

THE OFFICIAL

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BATTLEFLEET

GOTHIC

MAGAZINE

Issue 3

Angels of Death!
New Space Marine Escort vessels



New Vengeance Class Grand Cruiser
Necron Fleet rules update



The traitor Grand Cruiser 'Votun's Ark' pursues the Imperial Dauntless class cruiser 'Advocate' as it runs the blockade of Dasivr Prime. The Advocate is hit and crippled before reaching safety. Following a brief but fierce boarding action the vessel was captured. Several survivors of the crew were later rescued from the planet surface having abandoned ship.

EDITORIAL

This month the Necrons continue to dominate the BFG hobby. Since issue two there has been much wailing and gnashing of teeth over the power of the Necron lists, with many Imperial Admirals running scared. Well, Andy Hall was involved in the playtesting with Pete Haines and so it seems only wise to let him have a few words about the revisions we made.

After the Blood Bowl fourth edition and the Adeptus Titanicus II rules Fanatic is now used to the kind of controversy that the Necron Fleet has generated, we even thrive on it. Why? Because it gets people talking about and playing the games we support.

So, why are the Necrons so controversial? Well, there's no denying it - they are hard. Although this was always the intention of the fleet list. The Necrons are an ancient technological horror ruling the galaxy when mankind was still single-celled organisms, so they should be nasty! Of course there is the question of game balance - we wanted to keep the Necrons at the top of the food chain without compromising the game. So even now the Necron ships still remain incredibly hard. There were calls for us to revert back to the shield system used by the other fleets. Some even wrote in saying, the Necrons simply break too many of the game's conventions. All points were taken on board. The majority of feedbackers liked the idea but not the numbers - so we have done some tinkering on the ship stats themselves which is explained in greater detail on page 2.

The largest down-powering convention we have

brought in this issue is victory points. Whilst Necron technology is more advanced than even the Eldar's they guard its secrets jealously - other races should not be allowed access to their knowledge garnered over 60 million years. With this in mind and the thought that Necron ships should be able to phase out just like the Klingons or Romulans on Star Trek we came up with the disengaging rules. Now destroyed or even crippled Necron ships are worth far more points than their original points cost. Pete explains this in greater detail over the page but the gist is that it lets us keep the Necron ships "fearsome" but giving them a distinct weakness as well. Now Imperial admirals can expect high casualties but know if they can just cripple two Scythes they may have done enough to fend off the Necron menace and win the game.

Also released this month is the Vengeance class Grand Cruiser and Space Marine Escort ships, so I think you'll agree BFG continues to go from strength to strength.

You cannot have failed to notice that this is the first of our new format BFG magazines, at 24 pages. Don't worry, you'll still be getting the same amount of BFG material over the course of a year, with a bi-month magazine rather than 1 every 4 months. If you have a subscription we'll send you 2 of the new format magazines for every 1 you would have received.

Happy Gaming.

Warwick

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Ultramarine Assault
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Forge World have released three beautifully crafted resin Space Marine Rapid Strike Vessels, the Gladius, Hunter and Nova classes. Here are the rules for including them in your Space Marine fleets by Andy Hall.

Mailbag

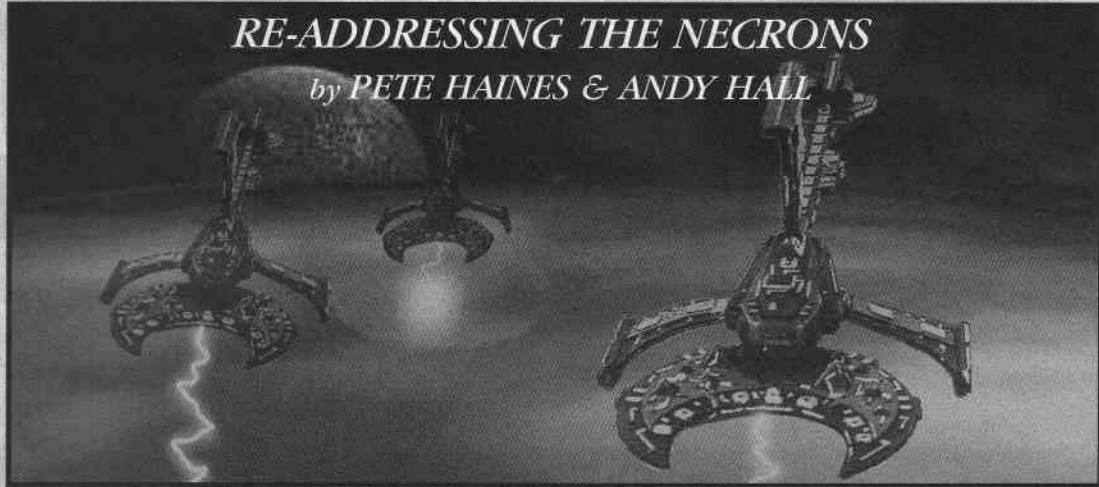
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There is one hot topic for Battle Fleet Gothic players, the Necrons, and we have some strong opinions in this month's letters.

RETURN OF THE HARVEST

RE-ADDRESSING THE NECRONS

by PETE HAINES & ANDY HALL



Well, the Necrons have probably enjoyed a glorious unbeaten spell with the experimental rules issued last time and as a few of you have pointed out they now have to be tempered a little. Fortunately I have had opportunity to do a lot more play-testing myself, including a couple of games against Fanatic's own Andy Hall and have had plenty of chance to work out what needs amending. The feedback that has been sent in has been really helpful too and validates the early publication of experimental lists. Thanks to everyone who bothered to write in.

As we noted in last issue the Necrons were an experimental list that needed play-testing and play test you did. The Yahoo-groups BFG list were especially active in this so a quick note of thanks goes to all the list members especially Eric R. Kelley, Tue Höjbjerg, Ray Bell and Roger Court.

NECRON ESCORT STATS

The Jackal and the Dirge suffered from what can only be described as a late good idea. Originally, Scarab Hives were going to double as turrets, this meant all Necron ships would have to have at least one. Jervis suggested that we break the link and treat them independently, a good idea which I readily agreed to. What I didn't consider though was how this made the Hives on the Escort size vessels completely unnecessary. This was coupled with a small typo on the strength of the lightning arcs on the Dirge to inadvertently create two hideously powerful little ships. So to summarise: -

Jackal – drop the Scarab Hive

Dirge – drop the Scarab Hive and amend firepower of Lightning Arc to 2.

NECRON SUPER-WEAPONS

I suspect a lot of players worked this one out for themselves but just in case: The Necron fleet contains three special weapons – the Star Pulse Generator, the Nightmare Field and the Energy Drain. All three are powerful items that require more than their fair share of power. They may therefore only be fired in the same circumstances as a Nova Cannon – i.e. when the ship is **not** on special orders or crippled.

This means you can't just All Ahead Full into the middle of the enemy and let off all your Star Pulses at once. More importantly you lose access to your naughtiest weapons while braced.

NECRON HULLS

These have simply worked out to be too good. Jervis did warn me - Sorry Jervis I'll listen next time! I am loathe to switch to standard shield use, a view broadly supported by the feedback that seems to be largely in favour of the idea but amazed at the generosity of the numbers. What I propose is this: normally the Necron hulls are very difficult to lock on to, sensors slide off them and weapon hits are quickly self-repaired. Once the self-repair cuts in however and the hull starts changing at the molecular level to fend off attacks (i.e. the ship goes on to Brace For Impact) its stealth properties are instantly compromised. In other words the spectre on the enemy scanner lights up like a pinball machine and is much easier to hit.

A Necron ship on Brace for Impact orders is armour 4.

SCARAB HIVES

The image of thousands of Scarabs entering a target ship through every unguarded opening

before exploding next to critical systems was locked in my mind so firmly that I forget about the problem with assault boats. They are a bit good. In a game where the enemy has escort sized vessels I would always expect a fleet with an assault boat capacity to use them ahead of bombers. The Necrons don't need that edge.

Scarab Hive attacks count as a wave of bombers with strength equal to the strength of the Scarab Hive. They move in a straight line between the ships and will have to engage any fighters directly between their ship and anything they plan to attack.

A REMINDER ON PROBABILITY

Necrons can fail Leadership tests. Some of the feedback I got tended to assume that tests against 7 or 8 Leadership were automatically going to work. This tells me those people have done little or no real playtesting because my games have told me that they frequently fail. This makes Bracing and All Ahead Full very risky. The Necrons can rapidly find themselves taking damage before they can activate the self-repair or fail to kick in the Inertialess Drive to find they are the only ship NOT to be safely away from the enemy fleet.

TURNING ARCS

The Scythe and the Reaper should only turn 45 degrees.

CRITICAL HITS

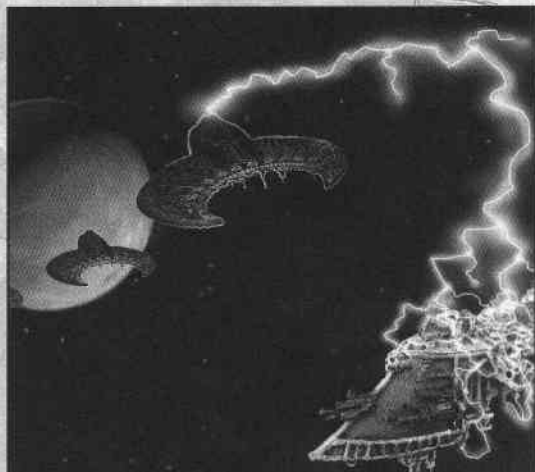
The Critical chart as printed in Gothic Magazine 2 was incorrect. Replace results 2 to 5 as follows : -

- 2 Power Flow Disrupted. May not fire Lightning Arc or Particle Whip in Port Arc
- 3 Power Flow Disrupted. May not fire Lightning Arc or Particle Whip in Starboard Arc
- 4 Power Flow Disrupted. May not fire Lightning Arc in any Arc
- 5 Power Flow Disrupted. May not fire Lightning Arc or Particle Whip in any Arc

DISENGAGING AND VICTORY POINTS

The Necrons are an enigmatic and mysterious race. Their technology is ancient and powerful, almost to the point of appearing to be magic to the less advanced. They do not wish to share their secrets or lose the advantage that being creatures of myth and terror lends them.

