

THE OFFICIAL

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BATTLEFLEET

GOTHIC

MAGAZINE

Issue 11



NEW THREAT ALERT

The Dark Eldar Attack!
Rules for the new fleet

THE HIVE FLEET RETURNS

Brand New Rules for constructing
a Tyranid Fleet

MAN THE DEFENCES!

Imperial Monitors, System Ships
and Orbital Defences respond to
the attack



**GAMES
WORKSHOP**

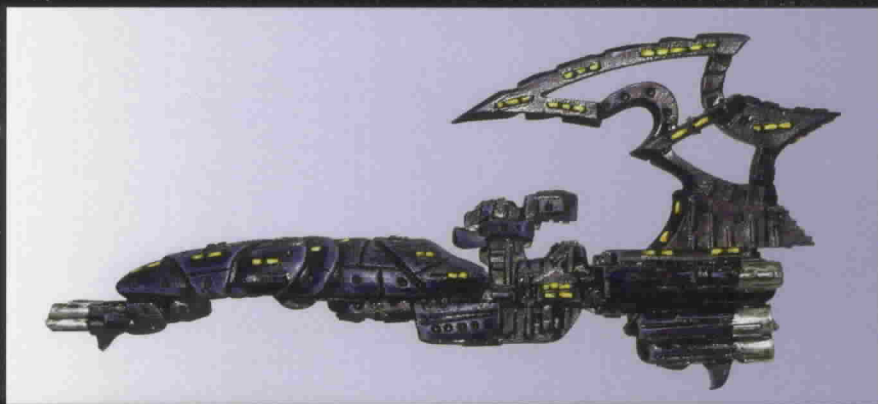
NEW THREAT ALERT

DARK ELДАР RAIDERS

This month we introduce the new Dark Eldar fleet for Battlefleet Gothic. The Dark Eldar are notorious raiders and pirates across the galaxy, using mimic engine and shadowfield technology to move unseen across the stars before launching devastating ambushes on their unsuspecting targets. The Dark Eldar seldom raid to kill or destroy, but rather to capture and enslave, to torture and to maim. Dark Eldar raiding parties contain a plethora of ships, all adapted and customised to serve the brutal will of their murderous captains.

To allow you to build your own Dark Eldar fleet with this same versatility, we are releasing just two basic ship types – the Torture Class Cruiser, and the Corsair Class Escort. Along with these, we are releasing the Dark Eldar Booster Pack which contains a number of optional weapons, wings, tail fins, engines and so on which you can use to create an almost endless variety of combinations. The Dark Eldar ships themselves are featured below, whilst you can see examples of ships modified using the booster pack on the inside back cover.

TORTURE CLASS CRUISER



Known Configurations



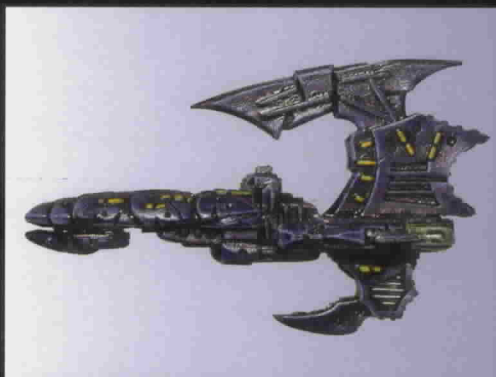
Ref: EP/GS 104/797/604X – Poison Barb

Positively sighted in the Gothic Sector seven times in the previous three months, the above vessel has come to be known as 'Poison Barb'. Pictured to the right are several other vessels sighted in the same areas of space, or even alongside Poison

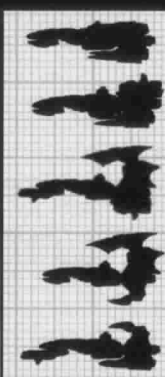
Barb (two of them initially even having been mistaken for Poison Barb). They may be distinct classes from one another, though no additional ships have been recorded which could corroborate this, and Imperial captains operating in the area, have termed all such foul vessels 'Torture Class Cruisers'.

The Torture Class Cruiser can be armed with a Phantom lance, Impaler assault module or torpedoes, all of which are included in the blister pack.

CORSAIR CLASS ESCORT



Vessel identified as Pain's Sister, a 'Corsair' Class vessel.



Recorded Sightings

Ref: EP/GS – 104/797/604.2
Eldar Raiders

Known Ship Designations

The smaller vessels used by the Eldar Raiders exhibit just as much variation as their larger companion vessels. Whether these represent different classes or simply differing vessels of the same designation is difficult to determine. Although the vessel on the far left has been positively identified as 'Pain's Sister', its relationship to the other similar vessels pictured is uncertain, and hence all are collectively known as Corsairs until new information allows further identification.

The Escort Class Cruiser blister pack contains sufficient components for 2 complete ships.

EDITORIAL

Hello again and, sadly, good bye...

This issue of Battlefleet Gothic magazine is my last as editor. Before leaving you all to the tender mercies of the new editor, Matt Keefe, I would like to say thank you to all the dedicated BFG players out there who have sent articles, letters and ideas over the past two years. It is your contributions that have made and sustained BFG Mag as (I think), a good quality hobby magazine.

I can't name all of you, but it has become evident in my time at the helm, that almost four years after publication there is still a large, dedicated and enthusiastic following for the game, making the work Fanatic is doing in supporting and 'growing' the hobby vital. I think we have a stronger hobby now than we did two years ago, with more new miniatures and more new players. I have no doubt that BFG's future is secure and that it will continue to grow. Whilst there is demand Fanatic is here to fulfil it.

Although I shall no longer be editing the magazine I shall not have gone very far. Occasional articles in my name will still turn up in these pages. As Imperial Armour editor for Forgeworld I will still be writing BFG support for any new resin models they produce.

That said, my new role will not afford me the time to continue as a member of the High Admiralty, and the job of reviewing the

experimental rules will also fall to Matt, who is in a far better position to make an informed decision than I will be. He'll need to hear your feedback just as I did so please keep it coming.

Having said my fond farewells I'll hand over to Matt. Cheers and good hunting to all...

Warwick

Thankyou Warwick, and hello all...

Well, what can I say after that? Apart from that I hope you will all continue to contribute to Battlefleet Gothic magazine with as much enthusiasm as you have so far, to maintain, and hopefully even improve, on the exceptionally high standard the magazine has set so far, on which note...

I've been lucky enough to take over the helm on a particularly packed issue of the magazine, featuring no less than TWO complete fleet lists. First up we have the Dark Eldar list to accompany the brand new models you can see in this issue. As well as that, we have the now updated, revised, complete Tyranid army list, building on what we've learned from earlier versions of the list that have appeared in the magazine.

Of course, this means we are a little cramped for space this issue, but not again. From next month, BFG Mag will be a full 32 pages! So we need even more of you to send your articles in.

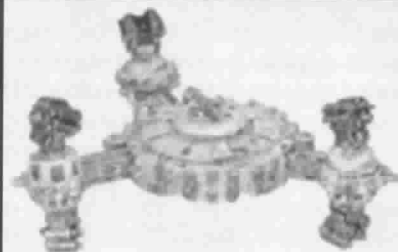
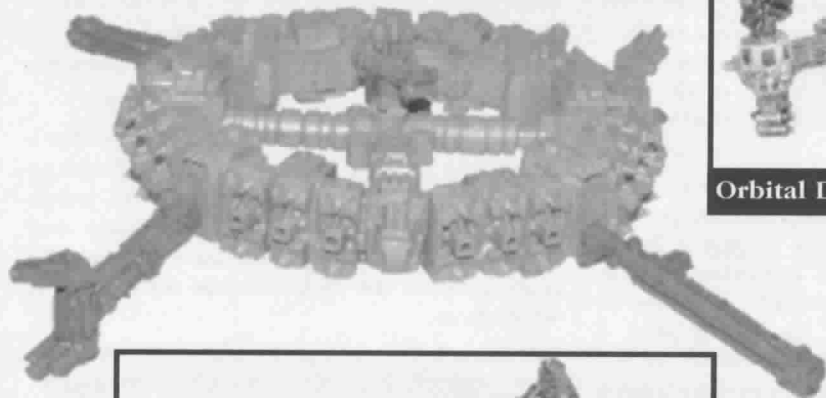
Matt

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NEW RELEASES

Space Station



Orbital Defence Platform

This issue, as well as the brand new Dark Eldar fleet which you can see on the inside covers of this magazine, we bring you a number of new

planetary defences for Battlefleet Gothic games. First up is the magnificent space station, which comes with enough components to be made into either an orbital dock, or a more heavily armed space station bearing lance batteries.

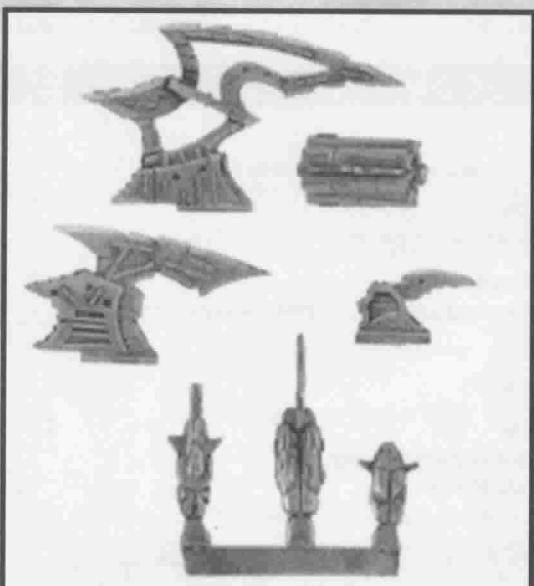
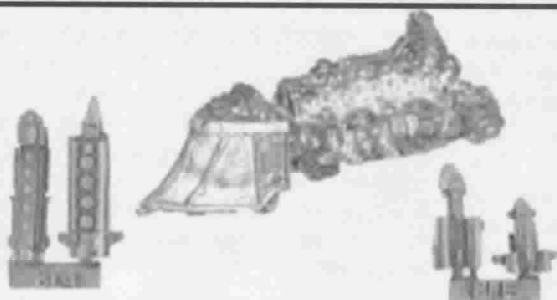
Also available are the new orbital defence platforms. These are supplied 3 in a pack, with different

weapon sprues allowing you to construct the platform with laser, torpedo or weapons batteries options.

