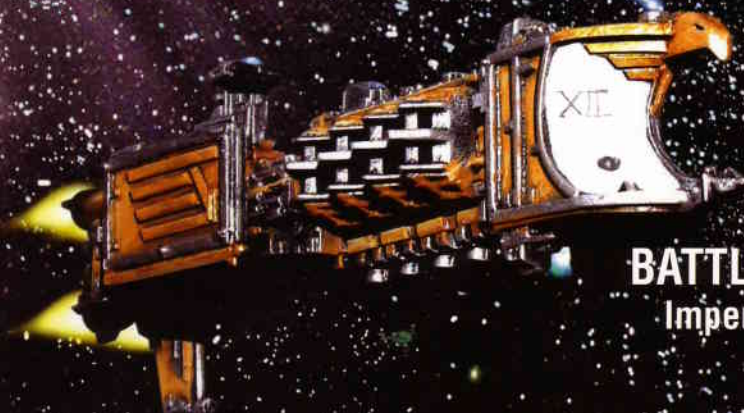


BATTLEFLEET GOTHIC

MAGAZINE

Issue 12



BATTLE OF NUMITOR
Scenario from the Gothic War

BATTLEFLEET ARMAGEDDON
Imperial Light Cruisers and Escorts

HIVE FLEET LEVIATHAN
The Tyranid Menace Sighted!



DISTRESS SIGNAL!
Alternate Appeal Charts



OVERLORD
New Battlecruiser
Conversion!

**GAMES
WORKSHOP**

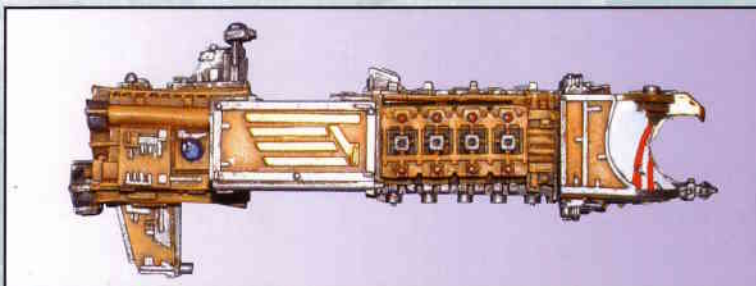
INCOMING: BATTLEFLEET ARMAGEDDON

This issue we release three brand new light cruisers (the Endeavour, Endurance and Defiant) and their companion escort, the Falchion. These ships are the first in a combined series of miniature releases and articles (the first of which you'll find in this magazine) covering Battlefleet Armageddon during the Third Armageddon War.

These ships can of course be used equally well in other Battlefleets, having turned up across the galaxy since their inception on the forge world of Voss.

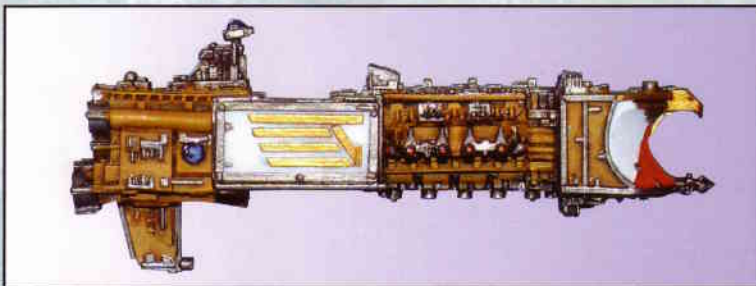
Full rules and background for these vessels can be found in this issue, starting on page 4.

ENDEAVOUR CLASS LIGHT CRUISER



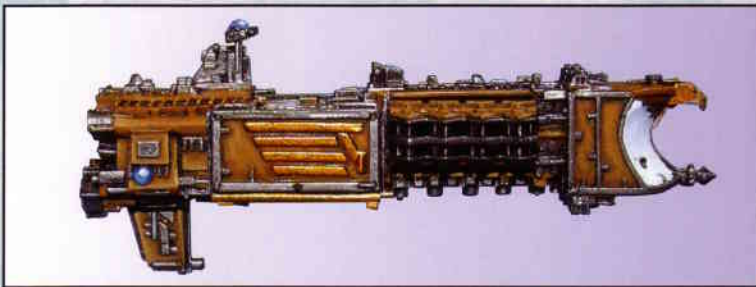
ENDEAVOUR CLASS

The Endeavour class is the most common light cruiser employed by Battlefleet Armageddon, providing versatile support with its weapons batteries and prow torpedoes.



ENDURANCE CLASS

The Endurance is a variant of the Endeavour class light cruiser, also developed on the forge world of Voss, mounting lance batteries in place of the Endeavour's weapon batteries.



DEFIANT CLASS

A less common variant, the Defiant replaces its weapons batteries with launch bays to act as a small carrier in support of larger battlegroups.

Any one of the three models shown above can be made from the components supplied in the Endeavour class light cruiser blister pack, simply by equipping them with the different options available on the weapons sprue included. Each blister pack has pieces sufficient for one cruiser.

FALCHION CLASS ESCORT



The Falchion class escort is also a product of the Voss forge world, providing an alternative to the Sword class escort common to many other Imperial Battlefleets. Each Falchion blister pack contains enough components for three complete Falchion class escort models.

EDITORIAL

Greeting admirals of all ranks and races, Well, not only is this my first full issue at the helm of Battlefleet Gothic Magazine, there's another change in that from this issue onwards the magazine will be 32 pages, allowing us to bring you 8 pages more of content each issue!

We certainly haven't wasted this opportunity, and this issue we bring you some great articles. First up are the rules for this issue's new releases – the Endeavour class light cruiser and Falchion class escort. Alongside this article, we have a conversion article from Bob DeAngelis, explaining how we incorporated the new 'Aquila' prow from these ships onto an Overlord class battlecruiser. I expect many people will be endeavouring to make similar conversions over the coming months...

Accompanying last month's Tyranid fleet list, we have an article on the vessels of hivefleet leviathan, showing just one particular use of the rules presented last month. We based the vessels in the article on our own range of Tyranid models, though the great benefit of the

Tyranid list is that it can be used to design any number of the different hellish nightmares that have evolved as part of the hive fleets over their decades of incursion into Imperial space. This is a particular boon to keen modellers and converters, and I'm sure we'll be seeing many heavily converted hive fleets in these pages in future.

Reformed Editor Warwick Kinrade also makes a (brief) return with his Battle of Numitor scenario, recounting one of the many bloody battles during the Imperium's terrible nadir in the middle of the Gothic War.

And of course, the increased page count still leaves us space to bring you another fine article – Roderick Easton's house rules for alternate appeals charts. These are quick and easy to use appeals charts for almost all the fleets in Battlefleet Gothic (appeals don't really suit Tyranids or Necrons), with colourful themes, such as the four Chaos powers, the Inquisition, the Ecclesiarchy, and so on.

Matt

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COVER
Battlefleet Armageddon
by Dean Spencer



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INCOMING!

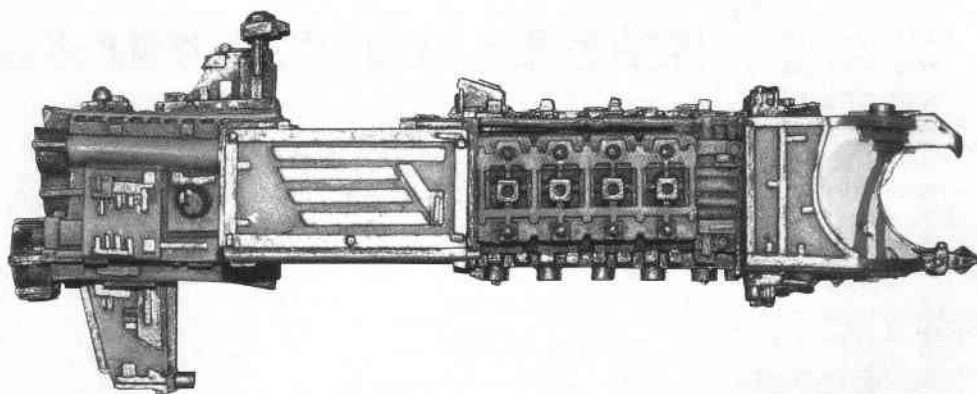
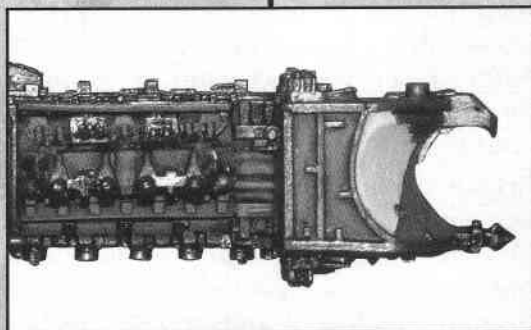
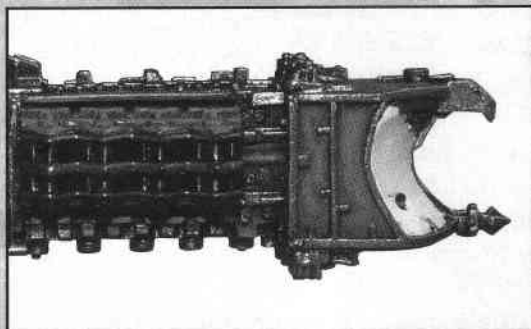
THIS MONTH'S NEWS & NEW RELEASES

BATTLEFLEET ARMAGEDDON MOBILISED!

This month we bring you the new Imperial Light Cruiser and Falchion class escort, in conjunction with our series of Battlefleet Armageddon articles, beginning in this issue. These articles will focus on another of the Imperium's most famous battlefleets – the one mustered to repel the threat of Ghazghkull and his invading Ork Waaagh! during the Third Armageddon War. The new models we release over the coming issues will also form part of this, and will represent famous vessels and ship types which came to prominence during the war around the planet of Armageddon.

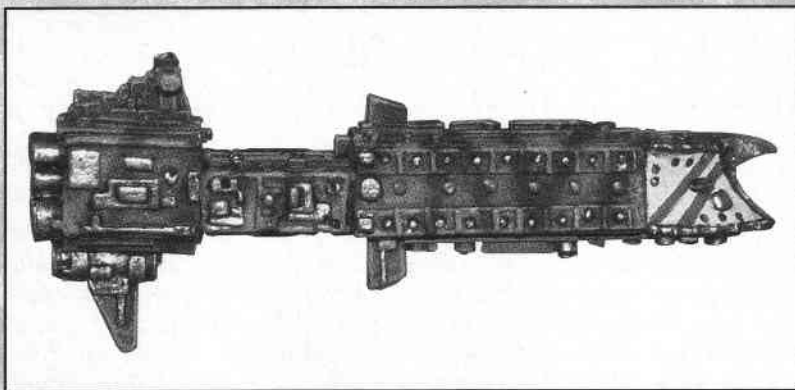
You'll notice that all these ships have a distinctive look to them, a characteristic of the Voss forgeworld where they were produced, but such vessels can (on occasion) be found all over the Imperium, so they undoubtedly fit just as well into battlefleets operating in the Gothic Sector, the Armageddon War, or any other of the seemingly endless wars the Imperium is constantly ensconced in.

You can find more information on the Imperial Light Cruisers and the Falchion Escort, along with rules for using them in your games of Battlefleet Gothic, later in this magazine.



The Imperial Endeavour Class Light Cruiser and its two variants

The Endeavour Class Cruiser blister pack contains enough parts for a single cruiser. Since it is supplied with the plastic Imperial weapons sprue, you can equip it in any one of the three ways shown above, thus creating either an Endeavour Class cruiser or one of its two variants. Rules for these can be found on page 4 of this issue....



The Falchion Class Escort is supplied in a blister pack containing enough parts for two complete escort models.

UPCOMING EVENT

In March next year the WPS will be holding a Specialist Games tournament event in Liverpool. The event will be held on the 1st and 2nd of March at St. Anthony of Padua parish hall in Mossley Hill, Liverpool.

It'll run as two one day events of three games each. Systems will be Blood Bowl (1,100,000GP), Battlefleet Gothic (1,200pts), Mordheim, Necromunda (starting gangs for each, winners determined by warpstone stash and gang rating respectively). There may also be an Epic event - check the website for news.

There will be prizes for the top player on each day, trophies for the top player who plays the same system both days, and a biathlon trophy for the player who does best in two different systems.

Visit the WPS website for details and how to enter:

www.players-society.com

WWW.BATTLEFLEETGOTHIC.COM

The Battlefleet Gothic website has recently undergone a revamp, and now boasts several new sections, including a Fleets section where you can view the profiles for many of the vessels online. In this age of laptops and easy internet access, this should prove an invaluable play-aid to many. The Fleets section currently covers the Imperial and Chaos forces which took part in the Gothic War, but we will certainly adding details of all the other fleets as soon as we can.

Visit the site at:

www.BattlefleetGothic.com

BATTLEFLEET GOTHIC FORUM

This is really a part of the updated website news item, but we thought it was so important that it deserved its own headline! The Battlefleet Gothic website now includes a dedicated forum for players of the game to post their views, questions, news and suggestions for discussion with each other.

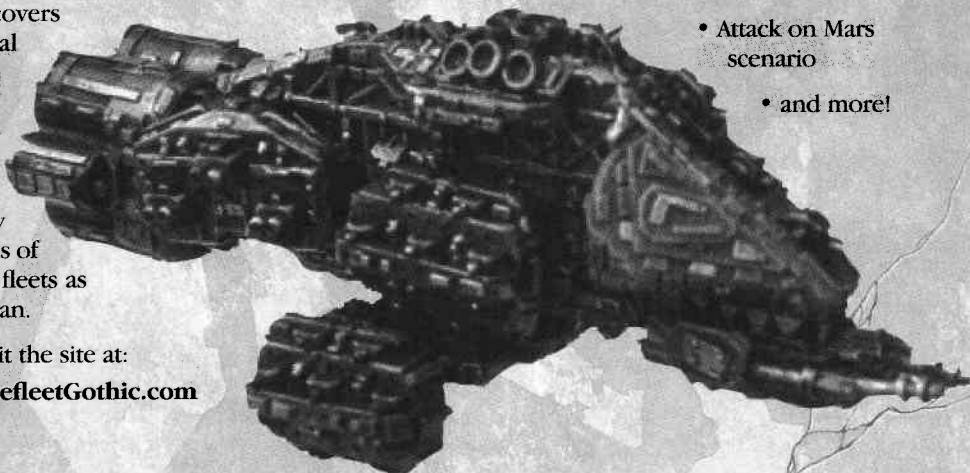
Members of the Fanatic team will certainly be lurking on the board. We're much more interested in what players have to say, than spouting our own pointless nonsense, so a quiet but knowing presence shall we be...

Some of the best threads from the forum will no doubt find their way onto these hallowed pages as part of the letters page, so get online and get posting toave your say!

COMING NEXT MONTH...

Issue 13, unlucky for some (the Imperial world of Armageddon in this case), brings the green tide closer with:

- Invasion! Ghazghkull's Waaagh! reaches Armageddon
- New Ork Battleships – Slamblasta, Dethdeala, Kroolboy and Gorbag's Revenge
- Ork Warbands and Renown
- Attack on Mars scenario
- and more!



ENDEAVOUR, ENDURE, DEFY!

Imperial Light Cruisers of Battlefleet Armageddon

*Experimental rules for three new Light Cruisers and a new Escort,
by Warwick Kinrade*

Welcome to the first part of our Battlefleet Armageddon series of articles which, over the coming months, will describe the history, famous vessels and major battles of the Third Armageddon War. This month we bring you three new light cruisers – the Endeavour, Endurance and Defiance classes, and a new escort – the Falchion. These three ships all originate from Voss, a Forgeworld close to the Armageddon sector. Warwick Kinrade goes in search of the history of these unique ship patterns and brings you full rules for using them in your games of Battlefleet Gothic.

Most vessels in the service of the fleets of the Imperium are built to standard STC designs, authorized and strictly controlled by the lords of the Adeptus Mechanicus. These ships are constructed to broadly similar specifications in the orbital factories of forge worlds and major naval shipyard facilities across the galaxy.

Of course, the galaxy is a vast place, and few ships will be exactly the same. Different Forge worlds have different ways of doing things, and, whilst deviation from STC designs is an offence and a blasphemy against the Machine God to the superstitious and dogmatic Adeptus Mechanicus, forge worlds are unlikely to change practices and methods they have relied on for thousands of years.