Because of this the Necrons will always prefer to disengage than fight to the end. They do this by 'fading out', the vessel in question dematerialises and drops out of normal space,



where it goes to is unknown as no-one has succeeded in tracking them. At the end of its movement phase any Necron ship may perform a fade out disengage automatically with no chance of failure.

At the end of a game including normal victory points count up the Necron losses using the following modifiers: -

- Any capital ship that disengages with no damage whatsoever counts as 10% destroyed.
- Any capital ship that disengages with any damage at all or any raider that disengages counts as 50% destroyed.
- Any capital ship that is crippled counts as 100% destroyed.
- Any capital ship that is destroyed but not left as a drifting hulk counts as 200% destroyed.
- Any capital ship that is destroyed and left as a drifting hulk counts as 300% destroyed.

So for example if a Necron fleet had one Scythe crippled and 3 Dirges disengaged they would have lost 287 victory points (100% of 275 plus 10% of 120). Without this rule that would be 150 (50% of 275 plus 10% of 120). If they were to leave a Tomb Ship as a drifting hulk it would be worth 1500 points! This does mean that if you destroy more than half the Necron fleet they will not be able to win the game.

The idea here is to make the point that an attritional slugfest is not what the Necrons are about. Losses are unacceptable to them this early after their reawakening and they will always try to hit and run. The less sophisticated fleets of the Imperium will therefore be able to deter them by resisting as fiercely as possible and asking a price the Necrons are not prepared to pay... yet.

NECRON FLEETS IN BATTLE FLEET GOTHIC

Here is the complete updated Necron Fleet list which contains all the stat updates and rules needed to play the Necrons in Gothic. This list represents a raiding Necron fleet rather than a full war fleet.

Necron Fleet List

- 0-1 per 2 Harvest ships
- Cairn class Tombships 500 points
- 0-6 Scythe class Harvest ship 275 points
- 0-12 Jackal class Raider 50 points
- 0-12 Dirge class Raider 40 points
- 0-3 Upgrade Scythe to Reaper 75 points

Leadership is determined normally for Necron fleets, except any ship with a Sepulchre (see below) automatically receives a leadership of 10. The fleet gets 1 re-roll and can purchase 1 extra for 25 points and a second extra for a further 50 points.

The Sepulchre and Reaper Upgrade

The Tombships in Necron fleets include a special vault called a Sepulchre. What exactly it is that rests inside this thrice-damned place is not known, other than that it exudes an aura of sheer visceral horror that radiates across enormous distances even in the vast emptiness of space. As well as being a resting place for

whatever unnameable horror that lies inside, the Sepulchre contains technological wonders that are so advanced as to be magical to virtually any other race and project the will of the creature within far beyond the ship.

Only capital ships are large enough to contain a Sepulchre and only Tombships include one as a matter of course. The Scythe class Harvest ship can be optionally adapted to contain a Sepulchre. A Scythe adapted in this way is known as a Reaper. It will have 1 less Portal to make room for the Sepulchre but the Reaper can project a Nightmare field in the same manner as a Tombship.

Note that there is no requirement for a Necron fleet to include Sepulchres and it is actually quite normal for them to consist of unmodified Scythes supported by Jackals.

The rules for the Nightmare field can be found in the Special Rules section later on.

Lightning Arcs and multiple fire arcs

The total Firepower of a Lightning Arc can be split between its fire arcs in anyway the player desires. So for a Tombship, its Lightning Arc can fire 5 Firepower to the front, 12 to the left and 3 to the right. Next turn it could fire 20 Firepower to the right, and none elsewhere.



Cairn class Tombship 500 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	(4+ save)	6	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Scarab Hive		20cm	4		Left/Front/Right
Portal		10cm	3		All Around
Lightning Arc		30cm	20		Left/Front/Right
Energy Drain		10cm	(1)		Front
Star Pulse Generator		20cm	(1 per enemy)		All Around
Nightmare Field		20cm	(1)		All Around

Scythe class Harvest ship..... 275 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	30cm	45°	(5+ save)	6	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Scarab Hive		20cm	2		Left/Front/Right
Portal		10cm	3		Left/Front/Right
Lightning Arc		30cm	8		Left/Right
Star Pulse Generator		20cm	(1 per enemy)		All Around
Particle Whip		60cm	4		Left/Front/Right

Reaper class Harvest ship 350 pts

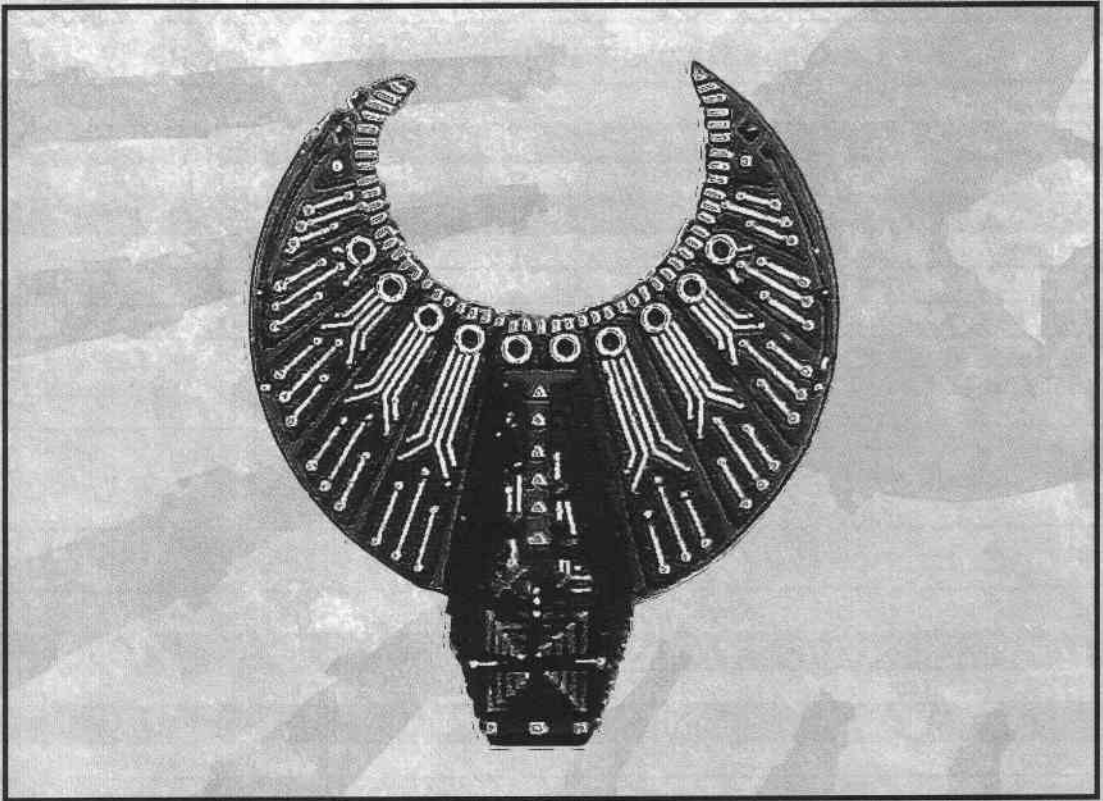
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	30cm	45°	(5+ save)	6	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Scarab Hive		20cm	2		Left/Front/Right
Portal		10cm	2		Left/Front/Right
Lightning Arc		30cm	8		Left/Right
Star Pulse Generator		20cm	(1 per enemy)		All Around
Particle Whip		60cm	4		Left/Front/Right
Nightmare Field		20cm	(1)		All Around

Jackal class Raider..... 50 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	50cm	90°	(6+ save)	6	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Lightning Arc		30cm	5		Front

Dirge class Raider 40 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	40cm	90°	(6+ save)	6	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Lightning Arc		30cm	2		Front
Portal		10cm	1		All Around



The following special rules apply to ships in the Necron Fleet.

NECRON WEAPONS

Lightning Arc

Stored solar energy is released as a forest of living energy tendrils which envelop targets probing for weaknesses. Lightning Arcs function as weapon batteries with two differences, firstly they get no adverse column shifts for holofields (the bolts do not need to see) and all targets are treated as closing.

Energy Drain

Only utilised by Tombships. It can be used to attack one enemy ship that is in range. When used make a leadership test for the enemy vessel being attacked to represent its crew struggling to re-route power and stop the energy drain. If the test is failed then the target ship's systems are accessed and their energy drained to the Tombship. If the Tombship has taken damage it recovers 1 point every time it performs a successful energy drain. If the target vessel is not already crippled it is treated as if it is for the next turn. If it is already crippled it is treated as a drifting hulk for the following turn. May only be fired when the ship is **not** on special orders or is crippled.

Gauss Particle Whip

This is the preferred ranged weapon of the Necron Raiders. A particle beam is projected along a magnetic field across a short (at source) arc, the arc is sufficient to crack the particle

beam like a whip. When a target is hit the beam is energised focusing power similar to the Lightning Arc batteries, but on a much smaller target area. The Particle Whip is treated like a lance except any rolls to hit of 6 bypass shields and effect the target ship directly and are unsavable by holofields.

