

# BFG:XR RULEBOOK





**I**t has been ten thousand years since Mankind returned to the stars to reclaim that which was lost in the cataclysmic wars of the Age of Strife. Led by the Immortal God-Emperor and his sacred Primarchs ten millennia ago Mankind rose again from the mire of barbarism and cast back the darkness in the legendary times of the Great Crusade. A new age was forged, the Age of the Imperium.

The glittering achievements of the Dark Age of Technology have been all but lost, obscured by uncounted centuries of superstition and fear. The worlds of Man are scattered across the galaxy, with vast gulfs of wilderness space separating one from another. But the Age of the Imperium has cast the Emperor's Divine Light across a million worlds. It has established an iron regime only maintained through flesh and blood, endless toil, monumental sacrifice, and unthinking loyalty to distant Terra. Man has learned to embrace war as its religion; billions take up arms against a galaxy of foes. Great ships sail the void, their guns charged to rain death upon the enemies of the God-Emperor.

Still it is not enough to guard the fragile worlds of Man from a cruel and uncaring universe.

Still it is not enough to guard against the unnumbered horrors which lurk upon forgotten worlds, the alien races which prey upon the scattered outposts of humanity and the heretics who dare to defy the Emperor's will.

And even these dire threats pale before the ancient and implacable hatred of the traitors who took up arms against the Emperor in the earliest days of the Imperium. Traitors who gave their worship to the dark and terrible gods which dwell in the Realm of Chaos. Traitors who wounded the immortal Emperor unto death and forced him to seek solace upon the Golden Throne from where he rules still, his essence maintained only by the sacrifice of supplicants from across his vast realm. By the Emperor's supreme sacrifice these minions of evil were defeated and driven forth from the sight of Man to join with their foul masters in the outer dark. Ten thousand years has not slaked their thirst for vengeance and their plots to bring ruin upon Mankind are pursued with undimmed malice.

This is the Age of the Imperium, A time of war and carnage among the stars, of great fleets and mighty armies, selfless heroism and blackest infamy.

If you dare enter these dark times, read on.



# BATTLEFLEET GOTHIC

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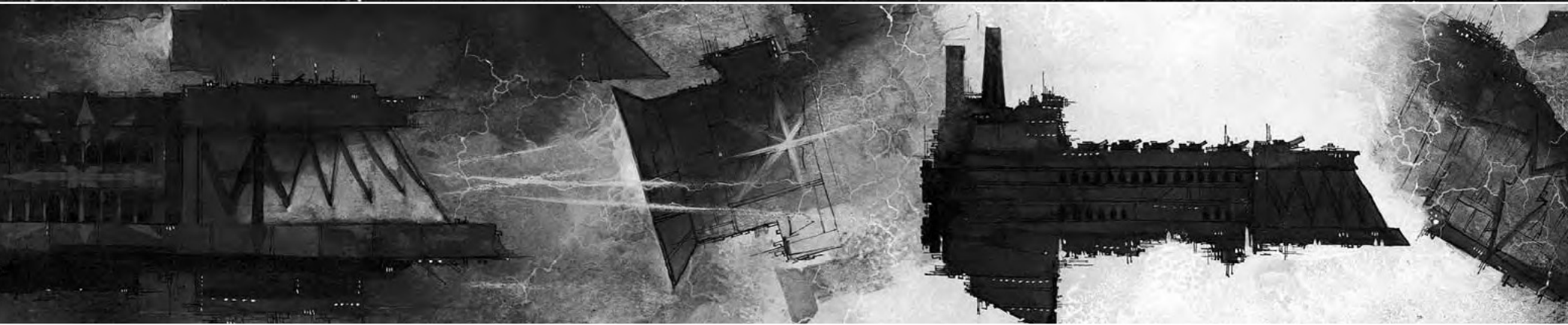
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# THE BATTLEFLEET GOTHIC: EXPANDED REVISED EDITION

## **What is BFG:XR?**

The Battlefleet Gothic: Expanded Revised Edition is an updated, visually remastered version of Plaxor and Afterimagedan's well known Battlefleet Gothic: Revised project. The aim of BFG:XR is to build and maintain a complete, unified rule set that is both easy for new players to learn and deep enough for veterans to enjoy. Note that this project was formerly known as the BFG 2015 Project, and some documents may still bear that name or refer to it in the text.

## **How are these rules made?**

The BFG:XR edition is a combination / update of the classic BFG v1.5 Rulebook, the unofficial FAQ 2010 Compendium, and the BFG:R faction fleet lists. I have carefully transcribed these documents into new, fully edited and reformatted documents that attempt to preserve the style and character of the classic BFG rules.

## **Who is responsible for BFG:XR?**

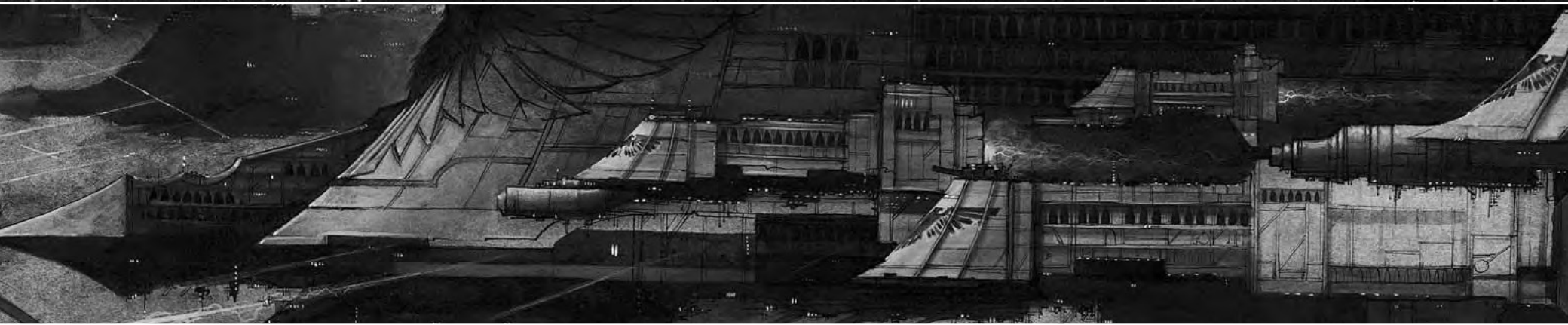
BFG:XR is a personal project of one user, Xcaliber (that's me), and is not directly endorsed by Games Workshop, Plaxor, Afterimagedan, or any other BFG authority. The contents of these documents, such as text, artwork, symbols, and so forth are the property of their respective creators - I have only made relatively small changes to the formatting and rules where necessary to improve readability and clarity.

## **I found a typo or mistake, what should I do?**

Any questions, concerns, or comments about the BFG:XR project may be submitted online at the Specialist Arms Forums, under the Battlefleet Gothic heading. You may also reach the author (me) directly by email at [BattlefleetGothic2015@gmail.com](mailto:BattlefleetGothic2015@gmail.com).

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# INTRODUCTION



**Welcome to Battlefleet Gothic, the game of spaceship combat set during the Gothic War and beyond in the 41st millennium: a grim time when the Imperium of Mankind battles for survival in a hostile galaxy. Battlefleet Gothic allows you to command fleets of warships in deadly combat among the stars, though whether as Mankind's saviour or its destroyer is up to you!**

*This book contains all the rules you need to play the game. Extra components, such as reference sheets, faction books, and templates can be found in the BFG:XR Complete Pack or online at the Specialist Arms forums. There you will find articles, links to the Warp Rift monthly magazine, Q&A threads, classic rules, and much more.*

*Although these rules were designed and produced by Games Workshop, the classic BFG game has sadly been discontinued. This document is 100% fan-made with the intent of keeping this wonderful franchise alive. It has been compiled from resources made available by Games Workshop and those found on the internet. No infringement of any kind is intended and all materials are the property of their respective owners. This project is not officially endorsed by the Specialist Arms forums and is merely the work of a single individual with far too much time on his hands.*

This first section of Battlefleet Gothic details the core rules of the game - the nuts 'n' bolts of how different ships move and fight in space. Later sections cover the history of the Gothic War (as well as other conflicts) and how to fight a series of battles as part of an ongoing campaign. You don't really need to have learned all of the following rules to start playing; in fact, if you try to learn everything at once, you may end up getting a bit confused. Very few games, especially if you're just starting out as a Battlefleet Gothic player, will involve all of the rules detailed over the entire book. Our advice is to have a quick look through the rules

once. You don't have to read every word, just get an idea of what's going on and where different rules can be found. After that, the best idea is to get stuck in and play a few games! As you come across situations that you're not sure how to deal with, look up the relevant section and read the rules as you are playing.

In particular, the sections on Unit Types, Leadership Tests, The Turn, The Movement Phase, The Shooting Phase, The Ordnance Phase, and The End Phase contain all the core rules you need to play and it is there you will find most of the information you'll need. If you start in this way you will find that you pick up the basic rules in a few games and will be able to play for much of the time using just the information on the quick-reference sheets.

As you introduce other elements into your games, such as squadrons and lumbering battleships, read through the appropriate rules to refresh your memory and refer to them during play.

This book is divided into five sections containing rules, advanced rules, battles to fight, background information, and details of how to prepare and run a campaign set in the 41st millennium. Note that for this digital edition, the sections have been divided into a few separate documents, for ease of reading on electronic devices.

**The Core Rules** give you rules for staging your own battles using miniatures and dice. Types of ships, leadership values, special orders, movement,

shooting, weaponry, and damage are all covered in this section.

**The Advanced Rules** introduce extra rules for things like ramming, boarding actions, ships fighting in squadrons, celestial phenomena on the battlefield, as well as how to use your fleet list to pick out your forces. Combined with the core section, these rules cover almost all of the regular gameplay mechanics in Battlefleet Gothic.

**The Scenarios Section** contains mission scenarios for you to fight and sub-plots to add extra spice to your games.

**The Gothic War & Beyond** details the history of the Gothic War and other infamous space conflicts across the galaxy.

**The Campaign Rules** tell you how to run an ongoing series of battles through the Gothic War (or any other conflict - feel free to make up your own) with rules for crews gaining experience, commanders winning (and losing) renown, repairs, refits, upgrades, and capturing star systems.

The very first part of this book, the bit you're reading now, is given over to discussing common conventions used in Battlefleet Gothic, including model scale, what you will need to play, and so on. Even if you are familiar with table-top wargames in general, you may find it useful to read over this section before going on to the rest of the book.

### WHAT YOU WILL NEED

As well as the Battlefleet Gothic rulebook, there are a number of other things you'll require to be able to play. For a start, you will need two or more players, with models to represent their ships. You will also need a battlefield to fight over. Any firm, level surface will do, such as a tabletop or area of floor - most kitchen tables will do fine! It's a good idea to use an old sheet or blanket to protect the table from scratches, however. Some players make a special gaming table from chipboard or other similar material, which they can place on top of a table to extend their playing area, as full-size games may need more space to allow ships enough room to maneuver. Onto this surface, you can then place the celestial objects around which the battle is

fought, such as planets, moons, asteroid fields, and dust clouds. You can find out more about fleets and the battlefield later on in this document.

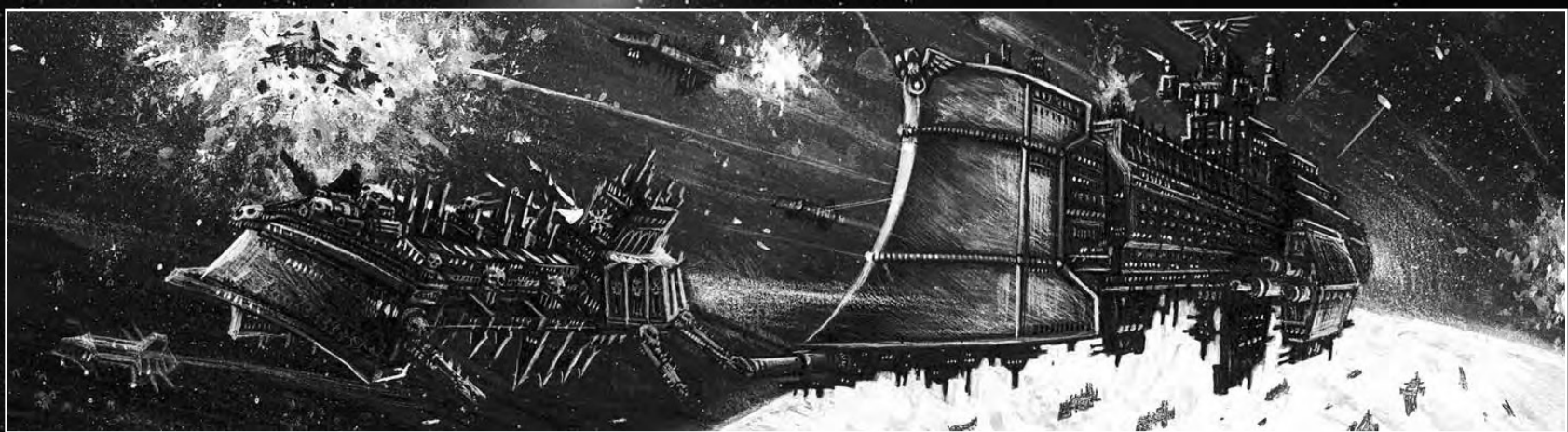
As well as players, ships, and a battlefield, there are a few more things you will need. At least one measuring device marked in centimeters, a few ordinary six-sided dice, plus a pen and paper for marking down damage and other details.

If you do not have the BFG boxed set, you will also need certain tokens, most of which can be found online and printed on sturdy paper. Some fully modeled markers can also be purchased if you want more cinematic battles.

### WHAT YOU WILL NEED



*Above are some of the items you will need to play Battlefleet Gothic - pens, paper, ordinary six-sided dice, special order dice, and some sort of measuring device (in centimeters). As well as these you will also need a tabletop on which to play your battles.*



**"**You are expected at all times and in all situations to conduct yourself in a manner appropriate to, and mindful of, the great duties and traditions of the Emperor's Most Glorious and Honourable Navy."

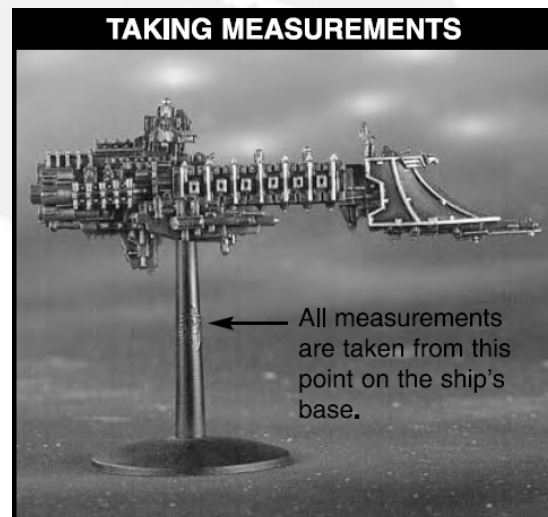
Opening line of the Imperial Navy Articles of War

## FIRST PRINCIPLES

At this early stage in the book it's worth establishing some initial principles about the Battlefleet Gothic game.

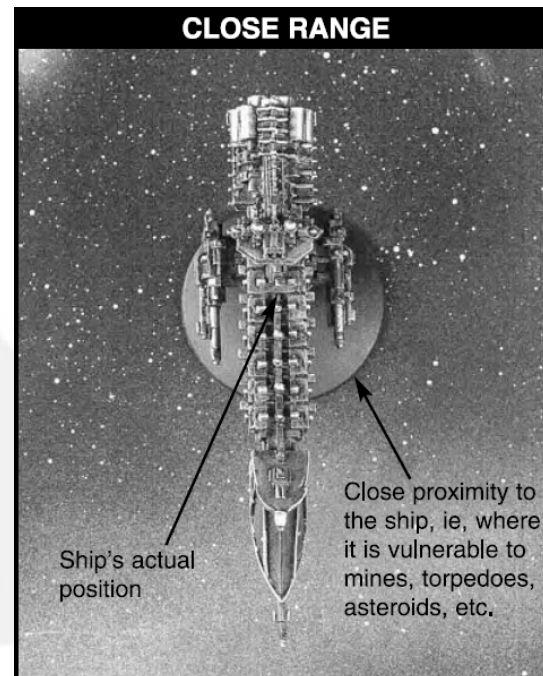
### SCALE

First of all - space is big! Very, very big. Take your conception of a long way (i.e. down to the shops when it's raining hard) and multiply it by a million, then another million... and then by another million and you're still not even close to how far apart things are in space. In order to include interesting and exciting features such as planets and moons on the battlefield and have ship models which are not the size of molecules, Battlefleet Gothic takes some liberties with scale. In short, the ship models are designed to look good and be nice to paint, but they are not intended to be in scale with planets and other celestial bodies. To prevent this becoming a problem in the game it is assumed that the ships actually occupy the point in space shown by the stem on the model's base. The diagram below demonstrates this principle on a model:



In keeping with this principle, movement distances are measured from the stem on the ship's base and distances for firing weapons (and other ship-to-ship effects) are measured from the stem of the ship's base to the stem of each target model. Players may always pre-measure these distances unless everyone agrees otherwise.

The base of a ship model represents close range around the ship. At this distance, all kinds of dangers can affect it, such as ordnance, explosions, asteroids, and even debris blasted off of the ship itself. For game purposes, if something affects an area of the battlefield, like ordnance markers or celestial phenomena, a ship is affected if its base comes into contact with it. The diagram below demonstrates this principle on an Imperial cruiser:



### 3D OR NOT 3D?

As well as being very big, space is also infinitely wide, high, deep, etc. Despite this, Battlefleet Gothic is played on a flat tabletop. To allow for the vagaries of three dimensions and the vast distances involved, ships can move and fire past each other without any risks. It's easy to imagine that individual ships are just a few hundred kilometers higher or lower than each other and so have plenty of clear space in which to maneuver.

The reason for the lack of 3D movement is twofold. Firstly, making the game work in three dimensions would add little to the tactics of it, because unlike aircraft combat, where the force of gravity means whoever is highest has an advantage, combat in the zero gravity of space would turn fighting in three dimensions into little more than a range modifier. Secondly, for the mechanics of the game, working in 3D would complicate the rules immensely.

### DICE ROLLS

There are lots of occasions in a battle when you have to roll dice to see how a ship's actions turn out - how effective shooting is, what damage is done to an enemy ship, how well captains and their crews react to the stress of battle, and so on.

All dice rolls in Battlefleet Gothic use standard six-sided dice (usually abbreviated as D6). Sometimes you will need to modify the result of the dice roll. This is noted as D6 plus or minus a number, such as D6+1 or D6-2. Roll the dice and add or subtract the number indicated to get the final result. Note that you will never 'take the negative of a negative' - for example, if an effect 'reduces a value by -3', that value is decreased by three points. Although this is not absolutely precise in mathematical terms, it is much more intuitive, practically speaking.

## INTRODUCTION



"The whole principle of naval fighting is to be free to go anywhere with every damned thing the Navy possesses."

-Captain Grenfeld of the *Hammer of Justice*

You may also be told to roll a number of dice together, which is written as 2D6, 3D6, and so on. Roll the indicated number of dice and add the scores together, so that with a 2D6 roll, two dice are rolled and added together for a result between 2 and 12, while 3D6 totals between 3 and 18, and so forth.

Other types of modifier may require you to multiply a dice score by a certain amount. This is applied directly, so D6x5 means the result of a D6 roll multiplied by 5, giving a value between 5 and 30.

Sometimes, a combination of these methods may be used. If this happens, add any dice together first, then multiply the result, and finally add or subtract any remaining modifiers. So 2D6+5 would yield 7-17, while 3D6x2 would yield 6-36!

In a few rare cases, you may be told to roll a D3. Since there's no such thing as three-sided dice, use the following method for determining a score between 1 and 3. Simply roll a D6 and halve the result, rounding up. So a result of 1-2 becomes '1', a result of 3-4 becomes '2', and a result of 5-6 becomes '3'.

### Re-rolls

In some situations the rules allow you to 're-roll' the dice. This is exactly as it sounds - pick up the dice you wish to re-roll and roll them again. The second score stands (and may not be re-rolled again by any means), even if it means a worse result than the first.

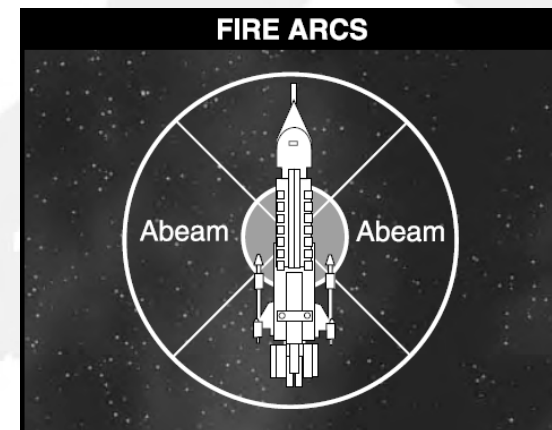


## THE BEARING COMPASS

A vital instrument in the game is the bearing compass, a circular card template with a hole punched through the middle. It is used for two purposes. Firstly to check the fire arcs of your own ships to see which weapons they can bring to bear against the enemy. Doing so is simple: place the template over your ship so that the hole in the center is above the center of the flying stand and the two arrows are pointing along the length of the ship. This places the 90° quadrants so that one is in front, one is behind, and one is to each side of the ship. Fire arcs and ship's gunnery are explained in more detail in the Shooting Phase section.

Secondly, it is used to find out what aspect a target is presenting to a ship firing at it. In this case the bearing compass is placed over the target in the same way as described previously. The aspect of the target is shown by which quadrant faces the attacking ship.

A diagram of these quadrants is shown below. For convenience, some players will mark them directly on a ship's base to speed up gameplay.



## UNIT TYPES

## INTRODUCTION

"There is nothing better that a man can do than lay down his life in the service of the Emperor."

Inscription at the top of the Gothic Monolith in the Chamber of Heroes

**Name:** All ships deserve a name! Well, except escorts maybe. Most ship data sheets include a list of famous vessels of the same class, so feel free to use those or make up your own.

**Class:** Ships are not all the same, so they are listed as belonging to a particular class. Different classes may be approximately the same in terms of size and weight but vary a lot in details. What is basically the same hull may carry different weapons, bigger engines, more or less armor, etc. Ships may even be converted from one class to another in the course of a major refit. The two ships shown on the previous page are a Lunar class Imperial Navy cruiser and a Murder class Chaos cruiser. You will notice that while they are the same type, their actual characteristics are quite different.

**Leadership:** A ship's leadership value indicates the level of experience and training of its crew, and/or how cunning its captain can be in the heat of combat. In a one-off game of Battlefleet Gothic, the leadership value of ships is randomly generated at the start of the game. If the ship fights in an ongoing campaign, then its leadership value can improve or worsen depending on how well the ship performs in each of its battles.

**Type/Hits:** A unit's type tells you if it is a battleship, cruiser, escort, satellite defense, or ground facility. Its number of hits indicates how tough and strongly built its hull is and how large a crew it has. In Battlefleet Gothic, a ship's Hits (also referred to as damage points) represent how many times it can be hit and damaged before it is reduced to a flaming wreck. Both cruisers in our example have 8 hits, which is average for a cruiser.

**Speed:** The Speed characteristic tells you how far a ship moves in one turn. Vessels can potentially move faster than this but the additional power output needed will divert energy from weapon systems. The Chaos cruiser has a slight edge over the Imperial one in terms of speed, which gives it an important advantage in combat.

**Turns:** Ships can usually turn just once during their move. This characteristic shows how sharply it can turn. In this case both ships can turn up to 45°, which again is about average for cruisers.

**Shields:** Nearly all ships are protected by powerful force field generators that can absorb or shunt aside incoming hits. Shields are rated according to how many hits they can absorb before they temporarily collapse. Both the ships shown have shields capable of absorbing two hits.

**Armor:** The ship's Armor rating shows how well protected it is and/or how difficult it is to damage. When the ship is fired upon, the attacker needs to roll equal or better than its Armor rating on a D6 in order to score a hit. The Chaos cruiser has Armor of 5+ all around, while the Imperial cruiser has an armored prow which makes it Armor 6+ against shots from its front

**Turrets:** In addition to their main armament, most ships carry numerous small, quick-firing turrets. These are mounted over the length of their hull to shoot down incoming torpedoes and attack craft. Both cruisers mount enough of these weapons to have a Turrets rating of 2.

**Armament:** This section lists the ship's primary armaments and their locations on the vessel's hull.

**Range/Speed:** The maximum range of weapons is shown in centimeters. In the case of ordnance weapons which move towards their target, such as torpedoes or fighters, the speed and/or type of the weapon's ordnance is shown rather than its maximum range. As you can see, the Lunar class cruiser mounts more weapon systems than the Murder class, but they all have a shorter range.

**Firepower/Strength:** This number represents how effective a weapons system is when it shoots - the higher the number the better. Special weapons systems like torpedoes and lances have a strength rating instead of a firepower value. In this case the greater firepower of the Murder class is counter-balanced by the lances and torpedoes of the Imperial ship.

**Fire Arc:** Weapon systems may only fire in particular directions depending on where they are mounted on the ship. These arcs correspond to their respective quadrants described in the rules for the bearing compass. Both the cruisers shown mount most of their weaponry in broadsides on either side of the ship. Few vessels mount any rear-facing weapons - their engines are too massive and the thermal 'backwash' they create makes targeting almost impossible.

+++INCOMING.ORDERS+++FLEET.TO.ASSEMBLE.AT.GRID.586/A.[GETHSEMANE]+++LORD.RAVENSBURG.COMMANDING.DIVINE.  
RIGHT+++BATTLEGROUP.FEROCIUS.TO.ATTEND+++BATTLEGROUP.IMPETUOUS.TO.ATTEND+++PATROL.FLEET.ERINYES.  
TO.ATTEND+++OPERATION:TOTAL.ERADICATION.OF.ENEMY.FORCES.BY.ALL.MEANS.NECESSARY+++MAY.THE.EMPEROR.GUIDE.YOUR.GUNS+++  
+++BY.YOUR.COMMAND+++PRAISE.THE.EMPEROR+++

# LEADERSHIP

"A magnificent ship, no doubt, but I would rather have a crew who knew their airlaps from their transons."

-Admiral Rath

Even the very smallest of stellar craft is a marvel of engineering, packed with machinery and technology of the highest sophistication. The truly massive interstellar warships are almost impossible to comprehend in their complexity, with thousands of crew members performing millions of tasks to keep the whole vessel in working order. It is said that no single man could fully understand all of the machinery and systems that work together to make such a vessel function. Nonetheless, it is ultimately the captain and crew who will determine how well a ship performs in combat. A ship under the command of an inspiring captain with a dedicated, well-trained crew can defeat almost any enemy.

In Battlefleet Gothic, the expertise of a captain and his (or her) crew is shown by the ship's leadership value: the higher it is, the better the captain and crew. Leadership is very important, because ships must test against this value if they wish to use special orders.

## STARTING LEADERSHIP VALUES

As mentioned earlier, in one-off games you roll a D6 to determine each ship's leadership value before the start of the game. Look up the result of the dice roll on the table below to see what Leadership value the ship has. Escorts roll once per squadron,

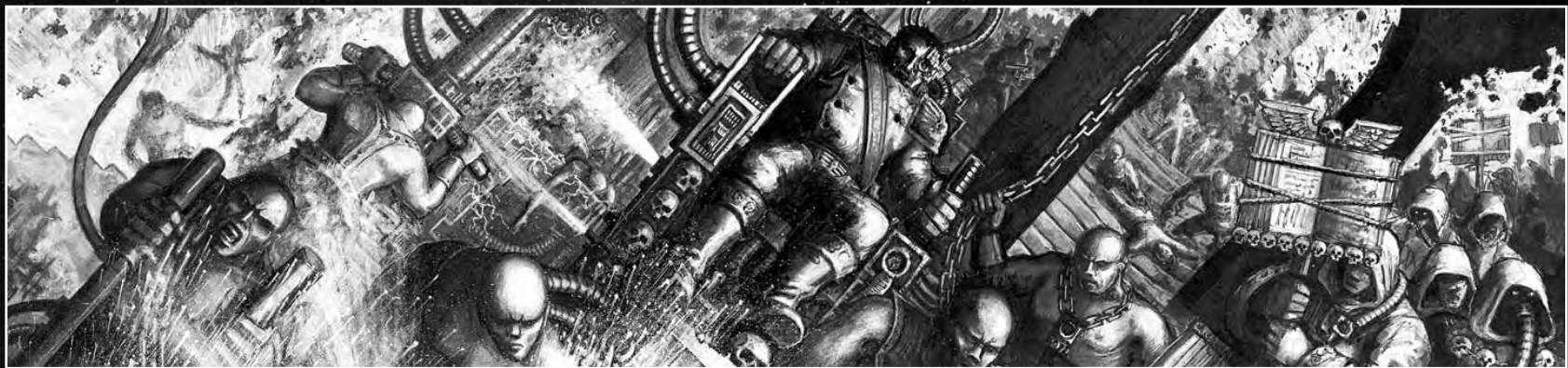
| D6 ROLL | LEADERSHIP        |
|---------|-------------------|
| 1       | Untried (Ld6)     |
| 2-3     | Experienced (Ld7) |
| 4-5     | Veteran (Ld8)     |
| 6       | Crack (Ld9)       |

with the whole squadron sharing the value rolled. Each capital ship rolls individually for leadership, even if it is part of a squadron. The complete rules for squadrons are detailed later, so don't worry too much about it right now.

## LEADERSHIP MODIFIERS

During a game, various modifiers may be applied to your ships that may increase or decrease their leadership value. However, under no circumstances can a ship's leadership be modified higher than 10 after taking all bonuses and penalties into account. In effect, a leadership check roll of 11 or 12 always fails unless specifically stated otherwise.

If a ship is reduced to leadership 1 or less, it cannot voluntarily attempt special orders or leadership tests of any kind unless some combination of effects brings it to leadership 2 or greater. If forced to take a leadership test with leadership 1 or less, the ship automatically fails. Note that a ship's leadership value cannot be reduced below zero.



"The Emperor is master of the galaxy, but the captain is master of his ship."

Popular Imperial Navy saying

## SPECIAL ORDERS

There are six different special orders that a ship may use, each one allowing the vessel to perform better at something, such as gunnery or navigation, during its turn. A ship or squadron may only ever be on one special order at a time, unless specifically stated otherwise in its special rules.

Special orders are declared during the movement phase by choosing a vessel or squadron, declaring the order, resolving the associated command check, then moving the ship or squadron. You must resolve this process completely, including any movement, before continuing with the next ship or squadron.



**All Ahead Full:** A ship going *All Ahead Full* directs more power to its engines to produce an extra burst of speed, gaining additional movement distance (allowing it to either escape or close with the enemy) at the cost of its weapons' effectiveness.



**Come to New Heading:** The ship diverts power to its directional control thrusters in order to change course more sharply, allowing the vessel to turn twice during its movement phase, at the cost of its weapons' effectiveness.