The Endeavour class light cruiser and its sister ships, the Endurance and the Defiant classes are products of the shipyards of Voss Forge world. The ship design is a variation on the STC designs, with slight changes and modifications which make them very distinctive.

The main change is that the forward hull is separated from the rear hull by a narrow 'mid-ship' corridor. The reason for this change is that on the Voss Forge world, knowledge of the ancient technologies of magnetic containment fields (itself something of a dark-science throughout the Adeptus Mechanicus), which are used to keep the vast energies of the ships plasma reactor in check, is almost a lost art.

Magnetic field failure could be catastrophic for a warship, packed with fuel and munitions for its main weapons. Critical overheating could lead to a chain reaction, threatening the main magazines or eventually a reactor meltdown. To avoid this the Voss pattern separates the plasma reactor and engine rooms from the main gun decks. Should the ship suffer a catastrophic field failure, the weakened mid-ship corridor will break, containing the damage before the rest of the ship is affected.

Of course, any weak spot on the warship will soon be exploited by the enemy, so the mid-ship corridor is protected by starboard and

+++ Date: 2842999.M41

+++ Ref: Pel/84225799/TJBK

+++ By: Admiral Parol, Battleship *His Will*,
Pelucidar

+++ To: General Kurov, Infernus Hive,
Armageddon

+++ Re: Ork Armada

+++ Thought: The power of one loyal mind will
defeat the ultimate evil.

It is with considerable regret that I report the failure of my fleet to stall the Ork advance through the outer reaches of the system. As expected, the Orks have used considerable forces in their assault and though my ships have fought with valour and fortitude, the sheer strength of our enemy has forced us to retreat and regroup.

As you are aware, the fleet left St. Jowen's Dock in good order and initial skirmishes against the lead elements of the Ork fleet fully demonstrated the discipline of our well trained crews with over three score vessels falling to our guns without loss. However, the Ork fleet, stretching over tens of thousands of kilometres, soon moved with haste towards our line and began a series of assaults that gradually battered our ships back. The ferocity of these attacks was incredible and was, I fear, a portent of the tactics we may expect to see later as they move in-system.

It soon became clear that our situation was completely untenable and when the Battleship *Triumph* was crippled by a combined attack of five Kill Kroozers, I gave the order to withdraw. I soon after received comm-bursts from monitor stations

port defensive armour plates. These huge plates of solid adamantine armour prevent enemy gunners targeting the weak spot and are thick enough to absorb hits from weapons batteries, lances or torpedoes. Construction of the armour plates has become a hallmark of the Voss forge world, the great slab-like rectangles can be seen circling the planet in low orbit. It has been found that the weak spot is still vulnerable to bomber attacks getting in close behind the armoured panels, or attacking from above or below. To counter this threat, the Endeavour is equipped with close defence turrets to drive off enemy bombers.

An unforeseen side effect of the design is that the narrow corridor provides the two halves of the ship with an excellent defence against boarders. Boarders that capture one half of the vessel must try to force passage into the other half along the corridor. On one occasion during the Third Armageddon War, Orks boarded and overran the front section of the *Sanctis Legate*, only for the crew to retain control of the rear by defending the corridor. Whilst the Orks had the gun decks and forward torpedo tubes, the crew had control of the engines and all-important reactor. Power to the forward hull was cut, and the *Sanctis Legate* made her escape, taking the stranded Orks with them! The forward hull was later reclaimed with the aid of Space Marines from the Mortifactors Chapter.

A side effect of the magnetic containment field problems is that the engines of the Endeavour class have been downgraded to avoid the extra stress and strain placed on the plasma reactor when the ship is travelling at maximum speed.

The outcome of this is that the Endeavour and its ilk are considered slow for their class, and cannot match the speeds of the more common Dauntless. This makes them less popular than the sleeker Dauntless as patrol vessels, but their heavy gun batteries mean they are well liked as ships of the line, used in the heart of battle.

The Endeavour came into their own during the Third Armageddon War, when Voss' proximity to the warzone meant it could quickly re-supply the battle fleet defending the Armageddon sub-sector. As the attrition of months of combat started to weaken the fleet, replacements were sent, many from Voss. All three classes of light cruiser and the Falchion class escort, as well as Voss pattern models of many of the existing classes of vessel, became staples of the defending Imperial fleet in later months.

SPECIAL RULES

Endeavour light cruisers (and its two variants) get a +1 to their dice roll when defending against a boarding action, because the mid-ship corridor is easy to defend and restricts access to vital parts of the ship.

USING THESE SHIP CLASSES

An Imperial fleet may include any of the above ships at the points cost shown. The Endeavour, Endurance and Defiant class count as Cruisers whilst the Falchion is an escort. If you are using the rules for alternative torpedoes, then the Endeavour class may be equipped with one of the alternative types of torpedo for an extra +10 points. The Falchion can only use normal torpedoes.

Yarrick and Mannheim reporting three more such fleets entering the system. At this time, we are outnumbered and outgunned.

My clear objectives now are to first preserve my fleet for future battles and second, to delay the incoming Ork fleets as they move towards your own forces upon Armageddon itself. To this end, we are mounting a series of hit and run attacks designed to pull Ork vessels from their main routes and waste time engaging our fleet. My lighter cruisers and escorts are attempting to bypass the main part of the Ork fleets with the intention of attacking their rear, but initial reports from these squadrons suggest they are meeting fearsome resistance.

I am desperate for the promised reinforcements, for only then can I have any hope of seriously

challenging the Orks' presence. Emperor willing, they will arrive soon. The transports carrying troops for your armies on Armageddon are still getting through, though we must expect a sharp increase in casualties as the Orks move further in-system. I have had word that the Old Man is due to arrive within days. Needless to say, I will arrange a suitable escort to ensure his safe arrival. Whatever plans these Orks have for Armageddon must be resisted with all our strength. I need not remind you of the importance Armageddon may prove to hold in the defence of the entire Imperium.

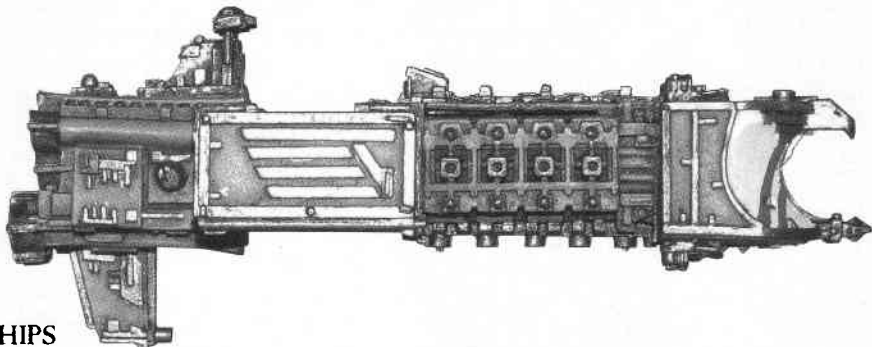
This is our darkest hour. I pray for deliverance from this evil and trust in His divine light to shine upon us all.

Admiral Parol

ENDEAVOUR CLASS LIGHT CRUISER . . . 120 pts

The Endeavour class, lacking the speed for anti-pirate operations, is preferred as a convoy flagship or a heavy escort to larger capital ships of the line. Its heavy gun batteries can almost match the firepower of larger cruisers and it is capable of holding its own in the midst of a pitched battle. Many Endeavour class light cruisers were sent to the Armageddon fleet

during the latest Ork invasion, where, during fighting against Ork vessels, the Endeavour's relative slow speed for its class was not found to be a hindrance. The Endeavour, and its sister vessels, became a stable of the Armageddon fleet as replacements for lost ships.



FAMOUS SHIPS
OF THE ARMAGEDDON WAR

Sanctis Legate

Sword of Voss

Leonid

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Weapons Battery		30cm	2		Front/Left/Right
Prow Torpedoes		30cm	2		Front
Port Weapons Battery		30cm	6		Left
Starboard Weapons Battery		30cm	6		Right

VOSS FORGEWORLD

The forge world of Voss lies close to the Armageddon system, and thus has repeatedly played a crucial role in the numerous wars which have dogged Armageddon and the surrounding system. Voss has time and again exceeded itself in development of new or variant ship designs to counter the invariably sudden threat of the Ork Waaaghs! which have struck the region with such ferocity in the past. The most notable triumphs of the space forges of Voss have been the Apocalypse Class Battleship, the Endeavour, its sister light cruiser classes, and the Falchion class escort, although amongst the land forces of the Imperium, Voss is perhaps better known for its development of the Steel Legion Sentinel, and a number of the regiment's famed armoured vehicles.

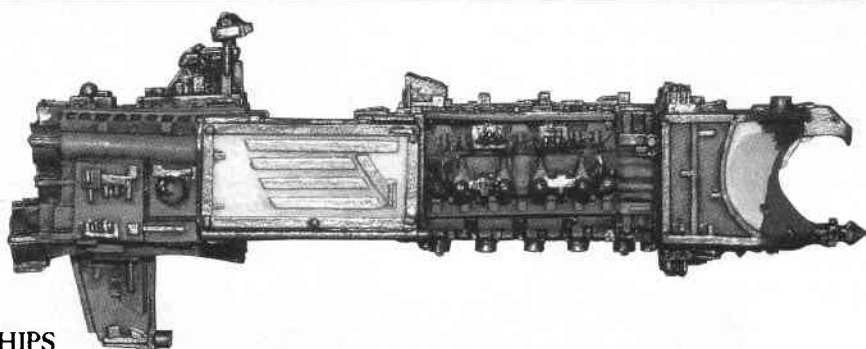
During the Armageddon Wars, Voss was particularly crucial as the closest forge world to the Armageddon system, and the only one nearby with the ability to manufacture space ships as well as vehicles and equipment for the land forces. Voss itself was largely overlooked by the Orks and was not the target of any major attacks during the conflict. Indeed, had it been, the outcome of the entire war may have been very different.

Voss pattern vessels are characterised by their 'Aquila' prows – vast eagle motifs, as figureheads of devotion to the Imperial creed borne upon the front of each vessel. Whilst the Aquila prow is not typical of vessels constructed to other STC requirements, as the Armageddon Wars went on, the increasing toll in the Imperial Navy inevitably created the need for Voss to carry out

ENDURANCE CLASS LIGHT CRUISER 120pts

The Endurance class is an Endeavour with its weapons battery refitted to carry lances. A common tactic amongst fleet Admirals is to pair up Endeavours and Endurances for mutual protection, and a fearsome combined firepower. Given that the Endurance is produced in less numbers, a lack of Endurances does not always make this possible. It is more likely that a mixed

squadron will contain two or three Endeavours and a single Endurance in support. Operating in this manner, the *Ad Liberis* was responsible for the destruction of nine Ork escorts as the War for Armageddon began above the high-g world of Pelucidar during a savage three-hour engagement before being ordered to withdraw by Admiral Parol.



FAMOUS SHIPS OF THE ARMAGEDDON WAR

Lord Morendo

Ad Liberis

Spear of Voss

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Weapons Battery		30cm	2		Front/Left/Right
Prow Torpedoes		30cm	2		Front
Port Lance Battery		30cm	2		Left
Starboard Lance Battery		30cm	2		Right

repairs, refits and wholesale reconstructions on a variety of vessels. Many such vessels were reconfigured to bear the Aquila prow, giving rise to a number of vessels of existing classes fabricated in the Voss pattern. The Emperor class battleship, *Inomine Veritas*, was one such vessel, an existing ship, built to STC requirements, which had served in numerous fleets across the Imperium, before being crippled by the Ork bombardment of St. Jowen's Dock and acquiring an Aquila prow as part of its subsequent repair. As more and more ships underwent similar renovations, Battlefleet Armageddon remained almost entirely composed of Voss pattern vessels, even with the huge number of reinforcements drafted in from neighbouring sectors to aid in the Armageddon War.

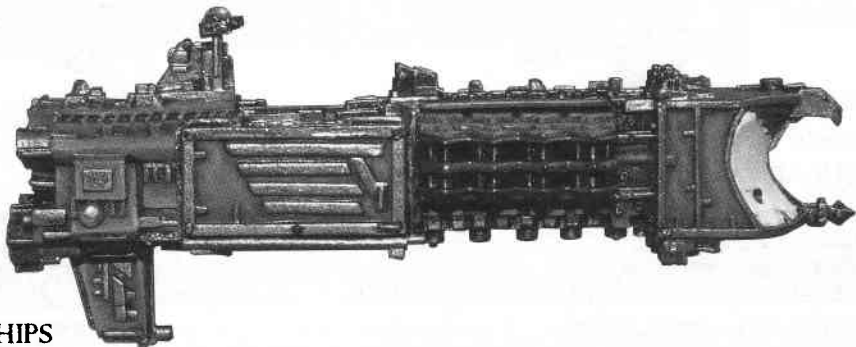
In other fleets across the Imperium, Voss pattern vessels also found favour. Many attack minded captains found the highly defensible Voss pattern light cruisers to suit their penchant for manoeuvring close to the enemy, without leaving their ship fatally vulnerable to enemy boarding actions. Other eccentric commanders (or even unruly veteran crews), returning to their homefleets after spells with Battlefleet Armageddon, would insist on only serving aboard vessels bearing Aquila prows, having come to place supernatural faith in their abilities during the long hard war against Ghazghkull. Even when unable to acquire actual Voss pattern vessels, a number of forge worlds throughout the galaxy attempted to emulate the Aquila prow, making such designs a noted, albeit relatively uncommon, feature of many Imperial battlefleets.

DEFIANT CLASS LIGHT CRUISER 130 pts

The Defiant is the least common of the Voss triumvirate but it is the last piece in the jigsaw. A capable carrier, the Defiant is regarded as too vulnerable to operate without support. Lacking any guns for self defence, the Defiant is usually relegated to a support role, operating behind the main fighting ships out of the line of fire.

A relatively recent development of the Endeavour, the light carriers of this class proved to be vital lynchpins of the Imperial fleets, desperate struggle to stem the relentless tide of destruction and death that accompanied the Orks' massive invasion force into the Armageddon sector. Being more agile than the much larger Ork kroozers arrayed against it,

these vessels were able to push deeply into the vast greenskin host before unleashing their bombers upon the capital ships of the invasion fleet. Though the *Forebearer* and *Archangel* were lost above St. Jowens Dock when they were overrun while struggling valiantly to refuel and rearm their beleaguered attack craft in the heat of battle, their brave pilots were responsible for destroying the kill kroozer *Grimzag's Ammer* and crippling two Terror ships.



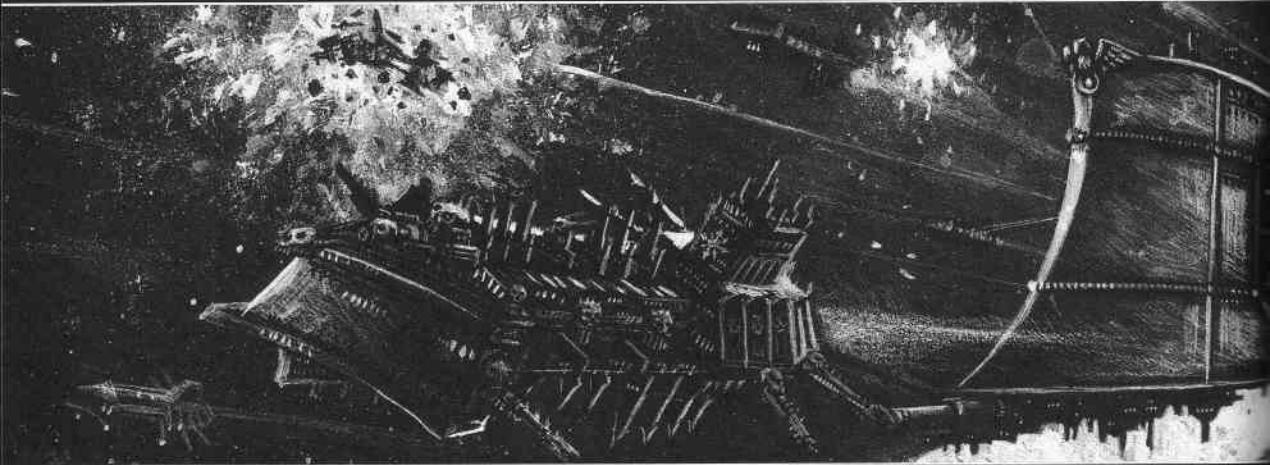
FAMOUS SHIPS
OF THE ARMAGEDDON WAR

Forebearer

Imperious Triumphant

Archangel

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20cm	90º	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Lance Battery		30cm	2		Front/Left/Right
Port Launch Bays		30cm	1 squadron		-
Starboard Launch Bays		30cm	1 squadron		-



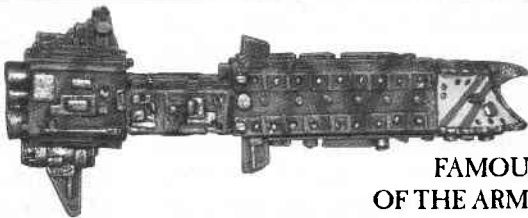
FALCHION CLASS ESCORT 35 pts

The Voss pattern ship design has also been used on an escort vessel, the Falchion class. An all round escort much in the mould of the widely built Sword class, the Falchion is versatile. It is used for patrolling, convoy escorting and as close escorts to the light cruisers, guarding its larger cousins' rear in battle. Like all the Voss pattern ships, being unique to that forge world, it is not commonly distributed throughout fleets but those that are equipped with Falchions find them a worthy substitute for the common Sword class.