New ships for planetary defence are also available in the shape of the defence monitor, a small but densely armed ship which lack the ability to manoeuvre quickly, and so are typically only useful for conflicts within their own systems. These are accompanied by system ships, a ramshackle collection of smaller, short range vessels who lack the ability for interstellar travel and so fight in small cluster in defence of their native worlds and bases. A Defence monitor pack contains 1 monitor and 4 system ship sprues.

As already mentioned, the Dark Eldar fleet is new this issue, and as well as the Torture class cruiser and Corsair class escort, we are also releasing a Dark Eldar ship booster pack. This contains additional ship components and upgrades, such as the infamous mimic engines, which you can use to customise the ships in your fleet. The Dark Eldar ship booster pack contains the components you can see here.

Defence Monitor & System Ships



Dark Eldar Ship Booster Pack

PAINTING CONTEST

We thought many of our readers might be interested in this online painting competition which is being run by members of the Battlefleet Gothic e-mail list. This isn't an official painting competition or anything, but Fanatic will be providing the grand prize (just don't ask us what it is yet!) and some of the best entries may well appear in future issue of BFG Magazine, so it's definitely well worth entering. Here, Nate Montes explains the rules and how to enter the competition – good luck!

Hi folks!

I just started up the 2002 Battlefleet Gothic Fanatic Paint and Conversion Contest group, which can be found at :

<http://groups.yahoo.com/group/BFG-FPC>

or e-mail: BFG-FPC@yahoogroups.com.

This group is an extension of the BFG-List in support of the Battlefleet Gothic Paint and Conversion contest we are running. You are welcome to peruse the Contest Album which is

open for viewing to all, but the list will be closed to receiving posts or uploading files as it is intended to be a "Come See" site in support of the Paint Contest. Please feel free to post your comments about this group and the contest to the bfg-list or bf-gothic Yahoo groups.

Enjoy and good luck!

Nate Montes

CONTEST RULES

1 You can enter any ship, station or conversion either from a kit or scratch built as long as it pertains to Battlefleet Gothic and can actually be fielded in regular game play. Special rules and stats are not required with your entry. For now, e-mail your entries along with your full name to nate4cary@earthlink.net

2 Each contestant can enter as many separate entries as they wish. However, each entry can consist of only ONE digital picture in JPEG (.JPG) format no larger than 250kB. Mail your entries to one of the moderators, as only they will be able to post contestant entries to the Contest Album.

3 No entries will be accepted after midnight Friday, 01 November 2002 EST. Contest voting will begin on Saturday morning 02 November 2002 and will extend to midnight Friday, 15 November 2002 EST.

4 At any time during the voting period, votes can be changed as desired. Once voting concludes, all votes are final and will be listed publicly on this site.

5 Voting will consist of First, Second and Third choice polls, with each 1st choice vote worth 3 points, 2nd choice worth 2 points and 3rd choice worth 1 point. The entry with the most points will be the Grand Prize winner.

6 In the event of a tie, a run-off election will take place between Saturday morning, 16 November 2002 and midnight Friday, 22 November 2002 EST. If the run-off election also results in a tie, the winner will be decided by the staff of Games Workshop Specialised Games. Award of the winning entrant by election or decision is final.

7 The Grand Prize will be provided by Games Workshop's Fanatic department (yet to be decided, but it will be great!) In addition, Games Workshop reserves the right to publish in a future edition of BFG Magazine a photo of the winning entry and any other entries it deems desirable to print. The decision to print or not print contest entry photos is at the sole discretion of Games Workshop and Fanatic.

Visit the site at:

[HTTP://GROUPS.YAHOO.COM/GROUP/BFG-FPC](http://groups.yahoo.com/group/BFG-FPC)

BETTER DEATH THAN CAPTURE!

Dark Eldar Raiders in Battlefleet Gothic

*Experimental rules for a new Battlefleet Gothic fleet,
by Bob Henderson with Andy Chambers, Pete Haines & Matt Keefe*

This month sees the release of the new Dark Eldar fleet for Battlefleet Gothic. To accompany these models, Bob Henderson has written these experimental rules for using them. The list contains a lot of interesting ideas, and has certainly got us here at Fanatic thinking, so let us know what you think and we hope to bring you a more developed fleet list for the Dark Eldar in a couple of issues time.

Early in the Gothic War, pirates operating from the Graildark Nebula threatened to cut off the vital Orar to Bein Morr supply route through which materials vital to the Imperial effort flowed. Of particular concern were the so-called Dark Eldar Raiders lead by the murderous fiend, Dread Archon Karkass Raquib. The speed and firepower of the raiders was incredible but even more so, their ability to sneak up on even the most heavily escorted convoys and cut out a prize or destroy an escort before any surveyor had detected a threat.

For decades the Imperium struggled to explain how these particular Eldar raiders were able to approach so devastatingly close to their targets without being identified. Dozens of ships had been lost to the raiders, and the Imperium had

barely even seen one of the raiders' ships clearly.

Only when Captain Fells McCavage with the Emperor's Tree Rats, a Sword squadron from the arboreal world of Sycamore, challenged the newly arrived 'escort' and was in return fired upon, did the Imperium uncover the existence of the Dark Eldar Mimic Engine. Although several hundred ships were still to fall victim over the course of the war, never again did the Imperial Navy fail to take seriously the threat posed by these particular bands of Eldar Raiders.

With their characteristic method of ambush of less effect, the Eldar Raiders' presence in the Gothic sector diminished a little, although attacks by similar bands of depraved Eldar pirates remain well known across the universe.



The Dark Eldar fleet behaves very much like their hated Eldar Corsair kin. Indeed outside the Eldar themselves the differences between the two are not even acknowledged. Unless otherwise noted, the Dark Eldar use the rules for Eldar Corsairs, as found in the Battlefleet Gothic rulebook.

This means the Dark Eldar ships are subject to the special rules for Leadership, ship movement, Blast markers & gravity wells, critical hits and weapon batteries, but NOT the rules for holofields or pulsar lances (for which the Dark Eldar use shadowfields and phantom lances respectively instead).

Boarding Actions

The Dark Eldar are furious and brutal pirates, fanatical in the pursuit of violence and the hunt for captives. Their all-consuming blood lust can often overcome them, leaving them in an uncontrolled frenzy. Dark Eldar receive a +1 in the first round of any boarding action and a -1 in any subsequent rounds.



SPECIAL WEAPONS AND DEVICES

Leech Torpedoes

Dark Eldar ships armed with torpedoes may use leech torpedoes at no extra cost. These must be loaded with a specific Re-load roll, although a ship may start the scenario with them in the tubes by writing a note on the ship sheet. Leech torpedoes cause no damage other than a single, automatic critical hit. Do not roll for the effect of this critical hit, instead the leech torpedo causes a -10cm speed reduction on its target, nor may any All Ahead Full special orders may be executed by the target. Only one -10cm speed penalty applies regardless of the number attached – the effect is not cumulative. However, all leech hits on a ship must be repaired before the movement penalty is removed (e.g. if a ship suffers 5 leech hits, it remains at a reduced speed until all 5 hits have been repaired).

When not firing leeches, Dark Eldar ships equipped with torpedo tubes use the rules for Eldar torpedoes from the Battlefleet Gothic rulebook instead.

Shadowfields

Dark Eldar do not use holofields, but rather employ shadowfields. The shadowfield combines a holofield with a repulser effect of sorts, which means the field not only disguises the target but can deflect shots to some degree, making the shadowfield slightly more effective against battery fire. Since the actual distortion effect is less so than that of a holofield, ordnance and the like which can pierce the field at a given point pose a much greater threat to Dark Eldar vessels. Against attackers that use the Gunnery table, the holofields cause two column shifts to the right, in addition to any other column shifts for range or Blast markers. Shadowfields never shift the Gunnery table further than the last column on the right. Against any other form of attack, roll to hit the Dark Eldar ship as normal, but the Eldar player may then make a saving roll for his shadowfields:

D6	RESULT
1-2	Hit! Score a hit on the Dark Eldar ship.
3-6	Missed! Place a Blast marker in contact with the ship.

Phantom Lance

This is the Dark Eldar equivalent of the pulsar, using dark matter powered lasers. The phantom lance hits on a 4+ with a 5 or 6 causing 2 hits and a 4 only 1 hit. Critical hits are rolled as normal.

The Mimic Engine

A Dark Eldar vessel equipped with a mimic engine is able to assume the apparent dimensions of enemy ships, thus allowing the Dark Eldar to sneak up on their prey unseen. The Dark Eldar are able to mimic Imperial, Eldar, Ork and Chaos ships, but not Tyranid or Necron vessels, so the mimic engine has no effect against either of these fleets.

A Dark Eldar ship equipped with a mimic engine approaches closer to the enemy before the threat is realised and so may make one normal move immediately after deployment, but before either side has taken a turn.

In addition, if a mimic engine-equipped vessel is more than 30cm from the enemy at the start of the game (after making its extra move) it may NOT be targeted by enemy ships at all during the first turn of the game, until it itself has attacked another vessel. In the second and subsequent turns it is assumed that the exchange of information between vessels in the opposing fleet will uncover the impostors, meaning the Dark Eldar can be targeted normally.

