

# The Colossal 40k Resource Site



## Battlefleet Gothic

### Main Rules

#### *Choosing Your Forces*

Each player's fleet will be built up to a specified points value agreed by both players – to have a 1000 point game, for example. Each ship is worth a certain amount of points that will add up to this. Gothic-class Battleships, for example, are worth 100 points. In a 1000 point game, you would be able to take 10 of them and nothing else. Once you have chosen which ships you will take, they must be arranged into a Battlefleet.

#### **Squadrons**

In Battlefleet Gothic, spaceships are organised into squadrons. The size of a squadron depends on the type of spaceship; these numbers are given in the Battlefleet lists, detailed later.

#### **Setting Up Squadrons**

At the start of the game you set up each squadron in a group so that all the ships are at most 3" away from at least one other ship from their squadron. All the ships from the same squadron must be set up facing in the same direction.

During the game, ships from the same squadron may become separated if one of the ships is destroyed. In such cases, all ships must try to maintain squadron coherency unless they are crippled. Note that different squadrons can be as far apart on the board as you want. It's only spaceships from the same squadron that must start in squadron coherency.

#### **Setting Up**

Once you've chosen your fleet, you're ready to set up. The idea is to set up your fleet so that your opponent doesn't know where you're putting your spaceships.

There are several ways to do this. One way is for both players to draw a map of their Fleet's positions in secret and then both set up at the same time. Or one player can draw a map and the other can place his ships directly on the board - then the second fleet is positioned according to the map.

Another way is to set up a screen of some sort across the middle of the board so your opponent can't see your half.

If you don't want to set up in secret, a quick way to set up is for each player to take turns placing a squadron until all the spaceships are on the board.

## ***Placing Your Ships***

However you choose to set up, you can place your spaceships anywhere in your half of the board provided they are more than 12" away from the middle of the board (or however far you and your opponent agree upon).

## ***Turn Sequence***

Players will move and shoot in the same turn. Follow the sequence below for each turn;

- 1) Reformation Phase
- 2) Movement Phase
- 3) Shooting Phase
- 4) Boarding Phase
- 6) Repair Phase

## ***Reformation Phase***

At the start of the turn, check through the following list and do any of the things that apply to you:

**Castellan Shield:** For each Castellan, choose whether its shield is on or off.

**Jettison Fuel:** For each Goliath, decide if it's jettisoning fuel and, if so, how much.

**Reform Squadrons:** If you've reforming any squadrons, take it in turns to do so now.

**Torpedo Counters:** Remove any torpedo reloading counters - these ships can fire their torpedoes again this turn. Flip any torpedo fired counters over to the torpedo reloading side.

**Initiative:** Both players roll one die, re-rolling ties. The player who scores the highest will have the Initiative for that turn and will move and fire his ships first.

## ***Movement Phase***

Squadrons are moved alternately by the players, starting with the player who won the initiative.

For every 2" a ship moves forward, it may turn 45° either side. If a ship come to a dead stop, it may turn 90° in any direction. Some ships are classified as Unmanoeuvrable. These ships may not turn at all if they move faster than 2" in one turn. Other ships are Super-Manoeuvrable. Such ships can

turn 45° for every 1" forward they move.

Once you've moved your squadrons, move any crippled ships according to their damage; either remaining stationary, drifting or moving straight ahead at maximum speed.

### **Resolve Rams**

If a ship moves into another ship, it will ram it. The ship being rammed is the defender. The other is the attacker.

To resolve the effect of the ram, the attacker rolls a die. If the two ships have got a different number of damage points left, add or subtract the modifier listed below the ram tables and then look up the result on the appropriate Ram Table. There are two tables - one for head-to-head rams when the ships are coming at each other from opposite directions, and one for side and rear rams.

#### **Head-to-Head Ram Table**

D6 Roll Effect on Attacker Effect on Defender

0- Destroyed	No Effect
1 Destroyed	Minor Damage
2 Destroyed	Minor Damage
3 Destroyed	Serious Damage
4 Serious Damage	Destroyed
5 Minor Damage	Destroyed
6 Minor Damage	Destroyed
7+ No Effect	Destroyed

#### **Side or Rear Ram Table**

D6 Roll Effect on Attacker Effect on Defender

0- Destroyed	No Effect
1 Destroyed	Minor Damage
2 Destroyed	Serious Damage
3 Serious Damage	Destroyed
4 Minor Damage	Destroyed

5 Minor Damage	Destroyed
6 Minor Damage	Destroyed
7+ No Effect	Destroyed

### **Dice Roll Modifiers**

Attacker has more damage points than defender +1

Attacker has twice as many damage points +2

Attacker has three times as many damage points +3

Defender has more damage points than attacker -1

Defender has twice as many damage points -2

Defender has three times as many damage points -3

...and so on for higher multiples. +/-x

Note that these modifiers refer to the spaceships' current damage, not their starting damage. This means that a ship which has already been hit a few times is more vulnerable in a ram.

### **Effects**

**Destroyed:** The spaceship is completely destroyed and is removed from the table - it doesn't matter how many shields or damage points it had left, the ram was so catastrophic that the spaceship was literally ripped apart. All rams end up with one ship destroyed and the other ship remaining in place. Crippled rules are not used here.

**Serious Damage:** The spaceship loses all remaining shields on the facing that was hit and half of its remaining damage points (round up - so if it's only got 1 damage point left it's destroyed).

**Minor Damage:** The spaceship loses 1 shield on the facing that was hit - if it doesn't have any shields then it loses 1 damage point.

**No Effect:** By good fortune (and solid

construction) the spaceship survives the ram without taking any real damage.

### **Multiple Rams**

In a really big battle, you'll sometimes get so many ships close together that three or more ships will collide one another, or one large ship will ruthlessly plough through many smaller ones. In this case, you get a multiple ram.

With a multiple ram, you work out the effects of a ram between two of the spaceships and then proceed to the next. Repeat this until the attacking ship is either destroyed or it runs out of movement.

### **Shooting Phase**

All ranged attacks hit their target on a 3+. Use the range to the target to determine the number of dice you roll, listed on your spaceship's Data Card. Remember that each spaceship only gets to make one attack per weapons system - if it's got two potential targets, it has to pick one before firing.

The player who won the initiative at the start of the turn will choose one squadron to fire, resolve its attacks before alternating a squadron's firing with his opponent. Players will then continue to alternate their squadrons' firing, until all ships have fired. Shooting is assumed to be simultaneous, so ships destroyed by shooting earlier in the Phase will still be able to return fire in that turn only.

### **Line of Sight**

It's important to remember that in Space Fleet there's nothing to stop you shooting through a square containing another spaceship. Provided your target is within your arc of fire and the range of the weapon you're firing you can shoot at it.

This is because the board represents three-dimensional space. We assume that even though a spaceship seems to be blocking line of sight, it's actually possible to shoot above or below it - spaceships are really huge targets and their powerful weaponry is very accurate. Very large asteroids and space docks may block LOS, according to scenarios and your opponent's consent.

### **Damage**

You need to keep track of how much damage your spaceship has taken. Cross off damage points on your ship's Data Card.

### **Critical Damage**

Any hit roll of a 6 will cause Critical damage on the target. Roll the die again to see what the effect is and consult the Critical Damage Table for that ship type, according to its Data Card. This will happen even if the defending ship's shields have not been brought down - in such cases the attack will overpower the shields and blast vital systems.

Each Critical can only affect a spaceship once, barring a few special cases noted on the table. If you roll the same result more than once, the second and subsequent rolls are ignored and there's no effect. You do not reroll the Critical damage die. Mark Critical damage with the regular damage for

that ship on the Data Card.

### **Arcs of Fire**

The Weapons table on each spaceship data card lists the arcs of fire for that spaceship's weapons. This is either Forward Arc, Broadside or Fixed Forward. Note that the same type of weapon can have different arcs of fire on different ships. Gothic-class Battleships, for example, have Laser Batteries along the sides of the ship to provide Left and Right Broadships - Eldar Wraithships have Laser Batteries facing forward to give them a Forward Arc.

Forward Arc: Will be able to target any ship that lies within a 180° arc measured from the rear of the firing ship, facing forward

Fixed Forward: Will be able to target any ship that lies in a 90° arc measured from the front of the firing ship, facing forward.

Broadsides: Will be able to target any ship that lies within a 90° arc measured from the appropriate side of the firing ship (as listed on the Data Card), facing either left or right.

### **Shields**

Each ship type has a fixed number of shields, as shown on its Data Card. When the ship is hit, you need to keep track of how many shields have been lost on each facing. Do this by crossing off the appropriate Shields on your ship's Data Card.

When a spaceship is first hit one or more shields will be destroyed as they deflect or absorb the energy of the attack. Use the Data Card to keep track of how many shields you've got left. Once all the shields are destroyed from a facing, write "Shields Down" on that shield facing. Any more hits to that side will cause damage to the spaceship itself.

### **Shield Facings**

It's important to know which of your shields (if you've got any) an attack is being made against. A spaceship has four facings: front, left, right and rear. In most cases it will be clear where an attack is coming from. From the centre of the ship, each facing will cover 90° of arc. Any attack from the spaceship's front facing hits its front shields - any attack from the left facing hits the spaceship's left shields, and so forth. Note that you never get any choice about which part of the target you hit. If your spaceship is attacking from an area in your target's left shield facing it is always that shield that counts - you can't choose to fire at the front or rear of the ship instead.

### **Crippling Hits**

When a spaceship takes enough hits to reduce it to 0 damage, it might not be completely destroyed. Under the guidance of engineers and technicians, the crew works feverishly to try and repair the worst of the damage. If they're lucky they can jury-rig repairs and get the engines or weapons working. If they're unlucky the damage will be irreparable, reactors will overheat and the ship will eventually explode despite their best efforts.