When traitors made off with the designs for a larger escort ship to fulfil the role for the Cobra destroyer from the Monsk forge world in 761.M40, the Magos set about reconstructing the records of its design with what little information was left behind. Development slowed considerably during the Gothic War. After the war the pace of development sped up considerably, and by 261.M41 the first operational escort squadrons based on this new design began to ply the stellar void. Though this design is slowly being distributed throughout the domains of the Adeptus Mechanicus, dissemination has been slow and many fleets still go without a single example of this type. Only two

squadrons were operational during the early years of the Armageddon War, the Michaelis Fire Squadron and the Torchbearer Patrol. Both were under-strength throughout the conflict and augmented with escorts of other types, but they acquitted themselves well, using their speed and manoeuvreability to get behind the large greenskin capital ships and cause fearsome damage with coordinated torpedo salvoes. In one particular instance during the delaying actions near Pelucidar, the Torchbearer Patrol coordinated their torpedo run with a wave of bombers from the Dictator cruiser *Caridad Divina* to destroy a Terror Ship just as they were preparing to launch their attack craft.

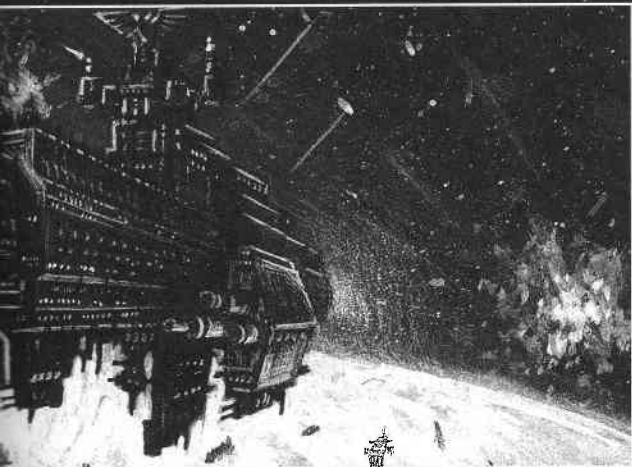
This vessel has proven to be a stalwart addition to Imperial fleets. Operating alone, the Tempest squadron performed reconnaissance operations in the Tyr system reporting on the buildup of the Waaagh fleet of Warlord Gorbad for nearly a year before it was lost in action.



FAMOUS SQUADRONS OF THE ARMAGEDDON WAR

Torchbearer Patrol
Michaelis Fire Squadron
Tempest Squadron

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Weapons Battery		30cm	3		Front/Left/Right
Prow Torpedoes		30cm	1		Front





Admiral Parol

Parol was the second son of the Imperial Commander of Loſtan, and as a result, his career in the Imperial Navy was virtually guaranteed. Because he was raised to command from an early age, he has a natural authority which few dare to challenge. He has proved himself in countless campaigns, and is renowned for the careful marshalling of the resources at his disposal, as well as being a patient and meticulous planner. It was these qualities which led to him being promoted to his prestigious position in command of the fleet defence of Armageddon.

This issue Matt answers your mail...

MORE ORDNANCE...

Nova Cannon experimental rules:

I think these make the nova cannon too accurate. Especially at 60cm range or less. A straight 1 in 3 chance (using the artillery dice) of a bang-on hit at any range is bad enough (I lost a fresh cruiser to two NC shots in one round!), but if you do 'miss' the 1D6 scatter range at 60cm or less means you'll almost certainly take a hit and a Blast marker regardless.

I suggest the scatter be made 2D6 up to 60cm, and 3D6 over that.

Ordnance new rules: The restrictions on fighters/bombers seem fair, a bomber strike can be very nasty. Not only is there the limit on the maximum number of squadrons, but if you lose a squadron or two, you then have to decide whether to launch less than your maximum ordnance again to bring it back to max, risking a double, or wait until you've reloaded to take further casualties. A tricky decision.

The other question it throws up is 'swapping' squadrons. My opponent had his full allowance out as fighters. He needed some bombers. Do the fighters have to fly back to the carrier before you can launch bombers? Seems a bit fiddly, we agreed that he could just remove any attack craft counters he wanted (recalling them to the carrier) and then launch other ordnance after that.

Rerolls: Orks and Chaos can have multiple leaders with re-rolls. Do these sub-leaders get to use their rerolls on any of the fleet, or can they only apply them to the ship/squadron they're commanding?

Base sizes: There's no mention of base sizes anywhere in the rules, just references to them in FAQ's. Why should battleships and grand cruisers be lumbered with bases nearly twice the diameter of cruisers? Since the base represents the area of space where the ship is vulnerable to attacks, measured in hundreds if not thousands of miles, this suggests a grand cruiser is many, many times larger than a cruiser. But if this is the case, escorts should have base sizes at least half the diameter of the standard size. Just because a model needs a large base to support it seems no reason to penalise it. All ships should use the standard size base when measuring attacks.

Hope this helps,

Regards

Simon Kind

Thanks for the comments, Simon. Base size is a common element of the game that people have concerns over. The thing is that as bigger ships (even if only marginally bigger) more through space they are vulnerable to attack through a larger area, since their turning circle is exponentially bigger than that of smaller ships, they are bigger targets hence easier to see and hit and so on. There are many similar reasons for the different base sizes, and instead of bogging down the rules with things to take this into account, we find it just works very simply to have some ships on larger bases. Since those ships are usually tougher anyway, they don't seem to suffer from damage unfairly.

DARK ELДАР PROVE ELUSIVE

Hi there,

Just a few questions.

Presumably the mimic device also cannot mimic Demiurg ships?

Queries on the points costs on p.6:

The cost for the phantom lance equipped cruiser is given here as 220pts, but on p.10 the cruiser costs 210pts plus 20pts for the lance for a total of 230pts. Which is correct?

The cost for the escort is given here as 45pt but is 35pt on p.8. Which is correct?

Launch-bay equipped escort is priced at 60pts on p.6 but as 35pts + 10pts for a total of 45pt on p.8. Which is correct?

On p.7 in the cruiser stats it says you can replace the impaler assault module with lance or bays. What is this module?

The stats also give a firing arc for the prow launch bays (front). Is this correct? Likewise on p.8 the escort also has a firing arc for its bays.

Barry Gregory

Doh! A few people wrote in highlighting these errors in the Dark Eldar:

The points costs on pages 7 and 8 are correct.

The launch bays should have a firing arc of 'n/a' instead of 'front'.

The Impaler assault module is a baffling device that the Dark Eldar have been observed using on occasion, but as yet is unknown to the Imperium... (bo hum, or maybe it will just make its debut in a future, updated Dark Eldar list in a couple of issues time).

As for your other question, the mimic engine can actually mimic the Demiurg.

Sorry for the errors guys!

A REPLY...

Gidday,

Having just received my copy of BFG Mag 10 yesterday, I was flicking through the letters section and came across a letter from a Stephen S. regarding planetary defences and blast marker removal. I would just like to refer him to page 36 in the rule book where it says 'remove an extras from those in contact with each satellite or ground unit.'

Hope that helps,

Lyndon Hardy

Thanks to everyone else who wrote in with the answer to Stephen's question. Too many to publish them all!

MORE DARK ELДАР...

Greetings,

A few comments about the new Dark Eldar, since I feel they need a bit of tweaking. This from my 40K DE and Chaos/Eldar experiences.

The positive modifier to boarding actions for ships should be dropped. Cramped ship to ship fighting just doesn't suit the style of the DE, if truth be told I think their bloodlust would just about overcome their lack of heavy assault troops.

In addition, in all the time we've played Gothic, it has very rarely occurred that two ships get tied together, so the offset penalty on the second round would hardly ever come into play.

An alternative penalty would be that Dark Eldar Vessels suffer a -1 modifier when they are boarded, but get +1 when boarding. The shadowfield, considering the number of times the enemy get to shoot these faster-than-Eldar vessels, is very powerful. If the two column shift for weapon batteries is maintained, then I would recommend dropping the lance/attack craft/torp save to 4+, as one can still brace for impact.

Am I correct in thinking that the Razorwing bombers do not get to re-roll their number of hits as the trade-off for the DE superior assault boats? This would seem appropriate.

The base cost of the Torture Cruiser needs to be upped to 220pts, it is much faster than the Eldar cruisers, and for the move-shoot-move vessels that equates to a much greater defence, even taking into account the shadowfield.

Any ship capable of darting in, attacking with torps and attack craft and then leaving is a fearsome foe as the enemy must choose what to let through, and what to take out with turrets.

Launch bays should therefore be +50pts. An Eldar Carrier is lightly armed compared to the Torture, and can't launch those spiffy assault boats.

The Corsair needs to be a base 45pts. Its speed and manoeuvrability are excellent, enabling squadrons of them to hit hard and retire at leisure. Compared to the slower Eldar escorts (never thought I'd be typing that!!) this makes them more dangerous, so they should pay for that. Trying to take out escorts who almost always count as going abeam has proved a nightmare for our poor Imperial player.

Anyway, thanks for the Mag, which is a pleasure to read as ever.

David Camburn

Thanks for the comments, David. As with many of the lists we feature in BFG mag, the Dark Eldar currently are experimental, so comments are always welcome.

This then, seems to me a good opportunity to mention the things we are thinking of changing about Dark Eldar. Any thoughts, write in:

1) Solar sails – these are such a typical Eldar thing that it seemed obvious that they be included with the Dark Eldar. In hindsight, we can probably do much more interesting things with the Eldar fleet just using the normal movement rules.

2) Shadowfield – these were given a fairly arbitrary modifier compared to the Eldar holofield (better against gunnery, worse against lances and so on). This is again the obvious thing to do when producing a similar but different fleet such as this.

Again, this may have been too simple a solution. Should the Dark Eldar have slightly different holofields, exactly the same rules, or something totally different?

Don't forget, you can now go online at www.battlefleetgothic.com and discuss this or anything else in the forum. We'll be publishing a revised Dark Eldar list in the near future, so now is the time to have your say.

Well, that looks like its about all we've got space for this letters page, more next issue...

Matt

Email us with your opinions to:

Mailbag

jandtic@games-workshop.co.uk

THE BATTLE OF NUMITOR

Gothic War, Cyclops Cluster, 147.M41

A new scenario set in the Gothic War
by Warwick Kinrade

The Battle of Numitor was just one of the many engagements fought in the midyears of the Gothic War as Imperial fleets struggled desperately to hold back the Chaos tide. Mostly the Imperial fleets were hurled back or made strategic withdrawals rather than face overwhelming odds. The Battle of Numitor was notable as a rare Imperial victory during these lean times for Admiral Ravensburg's fleet.

The forces stationed in the Cyclops Cluster during most of the Gothic War were under the command of Admiral Sankara, the youngest Full-Admiral on Ravensburg's staff, but already well respected for several notable anti-pirate operations in his fledgling career. Now his experience would be well tested – he was responsible for the defence of a sub-sector that was plagued by pirate 'wolf-packs', including those of the Eldar 'Executioners' who had already attacked several important planets, including Moab.

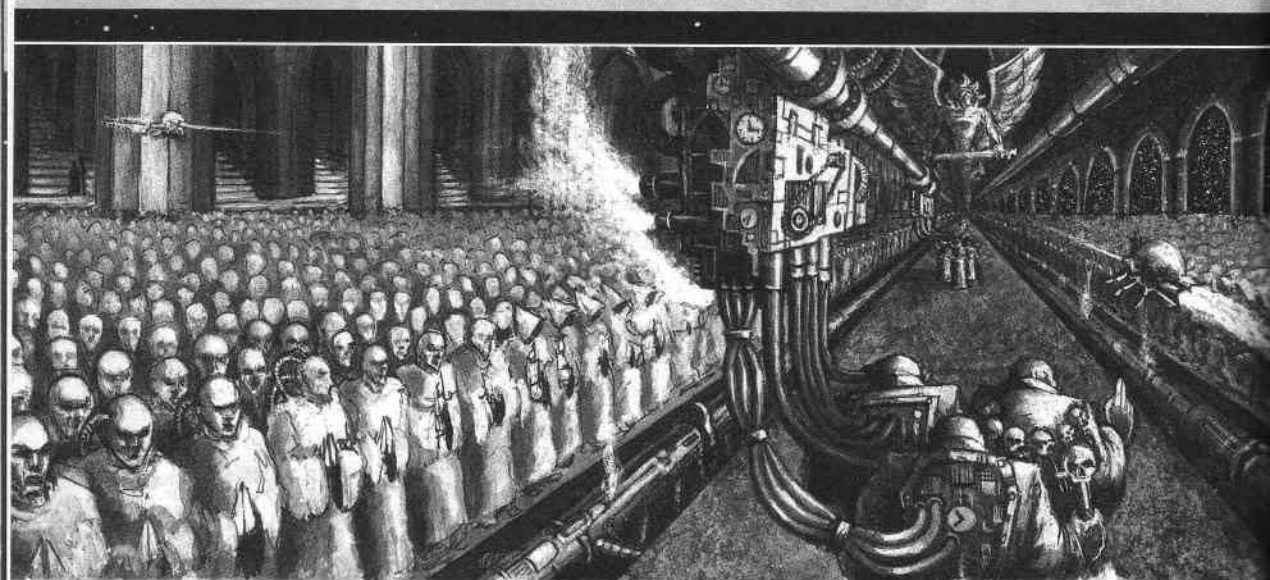
Sankara's main priority was the defence of the forge world and shipyards at Mezoa, which the bulk of his forces relied upon for supplies and repair facilities. Since the battle to defend Blackstone IV at the onset of the Gothic War, many of the sub-sector's larger vessels had been destroyed or badly damaged. Some of these ships were still undergoing repairs at Mezoa.

The battle of Numitor itself was sparked by Admiral Sankara's concerns for the defence of Mezoa. Much of his fleet's food supplies were imported via convoys from the Numitor system. Numitor is home to two productive agricultural worlds – Numitor Prime and Numitor Secundus. When Numitor Prime was embroiled in an Ork invasion, Sankara reacted quickly, transporting

Imperial Guard forces to reinforce the local defence forces and Arbites. As a ground war raged on Numitor, with Imperial forces gradually gaining the upper hand, the battles required large amounts of supplies and men to be ferried in system, usually via Mezoa. Meanwhile, the merchant convoys from Numitor Prime had to continue in the opposite direction.

Defence of these convoys was given to one of Sankara's deputies, the bellicose Fleet Admiral Baruch. Under his command was a force of four cruisers and four escorts. He raised his flag on the Lunar class cruiser *Minotaur* and stationed his fleet to guard the convoys and lend aid to ground operations if required.

Events in the Numitor system had not gone unnoticed. Although the Ork attack had failed it had drawn in considerable resources. The supply convoys made a rich target for raiders. If the flow of convoys outbound for Mezoa could be stopped then it would be a significant blow in preparation for an eventual attack on Mezoa. Using informers from within the scattered pirate bands, news of the action at Numitor reached the Chaos Warmaster Heinrich Bale aboard his flagship, the *Treacherous*. Bale was one of Abaddon's most loyal and competent sub-commanders, having



already conducted a three year blockade of Acre. For his victories, he had been granted control of his own fleet of six cruisers.