DARK ELДАР RAIDERS FLEET LIST

FLEET COMMANDER

0-1 Dread Archon

You may include 1 Dread Archon in your fleet, who must be assigned to a ship and adds +2 to its Leadership, to a maximum of 10. If the fleet is worth over 750 points, a Dread Archon **MUST** be included to lead it.

Dread Archon (Ld +2) 100 pts

You may purchase Fleet Commander re-rolls for your Dread Archon by paying the cost listed below:

One re-roll 25 pts

Two re-rolls 50 pts

Three re-rolls 100 pts

CAPITAL SHIPS

0-12 Cruisers

Dark Eldar Torture Class Cruiser:

with Torpedo Tubes 210 pts

with Phantom Lance 220 pts

with Launch Bays 240 pts

ESCORTS

Your fleet may have any number of escorts.

Dark Eldar Corsair Class Escort

with Torpedo Tubes 45 pts

with Phantom Lance 45 pts

with Launch Bays 60 pts

Dark Eldar fleets must contain one squadron of at least three escorts for every capital ship taken.



Do not offer them gold, they do not come for riches. Do not offer them surrender, they do not come for victory. Offer them nothing, they come only for your souls.

ATTACK CRAFT

Attack craft ordnance in a Dark Eldar fleet consists of Raptor fighters, Razorwing bombers and Slavebringer assault boats.

Raptor fighters have a speed of 30cm and need a 4+ to remain in play after removing ordnance as with Eldar fighters.

Razorwing bombers have a speed of 20cm and are hit by turrets only on a D6 roll of 6.

Slavebringer assault boats have a speed of 30cm and are hit by turrets only on a D6 roll of 6. The Dark Eldar receive a +1 on Hit & Run attacks but may forgo rolling on the Hit & Run Critical Hit table in return for +10 Victory points. This reflects the desire of the Dark Eldar for captives, often when to do so is militarily foolish.



Dark Eldar Raiders ambush a poorly defended Imperial convoy.

DARK ELДАР VESSELS OF THE GOTHIC WAR

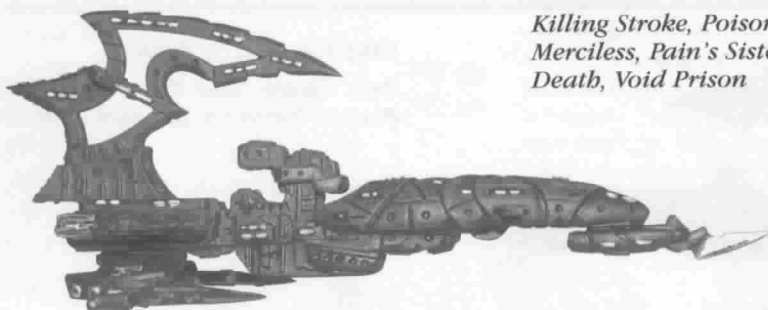
The Dark Eldar operate as raiders, pirates and slave merchants, uncaring for either the practicalities or aesthetics of ship design that so obsess their craftworld kin. The Dark Eldar construct their ships only to be ever more horrifying and devilish to observe, ever more destructive to oppose. In pursuit of torture, murder and desecration, the Dark Eldar construct all manner of perverse and obscene vessels, designed only to help them fulfil their insane lust for brutality. Ships bearing nothing but corridor after corridor of torture chambers echoing to the shrill cries of the enslaved, vast 'arboretums' exposed to the stars where row upon bloody row of impaled captives are leeches of their life by the hungry dark vacuum of space, huge cavernous hells surrounded on all sides by void in which captives are left to descend into madness, and all manner of such

horrors are known amongst the fleets of the Dark Eldar raiders.

As such Dark Eldar fleets, whilst looking apparently alike, actually comprise a vast collection of uniquely outfitted raiding vessels, each tailored to best cater to the particular fetishes of the ship's own captain. Classifying such ships is difficult, and though many long and arcane treatises do attempt to exhaustively classify these ship's configurations, each new contact with the Eldar Raiders invariably invalidates many of the previous theories.

However, whilst such pedantry may suit the mindless drones of the Administratum, out on the front line, the practical needs of Imperial captains familiar with the nightmare of raids by these pirates has led them to refer to these ships by two broad designations – the Torture class cruiser, and the escort-sized Corsair.

TORTURE CLASS CRUISER 210 pts



FAMOUS VESSELS:

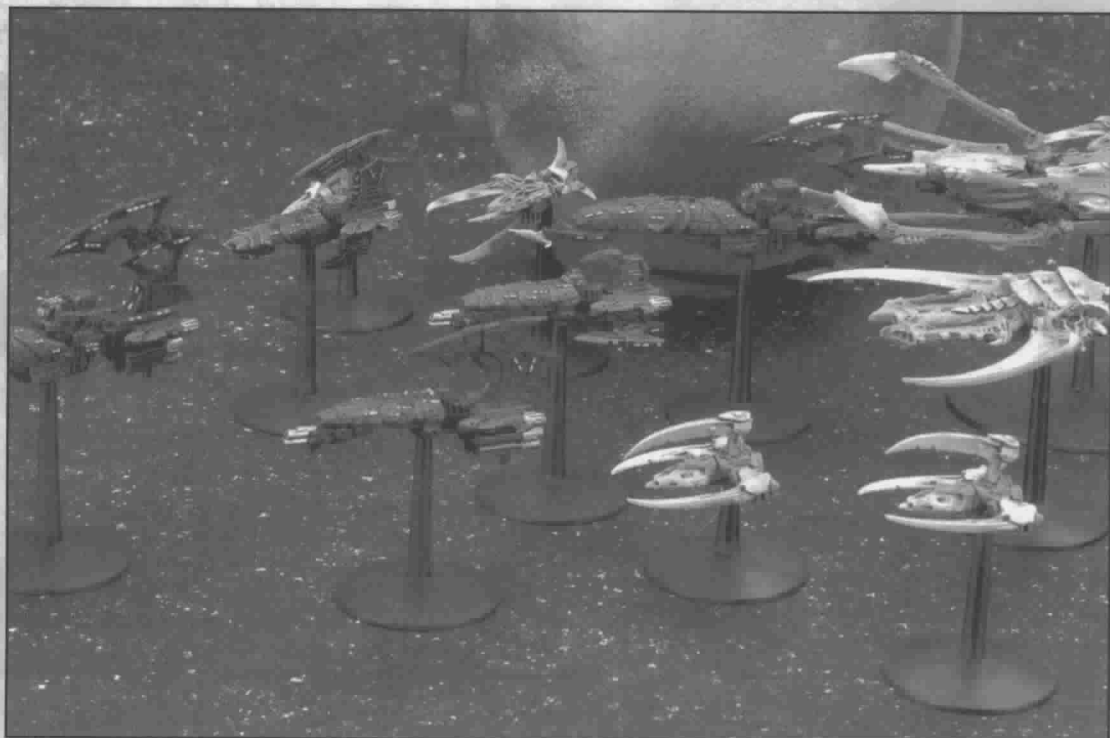
Killing Stroke, Poison Barb, Merciless, Pain's Sister, Lingering Death, Void Prison

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	15/25/35cm	Special	Shadowfield	4+	0
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Prow Batteries		30cm		8	
Torpedo Tubes		30cm per turn		6	
				Front	

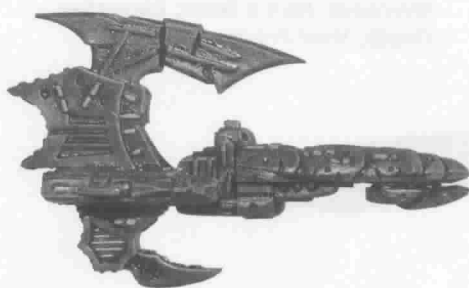
Options: A Torture class cruiser may upgrade by adding a Mimic engine for +40 points.
A Torture class cruiser may replace its impaler assault module with one of the following for the points shown:

Phantom Lance +20 pts
Launch Bays +30 pts

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Phantom Lance	30cm	3	Front
Prow Launch Bays	Raptors: 30cm Razorwings: 20cm Slavebringers: 30cm	3	Front



CORSAIR CLASS ESCORT 35 pts



FAMOUS SQUADRONS:

Pain Givers, Soul Reavers, Laughing Blades, Torturers, Barasab's Circus

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15/25/35cm	Special	Shadowfield	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Batteries		30cm	2		Front
CHOOSE ONE OF THE FOLLOWING					
Phantom Lance		30cm	1		Front
Torpedo Tubes		30cm per turn	2		Front

Options: A Corsair class escort may upgrade by adding a Mimic engine for +20 points.
A Corsair class escort may replace its phantom lance/torpedo tubes with launch bays for +10 pts.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Launch Bays	Raptors: 30cm Razorwings: 20cm Slavebringers: 30cm	1	Front

This issue Matt answers your mail...

Well, with such a packed issue, it looked as if we weren't going to have space to run your letters this month, but we just managed to squeeze them in - buzzab! We are still receiving frequent letters on the matter of the ordnance rules, so this month we decided to round up some of the most pertinent comments from our readers...

Hi Fanatic Chieftains,

This is just a quick note in worthy praise of Andy Chambers and Pete Haines for their superb Experimental rules regarding Ordnance Launch Limits and Nova Canon Fire, and for Dan Peric's Random Force Generator.

At Salisbury we have a BFG Campaign running and have used it to playtest both these experimental rules quite extensively. The reasoning behind Andy's Ordnance rules is sound. All too often swarms of attack craft were taking the focus away from what (for me certainly) is the main thrust of the game: BIG ships, LOTS of GUNS!

The added bonus is that with limited numbers of attack craft being fielded at any one time, the owning player has to be a lot more careful as to how he uses them, and against what. Nice one.