**Burn Retros:** The ship directs additional energy into its retro thrusters in order to kill some of its forward momentum and hold position. Again, this impairs the vessel's ability to bring its weapons to bear against enemy targets.



**Lock On:** The ship maintains a steady course and draws additional energy from its engines to fire its weapons in multiple salvos. A vessel that is locked on cannot turn, but improves its shooting effectiveness dramatically.



**Reload Ordnance:** Each time a ship deploys ordnance, it must 'reload' its launch bays, torpedo tubes, and so on before it can deploy another wave or salvo. To do this, a vessel must successfully use the Reload Ordnance special order. As this does not drain weapon or engine power, the ship's movement and shooting effectiveness remains unchanged.



**Brace for Impact!** This order is unique in that it can only be used during the ordnance phase or during an opponent's turn (usually when a particularly deadly salvo is about to strike the ship), and may be used even if the ship is already on special orders. Power from systems is redirected to shields, blast doors, and other defenses, while the crew hunkers down at their stations. The vessel gains a saving throw against incoming hits at the cost of reducing its combat effectiveness and preventing it from using any other special orders for a full turn.

Complete descriptions for each of these special orders can be found in the appropriate sections of the core rules. Furthermore, a simplified summary can be found on the next page and on the Battlefleet Gothic quick-reference sheet.

## COMMAND CHECKS

In the midst of battle a captain may order his ships to perform special maneuvers or direct more of his ship's power to weapons or engines. However, a vessel's crew is never perfect; miscommunication, mistakes, and slow response can prevent a ship from enacting its captain's orders exactly as instructed.

To represent this uncertainty, a vessel undertaking special orders must first pass a *Command check*. A command check is resolved by rolling 2D6 and comparing the result to the ship's leadership (Ld). If the roll is equal to or less than the ship's Ld value, it has passed the check and goes onto special orders. Other than *Brace for Impact*, all special orders last until the start of the vessel's next turn.

If the roll is higher than the ship's Ld value, it fails the check and may not go onto special orders. Furthermore, once you have failed a command check for one ship in your fleet, you may not make *any* further command checks to use special orders in the same turn. It can be imagined that the delays and confusion in trying to get that particular ship to perform special orders means that the opportunity has passed for any further orders to be issued.

With all special orders except *Brace for Impact* you must attempt the command check in the movement phase, before moving. Remember that a ship must then resolve any required movement immediately, and no ship may be on multiple special orders at the same time unless specifically stated in its special rules. However, there is no restriction on how many ships and/or squadrons in your fleet may be on special orders at one time. Of course, you may find that sometimes you do not want any ships in your fleet to go onto special orders.

If your fleet has access to special rules that grant the ability to automatically pass a command check, such abilities may only be used *before* a command check is failed unless specifically stated otherwise.

"He who seizes the moment, he is the right man."

—Fleet Admiral Hawke

## INTRODUCTION

### MOVEMENT SPECIAL ORDERS



#### ALL AHEAD FULL

*Increases the ship's movement speed.*

**Speed:** Full + 4D6cm

**Turns:** None

**Shooting:** Half effect

**Ordnance:** Full effect

**Notes:** The vessel must move the maximum distance. Squadrons roll once, applying the same speed bonus to every member.



#### COME TO NEW HEADING

*Increases the ship's maneuverability.*

**Speed:** Half to full

**Turns:** Up to two

**Shooting:** Half effect

**Ordnance:** Full effect

**Notes:** The ship must still move the minimum distance before each turn.



#### BURN RETROS

*Slows the ship's forward movement.*

**Speed:** Zero to half

**Turns:** Up to one

**Shooting:** Half effect

**Ordnance:** Full effect

**Notes:** The vessel does not need to move forward before turning.

### COMBAT SPECIAL ORDERS



#### LOCK ON

*Improves the vessel's shooting capabilities.*

**Speed:** Half to full

**Turns:** None

**Shooting:** Full effect + Re-roll to-hit with lance and gunnery weapons

**Ordnance:** Full effect

**Notes:** None.



#### RELOAD ORDNANCE

*Replenishes the vessel's available ordnance.*

**Speed:** Half to full

**Turns:** Up to one

**Shooting:** Full effect

**Ordnance:** Full effect + All ordnance reloaded

**Notes:** None.



#### BRACE FOR IMPACT

*Protects the ship from incoming damage.*

**Speed:** Half to full

**Turns:** Up to one

**Shooting:** Half effect

**Ordnance:** Half effect

**Notes:** Used in ordnance phase or on opponents turn, replacing any special orders the ship already has. Provides a 4+ save against incoming hull hits. Lasts until the end of the ship's next turn.

### Command Check Modifiers

Some circumstances will make it easier or harder for a vessel to use special orders. To represent this, there are two modifiers that can apply to command checks, one positive and one negative. Remember that these modifiers cannot increase a vessel's Ld value above 10 or below zero.

#### Under Fire (-1Ld)

If a ship has blast markers in contact with its base, it is under fire and suffers a -1 penalty to its leadership value when attempting command checks. Blast markers are special tokens that represent shield impacts, debris clouds, and other impediments to calm and orderly ship operations. Don't worry too much about them for now; the complete rules for blast markers will be more fully described in the Shooting section of the rules.

#### Enemy Contacts (+1Ld)

Enemy ships operating under special orders create a variety of anomalous energy readings and sensor echoes. This makes it much easier for enemy ships to detect them and react quickly. For this reason, a vessel gains a +1 bonus to its leadership value when attempting command checks if any enemy ships are on special orders.

*For example: The Imperial cruiser Agrippa (Ld7) wants to use All Ahead Full orders to catch up with the Chaos cruiser Unclean, which used Lock On orders on its last turn. Rolling 2D6 the Imperial player scores a total of 8, which would normally be a failing result. However, because the enemy is on special orders, the Agrippa's leadership gains a +1 bonus, bringing it to Ld8. As a result, the Imperial cruiser passes its command check.*

#### Other Leadership Tests

Sometimes, a ship will need to test against its Ld value for something other than a command check, such as changing target priority, ramming an enemy vessel, or navigating an asteroid field. In such cases this test represents the captain and crew's ability to succeed in a courageous or difficult undertaking.

A leadership test is taken just like a command check, by rolling 2D6 and comparing the result to the vessel's Ld value. A ship may attempt multiple leadership tests each turn, and may do so even if a command check has been failed earlier in the turn. However, remember that a ship cannot attempt the same test more than once. Furthermore, the *Under Fire* and *Enemy Contacts* modifiers do not apply to leadership tests, although other Ld modifiers may apply as described in the relevant special rules.

# THE TURN

**A game of Battlefleet Gothic is unlike many other games such as chess or draughts where you only move one piece at a time. A tremendous amount of action takes place in a real battle: ships maneuver and fire at each other, fighters and bombers are launched in vast waves, and skyscraper-sized torpedoes scream towards their targets.**

In a real battle, this all happens at once amidst the chaos of space combat. A Battlefleet Gothic game represents the ebb and flow of battle, but in order for us to decide its outcome, players must alternate taking turns, moving, and fighting with their ships. So in a battle, player A will move and fight with his ships first, then player B will move and fight, and then player A will move and fight again, etc.

During his or her turn, a player can move and fight with all of his or her ships. For convenience, moving and shooting are dealt with one after the other. This means that you move all your ships first and then all your ships (that are able to do so) may fire. This helps everyone keep track of what's going on and makes it easier to know when each player's actions are finished.

In a turn the player performs his actions in the appropriate phases - the move, shoot and ordnance phases to be precise. Exactly what happens in each phase is described later.

## WHO GETS THE FIRST TURN?

Which player gets the first turn of the game can be determined in a number of different ways. Normally both players roll a D6 and the player with the highest score can decide to move either first or second. Sometimes the scenario you are fighting will decide it for you. For example, in an ambush the attacking side will always get the first turn.

## ENDING THE BATTLE

A battle can end in a number of different ways. Most commonly in Battlefleet Gothic, fighting continues until either one side surrenders, or has no ships remaining on the tabletop.

However, in certain kinds of battles, players might be able to win a 'sudden death' victory which ends the game immediately, such as if they destroy the enemy flagship and so on. Alternatively you might decide to end a battle at a preset time if you only have a limited amount of time to play in. Fighting,

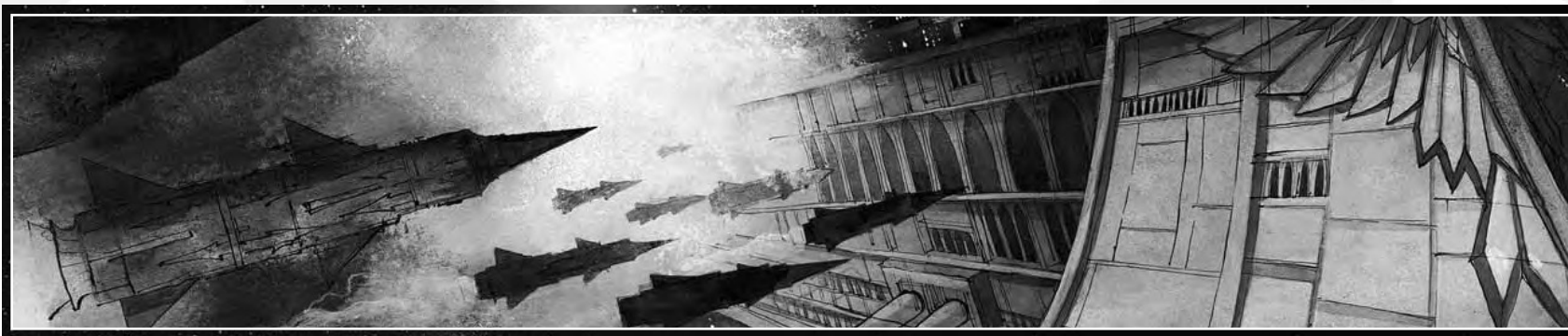
winning, and (sometimes) losing all sorts of different battles are topics covered in more detail in the Scenarios section.

## EXCEPTIONS

There are times when a player will perform certain actions when it is not their turn, such as *Bracing for Impact*, for example. It may also be convenient to interrupt a player's turn because of some event occurring, such as an enemy ship being detected. The thing to remember is that the turn sequence will always continue after the interruption as normal.

## GAME TURNS

Occasionally, you will see the term *game turn* used in special rules or scenarios. A game turn consists of both player turns - so a battle which lasts eight game turns consists of sixteen player turns. When this term is not used, it is always assumed that a rule is referring to a single player's turn.



# TURN SEQUENCE

## 1. THE MOVEMENT PHASE

This is when a player moves his or her ships.

The player begins by removing any special order dice placed on his or her ships' last turn (except for ships on *Brace for Impact* orders. They are stuck with them for this turn).

Next, the player moves his ships and squadrons one at a time. In this phase he may also take command checks to institute special orders before moving a ship or squadron. Remember that if any command check, is failed no further checks may be attempted in the same turn.

Note that ships must always move at least half their speed unless they wish to use the *Burn Retros* special orders in order to hold position. See the Movement rules for more details about how to move your ships.

## 2. THE SHOOTING PHASE

This is when a player fires his or her ships' weapons and/or launches their ordnance.

The player can shoot with any of his or her ships that are within range of enemy vessels, and launch ordnance at the end of the phase. See the Shooting rules for more details about how to resolve shooting.

## 3. THE ORDNANCE PHASE

Both players may move any Ordnance markers (such as torpedoes or fighter squadrons) which were launched in the shooting phase or are still on the tabletop, having been launched in a previous turn. See the Ordnance rules for more details.

## 4. THE END PHASE

Both players may attempt to repair critical damage which has been inflicted on their ships: D6 blast markers are also removed by the player whose turn it is. See the End Phase rules for more about repairs, removing blast markers, and other End-phase actions.



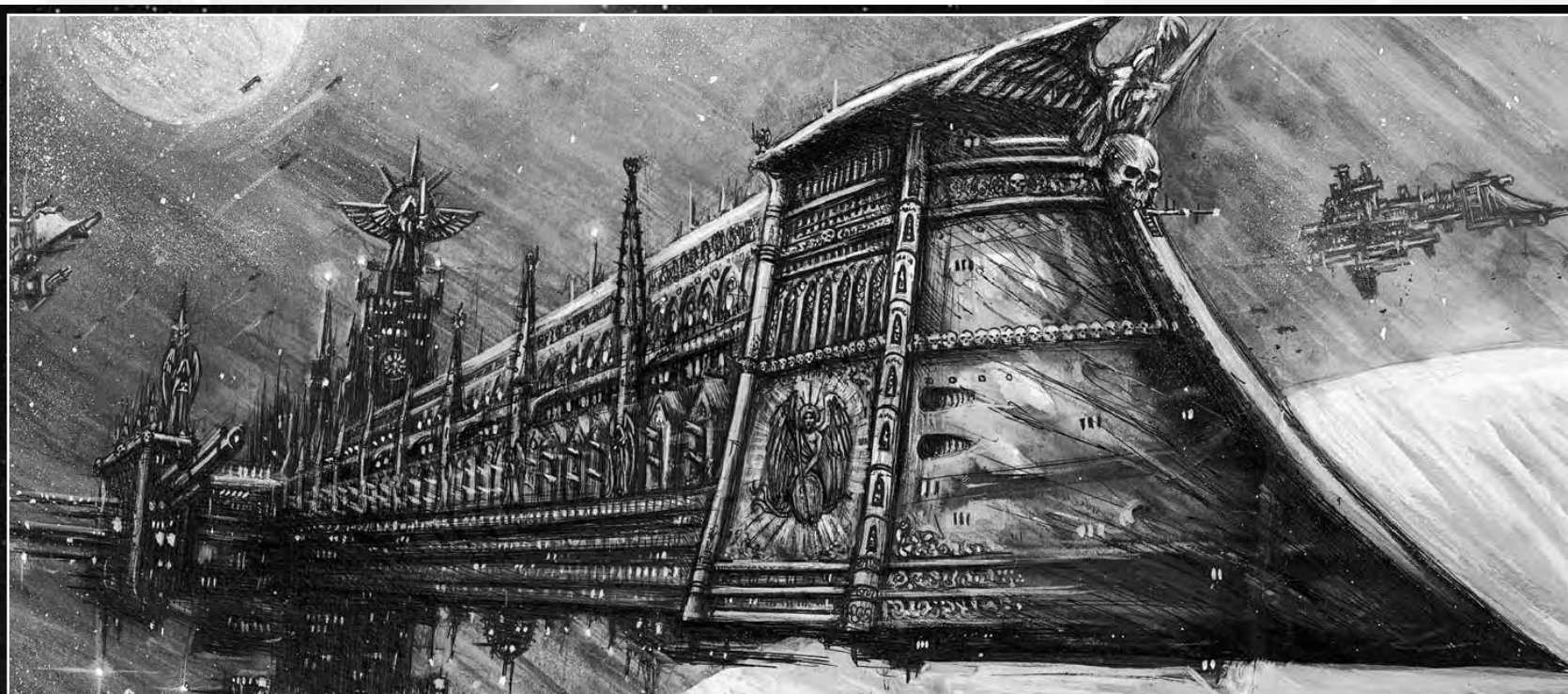
"**W**ith the blood of an enemy shall the marks be made upon the missile. Then bless the missile and present unto the mounting. Say the prayer of firing and curse the target. Do this rapidly lest the wrath of the weapon be wasted. Point the eye of the weapon so that it may see the object of its wrath. When the weapon has uttered its curse and eaten the soul of its victim, then shall you take up the next missile..."

Imperial Rite of Firing

# THE MOVEMENT PHASE



During the movement phase, vessels maneuver into position to begin battle. Moving your battlefleet into the right position to rain destruction upon your opponent is vital — some ships need to keep their distance while others need to come to grips at close quarters. The movement phase is filled with opportunities. By moving your ships you can surround a target and destroy it, smash through the heart of an opposing fleet, lurk behind planets and moons, flee from powerful enemies, even set traps to lure unwary foes to their destruction. A wise admiral can achieve all this and more in the movement phase.



"The Imperium! How mighty its aspect! How far-reaching its boundaries! As one world dies ten more are brought into the fold. Fear us, for we count the lives of planets, not men!"

Cardinal Morius Blate

## BASIC MOVES

A player may move each ship up to its standard move distance each turn. Once a ship has completed its movement, the player selects another and moves that one, and so on until all of his or her ships have moved. This can be summarized as:

1. Choose one of your ships to move.
2. Move the ship up to its maximum move distance.
3. Choose another ship to move.

At no time do ships count as moving simultaneously (even if part of a squadron), and must always be moved one at a time, in any order desired by the owning player.

Normally, a ship must move unless it uses the *Burn Retros* special order to remain stationary. A ship that does not move at least 5cm (for any reason) counts as Defenses against the Gunnery Table. See the Shooting rules for more details.

### MOVE DISTANCE

Ships are pushed through the firmament by the most powerful engines anywhere in the galaxy. In space combat, the thrust available to a vessel can mean the difference between survival and destruction.

All ships can move at up to their normal speed. Speed varies from one ship to another, but by way of example, an Imperial Lunar class cruiser has a speed of 20cm.

A vessel's normal move may be increased or decreased by the *All Ahead Full* and *Burn Retros* special orders, respectively, as described on the next page. A vessel's move can also be decreased in some circumstances during a battle. Damage to the ship may inhibit the efficiency of its engines and reduce its top speed, and a ship which moves through blast markers will be slowed slightly by the shockwaves and explosions.

### Minimum Move Distance

Ships moving under engines retain enormous amounts of momentum. If a vessel slows down without the correct preparations, it is so big that there is a very real chance that its structure will be damaged because the whole of its vast length isn't moving at the same speed. Because of this, ships must always move at least half of their speed unless they use the *Burn Retros* special order. Ships who are unable to move half their speed (due to damage, blast markers, and so forth) must move the maximum possible distance instead.

### Overlapping Bases

As ships are able to fly over or under one another, it is possible to "stack" ships (such that their bases overlap or take up the same space) during a game. When ships' bases overlap, it is common practice to remove the models from their flying stems. To keep things clear, it is usually best to have a few stemless flying bases around with a straight line draw from the central hole to the bases edge to indicate direction, which maybe used in place of an overlapping ship. If desired, numbered contact markers can be used for this as well. As a rule, ships should only be stacked or overlap as an unavoidable consequence of movement or to attain a particular shooting solution, and should not otherwise do so solely because it is allowed.

### TURNING

The bigger a ship, the slower it will turn. While light escort ships are quite agile, larger cruisers are ponderous beasts. The time lag between a cruiser applying thrust and turning is considerable. Battleships take even longer to maneuver.

When ships move they have to travel in a straight line, directly ahead. However, ships may make one turn as part of their movement unless they are using special orders which prevent them from doing so.

A ship can turn by a maximum of either 45° or 90°; how sharp a turn it can make is included in the ship's characteristics. A ship can only count forward movement made in the current movement phase as part of its minimum movement before turning. By way of example, the Imperial Lunar class cruiser is able to make turns of up to 45°.

Large ships have to move a certain distance before they are allowed to make a turn. The distance they must travel depends on their type:

- *A battleship must move 15cm before it can execute a turn.*
- *A cruiser must move 10cm before it can execute a turn.*
- *An escort ship can execute a turn at any point in its move.*

"His great art was to be in the right place at the right time - others were not so cunning."

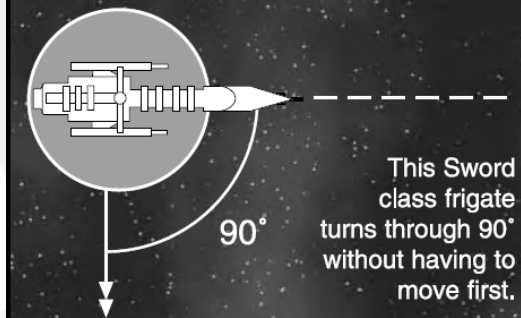
-Captain Compel Bast  
of Lord Admiral Ravensburg

"Blessed be the coruscating plasma of the engine room. Spiritus Mechanicus protect us from thy burning doom. Harness unto our will the power of light. Let conduit and coil work alright."

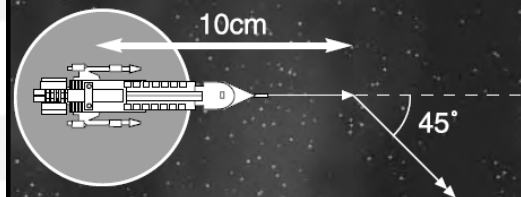
-Catechism of the Engin-near

## THE MOVEMENT PHASE

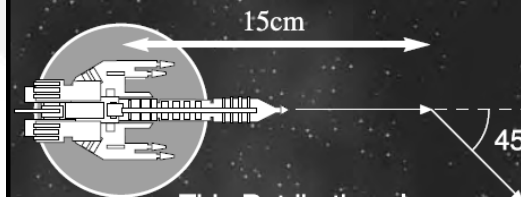
### BASIC TURNING 1



### BASIC TURNING 2



### BASIC TURNING 3



## MOVEMENT ORDERS

The three special orders which can affect a ship's movement are described below. *All Ahead Full* improves a vessel's speed, *Burn Retros* slows a vessel's forward momentum, and *Come to New Heading* doubles a ship's maneuverability. Learning when and how to use these orders effectively is a crucial part of playing Battlefleet Gothic.



**All Ahead Full:** If the ship passes its command check, it adds 4D6cm to its movement speed and must move this full distance. In the case of squadrons, only one roll is made and the amount is added to the speed of every ship in the squadron. A vessel on *All Ahead Full* special orders may not turn at all, and halves the firepower and strength of its weapons batteries and lances, respectively (rounding up).

Note that if a squadron includes ships which roll a different number of dice for *All Ahead Full* orders, roll once using the largest number of allowed D6 in the squadron. Ships which would roll less than this number use the highest results scored, up to their allowed number of dice. For example, a vessel

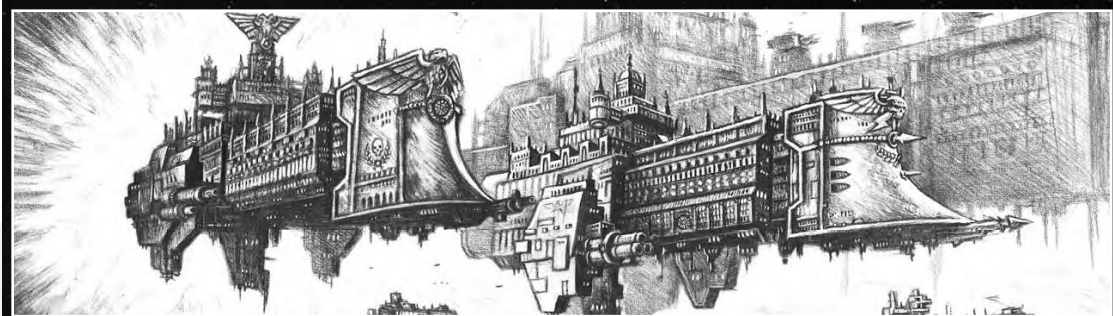
which only rolls 2D6 would use the highest two results of the 4D6 rolled for its squadron.



**Burn Retros:** If the ship passes its command check, it is not required to move a minimum distance, nor is it required to move before turning, and it may even remain stationary if desired. However, a ship on *Burn Retros* special orders may not move more than half its cruising speed. The vessel also halves the firepower and strength of its weapons batteries and lances, respectively (rounding up).



**Come to New Heading:** If the ship passes its command check, it may make an extra turn during its movement. All of the normal restrictions apply to this extra turn, meaning a capital ship must move its minimum turning distance again before making its second turn. For example, a cruiser which moves 10cm before turning must move another 10cm before turning again. A vessel on *Come to New Heading* special orders halves the firepower and strength of its weapons batteries and lances, respectively (rounding up).



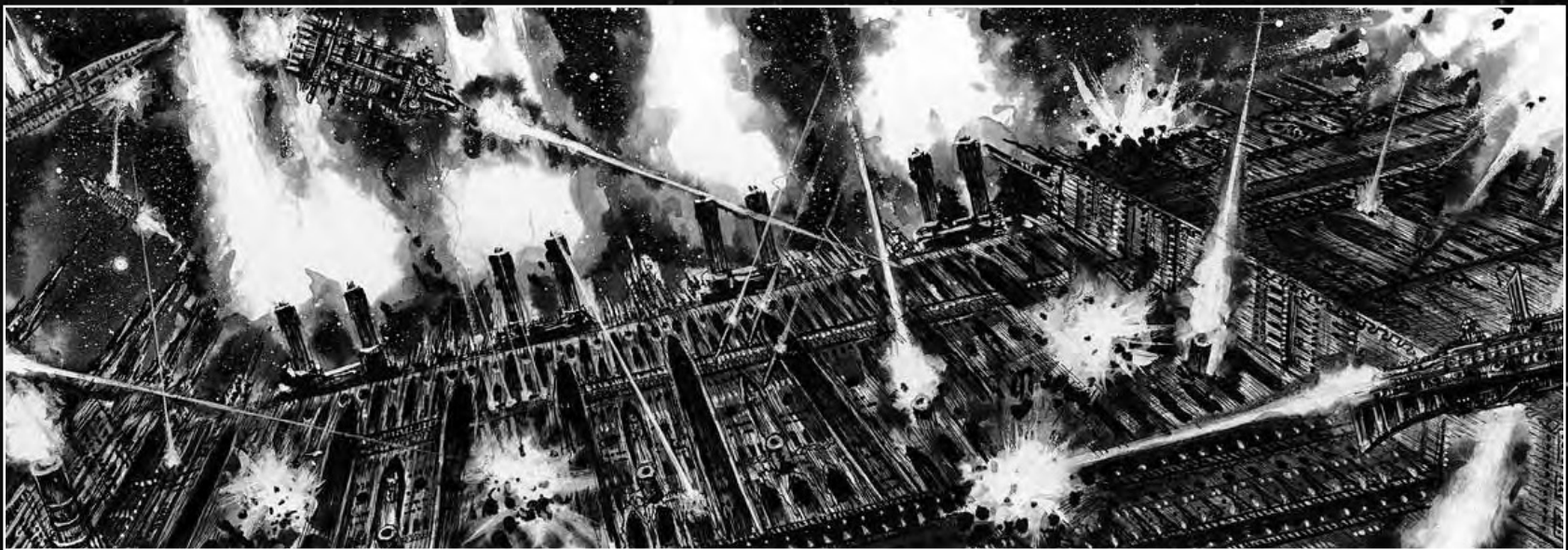
"The warp is a vital tool to us, a means of communication and transport. Without it, there would be no Imperium of Man, for there would be no quick bridges between the stars. We use it, and we harness it, but we have no absolute control over it. It is a wild thing that tolerates our presence, but brooks no mastery. There is power in the warp, fundamental power, not good, nor evil, but elemental and anathema to us. It is a tool we use at our own risk."

The Arch-traitor, Horus Lupercal

# THE SHOOTING PHASE



In the shooting phase, your ships get to unleash their weaponry against the enemy. The attacks that ships make are divided into two sorts: direct firing and ordnance attacks. Direct fire attacks include weapons such as lasers, fusion beams and plasma launchers which when fired hit almost immediately, even across tens of thousands of kilometers. Ordnance attacks include torpedoes and fighters, which are launched during the shooting phase but are not resolved until they hit their target in a subsequent ordnance phase.



"The Incendrius shuddered as the fire from our gun-decks continued. Broadside after broadside was leveled into the grand cruiser's prow, smashing through her shields and making a ruin of her bow armor. The enemy tried to turn sharply to bring her own batteries to bear, but Captain Grendl was expecting this and we moved with them, still pouring a torrent of plasma into the twisted and wrecked prow. Flames were licking along the port side of the traitor's hull now, as ruptures in her armor sent pressurized air flooding into the ether, ignited by the plasma bolts that were continually raining down."

Excerpt from the log of Third Lieutenant Brass on the destruction of the *Bringer of Despair* by the *Incendrius*

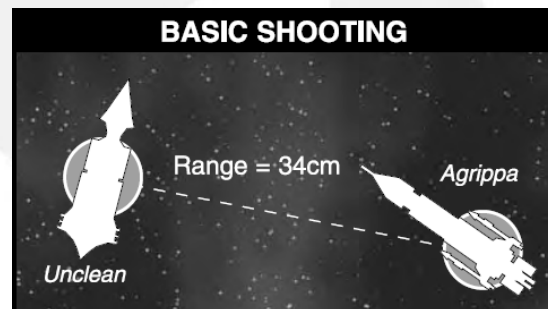
## DIRECT FIRE

Direct firing uses a ship's weapons batteries, lances and nova cannon. A player can make direct fire attacks with each of his or her ships during the turn. In order to make direct fire attacks, the firing ship must have at least some weapons within range and fire arc of the enemy. Once one ship has done all its firing, the player selects another and fires that one and so on until the player has fired all of the ships he or she wants to. This can be summarized as:

1. Choose a ship to fire.
2. Check the ship has targets within range.
3. Check the ship has weapons within fire arc of the target.
4. Resolve firing.
5. Choose another ship to fire.

## RANGE

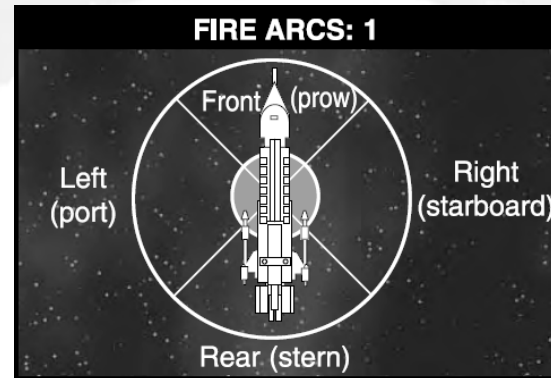
Measure the range from the firing ship to the target vessel. Then look up the range of the firing ship's weapons on its characteristics: any weapons which are out of range may not fire. Because ships vary immensely in size and shape, we use the stems of the models' bases as a pair of convenient center points for checking range.



In the example above, the Unclean is firing on the Agrippa. The Unclean is 34cm away so its weapon batteries (Range 45cm) are within range. Remember that you may always pre-measure the range of your weapons before firing.

## FIRE ARCS

Weapons have a limited field of fire depending on where they are mounted on the vessel. The different fire arcs are: front, left, right and rear.



A weapons system must have a target within its fire arc in order to be fired.



The Unclean has the Agrippa in its right fire arc, so it may fire at it with any of its weapons which can be brought to bear in that arc.