To represent this, these are the rules for crippled ships - ships which have been put out of action but which might be repaired. Playing with these rules makes the game slightly longer so you don't have to include crippled ships if you don't want to. In this case, just assume that any ship reduced to zero damage is automatically destroyed. All players should agree whether or not you're using these rules before you start.

### **Crippling Damage**

If a spaceship is reduced to 0 damage, don't remove it from the board but write 'Crippled' on its Data Card. Once you've finished all the firing, you roll to see whether the ships which were reduced to 0 damage this turn are destroyed or crippled.

There's basically a 50/50 chance of a ship being destroyed or being crippled. If the ship has taken Critical hits, it's more likely to blow up - it has already taken such a battering that the final attack completely finishes it off.

Roll a die and add +1 for each Critical hit the ship has taken, then consult the Crippled Ships Table.

### **Crippled Ships Table**

Roll Result

1 Crippled - Stationary

The spaceship's engines are completely destroyed and it cannot move at all - it can't even change the direction it's facing.

2 Crippled - Drift slowly

The spaceship's engines fire intermittently as fuel tanks rupture and control lines short out. The ship moves 2" forward each turn. To see exactly which way the ship moves, roll a die each turn:

1-2  
Turn  
45° left  
at the  
end of  
movement

3-4  
Forward

5-6  
Turn  
45°  
right at  
the end  
of  
movement

3 Crippled - Maximum Speed Ahead

The spaceship's engines have completely overloaded and are firing at maximum thrust. The ship moves straight ahead at its fastest speed -

it can't turn, slow down or make any other manoeuvre.

For Eldar ships with solar sails their maximum speed depends on the direction of the solar wind as usual.

#### 4-6 Destroyed

Remove the model from the board - the damage has blown the spaceship to pieces and it takes no further part in the battle.

#### 7 Destroyed - Crash Course

The spaceship goes out of control as its engines die with a final spasm of power and its weapon systems overload and blast the ship apart from the inside. Move the ship forward at maximum speed.

If it ends up crashing into another ship, the second ship takes D6 damage from the storm of debris and exploding plasma fuel. At the end of this crash course the destroyed ship is removed.

#### 8+ Destroyed - Spectacular Explosion

Fires rage through the ship causing magazines, laser generators, plasma drives and fuel tanks to erupt in one almighty cataclysmic explosion. The ship is vaporised - remove the model from the table.

The explosion also spreads to cover an area of 3" radius, centred on the destroyed spaceship. Each ship within this area will take D6 damage, which will hit the facing towards the explosion.

### **Crippled Ships**

If a ship is crippled, remove any Critical hit details. Leave the 0 'Crippled' marker on the Data Card and any shields in place - these are still operational.

Now make two more marks on the spaceship's Data Card: 'Weapons Crippled' and 'Engines Crippled'.

A crippled spaceship cannot fire any of its weapons. It moves according to the type of engines crippled result it had on the Crippled Ships Table.

### **Destroying Crippled Ships**

Any time that a crippled ship takes damage that isn't deflected by its shields, roll a die and check the following table, adding +1 for any dice that rolled a '6';

1-3 No Effect

4-6 Destroyed

7 Destroyed - Crash Course

8+ Destroyed - Spectacular Explosion

The Destroyed, Crash Course and Spectacular Explosion results have the same effects as described on the Crippled Ships Table.

### **Repairing Crippled Ships**

There's a chance that a crippled ship's crew can repair some or all of the ship's vital systems, at least temporarily. You roll for this at the same time as rolling to repair Critical hits.

### **Boarding Phase**

Ships that didn't fire any weapons and that are in a square next to a crippled enemy ship can choose to launch a Boarding Action. If the boarding leads to one or more counter-attacks, also work them out in this turn.

Every warship carries assault troops specially trained in the tactics of boarding enemy spaceships. When a spaceship has been hammered into submission by broadsides and torpedoes and is left drifting as a crippled wreck, boarding parties may be launched against it to try and capture the ship. The boarding ship moves alongside the crippled vessel and sends thousands of men into the assault.

All spaceships are equipped with teleporters and short-range sub-stellar launches and shuttles. These are mainly used to transport men and equipment to and from the ship when it's in orbit or docked at a spaceport. They can also be used to land boarding parties onto enemy spaceships. Crack teams of assault troops, experienced in the tense, desperate fighting of shipboard combat, are teleported to key areas like the bridge, engine room and weapon targeting chambers. Meanwhile more troops land in the enemy ship's docking bays, or fly their shuttles in through gaping holes in the side of the hull.

Some ships are also specially-equipped with boarding torpedoes which they fire into the enemy ship. As soon as they hit, bursting through the hull of the crippled ship, the fronts of the torpedoes swing open and the heavily-armed boarding parties emerge, opening fire on any defenders as they head into the depths of the ship.

Boarding an enemy spaceship, even when it's crippled and drifting with all its weapons systems down, is fraught with danger. Often teleporters are inaccurate and assault troops find themselves fighting through a labyrinth of narrow corridors to reach their target. Or the enemy may have already prepared for landing shuttles and the boarding parties have to fight a pitched battle against well-armed defenders. A crippled spaceship may be able to fight off the boarding parties and launch a counter-assault using its own teleporters and shuttles. Even with the damage it's sustained, a crippled ship can sometimes muster enough men to counter-attack effectively and it's not unknown for a boarding ship to be captured by its prey!

### **Fighting a Boarding Action**

These rules are optional and all players should agree whether or not you're using them before the game begins. There are two reasons why you may want to board an enemy ship. Firstly, you get twice as many victory points for capturing an enemy ship as you do for destroying it. And secondly, if you're able to capture a ship and then successfully repair it, you can turn the ship's weapons against your opponent.

You can only board crippled spaceships. To board a crippled spaceship, your ship must be in an adjacent square - this can be vertically, horizontally or diagonally adjacent. It doesn't matter which way the two ships are facing. You can't board an enemy ship if you fired any weapons this turn. If you're playing with a lot of spaceships, it a good idea to keep track of which ships haven't fired.

To board an enemy ship you simply roll a die, add or subtract the relevant modifiers and look up the result on the Boarding Actions Table. The modifiers are mainly based on the ships' relative boarding strengths, a measure of the number of trained assault troops on board. Boarding strength equals the spaceship's starting Damage score.

### **Multiple Boarding Actions**

You can use more than one spaceship when you launch a boarding action. All the ships involved must be adjacent to the enemy ship. Simply add up the total number of damage points of all the ships sending boarding parties. If more than one is a troop carrier, add the regiment bonus for each ship.

### **Boarding Actions Table**

Roll Result

#### 1- Counter-Attack

The boarding parties were easily overwhelmed by the defenders. Seizing this opportunity, the defenders launch their own boarding parties to make a counter-attack. If you're the defending ship in a boarding action and this result is rolled, you can choose whether or not to counter-attack. If you decide not to counter-attack, treat this result as Boarders Repelled (see below).

If you want to counter-attack, immediately roll on the Boarding Actions Table, with your ship now counting as the attacker - apply any modifiers as usual. In this way it's possible to capture a ship that was trying to board you. If you also roll a Counter-Attack result, the other ship gets a chance to launch a second attack immediately. A boarding action can go back and forth several times before it's resolved. This all takes place in the same turn - just keep rolling until you get a Boarders Repelled or Ship Captured result.

#### 2-4 Boarders Repelled

After a hard-fought battle through the corridors and chambers of the enemy ship, the boarding parties are repelled. The action was unsuccessful and both players keep control of their ships.

Even though boarders were repelled this turn, if your ship is still in an adjacent square to the enemy ship next turn, you can try again.

#### 5+ Ship Captured

Your boarding parties storm the bridge, engine room and other vital areas of the enemy ship. Most of the defending troops are killed and the remaining crewmen are forced to surrender. You now control the ship. For the rest of the game you treat this spaceship as your own. You roll for repair as usual and if the ship regains the use of its engines or weapons, you decide where to move it and what it fires at. If the enemy destroy the captured ship, you score the points for its destruction (though not for capturing it). If they recapture the ship, you still score points for crippling it - the enemy get no points for recapturing their own ship.

### **Boarding Modifiers**

Attacker's boarding strength is 1-3 points higher +1

Attacker's boarding strength is 4-5 points higher +2

Attacker's boarding strength is 6+ points higher +3

Defender's boarding strength is 1-3 points higher -1

Defender's boarding strength is 4-5 points higher -2

Defender's boarding strength is 6+ points higher -3

Counter-attacking from crippled ship -1

Unless otherwise noted in a ship's special rules, boarding strength equals the ship's original Damage score.

### ***Repair Phase***

If you've got any crippled or critically-damaged ships in your fleet, roll to try and repair them. If a crippled ship gets to move, fire or explodes, work out the results immediately.

After you've finished firing and resolved any boarding actions, you can roll to repair damage caused to your remaining spaceships. There are two sorts of repairs you can make - those to crippled ships and those to Critical damage. You can roll to repair as many different ships as you want during a turn, but you can only roll once for each ship.

### **Repairing Critical Damage**

Repairing Critical damage can make the game slightly longer so agree in advance with your opponent whether or not you're using these rules. You should find the fun of repairing a Critical hit and getting a ship's weapons or engines back at a vital moment is well worth the extra dice rolling.

You can try to repair any damage that was caused last turn or before - you can't roll to repair Critical damage caused this turn. Roll a die for each ship that had taken Critical damage before this turn - you only roll once for the ship, regardless of how many Critical hits it's taken. On a roll of 1-5 nothing happens - the repair crews are still working and you can roll again next turn. On a roll of 6, you can remove one Critical hit from the spaceship's Data Card. By inspired jury-rigging and the invocations of the engineers, the damage has been repaired. If the ship has suffered more than one Critical, you can only repair one at a time - choose one of the hits to remove and leave the others in place to continue in effect next turn. Remember, a Critical cannot be repaired the turn it is inflicted.