Nightmare Field

Only utilised by ships bearing a Sepulchre. A wave of palpable psychic force is generated from the Necron ship, and all enemy within 20cm are potentially affected. The crew are paralysed by visions of horror, if discipline is lost then the crazed crew are likely to do damage to their ship as they rampage uncontrollably. Each affected ship should take a Leadership test. If they pass the Captain cracks some heads and restores order, if it is failed then the ship's leadership is reduced by 1 representing the loss of morale and trust. Also the ship may not use any special orders until after the end of their next turn. This includes 'Brace for Impact'. Any ordnance engaged by the Nightmare Field (except for non-boarding torpedoes) is destroyed on a 4+. May only be fired when the ship is **not** on special orders or crippled.

Portal

Portals are more precise than conventional teleporters and are able to flood enemy ships with a relentless host of Necron Warriors. Each portal confers an additional hit and run attack to the Necron vessel. These have a range of

10cm and as normal can only be made against ships whose shields are down. The usual restriction that teleport attacks can only be made against ships with less remaining hull points is waived, with the exception that Necron Raiders do not carry enough Warriors to board anything with more than 6 hull points remaining.

Scarab Hive

Hives stores and fabricate Scarabs, which can be used offensively by swarming nearby enemy ships where they self-destruct in the most damaging locations. Scarab Hive attacks count as a wave of bombers with strength equal to the strength of the Scarab Hive. They move in a straight line between the ships and will have to contact any fighters directly between their ship and anything they plan to attack. The enemy may fire turrets at the swarm or use any other defences that affect ordnance to defend itself from the attack. Note that Scarab Hives do not need to be reloaded, and are not represented on the table top by ordnance counters.

Pulse generator

The pulse generates an pulse of energy with a radius effect of 20cm, which does not effect other Necron ships. Each pulse generator gets one roll to hit against each ship or piece of ordnance in range. Holofields offer no defence. A starpulse cannot be generated while the vessel is using any special order or crippled as it requires precise control.

NECRON SHIPS SYSTEMS

Inertialess Drive

Necron drives are capable of interstellar travel without the need to enter the warp. The drive is fired whenever 'All Ahead Full' orders are issued; instead of obeying the normal rules for this order the ship gains d6 x 10cm additional movement and can make a turn for every 20cm it travels.

Reactive Hulls

Necron ships are made of a unique sentient metal. To represent these factors all Necron ships with a reactive hull are immune to damage, leadership and movement modifiers from solar flares, radiation, gas clouds and blast markers. All Necron ships are Armour 6 representing the difficulty of targeting them, and in addition receive a special save against each hit to represent the hulls adaptive qualities. The save is 6+ for Raiders, 5+ for Harvesters and 4+ for Tombships. If the Necron vessel uses 'Brace for Impact' then the save is modified to 2+ but its stealth properties are instantly compromised. A Necron ship on Brace for Impact orders is armour 4. Last, but by no means least, all Critical repairs are made on 4 or more.

Disengaging

Necrons will always prefer to disengage than fight to the end. They do this by 'fading out', the vessel in question dematerialises and drops out of normal space. At the end of its movement phase any Necron ship may perform a fade out disengage automatically.

At the end of a game including normal victory points count up the Necron losses using the following modifiers: -

- Any capital ship that disengages with no damage whatsoever counts as 10% destroyed.
- Any capital ship that disengages with any damage at all or any raider that disengages counts as 50% destroyed.
- Any capital ship that is crippled counts as 100% destroyed.
- Any capital ship that is destroyed but not left as a drifting hulk counts as 200% destroyed.
- Any capital ship that is destroyed and left as a drifting hulk counts as 300% destroyed.

The full range of Necron ships can be seen on page 23.

NECRON CRITICAL HITS TABLE	
2D6	Result
2	Power Flow Disrupted. May not fire Lightning Arc or Particle Whip in Port Arc
3	Power Flow Disrupted. May not fire Lightning Arc or Particle Whip in Starboard Arc
4	Power Flow Disrupted. May not fire Lightning Arc in any Arc
5	Power Flow Disrupted. May not fire Lightning Arc or Particle Whip in any Arc
6	Drive Damaged. May not change facing until repaired.
7	Drive Damaged. Reduce movement by - 5cm
8	Inertialess Drive Damaged. May not use 'All Ahead Full' special orders
9	Comand Core Damaged. Reduced leadership by -3.
10	Sepulchre Damaged (if present otherwise roll again). The ship loses the ability to use Energy Drain and Nightmare Field
11	Power Surge. +D3 damage points.
12	Ruptured Power Core. +D6 damage points

TACTICA IMPERIALIS

TACTICS FOR DEFEATING THE NECRONS

by ANDY HALL

The Naval Adept looked into his data-portal and sighed as reports and visual records scanned across his screen.

"Report" snapped the Chief Tactical Officer as he approached and stood just behind the Adept's workstation also examining the data-portal.

"It's the ether-net sir, reports are flying in about the aliens. There is widespread panic in all sectors. They are unbeatable sir!"

"Nonsense," stated the officer his old brow beginning to frown, "we had the same problem when the Eldar invaded the Rinstar system eighty years ago. You must adapt – predict the enemy's plan and counter with your own. By the Emperor, if I was seventy years younger I would show them what it is like to go against the Imperium's best." He broke from his revivify and once again looked over the Adept's shoulder and focused on the screen, "all enemies have weaknesses, even these things – you've just got to find them!" He shook his head once more, turned and walked away.

The Necrons have gained a fearsome reputation since their release. Some scurrilous Imperial Admirals and Chaos Warlords even claim that beating them is an impossibility. Well, it is true that the Necron fleet list published in Gothic mag 2 was slightly unbalanced - this was an experimental list and we have now corrected the inconsistencies. Although a lot of the reports I received can be put down to what we call "New Army Syndrome", which is when people look at the new rules and just say "they're too hard" without actually playing against them or giving enough thought to developing a counter-measure.



Nevertheless the Necrons are an entirely new and highly advanced race. They bring a totally different style of play to the table so it is understandable that fleet commanders are having trouble dealing with this new threat.

The first thing I have noticed that commanders are doing wrong is treating the Necrons as if they are just another fleet, using the same tactics as if they were facing an everyday Imperial, Chaos or even Eldar fleet. As we all know the emphasis and even the game system of BFG is geared towards concentrated fire. A cruiser versus cruiser clash will largely cancel each other out but two cruisers against one is almost a forgone conclusion. However, forget everything you know, so to speak, because against the Necrons you will require different tactics altogether.

Even though it goes against the grain of any Gothic player worth his salt, you must first split your fire – this is to force the Necron player to Brace For Impact with the majority of his ships early on. A braced Necron ship is severely reduced in power, no special Necron weapons can be used and Necron batteries are at half rate. Braced vessels are also much easier to hit because the armour is reduced to 4+.

Splitting your fire is not as difficult as it sounds. Firstly you will almost certainly out-number the Necons and so, with a little experienced manoeuvring, should be able to get at least two ships on every Necron cruiser. Another tactical doctrine you must turn on its head when fighting Necrons are the use of lances. Gothic Overlord Andy Chambers states on page 160 of

the Gothic rulebook "always fire your weapon batteries before lances", but this is not so when facing the Necrons! With no shields to over power and an armour value of six it is best to use your lances (hitting on a 4+) first. This forces the Necron player to consider bracing, if he does not then there is a good chance your lances will hit and damage (a Necron cruiser only has a 5+ save). If he does brace (and don't forget this is by no means automatic) then your weapons batteries will now hit on a 4+ and you have seriously hampered the Necron's firepower and special abilities in the next turn.

With the opening shots out of the way it is time to really start taking the fight to them. Only the Eldar stand any real chance of out-maneuvring the Necrons, but Chaos and Imperial fleets can rest safely in the knowledge that you will out-number your foe maybe as much as two to one. There is safety in numbers so keep your fleet in one or two battle groups. The keystones of a Necron fleet are its cruisers so your battle groups should go after these vessels. Think of it as a pack of blood hounds after the faster and more cunning fox. Each of these "packs" should have at least one lance armed ship that starts the firing salvo.

Try and keep the Necron ships apart and don't let them form battle groups of their own. I've found when playing against Necrons that because of their speed the Necron player tends to send the cruisers all over the place, each almost acting independently because of their superior power. This is fine for you as it lets your battle groups out-number and out-gun them. If you let them group up they can be devastating as multiple star pulses hit home, so be wary and try to stop such occurrences early on.

So, are Necrons still the unbeatable monster some people would have you believe? Well don't forget Necron ships are extremely expensive. The Reaper class at 350pts for instance being almost same price as two Lunars at 360pts. For that extra 10 pts you get a firepower of 12 (when in a squadron) to the Reaper's 8, 4 shields to the Reapers none, and a torp run of 12. If used properly I say the Lunars have more than a fair chance.

Another point to remember is that you are not necessarily trying to destroy the Necrons but fend them off. The updated victory point rules means that forcing the Necrons to disengage will give you the lion's share of the points. While disengaging your own ships gains the Necron player no such extra benefits.

The Necrons lack of ordnance is also something to be used to your full advantage. With the Necrons having no bombers of their



own it is safe for you to churn out as many as you can without having to bother with fighters. Do not base your entire fleet strategy on ordnance, though as Necron cruisers have high turret values, it is best just to let the bombers do their thing and any damage done by them is a bonus.

What follows is a brief summary of what I think are useful ship classes to consider when building your anti-Necron fleet. For the Imperials I recommend Gothics, reasonably cheap and with four lances you can't afford not to take them! The Mars is a good anchor for the rest of your fleet, armed with a Nova cannon, three lances and launch bays. Lunars bought in squadrons of two or three – are the backbone of the Imperial fleet and have a good spread of useful counter-Necron weaponry. Escort-wise the Firestorms have proved a god-send because of their high lance armament.

The Chaos fleet is equally spoilt for choice regarding lance-armed vessels. The Acheron class heavy cruiser has a good mix of lances and batteries. The Devastation class cruiser also has the same mix of weaponry with the added bonus of launch bays. The best escorts are the Idolators, which can be used to manoeuvre around the bigger Necron ships and add their weight to the attack.