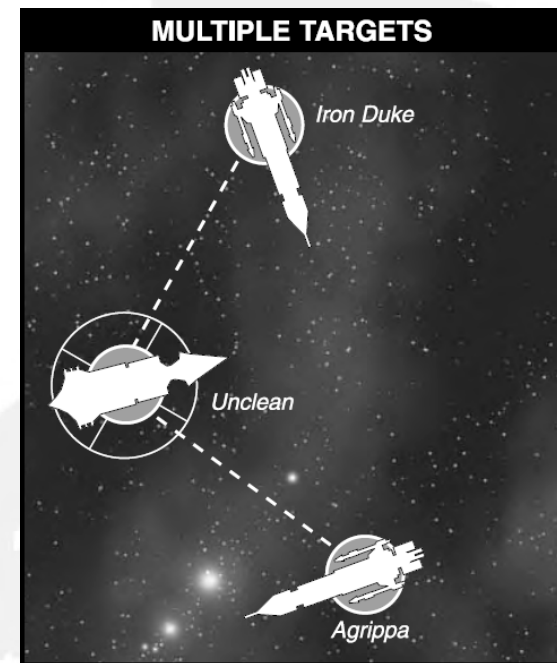
Some weapons can shoot in more than one fire arc. For example, most dorsal weaponry can be fired left, front, or right. Some weapons can even fire all round. Other weapons may have an area-of-effect that is not directed at a particular target, instead affecting everything around the firing vessel. If the line of fire is between two arcs, the attacking player gets to choose which arc to use for that phase. This applies to both shooting and target orientation.

## TARGET PRIORITY

Enemies at close range pose a much greater threat than those thousands of kilometers away, so a ship will typically focus its attention on the nearest enemy ship or squadron.

Normally, each weapon that a ship chooses to fire must target the nearest enemy within its firing arc. However, if the ship passes a leadership test (also called a target priority test), its weapons may be fired at any targets within range and firing arc.

A vessel firing at enemy ships and defenses may ignore enemy ordnance markers when determining the nearest enemy and vice versa for ships firing at enemy ordnance.



Here, the Unclean may fire its left weaponry against the Iron Duke and its right weaponry against the Agrippa.

## THE SHOOTING PHASE

"Rake 'em across the prow from close range! They'll not forget that in a hurry."

-Captain Grenfield

### DIRECT FIRING: LANCES

Lances are incredibly high-powered energy weapons that are capable of burning straight through an armored hull or cutting an escort ship in two. On Imperial and Chaos ships, lances are usually mounted in huge turrets with quad or triple energy projectors that focus into a concentrated beam of destruction.

#### Lance Rules

If a lance weapon system is within range and fire arc of the target simply roll 1D6 per point of lance strength. Any dice which score a 4, 5 or 6 hit the target regardless of the target's Armor value and cause 1 damage point. Ships that pass a target priority test may split the strength of their lance weapons between multiple targets in a given fire arc. Naturally, a ship must have lance strength of 2 or greater (after any modifiers) in order to split fire this way.

*For example, the Agrippa has Strength 2 lances. If the vessel were to fire them, it would roll 2D6 and score one hit for each dice which rolled a 4 or more.*

### DIRECT FIRING: WEAPONS BATTERIES

Weapons batteries form the main armament for most warships, and as a result most hulls are pock-marked by innumerable gun ports and weapon housings. Each battery consists of rank upon rank of weapons: plasma projectors, laser cannons, missile launchers, rail guns, fusion beamers and graviton pulsars. Weapons batteries fire by salvos, using a co-ordinated pattern of shots to catch the target in the middle of a maelstrom of destruction.

#### Weapons Battery Rules

If a ship's weapons battery is within range and fire arc of the target, look up the battery's firepower on the ship's data sheet. Then look up the target's type and orientation on the Gunnery table that follows.

If a ship is firing multiple weapons batteries at the same target, total up the firepower of all the weapons batteries the firing ship is shooting at the target before consulting the Gunnery table. First find your total firepower on the column on the left of the table. Next look across the top of the table to find the target type you are shooting at.

Which way the target is traveling is important for gunnery purposes as it is much harder to hit a target moving across your sights (abeam) than one closing

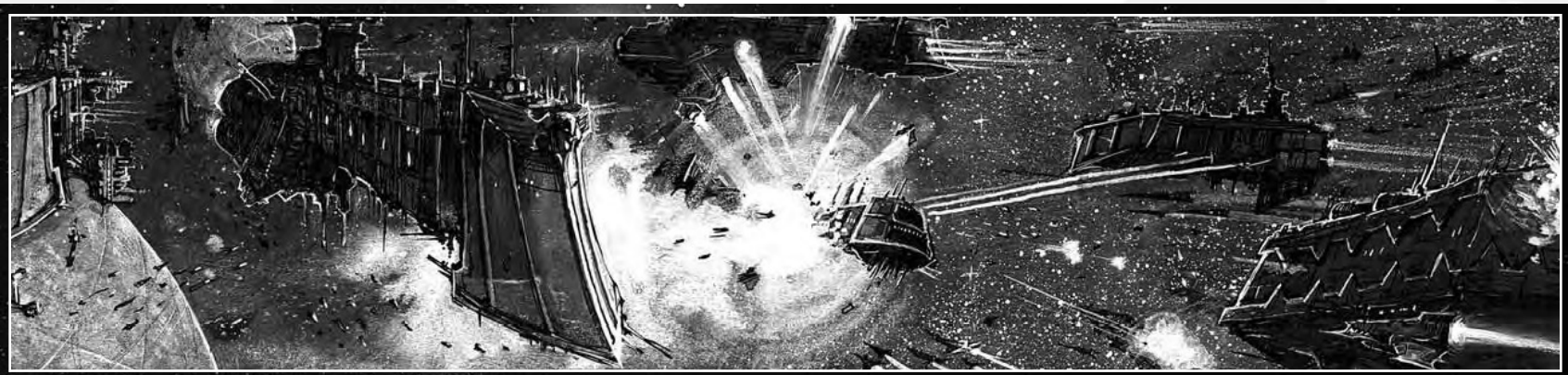
or moving away from you. By cross referencing the total firepower of the attack with the target type and orientation you will find out how many dice to roll to hit. Each dice roll which equals or beats the target's Armor value scores a hit and inflicts 1 point of damage.

#### Mixing Different Gunnery Weapons

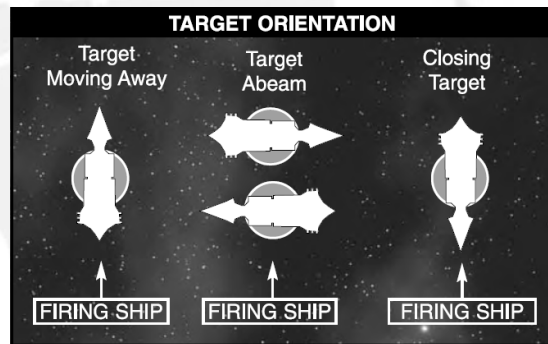
If a ship or squadron has multiple distinct weapons that rely on the gunnery table (like a Space Marine strike cruiser), all of its gunnery weapons may be treated as firing simultaneously. This means such ships will not suffer a column shift due to the blast markers inflicted by one of its gunnery weapons when firing another in the same phase. The order in which the weapons hit is up to the shooting player, so bombardment cannons can hit after weapons batteries have taken down shields, for example, or vice versa if desired. In this case, calculate the dice on the gunnery table *separately* for each different type of gunnery weapon.

#### Firepower Greater Than 20

If a combination ships or weapons has a firepower value greater than 20, look up 20 and the remaining firepower separately and add the resulting numbers of dice together. For example, a squadron of two Carnages with a firepower 32 salvo against an abeam capital ship would roll 7+4 dice for its attack (firepower 20+12).

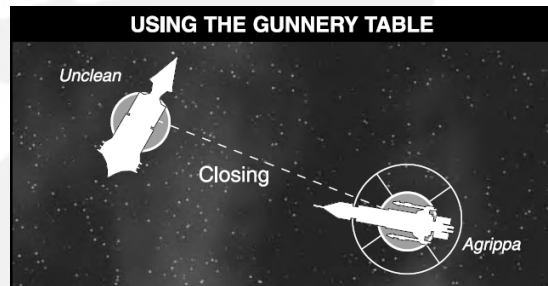


## THE SHOOTING PHASE



**Above:** A target's orientation depends upon which arc the firing vessel is in, as shown. This is determined by tracing the line of fire to its stem and using the bearing compass to see which aspect is facing the firer. Match this with the target's type to determine the column to use.

**Below:** The *Unclean* fires with its starboard weapons batteries. They have a firepower of 10 and the *Agrippa* is a closing capital ship, which on the Gunnery table means that the *Unclean* rolls 7D6 to hit.



### Gunnery Modifiers

Sometimes conditions will affect how difficult a target is to hit. Ships at very long range or behind debris will be hard to hit and at close range they will be easy to hit. Even weapon batteries that always count as closing can be affected by these modifiers.

Modifiers are applied in the form of column shifts. A good modifier means that you move across the Gunnery table one column to the left when you work out how many Hit dice to roll. A bad modifier means you move across one column to the right.

No target aspect or modifier can adjust shooting beyond the far left or right columns on the gunnery table. The gunnery modifiers are summarized as follows:

#### Modifiers:

- < **Target within 15cm:** Left-shift.
- > **Target more than 30cm away:** Right-shift.
- > **Firing through blast markers:** Right-shift.

For example, as shown earlier, the *Unclean* firing at the *Agrippa* rolls 7D6. If the *Agrippa* were within 15cm you would shift one column left on

the Gunnery table and the *Unclean* would roll 9D6 instead. If the *Agrippa* was over 30cm away the column shift to the right would mean the *Unclean* will roll 5D6 instead.

#### Splitting Fire

Ships that pass a target priority test may split the firepower of their gunnery weapons between multiple targets in a given fire arc. Naturally, a ship must have firepower of 2 or greater (after any modifiers, which must be applied before working out target orientation on the Gunnery table) in order to split fire this way.

| GUNNERY TABLE |             |               |    |               |          |
|---------------|-------------|---------------|----|---------------|----------|
| FIREPOWER     | CLOSING     | CAPITAL SHIPS |    | ESCORTS       |          |
|               | MOVING AWAY |               |    | CAPITAL SHIPS | ESCORTS  |
|               | ABEAM       |               |    | CAPITAL SHIPS | ESCORTS  |
|               | SPECIAL     | DEFENSES      |    |               | ORDNANCE |
|               |             |               |    |               |          |
| 1             | 1           | 1             | 1  | 0             | 0        |
| 2             | 2           | 1             | 1  | 1             | 0        |
| 3             | 3           | 2             | 2  | 1             | 1        |
| 4             | 4           | 3             | 2  | 1             | 1        |
| 5             | 5           | 4             | 3  | 2             | 1        |
| 6             | 5           | 4             | 3  | 2             | 1        |
| 7             | 6           | 5             | 4  | 2             | 1        |
| 8             | 7           | 6             | 4  | 3             | 2        |
| 9             | 8           | 6             | 5  | 3             | 2        |
| 10            | 9           | 7             | 5  | 4             | 2        |
| 11            | 10          | 8             | 6  | 4             | 2        |
| 12            | 11          | 8             | 6  | 4             | 2        |
| 13            | 12          | 9             | 7  | 5             | 3        |
| 14            | 13          | 10            | 7  | 5             | 3        |
| 15            | 14          | 11            | 8  | 5             | 3        |
| 16            | 14          | 11            | 8  | 6             | 3        |
| 17            | 15          | 12            | 9  | 6             | 3        |
| 18            | 16          | 13            | 9  | 6             | 4        |
| 19            | 17          | 13            | 10 | 7             | 4        |
| 20            | 18          | 14            | 10 | 7             | 4        |

**Notes:** To save space, both cruisers and battleships are referred to as capital ships on the Gunnery table. Defenses (both satellites and ground facilities) and ordnance are not affected by orientation, and will always use their associated column (plus any applicable column-shifts), even when shot at by ships which normally count all targets as closing.

## THE SHOOTING PHASE

The groans of the gun crew were drowned out by the bellow of Gun Captain Murman.

"Heave faster, yer lackluster space rats! Put yer backs into it, Emperor damnit!"

The forty men pulled harder at the traversing chains, heaving the massive barrel of the macro-cannon into position amidst the clank-clank-clank of rusty gears.

"Avast heaving! Stand to for reloading!" ordered Murman and the men dropped the chains and hurried to stand by the gun's huge breech. At a signal from the Gun Captain, ten of the men sprang into action, pushing back the breech block. When it was open, the others bent their backs to the loading winch, lowering the shell, which weighed several tons, into the heart of the cannon. With a deafening clang the breech was closed again.

## NOVA CANNON

A nova cannon is a massive weapon, normally mounted in the prow of a ship so that the recoil it generates can be compensated for by the vessel's engines. It fires a projectile at incredible velocity, using graviometric impellers to accelerate it to close to light speed. The projectile implodes at a preset distance after firing, unleashing a force more potent than a dozen plasma bombs.

### Nova Cannon Rules

To fire a nova cannon, place the template so that the entire outer edge is anywhere between 30cm and 150cm from the firing ship and within the correct firing arc (usually the front). It does not have to be centered on a single enemy vessel and can be placed so that it touches more than one ship. However, a target priority test must be made if the closest target more than 30cm away is not at least partially under the template, and the template must not touch any friendly ships.

When the template is placed, check the range. If the target is within 45cm, roll a scatter die and 1D6. Roll 2D6 if the range is between 45cm to 60cm, and

3D6 if the range is between 60cm and 150cm. If the scatter die rolls a "Hit," the template remains where it is placed. If it is a miss, the template moves the distance rolled (in cm) in the direction shown by the miss arrow. Any ships attempting to use *Brace for Impact* orders against a nova cannon must do so before this roll is made.

Any vessel whose base touches the template takes one automatic hit. Any vessel whose base touches the hole at the template's center takes D6 hits, regardless of its Armor value. Any ordnance touching the template is automatically removed. If no ships were hit by the nova cannon place a single blast marker under the center of the template. Blast markers are explained in more detail later in this section.

Note that nova cannon are not affected in any way by *Lock On* and *Reload Ordnance* special orders. A vessel on any other special orders may not fire its nova cannon at all.

### Obstacles

The nova cannon is a line of sight weapon and cannot fire through any obstacles or celestial phenomena that act as normal line of sight obstructions, such as planets, moons, asteroid fields, etc. However, such obstacles may be fired upon if desired. If a direct hit is scored on the scatter dice, place D6 blast markers in contact with the obstacle or field's edge.

### Template

A nova cannon template is a circle with a 5cm outer diameter and a 1.2cm diameter hole in the center. In a pinch, the Games Workshop small blast template may be used for this purpose.

In the diagram shown to the right, the *Steadfast*, a *Dominator* class cruiser, fires its nova cannon at the *Abominator*, scattering slightly to the right. The hole in the nova cannon template still partially covers the *Abominator*'s base, inflicting D6 hits on it. The nearby *Doombringer* is also caught in the blast and suffers one automatic hit.

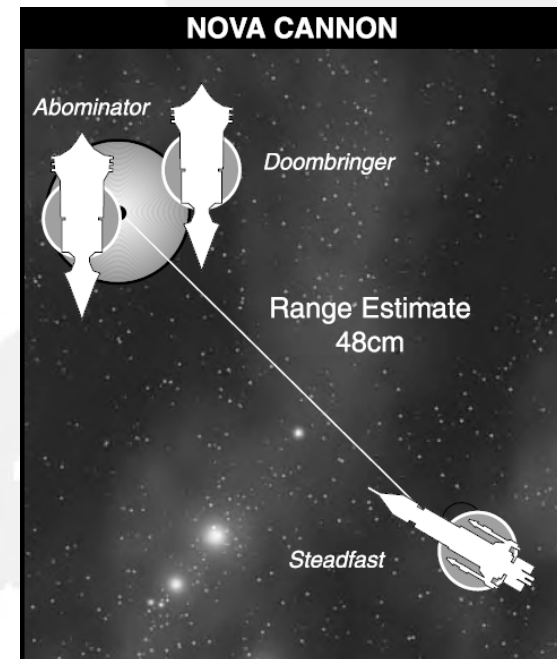
## COMBAT ORDER: LOCK ON

The first combat-oriented special order is *Lock On*, which increases the accuracy of a vessel's direct firing weapons. This order is most useful when an enemy is within range and no course change is required to bring weapons to bear.



**Lock On:** If the ship passes its command check, it may re-roll any missed dice to hit for lances and gunnery weapons during the shooting phase. Simply pick up the missed dice and roll them again - the second result stands. A ship on *Lock On* special orders may not turn during its movement, as it must maintain a steady course and direct additional power to its weapon systems.

+++TRACKING.TARGET+++LOCK.  
FIRING.SOLUTION+++PREPARE.  
TO.ENGAGE+++FOR.THE.THRONE+++



## DAMAGE

The weapons carried by some ships are powerful enough to reduce entire cities to plains of radioactive glass. Ships are armored and shielded in order to resist outright destruction, with reinforced hulls that can survive the horrific impact of gigawatts of energy. But within every ship is a crew all too vulnerable to the fires of battle and the deadly cold of the void. Ships are often crippled by crew casualties long before hulls crack or drives explode.

### TAKING HITS

When a ship is damaged, note the number of hits it has taken on your fleet roster. Once a ship has lost half its damage points (rounding up) it is *crippled*. When a ship has lost all its hits, it is *out of action* and a roll needs to be made on the Catastrophic Damage table to see if it explodes in a spectacular fashion or simply drifts helplessly.

#### Crippled Ships

A ship which loses half its damage points is crippled. Crippled ships halve their lance strength, ordnance strength, gunnery firepower, turrets, and shields values (rounding up) and reduce their speed by 5cm. Crippled vessels may not fire their nova cannon, if they have one. When a crippled ship is on *Brace For Impact* special orders, the firepower of its gunnery weapons and strength of its lances and ordnance are halved again.

*For example, a standard Lunar class cruiser has 8 hits and is therefore crippled when it has suffered 4 points of damage.*

### CRITICAL HITS

The weapons used in space are so destructive that when a ship is hit there is a chance that a vital location will be critically damaged. Critical hits can temporarily knock out a ship's weapons and engines, start fires or even breach its hull.

Roll a D6 for each hit scored on a ship (but not against its shields). On a roll of 1-5 the hit causes no extra effects. On a roll of 6 the hit causes critical damage. Roll 2D6 on the table below to see what effect it has. Do not roll for further critical hits for any damage caused by a critical hit. Note that a check for critical damage must be made for every

point of damage scored on a ship, regardless of its source (unless otherwise specified).

#### Critical Hits on Small Targets

Escorts and defenses with less than 3 starting hits suffer one point of damage whenever they suffer a critical hit, instead of rolling on the table.

CRITICAL HITS TABLE

| 2D6 | EXTRA DAMAGE | RESULT                                                                                                                                                                                                                                          |
|-----|--------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2   | +0           | <b>Dorsal Armament Damaged.</b> The ship's dorsal armament is badly damaged by the hit - power lines are severed, traverse mechanisms crippled and many gunners are killed. The ship's dorsal armament may not fire until it has been repaired. |
| 3   | +0           | <b>Starboard Armament Damaged.</b> The starboard armament is taken off line by the hit. The ship's starboard armament may not fire until it has been repaired.                                                                                  |
| 4   | +0           | <b>Port Armament Damaged.</b> Heavy damage silences the port side weaponry. The ship's port armament may not fire until it has been repaired.                                                                                                   |
| 5   | +0           | <b>Prow Armament Damaged.</b> The ship's prow is ripped open. Its prow armament may not fire until it has been repaired.                                                                                                                        |
| 6   | +1           | <b>Engine Room Damaged.</b> The engine room is rocked by explosions, forcing all hands to tend to the reactors. The ship may not make any turns until the damage is repaired.                                                                   |
| 7   | 0            | <b>Fire!</b> Oxygen lines are broken, leading to fires in many compartments. Each fire that a ship fails to repair (extinguish) in the end phase inflicts 1 point of damage on the ship.                                                        |
| 8   | +1           | <b>Thrusters Damaged.</b> The ship's thruster assembly is disabled. Reduce the ship's speed by 10cm until the damage is repaired. This penalty is not cumulative, but all thrusters must be repaired before the ship regains its normal speed.  |
| 9   | 0            | <b>Bridge Smashed.</b> The armored fortress around the ship's captain and his officers is smashed. The ship's Leadership is reduced by 3. This damage may not be repaired.                                                                      |
| 10  | 0            | <b>Shields Collapse.</b> The shield generators overload and burn out, leaving the ship virtually defenseless. The ship's shield Strength is reduced to zero. This damage may not be repaired.                                                   |
| 11  | +D3          | <b>Hull Breach.</b> A huge gash is torn in the ship's hull, causing carnage among the crew.                                                                                                                                                     |
| 12  | +D6          | <b>Bulkhead Collapse.</b> Internal pillars buckle and twist, whole compartments crumple with a scream of tortured metal. Just pray that some of the ship holds together!                                                                        |

**Notes:** If a ship suffers multiple (repairable) critical hits to the same location, they must all be repaired before the system functions again. However, any effects of these critical hits are not cumulative unless otherwise specified. If a critical hit is rolled which cannot be applied, or multiple critical hits are rolled for a location that cannot be repaired, apply the next highest result instead. For example, a ship with no prow weapons that suffers a 'Prow Armament Damaged' result would suffer an 'Engine Room Damaged' result instead.

## THE SHOOTING PHASE

**"T**he Intolerance was surrounded by a seething sphere of plasma and missile detonations, held back by the bright coruscating arcs of its energy shields. With a blinding flash the shield generators collapsed under the onslaught, leaving the ship at the mercy of its enemies."

-History of the Imperial Navy

### COMBAT ORDER: BRACE FOR IMPACT

The second combat-oriented special order is *Brace For Impact*, which protects the ship from damage. It is unique among special orders in that it may be used any time the ship faces damage (but before the result is rolled).



**Brace For Impact:** If the ship passes its command check, it is placed on *Brace For Impact* special orders until the end of its next turn, replacing any special orders it is on currently. A braced ship gains a saving throw against any hits it suffers (but not hits against its shields or other defenses). Roll a D6 for each hit: on a score of 4+, the hit is ignored.

A ship on *Brace For Impact* orders may not use special orders at all during its next turn. The ship also halves the firepower of its gunnery weapons and the strength of both its lances and ordnance armaments (rounding up).

If a ship fails its command check, it cannot attempt to go on *Brace For Impact* special orders again until the ship, squadron, or ordnance marker currently attacking has completed its attacks.

### Declaring Brace For Impact Orders

*Brace For Impact* orders may be attempted after any checks or tests to determine if a vessel will be attacked, but must always be declared before any rolls to hit are made (including those made by a ship's own turrets).

*For example, you do not have to declare bracing until you know an enemy ship attempting to ram has successfully passed its Ld test. In the same manner, a ship does not have to brace for damage against traversing asteroid fields until after it actually fails the leadership test to traverse the field. When facing damage from an exploding vessel, a ship may wait to brace until after the 3D6cm measurement for blast radius is made, and so forth.*

In all other cases, a decision to brace must be made before any rolls to determine the number of attacks or amount of hits against the ship (such as for Ork weapons and similar effects).

### Other Special Orders

Any changes to a ship's movement resulting from previous special orders remain in effect even after bracing (such as from *All Ahead Full* or *Burn Retros* orders). Similarly, a vessel that is braced while on *Reload Ordnance* orders is still reloaded normally.

### Bonus Damage

*Brace For Impact* special orders do not protect against any critical damage inflicted by unsaved hits. However, against any weapons which inflict multiple damage points with each hit (such as some Ork and Eldar weapons), a braced ship rolls one save per damage point inflicted past its shields and other defenses.

### Boarding & Hit-and-Run Raids

Braced ships may save against any hit-and-run raids directed at them, just like other types of attack. However, *Brace For Impact* special orders offer no protection whatsoever against any damage (critical or otherwise) inflicted during a boarding action.

## SHIELDS

Ships are protected by powerful energy shields so that they can survive the rigors of traveling through space. A ship's shields form a band of invisible force that can absorb or deflect the impact of most interstellar hazards and weapons hits. However, the amount of damage shields are able to absorb is limited and they can be quickly overwhelmed, forcing a temporary shutdown while generators vent off excess energy.

Each point of a ship's shield strength can block one point of damage. A blast marker is placed touching the ship's base for each hit prevented this way, to show how much energy has been absorbed.

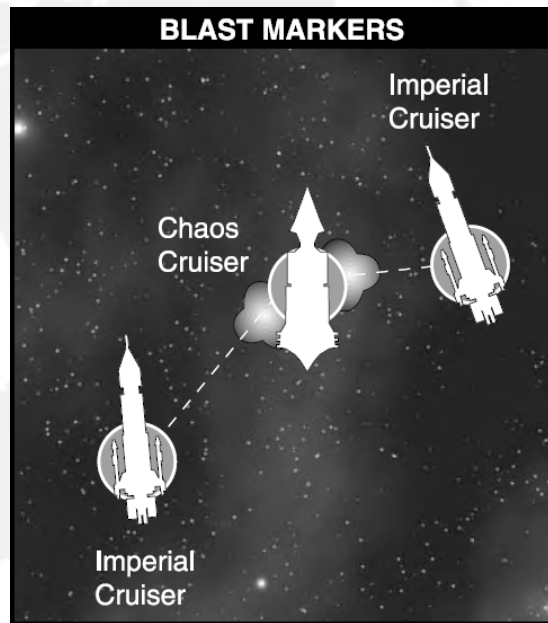
A ship reduces its shield strength by 1 for each blast marker touching its base (regardless of how it came into contact) to a minimum of 0, at which point its shields are depleted and any incoming damage will reduce its hit points as normal.

Shields are automatically restored as a ship leaves contact with blast markers. However, a vessel may need to move away from several markers before any of its shields come back online, depending on how many are actually in contact when the ship moves. More details about how blast markers interact with ships can be found in the next section.

Shields are effective against most forms of attack, such as direct fire from lances, weapons batteries, and nova cannon. However, attacks from boarding actions, ramming, torpedoes, attack craft, and other such tactics bypass a vessel's shields - in these cases a ship's shields offer no protection of any kind.

*In the first example shown on the next page, two Imperial cruisers fire upon a Chaos cruiser. Each ship scores one hit, so a blast marker is placed in contact with the Chaos cruiser's base facing each of the Imperial ships. In the second example, the Unclean scores three hits on the Iron Duke, causing two blast markers to be fanned out around its base, and the third hit to damage the Iron Duke directly.*

## THE SHOOTING PHASE



### BLAST MARKERS

When ships are fired on, some of the results are shown by blast markers. Blast markers represent all kinds of events - huge explosions, expanding shockwaves, intense radiation clouds, tumbling debris, unexploded warheads, plasma bursts, etc.

#### Placing Blast Markers

Blast markers are shown on the tabletop by placing counters where the event occurs. They remain in play until they are removed in a subsequent end phase. Blast markers are most commonly placed in the following circumstances:

- For each hit absorbed by a ship's shields.
- For destroyed ships (see the Catastrophic Damage section for more details).
- For missed nova cannon attacks.

Blast markers that are caused by shield impacts are placed touching a ship's base, facing as much as possible towards the origin of the attack. Do not overlap blast markers; instead, fan them out around

the base of the target ship, keeping them in contact and as close as possible to the origin of the attack without overlapping *any* other blast markers unless there is no more room to place them otherwise.

Any other placement of blast markers is described in the relevant rules (such as for nova cannon, catastrophic damage, and so forth). Note that blast markers do not move once they have been placed on the tabletop. They show an area of tumultuous, strife-torn space and temporarily become part of the battlefield while they are in play.

#### Multiple Ships Under Fire

If a vessel taking fire has other ships in base contact with it, blast markers fanned out normally around it will affect other ships in base contact, as long as the markers are actually placed touching the bases of the ships in question. In addition, if a vessel in base contact is closer to the firing vessel than the ship actually under fire, place the first blast marker touching both ships' bases *and* as close as possible to the origin of the attack, fanning out any other blast markers from there. (If multiple ships meet this criteria, use the one closest to the line of fire).

#### Nearby Vessels

Blast markers may never be placed touching a ship that is near to but not actually in base contact with the vessel under fire, even when fanning out blast markers normally. Note that one cannot declare that ships are not in base contact if the models' bases are physically touching - that would be cheating.

#### Moving Through Blasts

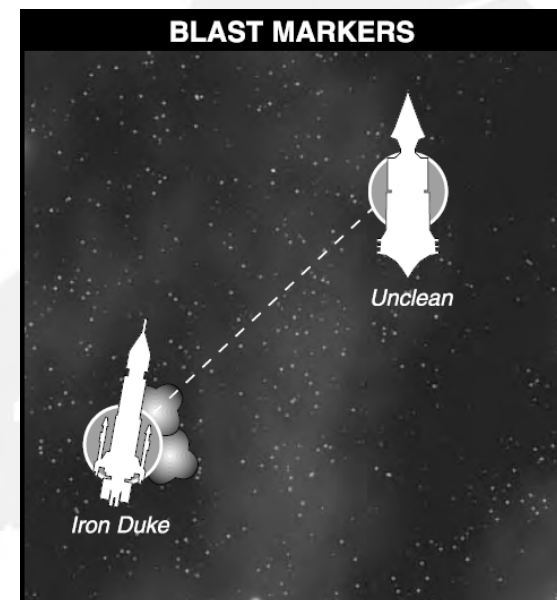
If a vessel moves through any blast markers, it reduces its speed that phase by 5cm, regardless of the number of markers actually moved through. A vessel is considered to be moving through blast markers even if it is moving away from markers it is in contact with at the beginning of the movement phase. If a ship cannot elect to slow down (such as those on *All Ahead Full* special orders), and comes into contact with a blast marker within the last 5cm of its movement, it must instead stop no farther

than the point it comes into contact with the marker (and not before).

If a ship is not equipped with shields, or its shields have been permanently disabled (rather than simply depleted) and it moves through at least one blast marker, roll a D6. On a result of 6, it suffers 1 point of damage. Likewise, when an ordnance marker moves through any blast markers, it is destroyed on a D6 roll of 6. These tests only need to be made once per move, no matter how many blast markers a unit encounters along its path.

#### Shooting Through Blasts

Blast markers interfere with gunnery, as mentioned earlier, disrupting firing and causing plenty of 'ghost' images on the firing ship's sensors. Hence if a ship's line of fire passes through any blast markers (including those in contact with a ship's base) it suffers a column shift to the right on the Gunnery table. Lances and nova cannon are unaffected. Note that blast markers come into effect immediately and so can affect subsequent shooting in the same turn in which they are placed.



## THE SHOOTING PHASE

### MODERN BLAST MARKERS

#### Optional Rules

*If desired, players may use the following extra rules concerning blast markers. These 'modern' blast marker rules simplify the process for firing through blasts, but may be more complex when more than a few ships are on the table.*

#### Intervening Blasts

A ship in base contact with any blast markers is always counted as being behind those blast markers for the purposes of enemy shooting and ordnance attacks, regardless of the markers' actual positions. This means that enemy gunnery weapons will suffer a right column shift on the gunnery table and any attacking ordnance is treated as moving through blast markers (being destroyed on a D6 roll of 6).

#### Overlapping Bases

Any ship whose base is overlapping the base of a ship in contact with blast markers also counts as being in contact with those blast markers. Note that this effect does not cascade to other vessels whose bases are overlapping in a 'chain' of ships. For example: Ships #1 and #2 are overlapping bases with Ship #3, but not with each other. If Ship #1 is in contact with a blast marker, Ship #3 will also count as being in contact with a blast marker, but Ship #2 will not.