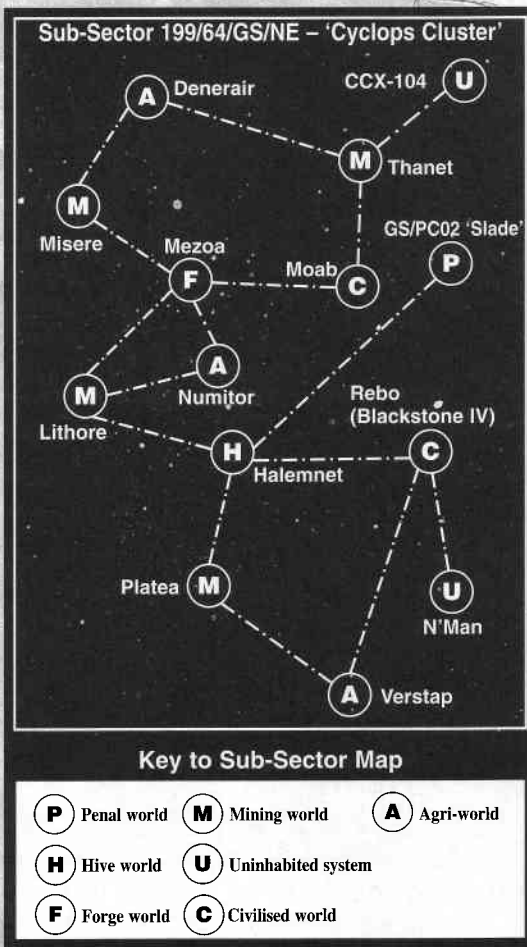
The eventual prize of Mezoa would bring Bale even greater glory, and he set about planning a campaign against the forge world. The first blow of that campaign would fall at Numitor.

With the convoys as their main target, Bale dispatched his cruisers with escorting raiders. Their job would be to intercept and overwhelm the convoys. His Desecrator battleship, the *Treacherous* and its escorts would only follow once the way was clear, to counter any Imperial reinforcement of Numitor.

The arrival of the Chaos vessels in-system was received with alarm upon the bridge of the *Minotaur*. A routine patrol sweep launched from the ground base on Namub, the most distant of Numitor's planets, identified a group of three cruisers and three escorts moving towards the convoy routes. It did not, however, spot a second group of three cruisers and three escorts.

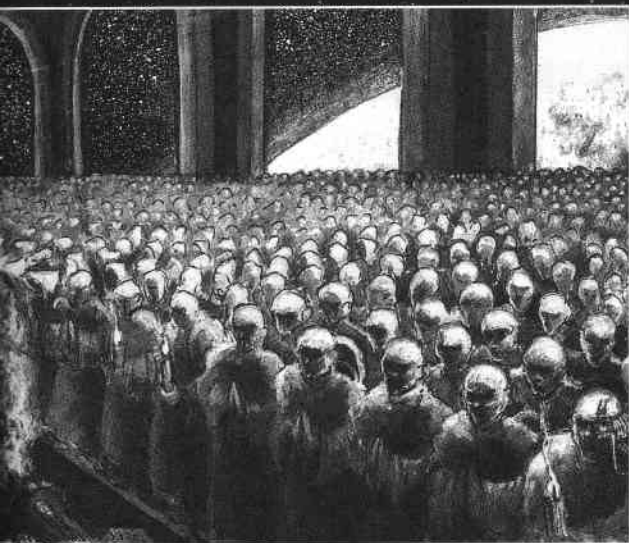
The Chaos ships, operating in two groups, headed in-system expecting rich pickings with only convoy escorts to oppose them. Meanwhile, Baruch sent a priority astro-telepathic message to Admiral Sankara at Mezoa. He was facing a foe of at least equal strength and would gather his fleet to make a stand, but needed reinforcements.

Sankara saw a chance to deal the Chaos forces operating in Cyclops Cluster a major blow. At Mezoa he had his flagship, the battleship *Bloodhawk* and the Dictator class cruiser *Formidable*. Although still undergoing repairs for engine damage during the defence of Blackstone IV the *Formidable* was space-worthy, but operating at a reduced speed. The only other capital ship ready for action was the ageing Vengeance class grand cruiser, the *Covenant*. Numitor was only a short jump away and if a



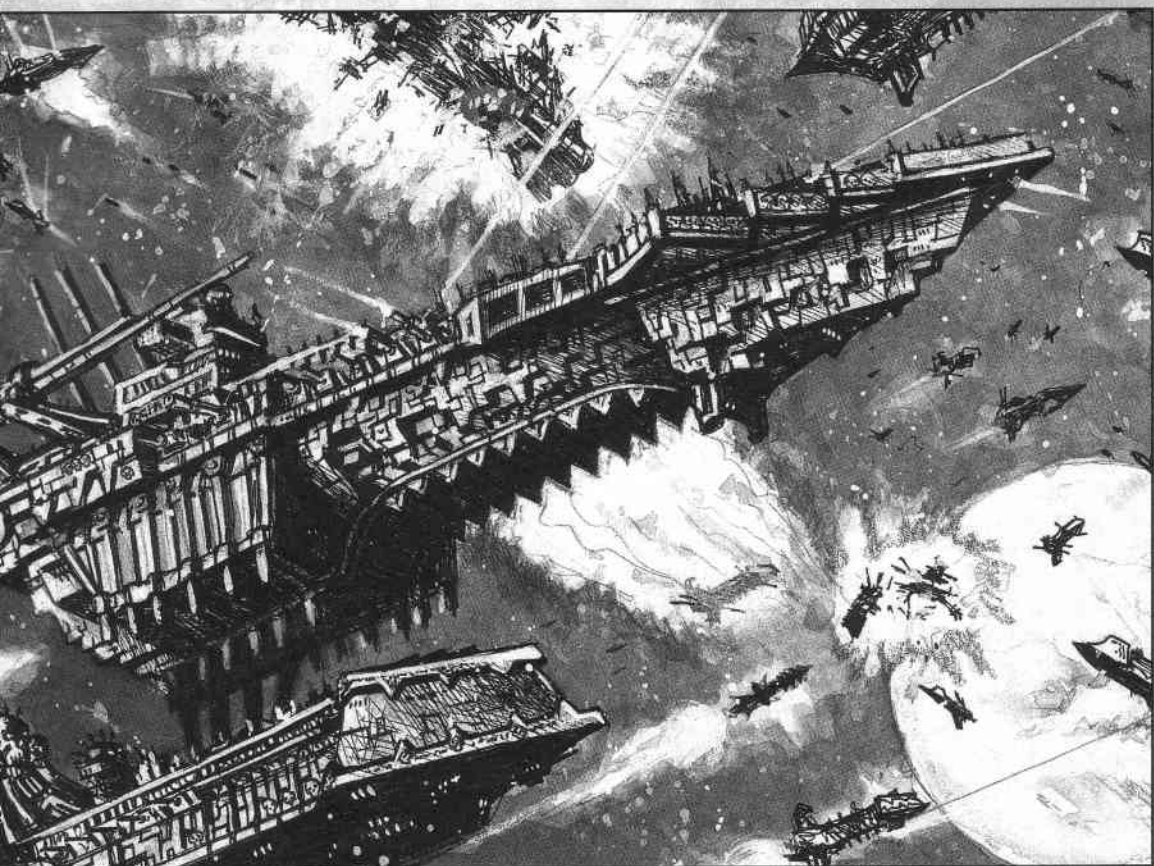
potent fleet under his command could get there in time, Sankara could catch and destroy three raiding enemy cruisers with overwhelming firepower.

It was now that Sankara got his lucky break. Operating undercover amongst the dock workers on Mezoa, Inquisitor Mobius revealed himself. He had infiltrated a spy ring within the Mezoa underworld, whom he believed to be passing



"Paying respectful attention to your worthy opinions gentlemen, I say you're a pack of yellow livered skunks. I'll go and take my prayer now and afterwards let us see if my mettle is not stronger than yours..."

Admiral Sankara to his Captains
before the Battle of Numitor



information on fleet movements and readiness to the enemy. Sankara wanted the spies rounded up and executed, but Mobius, wiser in covert operations than the Admiral, had a different plan. With the Admiral's aid, he would feed the spies false information. A cover story was concocted that the current fleet was heading out on a training exercise, and all the ship captains were informed that this was the case. The 'live fire' exercise would take place out-system and should be treated as the real thing. The ships stocked up on ammunition, fuel and supplies as if heading to battle, but were unaware they actually were.

The spies took the bait, and news of the exercise reached the ears of Bale. Convinced that ships

from Mezoa, especially the *Bloodhawk* would not interfere at Numitor he followed his raiders through the warp.

Now that Sankara had the element of surprise on his side, he had turned the tables, although he was still unaware of the presence of the second group of three cruisers and the *Treacherous* at Numitor. It came as some surprise to his captains when Sankara ordered his fleet to change course away from the exercise site and make for the jump point, destination Numitor.

In Numitor the scene was set. Baruch and his cruisers were, much to his chagrin, under orders to avoid giving battle until Sankara arrived. He

Cruiser Group Baruch

Fleet-Admiral Baruch

Ld 8, 2 re-rolls

on board *Minotaur*

Minotaur (with Nova cannon)

Lunar Class Cruiser

Valiant

Lunar Class Cruiser

Guardian

Dauntless Class Light Cruiser

Star of Orion

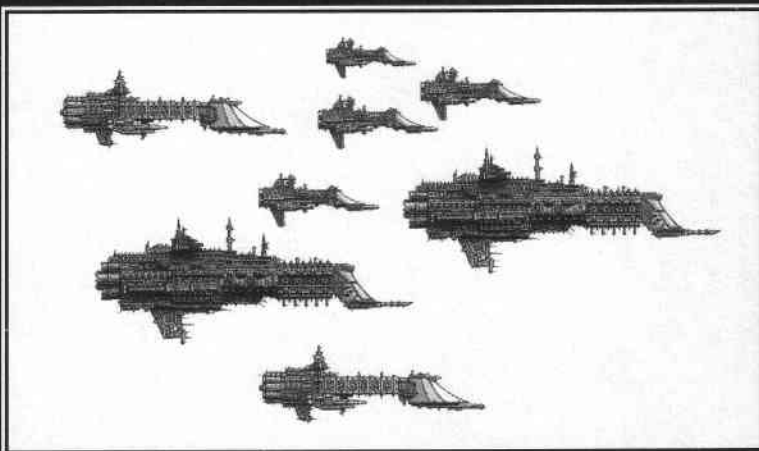
Dauntless Class Light Cruiser

Tboth Squadron

4 x Firestorms

Namub Orbital Dock

on Namub



was only to track the raiders' movements. All convoys were temporarily halted. Baruch, lacking ordnance support used his Firestorm frigates and the squadrons flying out of Namub to shadow the cruisers. Again, it was these that detected the arrival of the *Treacherous* and four escorts.

Suddenly, Baruch's situation had worsened. His cruisers were holding station close to Numitor Prime, but so far in-system it would take Sankara's reinforcements a long time to reach him. If Baruch was engaged, he might be destroyed before aid arrived. In a typically bold decision he moved his cruisers out-system, heading for Namud in the outer reaches. This movement was detected by the (as yet unseen) second Chaos cruiser group, and reported to Warmaster Bale. Believing Baruch was moving against the *Treacherous* and offering battle, Bale recalled his cruisers, who had failed to find any convoys to attack. They would rendezvous close to Namud. All the elements were on a collision course.

The first shots of the Battle of Numitor were fired when the orbital dock on Namud launched its bombers at the leading Chaos vessel, the Murder class *Ironclaw* as it closed on the rendezvous point. The two traitor cruiser groups had outstripped Baruch's more cautious move to arrive first, but Baruch was not far behind. He contacted the second group and (believing it to be the first), engaged in a long range gunnery duel. After his sensors picked up another three Chaos cruisers closing (the first group) Baruch changed heading and moved out of range. His situation was desperate and was not improved when the *Treacherous* arrived, travelling flat out to join the pursuit.

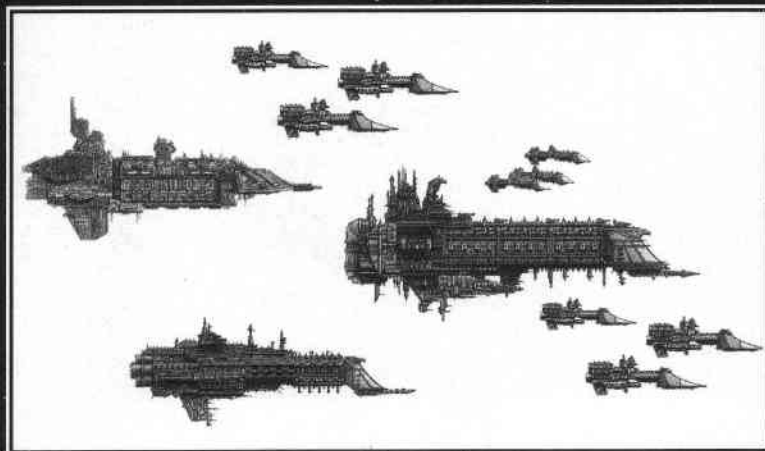
Realising he could not out run his pursuers, Baruch turned to give battle. He did not have much hope for survival, only the arrival of the main battle group would save his ships. As Baruch was fighting for his life Sankara's fleet dropped out of the warp and sped to his aid, but the squadron was slowed by the *Formidable's* damaged engines. Admiral Sankara didn't want to

divide his forces so he ploughed on at best speed, hoping Baruch could hang on.

The first ship to detect the engine signature of the *Treacherous* was the leading *Covenanter*. Its captain signalled to Sankara the alarming presence of an enemy battleship. This unexpected development, combined with communications from Baruch's fleet, gave Sankara's captains pause for thought. The last thing they needed would be to arrive too late, only to end up reinforcing defeat and risk the loss of more ships in a second uneven battle. A meeting was called. At that meeting most of the captains urged caution, but an angry Sankara strongly admonished them. Trusting that the enemy would be taken in by the cover story and would not be expecting his force he committed all his ships to the battle. They would attack, the priority target would be the *Treacherous* herself.

The first warning Bale had about the arrival of the *Bloodhawk* and Sankara's fleet was when a wave of bombers, launched at maximum range by the *Formidable*, attacked and crippled the *Warsmith of Kborne*, leaving it drifting hopelessly out of control. Suddenly the enemy was behind him and with enough force to threaten the *Treacherous*. As Bale was reacting to the new situation the *Ironclaw* took a catastrophic hit from the *Minotaur's* nova-cannon. The almighty explosion of the *Ironclaw's* plasma reactor rocking the *Treacherous*, taking two escorts with it.

Suddenly the hunter had become the hunted. The tide had turned against him and the *Bloodhawk* was closing at full speed. She and the *Covenanter* opened fire at maximum range, targeting all weapons on the *Treacherous*. Realising he had been tricked, Bale organised his ships to cover the flagship's withdrawal. The *Deathblade* intervened between the *Treacherous* and the *Bloodhawk*, taking horrific damage as the *Bloodhawk* closed to point blank range, pulverising it with its huge batteries, but all the time buying Bale time to escape.



Battle Group Sankara

Admiral Sankara

Ld 9, 2 re-rolls,

on board *Bloodhawk*

Bloodhawk

Retribution Class Battleship

Formidable

Dictator Class Cruiser

The Covenanter

Vengeance Class Grand Cruiser

Escort Squadron Medulla

3 x Swords

Escort Squadron Bellum

3 x Swords

Destroyer Squadron Thalamus

3 x Cobras

Meanwhile Baruch, embattled but fighting on like the old warhorse he was, traded blows. The *Star of Orion* was lost, the *Valiant* was crippled and two of *Tboth Squadron* were burning hulks, but he had given as good as he got. Aided by continued strikes from Namub orbital dock he had destroyed the *Heathen Cry* and the *Ironclaw* along with most of the Nightmares. With their flagship safe, one by one the survivors of the Chaos fleet disengaged, before fleeing out of Numitor system.

The battle was a resounding Imperial victory, for which both Admirals received the praise of Lord Admiral Ravensburg and the Seal of Terra. Warmaster Bale had lost the *Ironclaw*, the *Heathen Cry*, the *Warsmith of Khorne* and the *Deathblade*, along with seven escorts ships, for which he would earn the scorn of his master, Abaddon. Admiral Sankara had only lost the *Star of Orion* and three escorts. Bale's long term plans for the capture of Mezoa were in tatters and, despite renewed attempts, Mezoa forge world would not fall throughout the Gothic War.