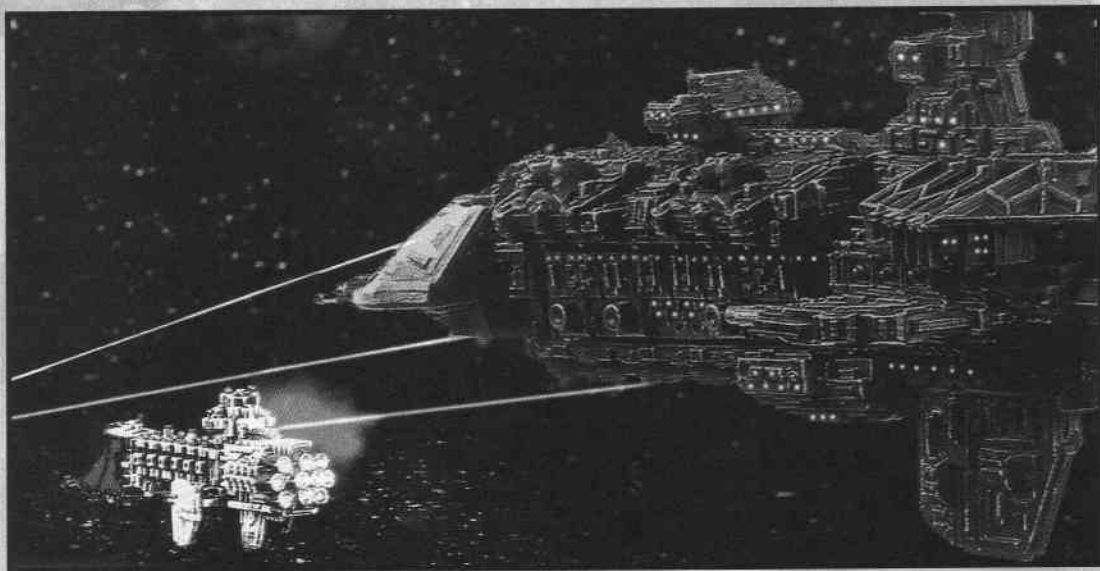
Vessels with pulsar lances are best for the Eldar then use your manoeuvrability to keep out of range of the Necron threat. The Orks lack lances but can more than make up for this with the sheer weight of firepower they can throw out. It will be up to the Necron player to gamble on taking the hits on his armour 6 or powering down to get that 2+ save. Obviously take as many Kill Kroozers as you can.

So there you have it, I admit this is not a conclusive tactical document but hopefully it should give you a few ideas on how to fend off the Necron menace. As time goes on other strategies will evolve and the Necron threat will become less potent. In fact I fully expect that by this time next year the fuss over the Necrons will have been all but forgotten, of course the Codex will only be mere months away...

VENGEANCE CLASS GRAND CRUISER

EXPERIMENTAL RULES FOR A NEW SHIP CLASS

by Warwick Kinrade



This month sees the arrival of Fanatic's latest Battle Fleet Gothic miniature. Designed by John Manders, one of the studios master mouldmakers, the Vengeance class first started out as the Furious class Grand Cruiser. Most of you will recognise the Furious as Bob Henderson's winning design from the Planet Killer 'Design a Ship' competition. We liked his idea of a ship that straddled the line between Chaos and Imperial ship design so much, and though his conversion looked great, we got John on the case to professionally sculpt the ship based on the idea.

Of course, once everybody had included their suggestions about what the final ship should look like, how the model would work with the current range of plastic sprues etc, in the end what we had was an entirely different-looking model.

So we decided that what we actually had, drawing on Bob's original idea, was a different class of ship. Hence, the Furious was renamed the Vengeance.

Because the ship sits between Imperial and Chaos designs we thought it would be a nice touch to allow both fleets to use it. Either it is a very early Imperial ship (hence the prow), or a very late Chaos ship.

The next nice touch was that John designed the ship in such a way as to fit with plastic weapons sprues. The top weapons points on the Vengeance will take any of the Chaos weapons batteries, lance batteries or launch bays. The lower weapons points will take any of the Imperial weapons batteries, lance batteries or launch bays. This is on top of having its own unique parts as well. And this was not all.

John had been even more cunning. The Vengeance's bridge will also fit either of the plastic Chaos bridges, whilst its forward fire control bridge, midway along the ships hull, can be replaced by the plastic Imperial bridge.

This gave us a bewildering array of possible new ships from the one hull (literally hundreds if my maths is good - which it isn't!).

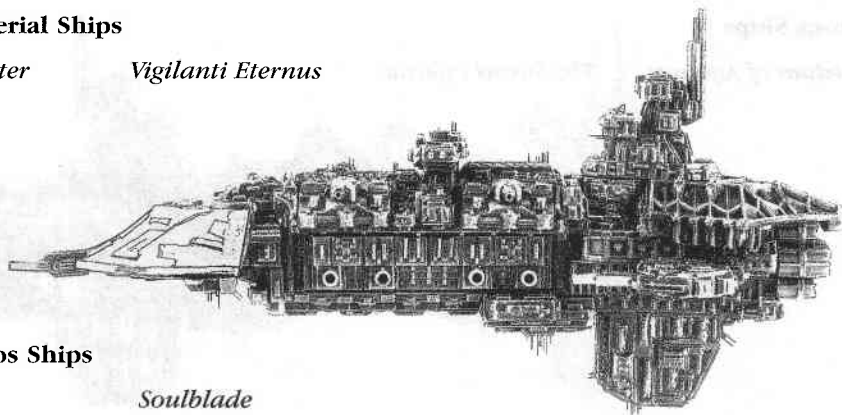
This month, we are releasing the Vengeance itself and two conversions; the Avenger and Retaliator, one an Imperial vessel, the other a traitor. Next month we will detail two more conversions, again one for each side, the Exonerator and the Resurrection class.

You can find details of how to buy these conversions kits on the mail order pages. Enjoy!

Famous Imperial Ships

The Coventanter

Vigilanti Eternus



Famous Chaos Ships

Dawndeath

Soulblade

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port lance battery		45cm	2		Left
Starboard lance battery		45cm	2		Right
Port weapons battery		60cm	10		Left
Starboard weapons battery		60cm	10		Right

The Vengeance class straddles the line between earlier and later Imperial ship design.

The ship can be seen with the beginnings of the characteristic armoured prow, although as yet the extra armour had not been added. Today, the Vengeance remains part of the Imperial fleet reserve, regarded by most admirals as an old warhorse, past its best days. Vengeances have also been identified as part of Traitor fleets, dating back to the mass mutiny that split the Imperial fleet in half during the Great Betrayal. Since then Imperial ship design has slowly evolved, but within the warp, where time does not follow a linear path, ships can survive untold millenia as if it were only yesterday. Within the Eye of Terror it is believed that ships which actually fought in the great battles of the Heresy may still exist.

The active Vengeance class Grand Cruisers that are part of the Segmentum Obscurus fleet are generally deployed in squadrons whose ongoing mission is to patrol and defend the systems lying around the Eye of Terror in a constant vigil against Chaos incursions. Other Vengeances are scattered across Imperial fleet reserves throughout Segmentum Obscurus and Segmentum Pacificus, as second-line units, replacement squadrons and mothballed as war reserves.

Several patrolling squadrons of Vengeance's have, whilst engaged in routine duties, strayed into the Eye itself, either lured there in pursuit of raiders or caught in a sudden and unpredictable flare or expansion. Such patrols are never seen again, although reports of Vengeance class Grand Cruisers supporting renegade raids and even Black Crusades have been on the increase.

INCLUDING A VENGEANCE CLASS IN YOUR FLEET

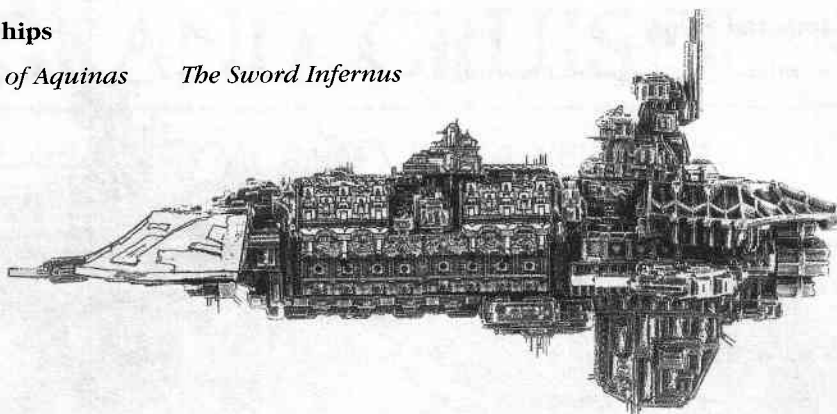
You may include a Vengeance in either a Chaos or Imperial fleet.

For the purposes of including a Vengeance in an Imperial fleet they count as a Battlecruiser. Like a Battlecruiser you may include one Grand Cruiser in your fleet for every two cruisers. This is instead of a Battlecruiser, not as well as.

For the purposes of including a Vengeance in a Chaos fleet they count as a Grand Cruiser. You may include one Grand Cruiser in your fleet for every three cruisers or heavy cruisers.

Famous Ships

Guardian of Aquinas The Sword Infernus



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Port weapons battery		30cm		16	
Starboard weapons battery		30cm		16	
				Left	
				Right	

The Avenger is a hang-over from earlier days, and earlier fleet tactics. It is a gun boat, designed as a line breaker. The squadrons of Avengers would deploy behind a shield of escort vessels or light cruisers. As the fleets closed the range they would accelerate to full speed, racing into the midst of an enemy fleet. Once in the heart of the enemy it would sit, its heavy batteries blazing left and right, trading barrages at point blank range. The plan called for two or three squadrons of Avengers to cause (and usually take) very heavy damage, but its big batteries could out-shoot most enemies at close quarters. The disruption and damage caused by this brutal tactic of close quarters slugging would leave the enemy fleet in disarray, and easy prey to follow waves who could then mop up.