### CATASTROPHIC DAMAGE

A ship with no hits left is effectively out of action. There may still be some crew left alive, trapped in compartments that have yet to be breached, and there may still be power available in some sections of the ship, but the vessel can no longer fight. When a ship is reduced to zero damage, do the following based on their type:

#### Capital Ships

For mighty capital ships, there is a chance that the vessel will spectacularly explode as its reactors overload or its warp-drive malfunctions. Roll 2D6 on the Catastrophic Damage table below to see what happens.

#### Escorts

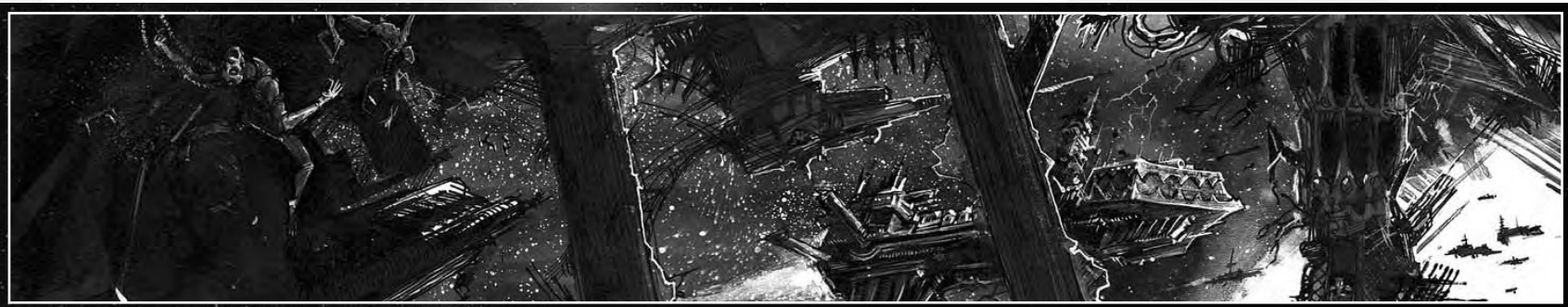
When escort ships are reduced to zero damage remove them from play and replace them with a blast marker, to represent the expanding cloud of debris left by their passing. Note that because a normal blast marker token is smaller than the diameter of a 32mm flying base, this blast marker cannot take down the shields of any ships in base contact unless they are actually overlapping the destroyed escort's base.

#### Defenses

Any defenses with 3 or more hits are treated as capital ships and may explode as normal. All other defenses are replaced by a blast marker, like escorts.

#### CATASTROPHIC DAMAGE TABLE

| 2D6  | RESULT                                                                                                                                                                                                                                                                                                                                                                                                              |
|------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2-6  | <b>Drifting Hulk.</b> The ship is reduced to a shattered hulk drifting in space. Wrecked ships move 4D6cm forward in each of their subsequent movement phases. Place a blast marker in contact with a hulk's base after each move.                                                                                                                                                                                  |
| 7-8  | <b>Burning Hulk.</b> The ship is reduced to a burning wreck with uncontrolled fires blazing on every deck. In time, the fires will burn out or trigger a cataclysmic explosion. A burning hulk is treated just like a drifting hulk, but at the end of each movement phase, it rolls again on the Catastrophic Damage table (replacing this result if a 2-6 is scored).                                             |
| 9-11 | <b>Plasma Drive Overload.</b> The ship's plasma coils overload and explode in a blazing inferno of white hot plasma. Remove the ship from play, leaving behind a number of blast markers equal to half its starting number of hits. Every ship within 3D6cm of the exploding wreck is struck by lance shots with a strength equal to half the ship's starting damage capacity. Roll to hit as normal.               |
| 12   | <b>Warp Drive Implosion.</b> The ship's warp drive implodes, ripping a hole in real space that tears at nearby vessels with horrific force. Remove the ship from play, leaving behind a number of blast markers equal to its starting number of hits. Every ship within 3D6cm of the imploding wreck is struck by lance shots with a strength equal to the wreck's starting damage capacity. Roll to hit as normal. |



## THE SHOOTING PHASE

"Every man is expected 'to work his fingers to the bone to accomplish the task in hand. And if that proves insufficient, he shall work them to the marrow!"

First Standing Order of Captain Krassus

### Exploding Vessels

Explosions resulting from the Catastrophic Damage table count as area-of-effect attacks which are not blocked by line of sight obstructions such as hulks, minefields or celestial phenomena.

When placing an exploding ship's blast markers, place a single blast marker exactly where the ship was, and then place the rest fanning out around and in contact with the first marker, without overlapping other blast markers unless there is no more room to do so. The normal restriction against placing blast markers in contact with nearby vessels does not apply in this case.

### Moving Drifting/Blazing Hulks

The owning player may always move his or her drifting and blazing hulks in whichever order he or she chooses. They are affected normally by blast markers and other speed modifiers, and will be damaged by moving through blasts on a D6 roll of 6, just like other ships with no shields. Note that this does not include the blast marker a drifting or blazing hulk generates at the end of its movement.

While in a gravity well, hulks must make any turns conferred to it towards the center of the gravity well. It must always turn the full amount and will make both turns if it starts and ends its movement inside a gravity well. If the gravity well is generated by a Space Hulk, the wrecked ship is removed if it contacts the Space Hulk's base (rolling one final time on the Catastrophic Damage table if the wrecked ship is a blazing hulk).

### Drifting/Blazing Hulks in Combat

Drifting or blazing hulks will block lines of fire that pass over their base, due to the clouds of venting gases and debris they produce. Naturally, they have no shields, turrets or any other defense mechanisms (such as holofields or reactive hulls). Furthermore, a drifting or blazing hulk may be ignored for target priority purposes if it is the closest enemy target (shooting at a hulk is still subject to target priority if it is not the closest target).

Drifting and blazing hulks cannot be fired upon, boarded, or have torpedoes deliberately launched at them by friendly vessels or ordnance for any reason, although enemies may still do so normally, usually in the hopes of causing a devastating explosion! Use the destroyed ship's Armor value to roll for hits. If a hulk suffers any hits, roll once on the Catastrophic Damage table (replacing the current result, if necessary). Note that hits caused by each individual ship, squadron, or ordnance wave may only trigger one roll on the table, not one roll per hit inflicted.

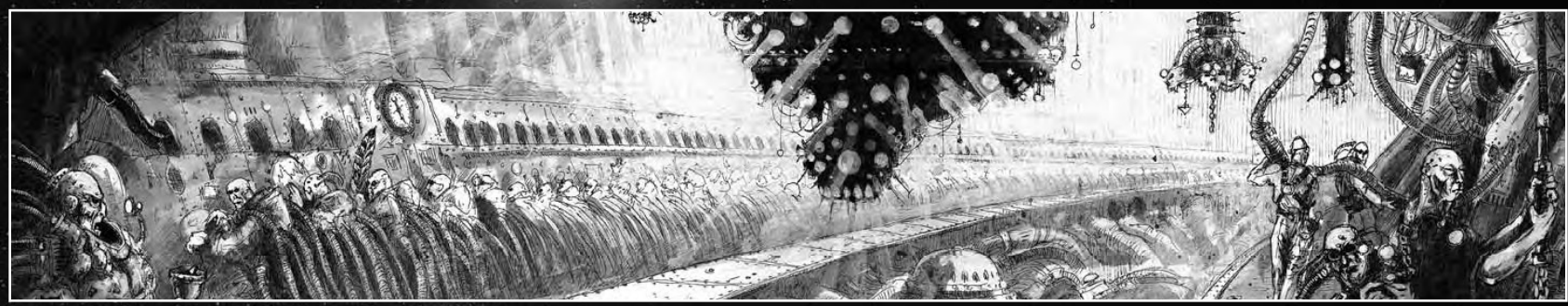
Fifteen Orks on a dead man's hulk,  
Lookin' down the barrel of a gun,  
Gruntin' to each other,  
through big sharp teeth,  
Sayin' "This one'll give us some fun"

Fourteen Orks on a humie's ship,  
Killin' anything that isn't green,  
Gruntin' to each other,  
through big sharp teeth,  
Sayin' "Times are getting lean"

Thirteen Orks with the captain's chest,  
Hopin' to quench their greedy thirst,  
Gruntin' to each other,  
through big sharp teeth,  
Sayin' "I was da wun dat saw it first"

One lone Ork left to steal the loot,  
Wishin' it hadn't turned out so,  
Gruntin' to isself,  
through big sharp teeth,  
Sayin' "I shoulda let the pilot go"

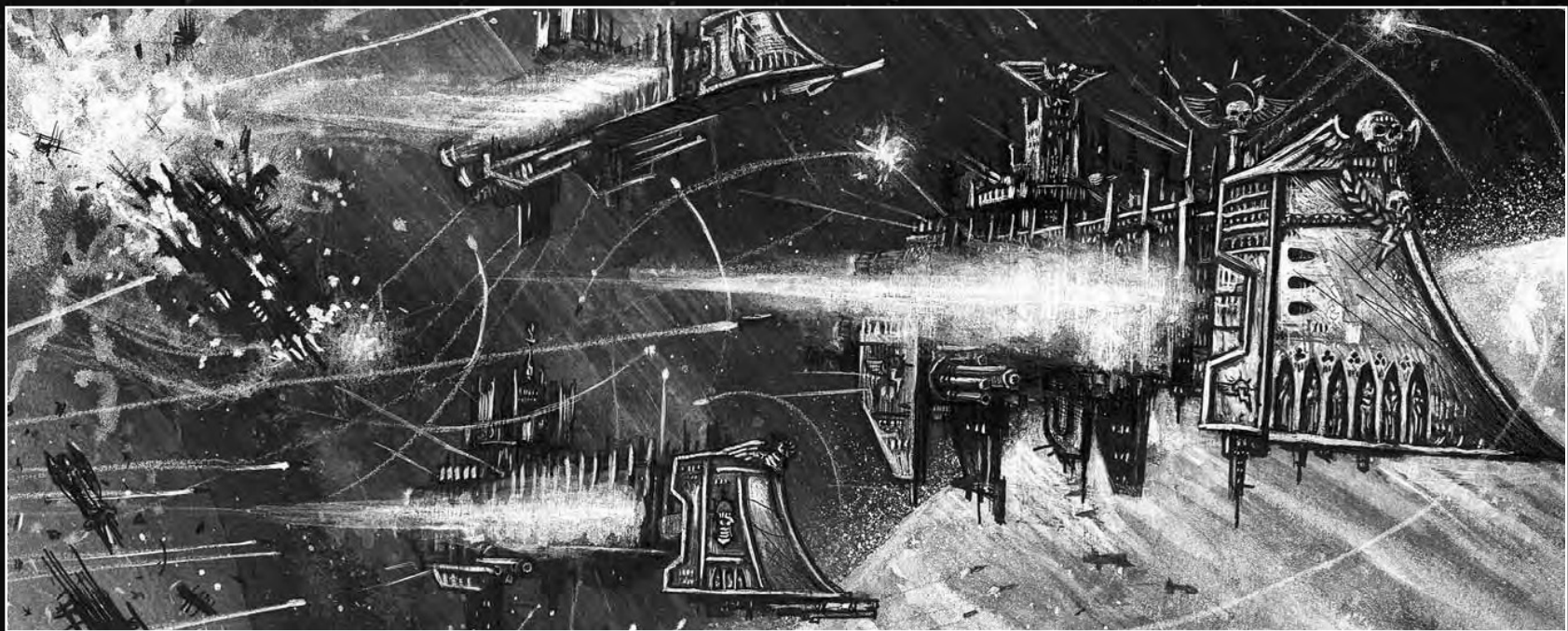
-Traditional Shipmens Song



# THE ORDNANCE PHASE



In the ordnance phase, both players move and attack with any of their ordnance on the table. Ordnance includes everything from torpedoes the size of skyscrapers to swarms of small, one-man fighters and bombers. Although tiny compared to the kilometers-long behemoths around which they battle, most torpedoes and attack craft pose a very real threat to even the largest and most fearsome battleships, as they are able to fly in past a vessel's shields and attack it where it is most vulnerable. Underestimating the impact of a single fighter can mean the loss of an entire space station or battlefleet.



"Attention all vessels, this is Lord Admiral Rath. It is clear to me that we cannot win this fight by utilizing conventional weapons of warfare. I order you all to disengage and withdraw. The Dominus Astra shall be the fiery sword of retribution that ends this war. I repeat, disengage and pull away. The Emperor's blessing be upon you!"

Final Transmission of Lord Admiral Zaccarius Rath

## USING ORDNANCE

All ordnance attacks are represented by markers that are moved across the tabletop during each ordnance phase. Ordnance markers interact with ships and other ordnance when they make physical contact, regardless of whose turn it is or what phase of the game is being resolved.

### LAUNCHING ORDNANCE

Ships armed with torpedo tubes, mines and/or launch bays can use ordnance. Ordnance is launched at the end of the shooting phase (the marker is put on the ship's base to show it has fired its ordnance) but the ordnance moves and attacks during the ordnance phase. Once a ship has launched its ordnance it may not launch again until it has reloaded via the *Reload Ordnance* special order.

Note that a ship which launches any ordnance must be reloaded regardless of the number of markers actually deployed. For example, a carrier with four launch bays cannot place two markers and 'save' the other two for later. This same concept applies to torpedoes and mines as well.

The only exception to this is a ship with both attack craft and torpedoes/mines. For such vessels, launching torpedoes and/or mines does not affect its ability to launch attack craft later, and vice versa. In other words, if a ship equipped with both types of ordnance launches only one or the other, it may still launch the other without needing to reload. For example, if an Imperial Dictator launches its attack craft but not its torpedoes in one turn and then fails its command check for *Reload Ordnance* special orders in the subsequent turn, it may still launch its torpedoes in that turn.

Finally, any ship that has ordnance loaded will remain loaded for as long as it does not launch it, regardless of how many turns go by or what subsequent special orders the ship receives. Keep

in mind that being crippled and/or braced still affect the strength of all ordnance armaments normally.

#### Attack Craft Limits

When launching attack craft, a player may not have more markers in play than the total number of launch bays remaining in their fleet. Note that this does not restrict which types of craft may be deployed, nor which vessels may deploy them - only the total number of markers on the board. If a fleet's launch capacity is reduced below the number of markers it currently has in play (due to critical damage or loss of ships, for example), the owning player may not deploy any further attack craft until the total number in play is reduced accordingly. Ships with random-strength launch bays may always use their maximum possible value to determine attack craft limits.

#### Recalling Attack Craft

Before starting the ordnance phase, attack craft on the table may forgo attacking and be removed from play to 'free up' a fleet's launch capacity.

### MOVING ORDNANCE

In the ordnance phase both players move and attack with any ordnance they have launched, including ordnance launched on previous turns. Note that the player whose turn it is always moves all of his or her ordnance first.

All ordnance has a speed value that dictates how far it moves during each ordnance phase. Ordnance markers in a wave or salvo must be spread in contact with each other and cannot be stacked.

Different types of ordnance have different rules for turning and attacking - these rules are covered in later sections. Remember that any ordnance marker or wave which moves through blast markers must test to see if it is destroyed on a D6 roll of 6, as described in the section for blast markers.

### SHOOTING AT ORDNANCE

Ordnance may be fired at in the shooting phase with direct fire weapons. Ordnance is subject to the normal rules for target priority, but remember that ships firing at ordnance only count other enemy ordnance markers for the purposes of determining the nearest enemy.

Unless otherwise specified, all weapons treat ordnance markers as having an Armor value of 6+, because they are such difficult targets. If an ordnance marker or wave is hit by enemy shooting it is removed from play.

Note that gunnery weapons firing at ordnance use the 'Ordnance' column on the Gunnery table. This is because ordnance targets are relatively small and fast moving. Target aspects are not taken into account, but column shifts for range, blast markers, or other special rules do apply.

### ORDNANCE ATTACKS

If an ordnance marker comes into contact with a ship's base or an enemy ordnance marker it will immediately attack it with the effects detailed on the following pages. Other than torpedoes, ordnance will typically be removed from play after attacking.

Unless otherwise specified, all ordnance attacks ignore a target's shields and affect the target vessel immediately upon contact. This includes if a ship contacts an ordnance marker in the course of its normal movement. Ordnance must attack the first valid target they come into contact with, but are not required to move into contact with the nearest enemy target.

If two ships are so aligned that there is no way to visually identify which of two overlapping ships is actually closer to attacking ordnance, the attacker decides which target is being attacked.

## TYPES OF ORDNANCE

### TORPEDOES

The term 'torpedo' has always been used to describe any long-range missile carried by a spaceship. A typical anti-ship torpedo is over 200 feet long and powered by a plasma reactor, which also acts as a sizable portion of its warhead, turning it into a devastating plasma bomb. The area of a ship given over to the torpedo tubes is a massive space criss-crossed by lifts, hoists and gantry cranes for moving the huge missiles from the armored magazine silos where they are stored to the launch tubes.

Once a torpedo has been launched, the plasma drive propels it forward at high speed, whilst beginning an energy build-up that culminates in its detonation. Torpedoes have a limited ability to detect a target and will alter course to intercept if they pass within a few thousand kilometers of a vessel.

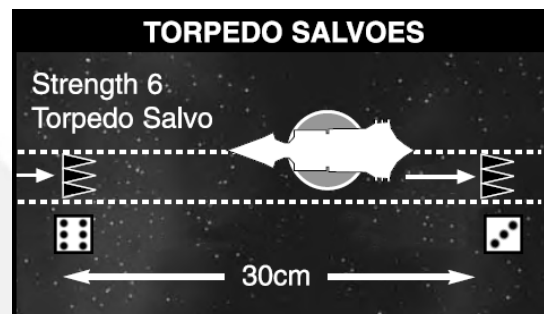
#### Torpedo Rules

Torpedoes are launched by ships with torpedo tubes, which are typically fitted to the prow of a ship. In *Battlefleet Gothic*, torpedo salvos have a strength value and a speed value, which are shown on a vessel's profile. The higher the strength, the more torpedoes there are in a salvo; the higher the speed, the faster they move across the battlefield. All torpedo salvos are represented by 2.5cm wide markers. In older editions of *Battlefleet Gothic*, this is equivalent to a 'Strength-3' torpedo token. Place a D6 (or two) next to each marker to indicate the actual strength of the salvo.

Torpedoes move in a straight line once launched (although certain types may make limited turns before moving), traveling a distance equal to their speed in each ordnance phase until they detonate or leave the battlefield. Unlike ships, torpedoes must always make their full move in each ordnance phase, keeping the marker's center on the same point along the line of fire at all times.

If a torpedo marker contacts a ship's base (friend or foe) it attacks. Roll a D6 for every point of strength in the torpedo salvo. Each dice result which equals or beats the ship's Armor value scores one hit, applying the appropriate effect for the torpedo's type, as described in its special rules. The torpedo salvo continues moving after the attack but its strength is reduced by 1 for every hit it inflicted. Torpedoes that re-roll missed attacks must do so, even if the target is already destroyed.

A torpedo salvo may never attack a target that is not actually in its firing arc, no matter how close it is or whether the marker contacts the target's base. Also, torpedoes may never attack a single target more than once per full turn, even if they are already in contact with it at the start of the movement or ordnance phase. For example, a torpedo marker that ends its movement overlapping the base of a vessel will attack it upon contact, but will not attack that same ship again at the beginning of that ship's movement phase. Vessels in such a situation may assume the torpedoes have flown off behind them and move off of the torpedo marker.



*In the diagram above, a Strength 6 torpedo salvo moves in the ordnance phase and hits a ship. 6D6 are rolled to attack and three dice score hits on the target. The salvo is reduced to Strength 3 and continues its full move of 30cm. If any other ships were in this path, they would also be attacked.*

#### Premature Detonation

A salvo of torpedoes can be triggered prematurely (removing it from play) by any of the following:

- On a D6 roll of 6 while moving through any blast markers.
- If the salvo is fired on by direct fire weapons and any hits are scored.
- If the salvo hits another torpedo marker.

### MINES

Space-borne mines almost always follow similar designs, regardless of which race constructs them. Although little more than self-guided explosives, mines are quite dangerous to enemy warships, and pose a substantial threat in large numbers.

#### Space Mine Rules

Each mine launcher on a vessel may launch one mine per turn (the number of mine launchers a ship has is often called its mine launcher strength). Mines are represented by 20mm square markers, like attack craft, but may never be grouped into waves or salvos. Once launched, a mine activates and will continue to function until it is destroyed. Mines move exactly 10cm directly towards the nearest enemy vessel in every ordnance phase. If a mine contacts an enemy vessel it attacks it immediately, rolling 8D6 against the target's Armor value to hit. Unlike other ordnance, damage from mines may be blocked by shields. If a ship with mine launchers suffers critical damage to the launchers' location, it suffers an extra D3 damage as some mines explode!

Mines follow all the regular rules for ordnance regarding moving through blast markers, shooting, and so forth. Except for fighters (which will remove mines just like any other ordnance), mines are not affected by, and do not affect, any other ordnance markers on the battlefield.

## THE ORDNANCE PHASE

"I'd never seen anything like it, and Emperor knows I never want to again. It was just torpedo after torpedo streaming out of the asteroid field, heading straight for us. I saw one of the little boats out front of us get hit and just vanish, kind of fold in on itself and vanish. I don't know what could have been in there throwing out torpedoes like those... But more to the point, I can't imagine what treasure's worth guarding with weapons like that. I'll warrant there's men fool enough to try finding out though."

—First Mate of the Rogue Trader *Lucky Bones*

## ATTACK CRAFT

The term 'attack craft' refers to all small, manned combat vehicles deployed to support allied warships during a fleet action. They are typically launched to defend their mother ship or make long range strikes against exposed enemies. Such versatility makes them dangerous against all kinds of targets.

Attack craft vary in size and shape from sleek one-man fighters to blocky, lumbering heavy bombers. Attack craft make difficult targets a ship's guns: their small size and high speed enables them to evade the worst of enemy fire. However, attack craft have a limited endurance and can only operate away from their carrier for a short time before they must return to rearm and refuel.

### Attack Craft Rules

Attack craft are deployed from a ship's launch bays. Each bay may launch one squadron of attack craft per turn. The number of launch bays a ship has (also called its launch bay strength) is found on the vessel's profile as normal. For example, a Dictator class cruiser with four bays can launch four squadrons. Each squadron is represented by a single 20mm square marker.

The owning player always chooses which attack craft to use at the time of launch, selected from

those available to the carrier. For example, a ship could launch both fighters and bombers at the same time, or decide to launch only a single type during its turn. Different types of attack craft are represented by markers with different icons.

Unlike torpedoes and mines, attack craft can turn as many times as desired and move in any direction, up to the distance indicated by their speed on the ship's profile. They are not required to move towards the closest target or any nearby obstructions unless the course of their movement unavoidably brings them in contact. Any attack craft that come into contact with enemy ships or ordnance must immediately attack as explained in the appropriate sections.

However, attack craft (unlike torpedoes and mines) may choose to engage enemy vessels with small bases who are 'hiding' within the footprint of a large ship's base. Naturally, the markers must have sufficient range to actually reach the smaller ship. This is the only manner in which attack craft may ignore the first enemy ship they contact.

## COMBAT ORDER: RELOAD ORDNANCE

The last of the combat-oriented special orders is *Reload Ordnance*. This special order does exactly what it says: reloads any expended ordnance so that a vessel may launch again.



**Reload Ordnance:** If the ship passes its command check, all of its ordnance is successfully reloaded and may be launched in any subsequent shooting phase. Note that this special order reloads all of a vessel's ordnance, regardless of type. For example, a ship with both attack craft and torpedoes would once to reload both types. All vessels begin the game with ordnance loaded unless otherwise specified. Some players find it helpful to use their fleet roster (or a pen and paper) to keep track of which ships have ordnance ready.

## DEFENSE TURRETS

Most warships mount numerous point-defense systems and automatic turrets for shooting down enemy ordnance during their final attack run. A ship's main armament is simply too huge and slow to track ordnance at such close ranges. However, turrets may be fired immediately whenever enemy ordnance touches the ship's base. This always takes effect before resolving any ordnance attacks. To fire turrets, roll a D6 for each point of the ship's turret value, and apply the relevant effect below:

### Vs Torpedoes

Each dice that scores a 4, 5, or 6 reduces the salvo's strength by 1.

### Vs Mines

If at least one dice scores a 4, 5, or 6, the attacking marker rolls 4D6 to hit instead of 8D6.

### Vs Attack Craft

Each dice that scores a 4, 5, or 6 destroys one squadron, chosen by the defending player.

Due to the greater difficulty tracking attack craft as opposed to torpedoes and/or mines, a ship which uses its turrets to defend against attack craft may not use them against any other type of ordnance in the same phase, and vice versa. Otherwise, a ship may always fire its turrets at every ordnance marker which attacks it in a given turn.

### Massed Turrets

Ships in base contact with a vessel under attack by ordnance may 'mass' their turrets with it. For each ship contributing its turrets, add +1 to the turret strength of the defending ship (limit +3). Ships that mass turrets are subject to the same restrictions as the defending ship regarding attack craft and other ordnance. Ships that are crippled or have no turrets may not contribute to this bonus, but may benefit from allied ships' turrets normally. As ships move individually, it is not usually possible to mass turrets during a vessel's move unless it contacts ordnance while moving through an allied ship's base.

## TORPEDO SPECIAL RULES

### SPLITTING TORPEDO SALVOS

Any ship capable of firing torpedoes at strength-7 or greater may split its salvo in two, representing it with two separate strength-3 markers. If this option is taken, the salvos must go in different directions (no double-attacks on the same target or in the same direction), and no single salvo can contain less than three torpedoes. Note that this only applies to individual ships firing torpedoes; squadrons firing torpedoes separately or together may still do so according to their rules (see the Advanced Rules section for more details).

### FIRING THROUGH ALLIES

Although torpedoes will normally attack any target they contact (friendly vessels included), a ship may fire its torpedoes 'through' an allied ship without attacking it if the ally is in base contact when the torpedoes are fired. Note that this rule cannot be used to combine torpedoes from ships that are not part of the same squadron, however any squadrons with members in base contact will benefit from the effects of this rule as normal.

### TURNING TORPEDOES

Certain torpedoes, whether through living pilots or some other guidance system, may turn to track a desired target. When turning a torpedo salvo, it must always be rotated around the center of the marker at the beginning of its move. It must be turned so that no edge moves more than the salvo's maximum speed in any way. This means the side facing the inside edge of the turn may end up moving less than the maximum allowed distance.

Note that a torpedo salvo cannot turn in the ordnance phase of the same turn in which it is launched. This means that torpedoes capable of turning may only be launched into the firing arc shown on their profile, just like non-turning torpedoes.

### TORPEDO TYPES

There are a wide and creative variety of torpedo designs employed by the many races of Battlefleet Gothic, however the most common types all use relatively similar principles.

#### Standard Torpedoes

By default, most ships simply use the most basic torpedo design: an explosive warhead on top of a big rocket. The minor details vary, but in rules terms, standard torpedoes are all identical. They may not turn at all once launched, and each hit they inflict causes 1 point of damage on the target. If a ship armed with torpedo tubes does not specify what kind of torpedoes it has, it is equipped with standard torpedoes.

#### Boarding Torpedoes

Boarding torpedoes are designed to punch through the outer hull of an enemy vessel and plunge a squad of heavily armed troops inside to sabotage the target ship's systems. These torpedoes are manned, so they can turn up to 45°, following the rules for turning torpedoes. In addition, they always ignore friendly ships and attack craft (unlike other torpedoes) and may choose to ignore any drifting or burning hulks they encounter. Otherwise, they must attack the first enemy ship they contact, and are still destroyed normally if they contact another torpedo marker.

For each hit inflicted by a boarding torpedo, conduct a hit-and-run raid against the target ship immediately. Hit-and-run attacks are explained in a later section.

#### Short Burn Torpedoes

Short burn torpedoes have more powerful engines but a limited amount of fuel. They are considerably faster than ordinary torpedoes but will 'burn out' and lose engine power very quickly in comparison to ordinary torpedoes, which are designed to cruise at speed for longer periods.

Short burn torpedoes have an increased speed of 40cm. However, to represent the chance of them burning out, roll a D6 for each salvo of short burn torpedoes after they have moved and made any attacks – on a roll of 6 the torpedoes run out of fuel and are replaced with a blast marker. In all other respects they are treated as standard torpedoes.

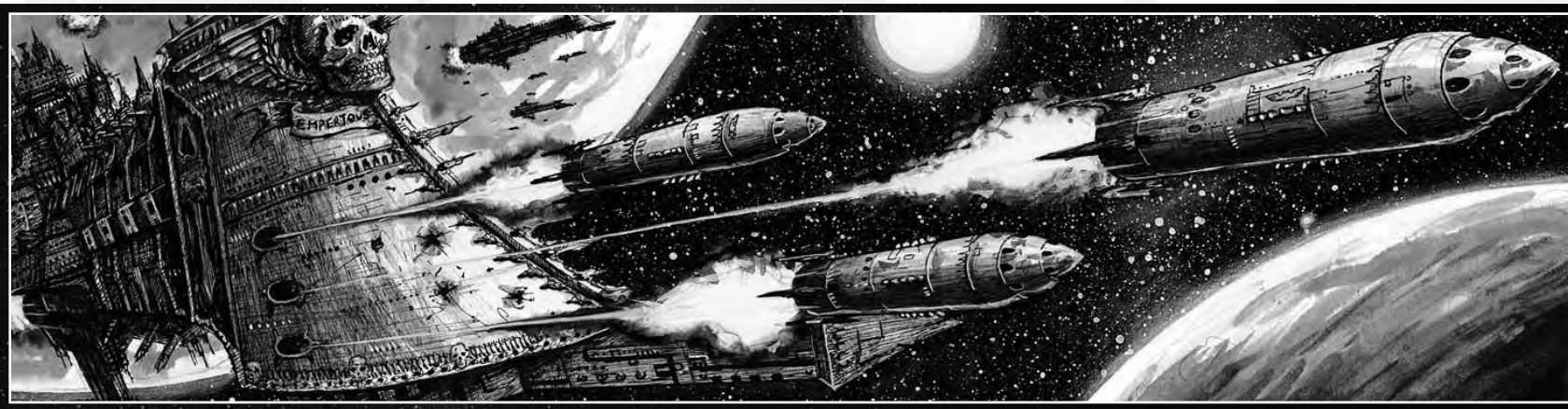
#### Barrage Bombs

Barrage bombs are specially configured to penetrate the atmosphere of a targeted planet and bombard surface targets. In comparison to ordinary anti-ship torpedoes, barrage bombs have a relatively diffuse blast radius, being designed to achieve maximum saturation of the target area. Barrage bombs can be launched even while a ship is in low orbit, where they will move just like ordinary torpedoes in deep space (they are unaffected by the planet's gravity). Barrage bombs may also be launched in space normally.