Cruiser Group One

Archus the Vile

Chaos Lord, Ld 8, 1 re-roll
aboard the *Ironclaw*

Ironclaw

Murder Class Cruiser

Excessive

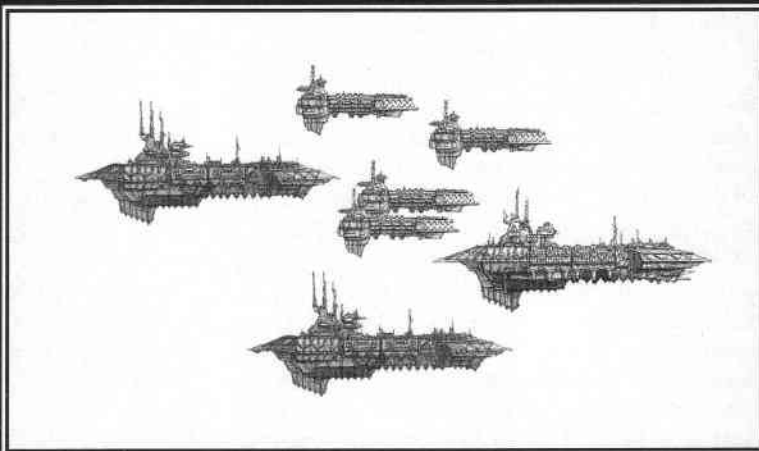
Carnage Class Cruiser

Heathen Cry

Carnage Class Cruiser

The Nightmares

4 x Infidel Class Raiders



Cruiser Group Two

Balthia the Insane

Chaos Lord, Ld 8, 1 re-roll
aboard the *Warsmith of Khorne*

Warsmith of Khorne

Hades Class Heavy Cruiser

Deathblade

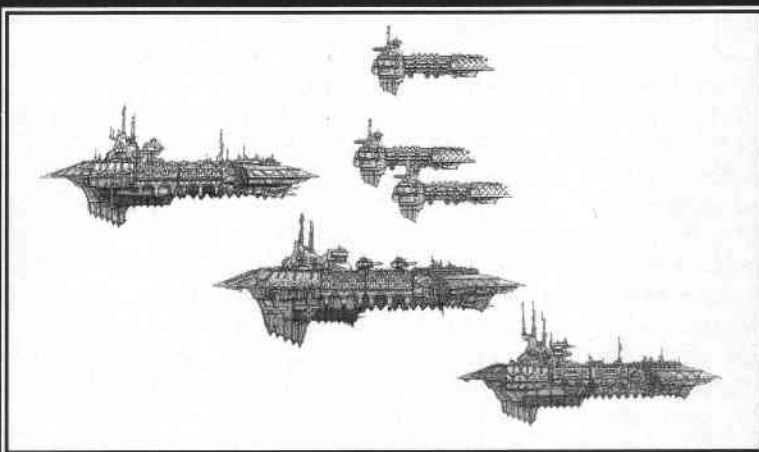
Murder Class Cruiser

Deathskull

Slaughter Class Cruiser

Executors of K'lib

3 x Infidel Class Raiders



Warmaster Bale

Warmaster Heinrich Bale

Ld 9, 1 re-roll

Mark of Khorne

Mark of Nurgle

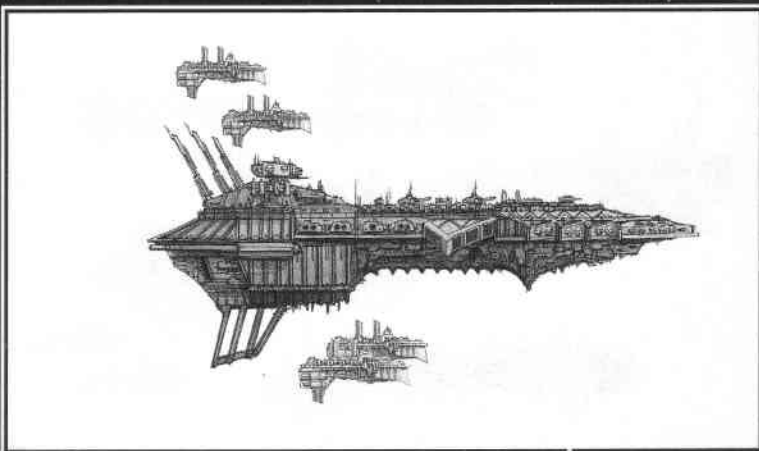
aboard the *Treacherous*

The Treacherous

Desecrator Class Battleship

The Plighted

4 x Iconoclast Destroyers



REFIGHTING THE BATTLE

You can re-fight the Battle of Numitor using the following scenario, with the forces presented on the previous pages. Alternatively, you may like to play the same scenario, using some or all of the special rules with fleets of your own devising. In this case, agree a points total with your opponent beforehand.

BATTLEZONE

The battle takes place in the Outer Reaches. The only celestial phenomena on the table is the small planet of Namub. There is an Imperial orbital dock on Namub.

SET-UP

No forces are deployed on the table at the start of the game. Each group moves on from the table edge at the points indicated on the map at the start of the appropriate turn. The Chaos player takes the first turn.

- Arriving on Chaos turn 1 – Cruiser Group One
- Arriving on Chaos turn 2 – Cruiser Group Two
- Arriving on Imperial turn 2 – Cruiser Group Baruch
- Arriving on Chaos turn 3 – Warmaster Bale
- Arriving on Imperial turn 4 – Battlegroup Senkara

MAP

See the map below for the positions at which the different forces enter the board. The exact point will vary depending upon your table size, just decide with your opponent on positions based on those shown on the map below.

GAME LENGTH

The game lasts for an unlimited number of turns, until one side has no forces left on the tabletop. At the start of the game, roll for each ship or squadron's leadership value as normal.

VICTORY CONDITIONS

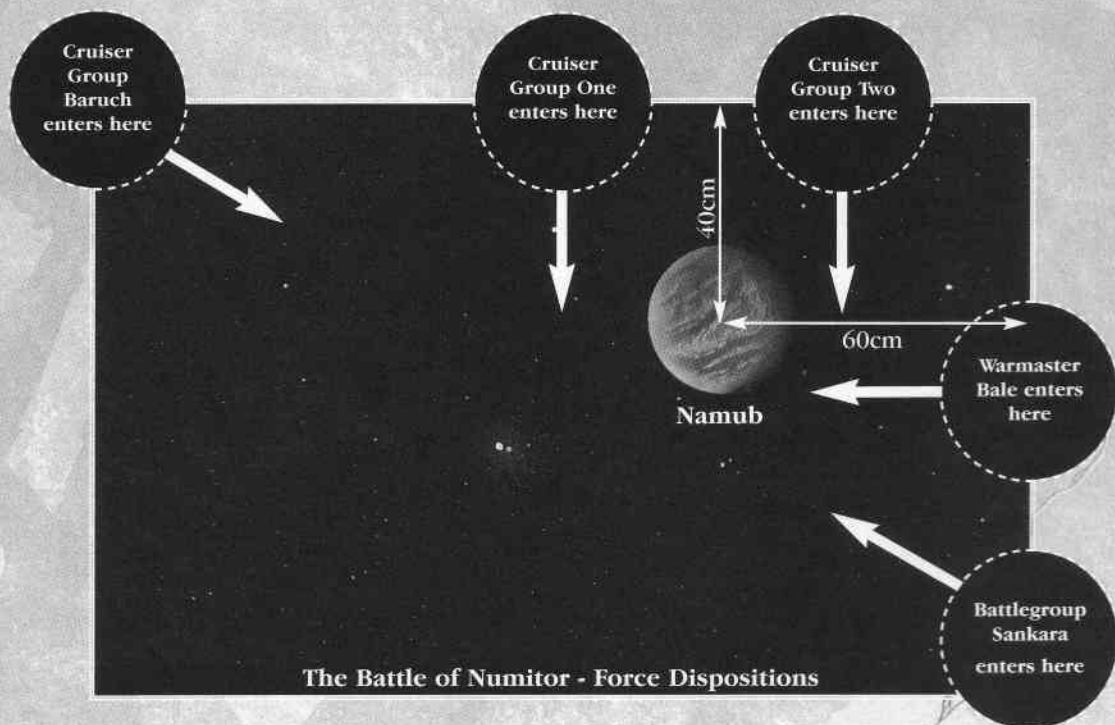
Calculate Victory points using the standard Victory points rules. The side that scores the most wins.

ADVANCED RULES – SUB-PLOT

The *Formidable* has been committed to battle even though repairs to her engines are not complete. The *Formidable* is standard Dictator class cruiser, except its speed is permanently reduced to 15cm. She cannot use the 'Come to a New Heading' special orders in this battle.

SPECIAL RULES

Rules for the Desecrator class battleship can be found in *Battlefleet Gothic Magazine* 9. The rules for the Vengeance class Grand Cruiser can be found in the BFG Annual 2002.

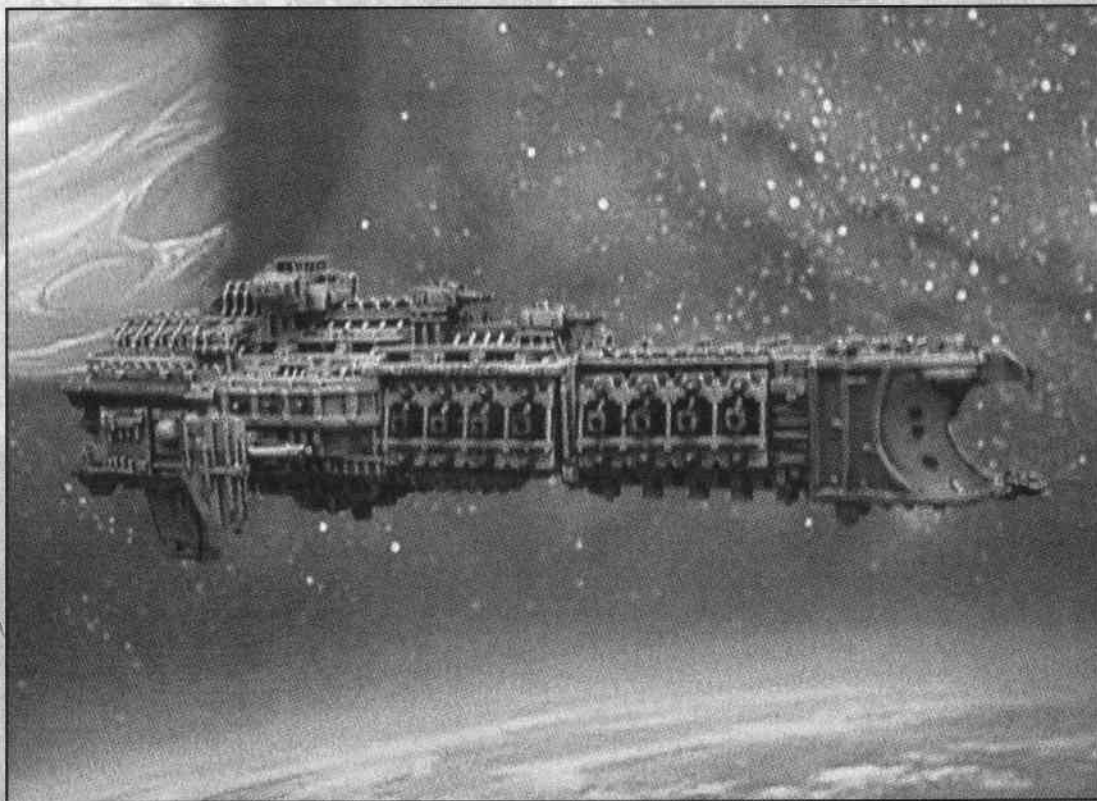


OVERLORD

A conversion based on the new Endeavour Class Cruiser

By Bob DeAngelis

This month we release the Endeavour class light cruiser, and ever in search of the the next conversion, Bob DeAngelis has conjured up this method for building an Overlord class cruiser using some of the Endeavour class cruiser parts to produce a quite unique ship...



I am, what could be termed, an ancient wargamer and live in splendid wargaming isolation on Spain's Costa Brava. I discovered Battlefleet Gothic and the Imperial ship models soon after the game's initial release and was well and truly bitten by the bug. I decided that I would use only Imperial ship variants in my campaign, and that I would have a model for each ship in the campaign so all my models would be different. Recently my good friend Nate Montes acquired a pre-release Endeavour light cruiser casting which he sent me in exchange for one of my scratch-built cruiser models. As I turned the casting over in my hands I reflected on the bulky engine block and the wonderful antique prow. As I looked at the Endeavour, a new battlecruiser began to form in my mind. Thus armed with Dremel and craft knife I set to work.

THE MODEL

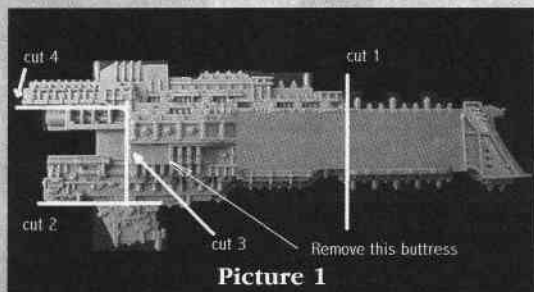
To make this conversion you will need the following:

- a plastic Imperial cruiser sprue
- an Endeavour class light cruiser
- the wings from a Dauntless class light cruiser
- Vengeance class grand cruiser bridge.
- scraps of 0.4mm, 0.7mm and 2mm thick plastic sheet
- a length of 0.5mm plastic rod

Tools

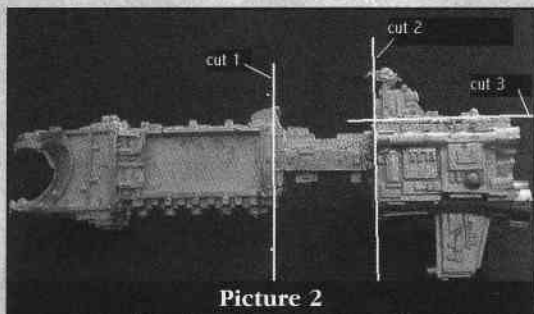
For all the modifications I used a Dremel and a variety of bits for cutting and smoothing. The conversion is reasonably straightforward using the following steps:

Stage 1. Take the plastic cruiser sprue and cut it as shown in picture 1. This removes the whole forward hull section and the engine mounting area to the rear of the hull. The buttress indicated is removed to allow the Dauntless wing fittings to be drilled and pinned to the flat surface to the rear of the buttresses.



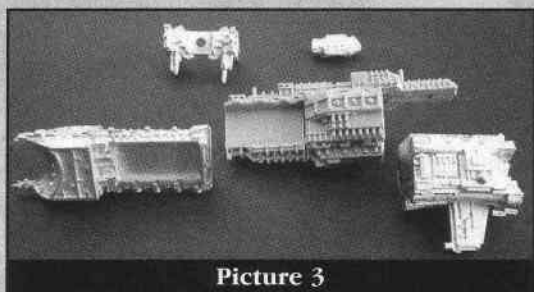
Picture 1

Stage 2. The Endeavour hull should now be cut as shown in picture 2. Using these cut lines, take the Endeavour hull and separate the front and rear halves from the connecting length.



Picture 2

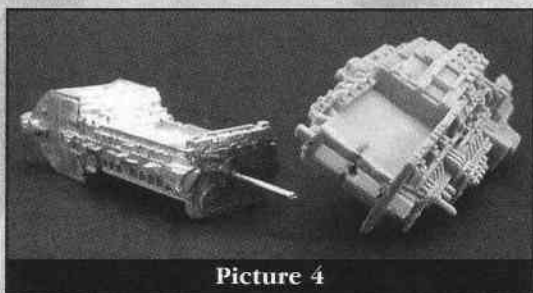
Stage 3. Using a modelling drill, remove all the fittings from the surface of the forward Endeavour section where it was joined to the connecting length. File the surface flat and match to the front of the remaining plastic cruiser hull. The small protrusion on the upper deck will need to be cut down to below the level of the dorsal lance deck. Using 2mm thick plastic card, make a small bridging piece between the protrusion and the dorsal lance deck. Alternatively, this can be filled with green stuff after assembly is complete. Remove the lance batteries from the upper and lower deck of the prow. You should now add the torpedo tubes to the prow. Mark the position of the required tubes and pre-drill along the line of the prow using a 0.6mm drill. Finish drilling the holes with a 1.2mm drill again along the line of the hull.



