is mounted) on a D6 roll of 6+. Obviously if you've already fired the Grav Shell, you don't need to worry about this.

This stuff is just some after thoughts I had that could also be used for Grav Shell effects. If you decide to use them, raise the price of the Grav Shell to 90 pts, and you are still only allowed to have one Grav Shell in your fleet. When the "Micro-Blackhole" "dies" (when the last turn of how long it lasts elapses), the intense gravity begins to waver and weaken. As the gravity weakens, it can no longer contain the matter that has been sucked into the black hole and intensely compressed. The matter explodes violently outwards from its prison and creates a new

Dust Cloud that has a Radius (it's a circular Dust cloud, to represent the matter escaping from it's prison in all directions) of 10+D3cm. Any ships caught within the radius of the dust cloud as it escapes (forms) suffer 1 automatic hit (holofields have no effect).

Doppler Shell - 40 pts

Maximum. 1 shell per fleet

Similar to E.M. shells, they are not designed to pack a physical punch, but instead are designed to release large amounts of graviometric waves that will bounce off the hulls of ships within the field of exposure and allow other ships to get a much better fix on their position. When fired, a "doppler field" with a radius of 1 Ocm is created. ALL ships (Friend or Foe!) within the field (measured from center of template to stem) are effected by this "doppler effect". This means that ships (both within and outside) the field can get a better lock on their adversary. This means that ships within this field count as being "locked-on" to, just as if the special order had been used. To clear this up, the ships count as being "locked-on" to by both ships outside the field AND inside it, so two opposing ships may blast away at each other as if they were both "locked-on" to one-another. For the Eldar, this doppler image means that their real location is exposed, They DO NOT count as being "lockedon" to, BUT their Holofields have NO EFFECT and they receive no save for their Holofields while they remain within this "doppler field", once they move beyond the "doppler field", their Holofields will function as normally. Gas and Dust clouds interfere with the "doppler effect" and so if a "doppler field" overlaps a Gas/Dust cloud, and a ship happens to be in the part of the Gas/Dust cloud within the "doppler field", it will only count as being "Locked-on" to on a D6 roll of 4+, and if X's and Eldar ship, it's Holofields will only save on a 6+ instead of a 2+. You may only carry one of these shells in your fleet.

Let me know how you get on!

The Corribr Sector

The Corribr Sector map displays a network of star systems. A compass rose in the bottom left corner indicates the 'Coreward' direction. The systems are interconnected by lines, forming a complex web. Key systems include Lament, Netherus, Jonah, Zechana, Azerty, Sherasse, Galatia, Sakae, Du Cade, Torette's World, Igraun, Fidelity, Nathaniel, Amet, Shalon, Sayla, James, Arcadio, Nahman, Habakkuk, Euphrates, Raven's Sky, Quadrius, Gallant, Konrete, Greut, Leiber, Vestana, Theastoria, Clavdon, Mars, Corn, Chiem, Deliverance, Taur, Kahu, Tyler, Phillipa, Weiss, Carpha, Pionathies, Riva, Veloria, Cobosia, Lolla, and Lovla.

CORRIBRA SECTOR

by MATT SPRANGE

Matt has developed his own background to give continuity to his Battlefleet Gothic and Warhammer 40,000 battles. This includes creating battle fleets, naming worlds, inventing new ship types, and a mini-campaign to rest control of a system from the forces of Chaos. We hope to include more from Corribra Sector next issue.

The Corribra Sector is a campaign setting for the Warhammer 40,000 universe. Set in the 'southern' most reaches of the Imperium, the Sector is heavily populated, but is under constant pressure from aliens and heretics on all sides. Imperial Commanders must keep a constant vigil to ensure their beloved Imperium does not disappear under the predations of these invaders.

The purpose of the Corribra Sector is to provide a cohesive setting for all types of campaigns in a manner that you can adjust to fit in with the way that you play your games. For example, in the Corribra Sector, as we play it here in Swindon, UK, the Sisters of the Argent Shroud have a large presence in the Sector - but out where you are, maybe another Sister's Order is dominant. The material here is as complete

as it ever can be, but you should always feel free to adjust, tweak or outright mangle anything to suit your players and your armies.

Games in the Corribra Sector

The campaigns we play in the Corribra Sector often stretch across different games - a planetary blockade may be played out in *Battlefleet Gothic*, the landings handled in *Epic 40,000*, switching to *WH40k* for the final missions. You will have the opportunity to do the same with the campaigns presented here or, if you prefer, you can just stick to the one game system and change the battles as appropriate. The choice is up to you - you can make Corribra Sector just as much your work as mine.

Corribra Sector is a very large place. Extremely large. Virtually every major race known in the 40k universe has, at some time, been there, so there is no need for any army to be limited when it arrives to do combat, for or against the Imperium. Raiders have even been known to fight each other. All you need for your force to make its debut in the Corribra Sector is a good rationale, as follows;

Space Marines

Marines of all Chapters have passed through the Sector in their service to the Emperor. Being a rapid reaction strike force, it is very easy to justify the presence of humanity's finest. In our games, The Rock, the Dark Angels space fortress, is currently travelling through the Sector, on some errand known only to the Marines of that Chapter.

Imperial Guard

There are literally billions upon billions of Imperial Guardsmen based in the Corribra Sector, either on active campaigns or garrisoning valuable worlds. Any regiment and any army can easily be used.

Sisters of Battle

The feral world of Janus IV is the home of the Arch-Abbey of the Sisters of the Argent Shroud and their presence is felt by the citizens on all planets of the Corribra Sector. But having said that, there is no reason another Order cannot be shipped in to help

them in times of trouble or, even easier, you can just substitute the name Argent Shroud with any Order you desire.

Orks

Far beyond the southern (rimward) most boundaries of the Corribra Sector lie the scattered worlds that make up a sizable portion of Orkdom.

Planets in the Sector are under constant alert for Ork raids that emanate from the heart of Orkdom and though there has not been a major Waa in the area for over three thousand years, the Imperium never gives up its vigilance, for a new, strong Ork Warlord could take power at any time, gathering Boyz under his rule to bring terror to the Sector.

Tyranids

Whilst Hive Fleets Behemoth and Kraken are many light years away, the new attacks of Hive Fleet Leviathan (pg 283, Main 40K Rulebook) mean that the Tyranids may suddenly appear near any of the civilised worlds in the Sector.

Eldar

In our games, the Altsain Craftworld is currently floating through a neighbouring Sector, though forces of Saim-Hann have also been seen recently. The Eldar have a complex system of Web Ways throughout the known galaxy and so it is not unreasonable to speculate that any Craftworld may take an interest in events within the Corribra Sector.