Each salvo of barrage bombs which strikes a planet during a planetary assault scenario earns +1 assault point if it is strength-6 or less, or +2 assault points if it is strength-7 or greater. Each hit from barrage bombs against an enemy ship inflicts one point of damage that does not ignore shields.

"There can be no bystanders in the battle for survival. Anyone who will not fight by your side is an enemy you must crush."

Attributed to Lord Solar Macharius



### Guided Torpedoes

Guided torpedoes are directed via laser telemetry from the ship which launched them, allowing them to be guided onto a specific target or enemy ship even amidst the confusion of battle. Although tight beam communication links are used to control the torpedoes from the parent ship, they are still vulnerable to enemy interference and jamming.

Guided torpedoes can make a turn of up to 45°, following the rules for turning torpedoes, but only if the ship which launched them passes a leadership test. If the leadership test is failed, one enemy ship can attempt to give the torpedo salvo false instructions by passing a leadership test itself. If the enemy ship is successful, that vessel's owning player is allowed to turn the torpedoes instead! Each hit from guided torpedoes inflicts one damage point on the target as normal.

### Seeking Torpedoes

The art of building self-guided torpedoes is almost lost to the Imperium, but they are still manufactured in tiny numbers at the great Adeptus Mechanicus temples on Mars. Logic engines and matriculators aboard the torpedoes themselves enable them to identify the attack vector most likely to result in the salvo reaching a target. The disadvantage of seeking torpedoes (other than their rarity) is that the

surveyors they use to detect enemy ships are easily blinded by blasts and debris, leading to premature detonation. Vessels armed with seeking torpedoes may only launch one salvo of them per game, due to their rarity and expense.

Each subsequent ordnance phase after launching, a seeking torpedo salvo will turn up to 45° (following the rules for turning torpedoes) such that it is pointing towards the nearest enemy ship. If several ships are an equal distance away, it will turn to attack the largest (where Defense > Battleship > Cruiser > Escort). Furthermore, seeking torpedoes will ignore any friendly ships and attack craft that they encounter. However, seeking torpedoes which move through blast markers will detonate on a D6 roll of 5+ instead of only on a result of 6. Each hit from seeking torpedoes inflicts one damage point on the target as normal.

### Melta Torpedoes

The warheads on melta torpedoes are fitted with fusion detonators, which explode into enormous conflagrations of nuclear fire upon impact. The flames will burn through even the outer hull of the largest battleships, threatening to consume the entire vessel in a hellish inferno. Ships armed with melta torpedoes may only launch one salvo of them per game, due to their rarity and expense.

Hits from melta torpedoes inflict no damage points, instead, each hit causes an automatic Fire critical hit (even on vessels whose critical hit tables do not normally have a 'Fire' result). If a ship which is carrying unused melta torpedoes suffers a critical hit to the location of its torpedo launcher, it suffers an extra D3 Fire critical hits as some of the torpedoes detonate!

### Vortex Torpedoes

Vortex torpedoes carry warheads which implode to create a highly unstable and dangerous rift in warp space. The damage inflicted by even a single vortex torpedo is horrendous – whole sections of the ship and its crew are ripped asunder and sucked into the warp. However, constructing and transporting such weapons is extraordinarily hazardous. As such, they are perhaps one of the rarest armaments in the entire galaxy. Vessels armed with vortex torpedoes may only launch one salvo of them per game, due to their rarity and expense.

Each hit from vortex torpedoes causes one point of damage and automatically inflicts a critical hit. If a ship which is carrying unused vortex torpedoes suffers a critical hit to the location of its torpedo launcher, it suffers D3 points of additional damage and an automatic critical hit itself as some of the torpedoes detonate!

## ATTACK CRAFT SPECIAL RULES

### FIGHTERS

Fighters are small, fast and extremely agile. They are only armed with weapons suitable for destroying torpedoes, mines, and other attack craft. In combat, the fighter's job is to intercept enemy ordnance and protect the vulnerable bombers and assault craft on their way to and from their target.

#### Fighter Rules

Fighter attacks have the following effects when they come into contact:

**Vs Ordnance Markers.** The defenders are scattered or destroyed during the dogfighting. The victorious fighters return to their mother ship for rearming and refueling. Remove both the defending and attacking markers from play. Note that this is a compulsory attack; fighters must always intercept enemy attack craft and mines they encounter, as well as any torpedoes (friend or foe) that they contact.

**Vs Ships.** The puny fighters cannot hope to damage the much larger vessel, so they will simply hold position out of harm's way. Leave the squadron marker in play (do not roll any turret attacks). Fighters in base contact with friendly ships may move with them to screen against enemy ordnance in a process called *combat air patrol*, which is explained further in the Advanced Rules section.

### BOMBERS

Bombers are slower, heavier craft with destructive anti-ship weapons. Though vulnerable to enemy fighters, bombers can be a serious threat to ships.

#### Bomber Rules

Bomber attacks have the following effects when they move into contact:

**Vs Ordnance Markers.** Enemy fighters will remove bombers normally, as described in their rules. Any other ordnance will simply be avoided - leave both markers in play (no attacks are resolved).

**Vs Ships.** The bombers make an attack run on the ship. Make D6 rolls to hit against the ship's lowest Armor value for each attacking bomber squadron. The number of attacks the squadron makes reduces by one for each turret on the ship (minimum zero). Note that this does not include any bonuses from vessels massing turrets, but still applies even if the defending ship fired its turrets at torpedoes or mines in the same phase. Remove the squadron markers from play once the attack has been completed.

*For example, a wave of two bombers attack a cruiser with two turrets. The cruiser gets two dice to shoot at the incoming bombers, and any that survive will make D6-2 attacks and then be removed from play.*

### TORPEDO BOMBERS

Torpedo bombers are normal bombers reconfigured to carry a payload of small anti-ship torpedoes. This gives them the ability to stand off from their target at greater range before launching an attack.

#### Torpedo Bomber Rules

Versus other ordnance, torpedo bombers are treated like regular bombers. However, they cannot attack ships directly. Instead, at the start of any ordnance phase after the turn they are launched, a torpedo bomber squadron may be replaced by a strength-2 torpedo salvo (facing in any direction). However, the salvo has limited fuel and must be removed at the end of the phase in which it is fired. A wave of torpedo bombers can combine their salvos together just like a squadron of ships in base contact.

### ASSAULT BOATS

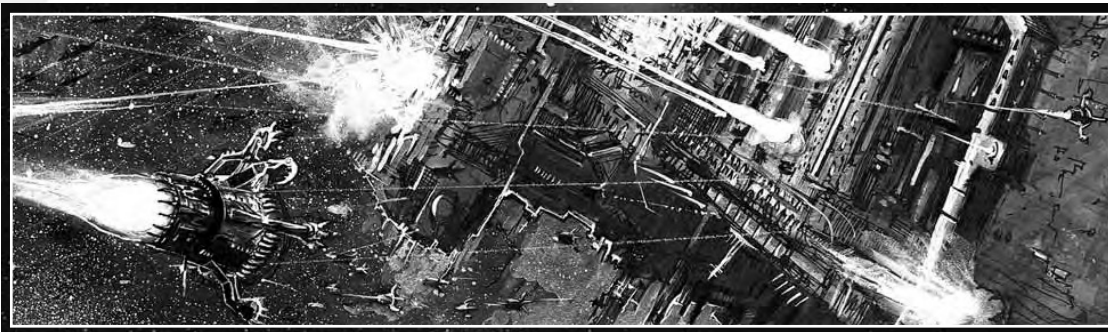
Assault boats are designed to clamp on to a target vessel and breach its outer hull, allowing squads of elite warriors to storm on board. Once aboard the boarders plant demolition charges, massacre the crew, poison the air and generally cause as much damage as possible before retreating.

#### Assault Boat Rules

Assault boat attacks have the following effects when they move into contact:

**Vs Ordnance Markers.** Enemy fighters will remove assault boats normally, as described in their rules. Any other ordnance will simply be avoided - leave both markers in play (no attacks are resolved).

**Vs Ships.** The assault boats make an attack run on the ship. Immediately conduct a hit-and-run raid against the ship for each assault boat squadron. Hit-and-run raids are described in a later section. Remove the squadron marker from play when the attack is complete.



## THE ORDNANCE PHASE

+++ALERT+++ATTENTION+++ALL.  
PILOTS.TO.HANGAR.DECK+++PREPARE.  
TO.LAUNCH+++REMEMBER.YOUR.  
DUTY+++FOR.THE.EMPEROR+++

### LAUNCHING WAVES OF ATTACK CRAFT

When a ship launches its attack craft, it may choose to combine any number of them into a *wave*, which will move and attack together. To show attack craft deployed as a wave, place the markers so they're touching and keep them together as they move. Their formation must have the smallest circumference possible, such as a block of four, two rows of three, etc. For example, a single wave of eight ordnance markers cannot be stretched out into a single-file line eight markers long. If a wave contains attack craft moving at different speeds, the entire wave moves at the speed of the slowest.

#### Fighter Escorts

If enemy fighters or turrets attack a wave they must remove any fighter squadrons before moving onto the bigger ships. You can use this rule to put your wave together so that it contains fighters who will defend the vulnerable bombers or assault boats, sacrificing themselves to save the bigger vessels.

#### Splitting Waves

Waves of attack craft can split up during their move if you wish. However, once squadrons have split up they may not recombine into waves. A wave may only be formed when the craft are launched from their mother ship.

#### Combined Attacks

The greatest benefit of attacking in a wave is that it functions as a single unit - effectively becoming one big ordnance marker - until attacks are resolved. The greatest advantage of this is that a defending ship's turrets only fire once at the whole wave (rather than at each individual marker). Note that each marker still resolves its own attacks separately.

*For example, if a wave of five bombers attacks an enemy cruiser with three turrets, the enemy ship only makes three turret attacks against the whole wave, meaning that at least two of the bombers are guaranteed to attack.*

*In another example, if a wave of two fighters comes in contact with a wave of five enemy bombers, each fighter will remove one bomber marker and then be removed itself, leaving three enemy bombers in the enemy wave.*

On the other hand, each wave of attack craft is targeted as a single unit by enemy shooting, so if a hit is scored the entire wave is removed. Likewise, a wave of attack craft only makes a single test to pass through blast markers, and will be removed as a whole if the test is failed.

In addition, waves containing any assault boats and/or bombers are always removed entirely (including any fighters or other attack craft) after resolving attacks against an enemy ship, even if the target is destroyed before all the bombers and/or assault boats have actually made their attack runs.

#### Turret Suppression

Attack craft waves containing both fighters and bombers gain a unique bonus in addition to those already discussed. Any fighters escorting bombers may temporarily neutralize enemy turrets before the bombers make their attack run, increasing the bombers' effectiveness. This is resolved as follows:

Each fighter in a wave of bombers attacking a ship will add +1 attack to the total attack runs of the wave, regardless of whether they are shot down by turrets or not. The maximum number of bonus attacks that can be added in this way cannot exceed the number of surviving bombers in the wave. Note that fighters which are neutralized *before* the enemy ship fires its turrets cannot contribute to turret suppression. Naturally, there must be at least one surviving bomber in the wave after turret fire to gain these bonus attacks.

*For example, if an Emperor battleship (foolishly) launches a wave of three bombers and five fighters against an enemy ship with three turrets, the attacking player rolls 1D6-3 attacks per bomber, plus three attacks total (not per bomber), due to the fighters' turret suppression. If the battleship had instead launched a wave of four fighters and four bombers, the total bonus would be +4, because there would be four bombers capable of benefiting from turret suppression instead of only three.*

### ADDITIONAL RULES FOR ATTACK CRAFT

In addition to the rules presented here, there are a few other unique things that attack craft bring to the game. This includes combat air patrol, resilient saves, and attack craft which combine the abilities of multiple squadron types. Explanations of each of these can be found in the Advanced Rules section and/or the specific fleet lists for certain races.

*For your first few games, it is probably better to leave these extra rules alone - the ordnance phase is complex enough as it is! Once you are comfortable with using ordnance and attack craft, however, these additional features can add a lot of depth to your games of Battlefleet Gothic.*

"...Repeat, this is Ensign of Mars, we are crippled.

...Five assault boat strikes three standard hours ago, no casualties, engines crippled...

...Further eight strikes two standard hours ago, seventeen casualties, forty-five taken prisoners...

...Fourteen strikes two standard hours ago, nineteen taken, no further damage done... They seem to be playing with us.."

-Last recorded communication  
from the *Ensign of Mars*

# HIT-AND-RUN ATTACKS

In a hit-and-run attack, a select force of warriors is dispatched to infiltrate and attack a specific location on an enemy ship, planting demolition charges and killing crewmen in an effort to neutralize the vessel's combat capability. A ship can quickly be left helpless from damage inflicted by repeated hit-and-run raids, giving its enemies the freedom to finish it off with conventional gunnery weapons at their leisure.

Hit-and-run attacks are usually caused by assault boats and boarding torpedoes, although fleets may have access to other methods as well (such as teleport attacks, which are described later).

## Vs. Capital Ships

Against capital ships or other targets that can suffer critical damage, simply roll a D6 and look up the score on the Critical Hits table, and then apply the corresponding result immediately. A score of '1' or less has no effect - the raiders have been defeated. Note that this means ships or fleets that benefit from a bonus to their hit-and-run attacks will normally never fail to inflict some critical damage.

## Vs. Escorts & Small Targets

Against small units which do not use the Critical Hits table, such as escorts and some defenses, there is a good chance that a hit-and-run raid will put the vessel or station out of action. Against such targets, a hit-and-run attack causes one point of damage on a D6 roll of 4+, applying any modifiers as normal.

*For example, a Space Marine Thunderhawk, which benefits from a +1 bonus to its hit-and-run attack, would need to roll a 3+ to inflict damage on an enemy escort. Similarly, a boarding torpedo that hits a Tyranid escort would need to roll a 5+ to damage it, as it must subtract 1 from its roll due to the Tyranids' special rules.*

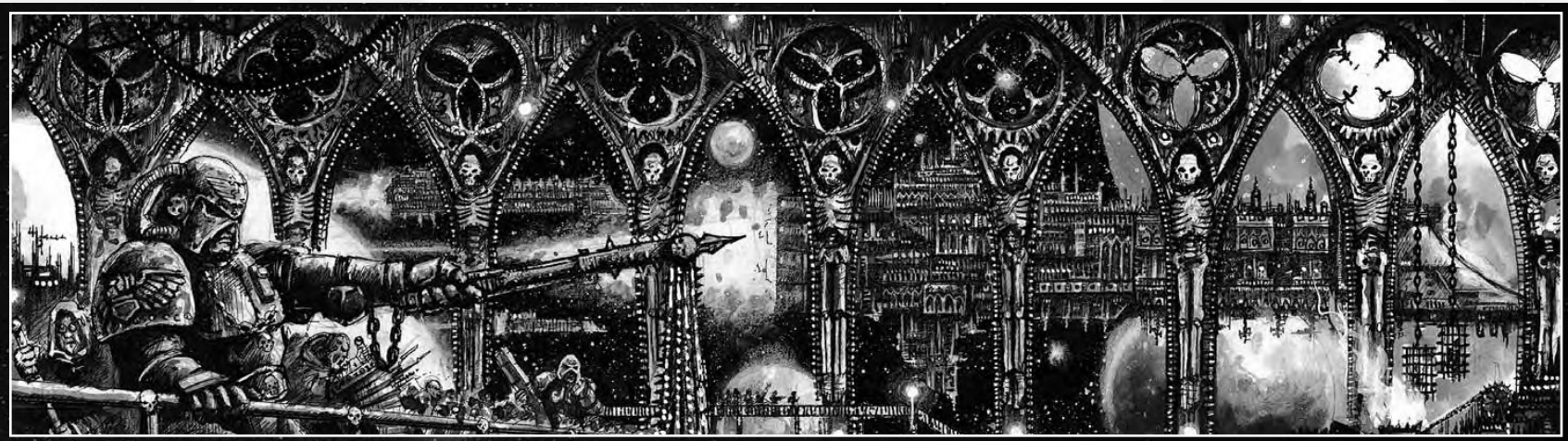
## Hit-&-Run Bonuses

As previously stated, a ship will sometimes have a bonus to its hit-and-run attacks. Where this is the case, any bonus to the ship's hit-and-run raids also applies to any ordnance the vessel launches, unless clearly stated otherwise. This holds true for both faction-wide bonuses as well as any refits, upgrades, or special crews a ship has purchased.

Many naval commanders and captains were inspired tacticians and strategists; but some of the greatest plans were born out of sheer desperation. For example, Captain Cornwallis of the Invincible rammed a Chaos vessel he had crippled, just as it activated its warp engines. The two ships locked together and as they drifted through the warp, several boarding parties from the Imperial cruiser managed to deliver the killing blow.

There were also several reports of bomber crews making suicide runs against enemy ships, driving their craft into the hull of their target when their bombs and missiles had run out. Similar cases can be found in the actions of assault boat crews. The boarding parties set their Sharks to self-destruct after they had deployed onto the enemy vessel, ripping gaping holes in the side of the target ship, and then fighting to the last man to inflict as much internal damage as they could.

*From A History of the Gothic War*



# THE END PHASE



During the end phase, players sort out any events which have been set into action during the turn, such as repairing any critical damage. Some of the Blast markers are removed from the table, as the energy and debris they represent is naturally dissipated. In addition, many of the more advanced tactics and special rules come into play during the end phase, such as boarding actions, teleport attacks, and so on. While it may not seem like much, learning how to effectively fight your enemy at all times, even during the end phase, is what separates a good commander from a great one.



"Speak not to me of Abaddon, blackest of hearts, basest of fiends. Who else amongst the hosts of the traitors embraced Damnation with such a fierce glee?"

Attributed to Roboute Guilliman,  
Primarch of the Ultramarines

# BATTLEFIELD CLEAN-UP

The end phase is a good opportunity to tidy up the table top, count victory points, check up on scenario victory conditions and break out the biscuits. There are also a couple of things to resolve before moving on to the next turn.

For your first few games, the important actions to complete during the end phase are the following:

1. Attempt to repair critical damage.
2. Remove dissipating blast markers.

Later, once your gaming group has become more familiar with the rules, you can add teleport attacks and boarding actions to this list. These are described in the Advanced Rules section.

## DAMAGE CONTROL

Both players can attempt to repair critical damage during the end phase. Repair crews will be working continuously of course, welding up hull breaches, re-routing power conduits, putting out fires and generally trying to keep the ship functioning.

In each player's end phase, every capital ship with repairable critical damage rolls 1D6 per hit point it has remaining. Each result of '6' enables a ship to repair one critically damaged system. However, due to interference from debris and shield impacts, ships in contact with blast markers only roll half as many dice (rounding up). If both players need to make repair rolls, the player whose turn it is rolls for his or her ships first.

## BLAST MARKER REMOVAL

With time, the debris and shock waves represented by blast markers will dissipate sufficiently to be of no further impediment to ships or their weapons.

To represent this, the player whose turn it is rolls a D6 and removes that many blast markers from the table. Blast markers in contact with ships' bases may not be removed, but otherwise the player is free to choose which ones will go.

**You have now read all the most important rules that you need to play Battlefleet Gothic. At this point we suggest that you try playing *Scenario One: Cruiser Clash* (which can be found in the BFG:XR Scenarios list) to test them in action.**



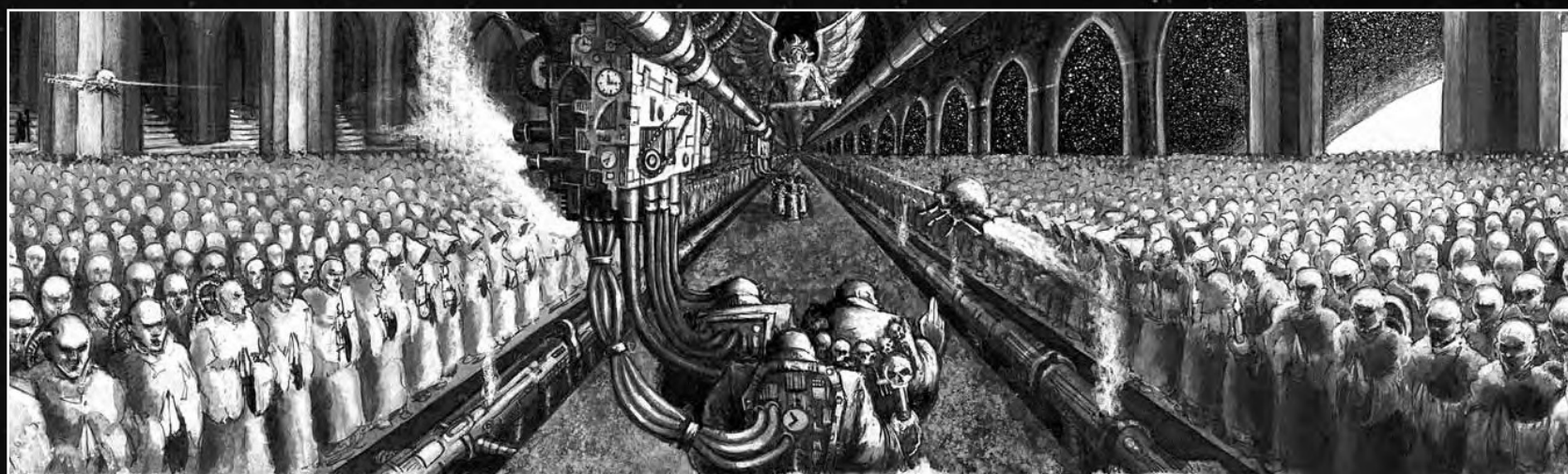
"The universe has many horrors yet to throw at us. This is not the end of our struggle. This is just the beginning of our crusade to save Humanity. Be faithful! Be strong! Be vigilant!"

The Emperor of Mankind

# ADVANCED RULES



The following section is dedicated to all kinds of exciting special stuff which may not occur in ordinary games or would simply get in the way of trying to learn the basic rules. For example, ships ramming and boarding are both viable tactics but do not happen very often (well, unless you're an Ork)! They have been included in this section so that they can be added in once the mechanics of the basic rules have been mastered. Likewise, while warship squadrons and advanced attack craft tactics are important for many fleets, such concepts are typically too complicated for beginners.



O Eternal God Emperor; who alone spreadest out the heavens and rulest the raging of the warp; Who hast compassed the void with bounds until day and night come to an end;

Be pleased to receive into thy Almighty and most gracious protection the souls of thy servants and the fleet in which we serve; Preserve us from the dangers of the void, and from the violence of the enemy;

That we may be a safeguard unto our fellow man and his dominions, and a security for such as pass through the void upon their lawful occasions; That the inhabitants of our Imperium may serve thee, our Saviour and that we may return in triumph with the fruits of our labors;

And with a thankful remembrance of thy mercies to praise and glorify thy Holy Name;

Through thine eternal rule;  
Amen.

Common Prayer of the Imperial Navy

# MOVEMENT PHASE

## ALL AHEAD FULL: RAMMING SPEED!

A ship moving at *All Ahead Full* may attempt to ram a single enemy vessel as it moves. A ship may never ram more than one enemy in a single move, as the 2D abstraction of the table-top means that vessels which appear to be along a straight line may actually be hundreds of kilometers above or below one another.

The intent to ram a chosen target must be declared after passing the command check for *All Ahead Full* special orders, but before rolling to determine the vessel's speed bonus. Once declared, a vessel may neither abort a ramming attempt nor change targets, even if it ends its movement in base contact with more than one enemy or does not reach the intended victim. Likewise, the number of vessels a ramming ship 'moves through' during its movement is also irrelevant. Note that the choice of enemy ship is not affected by target priority - any enemy vessel may be nominated as a ramming target.

### Check Course

Before engaging its drive systems, a ramming ship must ensure its course is precisely aligned. The vessel must take a leadership test when the ram is declared: if the test is passed, the captain skillfully maneuvers his vessel into a ramming position. If the test is failed, the ship misses the target and must complete its move normally, without resolving any ramming (but still on *All Ahead Full* orders).

Obviously, it is easier for an escort to ram a cruiser or battleship than the other way around. Thus, the leadership test must be taken on 3D6 if the target vessel is of a smaller type than the ramming one (where Defense > Battleship > Cruiser > Escort). On the other hand, if the target vessel is of a larger type than the ramming one, then the leadership test will be rolled on just 1D6.

Furthermore, a vessel attempting to ram must still abide by the restrictions of *All Ahead Full* special orders, meaning that it cannot turn at all, and must complete its full move (assuming it survives the attempt - even if only as a wrecked hulk)! Other than this, it may still shoot, board, launch ordnance, and so forth, provided that it meets the criteria for doing so after resolving the ramming attempt.

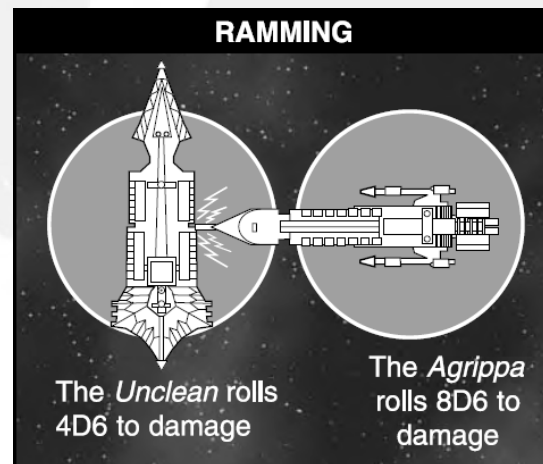
### Resolving Damage

Ramming is determined by base-to-base contact. If any part of the ramming ship's base contacts any part of the target's base during the course of its movement, the ram is considered to be successful. If so, roll 1D6 for each point of the ramming ship's starting damage capacity. Any dice that equal or beat the target's Armor value (on the facing struck by the ramming ship) score a point of damage on the target. This damage is not deflected by shields.

The ramming vessel may well suffer damage too, so the ship being rammed also rolls a number of D6 as follows: if the two ships are hitting front-to-front (or the rammed target is a defense), the number of dice is equal to the rammed unit's starting damage capacity. Otherwise, it only rolls half that amount (rounding up). Any dice which equal or beat the ramming vessel's front Armor value score a point of damage. This damage is not deflected by shields.

Note that any damage inflicted during a ramming attempt is resolved immediately upon contact. This means that if either ship explodes due to damage from a ramming attempt, any subsequent hits from the explosion must be resolved before the ramming vessel finishes its move (if any). Likewise, if the rammed ship explodes, the ramming ship will always be slowed by the resulting blast markers.

Once a ramming attempt has been fully resolved, the ramming ship continues its move (assuming it did not explode).



*Ramming example: The Agrippa, a Lunar class Imperial cruiser, rams the Unclean, a Murder class Chaos cruiser in the starboard side. The Agrippa has a starting damage capacity of 8, so it rolls 8D6 against the Unclean's Armor 5+, rolling 1, 2, 3, 3, 4, 5, 5, 6, thus scoring 3 points of damage. By way of return the Unclean, which has a starting damage capacity of 8, rolls 4D6 (because it was hit on the side) against the Agrippa's 6+ prow armor, rolling 3, 3, 5, 6 and scoring 1 point of damage.*

"Perhaps today is a good day to die. Prepare for ramming speed!"

+++

"You fool! You failed to realize that with your armor gone, my ship will tear through yours like tissue paper!"

+++

"AAAAAAAARRRRRRGH!HHH!"

-Famous quotations from Captains attempting to ram

## ADVANCED RULES

"A good admiral does not lead his fleet to its destruction just because he knows it will follow."

"The only justifiable risk is one that can do more harm to the enemy than it can to you. All risks must be calculated in your favor. Otherwise you are fighting for the enemy!"

-Naval Officer's Handbook,  
adapted from *Tactica Imperium*

## DISENGAGING FROM COMBAT

Sometimes it is better to run away and live to fight another day. A ship may be crippled with no hope of defeating its attackers, or just outnumbered so heavily that its captain decides that it's hopeless to fight on. The classic approach to disengaging is to make a sudden course alteration and then cut all power so that the ship cannot be detected by its energy emissions. With luck the vessel will simply drift out of the immediate battle area and can set course for home once it is clear of the fighting. Sometimes it even works...

A ship may disengage from battle in one of two ways: first, any vessel that moves off of the table edge during play for any reason counts as being disengaged (whether it intended to or not)! Second, a ship or escort squadron may take a leadership test at the end of its movement phase with the following modifiers:

- Each blast marker within 5cm ..... +1 Ld
- Celestial phenomena within 15cm\* ..... +3 Ld
- Each enemy within 15cm ..... -1 Ld

*\*This is for a tabletop feature such as an asteroid field, gas cloud, or planet. If a tabletop effect such as a radiation burst or solar flare is taking place this bonus applies anywhere on the tabletop. Only apply this bonus once, regardless of the number of celestial phenomena within range.*

If the test is passed, the disengaging ship is removed from the tabletop and may not return during the game. If the test is failed the ship remains in play and may not fire, launch ordnance or attempt to use special orders (except *Brace for Impact*) during the rest of its turn.

Note that both enemy ships and ordnance markers count against a vessel's leadership when it attempts to disengage. Furthermore, remember that a ship or squadron's leadership value cannot exceed 10 for any reason - as such, a roll of 11 or 12 will always fail, regardless of modifiers.

### Forced Disengagement

Normally, a vessel will stay in the fight as long as its captain wishes, no matter how foolish that might be. However, a crew pushed to the breaking point may completely lose the will to fight, regardless of their captain's orders! As such, any ship or squadron that through any combination of effects is reduced to Leadership 1 or less must attempt to disengage or move off of the closest table edge (if possible).

### Squadrons Disengaging

When ships act together as a squadron, they are subject to some additional rules for disengaging, as described below (the complete rules for squadrons are explained later in this section):

If any single ship in an escort squadron disengages, the whole escort squadron must then immediately (and in every subsequent turn) attempt to disengage using any available means of doing so. This is to prevent an escort squadron from disengaging one or two vessels to keep leadership or victory point benefits, then pushing the rest of them in a suicide run at the enemy.

Capital ships always disengage separately, relying on their individual leadership to do so, rather than that of the squadron. If one attempts to disengage and fails, it falls out of the squadron and may not re-join it. It is for all intents a solitary capital ship for the rest of the game. This is in addition to all other effects for ships that fail to disengage when attempting to do so.



Our thoughts light the Darkness that others may cross space.

We are one with the Emperor, our souls are joined in his will.

Praise the Emperor whose sacrifice is life as ours is death.

Hail his name the Master of Humanity.

The Credo of the Astronomican

## ORDNANCE PHASE

### RESILIENT ATTACK CRAFT

Some attack craft are so large and heavily armored that interception by enemy fighters may not always guarantee victory. Likewise, some fighters have expanded fuel reserves and armaments, allowing them to operate away from their mother ship for extended periods of time. This is represented by a 'resilient' save noted in an attack craft's description.

Attack craft that are resilient have a save (usually 4+) against other ordnance. When resilient attack craft intercept or are intercepted by enemy ordnance markers, roll a D6 for each resilient marker - if the result is equal or better than the squadron's save value, it remains in play rather than being removed.