Picture 3

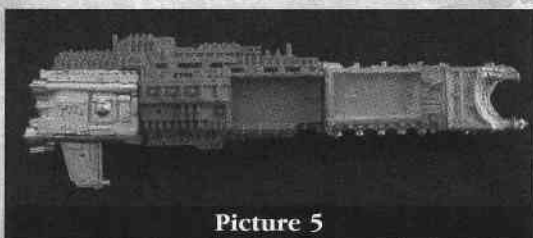
Stage 4. In the same fashion, cut and file the Endeavour rear section flat on the surface where the cut was made. Remove all the upper deck detail and file till flat. At this stage of the conversion you should now have the pieces ready for assembly as shown in picture 3. To strengthen the joints, fill the holes in the front and rear of the plastic cruiser with off-cuts of 2mm plastic card or green stuff. Leave the assembled pieces to dry thoroughly.

Stage 5. Now the prow is attached to the plastic cruiser hull. The best way to do this is to pin and glue the pieces – I recommend using 0.8mm brass rod for the pinning. Begin by inserting a pin in the prow. To do this, mark a vertical line on the centre of the face to be joined to the plastic cruiser hull and drill a 0.8mm hole roughly in the centre of the line. Insert a short length of brass rod into the hole and secure with superglue. Now draw a vertical line on the surface of the plug in the plastic hull and drill a corresponding 0.8mm hole on the line at the correct height needed to line up the pieces. You can do this by measuring the pin height on the prow to the line on the cruiser. The end result should be as in picture 4.

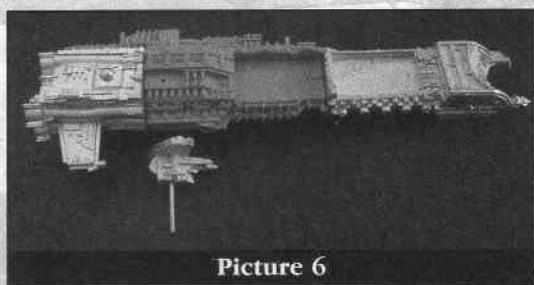


Picture 4

Stage 6. Apply a thin layer of superglue to the pin and the prow joint and glue the Endeavour prow to the plastic cruiser, carefully aligning the joint of the two pieces as you do so. You will now have an assembly similar to picture 5. Using superglue, carefully align and fix the Endeavour rear hull section into the cut made at the back of the plastic cruiser hull. As you do so, ensure that the pieces are aligned both vertically and horizontally. Your model is now ready for detailing as shown in picture 5.

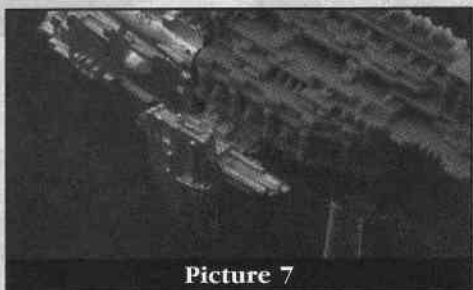


Picture 5



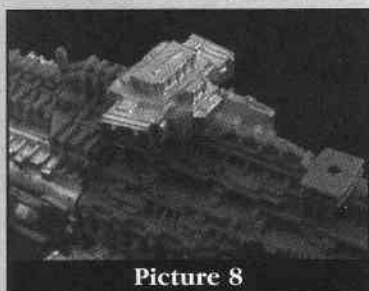
Picture 6

Stage 7. Cut the Dauntless class wing piece at the flanges that meet the Dauntless hull. Drill and insert pins in the wing pieces on the faces to be joined to the plastic cruiser. Drill holes in the plastic cruiser on the flat face to the rear of the supporting buttresses as shown in picture 6. Pin and glue the two pieces to either side of the plastic hull, as in picture 7.



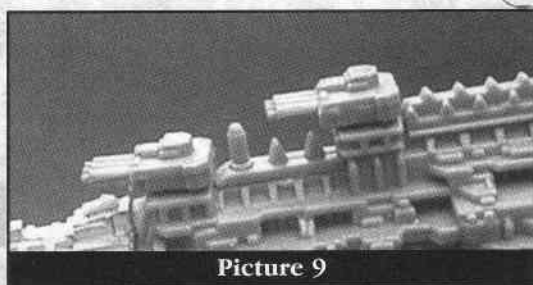
Picture 7

Stage 8. Add the bridge from the Vengeance class grand cruiser, as in picture 8.



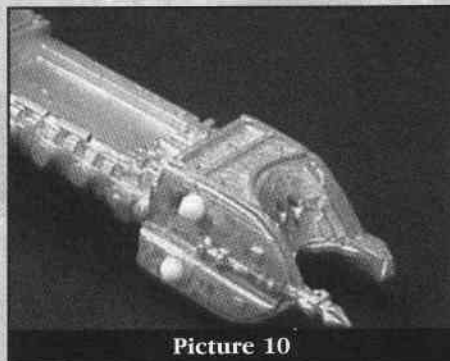
Picture 8

Stage 9. Add the dorsal gun batteries. I used the Chaos triple barrellled lance batteries, as I much prefer their beefier appearance to the Imperial ones. See picture 9.

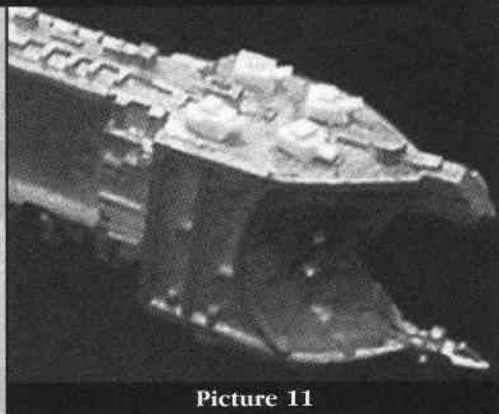


Picture 9

Stage 10. Add detail to the prow to suit. In my case, I added two plastic domes to the underside and anti-ordnance turrets to the top. The domes are carved from 1.6mm plastic rod, as shown in picture 10, while the anti-ordnance turrets are constructed from pieces of scrap plastic card. I glued the finished turrets in place on the prow upper deck, as Picture 11 shows.



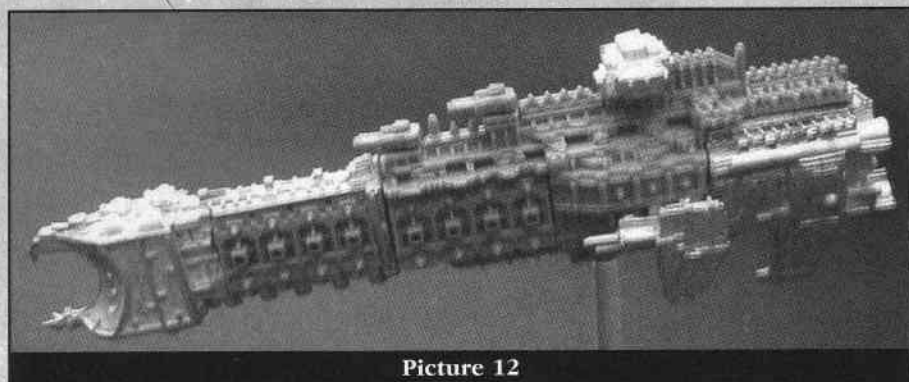
Picture 10



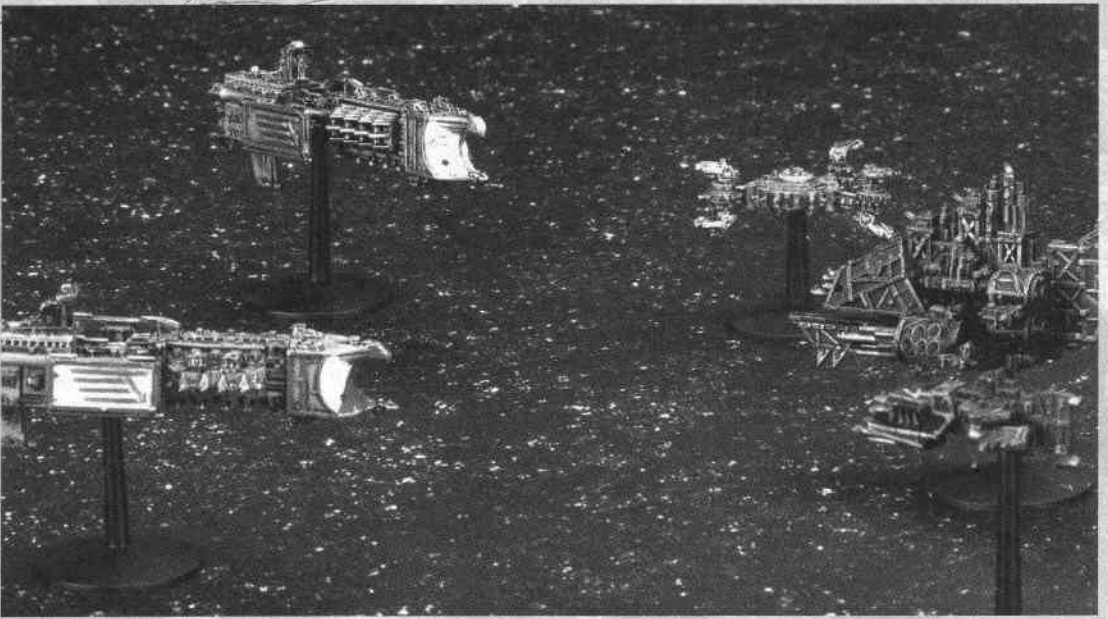
Picture 11

Stage 11. By now it was obvious that the model was going to become an Overlord class Battlecruiser so I completed it by adding two

w e a p o n s
b a t t e r i e s
t o
e a c h
s i d e,
a s
i n
p i c t u r e
1 2.

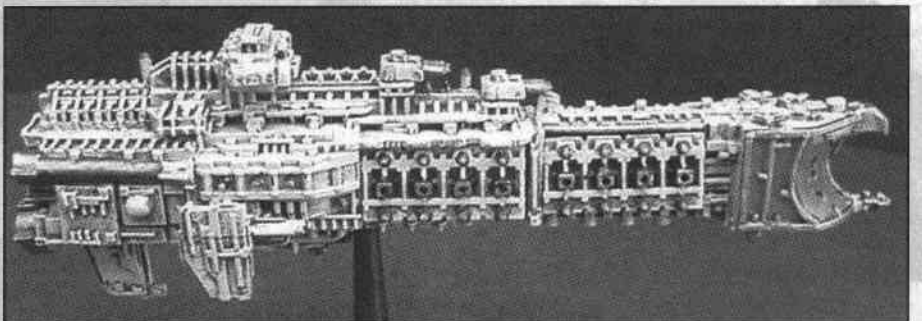
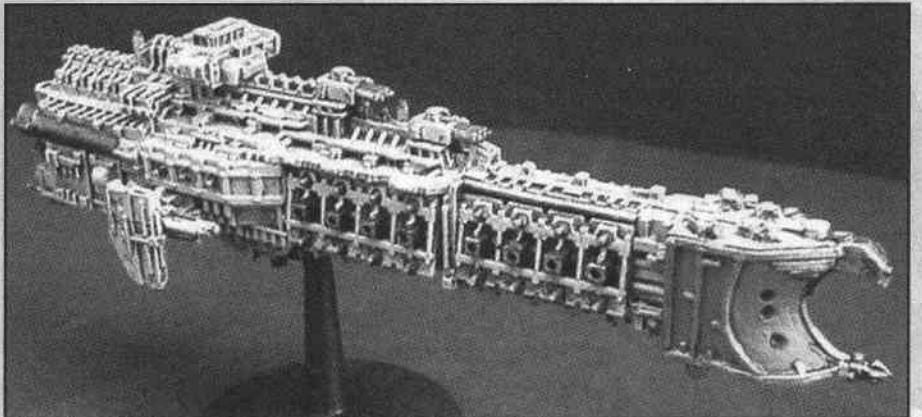
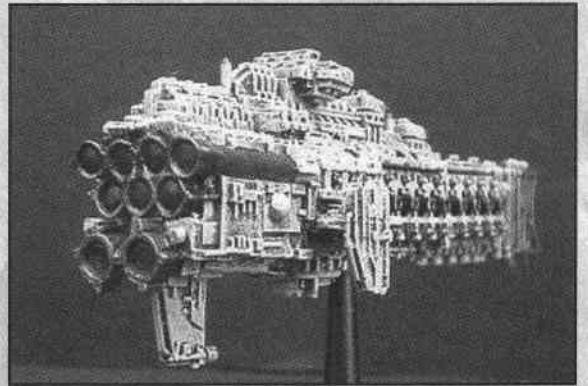


Picture 12



Above: The Endurance and the Defiant, both variations of the Endeavour class cruiser in action against the first wave of Ghazghkull's Waaagh! heading for Armageddon.

Below: The completed Endeavour conversion, showing the Aquila prow typical of Voss forgeworld.



+++THREAT INDEX:+++ VESSELS OF HIVEFLEET LEVIATHAN

A timely and most erudite examination of that manifest Tyranid menace

By an Honoured Serf who shall go nameless, humble in his servitude

"Knowledge is power, Adept, it does not belong to you!"

- Inquisition advice
to all readers of this document

Use This Information With Care!

The Tyranid Hivefleet list which we presented last issue is designed to cover the horrifying myriad of forms which the Tyranid menace has been known to adopt (and a few never yet witnessed, but speculatively described from particularly gruesome pieces of evidence...), and as such leaves the player with quite a bit of choice as to what particular hideous zeniths of organic design run amok his own hivefleet will consist of.

However, as an example of what you can do with the ever-evolving menace of the Tyranids we decided to bring you this special report on just one example of such a fleet – Hivefleet Leviathan. This list does not in any way replace the list printed last month, in fact it is constructed using it, nor do you have to use the ships exactly as presented here. These are simply descriptions of the most common forms of the vessels encountered within Hivefleet Leviathan, based upon the accompanying models available from Fanatic.

Appearances Can Be Deceptive

Whilst the profiles here are designed for the models shown, Tyranid vessels of completely different appearances have been known to exhibit very similar capabilities, so there's nothing wrong with using these profiles for other Tyranid models if you feel it saves time working out a fleet list, choosing weapon options and so on.

Likewise, as Tyranid vessels evolve to counter new enemy, their armaments, anatomy and method of attack continually change. During this process, successive generations of Tyranid organism frequently retain vestigial appendages, organs and functions, many of which may grow redundant in use long before they have physically vanished. So it is that Imperial captains have often been surprised to

encounter recognised Tyranid forms, prepared to attack in tried and tested manner, and been horrified to discover a hideous new barrage of weaponry exhibited by what they thought to be a known foe.

So, if you are using the same models as we've have described here, don't worry if you choose to arm them differently to how we have, they simply represent a closely related but variant species, or a different point in the creature's evolution. If doing this however, it is important to make sure that the model actually *looks* like what it represents to save confusion during the game.

The Coming of Hivefleet Leviathan

As with most Hivefleets, Tyranid activity ahead of what would come to be known as Hivefleet Leviathan had been reported for many decades before a hive ship was even so much as sighted. For many years, the vanguard elements of the Hivefleet were confronted only when they approached to within range of a system's own native defences, or crossed paths with patrolling Imperial fleets. Only as the numbers of these attacks increased did it become prudent for the Imperium to actively seek out the Tyranids fleets and engage them in wilderness space, drawing the lines of battle as far as they possibly could from the threatened Imperial worlds towards which the Tyranids were unerringly drawn. Only in this manner did the Imperium manage to hunt down the vanguard fleets, preventing the further loss of isolated or lone worlds which these vessels had so far preyed on, and more crucially prevented the spread of the planet-based vanguard organisms which had been observed with ever increasing frequency across systems in the path of Hivefleet Leviathan.