As tactical doctrine changed so the Avenger's place in many Imperial fleets became redundant. The Avenger was relegated from front-line duty. Many had their batteries stripped out for use elsewhere. Some squadrons were mothballed in fleet reserves, but when hard-pressed, the Avenger can once again be seen racing into the heart of the enemy.

INCLUDING AN AVENGER CLASS

You may include the Avenger in an Imperial fleet. They count as a Battlecruiser. Like a Battlecruiser you may include one Grand Cruiser in your fleet for every two cruisers. This is instead of a Battlecruiser, not as well as.

MAKING AN AVENGER CLASS

To make an Avenger class Grand Cruiser replace the lance batteries in the top row of weapons points on both sides of the Vengeance with plastic Chaos weapons batteries.

Next, replace the Vengeance's metal weapons batteries in the lower weapon positions with two plastic Imperial weapons batteries. Again, do this on both sides.

Now you should have a Grand Cruiser with weapons batteries in all of it's 'hard points'.

As a final touch replace the metal forward fire control bridge on the Vengeance with the plastic Imperial bridge. Complete, one Avenger class is ready to be sprayed and painted to match the rest of your Imperial fleet.

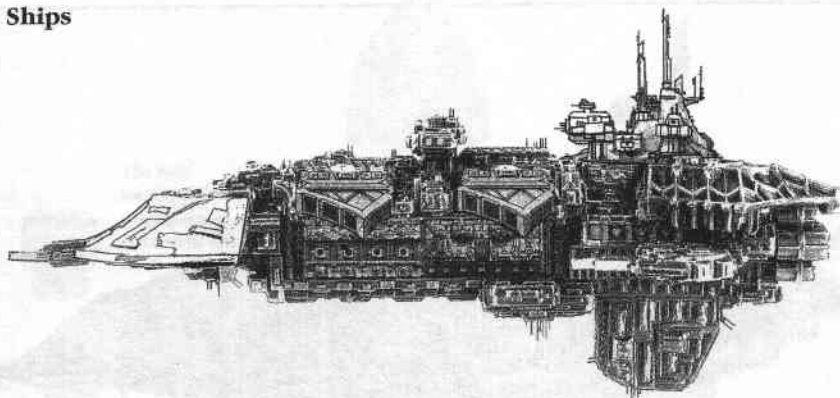
Note: You will need two Chaos cruiser weapon sprues to make this variant.

'All ahead full and damn the torpd...'

*Final order of Captain Rienbard of the
Avenger class Grand Cruiser
'The Sword Infernus'*

Famous Ships

Foebane



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Port weapons battery		30cm		6	
Starboard weapons battery		30cm		6	
Port lance battery		45cm		2	
Starboard lance battery		45cm		2	
Port launch bays		Swiftdeaths 30cm Doomfires 20cm		2 squadrons	
Starboard launch bays		Swiftdeaths 30cm Doomfires 20cm		2 squadrons	
				Left	
				Right	
				Left	
				Right	

Special : The Foebane has improved thrusters and may move 5D6 cm when on All Ahead Full orders. This cost no extra points.

The Retaliator class was part of the Galan V garrison fleet that mutinied against Imperial Rule in M35. After a two day pitched battle around the planet's three moons which saw four of the traitor vessels destroyed, taking three Imperial cruisers with them the rebel squadron disengaged, fled out of the system and made the jump into the warp, led by the squadron command vessel, Foebane. Since the 'Treachery of Galan' the squadron (which has now taken its command ship's name) has been identified as part of the raiding fleets of three renegade Warmasters, and has been involved in fleet actions in Segmentum Obscurus, Segmentum Solar and Ultima Segmentum. The Foebane and her sister ships were last positively identified during the Raid on Magdellan Prime, now over 100 years ago, which destroyed fifty percent of the planet's orbital defences.

INCLUDING A RETALIATOR CLASS

You may include the Retaliator in a Chaos fleet. They count as a Grand Cruiser. You may include up to one Grand Cruiser in your fleet

for every three cruisers or heavy cruisers.

MAKING A RETALIATOR CLASS

To make a Retaliator class Grand Cruiser replace the lance batteries in the top row of weapons points on both sides of the Vengeance with plastic Chaos launch bays.

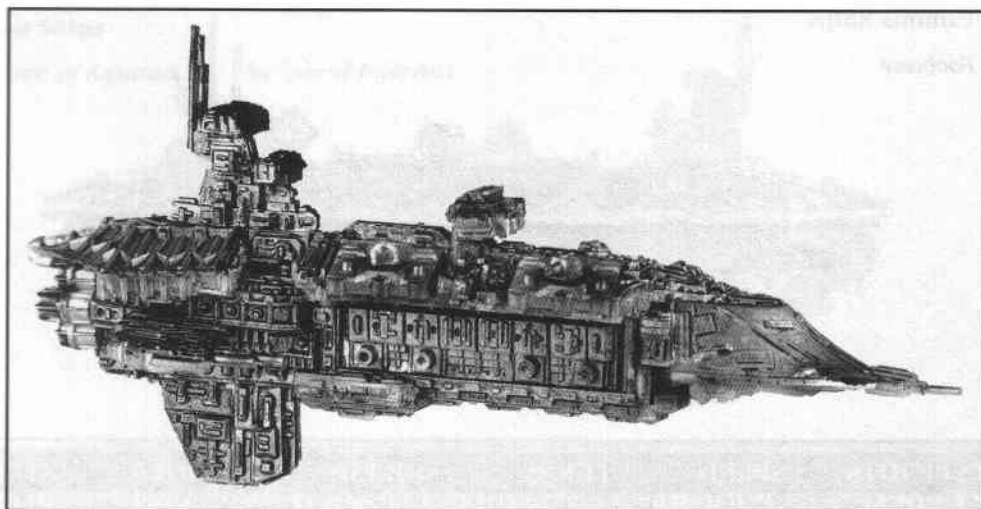
Next, replace the Vengeance's metal weapons batteries in the lower weapon positions with a plastic Imperial lance battery and a plastic Imperial weapons battery on both sides.

Now you should have a Grand Cruiser with launch bays on top, a lance battery and weapon battery in the lower 'hard points'.

Finally replace the Vengeance's metal bridge with either of the plastic Chaos bridges. Complete, one Retaliator class is ready to be sprayed and painted to match the rest of your Chaos fleet.

Note: You will need two Chaos cruiser weapon sprues and a Imperial cruiser weapon sprueto make this variant.

Vengeance Class Grand Cruiser

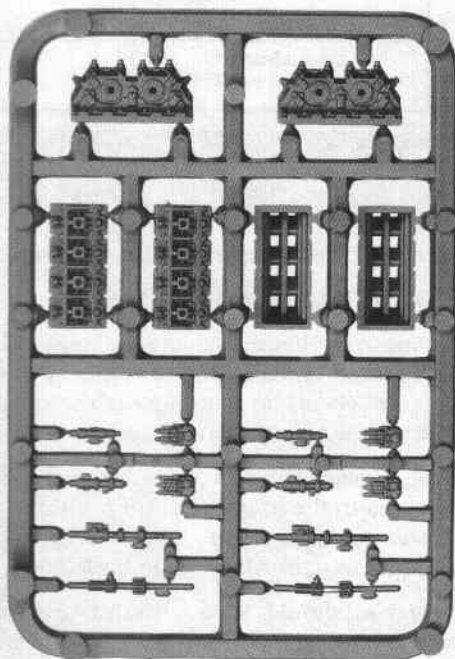


Complete Vengeance Class Grand Cruiser – £12.00

FBGM009

Complete Retaliator Class Grand Cruiser – £15.00

(Vengeance Model and 2 x Chaos Cruiser Sprues and 1 Imperial Cruiser Sprue)



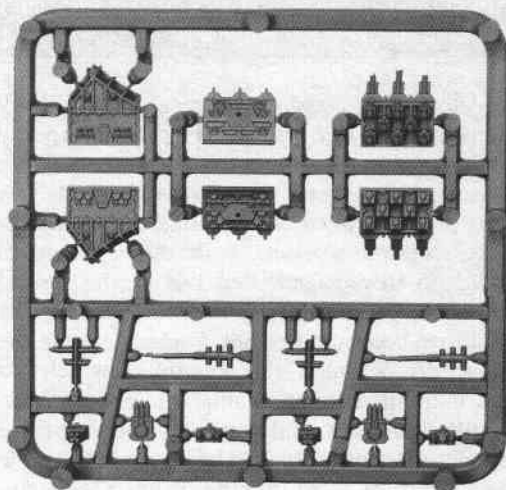
Imperial Cruiser Weapon Sprue –

£1.00

99390807002

**Complete Avenger Class Grand
Cruiser – £14.00**

(Vengeance Model and 2 x Chaos Cruiser Sprues)