Dark Eldar

The Dark Eldar have access to very fast ships and the same Web Way technology as their Craftworld counterparts. Every few decades, Corribra Sector seems to come under the scrutiny of these raiders and several human outposts and settlements may be lost before the forces of the Imperium can mobilise an effective defence. By this time the Dark Eldar have, invariably, vanished.

Necrons

Though humanity has been in the Corribra Sector for millenia, there are many unknown worlds and continents. In these places, who can say what horrors await the unready?

Chaos

The Eye of Terror is far away from the Corribra Sector, though the forces of Chaos are adept at travelling through the Warp, so for a worthy goal, the distance need not be a huge limiting factor. More likely though, Chaos fleets emanate from the Maelstrom which lies just a few Warp jumps away from the Coreward side of the Corribra Sector.

In Conclusion

Any army can be used within the Sector - there are even tales of a race known as Squats having Strongholds just outside the Sector, though no one seems to have seen them for a few years now...

Naturally, anything as large as the Corribra Sector will always be a work in progress. There is a great deal of information I plan to put into this area of the 40k universe and, with any luck, you will find it beneficial in your own games - there is nothing like a

battle where the outcome actually MEANS something. No longer will you be just having another 1000 point game against your mate's Eldar. You will now be fighting for the very existence of your Sister's Shrine, the Imperial Shipyards at Riva, maybe even the Corribra Sector Capital at Thesselonia, or any of a million other places. I just put the work in this end. As soon as you start playing games, Corribra Sector becomes your little place in the 40k universe - make of it what you will. On a regular basis, I will update various portions of the Sector and maybe detail some new ones, to give you more ideas for the games you play with your regular opponents. If you have any unusual games or if you have any ideas on how I can make the Corribra Sector a better place for everyone then, please, let me know!!!

Keep up to date with Corribra Sector online.

<http://www.altsain.clara.net>

Worlds of the Corribra Sector

Arcaddo - Hive World
Asperity - Mining
Carpina - Agri-World
Chojin - Mining
Clavdian - Mining
Colossia - Agri-World
Corin - Agri-World
Deleen - Mining
Deliverance - Agri-World
Deus - Mining
Du Carte - Uninhabited
Epiphanies - Industrial
Fidelity - Agri-World
Galatia - Forgeworld
Gallant - Industrial
Habakkuk - Agri-World
Ignium - Uninhabited
Janus - Agri-World
Jonah - Agri-World
Kaku - Mining
Konnere - Industrial
Lament - Forge World
Leiber - Industrial
Lollia - Mining
Lovilla - Industrial

Manakai - Agri-World
Marse - Agri-World
Nahman - Industrial
Nathaniel - Agri-World
Nehemia - Agri-World
Philema - Industrial
Phillipa - Hive World
Phillipa II - Hive World (Tainted)
Promethea - Hive World
Quadrivial - Uninhabited
Raven's Sky - Agri-World
Riva - Forge World
Sakae - Hive World
Sayhadina - Industrial
Seyla - Agri-World
Shiritori - Mining
Shvarse - Industrial
Terette's - World Mining
Thesselonia - Hive World
Titus - Uninhabited
Tyer - Industrial
Verdana - Agri-World
Veronia - Agri-World
Weiss - Uninhabited
Zecharia - Industrial

Battlefleets of Corribra Sector

BATTLEFLEET CORRIBRA

The Imperial Battlefleet Corribra is all that protects most worlds in this sector from alien attack and invasion. A little more than fifty warships have the duty to patrol and guard the Corribra Sector. This is no small task for so few ships. Fleet Command tends to be very slow in replacing destroyed or ancient ships so the shipyards within the sector, particularly those at Thesselonia, have grown adept at recovering and repairing the most crippled of ships and making them battle worthy again in just a few years. Every ship's Captain and every Admiral knows that each vessel is a valuable resource that can never be squandered through futile actions or tactical ineptness - such crimes are almost always punishable by death. As a result of this policy, Battlefleet Corribra has kept itself active under the most strenuous of campaigns and invasions and remains the very first line of defence the Imperium has within this sector of space.

Battleships

Righteous Recrimination

Emperor-class, Ld 8, Shark Assault Boats

Divine Order

Retribution-class, Ld 7, (Experimental Ship +5cm Speed, -1 Ld)

Battlecruisers

Perseus

Jovian-class**, Ld 7

Cruisers

Furies

Tyrant-class, Ld 7

Harpies

Gothic-class, Ld 8, Superior Fire Control

Deimos

Tyrant-class

Phobos

Gothic-class, Ld 8, Superior Damage Control

Damocles

Tyrant-class, Ld 7

Juno

Gothic-class

Hermes

Dominator-class

Cygnus

Dictator-class, Ld 8

Broadsword

Dictator-class

Daedalus

Lunar-class, Ld 7, Arrestor Engines

Janus

Lunar-class, Ld 8, Auxillary Power Relays

Vernoia

Dauntless-class, Ld 6

Corin

Dauntless-class

Fidelity

Dauntless-class, Ld 7

Themis

Siluria*-class, Ld 8

Thebes

Siluria*-class

Nemesis

Siluria*-class

Escort Squadrons

His Hammer

Sword Frigate Squadron, Ld 7

Deliverance from Despair

Firestorm Frigate Squadron, Ld 7

Emperor's Hand

Cobra Destroyer Squadron, Ld 7

Exalted in Belief

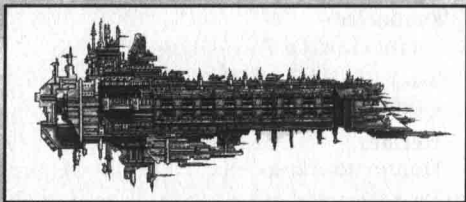
Cobra Destroyer Squadron, Ld 6,
Overload Shield Capacitors, Vortex
Torpedoes

* See page 45 for details of the Siluria class light cruiser.

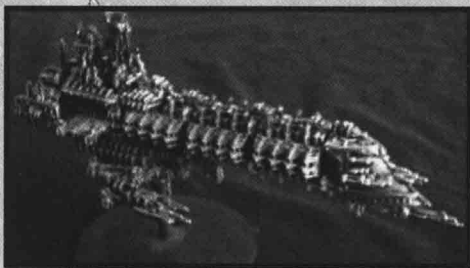
** The Jovian-class Battlecruiser will be featured in Planet Killer 2.