As to Pete's Nova Cannon rules, again - top marks. The tendency previously was to group Nova ships together and spread their ranges by 5 - 10cm, bound to his something. Then during the next turn, the beardy calculations and lengthy deliberations over just the right 1-2cm distance came into action. Not fun for the receiving player who has to wait, or the ship who's fate was ultimately annihilation! These Nova Cannon ERs are spot on as they not only add some random aspect to the firing of this horrendous weapon, but also keep the game shifting along at a nice playable pace.

Finally, the Random force generator is a cracking idea. Rather than using it as an alternative to the Blue Book Fleet lists for selection of ships (after all, an Admiral would be able to pick and choose at least some (50%perhaps) of his fleet to take to war), perhaps it is the best way of determining what Reinforcements are allocated after a successful appeal during a campaign!

Anyway enough from me. Cracking game, Cracking Mag, and Cracking Support.

Shean

TORPEDOES...

Hey there;

I offer up the following suggestion for ordnance:

#1 - regardless of how many torpedoes are launched by a given ship, the torp template is 1.25" wide (just a tad over 3 cm). This is the approximate width of a 4 torpedo counter. These counters can be labeled with the actual number of torpedoes (1, 2, etc), but the width remains a constant.

#2 - when a torp counter hits a target, you roll to see how many score hits. At that point, the counter is removed from play totally. No 'making change' so the ones that missed continue on their path.

#3 - an escort ship can 'sacrifice' itself by deliberately ramming/running into a torpedo counter. You still need to roll to see how many hit, and then the counter is removed. This gives escorts an important role, one which they have in the real world navy but lack in the game.

#4 - an escort ship can also 'sacrifice' itself by deliberately ramming/running into a squadron wave. The idea is they break-up the formation, causing the craft to scramble around, thus wasting precious fuel and all that. The end result is, the squadron wave attacks the escort, and then is removed from play. Again, this simulates the vitally important reason navies, since the invention of the torpedo (and later, aircraft) surround their capital ships with a flotilla of escorts - to intercept these threats, even if they must sacrifice themselves to do so.

I love BFG can think it's a fine game. My only complaint regarding the flow of the rules is that torpedoes take too long to play with. They move twice (which is okay) but you must 'make change' for them, and keep track of all the various sizes. Not only that, they are hard to nullify. Shooting is fine, but I've played in many games where people don't even bother bringing the lesser escort craft because they die too easily and have little to offer offensively (except, ironically, those which can launch torpedoes).

Allowing escorts to intercept waves of ordnance (either torps or squadrons of bombers or assault craft, etc) builds a major case for their inclusion in anybody's fleet.

Steve,

So, what does everyone else think?

Write in with your opinions to:
Fanatic Games Workshop,
Willow Rd, Lenton, Nottingham, NG7 2WS.

Mailbag

Email us with your opinions to:
fanatic@games-workshop.co.uk

MONSTERS OF THE DEEP

New experimental rules for Tyranid Hive fleets in Battlefleet Gothic

By Andy Chambers and Nate Montes,
with thanks to Steve 'The Messiah' Duke and John Kemp

As promised, this issue we return to the Tyranids with a full fleet list, incorporating all the ships, bio-design rules and other extras which have been published in previous issues, and updated to make them play more smoothly...

THE TYRANIDS

The race known to Man as the Tyranids have been the bane of all organic life for eons, devourers of worlds and the agents of the fall of more races and civilisations than even Mankind can ever aspire to. As the menace of the Tyranid Hive fleets Kraken, Behemoth and Leviathan stretch across the southern and eastern arms of the galaxy, great swathes of space and even entire sectors have disappeared from the Emperor's light beneath the vast shadow of the Hive Mind.

THE HIVE MIND

Imperial scientists believe that Hive ships and their attendant Droneships have a deep connection to the Hive Mind – the over-arching gestalt consciousness of the Tyranic race. This pervasive psychic contact pervades the area

around the Hive fleet to such an extent that Warp space is distorted for light years around the fleet's position. Travel through the Warp becomes increasingly uncertain near the Tyranic fleets and astrotelepathy exceptionally unreliable or completely useless. Many Astropaths have lost their minds in battle with the Tyranids, and entire squadrons have been crippled by dangerous warp eddies. Thus as the Hive fleets advance confusion and terror precede them beneath the suffocating shadow they cast over the doomed worlds in their path.

The most recent Tyranid assaults have taken place in the last two centuries, as the bio-construct warships have emerged to wreak death and destruction upon the galaxy, more and more has been discerned of the true nature of these creatures. With this growing knowledge, mankind has retrenched itself in



redoubts throughout the galaxy to research new methods of achieving victory. It was first believed that the endless variety of forms encountered by forces arrayed before this menace essentially fell into two main categories. However, more recently, diligent research by the Biologis division of the Adeptus Mechanicus and agents of the Inquisition have discerned that these malevolent space-faring creatures are manifested in three main classes:

Hive ships

These void-swimming behemoths act as primary nodes for the Hive Mind and direct the activity of the entire swarm. Hive ships function as living mother ships, bio-factory vessels breeding and hatching endless swarms of Tyranids to pursue prey across void and planet alike. Though most swarms will typically contain more than one hive ship, in some circles it is believed that there is still a single ship that maintains central control of the entire collective and acts to coordinate the assault, though this cannot be confirmed. There are also unsubstantiated reports that there are a very small number of hive ships in every swarm that are much more massive than the rest. Dwarfing even great battleships, these immeasurably vast creatures arrive very late in the process of planetary assimilation and are believed to be those responsible for the method by which even the atmosphere and oceans are consumed from orbit, as the final stage of the world's consumption by the hive fleet. Though such a gargantuan organism would explain how once lush and fertile worlds are left barren, airless and sterile, there are as of yet no recorded sightings of such a monstrous creature.

Kraken, Cruisers and Droneships

These bio-ships range in size from comparable to the escorts of other races to massive ships nearly the equal in size of the hive ships they accompany. Ever evolving, some of these creatures of the void are called Kraken, named after the Hive fleet in which they first appeared, identified as specialized biological entities which accompany hive ships in a swarm and defeat each new foe they encounter. Hive ships are known to respond to new threats by birthing more of these Kraken to overwhelm the defences of any sentient race or hapless world they encounter.

Though the Imperium has come to learn much about these creatures of the galactic ether, the distinction between the so called classes of ship remain unclear. It has only recently, for instance, been ascertained (through careful observation of the subdual and consumption of Bonnis II in the Coronet Sector) that many of the escorts and cruisers found in typical Tyranid swarms are immature hive ships in various stages of development. It is believed

that the hive mind nodes in these space-dwelling organisms remain dormant until they are mature enough to project their will across vast reaches of space, though when this takes place in a creature's life cycle has yet to be determined.

Many of these beasts are developed with very specialized abilities that were probably evolved over the Tyranids' long experience against various races throughout the galaxy. Found in a wide variety of forms, these creatures exhibit bizarre forms that can be quite unlike one another. Unlike the far larger Hive ships that have shown a basic pattern of growth despite their great variety, these beasts have shown a diversity of forms and functions so numerous as to defy conventional classification.

First described in detail by forces opposing Hive Fleet Kraken, these creatures demonstrate characteristics that are obviously evolved to counter specific threats, and they usually appear in the forefront of a swarm as it approaches in-system to break up enemy formations. It is believed that because some of these ships are evolved to fill such a specialized role, their size varies greatly dependant upon need. Many within the Imperium fear that if such mutability can exist within the lower orders of the Tyranid race, that Hive ships and their gargantuan kin could also evolve rapidly and effectively pose an even more direct threat to the forces that oppose them.

Vanguard Droneships

These fast scouts are the only type of Tyranid bio-ship that have ever been observed operating independently of a Hive fleet. These creatures quickly develop their psychic connection to the Hive Mind, allowing them to be sent far ahead of the hiveship and other synapse vessels, but this comes at a price. They mature quickly and remain slight, flimsy creatures in comparison to their much slower growing (and longer lived) brethren. Vanguard droneships possess great speed and agility, but are only lightly armed. They appear primarily to act as scouts and travel light years ahead of a swarm to locate and seed suitable prospective planets for assimilation. They may well also act to illuminate enemy vessels for attack by later contingents of the invading swarm.

Agents of Mankind have struggled against death itself to gather information about the hive mind ever since humans first encountered them in the Tyran system. And, at a huge cost to themselves, they have ascertained more detailed information about the operating activities and tactics of Tyranid swarms. It is such sacrifice that will allow the Imperium to bolster its defences against the burgeoning Tyranid threat.

TYRANID HIVE FLEETS IN BATTLEFLEET GOTHIC

Designer's notes: This my second attempt at the Tyranid rules as I'm not at all happy with the first attempt. My thanks to all the BFG players who gave feedback on the Tyranid lists previously published and in particular to Nate Montes for his tireless efforts to straighten out the crooked stick I gave him in the first place. I've added notes to the sections where substantial changes have been made to assist existing players finding where changes have been made. Apologies to any Tyranid hive fleet players out there who may be inconvenienced by this shake-up, but I'm sure you're all adept at evolving by now!

SYNAPTIC CONTROL

Only Hive ships have a Ld value, which is purchased at a fixed value from the Hive fleet list. During the Movement phase, each Hive ship can make a Command check to change or ignore Instinctive behaviour for themselves or another ship/squadron within 45cm. If the test is successful the Tyranid player has control of the ship/squadron and may place it on special orders if desired.

Attempts to use synaptic control count as a Command check so a Hive ship can keep testing until a Command check is failed. However, if one Hive ship fails a command check this does not prevent another hive ship attempting to use synaptic control. In effect each hive ship can make at least one attempt to override Instinctive behaviour.