You can only repair Critical that are marked by a Critical Damage mark on the model's Data Card. For example, you can try and repair engine damage but you can't repair a magazine explosion - the explosion simply reduces the spaceship's damage and has nothing to mark continuing effects.

### **Repairing the Shields Down Critical**

If you repair a Shields Down Critical, roll a D6 to see how many shields you get back. You choose where these go. You can put all the shields on one facing, or split them between different facings. The only restrictions are that you can't put shields where you don't normally have them and you can't have more shields on any facing than the normal maximum.

### **Repairing Crippled Ships**

You roll for each spaceship that was crippled last turn or before - don't roll for any ships crippled this turn. Roll 2D6 for each ship and consult the Crippled Ships Repair Table. This is compulsory, each crippled ship must roll on this chart each turn unless the table says otherwise. There are fantastic energies contained within each spaceship and an accident is very likely.

Note that even if a crippled ship is repaired it still has 0 damage - if it's hit again you roll on the table for Destroying Crippled Ships.

### **Crippled Ships Repair Table**

Roll Result

2-3 Destroyed - Spectacular Explosion

The engineers and crew lose their battle against the overloading reactors and the ship explodes in a vast fireball. (Same game effects as the Destroyed - Spectacular Explosion result on the Crippled Ships Table.)

4-5 Destroyed

Massive explosions rip through the ship as it finally succumbs to the damage it has suffered. Remove the ship from the board.

6-7 No Effect

The crew's attempts to repair the ship are unsuccessful - roll again next turn.

8 Move Slowly

The spaceship's engines briefly surge into life - the ship is able to fire a single controlled burst before power drops off again.

You can immediately up to 2" forward, making one 45° turn at the end of this, regardless of whether the ship is normally Super-Manoeuvrable or not.

Next turn, the engines go back to moving as indicated by its engines crippled result. Roll again for repairs next turn.

9 Fire Once

Amid blue-sparking cables and shattered control panels, the repair crew manage to temporarily reconnect the ship's weapon systems. With a deep roar of barely-controlled power, the ship gets off a single shot before the systems close down again.

You can immediately fire once with any of the spaceship's weapons using the normal range, damage and so forth.

This is a one-off shot - the ship can't fire again next turn. Roll again for repairs next turn.

#### 10 Engines Repaired

Repairs to the engines are successful and they'll keep working - at least to the end of the battle. Remove the "engines crippled" mark from the Data Card. From next turn you can move the ship as normal. You will no longer need to obey squadron coherency rules for this ship.

Although its weapons aren't working, you don't roll to repair this ship any more. It's all the crew can do to keep the engines under control.

#### 11 Weapons Repaired

The crew have managed to get power back to the weapon banks and the targeting systems are working again. Remove the "Weapons Crippled" mark from the Data Card. From next turn you can fire any of your weapons as normal.

Don't roll to repair this ship any more. The crew are stretched to the limit keeping the weapon generators under control - they can't risk the chance on diverting resources to repair the engines.

#### 12 Engines and Weapons Repaired

By a miracle, the crew have got both the engines and the weapons under control. Remove both crippled marks from the Data Card. From next turn you can move and shoot the ship as normal and you don't roll for repair any longer. You will no longer need to obey squadron coherency rules for this ship.

### ***Special Rules***

These rules govern the effects of special weapons and equipment found on various ships as well as some more optional rules.

### ***Area Effect Weapons***

Some attacks affect an area of a 3" radius. A target must be selected as normal for firing weapons and the 3" template must be centred on this ship. Each ship in the area, including the main target, will be hit on a die roll of 3+. If a ship has been hit in this way, it will take D6 damage, on the facing nearest the centre of the explosion, or towards the firing weapon if it is the main target.

## **Weapons**

### **Laser Batteries**

**Ranked batteries of powerful laser cannon are the most common arrangement on the spaceships of the Imperium. Mounted in huge turrets, the lasers are powered by immense generators deep within the spaceships. They release their energy in deadly bolts of light with the power to punch through the massive hulls of spaceships. They are brought to bear in a single broadside that rakes a line of devastation across an enemy spaceship.**

### **Fusion Cannon**

**The fusion cannon is powered by the awesome energy released as atoms are brought together in a nuclear furnace and fused into new matter. At short range, the effects of a fusion cannon are devastating but they drop off quickly at longer ranges.**

**Any dice that hit causes a number of points of damage equal to the number rolled on the die. This means, for example, that at very short ranges the Ironclad with its 3 dice fusion cannon attack can potentially cause an incredible 18 points of damage - enough to blast through the strongest of shield defences. Any dice that rolls a '6' also causes Critical damage as usual.**

### **Prow Laser**

**The Prow Laser is a single bank of laser cannon firing from the front of the spaceship. Although not as powerful as a laser broadside, it's forward position gives it a good arc of fire to attack incoming ships. It's often used to soften up the enemy as the spaceship prepares to ram.**

### **Vortex Torpedo**

**A Vortex Torpedo creates a vast vortex field when it explodes. The vortex field disrupts the very fabric of the universe as the raw energy of the warp is pulled through into real space with terrifyingly destructive effects, even to something as large as a spaceship.**

**If a Vortex Torpedo scores a hit, it causes a number of points of damage equal to the number rolled on the die. This means it causes from 3 to 6 points of damage. If a '6' is rolled, Critical damage is also caused as usual. It takes time to load and prime a torpedo, so this weapon cannot be fired two turns in a row.**

### **Plasma Torpedo**

**The Plasma Torpedo explodes in a burst of super-heated energy that literally burns its way through a spacecraft's hull as the craft is engulfed in a ball of**

**white-hot flame thousands of meters across.**

**If a Plasma Torpedo scores a hit, it automatically causes Critical damage. The number rolled in the to hit shows the type of Critical caused. A Plasma Torpedo that scores a hit against an Ironclad will still cause Critical damage, even if the Ironclad makes its special save - the Ironclad's extra armour gives no defence against the attack. It takes time to load and prime a torpedo, so this weapon cannot be fired two turns in a row.**

### **The Inferno Cannon**

**The massive Inferno Cannon is mounted along the length of the hull of the Dominator Battleship. Its huge shells are loaded in a cavernous chamber positioned above the roaring fury of the Dominator's plasma drives.**

**Each Inferno Cannon shell is the size of a tall building, its warhead packed with explosive. The shell accelerates down the long barrel of the cannon, reaching a searing velocity that hurls it out into space. When the shell detonates it releases a ball of radioactive fire that forms a sphere of destruction kilometres across. Not only the cannon's target, but any ship close to it receives a deadly blast of intense heat, energised particles and huge jagged shards of shrapnel larger than most sub-stellar spaceships.**

**The Inferno Cannon is affectionately known at the Planet Buster by a Dominator's crew because it is often used in planetary assaults to rain fire down on enemy cities. A single shell is powerful enough to destroy all but the largest cities, leaving only flattened ruins around a crater many hundreds of meters deep.**

**The Inferno Cannon attacks a 3" radius template, centred on the target ship. The target ship must be within the cannon's range and Fixed Forward arc of fire. Place a marker next to the ship you're attacking so there's no confusion about which square you're shooting at. See the Area Effect Rules earlier in this section.**

**If a ship with Holo Fields is the Inferno Cannon's target, it receives its normal save against each point of damage.**

**If a ship with Holo Fields is in the Inferno Cannon's area of effect but isn't the actual target, you simply ignore the Holo Fields altogether. This is because the ship has simply been caught in the blast - being nearly invisible doesn't help it avoid the massive explosion.**

### **Plasma Fuel**

**The Goliath Factory ship produces an incredibly energy-rich plasma fuel. Each ton of this fuel is a thousand times more powerful than conventional nuclear fuels, and any explosion involving this fuel produces an incinerating fireball a thousand times more powerful than a conventional nuclear explosion.**

**In dire emergencies, the captain of a Goliath may jettison some or all of the valuable payload. Declare if you're jettisoning any fuel after you've given orders to all your ships but before any ships have moved. Choose how many megatons of plasma fuel you're jettisoning, up to all the remaining fuel on board. Mark down how much fuel is left in that ship, and place a Plasma counter at the base of the ship. Now move the ship according to its orders in the helm computer. Note that if you didn't give the Goliath orders to move 4" squares, it'll get caught in the explosion!**

**The jettisoned plasma fuel explodes during the firing part of the turn. It is much like the Inferno Cannon, using the rules for area effect weapons, except that you roll 1 die to hit each target for each megaton of fuel jettisoned, and the explosion is centred on a square, not a target ship. However, each hit will only do D3 damage. In addition, the fuel burns for an additional turn before exhausting itself, so keep the square marked where the fuel was dropped and roll the same number of dice for the fuel next turn.**

### **Annihilator Cannon**

**The Annihilator makes 2 separate attacks, one with each barrel. These can both be against the same target, or you can chose 2 different targets. Each attack is made with the number of dice shown on the data card. So, for example, at range 1 or 2 it can make one 8 dice attack or two separate 4 dice attacks.**

**At the start of the game you should point the Annihilator's turret in one of three directions: left, right, or directly forward. It can never point backwards. Each turn you may rotate the turret 90° to point it in another direction. So if it's pointing forward you may rotate it to either point left or right, while if it's pointing left or right you may only rotate it to point forward. You can rotate the turret before you fire the cannon, after you fire, or between your two shots. In this way, you can attack two separate targets, one to the left, say, and one in front of the ship. Remember that even if you don't rotate the turret before or between your attacks, you should think ahead to following turns - it may be worth turning the turret after you've fired in preparation for your manoeuvres and attacks next turn.**

**The Annihilator's fire arc depends on the direction the turret is pointing - it covers the ship's left, right or front facings. These facings are the same as the shield facings.**

**The Annihilator Cannon Destroyed and Magazine Damaged Critical each put one barrel out of action. If you get both Critical, or if you roll either of them twice, both barrels are disabled and the Annihilator can no longer fire.**

### **Reform Orders**

Reform orders allow you to reorganise your formation instead of making a normal move. Before moving, tell your opponent if you're reforming any squadrons. You move these before you move any other ships. If you've both got one or more squadrons to reform, take it in turns to reform the squadrons – the player who won initiative goes first.