Famous Ships of Corribra Sector

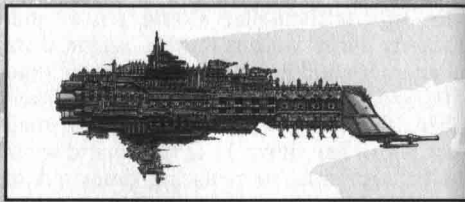
The Corax - Nemesis-class Fleet Carrier



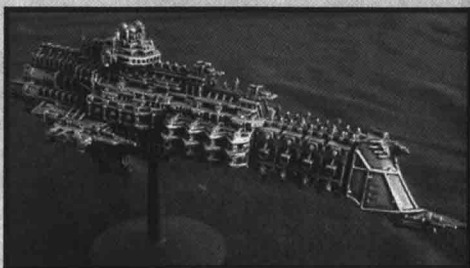
The Corax was always a noted ship in Battlefleet Corribra, being a rare example of the Nemesis-class Fleet Carriers that were born in the Gothic War. This particular ship was captained by Solar Admiral Alexis Ley Karm during Operation: Vanquish, the drive to push Warlord Gorgof Ug Zagulk and his Ork Pirates out of the Corribra Sector. The Corax served with distinction with its presence often being its most powerful weapon, and the Orks soon learnt to respect the sheer size of a Nemesis-class' flight decks. The pilots of the attack craft on board the Corax were heroes to many in the Battlegroup and were responsible for the destruction of several Ork Kroozers and countless escorts. The Corax was lost with all hands in the ill fated attack on Gorgof's pirate base. An ambush of the Corax by overwhelming numbers of Ork vessels as the rest of the fleet closed with the Ork's base left the great ship a smoking hulk in a matter of minutes. Since its loss, Sector Command has placed repeated requests with the Jovian ship yards for a replacement for the Corax, but the Nemesis-class Fleet Carriers are few and far between in the Imperium and no replacement has been forthcoming.



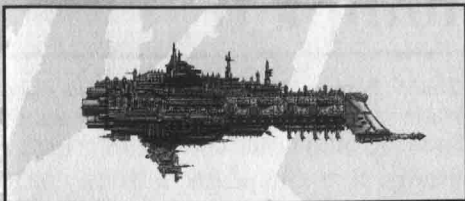
The Cronus - Mars-class Battlecruiser



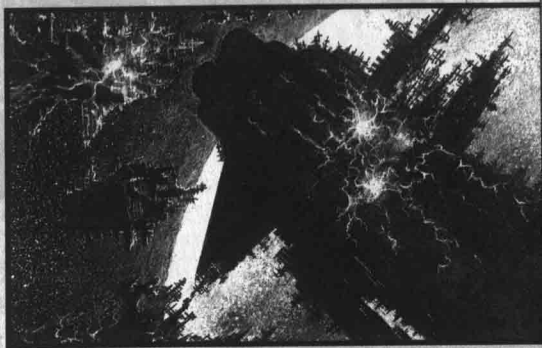
The Cronus was heralded as having the most accurate Nova Cannon within Battlefleet Corribra and its pilots were greatly respected. These qualities led the Cronus to gain several marks of distinction whilst fighting the fleet of Warlord Gorgof Ug Zagulk but ultimately led to the ship's destruction. The Orks had kept the location of their pirate base a secret forcing Sector Command to deploy such a large force against the Orks in an effort to drive them out of the Corribra Sector. Once the base was discovered orbiting the outermost planet of the Gallant system, the Cronus was one of the ships dispatched to destroy it. The battle did not go as planned for the Imperial fleet and they lost many capital ships in the process, but the Cronus was able to cripple the Ork station with two blasts from its Nova Cannon, before ramming the base and destroying it. The Cronus survived the ram impact, but was eventually destroyed by heavy fire from the Ork's many orbital defence platforms. Whilst the Corax gained her fame in the campaign as the flagship of the Battlegroup, many tacticians feel that the Imperial victory rested almost solely with the Cronus' heroic sacrifice.



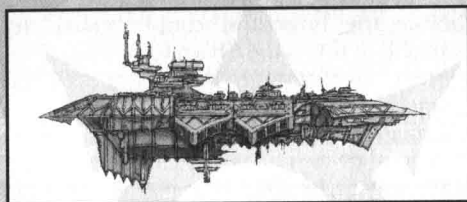
The Furies - Gothic-class Cruiser



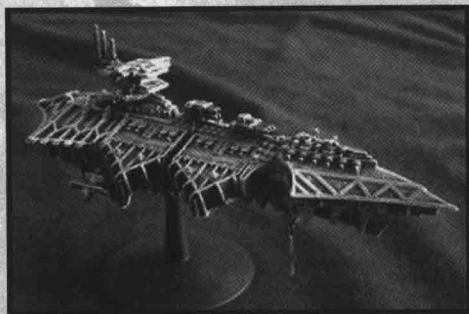
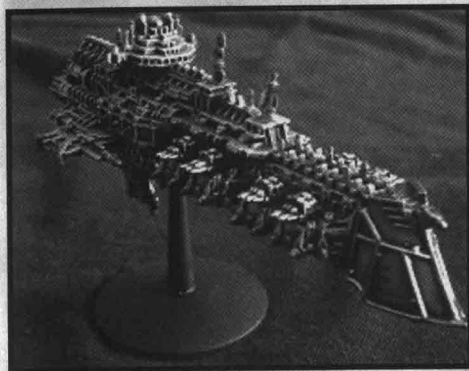
The Furies first gained notoriety under the command of its then Captain Ramirez and fought long and hard during the liberation of the Phillipa system. During the Slaaneshi blockade of the Phillipa system, the Furies took slight damage in the conflict, and in return managed to cripple the Annihilator, during the engagement the Furies lost its sister ship, the Hammer of Light. The Furies lost its next escorting cruiser, the Divine Retribution as both ships pursued the Violator, though extremely heavy damage was caused to the Chaos fleet during this exchange, mostly by the guns of the Furies. The ship was destroyed later in the campaign by a surprise attack by the Annihilator's Doomfire bombers. The now Admiral Ramirez was saddened by the loss of his old ship, though he had been transferred to the Battleship 'His Will' before the battle, and he said later he was certain that the Annihilator had launched a revenge attack for the crippling damage it had received at the start of the Phillipa campaign. The name Furies was later passed to a Tyrant-class Cruiser in recognition of both Ramirez and the once great Gothic-class ship.