Chaos Cruiser Weapon Sprue –

£1.00

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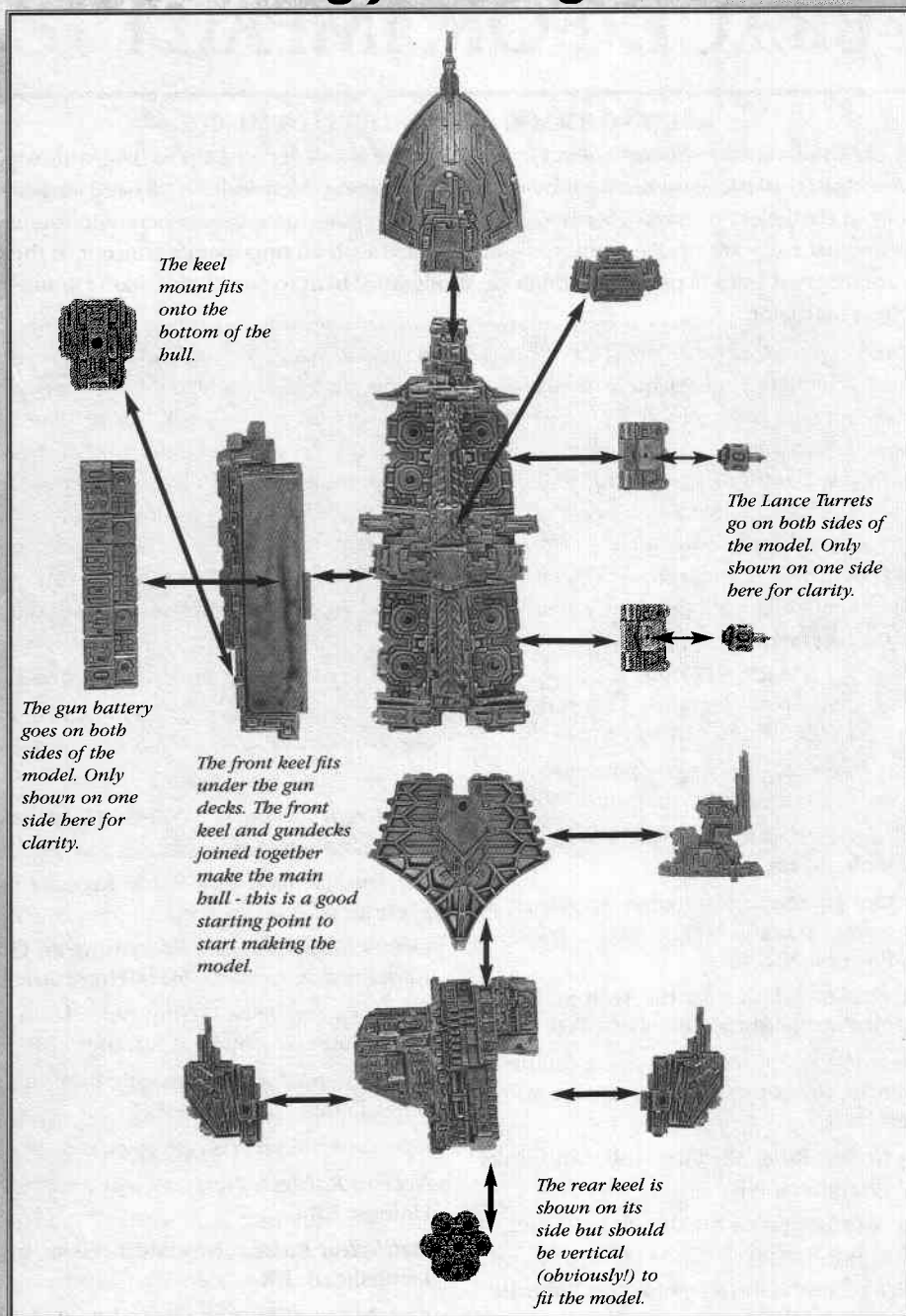
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Constructing your Vengeance Class



When you first get your Vengeance you will notice that it is nearly as many bits as a battleship. So after cleaning up all your parts the best place to start is by gluing (and pinning) the gun deck to the front keel. Once that is dry and solid it is wise to expand upon the hull by adding the unique prow and the rear keel.

The Keel mount is the next piece to be fixed as this helps secure the hull parts.

Once you have a solid hull structure you can then add the smaller parts like the rear wings, bridges and weapon fits.

John Manders, the designer of the Vengeance, has been exceedingly cunning in that the model can incorporate both sets of cruiser weapon sprues. This leads to literally hundreds of combinations.

The veins and antennae on the Cruiser sprues can also be added to give your ship a unique look.

As many Gothic players know, painting ships could not be easier. After undercoating simply drybrush the desired colour in three or four stages. Each colour slightly lighter than the last, you will find the brush does most of the work in bringing out the detail.

BRACE FOR IMPACT

KEEPING TRACK OF BFG DEVELOPMENTS

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

So you can keep track of what the state of play is with the various new rules and experimental rules, every issue of Battlefleet magazine will include this section, and we'll also have a similar page on our web site. Along with other bits and pieces of news and gossip, this section will list the new rules, experimental rules and errata that currently apply to the Battlefleet Gothic game system. More importantly it will tell you where you can find this information if you don't already have it, by listing the place where the original article was published. If the original source is no longer available, you'll be able to order photo-copied versions for a small fee, and/or you'll be able to find electronic versions of the rules at our web site. We also plan to periodically consolidate any new rules together into supplements that we'll print for Battlefleet Gothic, and when we do this section will refer you to the relevant supplement.

WARP STORM

Torpedoes Away: New, expanded torpedo rules by Andy Chambers. **NR**

Advanced Rules: Mines, torpedo-bombers and massed turret fire by Andy Chambers. **NR**

Brace for Impact: Questions and answers by Andy Chambers. **ER**

Convoy Run Variants: Alternative scenario rules by Andy Chambers, Pavel Stafa and Michael Powers. **NR**

Stalking the Void: Rules for the Void Stalker Eldar battleship by Andy Chambers. **NR**

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

Space is Green: Rules for Ork Hulks and Roks by Andy Chambers. **NR**

Slayer of Worlds: Rules for the Planet Killer, Chaos flagship by Gav Thorpe. **NR**

Eldar Refits: New refit tables for the Eldar by David Camburn. **ER**

Warp Beasts: Rules for creatures of the void by Gav Thorpe & Rich Curran. **ER**

Imperial Vanquisher class battleship: rules for a new class of battleship by Warwick Kinrade. **ER**

PLANET KILLER

Cities in Space: Rules for using Eldar Craftworlds by John Carter. **ER**

Ramillies class star fort: Rules for Forgeworld's model by Andy Chambers. **NR**

Chaos Space Marines: Rules for Chaos Space Marine fleets by Glen Hasse. **ER**

Fra'al battle cruiser: Rules for a converted

Fra'al battle cruiser by Che Webster. **ER**

Nova Cannon Ammo: Special ammo rules for the Nova cannon by Ned Smotherman. **ER**

BFG MAGAZINE 1

The Great Devourer: Tyranid Fleet lists by Andy Chambers. **ER**

Da Ammer: New Ork Battle Kroozer by Andy Chambers. **NR**

Ork Skills and Refits: Everything an Orky Captain may need by Mark Humphries. **ER**

Corribra Sector: New Ship types from the Corribra Sector by Matt Sprange. **ER**

Experimental Rules: Possible new rules for Solar Flares and Mines. **ER**

BFG MAGAZINE 2

Necron Raiders: Necron Fleet lists by Pete Haines. **ER**

Battlefleet Bakka: New ship classes by John Lambshead. **ER**

Competition Winners: Brand new ships from our lucky competition winner, Bob Henderson. **ER**

Hivefleet Kraken: Follow up article to last issues Tyranid Fleet. **NR**

Experimental Rules: A ship points generator by Ned Smotherman **ER**

BFG MAGAZINE 3

Necron Update: Changes to the Necron rules by Pete Haines. **ER**

Vengeance class Grand Cruiser: New ship class by Warwick Kinrade. **ER**

Space Marine Escorts: Forge World's new ships by Andy Hall. **ER**

SPACE MARINE RAPID STRIKE VESSELS

EXPERIMENTAL RULES FOR FORGE WORLD'S SPACE MARINE ESCORTS

by Andy Hall



All Space Marine Chapters make use of ships known collectively as Rapid Strike Vessels. These ships are mainly used for patrolling through the Space Marine domains, and for providing a mobile escort for the Chapter's Battle Barges and Strike Cruisers. They also conduct routine convoy escort missions, as well as scouting and surveillance missions before a chapter commits its valuable resources to a warzone.

Rapid Strike Vessels are crewed by the Chapter's serfs, overseen by a cadre of Techmarines and other specialists.

Whilst the Hunter, Nova and Gladius are by no means the only Rapid Strike Vessels available to Chapters, they are certainly the most widely used. As well as the more mundane duties such as patrolling they will be called upon as escorts if the Chapter expects a large confrontation in space.

The Hunter is a fast and highly maneuverable torpedo boat much like its Imperial Navy counterpart, the Cobra. The Gladius is usually the most numerous ship in a Chapter's fleet and will be the principle transport for smaller Space Marine forces sent on missions which do not justify the deployment of a Strike Cruiser. A Nova class vessel will most likely be the only

lance-armed ship available to the chapter and are slightly rarer than the Gladius.



SPECIAL RULES

The Hunter, Nova and Gladius use the following special rules in line with the Space Marine Fleet list.

Leadership: Use the following table when working out starting Leadership. Roll 1D6.

1-2 Ld 8

3-4 Ld 9

5-6 Ld 10

Boarding: Space Marine ships add +2 to their D6 roll when they fight in a boarding action and add +1 when they make a hit and run attack. Enemy hit and run attacks against a Space Marine ship deduct 1 from their dice rolls (and so will fail on a roll of 1 or 2 before modification).