When you reform a squadron, one spaceship remains stationary. You can then move any or all of the other spaceships 3" in any direction. All the ships in the reforming squadron may turn to face any direction. You can only reform a squadron into a formation that is normally allowed, so every ship in the squadron must be at least 3" from another ship of the same squadron after the reform order has been carried out.

### **Victory Points**

Victory Points are an alternate method of determining who won the game you just played. Other methods include the "fight to the death" method (last ship/fleet remaining wins) and the Scenario method.

You earn Victory Points for destroying or crippling enemy ships, for capturing enemy ships and for getting your support ships safely off the board.

As before, the game ends when only one player has any ships remaining. Then simply check the table below and add up all the points you've scored - the points are based on the number of points it originally cost to buy the ship. The player with the highest number of victory points is the winner.

Alternatively, you can play until one player reaches a set number of Victory Points, perhaps 75% of each player's starting total. This is the most realistic option as Battlefleets will rarely engage to the last ship and will often retreat instead of taking untenable losses.

### **Victory Points Table**

Victory points Scored for Number of Points

Each enemy ship destroyed number of points equal to its cost

Each enemy ship crippled half its points cost

Each enemy ship captured double its points cost

Each enemy ship that left the table half its points cost

Each Megaton of fuel on board a Goliath 25/10\* points to owner

Each Megaton of fuel lost --/5\* points to opponent

Goliath Destroyed 50 to opponent

Goliath Crippled 25 to opponent

Each surviving regiment \*\* 50 points to owner

Each regiment destroyed \*\* 50 points to opponent

Galaxy Destroyed 50 to opponent

Galaxy Crippled 25 to opponent

\* If you feel Goliaths are important (or they are the focus of a scenario) then use the first points value. Otherwise, use the second points value.

\*\* You only score points for regiments if the Galaxy is either still on the board or left by your opponent's board edge. If the Galaxy leaves the board by your edge or either side, you score no points for it - your opponent still scores 25 points if the ship was crippled before leaving the board and 50 points for any regiments destroyed. And yes, destroying a fully loaded Galaxy is worth 250 victory points.

You only count each ship once. If more than one category applies to a ship, count the one that scores the most points. For example, if you cripple an enemy ship and then destroy it, just count the points for destroying it.

## ***Flagships***

Every fleet is led into battle by its flagship. The flagship is personally captained by the Fleet Commander who directs the course of the battle from the flagship's bridge right in the thick of the fighting. The Fleet Commander always has the finest spaceship, officers and crew in the fleet. As an experienced captain and the hero of countless battles, he is an inspiration to his men. They proudly serve him with great vigour, honoured to be chosen by a leader of such renown. The flagship often displays a striking emblem that identifies the commander leading the fleet. The commander is always ready to announce his presence, hoping to strike fear into the enemy who will know the legends that have grown up around his past successes. These legends portray the fleet commander as an almost mythical figure, capable of superhuman feats and blessed with supernatural foresight that predicts and out-guesses the enemy's every move.

In a game of Battlefleet Gothic you represent this hero, trying to outwit and outfight your opponent as you lead your fleet to ultimate victory... or defeat.

### **Flagship Bonuses**

If you're using Imperial spaceships, you can pick any one of your capital ships or battleships as your flagship. If you're playing the Eldar you can choose any one Wraithship. You pay the normal points cost for this ship. In addition, your flagship is always a separate squadron at no extra points cost.

Tell your opponent which of your ships is the fleet's flagship. It's best to use a ship that's easily identified as the flagship by its striking paint scheme. If you haven't painted up a flagship yet, you can mark the ship you've chosen with a flagship counter to avoid confusion.

Because the Fleet Commander has chosen the finest spaceship with the most experienced crew, a flagship is often better than a standard ship of its type. To reflect this, you can roll once or more with a 20-sided dice on the appropriate Flagship Table to see how your flagship is superior. Each roll on the table costs 25 points. You can spend as many points as you want on extra rolls up to the limit listed below. You don't have to spend any extra points if you don't want to.

## **Type of Spaceship Maximum Points**

Imperial Battleship 100

Imperial Capital Ship 150

Eldar Wraithship 100

There are two Flagship Tables, one for Imperial ships and one for Eldar ships. Roll for your flagship's bonus abilities at the start of the game so your opponent can see what you roll. Some of the bonus abilities say they can be used once during the game. If you roll one of these twice, you can use the ability a second time but it must be in a different turn. Note that where your flagship's bonus ability lets you change the outcome of an attack or manoeuvre, you can decide to use the ability after the dice have been rolled and the full results of the attack or whatever worked out.

For example, if you have the ability to make your opponent reroll an attack you can wait until after he's rolled to hit, checked how many Critical he's scored and rolled for all the Critical and their effects - once you know just how bad the hit is, you can decide whether or not to force him to reroll.

Since we don't know exactly which ship you're going to choose for your flagship, we obviously can't put the Critical Damage and Special Rules tables on the flagship data card. Refer to the tables on the data card for normal ships of that type.

## **Surviving Flagships**

After a major space battle, many of the ships will have suffered minor damage. Shield generators recover over time as the excess power that has been built up is drained off. But if the shields have been breached by enemy attacks, the ship itself will have taken damage. Sometimes this can be repaired as the spaceship continues its journey. More often the ship has to return to the nearest space dock for repairs and a refit. While his ship is docked, the Fleet Commander uses his authority and high prestige to get the most out of the engineers working on his flagship. And although he won't let the rest of his fleet suffer, he can requisition the best materials for his own ship. As the flagship is often the key to success or victory in a battle, it is entirely appropriate that it receives the most attention.

To represent the improvements a flagship may undergo and the ever-growing bond between commander, officers and crew, you may be able to continue from game to game with the same flagship, possibly even adding extra free bonuses along the way.

## **Free Flagship Bonuses**

These rules are optional. Before the game begins you'll have to get your opponent's agreement that you can use a flagship that you've already rolled up.

These rules are best used when you're playing Battlefleet Gothic with a regular group of friends so everyone knows that your flagship was fairly rolled up and then improved over several games. The better you do in previous battles, the greater the chance of your flagship improving - seeing your skill and success, your superiors are happy to reward you by agreeing to your requests for the best men and materials. Of course, if you lose badly, you'll have your command revoked and another officer will be given his chance as Fleet Commander.

To find out what happens to your fleet command and flagship at the end of a game, check the following list:

1. Flagship Destroyed:

If your flagship was destroyed you must obviously roll a new flagship for the next game whatever the result of the battle.

2. Total Defeat:

If you suffered a Total Defeat, a new Fleet Commander is appointed. You must roll a new flagship for the next game.

3. Heroic Defeat:

If you suffered a Heroic Defeat you can continue to use the same flagship in the next game - your superiors recognise your valiant efforts and you remain in command of the fleet. However, your flagship doesn't get any extra bonuses at the end of the battle.

4. Victory:

If you won a Victory you can continue to use the same flagship in the next game. In addition you may be able to trade in on your renown to improve your flagship. Roll a die - if you roll a 6 you get an extra flagship bonus at no points cost. Roll this up as usual and add it to your flagship's data card. If your flagship survives to future games you keep this free bonus.

If you don't get a free bonus (or you've already got the maximum number) you can choose to pay 25 points for an extra roll on the Flagship Table - provided you haven't already spent the maximum number of points on bonuses.

5. Heroic Victory:

If you won a Heroic Victory you can continue to use the same flagship in the next game. Your glorious victory also further enhances your already legendary status. The fleet's best officers and crewmen request a transfer to serve under your command - the best engineers vie for the honour of refitting your ship.

You automatically get an extra flagship bonus at no points cost. Roll this up as usual and add it to your flagship's data card. If your flagship survives to future games you keep this free bonus. If you've already got the maximum number of free bonuses and you haven't spent the maximum points on bonuses, you can pay 25 points for an extra roll on the Flagship Table.

If you've got the maximum number of paid for and free bonuses your ship can't get any better - you can only hope to amass more glory for yourself and your fleet! However, to stop everyone developing super ships which totally dominate the game, once you've got this far roll a dice after each Heroic Victory. If you roll a 6 your Fleet Commander has been promoted to the higher ranks of the Administratum - his flagship is transferred to another fleet and you must start again with a new flagship.

6. New Flagship:

You can always choose to roll up a new flagship, whatever the result of the battle. In this case you don't get any free bonuses regardless of how many battles you've already won.

Before the next game, roll up a new flagship from scratch, spending whatever points you want on bonus abilities up to the usual maximums.

Note that if you're not using the Subplot System from elsewhere in these rules, you won't get Heroic Defeats or Heroic Victories - just ignore these options.

## Maximum Free Bonuses

However many battles you fight, you can never have more free bonuses than are listed below:

### Type of Spaceship Maximum Free Bonuses

Imperial Battleship	4
Imperial Capital Ship	6
Eldar Wraithship	4

The maximum free bonuses represent the natural limit to your flagship's improvements. There's only so much you can do when rebuilding and refitting your ship and your crew will eventually reach a peak of perfection that cannot be surpassed.

## Imperial Flagship Table

### 1 Massive Hull

Your flagship is millennia old, dating back to the earliest days of the Imperium. Over its thousands of years of service, much of the ship has been rebuilt and additional turrets or spires have been added, gradually increasing the bulk of the ship.

Your flagship has 2 extra points of damage.

### 2 Reinforced Shields

With the best engineers in the fleet aboard your flagship you can push your shield generator right to its limit. Lesser men would be overwhelmed by the maelstrom of power that builds up as your ship takes hits. But your engineers have a strange empathy for the raging mechanical beast and can safely take it to the very brink of a fatal meltdown.