The Annihilator - Styx-class Heavy Cruiser



The Annihilator is a much feared ship within the Coribra Sector that has single handedly caused massive damage to the Imperial Navy. Captained by the Chaos Lord Janobeg the Vile, the Annihilator's crew have the ability to keep their ship out of harm's reach, whilst launching devastating attacks with the ship's complement of Doomfire bombers. During the Phillipa campaign, Janobeg was constantly berated by his Warmaster Overfiend, Drusil Spittle tongue, for his lack of tactical ability, though the truth is that Janobeg managed to destroy an impressive amount of Imperial warships and gained a few small victories as he whittled down the Imperial forces in the system.



Invasion of Phillipa II

Phillipa II was an extensive Hive World with a population of billions and was notable for raising many respected Imperial Guard regiments. The Planetary Defence Force of Phillipa was regarded as second to none in the whole sector, though that all came to nothing when the Slaaneshi Fleet of Warmaster Overfiend Drusil Spittleton jumped without warning into the system. Despite the valiant efforts of Admiral Ramirez, it was over twenty three years before the Imperium could muster the strength to throw the Chaos forces out of the system. By that time, most of the second planet's inhabitants had succumbed to the Warmaster's evil whims and now Phillipa II is a desolate ruin of its former self, shattered and broken. Imperial Outposts have sprung up all over the planet, guarding the population that have been judged to have survived the Warmaster's attentions intact. The rest of the planet is overrun with madmen, cultists and the few Chaos forces that were left behind by the Warmaster. Every year, the Imperium regains a little more ground on the planet's surface, though six of the seven once proud Hive Cities have yet to be retaken.

THE BLOCKADE

Jumping out of the Warp with no warning, a Slaaneshi fleet lead by Warmaster Janobeg the Vile had blockaded the Imperial system of Phillipa for nearly two months, cutting off all traffic in and out of the system. The Imperial defences had been weakened by heavy fighting prior to the raising of the blockade, but the time had come to either break out to return with reinforcements or slowly succumb to the siege that the Slaaneshi forces had created, until the will to fight had all but left the defenders. Captain Ramirez was given the task of breaking out of the system, with a pitifully small force.

Scenario: Blockade Run.

Imperial Forces: 400 points, Cruisers only, no Fleet Commander

Chaos Forces: 800 points, Cruisers only, Warmaster Janobeg the Vile (Ld8, Mark of Slaanesh) must be included for 75 points.

Victory: If the Imperials win, they may include another 100 points in The Baiting Violator. If Chaos wins, they may discount one of their ships in The Baiting Violator in terms of Imperial Victory points - one ship may be brought on as reinforcements without any penalty to the Chaos player.

THE BAITING VIOLATOR

Eight years after breaking the blockade, Captain (now Admiral) Ramirez returns to the Phillipa system with reinforcements, dreading to discover what the Chaos forces have done during that time. The main planet, Phillipa II turned out to be still in Imperial hands, though it had been savagely bombed during Chaos raids. His purpose now was, first to lift the blockade, then drive the Slaaneshi fleet out for good. Warmaster Janobeg the Vile had learnt of the Imperial's arrival through his scouting forces and also discovered that the Imperials had split off an advanced detachment of vessels to probe the Chaos fleet's reactions. Janobeg quickly made arrangements to lay a trap for the approaching force and sent his lieutenant Gunther Rhea to destroy this force in the system's outer most territories. Once again, Phillipa would witness immense destruction.

Scenario: The Bait.

Imperial Forces: 500 points, Cruisers only, no Fleet Commander

Chaos Forces: One Cruiser up to 250 points, 500 points of reinforcements, Cruisers only, Warmaster Gunther Rhea (Ld8, Mark of Slaanesh) must be included for 75 points

Victory: If the Imperials win, they gain an extra 200 points to be used in Escalation. If Chaos wins, they gain an extra 200 points to be used in Escalation.

THE ELДАР ENTER THE WAR

Unknown to the Imperials, Drusil Spittlelongue had tangled with the Altsain Craftworld in another sector many light years away. Without any warning, an Eldar fleet entered the Coribra Sector, heading straight for the Phillipa system. By all accounts, their Craftworld was still many light years away and Imperial tacticians could only guess as to why they had sent a raiding fleet so far away from their home.

Scenario: Cruiser Clash.

Eldar Forces: 700 points, no restrictions

Chaos Forces: 700 points, Cruisers only

Victory: If Chaos win, there is no change to the campaign. If the Eldar win, the Chaos player will lose 200 points from his force in Escalation.

ESCALATION

The Chaos invasion in the Phillipa system was starting to turn against the Imperials as their fleet was slowly mauled by the Slaaneshi forces, but the machinery of the Imperium turned inextricably to the defence of these worlds and reinforcements gradually began to arrive from light years away, building up to crush the invaders and drive them from Imperial space. Admiral Ramirez was promoted yet again for his hard fighting in this area of space and once he was made a full Admiral, he transferred his command to the newly arrived Retribution-class Battleship, His Will. Warmaster Overfiend Drusil Spittlelongue learnt of the arrival of these new reinforcements and once again sent his underling, Warmaster Janobeg the Vile to tie up and destroy a large portion of this new fleet whilst he enjoyed his sujagation of the inhabitants of the system's main planet, which had by now fallen under his domination. Though Janobeg the Vile had succeeded so far in tying up the existing Imperial fleet and had destroyed a number of large Imperial vessels, he had yet to win a decisive victory and he knew his Lord and Master would watch his next engagement very closely. If Janobeg was to retain his position, he would have to score a great victory in the next battle...

Scenario: Cruiser Clash.

Imperial Forces: 1000 points, no restrictions, Admiral Ramirez (Ld9) must be included.

Chaos Forces: 1000 points, no restrictions, Warmaster Janobeg the Vile (Ld8, Mark of Slaanesh) must be included.

Victory: The side that loses this game will be unable to field any Battleships, Heavy Cruisers or Battlecruisers in The Liberation of Phillipa II.

THE LIBERATION OF PHILLIPA II

Admiral Ramirez, in the whole twenty two years of the Phillipa campaign, never gave up hope that he could throw the forces of Chaos out of the system for good. Wild tales came from spies on the surface of Phillipa II, of whole cities subjected to the foulest depravities, or of others where a Hive had been razed to the ground at the order of the Warmaster Overfiend, who did not feel that the inhabitants had sufficiently pleased him. Shocked to the core at each such report, Ramirez vowed that he would do whatever it took to defeat his enemies. His chance eventually came. The Imperial war machine slowly, swung into action and provided Ramirez with a fleet that had the power to retake any world from enemy hands. As the Imperial ships jumped from the Warp within the Phillipa system, Admiral Ramirez issued a challenge directed at the Warmaster Overfiend himself. Bored and dispirited with the population of the planet, Drusil moved back to his Battleship and ordered his fleet into action. Time for battle...