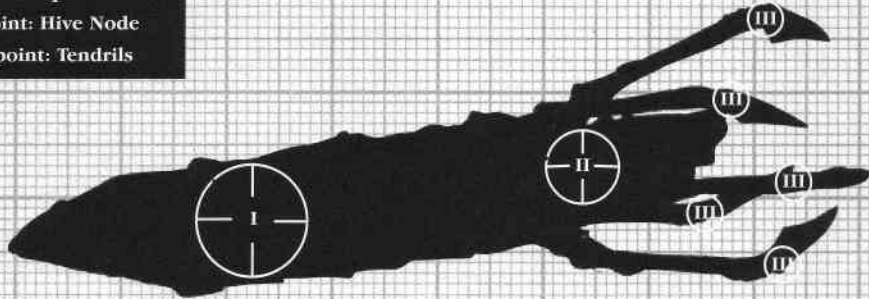
However, with countless seeded organisms such as lictor and gaunt strains of a thousand super-evolved species scattered across those worlds already contacted by the vanguard vessels, the Imperium's defenders soon found themselves confronted by Hivefleet Leviathan itself. The thinly spread system of patrols which had so far relied on intercepting the vanguards far outside human systems were quickly overwhelmed, and so a new strategy had to be developed, amassing substantial battlegroups

LEVIATHAN HIVE SHIP
305 pts

Tyranid Synapse Organism

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 Feeder Tentacles		Contact	Special	Front
Thorax Pyro-acid Battery		45cm	8	Front
Port Launch Bays		Assault Boats: 15cm Fighters: 20cm	1	Left
Starboard Launch Bays		Assault Boats: 15cm Fighters: 20cm	1	Right
Port Pyro-acid Battery		30cm	4	Left
Starboard Pyro-acid Battery		30cm	4	Right
Port Pyro-acid Battery		30cm	4	Left
Starboard Pyro-acid Battery		30cm	4	Right

- I Killpoint: Sphincter
II Killpoint: Hive Node
III Weakpoint: Tendrils



- Species Sightings:
998.M41 St. Capilene (Unconfirmed: Report Incomplete – communication disrupted)
998.M41 Dacia (Specimen destroyed, partial recovery for examination)
997.M41 Torika (Repeat sightings, possibly multiple specimens)
996.M41 Odrysii VI (Unconfirmed: possible juvenile)
994.M41 Taklan III
993.M41 Guritch World (Dissimilar description, possibly unrelated or antecedent)

ready in defence of the systems most likely to fall prey to the Tyranids. For the first time, these battlegroups brought the main body of the Hivefleet to battle and it was then that they encountered the Hive ships. At Taklan IV, three Imperial Battlecruisers were lost in the opening moves of the battle – not to the hive ships, but to the cruisers and escorts which accompanied them. The Imperial captains, relying on naively dated tactics, engaged the smaller vessels first, only to find these creatures suddenly more savage and furious now that they fought alongside their organic forebears. At the Colicka plant, an orbital mineral processing factory close to the Mechanicus world of Dacia, a brief reversal of fortune was gained by the Imperium when a number of canny captains

took near suicidal risks to attack the hive ships directly, slaying one and seemingly returning the attendant vessels to dormancy. In the ensuing bloodbath however, a number of escort drones, either crippled or exhausted from the battle, plunged planetward and were presumed destroyed by the landing. As all too often proved the case with the Tyranids, they were not, and Dacia's fate was assured. From that time on with great inroads into human systems made by the Tyranids, the vanguard raids rapidly decreased in number and hive ships leading vast swarms of Tyranid vessels became the all too recognisable face of Hivefleet Leviathan...

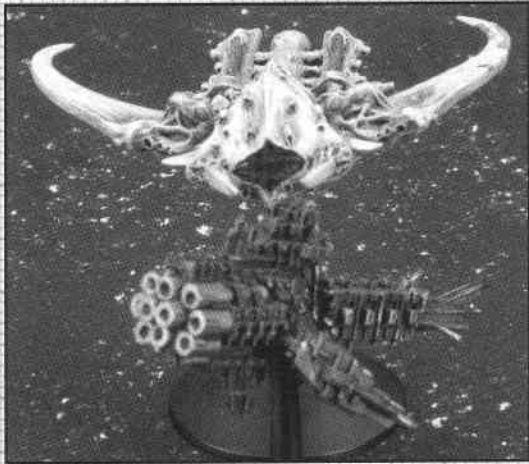
RAZORFIEND 130 pts

Tyranid 'Cruiser' Equivalent

TYPE/HITS	SPEED	TURNS	ARMOUR	SPORES
Cruiser/6	20cm	45°	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Torpedoes		15cm	4	Front
Thorax Massive Claws		Contact	Special	Front
Port Bio-Plasma Discharge		15cm	2	Left
Starboard Bio-Plasma Discharge		15cm	2	Right
Port Pyro-acid Battery		30cm	4	Left
Starboard Pyro-acid Battery		30cm	4	Right

The Tyranid cruisers most frequently encountered as part of Hive fleet Leviathan present a terrifying quandary for their intended prey. Appearing as a huge mass of teeth and scything claws, the cruiser's terrifying appearance serves to distract their target from the formidable bio-organic firepower they can bring to bear. The cruisers place great reliance on the banks of torpedoes launched from their 'prow' with which they stun targets in preparation for a crippling attack at closer range.

Most of the cruisers so far sighted within Hive fleet Behemoth do bear massive claws, but seem to rely as much upon their short ranged weaponry for close attack, using the claws predominantly as an aid to maneouvreability.

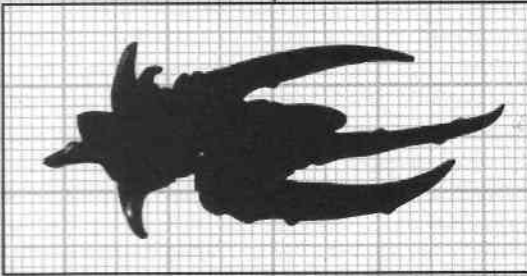


"Holy Terra! Are those *teeth*?"
Last communication of the *Epithys*
Declared lost 996.M41

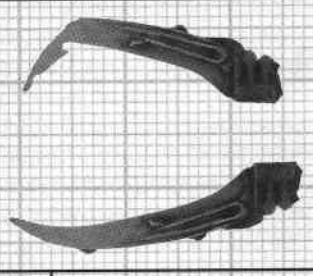
STALKER 20 pts

Tyranid Escort (Drone Organism)

TYPE/HITS	SPEED	TURNS	ARMOUR	SPORES
Escort/1	15cm	45°	5+	1
ARMAMENT	RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Prow Bio-plasma Discharge	15cm		2	Front



Ref: TX/L677/89.2
'Nox' Claws
Recovered from the Lunar Class *Unabated*, currently under repair at Gryphonne IV. Claws unidentified in usage, but believed to originate from the specimen pictured.



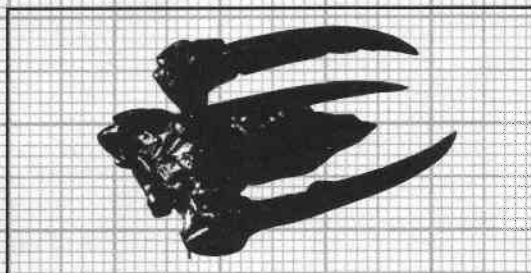
Special Rules: Escort Drones subject to Instinctive Behaviour case 7 (must move towards a planet) may instead move towards the nearest hive ship.

PROWLER 25 pts

Tyrannid Vanguard Droneship Species

TYPE/HITS	SPEED	TURN	ARMOUR	SPORES
Escort/1	25cm	90°	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Pyro-acid Battery		30cm	2	Front

Special Rules: Enemy within 15cm of a Vanguard droneship can always be targeted by other Tyrannid vessels.



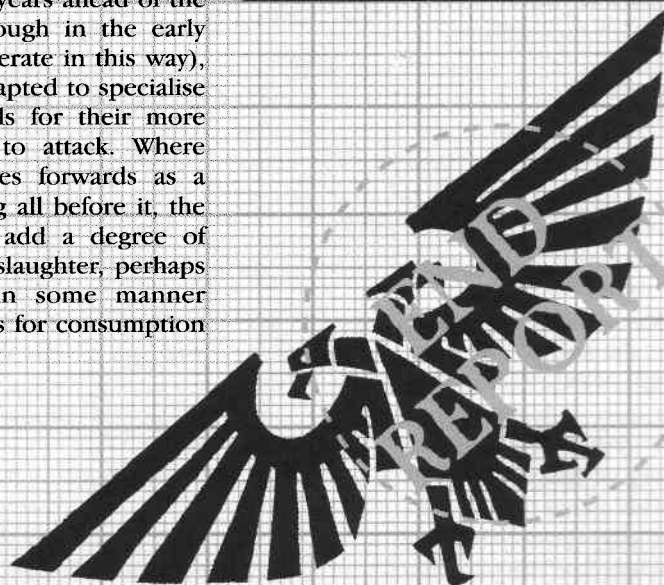
Uncharacteristically for the Tyrannids, Hivefleet Leviathan has so far exhibited few organisms which could be described as the 'kraken' known from other hivefleets. Such creatures have been observed, but these did not appear to exhibit the regenerative capacity of the more typical kraken of the hivefleet of the same name, and so are perhaps better considered alongside the other vanguard drone organisms employed by the Tyrannids.

Perhaps as a result of Leviathan coming so quickly upon such a densely populated area of space, the vanguard organisms operate less distantly from the main hivefleet than has been the case with other similar incursions. Instead of simply pushing on, light years ahead of the remainder of the fleet (though in the early years, the vanguards did operate in this way), the drones seem to have adapted to specialise in identifying enemy vessels for their more instinctively governed kin to attack. Where typically the hivefleet moves forwards as a single bloody wave, mauling all before it, the vanguard drones seem to add a degree of selection to the process of slaughter, perhaps strategically, or perhaps in some manner selecting the best candidates for consumption of valuable DNA.

Sir, it appears the organism removed from the seas of Carpathia, was not, as had been expected, a recent arrival or perhaps some crash landed 'vessel'. Analysis of tissue fibres collected from within what can only be described as the 'lungs' of the creature show that it had lived almost its entire life on Carpathia, since elements of its anatomy show signs of exposure to the native environment during most stages of its development. If this is the case, and if the creature, as it also appears to be, is a Tyrannid organism of some kind, then this indicates that these creatures can be present far, far in advance of the main identifiable fleets. With this knowledge, sir, I fear I must suggest that the countless myths of lake monsters, phantoms and other terrific beasts in the wilds of a thousand worlds could indeed be something far worse – the first sign of the coming terror. Indeed, for my own native Carpathia, I fear, the final capture of this sea monster which the seamen amongst my people have spoken of for centuries does not finally solve a mystery, but rather it heralds for us a terrible, terrible time ahead.

Apparus Lox,
Governor Exceptional, Carpathia
992.M41 – Unknown

Archivist's Note: 7682998.M41
+++ No further communications
+++ Presumed lost or deposited
+++ Inquisition advised of status
+++ Further Action: None, Inform Kin (optional)



A CALL FOR AID, A PLEA FOR MERCY!

House Rules for Alternate Appeals Charts in Battlefleet Gothic By Roderick Easton

The following appeals charts are designed to be less specific, so you can use them in pretty much any situation. These are not new rules or replacements for those presented in the Battlefleet Gothic rulebook, rather they are just some house rules that you might find convenient and enjoyable!

Imperial Appeal Charts

Despite being a single monolithic human empire, there are various factions within the Imperium that are mutually hostile. Until he makes an appeal, a fleet commander hasn't given any visible support to one faction or another. However, as soon as he has had an appeal successfully granted, the other three factions want no more to do with him and he is restricted to the same Appeal chart until the end of the campaign.

Chaos Appeal Charts

Any Chaos player may roll on the chart given in the main rulebook, this is considered to be the Chaos Undivided chart and available to all warlords. The power specific Appeal charts can

only be used by a player with more Chaos Marks of that power than any other, eg. A fleet with two Khorne, one Tzeentch and one Nurgle Mark can only roll on the Khorne table. If a fleet has the same number of marks for two conflicting powers he may only roll on the Chaos Undivided table.

Eldar Appeal Charts

An Eldar pirate player must decide at the start of the campaign whether he is going to appeal to the Craftworld Eldar or the Dark Eldar. There is a separate Appeal chart based on the choice that he makes.

Ork Appeal Charts

An Ork player must decide whether his forces are a pirate raider band or part of a fully-fledged Waaagh. This decision not only determines which Appeal chart he rolls on but also the manner in which he conducts the campaign. Ork raiders are treated like any other pirate band but an Ork Waaagh can vie for control of the sector and is treated in all ways like a normal player, with the ability to capture planets, and so on.

PLANETARY GOVERNOR APPEAL CHART

2D6	Result
2	The Governor gives you first pick of the graduates from the Sector Naval College. Any new ships you receive from now on will have Leadership 7, not 6.
3	The Governor insists that you receive top-of-the-line equipment. The next new Capital ship you receive (replacement or reinforcement) has already had a random refit.
4	The Imperial Guard plan to mount a massive planetary assault. The next time you win the initiative, the scenario is a <i>Planetary Assault</i> , and you receive three free transports for every 500pts in your fleet.
5	The war effort is at an all-time high and naval construction benefits greatly. Next campaign turn you do not need to pay Repair points for replacement escorts.
6	One of the planets in the sub-sector completes its capital ship construction project. The Planetary Governor presents your fleet with a brand new cruiser.
7	The Planetary Governor diverts much needed supplies to your fleet. Gain D6 Repair points to use now or next turn.
8	A regiment of Imperial Guard is seconded to your fleet. One of your ships gains a +1 bonus to Boarding actions.
9	Manoeuvres and training exercises with the Governor's forces improve the Leadership of the ship on your roster whose current Leadership is the lowest. In the case of a draw, you may select which ship is affected.
10	A force of Stormtroopers and Ogryns is placed at your disposal. One of your ships gains a +1 bonus to Boarding actions.
11	The Governor imposes a new Evasion of Duty law on many of the citizens under his control. This means that one of the uninhabited worlds you control becomes a penal colony.
12	A programme of civic defense works is inspired all across the sub-sector. In any future battles where you use planetary defences, you may deploy an additional defences worth D6x20 points.

ECCESIARCHY APPEAL CHART

2D6 Result

- 2 The Ecclesiarchy declares a crusade against one of the enemy's systems. Select a system you do not control. Until the end of the campaign you may deploy an extra D6x20 points of ships in any battles there.
- 3 The Ecclesiarchy will help you, if you return the favour. Generate an extra sub-plot next scenario and if you succeed you may roll twice on this chart during the Appeals phase.
- 4 A Preacher boards one of your Capital ships and invokes fanaticism in the crew. This gives them a +1 Leadership bonus on all rolls except for Disengaging. In this case he counts as a -2 Leadership modifier.
- 5 The Ecclesiarchy incite religious fervour throughout the region and many citizens work zealously for the Imperial fleet. All inhabited systems produce 1 extra repair point this turn.
- 6 The resources of the Ecclesiarchy are diverted to your cause. Gain +4 Repair points this turn.
- 7 Praying for guidance to the Emperor grants your fleet an extra re-roll in the upcoming battle (whether or not your Fleet Commander is there in person).
- 8 The Adeptus Astra Telepathica is asked to give your orders top priority. Gain +1 Initiative for the next three campaign turns.
- 9 Local militia is assigned to shipboard security duty. One of your ships gains a +1 bonus to Boarding actions, but only when the ship itself is being boarded.
- 10 You are offered the services of a convent of Sisters of Battle. These give your flagship a +1 bonus to Boarding actions.
- 11 A Cardinal blesses your fleet for the battle ahead. You will automatically count any draws as wins during your next campaign turn and battle.
- 12 A Missionary to one of your penal colonies persuades the inhabitants to repent and worship the Emperor. This system can now be treated as a Mining world. They are put to work as reward for their redemption.

INQUISITION APPEAL CHART

2D6 Result

- 2 An Inquisitor discovers a heretic in your fleet. Unfortunately he is also one of your best officers. A random capital ship loses -1 Leadership permanently.
- 3 An assassin from an Inquisitor's retinue has infiltrated the enemy fleet. At the start of the next battle she assassinates her 'captain'. A random Capital ship in the enemy fleet loses -2 Leadership for the duration of the battle.
- 4 Members of an Inquisitor's retinue carry out a hit and run attack on an enemy capital ship at the start of the battle. Their knowledge of sabotage is so great that the damage cannot be repaired before the end of the battle.
- 5 An Inquisitor neutralises a number of enemy spies in your sub-sector, reducing your next opponent's Initiative roll by -2.
- 6 The Inquisition assigns a company of Space Marines to a ship in your fleet. It receives a +1 Boarding Action bonus.
- 7 A Navigator from an Inquisitor's retinue discovers a new and secret warp path. The next time you win a battle you are able to claim the system even if it isn't adjacent to one of your systems.
- 8 An Inquisitor and his retinue are stationed with your fleet. Your flagship receives +1 Leadership and a +1 bonus to Boarding actions.
- 9 An Inquisitor intercepts a message behind enemy lines and informs you of the enemy's plans. Next battle you may deploy an extra D6x25 points of ships.
- 10 An Inquisitor calls for an Exterminatus immediately. The next time you win initiative you will fight an *Exterminatus* scenario as the attacker. The Inquisition sends one of its ships along to help. Treat the ship as a Dauntless class light cruiser with an Exterminatus weapon in the prow.
- 11 An Inquisitor questions a captured officer and learns vital secrets about the enemy's plans. Next battle you may deploy an extra D6x50 points worth of ships.
- 12 An Inquisitorial purge cleanses a nearby neutral planet of all heretical elements and brings it under Imperial control. Select a neutral planet adjacent to one of your systems. It now belongs to you and is reduced in status as follows: Forge if Mining; Civilised if Agri or Penal if Uninhabited.