HUNTER CLASS DESTROYER40 pts

Famous Squadrons

- Russ' Claws (Space Wolves)
- Black Talons (Ravenguard)
- Hera's Wraths (Ultramarines)

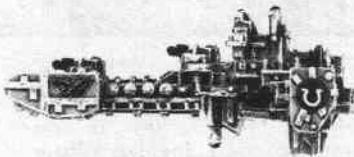


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Torpedoes		30cm		2	
Weapons Battery		30cm		1	
				Forward, left, right	

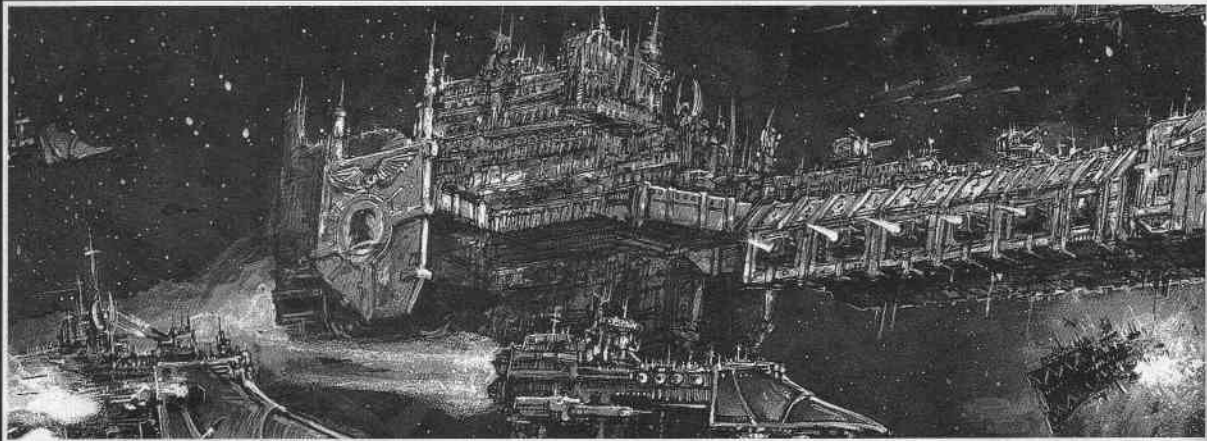
GLADIUS CLASS FRIGATE45 pts

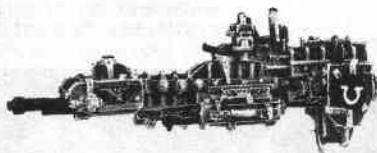
Famous Squadrons

- Angelus Belarius Squad (Blood Angels)
- Obliterators (Silver Skulls)
- Circes, Arx-Praetora (Ultramarines)



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Weapons Battery		30cm		4	
				Forward, left, right	



Famous Squadrons*Dark Knights of Caliban (Dark Angels)**Holy Shields (White Consuls)**Invictas (Ultramarines)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Lance		30cm		1	
Weapons Battery		30cm		2	
				Forward, left, right	

FLEET LISTS**CAPITAL SHIPS****0-3 Battle Barges**

You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet.

Space Marine battle barge 425 pts

0-10 Cruisers

Space Marine strike cruisers 145 pts

ESCORTS

Hunter class Destroyer 40 pts

Gladius class Frigate 45 pts

Nova class Frigate 50 pts

Rapid strike vessel (Firestorm) 45 pts

Rapid strike vessel (Sword) 40 pts

Rapid strike vessel (Cobra) 35 pts

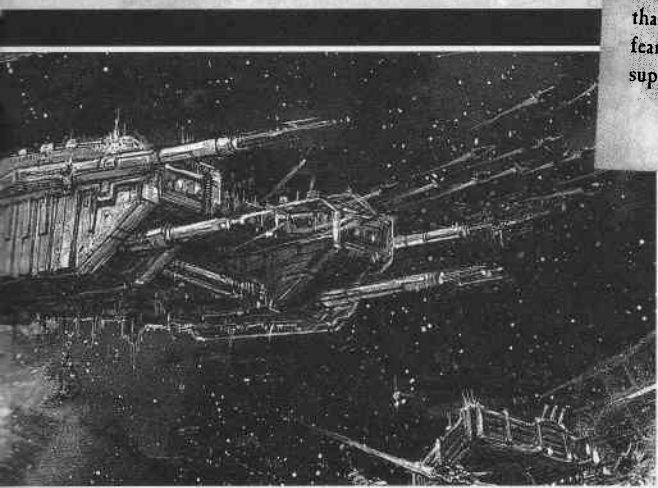
ORDNANCE

Any ship with launch bays carries Thunderhawk Gunships. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes.

Ships of the Adeptus Astartes

Unlike the vessels of the Imperial Navy, a Space Marine ship has a relatively small crew. A Space Marine is far too valuable to waste in manning a gun or watching a surveyor screen, and so only the officers aboard a vessel are likely to be Space Marines, as well as the few Techmarines who oversee the engines and perform other mechanical duties. Almost all the ship's systems are run and monitored by servitors: half-human cyborgs who are wired into the vessel's weapons, engines and communications apparatus. There are also a few hundred Chapter serfs to attend to other duties, such as routine cleaning and maintenance, serving the Space Marines during meal times and other such honoured tasks. These serfs come from the Chapter's home planet or the enclave they protect, many of them Novitiates or applicants who have failed some part of the recruiting or training process. These serfs are fanatically loyal to their superhuman masters, and indoctrinated into many of the lesser orders of the Chapter's Cult. Although human, they still benefit from remarkable training and access to superior weaponry than is usually found on a naval vessel, making them a fearsome prospect in a boarding action - even without the support of their genetically modified lords.

"...and their vessels cast a shadow across the stars and in that dark shadow was dread, the dread that foretells death. The Space Marines had arrived and they are fear incarnate, they are the Lords of Death..."



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Rules for this can be found in Planet Killer magazine.

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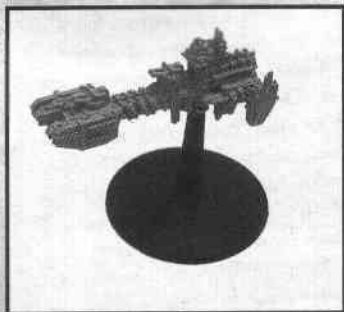


SPACE MARINE ESCORTS

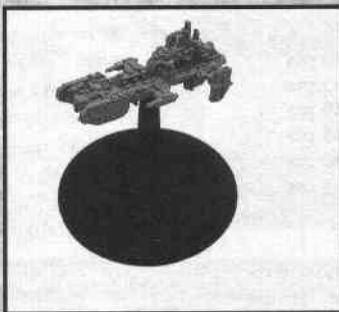
Master models by Will Hayes. Rules for these can be found in Battle Fleet Gothic magazine Issue 3.

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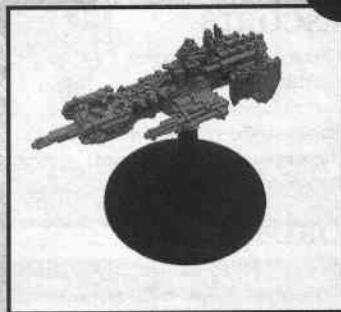
NEW



GLADIUS CLASS FRIGATE (Pack of 3)
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HUNTER CLASS DESTROYER (Pack of 3)
Code: BFG010



NOVA CLASS FRIGATE (Pack of 3)
Code: BFG009

FIGHTERS, ASSAULT BOATS AND BOMBERS



ASSAULT BOATS
Code: BFG005



AVENGER BOMBERS
Code: BFG006



THUNDERHAWKS
Code: BFG001



ELDAR BOMBERS
Code: BFG003



ELDAR FIGHTERS
Code: BFG002



ORK FIGHTA BOMMERZ
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Greetings,

I wanted to first say thanks for keeping BFG alive. Over on this side of the pond we have a lot of players. In the league that is running right now we have 12 players. I wanted to comment on the Smotherman formula. I have taken the time to add up a bunch of the ships that come in the basic rules and I have noticed that all the points come out way over what they have in the book. I tinkered with the formula and removed all the .5's and the numbers come much closer (1 or 2 points off) but still always over.

I am interested in getting a good formula so that player like myself can design their own ships and be fair about it.

I wanted to try and make some more ships.

On a different track. I have a rather large Necron Raiding fleet and I wanted to see if there was a point breakdown for their weapons. I wanted to try and make some more ships.

Once again, and be fair about it. I am sure that when GW gets around to the Necron codex there may be even more interest in more ships for them for BFG. Until then I guess I will have to wait.

Keep up the good work!

Keith Walter

The Smotherman formula, while overshadowed by the Necrons, was still a hot topic with regard to the feedback we received. A lot of this feedback was quite negative, I think the problem is that when Andy C was designing the game he did not have a written formula as such but used his "Games Designers instinct". To then try and wedge a weapon points system in is very hard and although Ned has done a good job, the formula will remain experimental for the time being.

Hi,

I think people are too accustomed to the mainstream GW style to appreciate the "new" approach of Fanatic. You need to go back and read their original news letters and the editorials in the various Fanatic Magazines.

No fans, no Fanatic.

Fanatic intends to operate in just the fashion they have so far displayed. They are there to support sideline games for the fans. No fans, no fanatic. They have said repeatedly without feedback from fans they will fail. Without sales to they fail. They have said their aim is to generate ideas that will in time

be moderated by fan feedback. They answer all emails. Believe me, 'cos I have sent and received several. If you are expecting packaged and perfect playtested material from Fanatic then forget it. I imagine Fanatic more as a beta-testing unit than a GW marketing effort.

From my own personal standpoint I see an operation that has not only achieved what it set out to do but in conjunction with Forge World has enriched the games that so many fans think are GW's finest. In BFG we see the boxed set still available. All models including plastics still available from UK Mail Order, and two new fleets with models to boot.

For Epic we have not only the rules re-issued but all models available and a new moulding run of infantry sprues. All available from UK Mail Order. From Forge World we have a host of new items. For both games a host of new rules to light up the news group's discussions. HOW BAD IS THAT???

I personally see Fanatic as the best thing to come out of Nottingham for many years. Sorry, but in my opinion, any beef players have re Fanatic is totally unfounded.