Scenario: Fleet Engagement.

Imperial Forces: 2000 points, no restrictions, Admiral Ramirez (Ld9) must be included. Up to 500 of these points may be taken from the Eldar of the Altsain Craftworld, if the Imperials will accept their support.

Chaos Forces : 2000 points, no restrictions, Warmaster Janobeg the Vile (Ld8, Mark of Slaanesh) and Warmaster Overfiend Drusil Spittlelongue (Ld9, Mark of Slaanesh) must both be included

Victory: The fleet that wins this engagement will gain victory for the entire campaign!

Re-fighting the Engagements

BLOCKADE OF THE PHILLIPA SYSTEM

The Slaaneshi fleet lead by Lord Drusil Spittle tongue had blockaded the Imperial system of Phillipa for nearly two months, cutting off all traffic in and out of the system. The Imperial defences had been weakened by heavy fighting prior to the raising of the blockade, but the time had come to either break out to return with reinforcements or slowly succumb to the siege that the Slaaneshi forces had created, until the will to fight had all but left the defenders. Captain Ramirez was given the task of breaking out of the system, with a pitifully small force.

Imperial Forces

Tyrant-class Cruiser, the Hammer of Light, with upgraded weapon's batteries

Gothic-class Cruiser, the Furies

Slaaneshi Forces

Styx-class Heavy Cruiser, the Annihilator, with Lord Janobeg the Vile (Ld8, Mark of Slaanesh)

Murder-class Cruiser, the Raptor

Slaughter-class Cruiser, the Tormentor

The Slaaneshi fleet had strung itself out right across Phillipa system's space, in order to create as large a net as possible to snare any fleeing Imperials. Hiding within the asteroid fields near Phillipa VIII, they felt they would be able to surprise any Imperial force coming their way. They were wrong. Captain Ramirez had long since been watching the enemy fleet's movements and was well aware of their presence. Using the cover of a huge dust cloud, it was the Imperials who had the element of surprise on their side and Ramirez ordered that his two ships fly in close formation, so as to benefit from mutual protection, as they headed for the Slaaneshi fleet's command ship, the Annihilator which had separated itself from the rest of the enemy ships.

THE BAITING VIOLATOR

Eight years after breaking the blockade, Captain (now Admiral) Ramirez returns to

the Phillipa system with reinforcements, dreading to discover what the Chaos forces have done during that time. The main planet, Phillipa II turned out to be still in Imperial hands, though it had been savagely bombed during Chaos raids. The purpose now was to first lift the blockade, then drive the Slaaneshi fleet out for good. Janobeg the Vile had learnt of the Imperial's arrival through his scouting forces and also discovered that the Imperials had split off a preliminary detachment of vessels to probe the Chaos fleet's reactions. Janobeg quickly made arrangements to lay a trap for the approaching force and sent his lieutenant Gunther Rhea to destroy this force in the system's outer most territories. Once again, Phillipa would witness immense destruction.

Imperial Forces

Gothic-class Cruiser, the Furies (Admiral Ramirez, Ld8, 2 rerolls)

Lunar-class Cruiser, the Divine Retribution

Slaaneshi Forces

Hades-class Heavy Cruiser, the Violator (Gunther Rhea, Ld8, Mark of Slaanesh)

Murder-class Cruiser, the Raptor

Slaughter-class Cruiser, the Tormentor

Taking responsibility for this fleet action, Gunther positioned his own ship, the Violator, as bait for this trap just outside the orbit of Phillipa VIII. The rest of his fleet waited many miles away for his orders, running silent and undetected by the Imperial fleet.

The engagement was seen as largely inconclusive and whilst it was technically an Imperial victory and both Chaos ships were crippled in this action, the loss of a Lunar-class Cruiser was something the Imperium would have done well to avoid.

THE ELDAR ENTER THE WAR

Unknown to the Imperials, Drusil Spittle tongue had tangled with the Altsain Craftworld in another sector many light

years away. Without any warning, an Eldar fleet entered the Coribra Sector, heading straight for the Phillipa system, intent on halting the Slaaneshi Lord's plans, for reasons known only to themselves. By all accounts, their Craftworld was still many light years away and Imperial tacticians could only guess as to why they had sent a raiding fleet so far away from their home.

Chaos Forces

Styx-class Heavy Cruiser, the Annihilator
(Lord Janobeg the Vile, Mark of Slaanesh)

Murder-class Cruiser, the Raptor

Slaughter-class Cruiser, the Tormmentor

Eldar Forces

Eclipse-class Cruiser, the Star Walker

Eclipse-class Cruiser, the Glide of Night

Hellebore-class Frigate, the Drake Spinner

Hellebore-class Frigate, the Shadowfast

Hellebore-class Frigate, the Dark Wind

ESCALATION

The Chaos invasion in the Phillipa system was starting to turn against the Imperials as their fleet was slowly mauled by the Slaaneshi forces, but the machinery of the Imperium turned inextricably to the defence of these worlds and reinforcements gradually began to arrive from light years away, building up to crush the invaders and drive them from Imperial space. Admiral Ramirez was promoted yet again for all his

hard fighting in this area of space and once he was made a full Admiral, he transferred his command to the newly arrived Retribution-class Battleship, His Will. Warmaster Overfiend Drusil Spittleton learned of the arrival of these new reinforcements and once again sent his underling, Lord Janobeg the Vile to tie up and destroy a large portion of this new fleet whilst he enjoyed his debauchery with the inhabitants of the system's main planet. Though Janobeg the Vile had succeeded so far in tying up the existing Imperial fleet and had destroyed a number of large Imperial vessels, he had yet to win a decisive victory and he knew his Lord and Master would watch his next engagement very closely. If Janobeg was to retain his position, he would have to score a great victory in the next battle. . .