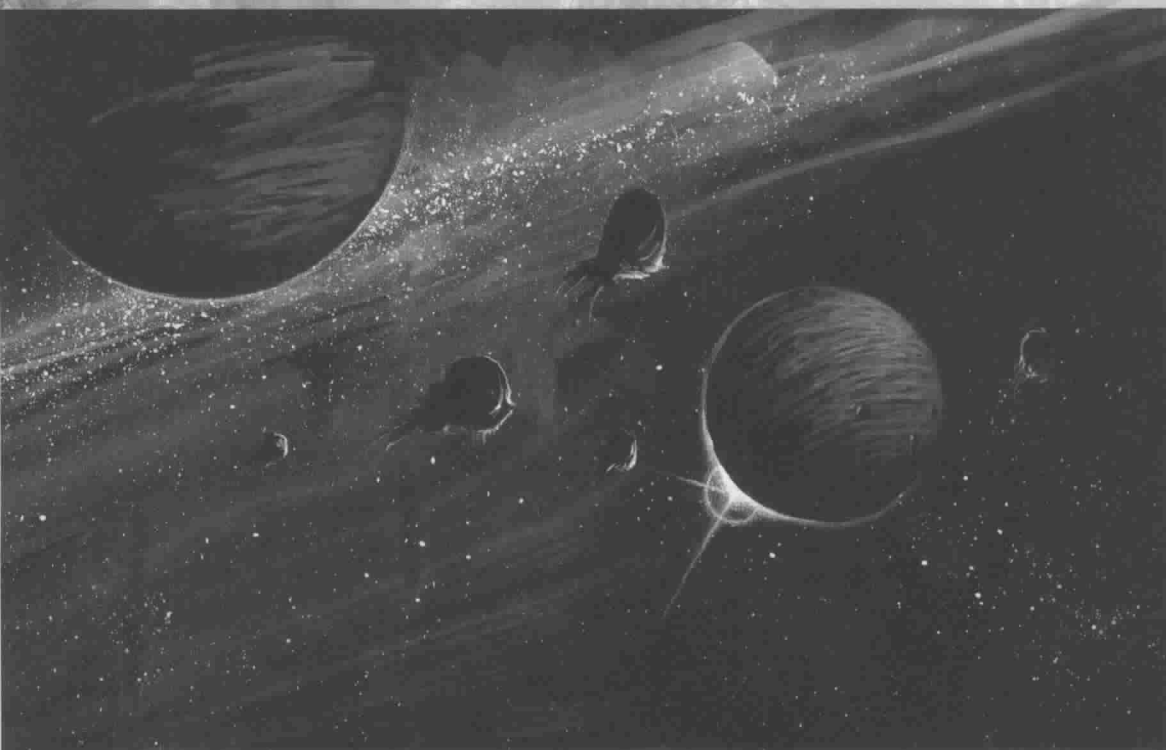
Tyranid ordnance (fighters, assault boats, torpedoes) is not subject to synaptic control or instinctive behaviour – just move them like normal ordnance.

MOVEMENT/SPECIAL ORDERS

All Tyranid vessels follow Instinctive Orders unless the Hive Mind (i.e. you, the player!) tells a ship or squadron to do something different via the psychic conduit of the hive ships.

For ships or squadrons using Instinctive behaviour, read down the table on the opposite page and give the ship/squadron the first appropriate action or special order you come to. No Command check is needed for special orders, but there may be specific activities that must be undertaken in the vessel's movement.

For example: A Tyranid cruiser wishes to move towards the enemy fleet in support of its Hive ship but fails the Ld test. We check the Instinctive Orders table – there are no celestial phenomena or enemy ships close or in range but there is a planet on the table. The Cruiser has to move towards the planet even though this actually takes it further away from the enemy fleet it wished to close with.



Does the ship meet this condition?

If yes, take action...

1

Normal movement will take ship(s) into a gas/dust cloud, asteroid field, planetary rings, minefield, warp rift or other dangerous celestial phenomena?

YES

Burn Retros. A turn must be made away from the celestial phenomena.



NO

2

Nearest enemy is in front fire arc and less than 15cm away?

You can opt to skip this condition if the ship is armed with bio-plasma.

YES

No special order. Must move into contact and initiate a boarding action if possible.

NO

3

Nearest enemy is in front fire arc and more than 90cm away?

YES

All Ahead Full (+2D6cm instead of +4D6cm).



NO

4

Nearest enemy is within rear fire arc?

This condition only applies to escort ships.

YES

Come to new heading.



NO

5

Enemy in front fire arc and within range/fire arc of operational bio-weapons?

YES

Lock-on.



NO

6

Ordnance needs reloading?

YES

Reload ordnance.



NO

7

None of the above conditions apply?

YES

No special order. If there is a planet on the table, the ship/squadron must end its movement closer to it if possible. Otherwise move at half speed straight ahead.

BRACE FOR IMPACT

During either players' turn, Tyranid ships/squadrons can go onto Brace for Impact orders by testing against the Ld of the nearest Hive ship within 45cm. If no Hive ships are within range then bio-ships use a default Ld 7 for the test instead.

As normal this order is only removed at the end of the Tyranids' next turn. Ships on Brace For Impact orders which are acting instinctively obey the movement restrictions listed above but do not change their special orders.

NAVIGATION

All Tyranid ships are naturally adapted void-swimming organisms and make all Leadership checks to navigate celestial phenomena on a default Ld of 10.

Designer's Note: Tyranid movement has been tightened up slightly and their reload ordnance rules changed in line with the new Ordnance rules described later. Leadership values have been appended for Tyranid ships navigating and bracing against impacts when outside Hive mind influence.

SHOOTING

Tyranid ships always target the nearest enemy ship unless a special Vanguard dronship 'highlights' another enemy within range. No Ld test is allowed for Tyranid ships to select a target other than the nearest. Ordnance markers are always ignored and may not be fired on at all.

Vanguard dronships highlight all enemies (including ordnance) within 15cm, and these can be targeted freely by any other vessels in the Tyranid fleet which are within range.

TYRANID WEAPONS

Bio-plasma

Bio-plasma is treated like a lance shot – roll one dice per point of strength, and it hits on a 4+ regardless of armour. Because it is a relatively slow moving attack, like that of a bomber squadron, bio-plasma ignores shields. Unfortunately, this factor also limits the range of bio-plasma to 15cm. Bio-plasma is affected by special orders and crippling just like ordinary lance batteries.

Pyro-acidic Batteries

These Tyranid weapons work by launching compact organic shells containing virulent toxins and pyro-acids. These can cause considerable damage on impact, but it is the release of their ravaging payloads into the confines of a ship that can prove the most deadly. Pyro-acidic battery fire is worked out in the same way as an ordinary ship's weapon battery. Any ship which is hit by pyro-acid weapons has a chance that they will continue to be eaten away by the deadly bio-agents. Ships which suffer a critical hit from a pyro-acid

weapon automatically receive an additional fire critical as well (it's not actually a fire, but the long-term effect is comparable). Pyro-acid batteries are affected by special orders and crippling just like ordinary weapon batteries.

Feeder Tentacles

Many Tyranid ships have huge tentacles which they use to 'feed' on planetary atmospheres, and which can also be used to punch through the hull of a ship allowing the Tyranid organisms inside to assault the enemy. When the ship moves into contact with an enemy ship, it attacks with its feeder tentacles. Roll a D6. On a score of 1, 2 or 3 it makes this many hit-and-run attacks on the target as scattered broods of Tyranid creatures rampage through the vessel. On a score of 4, 5 or 6, enough bio-engineered nasties are delivered to score one point of damage on the ship and a hit-and-run raid (the damage can cause critical damage as normal too).

The Tyranid ship can continue moving after making the feeder tentacle attack and shoot/launch ordnance later in the turn, but may only attack one ship per turn. Feeder tentacles are unaffected by special orders of any kind. If a bioship becomes crippled, its feeder tentacles may no longer attack.

For example: A Tyranid ship equipped with Feeder Tentacles is in contact with an Imperial ship. It rolls a D6 and scores a 4, inflicting a point of damage and a Hit & Run raid on the target ship. In addition the Tyranid vessel may continue moving and still fire its weapons in the Shooting phase.

Massive Claws

Tyranid vessels are terrifying in combat at close quarters. Not only are they packed full of bio-engineered killing machines, often the ships themselves have specially evolved claws designed to rip through the armour of its target, or crushing mandibles that latch onto the ship's prey and then slowly but inevitably tear through decks and gantries. When the Tyranid ship moves into base contact with an enemy, roll two D6, each roll of a 4+ inflicts one hit on the target, ignoring shields but not holofields.

If the claws hit only once or not at all, the Tyranid ship can continue moving after making the attack and shoot/launch ordnance later in the turn, but may only attack one ship per turn. If both attacks hit then the vessel has grabbed the target in its fearsome grip and will not let go until either it or its prey is destroyed. Neither vessel can move if they are of the same class or smaller (ie, capital ship to capital ship), a larger class vessel may still move but only at half rate. Both ships may shoot at half effectiveness (nova cannon and similar special weapons cannot fire). In every End phase roll to attack again (two dice needing 4+ to hit). If

both attacks hit when a vessel is already grappled then it takes a third additional hit. Either ship may conduct boarding actions as normal. Massive claw attacks can cause critical hits as normal.

Massive claws are unaffected by special orders of any kind. If a bio-ship becomes crippled its massive claws may no longer attack.

Designer's notes: *The rules for feeder tentacles and massive claws have been altered to make them operate more easily within the game and clarify situations such as crippling and special orders. Feeder tentacles in particular caused a lot of problems with their 'hit and board' approach so I've removed this in favour of simply scoring damage instead.*

SPORES

Tyrannid ships do not have turrets or shields in the normal sense, and instead rely on emitting a constantly replenished physical barrier of spore clouds. Every spore is a Pandora's box of viral compounds, acids and even nucleonic mutagens capable of eating through hull armour with alarming speed. The combined effect of the millions of spores produces an ablative armour effect as they absorb weapons fire and ordnance directed at the bio-ship they surround.