Bob (happy with Fanatic) DeAngelis

Hi,

A friend and I recently had a battle of BFG doing a test drive of the new Necron rules. After a hard fought up close and in your face type battle we both walked away with very little of our fleets left and smiles at having fought a really good game. Though during the coarse of this nail biting encounter we had some questions that came up that I hoped you would be able to help us with:

1. What is the value of the Tombships Portals. In the BFG Issue 2 mag it's listed as N/A?

The Tombship has a portal value of 3.

2. Also we thought (and played) that the Jackal and Dirge class Raiders had their stat boxes swapped around in Issue 2. The main reason being that the Jackal is the bigger and more expensive of the two ships yet in Issue 2 it is faster and has one less weapon than the Dirge.

The escorts have now been addressed, see page 2.

3. When a Tombship is crippled and it uses it's energy drain and gains enough hits to no longer be crippled does it function like normal again and from the moment that the energy drain is used?? EG. My Tombship went down to 6 hits (thus making it crippled).

For example. In my turn it moved into range of a Chaos cruiser and used the energy drain before using any other weapon. The energy drain was successful and the Tombship went up to 7 hits. What happens now?

a. Is the Tombship no longer crippled so that it can fire it's lightning arcs at a strength 20?

b. Does the energy drain's recuperative powers effect the crippled status from the beginning of my opponents turn thus for my turn I fire the lightning arcs at str 10?

c. Or does the Tombship stay technically crippled but just have an extra hit? So for VP's it would still be crippled and I will only be able to fire the lightning arcs at str 10 for the rest of the battle?

The answer would be b. A tombship can become uncrippled due to the energy drain. But as firing is assumed to happen simultaneously then you must finish firing at half rate before the tombship can be classed as uncrippled.

4. Also with the Energy Drain: When does it's crippling affect start?

A fully functioning one.

Is it straight away or at the beginning of my opponents turn. Ie with the example above would the Tombship be firing at a crippled Chaos cruiser (ie only 1 shield and turret) or a fully functioning one (ie 2 shields and 2 turrets)?

it seems a very powerful fleet from the outset with all their advance technology but they are still balanced...

5. When a Necron ship goes onto Brace For Impact is the shield valued modified to 2+ or is it reduced by 2 (ie Raiders become 4+, Harvest ships 3+, an the Tombship 2+)? We used the second option here because we thought that letting Raiders have the same shield str as the Tombship seemed strange (But considering a brace for impact for other races gives a 4+ save anyway and they still get their shields could justify the 2+ saves on all ships).

All Necron ships have a 2+ save when Braced (but an armour of 4).

6. Because Necrons don't technically have shields (ie the save is more representative of their very powerful armour) we ruled that teleport attacks can happen at any time against a Necron ship with nothing but distance and hit points being the limiting factors. Is this correct?

Yep.

7. When a Necron ship goes on to All Ahead Full orders. Do they have to use up all the movement even if it will put them off the table (this didn't come up in our battle but I thought I better ask)? Also when they are on

all ahead full they get a turn for each extra 20cm they get, does this include the original turn that you usually can't use on All Ahead Full?

e.g. My Harvest ship goes on to All Ahead Full and get an extra 40cm (giving it a massive 70 cm movement). Does it get 2 turns (1 per 20cm of extra movement) or 3 (it's original one and then 2 from the extra 40cm movement)?

You must move the full distance (page 16 of the rulebook). You only get the turns for every 20cm of movement, not the original turn.

You've done a marvellous job with the Necrons as it seems a very powerful fleet from the outset with all their advance technology but they are still balanced on the table top due to their points and their very obvious weaknesses (in the form of ordinance and range). They were a joy to play on the table.

Thanks

Daryl.

P.S. Will there be a amendment to the design-your-own-ship rules to include Necrons? If so that would be fantastic as they are a bit light on choice in the cruiser and battleship departments.

Dear All,

I have been collecting Necrons for BFG and I was wondering if you have any more ships coming out soon. I think the rules for them are brilliant and just right but it would be better if some more ships would come out as there would be a better variety of ships to send on different missions. Just for your knowledge I played a match against a friend who collects Eldar. My points were 1500ish and his was around the same. To put it bluntly I kicked his Eldar butt. Knowing Eldar, they are very fast, so my tactic was to get as close to him as possible and use my many short range weapons on him. this worked as he couldn't get away and I pounded him. He said "He didn't want to loss his Mother ship" so he disengaged from battle, or ran away as I would like to put it.

Thank you very much for your time and I hope you send a message back.

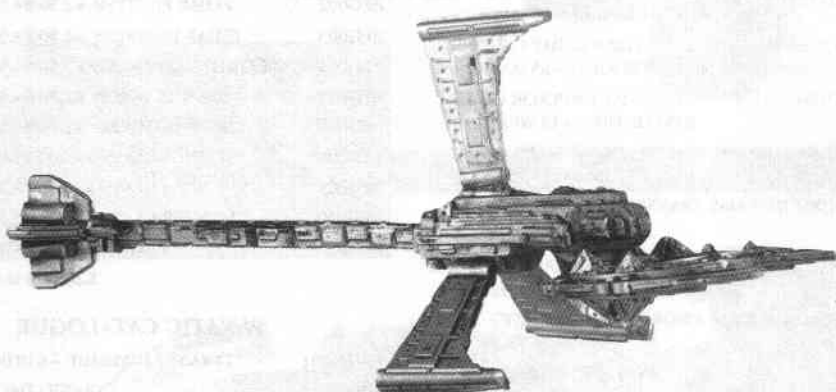
Cyber-bloke on-line

Ship-wise the Necron fleet is complete at the moment. This may change in the future as with the other fleets we have added reinforcements and different fleet lists for other sectors in the galaxy. When the Necron codex is released this may well provide inspiration for even bigger and more powerful ships - flying pyramids anyone?

Hot from the Forges

Necron Reaper Fleet

From their ancient origins come the Necrons, their only known purpose is "the harvest". Their extremely powerful ships attack using alien weaponry far surpassing that of the Imperium's technology. Luckily the size of their fleets remains small. Emperor have mercy if they ever decide to attack in greater strength.



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FBGM006



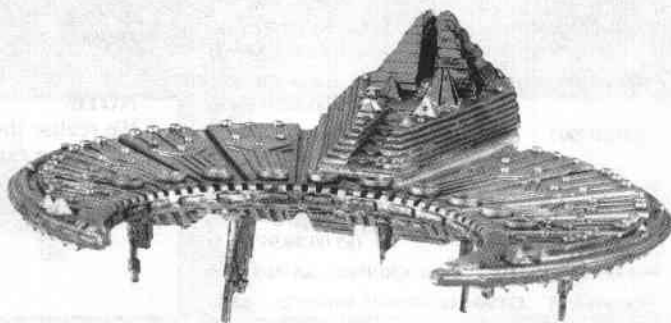
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Necron Reaper Fleet Mega deal

1 Tombship

3 Scythe Class Harvest Ships

1 Squadron of 3 Jackal Class Raiders each

2 Squadrons of 3 Dirge Class Raiders each

All this for £50 (US \$112) and we'll even throw in an extra squad of Jackals to give you 2 squads in total. All together this fleet comes in at over 1500pts!!

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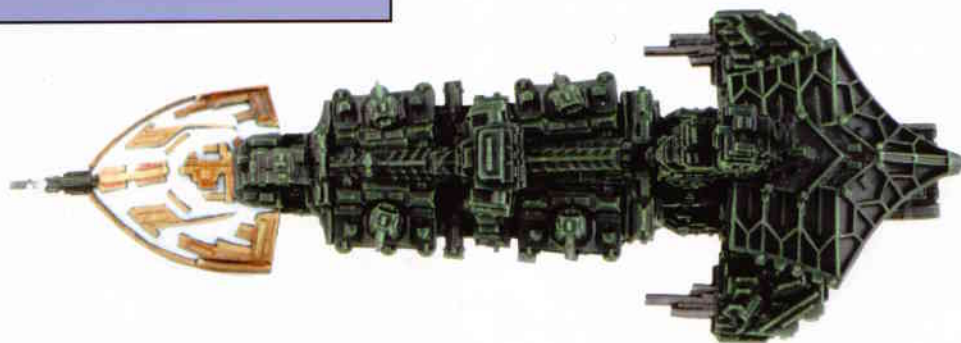
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VENGEANCE CLASS GRAND CRUISER



As many Gothic players know, painting ships could not be easier. After under-coating simply drybrush the desired colour in three or four stages. Each colour slightly lighter than the last, you will find the brush does most of the work in bringing out the detail.



1



2



3



ULTRAMARINE ESCORTS

1. Gladius class
2. Nova class
3. Hunter class

Miniatures painted by Michael Anderson

BATTLEFLEET GOTHIC

Necron Rules Update *by Pete Haines*

Following all your excellent feedback Pete Haines has been back over his rules for the Necron Harvester fleets. He has revised many aspects of the ships and weapon rules to help tone down what many believed to be a 'super' fleet.

Fighting the Necron Threat *by Andy Hall*

After issue 2 many admirals were running scared from the Necron threat. To many BFG players the Necrons seemed all powerful and undefeatable. Andy has been playtesting the rules with Pete and offers some advice on stopping the unstoppable!

Vengeance Class Grand Cruiser *by Warwick Kinrade*

Fanatic's latest release for BFG is the Vengeance Class Grand Crusier. A Grand Cruiser employed by both traitor and loyalist fleets. This article also details rules for two of the Vengeance's sister ships, the Avenger and Retaliator, and how to convert them.

Space Marine Escorts *by Andy Hall*

Rules for Forge World's new resin Space Marine Escort ships, the Gladius, Hunter and Nova class.

Brace for Impact

This regular feature brings you details of archived articles from Warp Storm and Planet Killer. It also introduces the experimental rules section where untried rules and scenarios will be featured for playtesting.



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