Imperial Forces

Retribution-class Battleship, His Will, with Admiral Ramirez (Ld9)

Gothic-class Cruiser, the Furies

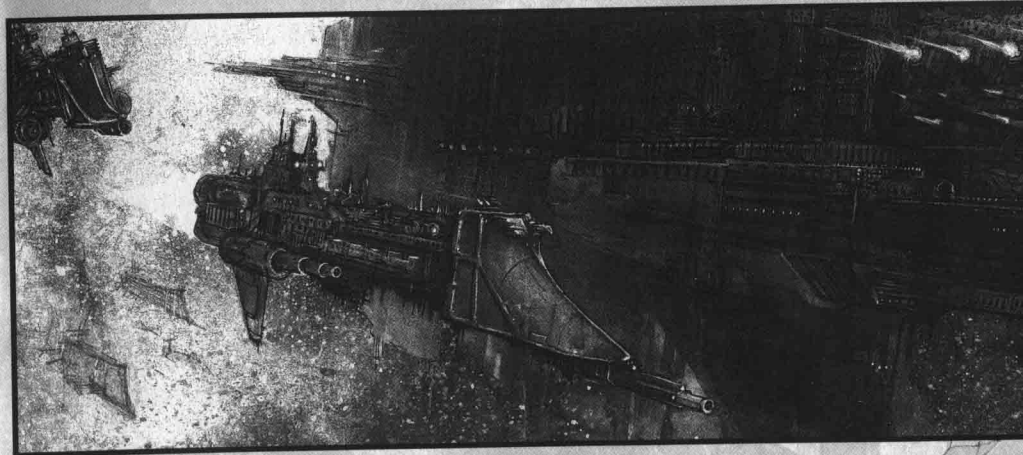
Siluria-class Light Cruiser, Vanguard

Tyrant-class Cruiser, the Damocles

2 Cobra-class Destroyers, the Swift Vengeance Squadron

Slaaneshi Forces

Styx-class Heavy Cruiser, the Annihilator, with Lord Janobeg the Vile (Ld8, Mark of Slaanesh)



Slaughter-class Cruiser, the Executor
 Carnage-class Cruiser, the Cruel Fist
 3 Idolators, the Fangs
 3 Idolators, the Claws

Janobeg had ordered his fleet behind a huge asteroid field with the intent of ambushing the Imperial fleet in two directions at once, but Ramirez quickly saw this plan and grouped his ships closely together, making a direct line for the Annihilator and its supporting Idolators, hoping to knock these ships out before the Executor and Cruel Fist managed to close the huge distance that was now between the two fleets.

THE LIBERATION OF PHILLIPA II

More years passed and the citizens of Phillipa II suffered horribly under Drusil's reign of terror. Battlefleet Coribra was stretched horribly over these years, with rebellions on far out worlds, Eldar attacks and the occasional Orkish raid but, gradually, ships were pulled together to form an attack fleet that would drive out the Slaaneshi forces from the Phillipa system permanently. Admiral Ramirez constantly harangued Sector Command and, once again, he finally got his way. The Battleship His Will, commanded by the Admiral, would be the flagship of this new fleet and Ramirez burned with the desire to throw his arch-nemesis' Drusil and Janobeg out of the system once and for all. Drusil was not complacent during his occupation of the system and watched Imperial activity around him with great interest. He recognised the Imperial build up for what it was and knew that, sooner or later, he would be forcibly ejected from Imperial space, possibly losing a good portion of his fleet in the process. Besides, he reasoned, the inhabitant of Phillipa II had become a distinct bore over the years - it was time to find a new world and new pleasures. He drew his fleet around him and prepared to leave Imperial space. It was at this point Ramirez jumped into Slaaneshi held space with his fleet, already deployed for battle.

Imperial Forces

Retribution-class Battleship, His Will, with
 Admiral Ramirez (Ld9, 2 extra re-rolls)

Mars-class Battlecruiser, the Heracles
 Tyrant-class Cruiser, the Damocles
 Gothic-class Cruiser, the Juno
 Dictator-class Cruiser, the Broadsword
 Gothic-class Cruiser, the Harpies
 Siluria-class Light Cruiser, the Nemesis
 4 Cobra-class Destroyers, the Emperor's Hand Squadron
 4 Cobra-class Destroyers, the Event Horizon Squadron

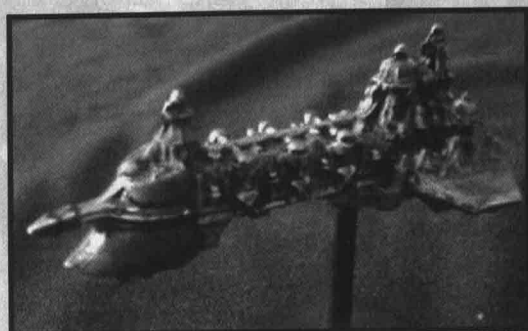
Slaaneshi Forces

Desolator-class Battleship, the Debauched, with Warmaster Overfiend
 Drusil Spittlelongue (Ld9, Mark of Slaanesh)
 Styx-class Heavy Cruiser, the Annihilator, with Lord Janobeg the Vile (Ld8, Mark of Slaanesh)
 Hades-class Heavy Cruiser, the Violator
 Slaughter-class Cruiser, the Executor
 Carnage-class Cruiser, the Cruel Fist
 Devastation-class Cruiser, the Dark
 Murder-class Cruiser, the Hatred
 2 Idolators, the Fangs
 2 Infidels, the Harriidans
 3 Infidels, the Tormentors

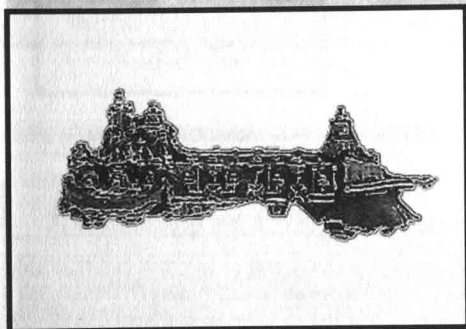
Drusil was concerned chiefly with leaving the system, but he had spent years on the surface of Phillipa II indulging his cruel nature. When he saw the Imperial fleet jump into the system, he decided to indulge himself in battle. Ordering his fleet into attack formation, his ships closed upon the Imperials. However, Ramirez was ready for just such an action and his fleet Captains had been well briefed on all possible eventualities to what they would find when they arrived in the Phillipa system. They were more than prepared for the Slaaneshi fleet and had already arranged themselves in battle formation. Firing up their engines and charging weapons and shields, the Imperium's forces launched the first salvo in this, the last battle of the Phillipa Invasion.

NEW SHIPS

Remember, this ship is still available through GW Mail Order as the old Space Fleet Tyrant-class Battleship



SILURIA CLASS LIGHT CRUISER 90 pts



The Siluria-class Light Cruiser is a much older design than the Dauntless, but numerous refits to the surviving ships in this class have kept it fighting in the space lanes of the Imperium. The Siluria sports row upon row of weapons batteries, rather than dedicating power to Lance armaments and so is best suited to supporting battle fleets, rather than undertaking missions on its

own. However, a full broadside from one of these ships is more than capable of causing great damage, so the wise Admiral will keep the Siluria well screened until the time to unleash its weapons arrives. During the Phillipa campaign, Siluria Cruisers tended to be only seen in the larger fleet engagements, though they are still employed in small numbers throughout Imperial space.