Tyrannid vessels at the beginning of their turn have a number of spore clouds equal to their number of spore cysts, which are specified in the bio-ship's characteristics. Spores are automatically regenerated at the beginning of a player's turn in the same manner as shields. Spore clouds are not cumulative and never exceed the spore cyst strength of a given vessel, they are also unaffected by the ship's special orders. If a Tyrannid ship is crippled, its spore cyst strength is not affected as the vessel's self-defence organisms go into over-time to try to protect their host creature.

Designers note: *Spores are no longer treated as ordnance and do not need to be reloaded. Spore cloud instinctive behaviour is likewise eliminated. The previous approach of treating spores as ordnance was characterful but a complete headache in game terms, bogging the game down with interminable amounts of (largely pointless) ordnance movement. The new version is much faster to play and throws more emphasis on the use of escorts to achieve a swarm effect.*

Spores as Shields

A spore cloud will absorb any hit generated by weapons fire except from those that specifically ignore shields, such as Warp Cannon or Particle Whip rolls of 6. Special weapons designed to affect shields will affect spore clouds in an identical manner. Spore clouds are affected by Blast markers just like shields on an ordinary ship, place a marker in base contact for each

cloud that absorbs a hit. Spores will also protect a bio-ship against shooting and potential damage from celestial phenomena in the same manner as shields. If an enemy ship gets in base contact with a Tyrannid vessel it will suffer spore impacts, a blast marker is placed in contact with the two ships' bases before any other effects are calculated (effectively knocking down one spore shield on the Tyrannid ship.) Unshielded vessels (including those only protected by holofields) suffer an automatic hit instead, ie, don't roll a dice, the spore automatically causes one hit (with the normal chance of critical damage).

Spores as Turrets

If attacked by ordnance a bio-ship treats its spore cysts as the number of turrets it can bring to bear. Each Blast marker in contact with the ship will reduce one spore cloud to hitting on a 6+ instead of 4+. Unlike normal turret fire, both torpedoes and attack craft can be targeted by the spores in the same turn.

Bio-ships can mass their spore cysts in close formation against ordnance as described for other ships, but they do not gain any shielding benefits by doing so. Tyrannid spore clouds will NOT intercept Tyrannid ordnance.



ORDNANCE

Attack Craft and Torpedoes

Some Tyranid ships may have launch bays or torpedo batteries. Tyranids may only launch boarding torpedoes, fighters and assault boats, or rather their biological equivalents in the form of giant hull-boring worms, ether-swimming brood carriers, protazoid enzymes, ravening limpet mines and the like.

Ordnance Limits

Tyranid bio-ships are virtual living factories, spawning their ordnance as needed. Furthermore their broods are virtually autonomous and do not require maintenance or refuelling and rearming in the same way as conventional craft. As such bio-ships have no restrictions on the number of ordnance they can launch during a game and do not run out of ordnance. However, if a bio-ship becomes crippled its generative capacities will be turned completely to self preservation and it may no longer launch ordnance (note that spore clouds will still be produced as noted above).

END PHASE

Boarding

Tyranids are a horror in Boarding actions. A fearless, animalistic rush of clawed, fanged monsters has been the death knell of many a ship.

Tyranids always count double their boarding value, plus they roll two D6 and use the highest result in boarding actions.

HIT AND RUN ATTACKS

The nightmarish innards of a bio-ship are an environment hostile enough to rival the worst death-worlds. Even finding a target amongst the organs, nerve centres and arteries is difficult, and in the face of a horde of enraged Tyranid bio-constructs it often becomes fatal.

Because of this Hit and Run attacks against Tyranid ships roll two D6 and take the lowest result. Tyranid ships can make hit & run teleporting attacks just like other ships in the End phase. The Tyranid player adds +1 to the result when making hit & run raids.

CRIPPLED

To summarise, Tyranid ships suffer the following penalties when crippled

Speed: -5cm

Spore cysts: Unchanged

Bio-plasma: Half strength

Pyro-acid batteries: Half strength

Feeder Tentacles: May not be used.

Massive claws: May not be used.

Torpedoes/Attack Craft: None may be launched

ALL IS LOST

No crew would ever surrender their vessel to the Tyranids, or let themselves be consumed by the horrors one by one, trapped in their metal tombs. Many times desperate vessels have destroyed themselves rather than succumb to that fate. To represent this, capital ships can attempt to self destruct when boarded by Tyranids by passing a leadership test in the End phase. If the test is failed the crew must face their terrible fate at the hands of the Tyranids. If the test is passed roll a D6; on a 1-3 the ship suffers catastrophic damage result of plasma drive overload. On a 4-6 the ship suffers the warpdive implosion result instead.

Designer's note: The boarding rules, hit and run raid and 'All is Lost' rules are unchanged. I've deliberately opted to trade off Tyranid ships becoming less offensive when crippled but remaining difficult to finish off. This is to encourage a greater reliance on escorts to protect the larger vessels and to encourage hive ships and cruisers to attempt disengagement, boarding actions or ramming when crippled.

TYRANID HIVE FLEET LIST

FLEET COMMANDER

The Tyranid player may opt to include the direct influence of the hive mind in lieu of having a fleet commander. These take the form of Hive Mind Influence re-rolls, which work in the same way as normal command re-rolls, and Hive Mind Imperatives, which will cause a command check or Leadership test to be passed automatically. The decision to use a Hivemind Imperative must be taken before the dice are rolled.

Hive mind Influence Re-roll . . . 30 pts each

A maximum of one Hivemind Influence Re-roll can be purchased per Hiveship in the fleet.

Hive mind Imperative 40 pts each

A maximum of one Hive mind Imperative can be purchased per two hive ships in the fleet.

SQUADRONS

Tyranid Escorts come as squadrons of 1 to 12 vessels, while all other types are individuals and may not deploy in squadrons.

HIVE SHIPS

Each hive ship allows the Tyranid player to purchase 6-12 escort ships and 0-2 capital ships. If no hive ships are chosen, only Kraken and Vanguard dronships may be used. Hive ships have a starting Ld of 8.

Hive ships 200 pts

Increase to Ld 9 40 pts

CAPITAL SHIPS

You may include up to 2 capital ships for each hive ship in the fleet

Tyranid Cruiser 80 pts

ESCORT SHIPS

You may include between six and 12 escort class ships for each hive ship. If no hive ships are chosen, only Kraken and Vanguard Dronships may be included in the fleet.

Vanguard Dronship 20 pts

Escort Drone 10 pts

Kraken 25 pts

ORDNANCE

Up to 10% of the fleet's points allowance may be spent on Ordnance markers as long as at least one hive ship is chosen.

Str 4 Boarding Torpedo markers . . . 12 pts each

Assault boat markers 8 pts each

Fighter markers 7 pts each

Ordnance may be formed up into waves which are treated as squadrons for the purposes of deployment. In a campaign, ordnance does not form a permanent part of the fleet and is 'used up' in a battle.

Designer's Note: The hive fleet rules have been altered to clarify them and bring them more into line with other fleets. The principle is a typical hive fleet will comprise of several hive ships, each with an accompanying shoal of escorts and cruisers. Alternatively, a 'vanguard fleet' of Vanguard dronships and Kraken make a good raiding force.

Ship types

Tyranid ships are much more flexible than the ships of other races, as new designs are constantly being evolved and encountered by the Imperium. To represent this, rather than picking a fleet from a selection of pre-set ship classes, a Tyranid player can design certain elements of their ships themselves. The ships are broken down into several categories, based upon their size and role. This gives the ship its basic statistics. It may also be given some 'fixed' weapons (including the number of Spores it can launch). The rest of the entry details the various weapon options available.

TYRANID HIVE SHIP 200 pts

Tyranid hive ships are monstrous, void swimming leviathans that are found at the very heart of the hive fleets. Tremendous physical variety has been observed in these behemoths, although thick, stone-like armour plates and dense clusters of weapon growths are common features. Despite their seemingly impossible size, hive ships are living creatures incorporating millions of bio-engineered organisms. Each is a biological factory capable of creating millions of Tyranid organisms, of replicating genomes and splicing together new creatures perfectly adapted for each new world encountered. Tens of thousands of Tyranid warriors are carried aboard hive ships, the cocooned officers of nightmare hordes yet to be born.

Designer's notes: I've reduced the hive ships' broadside firepower and number of launch bays to make them more vulnerable if unescorted. Because Tyranid ordnance is effectively inexhaustible I've slowed it right down with the intention of being easier to avoid for attackers but a relentless threat nonetheless.



TYPE/HITS	SPEED	TURNS	ARMOUR	SPORES
Battleship/10	15cm	45°	5+	4
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow Bio-plasma	15cm	4	Front	

PROW WEAPON: A Tyranid hive ship may be given one of the following weapons on its prow for the points indicated.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid Battery	45cm	8	Front	+30 pts
Feeder Tentacles & Massive Claws	Contact	Special	Front	+15 pts
Bio-plasma Spines	15cm	4	Front/Left/Right	+20 pts
Torpedoes	15cm	6	Front	+25 pts

THORAX WEAPON: A Tyranid hive ship may be given one of the following thorax weapons for the points indicated.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid Battery	45cm	8	Front	+30 pts
Bio-plasma Discharge	15cm	4	Front/Left/Right	+20 pts
Launch Bay: Assault Boats Fighters	15cm 20cm	2	n/a	+20 pts

PORT/STARBOARD WEAPONS: A Tyranid hive ship may be given up to three of the following weapons for the points indicated. The cost shown covers both port and starboard weapons, and multiples of the same type may be taken.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid Battery	30cm	4	Left/Right	+15 pts
Bio-plasma Discharge	15cm	2	Left/Right	+20 pts
Launch Bay: Assault Boats Fighters	15cm 20cm	1	Left/Right*	+20 pts

*Note: This is just a reminder that one launch bay is placed one each side, the attack craft launched do not have to exit within a specific fire arc.