Your flagship has 2 extra shields on its front, left and right facings. Imperial ships, as usual, don't get any shields to their rear because of their engines.

### 3-4 Evasive action

Once during the game you can make you opponent reroll one attack against your flagship. He rerolls all the dice for the attack, including any Critical scored. The second result is final - even if it's better than the first!

### 5 High-Powered Weaponry

All you flagship's weapons (except torpedoes) roll 1 extra dice when they attack. This dice is treated just like any of the other dice you roll

for that weapon.

#### 6-7 Additional Torpedo Tubes

Your flagship's torpedoes can be fired each turn - they don't need a turn to reload. You can only get this once - if rolled twice, reroll it. Ships that don't have torpedoes to start with should reroll this result.

#### 8-9 Armoured Hull

When the enemy fire at your flagship, your ship receives a special 5+ Save against every point of damage taken. Ironclads already have heavily armoured hulls so if you roll this treat it as a Massive Hull result instead.

#### 10-11 Elite Gunnery Crews

Once during the game your flagship can fire twice. It can fire twice at the same target or once each at two different targets.

#### 12 Stalwart Defence

Your flagship is escorted by 2 Stalwarts at no points cost. The Stalwarts move at the same speed as your flagship. You can only get this bonus once - if you roll it a second time, reroll.

#### 13-14 Inspired Shooting

Once during the game you can reroll one of your attacks. You reroll all the dice for the attack including any Critical. The second result is final - even if it's worse than the first!

#### 15 Overdrive

Your flagship has +2 speed. If you roll this twice your flagship has +4 speed. However, if you choose to make any turns at this speed, there is a chance you will overload the engines. Each time you turn when moving 3" faster than normal for your ship, roll a dice. On a 6 the engines overheat with catastrophic results and you suffer the effects of an Engine Damaged Critical hit (i.e. max speed 2" until repaired). If you're moving within your normal speed or 2" higher there's no need to roll.

#### 16 Advanced Targeters

Increase the range of all your flagship's weapons by +4". This increases the maximum range in each range band. For example, a Gothic has ranges 1-6", 7-12" and 12-24" - if you roll this, its ranges are 1-8", 9-14" and 15-28".

#### 17 Desperate Manoeuvre

Once during the game you can ignore the effects of a Critical hit on your flagship - the ship still takes the normal damage from the attack.

#### 18 Space Marine Assault Squads

If you're boarding an enemy spaceship, add +1 to your roll on the Boarding Actions Table. If your flagship is being boarded, your opponent must subtract -1 from his roll on the Boarding Actions Table.

#### 19 Adeptus Mechanicus Advisors

Add +1 to your dice roll when rolling to repair your flagship - this counts for Critical damage and if the ship has been crippled.

#### 20 Skilful Targeting

Once during the game you can choose any missed die roll when shooting and treat it as a hit.

### **Eldar Flagship Table**

#### 1 Reinforced Shields

Your flagship has 2 extra shields on each facing.

#### 2-3 High-Powered Lasers

All your flagship's laser weapons roll 1 extra dice when they attack.

#### 4 Brilliant Strategy

Before the start of the game you can pick the direction of the solar wind. It can be coming from any board edge. You can only get this bonus once - if you roll it a second time, reroll.

#### 5 Inspired Shooting

Once during the game you can reroll one of your attacks. You reroll all the dice for the attack including any Critical. The second result is final - even if it's worse than the first!

#### 6-7 Sail Close to the Wind

Your flagship has +2 speed. This increases the ship's maximum speed by +2 whichever direction it's sailing. A Wraithship, for example, is normally speed 2 into the wind, speed 4 with the wind from the side and speed 6 with the wind from behind. With this bonus the Wraithship's speeds are changed to 4, 6 and 8 respectively.

#### 8-9 Skilful Targeting

Once during the game you can choose any missed die roll when shooting and treat it as a hit.

#### 10-11 Bonesingers

If your flagship has taken damage you can try to regenerate it during the repair phase of the turn. Roll a dice to see if you're successful:

1-2 0

damage  
repaired

3-5 1  
damage  
repaired

6 2  
damage  
repaired

You can never have more damage than the flagship started with. If you roll this ability more than once, add +1 to the dice roll.

If your flagship has taken Critical damage or is crippled, you can also add +1 to your repair rolls. You can make a roll for repairing Critical and try to regenerate damage in the same turn.

#### 12 Sixth Sense

You can change your manoeuvre after the enemy has moved all his ships in order to avoid a ram. Move your flagship 2" in any direction, so long as this does not cause another ram - you keep facing the same direction.

#### 13-14 Marksmen

When you hit with a plasma torpedo, you can choose to add +1 or subtract -1 from the number on the dice (or leave the number as it is) before looking up the result on your target's Critical Damage Table.

#### 15 Desperate Manoeuvre

Once during the game you can ignore the effects of a Critical hit on your flagship - the ship still takes the normal damage from the attack.

#### 16 Holo Fields

Your flagship is equipped with Holo Fields, as per the Shadowhunter. Basically, before working out the results of an attack, ignore any dice that roll less than or equal to half the ship's speed.

If you've already got Holo Fields you get 2 extra shields on each facing instead.

#### 17 Expert Helmsman

Once you've moved your Flagship, you can turn it 90° to face left or right. This is in addition to any turns made during movement. This extra manoeuvre only changes the direction the ship is facing.

#### 18 Enhanced Plasma Torpedoes

Roll an extra dice in attack with your plasma torpedoes, possibly causing more than one Critical hit with each attack. If you roll the

same Critical result twice in one attack, the first hit takes effect as rolled - for the second hit, you can choose which Critical affects the unlucky enemy ship.

#### 19 Evasive Action

Once during the game you can make your opponent reroll one attack against your flagship. He rerolls all the dice for the attack, including any Critical scored. The second results is final - even if it's better than the first!

#### 20 Elite Gunnery Crews

Once during the game your flagship can fire twice. It can either fire twice with the same weapons or fire two different weapons. The two attacks can be at different targets if you want.

### ***Tyrannid Hive Fleets***

The Tyrannid hive fleet is controlled by one or more gigantic Hiveships which direct and control the strategy of the entire fleet by disseminating information and directives from the hive mind to the smaller craft. This means that the fleet can react very quickly to any developing situation, but if the Hiveships are destroyed the whole fleet will quickly lose its cohesion and direction. To represent the advantages and disadvantages of this unique method of control, ships in the Tyrannid fleet are treated in a completely different way to Imperial or Eldar ships.

The actions of a Tyrannid fleet are determined by a hand of Command Cards held by the Tyrannid player. Command cards affect one swarm (the Tyrannid equivalent of a squadron), allowing it to move and shoot. Some command cards allow individual ships to perform special action such as regenerating damage.

#### **Hive Fleet Organisation**

The Hiveship starts the game positioned within 4" of the table edge, with the whole Hive Fleet within 4" of it. Most fleets will only have one Hiveship, but if you are fighting particularly large battles, several different hives may be involved. In this respect only, they are treated as separate fleets.

The coherency rules for Tyrannid vessels in the same swarm are exactly the same as for any other squadron in Space Fleet. Some vessels do have special rules, and these are noted on their data cards.

Most of the vessels in the hive fleet are organised into swarms, the Tyrannid equivalent of squadrons. The exceptions to this rule are the Hiveship itself and the Kraken, which are individual creatures and cannot be organised into units.

The following list tells you the swarm sizes of the different vessels in the hive fleet:

#### **Vessel Type No. per Swarm Command Cards per Swarm**

Hiveship	1	6
Any Kraken	1	1

Dark Prowler	1-2	1
Void Fiend, Wardrone	1-3	1
Drone	1-9	0
Spore mine	*	0

\* Spore mines operate individually.

### **Sequence of Play**

Because the Tyranids are so completely different to any other race in Space Fleet, the turn sequence is somewhat altered when Tyranids are being played. The revised sequence of play is shown below;

1. The Imperial (or Eldar) player moves his ships as normal, resolving any rams immediately.
2. The Tyranid player makes his entire move, swarm by swarm.
3. The Imperial (or Eldar) player completes any shooting and/or boarding. Remember that as firing is simultaneous, any ships which have been destroyed or damaged in the Tyranid's turn can retaliate at this point.
4. Roll to see if any ships are crippled, and remove destroyed vessels from play.
5. The Tyranid player may now discard up to 2 Command Cards and then replenish his hand back up to his maximum of cards. The destruction of Tyranid swarms and vessels can reduce the Tyranid player's maximum hand of Command Cards during the game, so it is important that he waits until the end of the turn before replenishing his hand.

### **Tyranid Command Cards**

The Tyranid hive mind is a single co-ordinating will that directs the entire fleet. The hive mind is formed from untold billions of individual consciousness'. Some of these minds are capable of individual thought, some can make limited decisions and others are nothing more than automatons. This ability to think and act freely varies greatly and depends on the creature's role in the hive fleet.

The more Tyranid ships present in a battle, the more attention and instructions they will receive from the hive mind. Hive ships act as special synapses and help co-ordinate the hive mind's instructions. As Tyranid ships are destroyed the hive mind becomes more 'out of touch' with the situation and the remaining ships become less effective. If a Hiveship is destroyed the remaining Tyranid ships will become confused and undirected, relying on instinct alone.

The Tyranid Command Cards represent the effectiveness of the hive mind during a battle. When you play a card on a swarm it represents the hive mind giving instructions to the ships. The more Tyranid ships you have, the more Command Cards you'll have in your hand to play. As ships are destroyed the number of cards you can hold is reduced, making the hive fleet less effective.

### **Using the Command Cards**

Once you have set up your fleet, shuffle the Tyranid command cards and deal your hand. You get six cards for every Hiveship in your fleet, and one for every swarm (even if the swarm consists of a single vessel).