FAMOUS SHIPS OF THE CORRIBRA SECTOR
Vanguard Nemesis Thebes

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25cm	90 °	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Batteries		30cm	6		Left
Starboard Weapons Batteries		30cm	6		Right

BATTLEFLEET
GOTHIC

BATTLEFLEET
GOTHIC

Hot from the Forges

Both these ships make good Imperial Transports or Pirate Vessels.



77831/1. Thunderbolt. £3



77795/1. Galaxy. £6



77804. Tyrant Battleship. £6

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BATTLEFLEET
GOTHIC

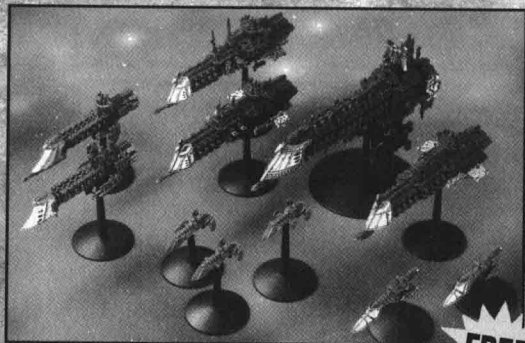
IMPERIAL
BATTLEGROUP

£68
FLEET DEAL

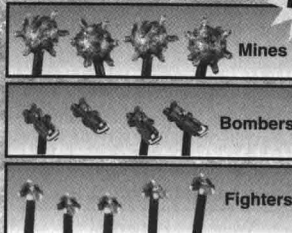
The Fleet Admirals are rushing their ships to the defence of Gothic Sector. To help you gather a battlegroup to defend the sector, we have come up with this special deal, based on the Imperial fleet used in this month's battle report:

- Battlefleet Gothic Boxed Game (4 Imperial cruisers contained within the boxed game!)
- Retribution class battleship
- 2 Dauntless class light cruisers
- 2 Sword class frigates
- 3 Cobra class destroyers

All for £68 and we'll also send you two sets each of the Fighters, Bombers & Mines **FREE!** The Fighters, Bombers & Mines are also available separately from Mail Order – give us a ring for prices.



FREE!



Fighters & Bomber designs may vary from those illustrated. Designed by Dave Andrews.

BATTLEFLEET GOTHIC™

**£68
FLEET DEAL**

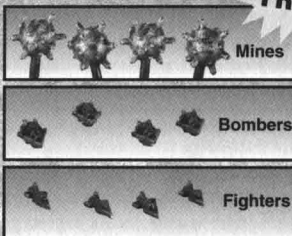
The Gothic Sector lies burning before you, the Imperial fleet is scattered. To help you gather a warfleet to destroy this sector in the name of Chaos, we came up with this special deal, based on the Chaos warfleet used in this month's battle report:

- Battlefleet Gothic Boxed Game (4 Chaos cruisers contained within the boxed game!)
- Desolator class battleship
- 3 Idolator class raiders
- 7 Infidel class raiders

All for £68 and we'll also send you two sets each of the Fighters, Bombers & Mines **FREE!** The Fighters, Bombers & Mines are also available separately from Mail Order – give us a ring for prices.



FREE!



Fighter & Bomber designs may vary from those illustrated designed by Dave Andrews & Jim Adcock

ELDAR CORSAIRS FLEET

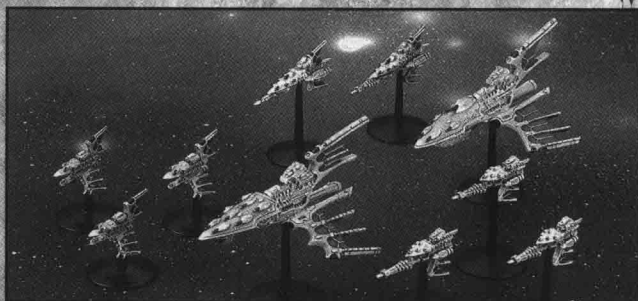
**£38
FLEET DEAL**

ORK PIRATE FLEET DEAL

- 1 Terror ship
- 2 Kill Kroozers
- 3 Onslaught attack ships
- 3 Savage gunships
- 3 Ravager attack ships
- 2 Brute ram ships

All for only £38! and get four metal Torpedo sprues for **FREE!**

Ring Mail Order for details.



The Gothic Sector is exposed! Now is the time to plunder this sector and to teach these inferiors that they were fools to think they had mastered the galaxy! To help you gather an Eldar Corsairs fleet to ravage Gothic Sector, we have come up with this special deal:

- Eclipse class cruiser
- Shadow class cruiser
- 2 Hellebore class frigates
- 3 Aconite class frigates
- 3 Nightshade class destroyers
- 3 Hemlock class destroyers

**£36
FLEET DEAL**

All for £36, and we'll also send you 2 Fighter & 2 Bomber wings **FREE!**

US \$ 1-800-394-GAME

SPACE HULK CONVOY

A SCENARIO

by UWE WEGNER

An Imperial Fleet, assisted by Space Marines has captured an Ork Space Hulk intact. Having cleansed the hulk it is now being towed to the nearest forgeworld, where the Adeptus Mechanicus will strip the hulk in search of ancient technologies.

Unfortunately enemy ships are also aware of the potential value of the captured Space Hulk and plan to ambush and destroy the convoy.

FORCES

The Imperial Fleet gets 1500 points, in addition to these points it also gets a Space Hulk! The Space Hulk only has 20 damage points remaining after the battle, and each Imperial ships has it's damage capacity reduced by D3 at the start of the game (Escort ships ignore this rule!), after the earlier engagement with the Hulk.

The Imperial Fleet must contain at least 2 Space Marine Strike Cruisers, which have their leadership value reduced to 6, to represent the skeleton crew onboard because the rest of the crew are manning the Space Hulk.

The enemy fleet can be any fleet you like or have models for. Eldar, Chaos, Orks, Pirates etc. They get 2000 points, but an Ork fleet cannot contain another Space Hulk. Enemy ships start the battle undamaged.

SET UP

The attacker can place as much terrain as he likes in his deployment zones, this represents the asteroid fields and ship graveyards his fleet is hiding in.

DEPLOYMENT

The enemy deploy first in either or both of his deployment zones. When the enemy fleet is deployed the Imperial fleet throws a dice for which deployment zone he will set up in. Which ever deployment zone it is, he must then try to escape off the opposite board edge. The Imperial fleet takes the first turn.