Resilient attack craft can only attempt this save once per phase, regardless of whether they are attacking or being attacked. Furthermore, if they pass their save and remain in play, they must immediately stop where the interaction took place and cannot move any further (although fighters on combat air patrol will still move with their parent ship). In all cases, resilient attack craft that fail to make their save are immediately removed.

Note that a resilient save does not function when making attacks against enemy ships (such as for assault boats and bombers). In this case, the marker or wave is still removed after attacking. Resilient multi-role attack craft that can behave as fighters must do so when in contact with ordnance, although surviving markers may attack enemy ships in base contact after resolving other ordnance interactions.

### Fighters and Multiple Attacks

If a resilient fighter squadron is still in contact with enemy ordnance markers when it passes its save, it will automatically attack again (if possible), since it is obligated to always engage enemy ordnance it encounters. (See the next section for details).

### Further Interactions

Since resilient attack craft that use their save to remain in play may continue to interact with enemy ordnance, a resilient marker which intercepts or is intercepted a second time in the same phase will be removed just like regular ordnance. Note that attack craft squadrons always resolve interactions one at a time, with the player that is moving his or her ordnance attacking first (and choosing the order of attacks). The following is an example:

*A wave of two resilient Space Marine Thunderhawks (which can behave as fighters) move into contact with a wave of two Swiftdeath fighters. Here, the Space Marine player attacks first, and considers the following scenarios:*

*TH #1 begins by attacking SD #1, removing it. Now, if TH #1 passes its save it may continue to attack, removing SD #2 and being removed itself (since it already used its save to intercept SD #1). This leaves TH #2 free to continue its move and attack other targets.*

*Conversely, the Space Marine player may decide to have TH #1 and #2 engage each enemy one apiece, in which case both Thunderhawks may remain in play if they both pass their saves, at the cost of both markers using up their movement and saves for that phase. This may leave them vulnerable when the enemy moves his or her markers, however.*

### Opposing Resilient Ordnance

If two markers that both have a resilient save attack each other and both remain in play by successfully rolling their saves, they stop movement and remain in contact until one moves away or is removed by further ordnance interactions. When combined with the preceding rules for multiple ordnance markers, this can become quite complex. The following is an extreme example:

*Three Tau Manta bombers are intercepted by two Eldar Darkstar fighters. The Eldar player chooses to begin with DS #1 attack MT #1.*

*If both pass their saves, both markers remain in play. Since they are still in contact, the Eldar player decides to have DS#1 continue attacking MT #1, removing both markers since they have both used their save for that phase.*

*DS #2 now attacks MT #2. The Darkstar passes its save and the Manta fails, leaving DS #2 and MT #3 remaining. DS #2 must then continue its attack and be removed (since it is a fighter). However, MT #3 passes its save and remains alone, as all the other markers in the encounter have been destroyed.*

### Splitting Waves

If a wave containing resilient attack craft intercepts or is intercepted by enemy ordnance, any markers which use their save (and stop moving) may be immediately split from the wave normally, allowing any remaining squadrons to continue on as normal.

**"D**o not throw your forces blindly into battle. Before committing your fleet, examine the situation. Review your own strength, and that of your enemy. Remember your own objectives, and try to anticipate those of your opponent. Then select those of your ships best suited to the task in hand."

-Naval Officer's Handbook,  
adapted from *Tactica Imperium*

## ADVANCED RULES

+++LAUNCH!+++LAUNCH!+++LAUNCH!+++

### COMBAT AIR PATROL (CAP)

Due to the danger posed by enemy bombers, assault boats, and torpedoes, fleets will often employ fighter escorts to supplement the turret defenses of their light and medium cruisers (although particularly important battleships will sometimes receive a few squadrons as well). This practice is called *combat air patrol*, or CAP.

#### Joining / Leaving CAP

Any fighters or attack craft that behave as fighters may, at any point during their normal movement, be placed on CAP for a friendly ship in base contact. Squadrons on CAP move with the parent vessel during its movement phase, remaining in contact rather than moving independently in their ordnance phase (in other words, no double moves).

A fighter squadron which moves further than its normal speed as a result of escorting a faster ship, such as a Thunderhawk (Speed: 20cm) escorting a Cobra (Speed: 30cm), also forfeits its move in the *opposing* player's ordnance phase, though they are still capable of defending the ship they are currently escorting.

A fighter squadron will usually stay on CAP until it is removed by ordnance or its parent vessel is destroyed. However, it may voluntarily leave CAP at the start of the owning player's movement phase or during the owning player's part of the enemy ordnance phase. In both cases, it will immediately return to the regular rules for moving and attacking.

#### CAP Special Rules

Fighters on CAP will always intercept any enemy ordnance the escorted ship encounters, regardless of where the ordnance actually makes contact. This is the only instance where ordnance may interact without actually being in physical contact. In all other respects they will intercept enemies normally.

#### Multiple Fighters on CAP

More than one fighter squadron on CAP for a single ship function as independent markers in all respects and are never a wave, even if markers were part of one when placed on CAP. (Any non-fighters that are part of a wave when the fighters are placed on CAP will automatically split off).

As a result, if the ship encounters blast markers or is subsequently destroyed, the fighter squadrons must roll separately against any effects. Any fighters that survive the destruction of their parent vessel will thereafter act as independent ordnance markers and may move again in the subsequent ordnance phase.

#### Multi-role / Other Attack Craft

Other attack craft which do not behave as fighters cannot be placed on a ship's CAP for any reason. For example, a bomber squadron cannot be placed on CAP in order to attack enemy ships that the escorted vessel encounters during its movement.

However, multi-role ordnance markers that can act as fighters may still be placed on CAP normally. In this case, such squadrons *are* capable of attacking enemy ships they encounter, but may only do so during the ordnance phase or if an enemy vessel moves into contact during the enemy's movement phase. They may not otherwise attack a ship unless they leave CAP first. See the examples below:

*An Ork Terror Ship with two Ork fighta-bommas on CAP decides to ram an Imperial cruiser. Despite contacting the enemy, the fighta-bommas dragged along with the Terror Ship do not automatically attack the Imperial cruiser. Instead, they must wait until the ordnance phase and may only attack if the escorted ship actually ended its movement in base contact with the target vessel.*

*On the other hand, if the Imperial cruiser moves into contact with the Terror Ship for any reason, the fighta-bommas will attack it immediately (if the contact is from ramming, the cruiser's ram attacks are resolved first, however).*

Note that because the markers on CAP are not in a wave, if an enemy ship is destroyed by multi-role attack craft on CAP, only remove the markers that actually attacked.

#### CAP vs. Friendly Ordnance

It is possible (though difficult) to defend friendly attack craft by moving them within the perimeter of a ship's base that has fighters on CAP, since enemy ordnance which contacts the escorted ship will be intercepted by the fighters on CAP first.

Furthermore, fighters on CAP will not intercept torpedoes or mines while they are being launched from the parent ship or from friendly ships in base contact, including massed torpedo salvos launched by a squadron. However, they will defend against torpedoes and enemy mines in any other instance.

#### Resilient Attack Craft vs. CAP

Resilient bombers and assault boats that end their movement in base contact with a ship escorted by CAP may attack it normally, even if stopped after using their save (provided that they do not need to move any further and that they survive the vessel's turret attacks).

"P reservation of life for its own sake is not to be commended where sacrifice offers a reasonable chance of gain. Nonetheless, the purposeless waste of life is equally to be avoided. The loss of trained pilots implies the loss of resources, equipment and knowledge. A true soldier does not belittle his value as a resource. The duty of the fleet commander is to judge what means should be undertaken to achieve each objective. He must be aware of what is to be gained and what may be lost. A commander who places his ships in a position where he may likely lose more than he may likely gain risks more than the lives of his men. He risks far more: he risks failure. Loss is acceptable, failure is not."

-Naval Officer's Handbook,  
adapted from *Tactica Imperium*

# END PHASE

## BOARDING ACTIONS

Boarding actions are brutal, bloody, and usually desperate battles between ships at very close range. The boarding vessel maneuvers close to an enemy ship and sends a wave of armed crewmen across via teleporters, shuttles, life pods and sometimes even pressure suits to grab a foothold on the outer surface of the enemy ship. The attackers then blow breaches in the hull and swarm inside, hoping to overcome the defending crew in the ensuing melee. Boarding actions are dangerous for both sides: even a victorious ship may suffer critical damage in the fighting or a prospective victim may explode with catastrophic results.

### Moving in for Boarding

To initiate a boarding action, the attacking vessel must first move into range of the target. The owning player must declare the intent to board as soon as base contact is achieved in the movement phase. Vessels that have initiated a boarding action may not fire their weapons or launch ordnance in the same turn, because their crews are too busy trying to reach the enemy ship.

### Boarding Value & Base Damage Bonus

During a boarding action, the vessel with the largest crew will usually be able to overwhelm the enemy, regardless of any differences in fighting skill. This is represented by the vessels' *boarding values*, which determines one side's *base damage bonus*.

Before a boarding action is resolved, both sides must determine their boarding values and compare the results. A vessel's boarding value is equal to the number of damage points it has remaining, with the defending ship also adding its current number of turrets (after any other modifiers) to its score. The side with the higher boarding value gains a *base damage bonus* to its boarding roll as follows (only apply the highest possible modifier):

- *Boarding value is higher than enemy's*..... +1
- *Boarding value is double or greater*..... +2
- *Boarding value is triple or greater*..... +3
- *Boarding value is quadruple or greater* ..... +4

### Crew Damage Bonuses

Some factions in the 41st Millennium are especially adept at boarding actions. These fleets apply a *crew damage bonus* to their boarding roll as described in their respective rules. Ships may only use the largest applicable bonus, unless otherwise specified.

### Resolving a Boarding Attempt

All boarding actions are resolved in the attacking player's end phase, before damage control has been attempted or blast markers are removed. Naturally, the target must still be in base contact - if it has somehow moved or been destroyed, the attacking vessel cannot choose to board some other enemy ship in base contact instead. To resolve the action both players roll a D6 and add the appropriate modifiers from the following list:

- *Enemy ship has blast markers in contact* ..... +1
- *Enemy ship is on special orders* ..... +1
- *Enemy ship is crippled*..... +2
- *Base Damage Bonus* ..... *Varies*
- *Crew Damage Bonus* ..... *Varies*

### Boarding Action Results

The player with the highest total wins the boarding action. The losing ship then suffers damage equal to the difference in scores. This damage cannot be absorbed by shields or saved by *Brace For Impact* special orders.

Furthermore, due to the intensity of close-quarters combat, the chance that a ship might suffer critical damage is much higher. As such, damage inflicted by a boarding action does not cause critical hits in the usual way. Instead, do the following:

Look up the results of the boarding action on the table below. Then, make a single critical hit check against each ship involved (regardless of who won), comparing the score to the appropriate requirement shown in the third column. Resolve any subsequent critical damage in the usual manner.

RESULTS TABLE

| Difference in Scores | Boarding Result | Winners / Losers Suffer Critical Hit On |
|----------------------|-----------------|-----------------------------------------|
| 1                    | Stalemate       | 5+ / 5+                                 |
| 2                    | Heavy Fighting  | 5+ / 4+                                 |
| 3                    | Driven Back     | 6+ / 3+                                 |
| 4                    | Stormed         | 6+ / 2+                                 |
| 5+                   | Overwhelmed     | None / Auto                             |

When a ship is reduced to 0 damage by a boarding action, do not roll for catastrophic damage. Instead, the ship immediately becomes a drifting hulk. Any excess damage still counts towards the boarding result and a critical hit roll must still be made. Note that ships which are reduced to 0 hits due to critical damage are not subject to this rule and must roll on the Catastrophic Damage table as normal. Otherwise, any vessels that survive boarding may move off normally in their next movement phase.

### Drawn Combats

If both players have the same score after modifiers, the combat is a draw. In this case the ships grapple together and will continue fighting, repeating this process in each end phase until one of the ships is reduced to zero damage. While locked in combat, neither ship may move, shoot, launch ordnance, or disengage. Furthermore, they do not add their remaining turrets to their boarding value. In all other respects the ships may fight normally (such as defending against ordnance, using special orders, teleport attacks, etc). Once combat is resolved, the surviving ship may move off in its next turn.

## ADVANCED RULES

**"I**n any battlefleet balance is the key to success. An admiral who puts his faith in cannon alone will be outmaneuvered. A commander who relies on close assault without support will lose his force to enemy fire. Each element must work in harmony, so that the effectiveness of the fleet is greater than the sum of its parts."

-Naval Officer's Handbook,  
adapted from *Tactica Imperium*

### Multi-Ship Boarding Actions

When several vessels attempt to board the same enemy ship, the attacker may choose to have some or all of them fight together rather than individually.

Ships that combine their efforts only make one roll against the target vessel (and vice versa), but the combining ships get to add their boarding values together, allowing several small ships to overpower a single larger vessel. However, the defending ship will gain bonuses to its roll if any of the attackers are crippled, on special orders, etc, even if the other members of the group are not.

If the attacking group loses combat, any resulting damage points are distributed amongst the attacking ships by the attacker himself, but the chance of critical damage being caused always applies individually to each ship attempting to board.

Note that an attacker may always choose to have his or her ships board separately, resolving modifiers and results for each different vessel on its own. However, such tactics are seldom advisable.

### Escorts Ships Boarding

Escort ships may engage in boarding just like any other vessels, although they will usually only stand a chance against other escorts or a badly damaged capital ship. Remember that critical hits against escorts always inflict 1 point of damage rather than rolling on the table, so it is quite possible for an escort to win a boarding action but be destroyed in the process, if the enemy scores critical damage!

### Boarding Action Example

The following is a simple, step-by-step example of the boarding process:

*The Imperial cruiser Hyperion (remaining damage 3) is boarded by the Chaos cruiser Plagueclaw (remaining damage 6). The Hyperion has several blast markers in contact from enemy shooting, while the Plagueclaw used Come to New Heading special orders in order to reach its intended victim.*

*The Plagueclaw has a boarding value of 6, equal to its current number of hits. The Hyperion has a boarding value of 3 plus the number of its remaining turrets - in this case +1, bringing its overall total to 4. As a result, the Plagueclaw gains a base damage bonus of only +1, even though it has double the remaining hits of the Hyperion.*

*The Plagueclaw gains the following modifiers: +1 for the enemy being in contact with blast markers, +2 for the enemy being crippled, +1 from its base damage bonus, and finally +1 for the Chaos faction's crew damage bonus - a total bonus of +5.*

*Unfortunately, on the other side the Hyperion only has a puny +1 bonus for the enemy being on special orders.*

*When both ships go to resolve the boarding action, the Plagueclaw rolls a 1, while the Hyperion rolls a 3. After modifiers, the Plagueclaw scores a 6 while the Hyperion scores a 4. The Hyperion has lost by 2 so it loses 2 damage points. In addition, the result of Heavy Fighting means that the Hyperion will suffer a critical hit on a D6 roll of 4, 5 or 6. The Plagueclaw will also suffer a critical hit on a D6 roll of 5 or 6.*

*If the Hyperion, now reduced to 1 damage point, suffers a critical hit which causes extra damage, it will be destroyed and roll on the Catastrophic Damage table as normal - which might result in an unpleasant victory celebration for the crew of the Plagueclaw if the Hyperion explodes!*

## TELEPORT ATTACKS

Ships which are close to their enemies may attempt to initiate a small-scale boarding action using their teleporters. A ship may make one teleport attack in each player's end phase, directed at a single enemy ship within 10cm. Ships that are crippled or on any special orders except *Lock On* or *Reload Ordnance* may not attempt teleport attacks. A teleport attack is resolved as a hit-and-run raid against the target.

Active shields interfere with the teleport beams, so such attacks can only be made against an enemy whose shields have been knocked down. Likewise, it takes a lot more manpower to disable the systems of a battleship than it does for a cruiser or frigate, so a ship cannot conduct a teleport attack against a target with more remaining hits than it has itself.

Furthermore, only ships of sufficient size have the capacity to move enough crewmen onto their target to inflict any meaningful amount of damage, and such teleport attacks require prodigious amounts of energy from a vessel's reactors. Therefore, escorts and defenses with less than 3 starting hits cannot make teleport attacks.

Teleport attacks must be conducted before damage control is attempted or blast markers are removed. If both players wish to attempt teleport attacks, or if there are boarding actions in progress, the player whose turn it is decides the order in which these events are resolved.

**"T**he meaning of victory is not the defeat of your enemy but his utter destruction, to eradicate him from living memory, leaving no remnant of his endeavors, crushing utterly his every achievement and removing from all record his every trace of existence. From that defeat no enemy can ever recover. That is the true meaning of victory."

-Naval Officer's Handbook,  
adapted from *Tactica Imperium*

# SQUADRONS

Small ships, such as escorts, stand little chance of damaging larger ships on their own, so they are normally grouped into squadrons. A squadron will maneuver closely together and mass its weaponry to attack more effectively. Although cruisers and battleships normally operate alone, they can also be grouped into squadrons for a major battle, where their awesome firepower can be put to good effect. Squadrons may have all sorts of different names, such as formations, flotillas, packs, patrol groups or forces, but they all work in the same way.

## FORMING SQUADRONS

In general, a fleet's largest vessels will not always fight as squadrons, except in the fiercest of battles. However, most races' escort-class ships function almost exclusively in groups. As such, squadrons are formed a little differently depending on the type of ships involved.

### Capital Ships

Squadrons of capital ships will be formed at the beginning of a game, before any ships are deployed for battle. See the 'Forming up the Fleet' section on page 56 for further details regarding capital ship squadrons.

### Escorts

Squadrons of escorts, on the other hand, are selected as such from your fleet list at the time players pick their forces. Usually, escort squadrons will have no more than six ships, although some fleet lists may be different (again, see page 56 for more details).

In general, squadrons may include ships of different classes, as long as they are all the same type (and no more than four are 2-hit escorts). For example, you could form an escort squadron of three Cobra class destroyers and three Firestorm class frigates. In practice, it is often easier to form squadrons of a single class, but this is ultimately a matter of taste.

## SQUADRON LEADERSHIP

Using squadrons enables the Admiral of the Fleet to give orders to groups of ships at the same time, instead of having to relay orders to each ship in his fleet individually. Furthermore, squadrons of ships are often experienced at fighting together, and thus will be less prone to miscommunication and errors. These advantages are represented by the following special rules:

### Capital Ship Squadrons

Each capital ship in a squadron rolls for leadership individually, as normal. However, if a capital ship squadron contains ships with different leadership values, the squadron will always use the highest leadership value among its remaining members.

### Escort Squadrons

Before the start of the game, each escort squadron only makes a single roll to determine the leadership value for the entire squadron as a whole.

### Command Checks & Other Rolls

All squadrons have the highly desirable advantage of only needing to attempt a single command check to place the entire squadron on special orders.

However, squadrons under fire suffer -1 Ld to their command checks if any one member is in contact with blast markers. All other leadership modifiers apply to ships in the squadron normally. As is true for individual vessels, squadrons may only undergo one special order per turn (including *Brace For Impact*, which replaces any current special orders for the entire squadron).

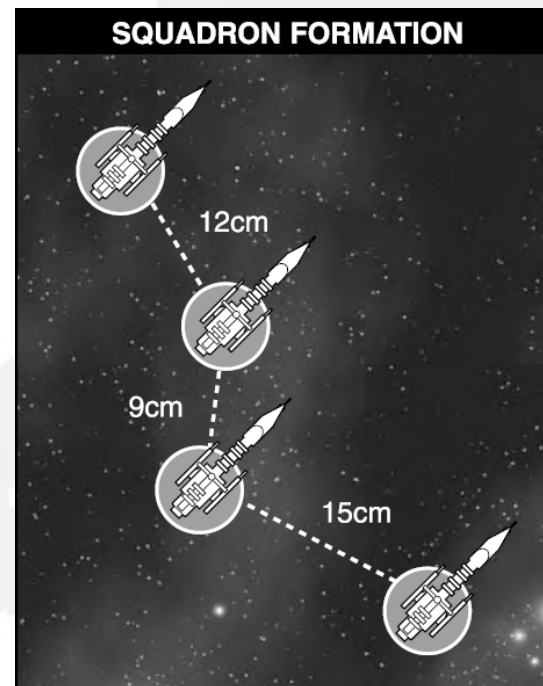
Any other rolls that ships would be required to make are also resolved once for the whole squadron, such as for bonus speed while on *All Ahead Full* special orders, leadership tests, target priority checks, and so forth, unless otherwise specified.

## SQUADRON COHERENCY

To remain part of a squadron, each member must be no more than 15cm away from another ship in the squadron, so that they form a continuous chain with 'links' of up to 15cm between each ship.

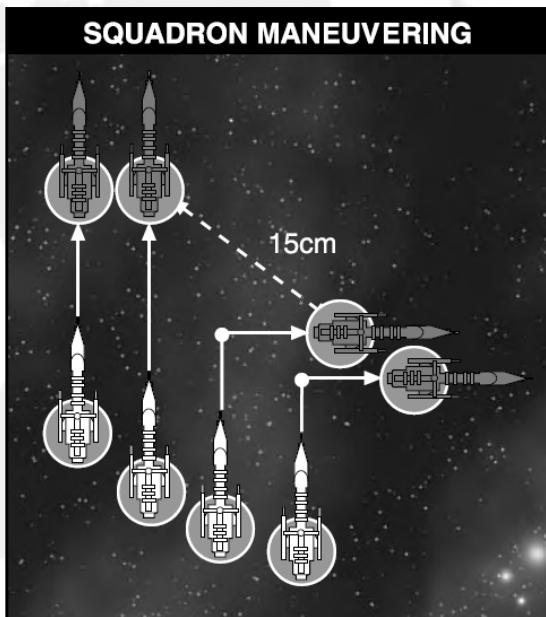
If a ship is forced to break formation, it no longer counts as part of the squadron until it moves back to within 15cm of another member. If a squadron breaks into multiple groups, simply designate one as the 'main body' of the squadron that the others must rejoin, and treat the rest as out of formation.

Any ships out of formation must move to restore squadron coherency as soon as possible, and cannot benefit from the squadron's special orders until they have done so.



## ADVANCED RULES

### SQUADRON MANEUVERING



In the example above the escorts in the squadron have maneuvered (one at a time) so that two have made a turn to starboard while the other two have continued moving straight ahead. Note that they are still in formation at the end of their move.

### Maneuvering Squadrons

Individual ships within a squadron can maneuver freely using the standard movement rules, as long as they stay in formation at the end of their move. If any ship in an escort squadron moves off the table edge, the entire squadron must immediately and in subsequent turns only attempt to disengage. Capital ships will disengage individually as normal.

## SHOOTING AT SQUADRONS

When a squadron is targeted it is quite likely that some of its vessels will present different target aspects to the attacker. For example, some ships in the squadron may be closing targets while others are abeam. In this case, the attacker can select which category of targets to go after but he cannot score hits on anything that is harder to target than the

category he chose. For example, if a squadron has two ships closing and two abeam and the attacker fires at them as if they were all closing targets he can only score hits on the two closing ships.

### Allocating Hits against Squadrons

When a squadron is fired upon, any hits scored are allocated to the nearest eligible vessel in the squadron until it is destroyed (including any critical damage), then the next nearest eligible ship takes the remaining hits and so on. Ships in the squadron which are out of range or fire arc of the attacker may not be hit. A leadership test cannot be taken to pick out individual ships within a squadron. This does not apply to ordnance, which will still attack the first ship contacted as normal. Likewise, boarding actions, teleport attacks, and so forth may pick out individual targets as per their rules. Nova Cannon still only damage ships actually under the template.

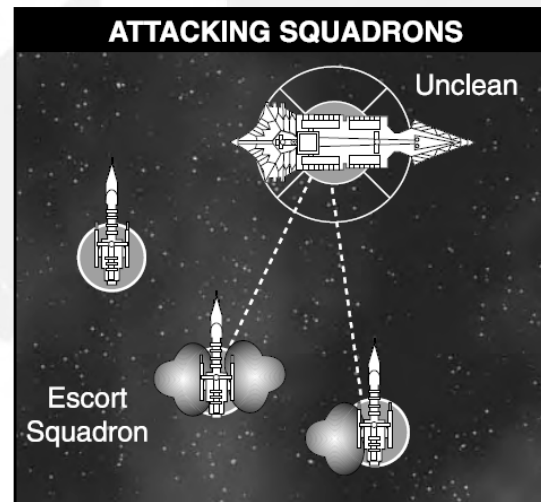
### Critical Damage and Hit Allocation

Ships in a squadron that are being fired upon to the point that one is destroyed must roll for and apply all critical damage before counting as destroyed, to prevent squadrons from 'hiding' extra damage on wrecked ships. The easiest way to avoid confusion is to simply roll for critical hits one damage point at a time, recording any extra damage as you go.

*For example, if a squadron of three Dauntless light cruisers (6 hits and 1 shield total) is fired upon and takes a total of 13 hits, all critical damage rolls must be made for the first Dauntless before declaring it destroyed. This means if while applying hits one at a time and the first Dauntless rolls a Thrusters Damaged (+1Hp) and Engine Room Damaged (+1Hp) criticals in the process of being destroyed, there remains a total of eight remaining hits to be applied to the next closest Dauntless.*

This rule in particular applies to squadrons of ships that do not count critical damage normally, such as escorts, small defenses, and other unique ships which take a point of damage when they suffer a critical hit.

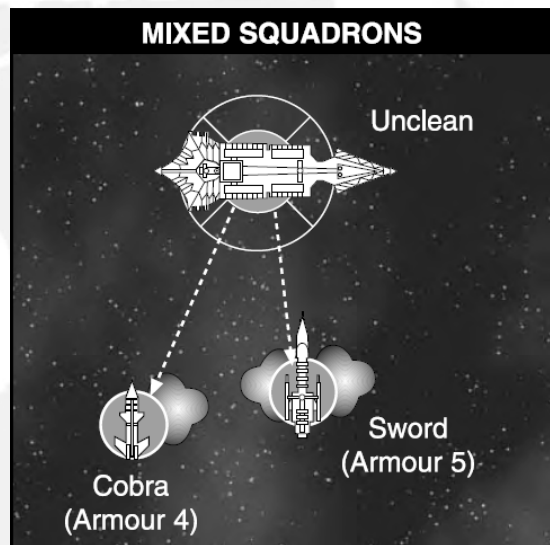
### ATTACKING SQUADRONS



In the example above, the Chaos cruiser Unclean targets an Imperial frigate squadron and scores 3 hits. The first hit knocks down the shield of the nearest frigate within the Unclean's fire arc and the second hit destroys it. The third hit is taken on the next nearest frigate, knocking down its shield. Note that there is a frigate closer to the Unclean than the one which was destroyed but it is out of the Unclean's fire arc and so cannot be hit.

```
+++CAPTAIN.ANTONIUS.TO.SQUADRON
+++AUTHORIZATION.AQUILA.433.5/B
>>>RECIPIENT.CONFIRMS<<<
+++ASSUME.ATTACK.FORMATION.DELTA
+++READY.TORPEDOES
+++FIRE.SEQUENCE.DESTRUCTUS
+++LAUNCH.450.5.FROM.ATTACK.SIGNAL
+++LAUNCH.TRAJECTORY.45/0/90.5%
>>>RECIPIENT.REPORTS.TARGET.LOCK<<<
+++LET.OUR.WEAPONS.BRING.THE
+++EMPEROR'S.VENGENCE!
+++FIRE!
>>>HEAT.BLOOM.DETECTED<<<
>>>TORPEDO.LAUNCH.CONFIRMED<<<
```

## ADVANCED RULES



### Different Armor values

A mixed squadron may include ships with different armor values, or armor may vary because the ships have different values between arcs. When attacking a mixed squadron, find out what the lowest armor is before rolling the dice. Any dice which equal or beat the lowest armor in the squadron will score hits: allocate the dice one at a time, starting with the lowest rolls against the nearest targets they can affect and work your way up.

*In the example above, the Unclean is firing on a mixed squadron including a Sword class frigate and a Cobra class destroyer. Rolling three dice, it scores a 4, 5 and 6. The 4 is good enough to hit the Cobra and is allocated to it, the 5 and 6 can hit the Sword and both are allocated to that ship as it is a closer target.*

## SHOOTING BY SQUADRONS

As mentioned earlier, ships in a squadron combine their firing together, totaling their firepower and/or weapon strength before resolving shooting attacks. When a squadron's shooting is halved for whatever reason (such as being braced), escorts always add

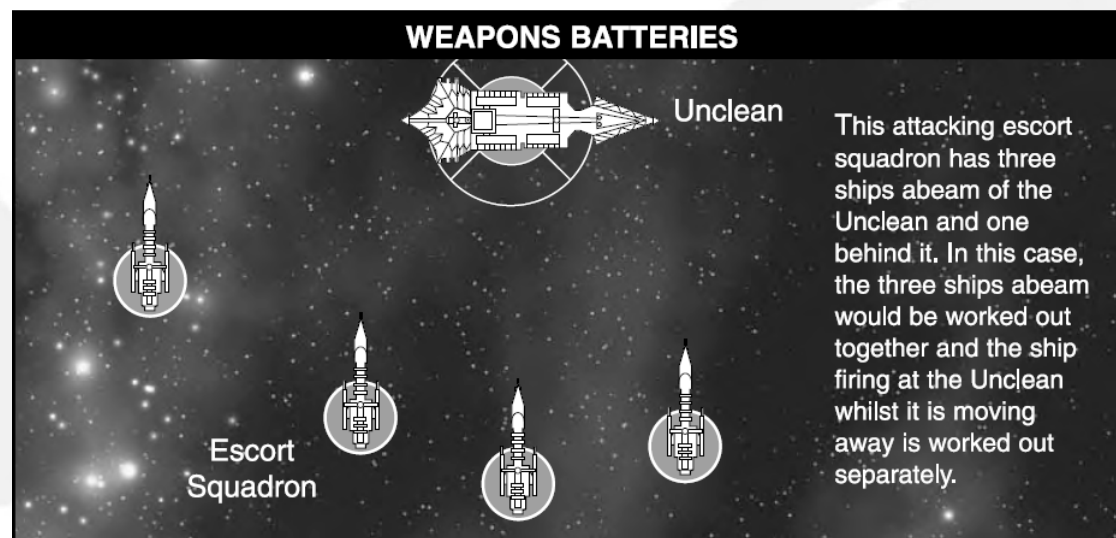
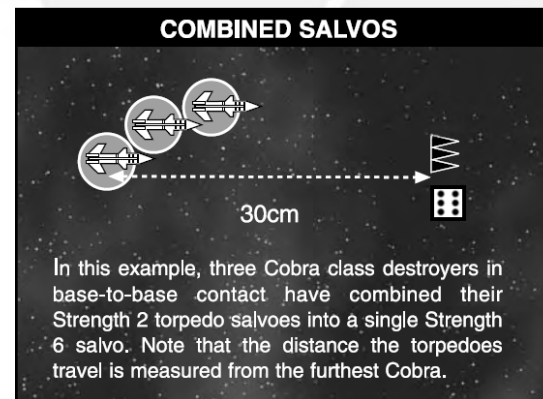
up their firepower and/or weapon strength *before* dividing it in half (rounding up), while capital ships must still halve their shooting individually. Otherwise, squadrons are subject to all of the same rules and restrictions as for individual ships, such as target priority, line of sight, and so forth. Any squadron members out of range or fire arc of the primary target may fire on another enemy, in the same way that a vessel with weapons in other arcs may fire upon several enemies around it.