For example, the following fleet would give the player a hand of 11 cards. The Drones and Spore Mines do not contribute any command cards to the player's hand.

<b>Swarm</b>	<b>Command Cards</b>
Hiveship	6
1 swarm of Dark Prowlers	1
1 swarm of Void Fiends	1
1 swarm of Wardrones	1
3 swarms of Drones	0
5 spore mines	0
2 Kraken	2
Total:	11

There are two types of Command Cards - Action Cards and Feature Cards. Action Cards allow you to spend action points on swarms for moving, shooting and ramming. They give every ship in the swarm the amount of action points indicated on the card. Feature Cards allow you to perform specific functions such as regenerating damage to a vessel. Feature cards affect only one ship.

The number of Command Cards which can be played on a swarm is indicated on the swarm's Data Card. Most swarms can have more than one card played on them in any one turn. The number of ships in the swarm does not affect the number of command cards you can play on it. So, for example, regardless of whether a swarm of Void Fiends contains one ship or three, the maximum number of Command Cards that can be played on that swarm is still two.

Note that just because a particular swarm can have three cards played on it per turn does not mean that you have to play three cards on it every turn. You may play none, one, two or three cards on it if you prefer. In fact you may choose to do nothing with the swarm for a few turns, playing no cards at all on it for a while.

Cards are always played on swarms, even cards which only affect one ship in the swarm. If you play an Action Card on a swarm and then play a Boarding Card on the swarm, the whole swarm counts as having had two cards played on it, even though the Boarding Card only affects one ship.

You must finish the actions for each ship before moving onto the next, and you must deal with each swarm before moving onto the next. You may never return to a ship or a swarm once you have started to play another one.

The different actions you may perform must be carried out in order, as listed on the table below;

### **Action Order Table**

1. Regenerate
2. Move
3. Ram
4. Shoot
5. Board

To perform these actions you will need to use action points (e.g., for moving and shooting), or have played a Feature Card (e.g., one that allows you to repair a ship's wounds). As you use up Command Cards, put them on a discard pile. Remember that once you have moved onto another swarm, you may not return to one you have already moved to play further cards.

You do not have to play all your Command Cards in one turn. There may be some particularly good cards in your hand that you want to save for a later stage of the game, or you might not be able to play some cards for some reason or another.

Once you have used all the cards you want in a particular turn, and have completed all your moves for your entire hive fleet, your opponent can shoot back at you. Remember that in Space Fleet all shooting is simultaneous, so any enemy ships which you have damaged or destroyed this turn will still be able to shoot back.

Once your opponent has completed all his shooting, replenish your hand of cards back up to the full allowance from the deck. If you have lost ships, the number of Command Cards in your hand may be reduced, so check to make sure you have the right number of cards.

When you lose a Hiveship, a Kraken or a swarm, the number of command cards in your hand is reduced. If you have lost a Hiveship, reduce your hand by six cards. For each Kraken or swarm you have lost, reduce your hand by one card. Remember that spore mines and drones do not entitle you to Command Cards, so you do not lose Command Cards when they are destroyed.

This may mean that at the end of the turn you have to discard cards from your hand to bring it down to the right size. You can also opt to voluntarily discard one or two cards from your hand before you replenish your hand at the end of the turn.

The turn is now ended, and the next turn may begin with your opponent moving his ships.

### **Action Cards**

Action cards specify the number of action points which a swarm can use. For instance, a typical card may say 'ACTION POINTS 2. Each vessel in the swarm may use up to 2 action points this turn'. If the Tyranid player used this card he would be able to use up to 2 action points with each vessel in the swarm.

Action points are expended by moving and firing. A single action point allows a Tyranid ship to move 2" or turn 90° or fire a salvo with certain weapons. A Tyranid ship may perform any combination of movement and firing actions until it has used up the number of action points shown on the card. The action point costs are shown below.

### **Action Points Cost**

Move 2" forward 1

Change facing by 90° 1

Fire a Hullgrinder salvo 1

Attack with a Kraken's natural weapons 1

To fire a Deathburner 2

*Example: Expending action points*

*The Tyranid player has a swarm of 2 Void Fiends. The Void Fiend data card states that up to 2 Command Cards per turn can be played on this swarm. The Void Fiends have not sustained any damage yet, so the Tyranid player decides to use two action point cards from his hand - an 'Action point 2' card, and an 'Action point 4' card. Used together, these two cards give each vessel in the swarm up to 6 action points each to use this turn. Each Void Fiends can use those action points how it wants. They can go forward 12", or go forward 4" and fire its Hullgrinders twice for each broadside (left and right), giving a total of 4 dice rolled for the right side and 4 for the left. Alternatively, they could stay where they are and use all 6 actions to fire their broadsides 6 times in one direction - a 12 dice broadside for each ship in the swarm!*

### **Feature Cards:**

Feature Cards are played on individual ships and allow you to accomplish specific tasks or make special actions. Everything you need to know is written on the card. Playing a Feature Card does count towards the total number of cards that can be played on the swarm for the turn, even though the Feature

Card only affects one vessel in the swarm.

### **Damaging Tyranid Ship**

Tyranid vessels do not have shields; they rely on their swift movement and armoured hides to protect them. Instead of having shield points and hull points a Tyranid vessel has a certain number of Wounds. Each successful hit on a Tyranid vessel removes a number of wounds equal to the amount of hull points a normal ship would have suffered from the attack. Damaged Tyranid ships never become crippled - when they reach zero wounds they are killed, and should be removed from the board.

Tyranids do not suffer critical hits in the same way as Imperial and Eldar ships. Instead they suffer critical wounds. Critical wounds cannot be repaired in the same way as other fleets repair critical damage. Instead there are special cards which allow specific critical wounds to be healed.

### **Boarding Tyranid Ships**

Boarding Tyranid ships is an extremely risky business. On the one hand they do not have batteries of guns to destroy the boarding torpedoes as they approach, so you do not have to wait until a Tyranid vessel is crippled before boarding. However, it is never certain what you will find inside its warm fleshy caverns and tunnels. They may be empty, or swarming with death-dealing Genestealers and Tyranids.

When attempting to board a Tyranid ship the alien nature of the vessel means it is impossible to capture it, and boarding parties must find and destroy the ship's vital organs to kill it. A boarding

attempt against a Tyranid vessel is carried out exactly as normal, except that a ship may board any Tyranid vessel it is adjacent to at the end of its turn. However, if the Tyranid player has a Boarding Card in his hand, he may use it to augment the boarding strength of his ship, adding the value of the card to his hull strength. Boarding a humble drone with 2 hull points may turn out to be a disastrous mistake if the Tyranid player has a boarding card strength 10, giving the drone a total boarding strength of 12 for that turn.

Note that for that turn only, any Tyranid vessel which has repelled boarders by using a Boarding card and which is making a counter attack, makes the counter attack at the temporarily augmented strength given by the card. At the end of the boarding action the Tyranid player discards the Boarding Card as usual. This Action Card is the only card which the Tyranid player may use when it is not his turn.

Because you cannot capture a Tyranid vessel, any 'Captured' result counts as destroying the vessel. You do not get double victory points for killing a Tyranid vessel through a boarding action.

The Tyranid player is only able to attempt a boarding action if he has a Boarding Card in his hand. He plays the card just like any other Command Card on the vessel that is attempting to board. Tyranid vessels are very aggressive in their boarding actions, and are fully capable of boarding ships which are not crippled, at no penalty.

When a Tyranid ship attempts to board it must first expend the action points necessary to move adjacent to its target and then play a Boarding Card. For that turn only the Tyranid vessel has a boarding strength equal to that of the card plus its current Wounds. Roll on the Boarding Table as usual, but any captured ships simply drift stricken for the rest of the game, bereft of life and rendered useless by the ravaging attack of Genestealer and Tyranid forces raging through its empty hull.

Any ship successfully boarded by Tyranids stops immediately and for the rest of the game, doing nothing. If the Imperial or Eldar player attempts to recapture the stricken vessel it has a boarding strength of 2D6 to repel the boarder - this represents the Tyranids and Genestealers still at large on the ship. If recaptured the ship counts as crippled. The Tyranid player does not receive double victory points for destroying an enemy ship in a boarding action.

### **Tyranid Weapons**

The bio-weapons used by the Tyranid hive fleets are many, varied and hideous. Huge acid-spitting cannons, infectious spores, corrosive viruses, bone-blades and massive rending jaws are just a few examples. Because of the genetically engineered nature of the Tyranid hive fleet, Tyranid vessels belonging to the same Hive Fleet are always immune to the effects of their own weapons.

### **Hullgrinders**

Hullgrinders are a group of gigantic, ferocious insect-like creatures which mature in massive brood chambers before instinctively crawling into firing sphincters. When the Tyranid fires a broadside of Hullgrinders a powerful muscle spasm ripples along the flank of the vessel as the firing sphincters hurl their deadly cargoes through the void at their target. If a Hullgrinder hits its target, it quickly exhausts itself in a frenzied attempt to bite, tear and rend its way right through the target vessel, doing untold damage in the process.

It costs 1 action point to fire a Hullgrinder broadside, and the Tyranid ship cards tell you how many dice to roll. If a Tyranid ship spends enough action points to fire more than one broadside at a target, simply add all the dice up and roll them together.

Every time a Hullgrinder hits its target, roll a D6:

On a score of 1-5 the Hullgrinder tears across the surface of the energy shields of the vessel, overloading the generators and draining one shield before the Hullgrinder is consumed in a brilliant flare of energy. If there are no remaining shields, then the Hullgrinder goes the hull for one hull point of damage before it dies.

On a score of 6 the Hullgrinder hurls itself straight through any remaining shields on the target vessel, and clings limpet-like to the hull, grinding its way through the target and inflicting D6 hull points of damage before it dies.