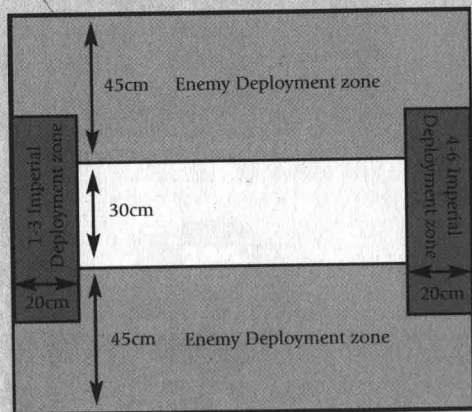
VICTORY CONDITIONS

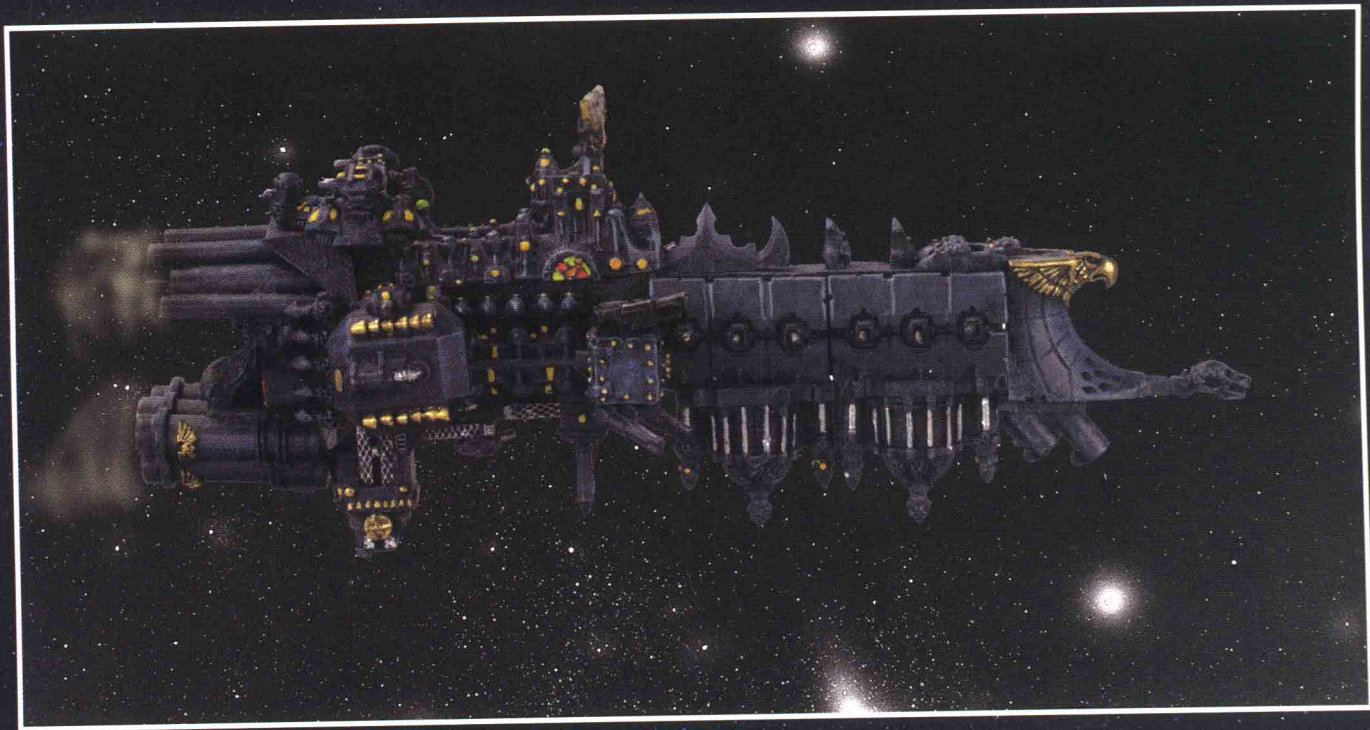
The Imperial fleet must get the Space Hulk off the opposite table edge. If the Space Hulk has taken over 15 points of damage then the ambushers win, the Space Hulk is useless for research after taking so much damage. The Imperial fleet also wins if it destroys or chases away the enemy fleet.

THE SPACE HULK

At the beginning of the game the Space Hulk cannot fire. At the start of each Imperial turn, from turn 2 on roll a D6. On a score of 4+ a weapon system has been reactivated. Roll a D10. 1- Prow Gunz Battery 2- Prow Torpedoes 3- Prow Heavy Gunz Battery 4- Dorsal Lances 5- Starboard Gunz Battery 6- Starboard Torpedoes 7- Port Gunz Battery 8- Port Torpedoes 9- Aft Gunz 0- Orks! If the weapon is already active roll again.

An Orks! result means a party of Orks that escaped the battle are still on board. The subsequent fight causes 1 point of damage to the Space Hulk.





Warwick's scratch built Vanquisher Class Battleship, as featured in the Planet Killer preview in Warp Storm.

BATTLEFLEET GOTHIC

Cities in Space *by John Carter*

John designed and built his Eldar Craftworld for big multi-player participation games. Craftworlds aren't for inclusion in the standard Eldar lists, but make a good objective in a special scenario or campaign.

Ramalies Class Star Fort *by Andy Chambers*

Rules for Forgeworld's superb model. The mighty Ramalies Star Fort is the most powerful planetary defence system in the Imperium.

The Imperial Navy *by 'Big' Pete*

Following on from *Lord Retbmon's Masterclass* in Warp Storm, 'Big' Pete gives us some advise on the most effective way to use an Imperial fleet when facing Chaos, Orks or Eldar, and some advise on the best time to use Battleships.

Fra'al Battle Cruiser *by Che Webster*

A ship invented for use during the Battlefleet Gothic tournament. The Fra'al Battle Cruiser makes a great attacker in an ambush scenario or surprise encounter.

Chaos Space Marine Fleet lists *by Glen Haase*

By combining the Chaos Fleets lists and the Space Marine lists Glen has created a new list for Traitor Legions. Chaos Space Marine Strike Cruisers and Battle Barges can be easily converted for this alternative Chaos list.

Corribra Sector *by Matt Sprange*

Matt has created an entire campaign background, complete with detailing the worlds, fleets and battles of his sector. He has also invented some new ship types. This issue includes a mini-campaign for the Imperial planet of Phillipa II.

Space Hulk Convoy *by Uwe Wegner*

The Imperium have captured a Space Hulk intact and are convoying it back to the nearest Forgeworld. The Space Hulk is a rich source of ancient technology and supplies and enemies are waiting in ambush...

And much, much more...



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