### Firing Weapon Batteries

Ships in a squadron normally add their firepower together before working out how many dice they roll on the Gunnery chart. However, this can cause a few problems, because ships may be in a position to fire at the target ship from different aspects, ranges, etc. Where this occurs calculate the ships' firepower for each fire arc and/or target range. To clarify, if a squadron of five frigates are firing on a cruiser where two are in its rear arc and three are in its abeam arc, the two escorts behind it would calculate their firepower together as Moving Away, and the three on the ship's beam would calculate their firepower together as Abeam. Then these two sums are then added together before rolling attacks.

### Launching Ordnance

Ships in a squadron launch ordnance individually unless they are in base-to-base contact. Any ships in base-to-base contact with other ships from the squadron can opt to combine their ordnance together into a bigger attack craft wave or torpedo salvo. Measure the distance traveled by a combined ordnance attack from the ship furthest from the target, to ensure that it does not get a free speed boost. Remember that ships in base contact may fire ordnance through one another freely.



This attacking escort squadron has three ships abeam of the Unclean and one behind it. In this case, the three ships abeam would be worked out together and the ship firing at the Unclean whilst it is moving away is worked out separately.

# CELESTIAL PHENOMENA



Space, the void, vacuum. Sounds empty, but there are actually all kinds of things floating around between the stars. Space is not exactly densely packed of course, but such phenomena do have effects on navigation and combat. Strategy being what it is, battles are often fought in and around this celestial 'terrain'. For example, dust clouds and asteroid fields are enough to force a ship to slow down as it passes through the area, making it an ideal spot for an ambush. Equally, capturing or raiding worlds will always be an objective of enemy ships, ensuring that space combat will often happen in close proximity to planets.



"The klaxon was sounding all across the ship now. I tried to enter the lower bridge, but the emergency bulkheads had shut. Sporadic bursts from the engines were pushing us to starboard and dipping the stern down towards Proxadis' outer moon. I heard one of the Tech-Priests reporting over the internal comm-net that the artificial gravity had failed along the starboard quarter gun-decks. With the bridge presumed destroyed, I was left as the highest authority on board. I ran into a party of ratings trying to jettison the blazing remains of the tertiary starboard lance turret and I ordered them to get to the savior rafts. Another explosion shook the ship, sending us flying in all directions. Rushing up to the secondary aft bridge, I took stock of the situation. We had lost all helm control, the fifth, ninth, and eleventh reactors were discharging plasma and the number three reactor was going to endphase overload. I ordered the general abandonment and led the aft bridge crew to the rafts at the end of 'C' Deck, port quarter. Just as we jettisoned, I saw the outside of the ship through the port. Plasma was slowly engulfing the whole of the engine section. A gaping hole had been torn through both quarter galleries and fires were burning up on the bridge section. We had perhaps got 12,000 away when the reactors blew, sending a sheet of gas and flame surging towards us. It passed by about 4000 away, but the shockwave buffeted us badly, and the engines cut."

The loss of the Invincible by 4th Lieutenant Burns, one of only 1,250 survivors.

## SETTING UP THE BATTLEFIELD

In order to fight a battle you will need somewhere to set up your battlefield — any flat, stable area will do. Some people make do with a smooth bit of floor but most use a kitchen or dining table (preferably protected by a cloth or blanket).

By far the best option, if available, is to fight over a gaming area made up of sheets of chipboard, plywood or MDF laid over another table. Typically the battlefield should be between 6' to 8' long (around 1.8 meters to 2.4 meters) and 4' to 6' wide (1.2 to 1.8 meters).

You can play on a smaller area quite easily but both players will need to keep the forces that are fighting proportionately smaller to ensure that you've got some room to maneuver.

### COLLECTING CELESTIAL PHENOMENA

So you've got your battlefield, but it's a featureless, empty void. While this might be appropriate if you're in the depths of space, it makes for a rather dull battle. Celestial phenomena are an important feature of every battlefield. A good commander will use them to his best advantage during a battle, blocking the enemy's lines of fire, getting his heavy ships into good firing positions and concealing his escorts until they are ready to strike.

Building up a collection of scenery to represent celestial phenomena is an important and enjoyable part of the hobby, as it enhances your games. Most types can be easily represented on the tabletop at minimal cost using sand, pebbles, etc. Beyond this there are almost limitless opportunities for making scenery easily and cheaply. Many resources, such as the Warp Rift Online Magazine, and inspiration from fellow gamers can be found on the internet and at your local hobby shop.

### PLACING CELESTIAL PHENOMENA

There are many ways to set up celestial phenomena, and any method is perfectly acceptable as long as it creates a fair battlefield. Remember that the purpose of setting up celestial phenomena is to provide an entertaining and interesting game, not to impede movement or lines of fire so much that it becomes impossible to actually fight the enemy. If a piece of scenery is going to be a major feature of the battle, such as a wide asteroid belt spanning the table, then you need to okay this with your opponent. This sort of battlefield is perfectly fine and might make for an enjoyable game, but both players would have to agree upon it beforehand.

#### Battlezones

Most inhabited systems can be divided into six regions or zones, from deep space all the way to the flare region near the system's sun, as shown on the next page. These are called *battlezones*, and will determine the types of tabletop features and effects that players may face during a game. Some scenarios will state which battlezone to use; others may be played in one of several battlezones. A few scenarios may even be played in any battlezone. If players are given a choice of battlezone, use one of the following methods to pick which is played:

- 1. Player Agreement:** Both players may simply agree upon any valid battlezone offered by the scenario. This is by far the quickest and easiest method.
- 2. Home Field Advantage:** If the scenario requires a planet, players may have the defender choose any valid battlezone for the location of his or her planet (after all, a defending fleet that doesn't know the coordinates of its own world probably doesn't stand a good chance of winning)!

- 3. Attack Ratings:** Players may use their fleets' attack ratings to determine the battlezone, which represents the fleets trying to fight where it suits them best. Each player secretly chooses a battlezone and adds the number of the battlezone to his or her fleet's attack rating. Both players then declare their total score. The player with the highest score wins and the battle is fought in the zone he or she chose.

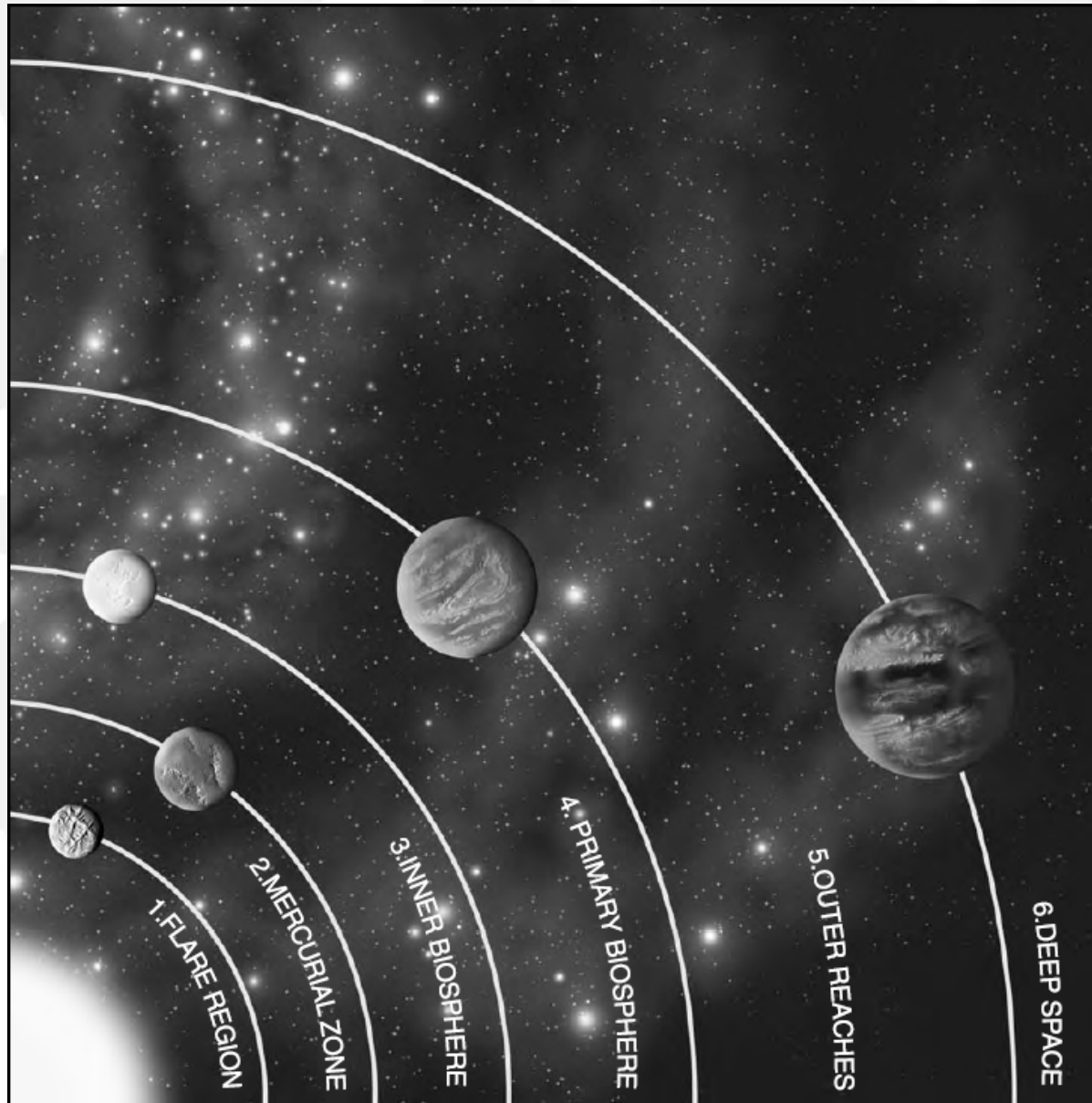
#### Setting the Table

Once players have established which part of the system they are fighting in, you may use either of the following methods to choose and set up the celestial phenomena for the game:

- 1. Arbitrary Setup:** One player simply positions all the celestial phenomena on the table. His or her opponent may then pick a valid table edge from which to deploy (ignoring any scenario restrictions or roll-offs for deployment zones). This is a good method if playing at one person's house, as he or she can set up the table before the other player arrives, allowing everyone to get straight on with the battle.
- 2. Random Generation:** Divide the table into 60cm square areas. Next, roll a D6 for each area. On a 4+, the area contains celestial phenomena determined using the appropriate table (found on page 49). Roll a D6 on that table, then position the resulting tabletop feature anywhere at least partially in that area (but not overlapping any other features). If an effect is rolled rather than a feature, simply make a note of it instead. The difference between tabletop features and effects is described later in this section.

If desired, players may use their own customized celestial phenomena tables that include all of the pieces in their respective collections.

## BATTLEZONES



Some of the fiercest fighting of the Gothic War took place in and around Quinox Sound. With a large proportion of hive worlds and mining colonies, the Quinox Sound was a major source of materials for building and repairing ships, and both sides took heavy casualties attempting to control the sub-sector. In the Corilia system alone, known to many as the Hulk's Graveyard, there were the remains of at least thirteen Imperial and Chaos capital ships, and two dozen or more escorts, creating a field of debris and shattered hulls spreading across the inner system. The Hulk's Graveyard itself became a focal battlezone, as Imperial and Chaos forces tried to salvage as much as they could from the derelict vessels to be found there. Quinox Sound became the scene for daring raids to capture prize ships and a gathering place for pirates and other renegades to steal whatever resources they could find. Enemy ships lay in wait amongst the drifting wrecks, waiting for the opportunity to ambush some unwary foe.

## CELESTIAL PHENOMENA

### \*A Note on Planets:

*In all cases, a maximum of one planet will be present on the tabletop. If a second planet is generated, re-roll the dice until you get another result. Remember to check whether a planet has any moons. If a large planet is generated, it may also have rings as well.*

### 1. Flare Region Phenomena Table

The flare region is closest to the system's sun. It is an area scoured by incandescent flares of super-heated gas from the surface of the sun and fierce radioactive winds. Planets this close to the star are almost always death worlds, places too ravaged by the sun's heat to be habitable to life.

| D6 Roll | RESULT                                       |
|---------|----------------------------------------------|
| 1       | Solar Flare                                  |
| 2       | Solar Flare                                  |
| 3       | Radiation Burst                              |
| 4       | Asteroid Field                               |
| 5       | D3 Gas/Dust Clouds                           |
| 6       | Planet (roll a D6: 1-5 = Small, 6 = Medium)* |

### 2. Mercurial Zone Phenomena Table

At the mercurial zone, the sun's ferocity is still awesome to behold, but solar flares less frequently reach out to burn everything in their path. Occasionally a planet can be found in the mercurial zone which can sustain limited life deep underground or constantly moving around its dark side to shelter from the sun's rays.

| D6 Roll | RESULT                                       |
|---------|----------------------------------------------|
| 1       | Solar Flare                                  |
| 2       | Radiation Burst                              |
| 3       | Asteroid Field                               |
| 4       | D3 Gas/Dust Clouds                           |
| 5       | D3 Gas/Dust Clouds                           |
| 6       | Planet (roll a D6: 1-5 = Small, 6 = Medium)* |

### 3. Inner Biosphere Phenomena Table

As the inner biosphere is reached, planets become more hospitable, though often their atmospheres are a noxious soup of harmful gases. Nonetheless colonies and hive cities occur in the inner biosphere of certain systems.

| D6 Roll | RESULT                                                |
|---------|-------------------------------------------------------|
| 1       | Roll a D6: 1-3 = Solar Flare<br>5-6 = Radiation Burst |
| 2       | Asteroid Field                                        |
| 3       | D3 Asteroid Fields                                    |
| 4       | D3 Gas/Dust Clouds                                    |
| 5       | D3 Gas/Dust Clouds                                    |
| 6       | Planet (roll a D6: 1-5 = Small, 6 = Medium)*          |

### 4. Primary Biosphere Phenomena Table

In the primary biosphere a balance is struck between the burning heat of the sun and the icy cold of the void. Most inhabited worlds lie within this biosphere and it's here that the bulk of a system's defenses are built.

| D6 Roll | RESULT                                       |
|---------|----------------------------------------------|
| 1       | Asteroid Field                               |
| 2       | D3 Asteroid Fields                           |
| 3       | Gas/Dust Cloud                               |
| 4       | D3 Gas/Dust Clouds                           |
| 5       | Planet (roll a D6: 1-5 = Small, 6 = Medium)* |
| 6       | Planet (roll a D6: 1-5 = Small, 6 = Medium)* |

### 5. Outer Reaches Phenomena Table

The outer reaches of a system are the realm of gas giants and worlds generally too cold and harsh to support life. Many battles between ships occur here as the system's defenders attempt to prevent enemy ships reaching the primary biosphere.

| D6 Roll | RESULT                                        |
|---------|-----------------------------------------------|
| 1       | D3+1 Asteroid Fields                          |
| 2       | D3 Asteroid Fields                            |
| 3       | D3 Gas/Dust Clouds                            |
| 4       | Gas/Dust Cloud                                |
| 5       | Planet (roll a D6: 1-3 = Small, 4-6 = Large)* |
| 6       | Planet (roll a D6: 1-3 = Small, 4-6 = Large)* |

### 6. Deep Space Phenomena Table

Ships coming out of the warp must appear some distance from a star or risk destruction among the graviton surges in-system. Many civilized worlds have specific jump points marked by beacons to assist navigation. Ambushing fleets often lurk near a jump point in the hope of catching a foe unaware.

| D6 Roll | RESULT                              |
|---------|-------------------------------------|
| 1       | D3 Asteroid Fields                  |
| 2       | Asteroid Field                      |
| 3       | D3 Gas/Dust Clouds                  |
| 4       | Gas/Dust Cloud                      |
| 5       | Warp Rift                           |
| 6       | Small Planet (such as a rogue moon) |



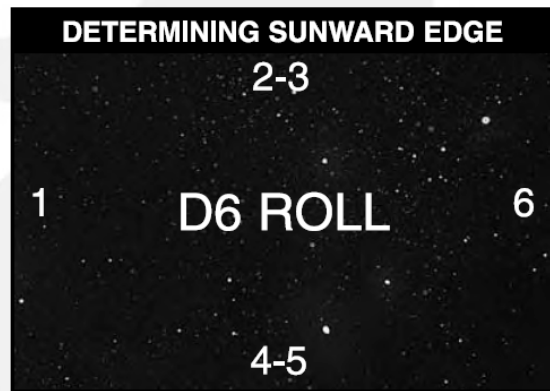
## TABLETOP FEATURES

The following types of celestial phenomena are tabletop *features*, meaning they are placed directly onto the tabletop to represent a specific object or region that will affect nearby ships. Remember to leave plenty of empty space between them.

### Determining Sunward Table Edge

Tabletop features are generally placed in relation to the nearest star. This is because nearly everything caught in the inconceivably gross gravitational pull of a star will be in some kind of orbit around it.

When placing tabletop features, always start by determining which table edge is closest to the nearest star, described as ‘sunward’ in *Battlefleet Gothic*. To do so, roll a D6 and compare the result to the following diagram:



Once you have established which way is sunward, you can start to place celestial phenomena. Each type of feature is listed as follows, with standard sizes and methods of placement. However, if you have phenomena made up on bases of a particular size or something similar just use them the way they are. Likewise, do not let these standards stop you from doing something interesting or exciting: they are just there as guidelines to make setting up the table as quick, easy, and fair as possible.

### GAS AND DUST CLOUDS

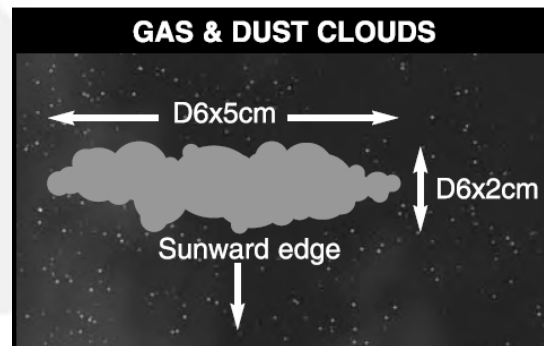
Gas and dust clouds represent areas of space with a notably greater density of (mostly) hydrogen gas or tiny particles of matter. These clouds may be fragments left over from the formation of stars and planets, the outer fringes of nebulae or protostars, or even gasses ejected by solar flares. They represent a moderate navigational hazard to shipping: basic shielding is sufficient to prevent damage but ships must reduce speed to pass through them. Gas and dust clouds impair targeting by weapon batteries and may destroy ordnance however, making them useful areas to exploit in ship-to-ship combat.

#### Placement

Each gas/dust cloud is D6x2cm wide and D6x5cm long. Use flock or cotton wool to represent them on the table, with the long direction running parallel to the sunward table edge.

#### Effects

To ships in base contact, gas and dust clouds have the same effect as a single blast marker in all respects (such as for shooting, movement, shields, etc). Note that if a ship with no shields whatsoever (not those whose shields are just overloaded) takes damage from a gas or dust cloud and explodes, the explosion is resolved at the point where the ship made contact with the feature.



### ASTEROID FIELDS

Asteroid fields orbit most stars at varying distances. They are generally thought to be debris fragments left over from collisions between planets during the formation of a star system. Asteroid fields may also be left over after the destruction of a planet or moon, or represent an area of wreckage resulting from a space battle.

#### Placement

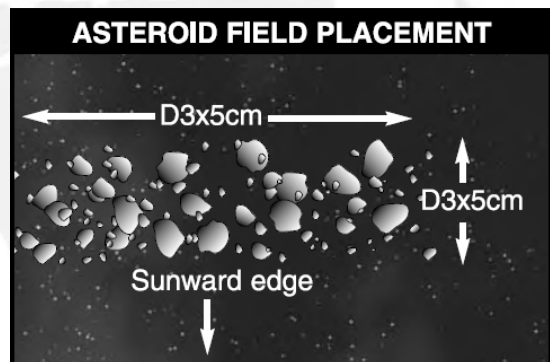
Each asteroid field is D3x5cm wide and D3x5cm long. Use rocks or gravel to represent them on the table, with the long direction running parallel to the sunward table edge.

#### Effects

Asteroid fields block line of sight for direct fire attacks such as lances, gunnery weapons, and nova cannon, and any torpedoes that strike one will automatically detonate. Hulks which drift into an asteroid field are also destroyed. Attack craft squadrons which move through an asteroid field are destroyed on a D6 roll of 6, just like for blast markers. Opposing vessels in an asteroid field may fire upon each other with battery-type weapons and lances, but at no more than 10cm range, and all weapons do so at half strength/firepower (and no column-shifts for close range). Crippled or braced ships in an asteroid field may not fire at all.

Furthermore, ships moving through an asteroid field, or coming into base contact with the edge of one, must first pass a leadership test to navigate it successfully. Ships on *All Ahead Full* special orders must test on 3D6 instead of 2D6. Due to their size, escorts may re-roll the result if they fail, but the second roll stands. A ship that fails this test suffers D6 damage from asteroid impacts (shields blocking damage normally). Note that blast markers are not placed when asteroid impacts overload shields, but the ship will still be slowed down by 5cm.

## CELESTIAL PHENOMENA



Squadrons test once for the whole group, just like any other leadership check. When a squadron of capital ships fails the test, each member that comes in base contact with the asteroid field in any way suffers D6 damage. On the other hand, when an escort squadrons fails this test (even after re-rolling it), D6 damage must be distributed evenly among the escorts that actually contacted the asteroid field, in the order that the ships were moved.

Note that asteroid fields do not block damage from exploding ships for any reason - resolve explosions as though the field were not there.

### Firing on Asteroid Fields

In rare instances, players may wish to fire upon an asteroid field. To do so, a ship or squadron must first pass a leadership test (regardless of range, and even if it is the only possible target). Shooting at an asteroid field is resolved normally, counting the field as ordnance. For each hit inflicted, place a blast marker in contact with the edge of the field, as close as possible to the direction of shooting (without overlapping other markers).

## WARP RIFTS

Occasionally, a temporary rift can occur between normal space and warp space, particularly during a powerful warp storm or after a large fleet has dropped out of the warp. Moving into such a rift is highly dangerous, but may well provide an edge for a desperate or foolish captain.

### Placement

Warp rifts are D3x5cm wide and D3x10cm long. Use a strip of white paper, cloth, or cotton wool to represent one. They do not need to be oriented in any particular direction.

### Effects

Warp rifts block line of sight for a ship's direct fire weapons in the same way as an asteroid field, and any torpedoes that strike it are detonated. Hulks which drift into a rift disappear, never to be seen again, so they may not be salvaged after the battle. Attack craft squadrons which move into a rift are also destroyed.

Ships moving into a warp rift must pass a leadership test on 3D6 to navigate it successfully. If the ship passes the test, it may be repositioned up to 2D6x10cm away from the rift, pointing in any direction. If it fails, the ship disappears from the battle altogether — lost in the warp!

Roll a D6 for each ship lost in the warp after the game: on a score of 1, it is trapped forever, doomed to drift on the tides of the immaterium until its crew wither and die - count the ship as destroyed. On a result of 2-6, it is only temporarily lost and will eventually find its way back to the fleet - count the ship as having disengaged.

## PLANETS

Less than 1% of systems have planets orbiting a solitary star in the manner of ancient Terra. Even so, there are millions of star systems containing billions of worlds scattered across the galaxy. Most planets are either desolate, empty and airless, or surrounded by an atmosphere too noxious to support life. In the Gothic sector there are over two hundred inhabited worlds and tens of thousands of other planets. Planets often become the focus of space battles as opposing fleets attempt to establish forward bases or extend their control throughout a contested system.

### Placement

Planets are placed anywhere on the table or as described in the scenario being played. In addition, planets may have moons and/or rings. A medium planet usually has D3-1 moons, while a large planet usually has D6-2 moons. A large planet will also have D3 rings on a D6 roll of 5 or 6. The rules for moons and rings are described on the next page.

### Typical Template Sizes

The following are typical sizes for your planets:

- **Small planet** (equivalent to Mercury, Pluto or Mars) - up to 15cm diameter.
- **Medium planet** (equivalent to Venus or Earth) - 16-25cm diameter.
- **Large planet** (equivalent to Saturn or Jupiter) - 26-50cm(!) diameter.

### Effects

Planets are represented by a template or model placed on the tabletop. The template blocks line of sight for direct fire weapons, and any torpedoes that strike it are detonated (much to the distress of any local life-forms!). Hulks which drift into a planet are also destroyed. Ships may move 'through' a planet (passing over or under it). However, line of sight is not blocked to any such ships that are on or touching a planetary template, and torpedoes fired from within the template are removed when they reach the edge.

"Contact with alien races always renews one's faith in humanity. It is my belief that foreign travel narrows the mind wonderfully."

-Helem Boesch

## CELESTIAL PHENOMENA

"If your battle plan's working, it's probably a trap."

-Kolton Phac.  
*On Military Matters, 739.M41*

Furthermore, every planet is surrounded by an area of space where its gravitational pull is strong enough to affect shipping. This area is referred to as its *gravity well*. The gravity well extends out a set distance from the edge of the planet template and affects a ship's maneuvering.

- Small planet - up to 10cm from template edge.
- Medium planet - up to 15cm from template edge.
- Large planet - up to 30cm from template edge.

### High Orbit

A ship within a planet's gravity well is normally in *high orbit*. While in high orbit, ships do not need to move, but remember that stationary vessels use the defenses column on the Gunnery chart.

In addition, a ship may make a free turn when it begins and/or ends its move in high orbit. These free turns must be made towards the center of the planetary template, or up to 45° in that direction (by the shortest possible angle), whichever is less. Turns made this way do not require any minimum movement distance. They can even be made when a ship cannot normally turn, such as when under *All Ahead Full* or *Lock On* special orders. Finally, they can also be combined with *Come To New Heading* special orders

### Low Orbit

Alternatively, ships within a planet's gravity well at the start of their turn may choose to enter *low orbit*. A ship that does so is removed from play and placed on a separate low orbit table. The rules for fighting in low orbit are found in the next section. Ships which return to high orbit are placed touching the outer edge of the planet template.

## FIGHTING IN LOW ORBIT

In certain scenarios, ships can enter low orbit to attack a planet. Achieving low orbit is essential to any such attack, since a drop ship's range is very limited and any attempt to bombard ground forces from a greater distance is purely up to chance.

You will need a separate table (or section at one end of the main table) to represent low orbit. This does not need to be very large: 45-60cm wide by 90-135cm long should be sufficient. Nominate one long table edge as the 'planet' edge, representing the surface of the planet itself.

### Low Orbit Special Rules

Ships in low orbit do not have to move and capital ships do not require a minimum distance before they can turn. To represent interference from the planet's gravity and the outer edges of its atmosphere, all gunnery weapons in low orbit suffer one column shift to the right. Furthermore, lances and nova cannons require a 4+ roll to fire, and torpedoes and mines may not be launched at all.

Ships that move within 45cm of the planet edge are gripped in the heart of the gravity well and must use their engines to keep them aloft. At the start of each player's turn, all ships within 45cm of the planet table edge fall directly towards the planet (without changing facing in any way). The distance that they move depends upon the size of the planet:

- Small: 5cm
- Medium: 8cm
- Large: 10cm

Any ship that moves off of the planet table edge in this way is totally destroyed. Escorts and transports which *voluntarily* move off the planet edge are said to have landed and count as disengaging. However, capital ships cannot land. If a ship in low orbit moves off from any other edge, it returns to high orbit. However, a ship may not enter and leave low orbit in the same turn, and any ordnance launched on the low orbit table cannot leave it at all.

## MOONS

Most planets have many small moons around them and most of these are no larger than generously sized asteroids. These rules are confined to dealing with larger moons several thousand kilometers in diameter.

### Placement

Moons use templates up to 5cm in diameter. Each moon is placed 2D6x10cm from the planet's edge, in a direction determined by a scatter die (pointing from the center of the template). Note that moons do not move during the course of the game, as the time-scale for their orbit is much longer than that of a typical battle.

### Effects

Moons are counted as small planets in all respects, including the effects of gravity wells and so forth. However, we recommend that players do not use the low orbit rules for moons unless fleets are very large and there is ample table space available.

## RINGED PLANETS

Occasionally large planets will have rings made up of gas, dust and asteroids.

### Placement

Each ring is D6cm wide and begins D6x5cm away from the planet's edge. Note that some may end up merging into one another, but that's fine. Use any materials or templates you prefer to represent them. If you have pieces with fixed sizes and materials, feel free to use those instead, rather than generating the size and type of rings randomly (this can speed up the setup process).

### Effects

Roll a D6 to determine the type of each ring: a score of 1-4 generates a gas/dust ring, while a score of 5-6 generates an asteroid ring. These use the rules for gas/dust clouds and asteroid fields, respectively. Alternatively, you may simply assign a type to each ring instead, to fit with your available models.

## TABLETOP EFFECTS

The following types of celestial phenomena are tabletop *effects*, meaning they will affect everything on the table regardless of where it is. Remember to make a note of any tabletop effects, as they are not represented by any models or templates.

### FIGHTING SUNWARD

It is sometimes easy to forget that a star is quite an impressive phenomenon itself, and no less relevant to an admiral than an asteroid field or gas cloud. In battles close to the center of a system, the presence of the local star has powerful effects on a ship's ability to detect other vessels. At extreme ranges, the glare of the sun will tend to obscure the energy signature of enemy vessels, making them difficult to target accurately. In close proximity, an opposing ship with the sun behind it is easier to pick out and track using reflection surveyors and image capture devices.

#### Effects

In the outer parts of a solar system, the light from the distant star has no effect on combat. In battles taking place from the Flare Region to the Inner Biosphere, the intense light from the sun provides the following effects:

Any gunnery weapons fired towards the sunward table edge double the normal number of column shifts for long and short range. To determine if you are shooting sunward, place the bearing compass over the firing ship with the arrows parallel to the sunward table edge. If the target is within the abeam arc on the sunward side, the vessel is firing sunward.

*For example, a cruiser firing its weapon batteries at a sunward target 40cm away would suffer two column shifts to the right instead of one. Likewise, a ship firing at point blank range (within 15cm) gains two column shifts left rather than only one.*

### SOLAR FLARES

Most stars periodically release explosive bursts of energy over small areas of their surface. Of course small, in solar terms, means areas hundreds of millions of kilometers across! These huge flares of energy rush outward at tremendous speeds, flooding the vicinity with highly charged particles and magnetic shock waves. A shielded vessel can find its protection virtually overwhelmed by these events and a vessel without shields is sure to suffer damage.