### **Deathburner**

The Deathburner is the closest the Tyranids come to a conventional missile weapon. Deep in the arming chamber of the weapon the skin is flayed off a gigantic acidic bio-construct creature. The resulting corrosive glob is propelled at the target by a long muscular tract. When the Deathburner hits its target, it impacts against the hull or shields, showering corrosive bile for miles in all directions.

A Deathburner has a slower rate of fire than the Hullgrinder so it takes two action points to fire. The Tyranid ship cards tell you how many dice to roll for each target attacked. If a Deathburner hits, it scores damage on the target vessel and can also damage other vessels nearby with splatters of corrosive bile. Unlike Hullgrinders, the dice for several Deathburner attacks are not added together, each shot is resolved separately.

Any Deathburner dice that hit do the amount of damage shown on the dice to the target vessel. A 6 scores six points of damage and scores a critical hit on the target vessel.

If any hits are scored, conduct an immediate area effect attack, centred on the target ship. The target ship will not, however, be affected by this splash. Each hit scored by this splash will do only one point of damage and any critical hits are ignored.

## ***Tyranid Card Deck***

As explained, the Tyranid fleet moves and fights by using a deck of Command Cards. At any time in the game, the Tyranid player will have a certain number of Command Cards, depending on how many swarms and Hiveships he has left to contribute to the hive mind. The ship data card for each type of Tyranid vessel states how many cards can be played on a swarm of its kind each turn. The following is a listing of the Command Card types with explanations:

### **Death Frenzy**

In times of dire threat to the hive, all Tyranid vessels are prepared to hurl themselves on the enemy in frenzied suicide missions. The death frenzy cards give any one ship a large number of action points for that turn only, after which the vessel dies, exhausted. A death frenzy card counts towards the total that may be played on the swarm in a particular turn.

### **Reinforce**

Reinforce cards can only be played on the Hiveship, as she regenerates new drones, spore mines and other ships to defend the hive. Each time you play a reinforcements card, the Hiveship loses a wound before rolling what reinforcements arrive. The reinforcements arrive 2" in front of the Hiveship.

### **Regenerate Critical Damage**

These cards are used to repair specific critical wounds on Tyranid vessels. A card affects a single vessel and does count against the number of cards which can be played on that swarm in the turn.

### **Board**

These cards are the only way the Tyranid fleet may board other vessels. They can be played on any Tyranid vessel in the fleet which is adjacent to an enemy ship (crippled or not), and the ship may then attempt to board the enemy vessel with hordes of Genestealers and Tyranids. Each board card specifies a boarding strength, and this plus the Tyranid ship's current Wounds is the boarding strength of the vessel for that whole boarding action. A card affects a single vessel, but counts towards the total that may be played on the swarm that particular turn.

### **Infect**

Infect cards can be played on any successful hit against an enemy vessel. They do not have to be played through a specific vessel and are only played when a hit has been scored. They represent the deadly spores, acids and parasites of the Tyranid weapons taking hold of the enemy ship and causing extensive damage.

When you score a successful hit on an enemy vessel and score hull damage, you may play an infect card. Roll a D6. On a score of 4, 5 or 6 the target is infected and automatically takes an automatic critical hit.

Place an infection marker on the base of the target vessel. In each subsequent turn, the target vessel rolls again on the critical hit chart as the infection rages through the vital sections of the ship, damaging delicate machinery and causing havoc deep in the bowels of the vessel.

The infection dies when a critical hit is rolled which the vessel has already suffered - for instance if you roll 'Engines damaged' twice. When the infection dies, remove the infection marker, which often leaves stricken ship floating helpless in the void.

### **Regenerate**

These are less specific repair cards, played on a wounded vessel to encourage it to repair itself. Sometimes they go wrong, causing the stricken vessel to take further damage, but more often than not they repair the Tyranid ship, enabling it to get back into the fight. A card affects a single vessel, but counts towards the total that may be played on the swarm in a particular turn.

### **Action Points**

Action cards allocate a number of action points to one or more swarms. Each vessel in that swarm may use up to that number of action points.

## ***The Hive Fleet***

### **Hiveships**

**Each Hiveship is a vast living organism, armoured with a leathery hide and**

**chitinous plates hundreds of feet thick. The deep layers of fibrous dead tissue afford excellent protection from the inhospitable conditions of deep space and the warp, as well as from the weapons of hostile vessels. Constantly regenerating, repairing and growing, the Hiveships of a Tyranid fleet are almost impossible to destroy for all but the most powerful Imperial battleships.**

**Deep within the pulsing interior of the Hiveships are the vital organs that keep the great vessels functioning, incessantly attended to by thousands of Tyranid bio-constructs and mind slaves. Within the twisting, fleshy corridors of the Hiveship lurk massive armies of Genestealers, Tyranid Warriors and worse. At the very heart of each Hiveship is the throne chamber of the Norm Queen, without whose guidance the whole fleet would founder, wither and perish. The Norm Queen's own markings appear on all her Tyranid warriors, bio-constructs and the vessels in her fleet. The bigger Tyranid fleets may display the markings of several Norm Queens.**

**The Hiveship has no long range weapons, being defended by the swarms of attendant drones and Kraken. At close range, the Hiveship is lethal, using its massive tentacles to lash its foe and venting its anger in deadly mind assaults which bring insanity or death to the puny creatures opposing it. The arc of operation of these attacks is also the tree squares in front of the Hiveship.**

### **Drones**

**The Hiveship of the Norm Queen is closely defended by a large number of drone vessels: bio-engineered defence ships which dart around the mother vessel, reacting immediately to any threat to the Hiveship. They are so frenzied in their defence of the queen that they always either beat off the attack or are destroyed totally in the attempt.**

**As such, no drone ships have been successfully boarded and the scholars of the Imperium can only guess as to what type of creatures crew them, if indeed they are crewed at all.**

**The Hiveship is capable of encouraging damaged drones to repair themselves almost instantaneously, and hideously damaged drones have been known to re-enter battle in a completely combat worthy state within minutes of being hit. The Hiveship can create replacement vessels by absorbing and re-forming the ruined tissue of 'dead' drones.**

### **Spore Mines**

**The harbinger of an approaching Tyranid fleet is usually the appearance in a planetary system of thousands of huge, floating pod-like spores. These are deadly mines, drifting in a seemingly random fashion before exploding and inflicting massive physical damage by the impact of jagged pieces of chitinous shell casing hundreds of feet across.**

**They also have a more insidious effect, showering their targets with a variety of virulent viruses, acids, algae and infectious parasites.**

**Once hit even ships caught by the very edge of the blast are almost certainly doomed as the cancerous infections quickly take hold and rapidly destroy the vessel. Spore mines are also often found drifting with the Tyranid fleets, protecting the Hiveships or breaking up enemy attacks.**

### **Beast-Craft**

**Tyranid Beast-Craft operate in a similar fashion to the battleships of the Imperium. These are the only vessels in the Tyranid fleet capable of sustained independent action away from the Hiveship and are sometimes used to probe ahead of the main body of the hive fleet.**

**Beast-craft are tough and heavily armed with Hullgrinders and Deathburners. Three broad categories have been identified so far. The largest are huge, lumbering craft known as Dark Prowlers, next largest are Void Fiends and the third and most numerous are the Wardrones.**

**It has been suggested that the Beast-Craft pave the way for the main fleet, and are responsible for the appearance of Spore Mines in a system to be conquered. They are at the same time the least frightening yet most feared of the Tyranid vessels - their appearance is perhaps the least alien and their actions the easiest to predict, yet their precision and immensely destructive weapons render them fearful adversaries indeed.**

### **Kraken**

**The Tyranids breed, grow or harness huge Kraken - vast creatures which live in the vacuum of space. There are many individual types of Kraken, each with specific horrific properties. Some have huge jaws for rending the hulls of enemy ships, others spit vast globs of corrosive acids. Others have long, bone-bladed snouts to plunge deep into enemy ships where they disgorge hordes of Genestealers and Tyranid Warriors. Kraken have a rudimentary intelligence and if left to their own devices away from the hive fleet they will wreak unimaginable havoc on whatever they come across.**

### **Ramsmiter Kraken**

**Ramsmiter Kraken are huge brilliantly coloured space beasts that have been observed and recorded by the exo-biologists of the Adeptus Mechanicus for many centuries. Although little is actually known about them, they appear to propel themselves across the void of deep space by using their vast cloak-like wings to draw energy from the solar wind. In the course of their evolution, the mouth and snout of these creatures has developed into an enormous iron-hard proboscis hundreds of feet long. In their natural state they gain sustenance by ramming their snouts deep into the surface crust of asteroids or moons, probing for and extracting rich deposits of minerals and ice.**

**Though their intelligence is questionable, Ramsmiter Kraken seem to have learned that space going vessels and isolated colonies are particularly rich sources of sustenance. Their determined assaults on human colonies are extremely rare, but devastating when they take place.**

**The Ramsmiter Kraken used by the Tyranids have been bio-engineered to be even more destructive than their wild cousins. They are closely controlled by the hive mind, and have been hideously altered.**

**Their proboscis-like rams penetrate the hulls of target vessels in search of food, and they bring a deadly trade off in exchange for the mineral and human material sucked into the Ramsmiter's digestive tract. Each time a Ramsmiter attacks, it delivers a boarding party of Genestealers and Tyranids into the very heart of the target vessel.**

### **Hellblaster Kraken**

**Hellblaster Kraken are thought to actually be Tyranid bio-constructs, as nothing employing such a destructive energy weapon has been reported occurring naturally. Indeed, no Hellblasters have been seen at all without the appearance of Tyranids shortly after. The Hellblaster seems to be able to recognise Tyranid vessels, as they nimbly avoid them on their headlong rush toward the enemy fleet.**