TYRANID CRUISER 80 pts

Tyranid cruiser class vessels represent a mixture of immature hive ships and overgrown escort drones. They are aggressive in their attacks, storming out from the hive fleet in response to any threat to the massive hive ships, often using claws and tentacles to make

direct attacks on ships in an effort to physically smash them to pieces. Cruiser sized Tyranid bio-ships are seldom found far from the hive ship however, and it has been theorised that they receive their nourishment from them in some manner.

TYPE/HITS	SPEED	TURNS	ARMOUR	SPORES
Cruiser/6	20cm	45°	5+	2

PROW WEAPON: A Tyranid cruiser may be given one of the following weapons on its prow for the points indicated.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Feeder Tentacles	Contact	Special	Front	+10 pts
Massive Claws	Contact	Special	Front	+5 pts
Torpedoes	15cm	4	Front	+10 pts

THORAX WEAPON: A Tyranid cruiser may be given one of the following thorax weapons for the points indicated.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Feeder Tentacles	Contact	Special	Front	+10 pts
Massive Claws	Contact	Special	Front	+5 pts
Torpedoes	15cm	4	Front	+10 pts

PORT/STARBOARD WEAPONS: A Tyranid hive ship may be given up to two of the following weapons for the points indicated. The cost shown covers both port and starboard weapons, and multiples of the same type may be taken.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid Battery	30cm	4	Left/Right	+15 pts
Bio-plasma Discharge	15cm	2	Left/Right	+20 pts

Note: Prow and thorax torpedoes cannot be combined into a single salvo, they must be launched separately.

TYRANID VANGUARD DRONESHIP 20 pts

Vanguard droneships range far ahead of the main fleets at times, seeking suitable worlds for the hive ships to feast upon. They carry specific Tyranid infiltration organisms such as Genestealers, Lictors, Hormagaunts and Leapers which they seed onto likely worlds with spores from low orbit. Vanguard

Droneships in close proximity to the hive fleets are those which have either recently returned with such scouting information, or are about to depart with their cargo of woe for more worlds. The threat posed by these organisms to countless planets is such that they are often priority targets in raids against the hive fleets.

TYPE/HITS	SPEED	TURNS	ARMOUR	SPORES
Escort/1	25cm	90°	5+	1

WEAPONS: A Vanguard droneship may be given one of the following weapons for the points indicated.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid Battery	30cm	2	Front	+5 pts
Feeder Tentacles	Contact	Special	Front	+5 pts

SPECIAL RULES: Enemy within 15cm of a Vanguard droneship can always be targeted by other Tyranid vessels.

TYRANID ESCORT DRONE 10 pts



Slow and heavy in comparison to the other Tyranid escort class vessels, escort drones are heavily armed for their size and usually come mob-handed. They are often the hive ships' last line of defence and cluster in dense shoals about the behemoth's flanks.

TYPE/HITS	SPEED	TURNS	ARMOUR	SPORES
Escort/1	15cm	45°	5+	1

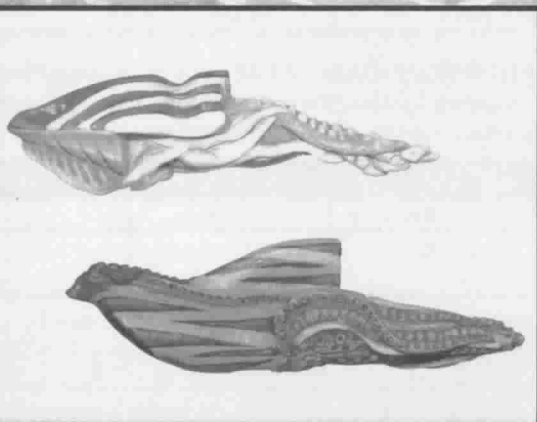
WEAPONS: An Escort Drone may be given one of the following weapons for the points indicated.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid Battery	30cm	4	Front	+10 pts
Feeder Tentacles	Contact	Special	Front	+5 pts
Bio-plasma Discharge	15cm	2	Front	+10 pts

SPECIAL RULES: Escort Drones subject to instinctive behaviour case 7 ('must move towards a planet') may instead move towards the nearest hive ship.

TYRANID KRAKEN 25 pts

Gigantic organisms perfectly adapted to become predators of the void, Kraken represent a serious threat to shipping as they range around far from the hive fleet seeking prey. Kraken manifest all manner of bizarre and deadly bio-weaponry from the beaked prow of the so-called 'Ramsmiter Kraken' to the huge acidic projectile launcher of the Deathburner. Although they represent no direct threat to planets, being entirely space borne, the Kraken have been known to render entire systems indefensible due to their voracious appetite for transports, space stations, sealed environments and other outposts.



TYPE/HITS	SPEED	TURNS	ARMOUR	SPORES
Escort/1	25cm	90°	6+	Special

WEAPONS: A Kraken may be given one of the following weapons for the points indicated.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid Battery	30cm	6	Front	+15 pts
Massive Claws	Contact	Special	Front	+10 pts
Feeder Tentacles	Contact	Special	Front	+5 pts
Torpedoes	30cm	2	Front	+15 pts

Special Rules: Kraken have no spore cysts but are amazingly durable and capable of regenerating damage. As such Kraken count as always being on Brace For Impact special orders when they take damage, receiving a 4+ save against each hit sustained. This ability in no way affects the Kraken and they may use other special orders as normal.

Designer's notes: I've made the escorts generally simpler (one weapon system each) cheaper, and a bit more agile in some cases. Re-introducing the idea of 'Kraken' as a specific class seemed more characterful than having medium and heavy drones.

CRITICAL HITS TABLE

2D6 Roll	Extra Damage	Result
2	+0	Spore Cysts injured. The ship's spore cysts are badly damaged by the hit. The ship's spore cysts may not be used until they have been repaired.
3	+0	Starboard armament wounded. The starboard armament is severely injured by the hit. The ship's starboard armament may not be used again until it has been repaired.
4	+0	Port armament wounded. Heavy damage wounds the port side weaponry. The ship's port armament may not be used until it has been repaired.
5	+0	Prow armament wounded. The bio ship's prow is ripped open. Its prow armament may not be used until it has been repaired.
6	+1	Thorax Armament wounded. A large tear in the vessel's thorax prevents its weapons discharging. The ship may not use its thorax weapons until the damage is repaired.
7	+0	Heavy wound! Internal organs are ruptured and massive bleeding weakens the vessel. Roll to repair the heavy wound in the End Phase, if the wound is not repaired it causes 1 point of extra damage and keeps bleeding.
8	+1	Discharge vents wounded. One of the huge biological valves that manoeuvre the ship through the ether are crippled. The bio ship may not turn until the damage is repaired..
9	+0	Synapse severed. The nerve bundles which connect the ship to the hive mind are badly damaged. The bio ship cannot have its instinctual orders overridden by the hive mind until the damage is repaired.
10	+0	Spore cysts ruptured. The ship's spore cysts suffer larvae failure and seal up. The bio ship may no longer use its spore cysts. This damage cannot be repaired.
11	+D3	Severe wound. A huge gash is torn in the ship's hull, vital fluids freezing instantly as they spill into the void.
12	+D6	Massive haemorrhage. The armoured hide of the ship suffers immense damage, spraying alien ichor far into the void. Make a bio-plasma attack with Strength 1 against any other target within 2D6cm. Holofields do not protect against this damage.

Note: If a critical hit is rolled which cannot be applied, for example a ship with no prow weapons gets a Prow Armament wounded critical, apply the next highest critical instead. In this case the ship would suffer thorax armament damage.

CATASTROPHIC DAMAGE TABLE

2D6 Roll	Additional Blast Markers	Result
2-7	+1	Drifting Carcass. The limp remains of the bio-ship drift through the void, pushed forward by sporadic death spasms. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a blast marker in contact with the corpse's base after each move.
8-9	+1	Death Throes. The ship is wracked by violent muscle contractions, and ichor seeps from dozens of horrendous wounds. The wreck moves 4D6cm forward in each of its subsequent Movement phases. Place a Blast marker in contact with the corpse's base and roll on the Catastrophic Damage table again after its move.
10-11	Half Damage	Biological eruption. The ship spectacularly explodes, hurling gobbets of viral slime and acid over a wide area. Remove the ship from play, leaving behind a number of blast markers equal to half its starting number of hits. Make a pyro-acid attack against every target within 3D6cm, with a firepower equal to the ship's starting damage.
12	Starting Damage	Bio-plasma detonation. With a blinding flash the ship's main arteries explode with bio-plasma engulfing the creature and spraying dangerously in all directions. Remove the ship from play, leaving behind a number of blast markers equal to its starting number of hits. Make a bio-plasma attack against every target within 3D6cm, with a Strength equal to half the exploding vessel's starting damage. Shields and holofields are not effective against the detonation.

EVOLUTION OF THE HIVE MIND

As the hive fleet sails relentlessly on through space, it is continually evolving to meet the enemies that it faces. Individual organisms adapt and refine themselves with each new encounter, while the hive ships perpetually alter the morphology of the new organisms birthed by the fleet. As such, the hive fleet is a continually changing mass, both individually and collectively. This natural adaptation is represented in the Tyranid fleet list in the way that other races have special refits.

These refits can be incorporated by capital ships or individual escorts except where specifically noted otherwise for the cost indicated. During a campaign, no one ship can gain more than one different kind of special refit before each battle.

With the exception of reinforced carapace and extra spore cysts, no single bio-enhancement may be granted more than once. No hive ship may ever have more than three different special refits, no cruiser more than two and no escort more than one. These improvements represent the only means of evolving against increasingly capable foes, for Tyranids operate under instinctive behaviour or under direction of the hive mind, and thus they cannot take on crew skills.

Because the equivalent of Tyranid torpedoes are always boarding torpedoes, Tyranids cannot use the torpedo refits listed in Warp Storm.