KHORNE APPEAL CHART

2D6 Result

- 2 Khorne ignores you completely – you have lost his favour! Lose half your Renown until your flagship has destroyed an enemy capital ship.
- 3 Khorne is pleased by your offerings. Gain +1 Renown for every capital ship that exploded in the last battle (friend or enemy).
- 4 Khorne sends swarms of Bloodletters, Fleshhounds and Bloodthirsters to surround one of your ships. Choose a capital ship at the start of the next battle. Any enemy ships within 15cm during the Ordnance phase are attacked by one squadron of 'bombers'.
- 5 Khorne places his Mark on one of your captains. You may add a Chaos Lord with the Mark of Khorne to your roster.
- 6 You receive a bodyguard of Chaos Terminators. Your flagship gains a +2 bonus on all boarding actions for the rest of the campaign.
- 7 A unit of Berzerkers joins your fleet. One ship gains a +2 bonus to Boarding actions for the remainder of the campaign.
- 8 Chaos Marines flock to your cause. Your flagship and any other ship with a Chaos Lord receive a +1 bonus to Boarding actions permanently.
- 9 Elite Chaos Veterans decide to base themselves onboard one of your cruisers. Choose a capital ship, which receives a +1 bonus to Boarding actions permanently.
- 10 The crew of one of your ships becomes frenzied. Randomly choose a capital ship at the start of the next scenario. The ship gains +2 Leadership for this battle but cannot disengage.
- 11 Choose two of your ships. They have a private battle before the next scenario starts. This gives them each an experience increase but also +D6 points of damage.
- 12 A bloodlust grips your entire fleet. They gain +1 Leadership for the next battle but must attempt to close with the enemy whenever possible. This includes going on special orders like 'Come to new heading' or anything else that can take you as close as possible to the enemy each turn.

NURGLE APPEAL CHART

2D6 Result

- 2 Nurgle's Rot strikes one of your best officers down. Next battle, a random capital ship loses -2 Leadership for the duration of the scenario.
- 3 An infestation of Nurglings strikes the enemy fleet. Next battle select two random enemy capital ships to be infested. Treat the infestation as a *Fire!* critical hit.
- 4 Nurgle marks one of your captains. You may add a Chaos Warlord with the Mark of Nurgle to your fleet roster.
- 5 Nurgle infects a planet's atmosphere with a hideous disease, decimating the population. The next time you lose a planet in a battle, it immediately becomes uninhabited.
- 6 You receive a bodyguard of Plague Marine Terminators. Your flagship receives a +2 bonus to Boarding actions for the remainder of the campaign.
- 7 Chaos Marines gather to your fleet. All ships in your fleet with a Chaos Lord onboard gain a +1 bonus to Boarding actions until the campaign ends.
- 8 A select force of Veterans pledges its loyalty to you. You may assign them to any ship in your fleet, giving it a +1 bonus to all Boarding actions.
- 9 One of your Sorcerers catches a glimpse of the near future. You may re-roll the dice for Initiative during the next campaign turn.
- 10 One of your ships is covered by a strange fleshy extrusion from the warp. Choose a ship at the start of the next scenario. It receives a 2+ save against hits from lances and attack craft.
- 11 A horrendous plague strikes one of your opponent's planets. Convoys of medical aid are rushed to it, depriving his fleet of much needed supplies. Next battle your opponent deploys D6x30 points less of ships.
- 12 A number of your prisoners throw themselves down in devotion to Nurgle. One Penal Colony you control becomes a Mining Planet.

SLAANESH APPEAL CHART

2D6 Result

- 2 Your fleet is overcome with the sheer pleasure of the upcoming battle. None of your ships may be put on special orders until your fleet has taken damage from the enemy (downed shields do not count).
- 3 Slaanesh sends monstrous daemonic entities to surround one of your ships. Select a ship you control. Any enemy vessel within 10cm of it during the enemy's End phase automatically takes one point of damage, ignoring shields.
- 4 Your sorcerers see into the future. You may re-roll the Initiative dice next campaign build-up.
- 5 Slaanesh marks one of your ships' captain. You may add a Chaos Warlord with a Mark of Slaanesh to your roster.
- 6 You receive a bodyguard of Terminators. Your flagship receives a +1 bonus to all Boarding actions for the remainder of the campaign.
- 7 Chaos Marines flock to your fleet. All ships in your fleet with a Chaos Lord onboard gain a +1 bonus to Boarding actions until the campaign ends.
- 8 A select force of Noise Marines pledges its loyalty. You may assign them to any ship in your fleet, giving it a +2 bonus to all Boarding actions.
- 9 Your sorcerers call upon the powers of Slaanesh and bring it into being around one of your ships. You may give a ship of your choice the Mark of Slaanesh for free.
- 10 A lightning storm envelopes one of your ships. At the start of the next scenario, choose a ship. All vessels within 15cm of it count during the End phase as having a Blast marker in contact.
- 11 A prisoner joins your ranks and in the ecstasy of acceptance tells you his Admiral's plans. You gain an extra D6x20 points worth of ships for the next scenario.
- 12 Slaanesh's fervour brings you great clarity of vision. You gain an extra re-roll for the next battle only.

TZEENTCH APPEAL CHART

2D6 Result

- 2 Tzeentch sends some of your ships on an important mission. This leaves you short of vessels. In your next battle lose D6x30 points.
- 3 Tzeentch sends you a ship on an important mission. Next battle you may deploy an extra D6x25 points of vessels. At least one cruiser (if you can afford one) must be a vessel not on your roster: no experience or refits and roll randomly for Leadership.
- 4 Tzeentch grants you a glimpse of the future. Add +1 to your Initiative roll next campaign turn.
- 5 Tzeentch marks one of your ships' captain. You may add a Chaos Warlord with a Mark of Tzeentch to your roster.
- 6 You receive a bodyguard of Thousand Sons. Your flagship receives a +1 bonus to all Boarding actions for the remainder of the campaign.
- 7 Chaos Marines gather to your fleet. All ships in your fleet with a Chaos Lord onboard gain a +1 bonus to Boarding actions until the campaign ends.
- 8 A select force of Veterans pledges its loyalty. You may assign them to any ship in your fleet, giving it +1 on all Boarding actions.
- 9 With cabalistic rites and blood sacrifices, your sorcerers bestow a Chaos gift on one of your vessels. Next battle, one ship in your fleet may be given any Chaos Reward for free.
- 10 Strange, otherworldly flames consume one of your ships. At the start of the next battle select a capital ship. All other vessels within 15cm of it count as having one Blast marker in contact with their base.
- 11 An unusual energy field surrounds one of your vessels. At the start of the next battle select one of your capital ships. All shots at it receive a single column shift to the right.
- 12 Traitors in the enemy fleet have conspired to stage a mutiny. At the start of the next battle, after set-up, randomly select an opposing cruiser. You now control it. You must immediately disengage ships with a points value at least equal to that of the new ship. At the end of the battle you may add the ship to your registry if it survived. Your opponent receives a replacement as usual.

ELDAR CRAFTWORLD APPEAL CHART

- | 2D6 | Result |
|-----|---|
| 2 | The Craftworld cedes control of one of its colonies to you. Gain control of a hidden Craftworld colony adjacent to your base. This counts as an agri-world and can be discovered like a pirate base and captured. |
| 3 | The Craftworld offers to repair and resupply some of your vessels. Gain Rrepair points equal to a forge world for this turn only. |
| 4 | A troupe of Harlequins performs for the Pirate Prince. Your flagship gains a +2 modifier on all boarding actions for the rest of the campaign. |
| 5 | The Craftworld offers the resources of one of its colonies for repairs. Gain Repair points equal to an agri-world for this turn only. |
| 6 | An expeditionary force of Aspect Warriors joins one of your ships. It receives a +1 bonus to Boarding actions for the rest of the campaign. |
| 7 | Advice from a combination of Farseers and Rangers allows you to completely outmanoeuvre you opponent. You automatically win the initiative next campaign turn. |
| 8 | A team of Rangers joins your band. Gain +1 Initiative in each campaign turn. |
| 9 | A Farseer advises you on tactics to use for the next battle. Gain an extra re-roll for the next battle only. |
| 10 | A fleet commander decides to join your band of outcasts. He takes command of a cruiser or escort squadron, giving them +1 Leadership. |
| 11 | A Farseer has decided that your destiny is important to the race and joins your crew. His advice gives your flagship an extra re-roll for the rest of the campaign. |
| 12 | Seers have studied your upcoming battle for centuries. You may choose the size, type and location for your next scenario. |

ELDAR COMMORAGH APPEAL CHART

- | 2D6 | Result |
|-----|--|
| 2 | A cult of Wyches joins your band. One ship with launch bays can now launch assault boats. Treat these like any other assault boats with speed 20cm. |
| 3 | A Haemonculus extracts vital information from one of your prisoners, allowing you to call in outlying ships for the next mission. You may deploy an extra D6x25 points worth of ships next campaign turn. |
| 4 | A Haemonculus tortures an enemy captive until he breaks down, telling you his fleet's plans for the near future. Gain +2 Initiative next campaign turn. |
| 5 | Your request, backed by vast amounts of money, secures the services of Incubus bodyguards. Your flagship gains a +2 bonus to Boarding actions. |
| 6 | Rumours of your success cause raiders to flock to your banner. Two ships of your choice gain a +1 bonus during Boarding actions. |
| 7 | A cabal joins one of your ships, which gains a +1 bonus to Boarding actions. |
| 8 | A successful raid nets you extra slaves to put to work on one of your ships. This ship may roll an extra dice during each End phase to repair damage. |
| 9 | A slave raid catches the planet completely by surprise, providing you with enough workers to completely supply two of your ships with repair crews. This gives them an extra dice during each End phase to repair damage. |
| 10 | You are given an ancient and very complete map of the Webway, warp tunnels and navigational hazards of this sub-sector. You may add a +1 modifier to any rolls you make to Disengage for the rest of the campaign. |
| 11 | Your prestige, and a hefty bribe, grants you a Pirate Base in Commoragh itself. Your base can never be located during this campaign. |
| 12 | Your latest batch of slaves includes a large number of servitors and adepts of the Machine God. These are stationed at your base and provide each squadron and capital ship with 1 automatic Repair point per campaign turn. |

ORK PIRATE APPEAL CHART

2D6 Result

- 2 Look wot I did Boss - changed yoor Kroozer! Your flagship is changed into a random different class of Kroozer. Any refits are retained and the Meks add a new one! However, your crew doesn't know what to do yet and loses 1 Leadership for the next game only.
- 3 Dey're Eggsperimental. The Meks have been practising on the little ships. Every vessel in a random escort squadron receives D3 refits!
- 4 We can make sumfin' wiv dis hulk. Add a new kroozer or escort squadron to your registry. It has an improvement and a side effect generated from Secret Ploy number 3 on the Sub-plot table. However, it currently has 0 Damage points and will need to be repaired. You must have the model(s) to represent it.
- 5 Da meks work overtime. Each kroozer gains D3 extra Repair points.
- 6 Dis is my ship! A new warlord takes over one of the kroozers and swears allegiance to you. You may add a warlord to your registry.
- 7 A mob of boyz piles aboard one of your ships, which receives a +1 boarding modifier.
- 8 We iz gonna protect ya. An entire Stormboy Korps decides to be your bodyguards. Your flagship gains a +2 boarding modifier for the rest of the campaign.
- 9 'Ere we go, 'ere we go, 'ere we go! Hundreds of extra boyz join the fleet. Assign them to two vessels, which receive a +1 boarding modifier for the rest of the campaign.
- 10 Dere's go-fasta juice in dese big rocks. You come across an unexpected supply of fuel and the fleet fills up. For the next battle only all ships add an extra D6 when on All Ahead Full orders.
- 11 Dese 'oomie torps ain't blowed up yet. You come across a battle site and loot it of unexploded torpedoes. All of your ships can re-roll the size of their torpedo salvos for the next battle only.
- 12 Da Boyz 'ave found a planit. Gain control of an Ork world adjacent to your Pirate Base. This counts as a Penal Colony and can be discovered like a Pirate Base and captured.

ORK WAAAGH! APPEAL CHART

2D6 Result

- 2 Look wot I did Boss - changed yoor Kroozer! Your flagship is changed into a randomly decided different class of kroozer. Any refits are retained and the Meks add a new one! However, your crew doesn't know what to do yet and loses 1 Ld for the next battle only.
- 3 Pillagin'. You may add up to 1 kroozer or squadron of escorts to your roster for each planet you control. Each unit you add forces you to reduce the grade of a planet as follows: Forge if Mining or Civilised if Agri or Penal if Uninhabited.
- 4 Lootin'. For each hulk you captured last scenario you may give one of your kroozers Looted Torpedoes or Extra Power Fields.
- 5 Oddboyz. For each civilised system or hive world you control you may give one of your kroozers any warlord upgrade except Looted Torpedoes or Extra Power Fields.
- 6 Dis is my ship! A new warlord takes over one of the kroozers and swears allegiance to you. You may add a warlord to your registry.
- 7 Take us wiv ya. A mob of boyz piles aboard one of your ships, which receives a +1 boarding modifier.
- 8 We iz gonna protect ya. An entire Stormboy Korps decides to be your bodyguards. Your flagship gains a +2 boarding modifier for the rest of the campaign.
- 9 'Ere we go, 'ere we go, 'ere we go. Hundreds of extra boyz join the fleet. Assign them to two vessels, which receive a +1 boarding modifier for the rest of the campaign.
- 10 We iz da best! The boyz are filled with the spirit of the Waaagh! You win any draws during your next campaign turn and battle.
- 11 We iz gonna liv 'ere. One uninhabited system you own becomes an agri-world.
- 12 Waaagh! The next time you are the attacker in a battle you may nominate two systems to be attacked. The battle will be 1,500 - 2,000 points. If you win you can claim both systems. If your opponent wins he can claim one neutral system.



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BATTLEFLEET ARMAGEDDON: THE CHOSIN LINE

After the second Armageddon War, the Imperium quickly came to realise that vigilance was the watchword in a sector as delicately vital to mankind as the area of space around Armageddon. Permanently stationing forces large enough to repel a further Ork attack was impossible, so instead the Chosin line was erected – a frontier perimeter of space stations, orbital defences and monitoring outposts, orbiting the world of Chosin close to Armageddon itself.

Further, more distant defences, designed to complete and strengthen the line at different points of the related planets' orbits were also founded and, coupled with Chosin's baffling rogue orbit, effectively drew a line from Chosin itself outwards to both Armageddon and St. Jowen's Dock.

Although the line itself would never be strong enough to repel a large scale attack alone, its strategic positioning would make it an invaluable backbone to any Imperial Navy effort launched from St. Jowen's Dock, guarding Battlefleet Armageddon's back and preventing the enemy from surrounding or overwhelming the fleet. Over the years the Chosin line proved an invaluable asset in reducing the activities of pirates and raiders in the area

As it was, however, even the most pessimistic of Imperial Commanders could not have envisaged the star spanning size and world ravaging ferocity of the Waaagh! led by Ghazghkull and much of the line itself was quickly swept away, or rendered useless as the Orks unexpectedly attacked St. Jowen's Dock and Chosin, bypassing the line.



Orbital Defences
The vast majority of the chosen line is formed of orbital defence platforms bearing lance batteries, torpedoes or weapon batteries, arrayed in formation as the first line of defence against any invasion.



Patrol Vessels
The Chosin line covers an area of space far too large to be defended constantly by Imperial Navy patrols, and so much of the frontier is guarded defence monitors, a famously tough posting within the Imperial Navy.



Some points along the Chosin line prove too remote for regular patrols even by monitors, and so here, as in countless other wildernesses across the Imperium, a haphazard collection of commandeered, salvaged or volunteer civilian vessels valiantly prowl the borders of Imperial space.



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PRODUCT CODE
60710899013