#### Effects

At the start of each turn, roll a D6 per solar flare generated on the celestial phenomena table. If any dice score a 6, a solar flare occurs. Note that a solar flare may only occur once per game - afterwards, no further rolls are made in subsequent turns. When a solar flare occurs, each ship on the table has one blast marker placed in contact with its base, as close as possible to the sunward table edge. Any vessel without shields (whether overloaded, collapsed, etc) suffers one automatic hit and will take critical damage on a roll of 4+ (rather than 6). Finally, roll a D6 for each ordnance marker on the table - on a score of 4 or more it is removed from play.

### RADIATION BURSTS

As well as solar flares and often in conjunction with them, a sun will frequently emit bursts of radiation, including electromagnetic and radio waves. These temporarily scramble any communications traffic between ships and even disrupt ship-board commnets. Commanding a ship under these conditions is extremely difficult, and for this reason most captains assiduously avoid the flare region and mercurial zone of the local star.

#### Effects

At the start of each turn, roll a D6 per radiation burst generated on the celestial phenomena table. If any dice score a 5 or more, a radiation burst occurs (limit one per turn). If this happens, roll a D6 to see what the interference level will be. All ships on the table reduce their Leadership value by that value for the duration of the turn. For example, if a radiation burst occurs and a 3 is rolled for the interference level, all ships suffer -3 to their leadership.

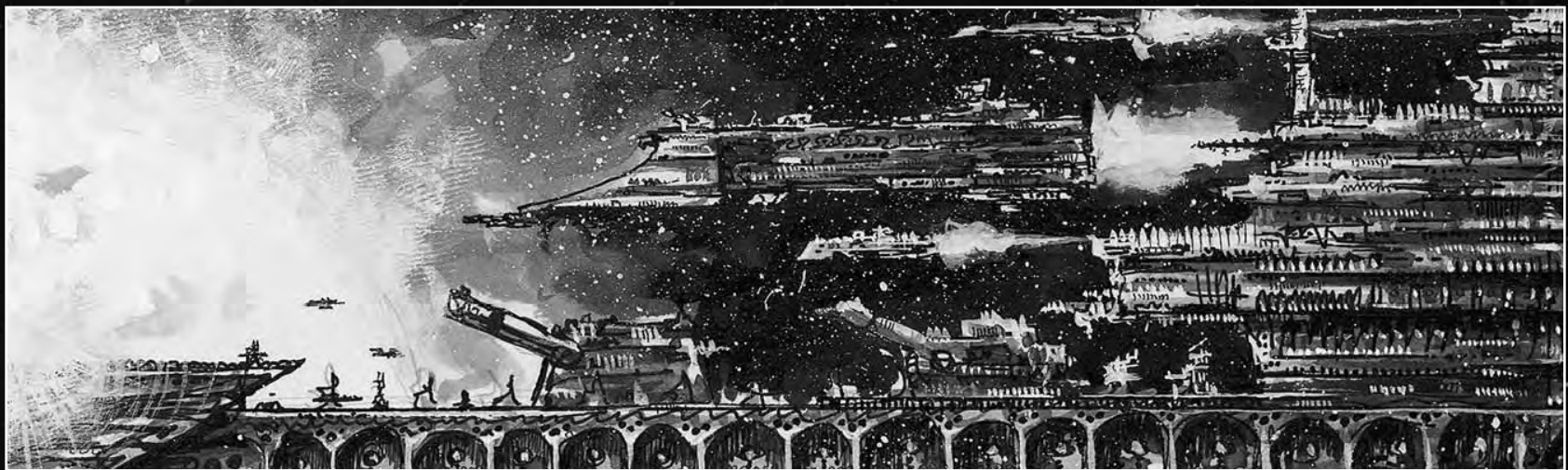
In addition to the reduced leadership value for the interference, Fleet Commanders may only use their re-rolls on command checks for their own ship or squadron during radiation bursts.



# ASSEMBLING THE FLEET



Contained within this section are the general rules for assembling your fleet, such as how to pick out commanders or upgrade and other restrictions necessary to create a fair game. The specific rules for your chosen faction can be found in their respective codex documents. Digital versions of these documents may be found online or by request at [BattlefleetGothic2015@gmail.com](mailto:BattlefleetGothic2015@gmail.com). As the original Battlefleet Gothic game pieces have been discontinued as of this writing, exact models for your ship may be hard to acquire, but don't despair! Many fine starship models and stand-ins can be found on the Internet or at your local game shop.



"In my high seat I gaze into the immaterium and see the shadow that our own universe casts into depthlessness. This eye... this eye sees gentle flows of soul-stuff where the becalmed mind might starve to death, and tides and churns of genius and hate. The warp mocks the power of words to describe. But what I can never turn my back on is the power and the beauty of the Emperor. I see His soul shine out from Earth and His presence fill every corner of the immaterium. I am scorned for what I talk of seeing, scorned by my family - so be it. Some say that every one of us sees a face of the warp meant only for him, a warp that none other shall ever see, but it makes no matter. I have known from the first time I beheld it that I could do nothing but follow that light with my life."

Peshto Vask Zemlya, Navigator

## USING YOUR FLEET LIST

Each fleet list is divided into the following sections:

**Fleet Commander(s):** Your fleet may be led by a commander, such as an Imperial Admiral, Chaos Warmaster, Eldar Dragon Prince or Ork Warboss. A fleet commander is a unique type of unit that is not represented by a separate model. Instead, a commander must *embark* upon a ship in your fleet, which will usually be a flagship of some sort. That ship will then act as the game piece for your fleet commander (in addition to its normal rules).

Fleet commanders often come with special rules that will benefit their own ship or those around it. In addition, they will often have a fixed leadership value (shown in brackets). A fleet commander's leadership always supersedes that of the vessel he or she is assigned to, even if it is lower! Lastly, most fleet commanders may purchase special upgrades for themselves or their ship, including re-rolls for your fleet's command checks (see below).

The cost of a fleet commander (and any of his or her re-rolls and upgrades) is added to that of the assigned ship - if it is lost or crippled, that cost will count against the vessel's victory point value (see the Scenarios section for details).

### Fleet Commander Re-rolls:

*Most commanders have a number of command check re-rolls available to them, as indicated in the Fleet Commander or Secondary Commander section of the fleet list. Each of these re-rolls can only be used once per game and allows you to re-roll a failed command check or leadership test for a ship or squadron in the fleet. Remember that you can only use one re-roll at a time, so it is not possible to use several re-rolls on the same test. If a ship suffers a Bridge Smashed critical hit, any re-rolls from an embarked commander are lost for the remainder of the battle.*

Note that the effects of any commander's special rules may be combined with the special rules and upgrades for their assigned ship, as long as they do not directly match or contradict each other.

A fleet with a total points value of more than 750 points must be led by a fleet commander. If he or she cannot embark on an escort, the fleet must *also* have at least one capital ship. Any fleet smaller than 750 points may be led by a fleet commander if you wish, but this is not compulsory. In addition, some fleets have access to additional commanders called *secondary commanders*. These are treated exactly like regular fleet commanders, except that they cannot fulfill the commander requirement for fleets of more than 750 points, and may have restrictions on their re-rolls or upgrades.

Finally, no single capital ship or escort squadron may embark or be led by more than one commander of any kind.

**Capital Ships:** This section shows which, and how many, capital ships you may have in your fleet. Often, the number of larger capital ships such as battleships, grand cruisers, and battlecruisers you may take is defined by the number of ordinary cruisers or light cruisers in your fleet. This is because such mighty vessels rarely operate independently and generally fight only in larger fleet formations.

**Escorts:** This shows the different types of escorts available to the fleet. There is usually no limit to the number of escorts allowed in a fleet, although the number of certain types of escorts may be restricted in some fleet lists.

**Using Your Fleet:** This section describes how to make the best use of your fleet, it's typical tactics, and the kinds of forces it may represent. This part may also list general fleet rules or restrictions.

**Ordnance & Upgrades:** This details the various types of ordnance and special upgrades available to the ships of the fleet.

**Attack Rating:** The fleet's attack rating is used to determine the scenario and/or battlezone where the fleet will fight. If left unspecified, use the default attack ratings shown in the Scenarios section.

**Reserves:** This section details the other fleet lists (if any) from which your fleet may draw reserves and reinforcements. The full rules for taking allies, reserves, and other ships are described later in this section.

**Other:** Some fleets may have other special bonuses or restrictions, such as for scenarios, sub-plots, and other unique units. These will be clearly described in the rules for those fleets.

## POINTS VALUES

Each type of vessel in Battlefleet Gothic usually has a points value, which reflects how useful it is in game terms. The higher a vessel's points value, the better it is in battle. For example, a small Imperial Cobra class destroyer is worth only 30 points, while a huge Chaos Desolator class battleship is worth 300 points - that's ten Cobras for every Desolator!

### Size of Game

When you fight a battle, you will normally need to choose your fleet up to an agreed points limit. For example, to fight a 1,500 points Fleet Engagement, each player picks a fleet worth up to 1,500 point in total. A 500-1,000 points battle can be fought in a couple of hours, while battles involving larger fleets will take longer. In some scenarios, fleets are not picked to equal points values, or have additional units worth a random number of points. In such cases, the scenario will tell you what proportion of points to use.

## ASSEMBLING THE FLEET

**B**etween the stars the ancient unseen enemies of mankind wait and hunger. Every voyage into the nothing is a confrontation with horror, with the implacable things of the warp, and with man's own innermost fear.

## BUILDING YOUR LIST

When you know what size battle you are playing, you can start selecting ships. As you pick ships to include in your fleet, simply add up their points value until you reach the agreed limit. You may not spend more than this on your fleet and often you'll be a few points short because there simply isn't anything to spend those last few points on. Remember when picking your fleet that you must have models to represent the ships you choose. This helps both players to remember exactly what each ship is (and what their armaments are) and stops players getting a nasty surprise halfway through the battle ("It's a nova cannon is it? I see...").

### Ship Class Variants

In some ship entries, you may see options to mount different weaponry than 'regular' models of that ship or class. For example, some Lunar class cruisers may exchange their prow torpedoes for a nova cannon. Unless specifically noted as *unique* in their profile, such as the mighty Planet Killer, you may have multiple copies of any such ship or class variant in your fleet list (subject to the normal restrictions given in their profiles).

### Forming Squadrons

When forming your ships into squadrons, your fleet must obey the following restrictions, except where your faction's fleet list states otherwise:

All escort ships must be formed into squadrons of between two and six ships each, at the time they are chosen for your fleet. The escorts in a squadron do not have to all be of the same class, but you may not have more than four 2-hit escorts in one squadron.

A single escort may be taken in a fleet as long as there are no other escorts included. However, you cannot ignore any other restrictions, such as fleets which require a minimum number of escorts, and so forth. In addition, if a fleet has at least two escorts, they must be divided so that no escort is operating without at least one other in a squadron (except those that are normally allowed to operate alone, such as transports or Tau Messenger ships).

Cruisers, battlecruisers, heavy cruisers and light cruisers may be formed into squadrons of two to four ships each, at the time they are deployed, and may be mixed in the same squadron.

Grand cruisers and battleships may be formed into squadrons of two to three ships at the time they are deployed, but you may not mix battleships and grand cruisers in a squadron.

Note that the distinctions between different types of cruisers will be found in the fleet list itself - as far as profiles go, they are all cruisers (also note that some fleets will use different names for their cruisers - look for the terms *grand*, *heavy*, *light*, etc). If a fleet does not differentiate its cruisers, they will use the preceding rules for normal cruisers.

### Fighting Battles Without Fleet Lists

The fleet lists for each faction have been written to allow players to pick a fleet that should be fairly balanced against one another. This means that players who have never met before, such as in a tournament or pick-up game, know that they should have a fair battle to play.

However, if you are gaming with regular opponents, you may like to choose fleets which ignore some or all of the rules in the lists. For example, you might like to have an all-battleship clash, or allow battlecruisers, heavy cruisers and grand cruisers to be taken without having to take the specified number of cruisers first. This is perfectly fine, but remember to be clear with all players in your group so that everyone has a good time.

### A Note on Base Size:

*As many of the models for Battlefleet Gothic are hard to find, we have included some rules for how to base your ships. There are two base sizes, large (60mm diameter) and small (32mm diameter). These can be found online at Games Workshop's website or from other retailers.*

*Any unit with either 3 or more shields or more than 10 hits must use a large base. All other vessels use the small base. However, any capital ship may purchase Tractor Fields for free, which upgrades it to use a large base. This makes it easier for the ship to ram and/or board, but also makes it a larger target for enemy ordnance, ramming, and boarding.*

## SECRECY OF FLEET LISTS

Fleet lists are not normally secret. However, to add a degree of subtlety to a battle, fleet lists may be kept secret until the end of the game (or campaign) if both players agree. However, it must be written down, complete with all refits and point totals. If at any time your opponent wishes to see your fleet list, both players must then immediately reveal their fleet lists to each other.



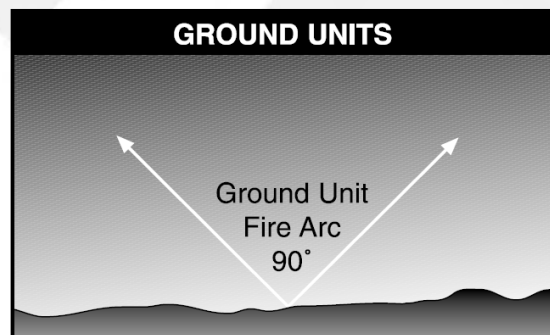
# AUXILIARY UNITS

## PLANETARY DEFENSES

In certain scenarios, one player may be allowed to select *planetary defenses* as part of their forces, generally to assist in protecting a planet against an attacking enemy fleet. Planetary defenses also include minefields and some types of small defensive vessels which have no warp drives. The complete rules for planetary defenses can be found in the BFG:XR Fleet Support list. Defenses are broken up into three types: *orbital satellites*, *ground facilities*, and *system ships*.

**Satellite units** may not move as they are stationed in orbit around a planet or moon, or occasionally in deep space. Their weapons are typically able to fire all round so they do not worry about fire arcs at all. Since they are targeted as defenses, they also ignore matters of orientation (closing, abeam, etc).

**Ground facilities** protect planets from spaceships getting close enough to send troops down to the surface. These huge anti-ship weapons cannot move because they are concealed in deep underground silos for their safety. Ground units are limited to a single 90° fire arc extending up from the planet's surface, as shown in the diagram below. Note that ground facilities ignore all of the usual restrictions for firing weapons and/or launching ordnance while on the low orbit table.



**System Ships** patrol the trade routes within a star system and may often be sent into battle when an enemy fleet attempts to break through the defending forces and land on a planet. System ships follow all the same rules as normal ships of their type.

The following rules detail the different ways that fleets may include planetary defenses in games of Battlefleet Gothic:

### Scenario Driven

Some scenarios (like planetary assault) specify that the defender can spend a certain amount of extra points on planetary defenses. In this case, the player chooses his or her planetary defenses from the BFG:XR Fleet Support list (as well as any special defenses in his or her race's fleet list document), up to the points value indicated in the scenario.

### If a Planet is Present

If a planet is generated as a celestial phenomenon, you may assign it planetary defenses as follows:

- A small planet will have D6-2 defenses. Small planets should not have ground facilities unless both players agree otherwise.
- A medium sized planet will have D6-1 defenses.
- A large planet will have D6 defenses.

If the scenario requires an attacker and a defender, then the defender is assumed to have control of the planet (although you could switch this to fight defensive battles in an enemy-held system). If there are no attackers and defenders, both players roll a D6 to see who controls the planet and its defenses.

Each planetary defense can be worth up to D6x5 points (roll for each separately). You may combine the points of several defenses to buy a single, more expensive one - for example, you may give up three 30-point defenses to buy one 90 point defense.

### From Your Points Limit

In addition to the two previous methods, if you are the defender in any scenario with a planet present, you may spend up to one third of your points limit on planetary defenses. This allows you to use larger space stations whose high costs would normally be prohibitive in regular games.

### In a Campaign

If you are playing a campaign and you know which type of system you are fighting in, you can use the following table to decide the level of planetary defenses. Remember, not all the battles in a system will take place around the primary world - there may be a different type of inhabited world, or the two fleets might be fighting around an uninhabited planet.

You can also use the table below to generate a planet type during a non-campaign game if desired. Roll 2D6 and see what type of planet you're fighting around. In this case, the number of planetary defenses are determined by the planet's type rather than its size.

| 2D6   | PLANET TYPE     | DEFENSES |
|-------|-----------------|----------|
| 2     | Forge World     | D6+1     |
| 3     | Hive World      | D6       |
| 4-5   | Civilized World | D6-1     |
| 6-7   | Uninhabited     | D3-1     |
| 8-9   | Agri-World      | D6-2     |
| 10-11 | Mining World    | D6-2     |
| 12    | Penal Colony    | D6       |

Bear in mind that while you can use any of these rules to include planetary defenses in your normal games for added variety, it's not something you should feel compelled to do every time you stick a planet on the tabletop!

## ASSEMBLING THE FLEET

For every battle honor, a thousand heroes die alone, unsung...and unremembered.

## TRANSPORTS & CONVOYS

In some scenarios, a player may have access to one or more transport ships. In general, transports are small, slow, and poorly armed, yet nevertheless they are crucial for moving ground troops and vital supplies from star system to star system.

Transports typically do not cost any points, but may only be included in your fleet when a scenario calls for them. The default transport profile is shown on this page - it does not benefit from any special rules except for those on its own profile, cannot take any upgrades or refits, and cannot form a squadron with non-convoy ships. Additional convoy ships may be found in the BFG:XR Fleet Support list.

*For example, in a Space Marine fleet, any transports you include could not benefit from or purchase any Space Marine refits or crew upgrades.*

When taking additional types of transports from a faction's fleet list (or the Fleet Support list), such ships will use the normal rules for the appropriate list but will often cost additional points (taken against the points limit of your fleet). Factions with access to their own transports may still choose to use the default profile shown here instead.

Note that some special types of transport may count as more than (or less than) one 'regular' transport. Where this is the case, the ship counts as that many transports for *all* rules purposes, such as assault points and so forth, not just for choosing how many you may include in your fleet.

## RESERVES

Most fleet lists have the option to take *reserves*. Reserve vessels represent ships from a nearby fleet that have been requested (or commandeered) to assist the main fleet. In game terms, reserves allow a fleet list access to ships from the same faction (or a closely aligned faction) that would not normally be available by default.

## Choosing Reserves

For every three battleships, cruisers (of any type), or escorts chosen from your fleet list, you may also pick one ship of the same type from a *different* fleet list belonging to one of the factions shown in your fleet's 'reserves' section. Any reserves chosen from a different faction than your main fleet are subject to the rules for Allies found on the next page.

*For example, for every three cruisers picked from the Gothic Sector Imperial fleet list, you may pick one cruiser from the Armageddon Sector Imperial fleet list. Alternatively, you could choose a cruiser from the Adeptus Mechanicus fleet list, as this is an allowed faction in the Gothic Sector's reserves section (see the next page for a list of all factions).*

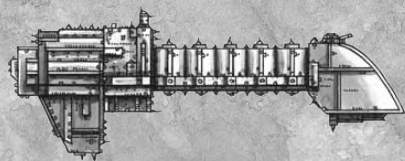
Only ships of the same type (battleship, cruiser or escort) count for reserves purposes so you cannot pick three escorts from one fleet list and use them to qualify for a battleship from another. Note that in this context, all cruisers, light cruisers, heavy cruisers, battlecruisers, and grand cruisers are simply treated as cruisers.

*For example, three light cruisers from one fleet list would qualify you to take a grand cruiser from another fleet list of the same race as a reserve ship.*

Reserves are still subjected to any restrictions on minimum and maximum numbers of certain types of vessels.

*For example, having three Chaos cruisers entitles a 12th Black Crusade Incursion Fleet to have a Repulsive grand cruiser. It also entitles the fleet to have one reserve cruiser such as the Executor grand cruiser, but that ship cannot be taken because you must have at least six cruisers to have two grand cruisers, not merely three.*

## CONVENTIONAL TRANSPORT ..... Points: Special



Hundreds, perhaps thousands, of transport ships participated in the Gothic War. The vast majority of these were chartered merchantmen pressed into service to move war materials to systems under blockade, while many others were Imperial Navy support vessels used to resupply the fleet and form temporary repair bases in isolated systems.

| TYPE/HITS       | SPEED         | TURNS | SHIELDS         | ARMOR | TURRETS              |
|-----------------|---------------|-------|-----------------|-------|----------------------|
| Escort/1        | 15cm          | 45°   | 1               | 5+    | 1                    |
| ARMAMENT        | RANGE / SPEED |       | FIREPOWER / STR |       | FIRE ARC             |
| Weapons Battery | 15cm          |       | 2               |       | Left / Front / Right |

**Special Rules:** Conventional transports do not have the powerful drives routinely fitted to warships. As such, they only add +3D6cm to their speed while on All Ahead Full rather than the usual +4D6cm. Conventional transports also have a fixed leadership value of 7, which they use for all command checks and leadership tests.

Every man is a spark in the darkness. By the time he is noticed he is gone forever. A retinal after-image that fades and is obscured by newer, brighter lights.

+++BATTLE.GROUP.ERINYES.REQUESTS.REINFORCEMENTS+++RESPOND+++RESP+++

### Reserve Vessels and Upgrades

Reserve ships from the same faction as the core fleet may take any upgrades, refits, and so on normally available to them from *either* fleet list. Reserves from a different faction may only have upgrades from their own fleet list. In all cases, you may not take any commanders from a reserve fleet list to use with the primary fleet.

*For example, an Imperial Navy player that takes a Mercury class battlecruiser from the Bakka Sector fleet list as a reserve in their Gothic Sector fleet could still upgrade the Mercury with the +1 Turret refit from the Bakka fleet list. On the other hand, a reserve cruiser from the Adeptus Mechanicus could not be given an Imperial Navy power ram, because it is from a different faction.*

### Allowed Reserves

The list of available reserves for a given fleet can be found under the 'Reserves and Allies' heading in the fleet list. Sometimes a fleet will only draw reserves from specifically named fleets, although most often reserves will be available by faction (in which case any fleet of that faction may be used). The official factions are:

- **Imperial Navy**
- **Adeptus Mechanicus**
- **Space Marines**
- **Chaos**
- **Eldar** (Corsair Eldar & Craftworld Eldar)
- **Dark Eldar**
- **Orks**
- **Necrons**
- **Tyranids**
- **Tau Empire** (Tau, Demiurg, Kroot, & Nicassar)
- **Rogue Traders** (incl. Minor Xenos)
- **The Inquisition** (incl. Grey Knights)

Some fleet lists may provide access to ships from other races directly (instead of as reserves). These

may only be taken exactly as described on their fleet list rules and may not be taken as reserves for another fleet unless otherwise specified.

See the following examples for more details about how reserves function for different fleets:

1. *An Imperial fleet taken from the Armageddon Sector list can take Space Marine vessels as part of its regular fleet list, despite being a different faction. However, a Gothic Sector fleet list cannot take Space Marine vessels from the Armageddon Sector fleet list as reserves.*
2. *On the other hand, an Imperial Navy Gothic Sector fleet joined by an Inquisition fleet (as per their special rules) may explicitly take Space Marine vessels as reserves, overriding the normal limitations.*
3. *The Demiurg and Kroot have specific rules allowing them to be used by various fleets as allies in the same manner those fleets can take reserves. However, the Tau Kor'vattra fleet list allows for the direct use of Demiurg vessels in the fleet. In this case, Demiurg vessels may be taken as provided for in the Tau Kor'vattra fleet list irrespective of limitations that would normally be placed on using reserves.*

A given fleet may take ships as reserves from any number of allowed fleet lists, not just one. Note, however, that allowed reserves are not themselves part of a fleet list - so you cannot take the reserves of a different list as your own. In short, you cannot use a reserve of a reserve.

### Campaign Rewards and Reserves

Any ships or special characters awarded or earned through a unique scenario or campaign are exempt from these restrictions.

## ALLIES, SUBJECTS, AND MERCENARIES

Sometimes, fleets may have access to ships from other, allied races. These ships will assist the main fleet, but are not usually subordinate to the same command structure. To represent the convoluted political landscape of the 41st Millennium, allies brought along with a fleet (for any reason) are subject to some additional rules and guidelines.

First, allied vessels cannot be placed in squadrons with those from the core fleet, nor can they make use of upgrades, commanders, and/or re-rolls of the core fleet unless specifically stated otherwise.

In addition, vessels should not be allied to fleets which are their *natural enemy* (or any fleet which includes ships of such enemies). In all cases treat this only as a guide as opposed to any requirement or restriction. Following are the canonical alliances you may use for this purpose:

- **"Imperials" (Navy, Ad-Mech, & Inquisition):** *Never ally with Chaos, Dark Eldar, Craftworld Eldar and Orks.*
- **Space Marines:** *Only ally with Imperials and Rogue Trader vessels (excluding Xenos ships).*
- **Chaos:** *Never ally with Imperials, Craftworld Eldar, Corsair Eldar, Space Marines or Tau.*
- **Craftworld Eldar:** *Never ally with Imperials, Chaos, Space Marines or Orks.*
- **Corsair Eldar:** *Never ally with Chaos, Space Marines or Orks.*
- **Dark Eldar:** *Never ally with Imperials, Tau or Space Marines.*
- **Orks:** *Only ally with Chaos, Dark Eldar and Rogue Traders.*
- **Necrons and/or Tyranids:** *Never ally with anyone.*
- **Tau (except Demiurg and Kroot):** *Never ally with Orks, Chaos, Dark Eldar or Space Marines.*
- **Demiurg and/or Kroot:** *Never ally with Orks or Space Marines. When allied with two opposing fleets, they will never fire upon ships of their own race.*
- **Rogue Traders:** *May ally with any fleet except Tyranids and Necrons but may not take Xenos vessels when allied with Space Marines.*

# BATTLEFLEET GOTHIC

**Congratulations! You've made it through all of the normal rules for Battlefleet Gothic. The descriptions and rules for all of the default missions you can play are found in the *BFG:XR - Scenarios* document.**

**In addition, you can read up on all the history of the Gothic Sector and the galaxy of the 41st Millennium in the *BFG:XR - Gothic Sector and Beyond* document.**

**Once you've had your fill of individual scenarios, get a few friends together and try out a campaign from the *BFG:XR - Campaigns* document, or get together and make up your own; the possibilities are as endless as space itself!**



# BFG:R to BFG:XR - CHANGE LOG

*Some elements of BFG:R and the original BFG rules have been altered as part of the transcription process for the BFG:XR Project. For the most part, these changes are simply adjustments to grammar and language, in order to improve clarity or fix (a few) typos. Other changes include a few minor expansions to the existing material or re-integrations of older rules that were either dropped or not included when the BFG:R documents were produced. These changes are meant only to add flavor or clarity to the existing rules, and not an attempt to dramatically alter the function or power of any one faction's fleets. This document generally only lists those changes which constitute an actual addition or alteration of the rules, not adjustments to language or readability.*

## 2010 FAQ

**[Addition] [Change]** Almost all rulings from the 2010 FAQ have been integrated into the main rules. The only rulings that were excluded were those which, due to changes in the rule text, were no longer necessary (as other changes already accounted for the circumstances of the given ruling, and so forth).

## Language

**[Change]** In some parts of the text, American English spelling is used, since the BFG:XR author (that's me!) is from the US. However, this may not always be consistent everywhere (particularly in long, copied segments where no changes were made).

*Hopefully everyone can forgive me for this... it just wasn't very important compared to finishing the document and making all the necessary formatting and changes, especially as I can read both British and American English equally well. If this is still an issue later, I can go back and fix it.*

## Armada Ordnance

**[Addition] [Change]** All ordnance (special torpedoes, torpedo bombers, mines) are now included in the main rules. These have been distributed out to different fleet lists on a case-by-case basis rather than having fleets roll on a random table. In general, this means fleets now have greater control of what special ordnance they get, although some ships and fleets may have fewer (or more expensive) options for taking them.

*I am strongly opposed to the way special torpedoes were done in the original rules – I felt that they took too much control away from the player, and I much preferred to simply increase the cost in exchange for having a choice. Most fleets may now pick torpedoes (or roll on a D3), but the cost is substantially higher.*

**[Addition]** Clarified that melta torpedoes inflict a Fire result regardless of the target's actual critical hit table.

## Target Priority

**[Change]** Clarified the wording. It is functionally identical, but should read more intuitively for new players.

## Boarding

**[Change]** Clarified that damage from boarding does not trigger additional critical hit rolls – these are abstracted into the single, improved critical hit roll from the boarding action result.

**[Change]** Reversed the scores on the critical hit requirement table to reflect the new way in which the rules are worded (this should make it clearer for multi-ship boarding). This does NOT change the way in which the table works – only the way it reads.

**[Addition]** Vessels locked in a drawn combat cannot disengage while the combat is ongoing. Once you're stuck in, you're stuck!

**[Change]** Clarified the wording for bonuses to the actual D6 roll to be more easily distinguished from bonuses to boarding values. This should make fleet upgrades more intuitive.

## Blast Markers

**[Addition] [Change]** Both the classic blast marker rules and modern 'entire base' blast marker rules are included; players may choose which style to use. I have also re-written the wording for both to increase clarity – it should be functionally identical to how both systems previously worked. I know this is one of the bigger areas of controversy with the fan-made 2010 FAQ, so I wanted to accommodate both styles.

**[Change]** Altered the way the "one shot hitting two ships" rule works for placing blast markers if there are other ships in base contact with the one under fire. Now, the criteria to hit two ships' shields with one shot is as follows:

- Second ship must be in base contact with the ship under fire.
- Second ship must be closer to the firing vessel than the ship under fire.
- Second ship must be the closest vessel in base contact to the line of fire.

*This only changes the position of the first blast marker. All others will then fan out from that one. In effect, the first shot pops both ships shields, and may bring down the rest as they fan out from there. I added some restrictions on distance though to prevent hitting ships "behind" another ship, and also to clarify some of the confusing wording with the FAQ 2010 ruling on the issue.*

## Assembling the Fleet

**[Addition]** Returned the ruling preventing escort squadrons from having more than four 2-hit escorts per squadron. *This was an oversight on my part.*

**[Addition]** Added a ruling explicitly preventing a single ship or squadron from having multiple commanders aboard.

## Squadrons

**[Addition]** Added extra rules to the Squadron Coherency section to clarify what to do if a squadron is broken up into multiple groups of ships in coherency with one another, as per the 2016 mini-FAQ from horizon and Ray Bell.

## Reserves & Allies

**[Change]** Reserve rules have been cleaned up to accommodate the large number of fleets with unusual or cross-faction reserve options. Overall the rules should be identical; they simply read slightly differently.

## Resilient Attack Craft

**[Change]** Resilient fighters now continue to attack any enemy ordnance they are in contact with, until they are removed or no more enemy ordnance is left. This makes the interaction much more intuitive. *Previously, there were implied differences when resilient fighters attacked waves of only non-fighters, in which the non-fighters were given an opportunity to move away after the fighters had used their resilient saves.*

**Last Updated: April 13, 2017 10:31 PM**