The first four listed special refits (numbers 2 through 5) are those by John Kemp published in BFG#5 with minor modifications [where noted] as playtested, along with some added background. If a degree of randomness is desired the following refits can be rolled against 2D6 using the restrictions listed previously.

(2) Solar Vanes +15 points

The ship has bio-engineered solar wings that spread to absorb the smallest amount of ambient radiated energy from surrounding space. The ship gains +5cm speed.

(3) Adrenaline Sacs +10 points

The primary propulsion valves and constrictor muscles at the rear of the bio-ship have grown in size and strength. The ship gains +1D6 when on All Ahead Full special orders.

(4) Psychic Scream +20 points

The bio-ship's connection to the hive mind is so pervasive that an indelible psychic reverberation surrounds the ship, marring its visage to one even more ghastly and fearsome than normal and instilling visceral terror in any that approach. Any enemy vessels within 15cm suffer -2Ld. Intended solely for hive ships.

(5) More Discharge Vents +15 points

The number of discharge vents along the beast's length has increased dramatically. The creature reduces the distance it needs to move before turning by 5cm. Not intended for escorts.

(6) Extra Spore Cysts +10 pts each

The ship gains one spore cyst. No more than two spore cysts can be gained in this manner.

(7) Reinforced Carapace +10 pts each

The creature has grown to an inordinate size with correspondingly reinforced internal endostructures and additional ablative carapace, increasing its total mass and capacity to sustain damage. The ship gains +1 hit. No more than four additional hits may be gained in this manner. If rolling randomly, a cruiser which attains 10 hits in this way matures into a hive ship! Not intended for escorts.

(8) Mucous Membrane +20 pts

The bio ship is covered with a slimy coat of mucous making it difficult for relatively slower moving ordnance to attack or damage it effectively. Bombers and assault boats suffer a -1 modifier (in addition to any other modifiers) when rolling their attack roll, and all torpedoes must roll +1 to hit (maximum of 6+). Ranged weapon hits remain unaffected.

(9) Accelerated Healing +10 pts

The bio-ship has enhanced its ability to heal critical wounds, enabling capital ships to roll one extra dice in the end phase when attempting to repair critical damage. Not intended for escorts.

(10) Drone Link +20 pts

The creature maintains an unbroken link with the Vanguard droneships and hive ships of the swarm. When within 15cm of a Vanguard droneship, all pyro-acid batteries benefit from a left shift on the Gunnery table (before all other modifiers).

(11) Tenacity +20 pts

The creature has evolved the capability of effectively bringing its weapons to bear on its enemies even when following the prerogative of the Hive Mind. When on All Ahead Full, Burn Retros or Come To New Heading special orders, its pyro-acid batteries and bio-plasma weapons are unaffected.

(12) Mega-Spore Mines +10 pts per launch bay

Ships equipped with assault boat launch bays can exchange all their launch bays for spore mine launchers. Each launch bay can launch one mega-spore mine. In the ordnance phase Mega-spore mines follow all movement and ordnance rules mines do on p.142 of the rule book, but when rolling against armour to inflict hits, it inflicts that number of fire criticals instead. Not intended for escorts.

SCENARIO NOTES

Some commentary and notes on using the scenarios in the BFG rulebook with a hivefleet.

Scenario 1: Cruiser Clash

No modifications needed – ignore the fleet list restrictions on cruisers above. For the purposes of this scenario, Ld on 'Brace for Impact' orders is 7, and Ld when navigating celestial phenomenon is 10.

Scenario 2: The Bait

No modifications needed – this will be typically a single hiveship plus its immediate escorts either being lured off or ambushing an enemy away from the main hiveship. Also makes a good scenario with Vanguard Droneships and Kraken.

Scenario 3: The Raiders

No modifications needed, Tyranids work equally well as attackers or defenders.

Scenario 4: Surprise Attack

A good scenario for either an attack on a Hivefleet stripping a planet or an unexpected Tyranid incursion. No modification

Scenario 5: Blockade Run

Either an escape attempt from a doomed planet trying to get past the encroaching hiveship or Tyranid forces trying to return to the main fleet after scouting a new world to consume. As such no modifications are needed.

Scenario 6: Convoy

Tyranids don't have convoys, being a void-dwelling race. They make good attackers though.

Scenario 7: Planetary Assault

The classic Tyranid scenario - an attempt to invade and subdue a populated world. Tyranid hiveships don't add extra transport ships but instead score 1 assault point for spore cyst on ships which get within 30cm of the planet's surface. Each strength point of torpedoes and each assault boats marker which reaches the surface also scores one assault point. On defence the Tyranids can spend additional points for planetary defences on Ordnance.

Scenario 8: Escalating Engagement

Tyranid Hiveships tend to remain concentrated yet their slow speed hiveships make them vulnerable in this scenario. To balance this the Tyranid player adds +1 to the roll for divisions to arrive on the tabletop.

Scenario 9: Exterminatus!

Tyranids will never be the attacking forces in an exterminatus scenario – substitute planetary assault instead if randomly generated. Worlds infested by Tyranids are all too often the recipients of Exterminatus however so hiveships make good defenders. On defence the Tyranids can spend additional points for planetary defences on Ordnance.

Scenario 10: Fleet engagement

Tyranid hiveships operate with no modification in a fleet engagement.



CONTACTS PAGE

EVENTS CALENDAR

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DARK ELDAR RAIDERS

PATTERN & COLOUR RECOGNITION GUIDE

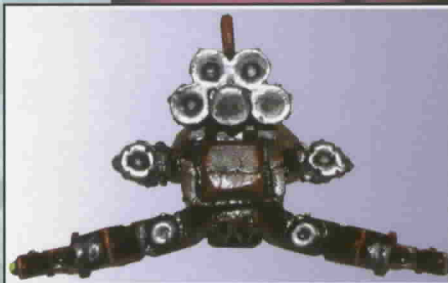
The models on this page have been put together using pieces from the Dark Eldar Booster Pack, such as the mimic engines and additional tail fins.

The parts contained in the booster pack have been designed so that they fit on both the Torture class cruiser and Corsair class escort models. Likewise, the pieces from the two basic ships are both interchangeable allowing you to customise your own unique raiding party.

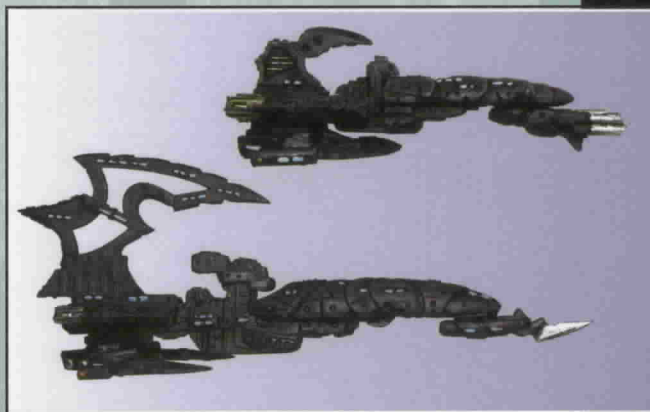
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Mimic Engines

Of the two vessels shown opposite, the smaller has never been positively identified, beyond the nomenclature of 'Corsair' which could equally be a reference to its piratical crew, a ship class, or even the given name of the said vessel. The larger ship has been identified as 'Starspite'. Both vessels are notable for their use of so-called mimic engines, by use of which convoys bound for the Gothic sector have been frequently duped. As yet, no such vessels positively linked with the Eldar's 'Craftworlds' have been confirmed as employing such devices.



Mimic Engine detail



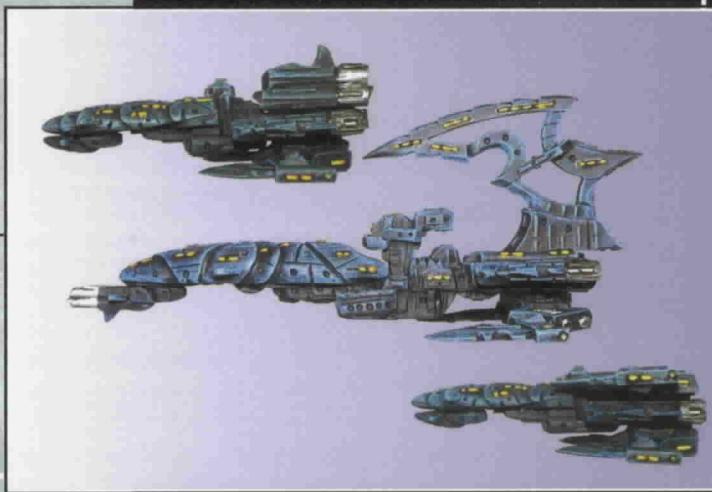
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Naxmi Pirates

Operating with devastating effect around the planet of Naxmi and its cluster of mining moons, the Naxmi Pirates seemed to operate without the use of any kind of deceptive device, but still remained beyond the reach of the increasingly frequent patrols sent to guard against them. Even the Eldar themselves may have been unaware that this impunity came from operating inside the psychic blackout caused by the encroaching Hive fleet Leviathan - a fact which soon came to damn both Naxmi and its Pirate curse to hell.

Communication to:

Adromos Acupos, Order Xenos Emissary
Sir, the Raider vessels here were observed shortly before their confiscation and removal by the very forces which had crippled them. This may not seem so entirely unexpected were it not for that fact that the Raider vessels had themselves ambushed an Imperial convoy before suddenly, and with no apparent explanation, being set upon by a second band of Eldar pirates, apparently insanely intent only on the destruction of their own kin. Contrary to the fears of the convoy's crews, the supply vessels themselves were not the target of the second band of pirates, and were indeed left entirely unharmed after the aliens departed with only the gutted carcasses of their rivals ships to show for such bloodshed



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