**Being largely made up of a huge shielded carapace, the Hellblaster is virtually unstoppable when attacking an enemy vessel. The sole objective of a Hellblaster is to contact with the hull or shields of an enemy ship and discharge a massive blast of electrostatic energy directly into its prey. The parts of the Hellblaster which are not made up of the carapace are almost entirely comprised of powerful bio-constructed high voltage electrical storage chambers.**

**The result of a successful Hellblaster attack is spectacular. Lethal energy seethes through the hull of the enemy ship, overloading shields and burning out vast sections of its target. The generators of a well shielded ship will groan under the strain of the attack, as raw electricity claws, crackles and spits at the protective shields. Even if the Hellblaster is finally killed by the armament of its prey, it is very likely to have wrecked its target beyond repair.**

### **Deathburner Kraken**

**Deathburner Kraken are the most graceful-looking Kraken in the hive fleet. The sight of their great, spined wings lazily catching the solar wind as they turn towards their prey is breathtaking. The entire body section of this Kraken is a vast Deathburner cannon over a mile in length. The Deathburner Kraken is able to propel great gobbets of corrosive bile over vast reaches of space, disabling targets at a very long range, before finishing them off at its leisure.**

## **Doomripper Kraken**

**Doomripper Kraken close with their prey before viciously attacking with grinding jaws and rending teeth. In some ways the Doomripper is even more dangerous than the Ramsmiter, as once it has successfully attached itself to its prey, it will die rather than let go. The Doomripper wraps itself around its prey, preventing the target's guns from firing at it. Unless the Doomripper itself loses its grip, the target vessel is unable to rid itself of the parasite.**

## ***Battlefleet Lists***

When a large number of spaceships are brought together to fight they are known as a Battlefleet. The Battlefleet is a temporary group summoned for a single battle or campaign. Afterwards the squadrons return to their usual assignments.

Before playing a game, you choose the squadrons of ships in your Battlefleet. The first thing to do is decide on the size of the battle by agreeing with your opponent on a number of points for each fleet -the more the points, the bigger the battle. We've found it's worth playing a couple of small games of, say, 500 points a side, before you move on to anything larger. This will give you a good feel for how the rules work.

Once you've decided on how many points you've got to spend, you buy squadrons of spaceships. Each squadron is led by a squadron commander, so the number of squadrons you have is equal to the number of commanders. You automatically get a number of squadron commanders at no points cost. The number of free squadron commanders depends on the size of your Battlefleet - these represent the usual number of commanders for a Battlefleet this size:

### **Battlefleet Points Free Commanders**

100 - 250 1 Commander

251 - 500 2 Commanders

501 - 1000 3 Commanders

1001 - 2000 4 Commanders

Over 2000 5 Commanders

If you want more commanders than this, you can buy extra squadron commanders at 50 points each. This allows you to split up your ships into smaller squadrons to give you more flexibility in moving them. Remember that you need one squadron commander for each squadron in your fleet, even for squadrons of only one ship.

The Battlefleet lists below will allow you to build huge fleets of warring ships to inflict upon your enemies in your games.

**Imperial Battlefleets**

0-3 Emperor Squadrons at 150 points per squadron

Models per squadron: 1

1-6 Gothic Squadrons at 100 points per spaceship

Models per squadron: 1-3

0-4 Ironclad Squadrons at 100 points per spaceship

Models per squadron: 1-3

0-4 Tyrant Squadrons at 100 points per spaceship

Models per squadron: 1-3

0-4 Dominator Squadrons at 100 points per spaceship

Models per squadron: 1-3

0-4 Annihilator Squadrons at 100 points per spaceship

Models per squadron: 1-3

0-4 Dictator Squadrons at 100 points per spaceship

Models per squadron: 1-3

0-4 Firestorm Squadrons at 60 points per spaceship

Models per squadron: 2

0-4 Thunderbolt Squadrons at 70 points per spaceship

Models per squadron: 2

0-6 Cobra Squadrons at 20 points per spaceship

Models per squadron: 3-6

Up to 1 Castellan Squadron per other squadron in the fleet at 50 points per squadron

Models per squadron: 1

**Fleet Support Ships**

Up to 1 fleet support ship per 100 points in the Battlefleet - the ships can be any mix of the different types. Fleet Support Ships do not require squadron commanders - they have their own officers, separate from the Battlefleet's commanders.

Galaxy Troop Ships at no points cost

Models per squadron: 1

Goliath Factory Ships at no points cost

Models per squadron: all the Goliath ships in the fleet form a single convoy.

Up to 2 Stalwart Escort ships for each support ship at no points cost

Stalwarts don't count towards the maximum number of support ships in the fleet.

Models per squadron: 0-2 per other non-escort ship in the squadron. Stalwarts are in the same squadron as the ship they are escorting.

### **Eldar Battlefleets**

Any number of Wraithship squadrons at 100 points per spaceship

Models per squadron: 1-3

Any number of Shadowhunter Squadrons at 50 points per spaceship

Models per squadron: 2-4

# The Colossal 40k Resource Site



## Battlefleet Gothic

### Ships of the Line

This is a listing off all the ships useable in Battlefleet Gothic, together with details of their weapons and defensive systems.

#### *Imperial Fleet List*

#### **Emperor-class Capital Ship**

Speed 6 Unmanoeuvrable

Damage 12

Points 150

0-3 squadrons/Battlefleet

1 ship/squadron

#### **Shields:**

Front 12

Flanks 8

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-12" 12-24"</b>		
Laser Batteries	Broadsides	8	4	-
Prow Laser	Forward Arc	2	1	-

#### **Critical Damage:**

1 Shield Generators: lose all remaining shields

2 Left Broadside: no more shooting on the left

3 Right Broadside: no more right broadsides

4 Ram Destroyed: the ship loses the ram bonus and may no longer fire the Prow Laser

5 Engines Damaged: max speed reduced to 2"

6 Magazine Explosion: re-roll dice, number rolled is the amount of extra damage taken

**Special rules:**

Firing: the Broadside fire can be split between two or more enemy ships. Decide how many dice you're going to roll against each ship (up to 8 in total at range 1) before rolling. Note that you cannot fire, say, 4 dice at ship at range 1 and 2 dice each at 2 ships at range 5; you must split fire initially as if everything was at range 1, and halve the number rolled against ships at range 4-6.

Ramming: as long as the ram has not been crippled, the ship gets a bonus to head-on ram rolls, and side and rear rolls when it's the attacker.

**Speed Ram bonus**

1-2 +2

3-4 +4

5-6 +6

**Gothic-class Battleship**

Speed 4

Damage 8

Points 100

1-6 squadrons/Battlefleet

1-3 ships/squadron

**Shields:**

Front 6

Flanks 6

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-12" 12-24"</b>		
Laser Batteries	Broadsides	5	2	-
Vortex Torpedo	Fixed Forward	1	1	1

**Critical Damage:**

- 1 Shield Generators: lose all remaining shields
- 2 Left Broadside: no more shooting on the left
- 3 Right Broadside: no more right broadsides
- 4 Vortex Torpedoes - torpedo tubes destroyed
- 5 Engines Damaged: max speed reduced to 2"
- 6 Magazine Explosion: re-roll dice, number rolled is the amount of extra damage taken

### **Annihilator-class Battleship**

Speed 4

Damage 6

Points 100

0-4 squadrons/Battlefleet

1-3 ships/squadron

#### **Shields:**

Front 6

Flanks 6

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-12" 12-24"</b>		
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Annihilator Cannon	L, R, or F	4	3	2
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#### **Critical Damage:**

- 1 Shield Generators: lose all remaining shields
- 2 Annihilator Cannon destroyed: one of the two cannon is destroyed; the ship can fire only once per turn.
- 3 Turret Damaged: the turret may no longer rotate, though the cannon may still fire.
- 4 Magazine Damaged: the Annihilator's loading mechanisms are damaged - it can only fire once per turn.
- 5 Engines Damaged: max speed reduced to 2"

6 Magazine Explosion: re-roll dice, number rolled is the amount of extra damage taken

### **Special Rules:**

**Shooting:** The Annihilator makes 2 separate attacks, one with each barrel. Each of the attacks is at the number of dice given above. These attacks can be at the same target or at two separate targets.

**Rotating the Turret:** at the start of the game, turn the turret to face left, right, or forward. Each turn, you may rotate the turret 90° but it cannot face backwards. You can turn the turret before firing, after firing, or in between the two attacks. For example, you could fire one barrel to the left, rotate the turret forward, and fire the second barrel at a new target.

**Critical Damage:** The Annihilator Cannon Destroyed and Magazine Damaged Critical each take out one barrel. If you get both Critical, or roll either Critical twice, both barrels are disabled and the ship can no longer fire.

## **Dictator-class Battleship**

Speed 6

Damage 6

Points 100

0-4 squadrons/Battlefleet

1-3 ships/squadron

### **Shields:**

Front 12

Flanks 4

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-12" 12-24"</b>		
Laser Batteries	any	2	1	-

### **Critical Damage:**

1 Shield Generators: lose all remaining shields

2 Power Claws Damaged: the claws have been severely damaged; the Dictator may no longer board ships unless they've been crippled.

3 Boarding Drill Damaged: the Dictator may no longer board enemy ships although it can still grab and damage them with its claws.

4 Troop Casualties: reduce the boarding strength of the Dictator by 3

5 Engines Damaged: max speed reduced to 2"

6 Magazine Explosion: re-roll dice, number rolled is the amount of extra damage taken

### **Special Rules:**

**Boarding:** the Dictator may board any ship directly in front of it. Roll a 4 dice attack - this damages the target as usual but ignores shields. Plus, if any of the dice that hit rolled 5 or more, the Dictator has grabbed hold. To board, roll a d6, add or subtract modifiers, and consult the Boarding Actions Table. The Dictator starts with a boarding strength of 12.

**Escaping:** if the boarding action leads to a counter-attack or boarders repelled result, the grabbed ship can try to escape. Its chance depends on its starting damage - roll a D6:

### **Size Roll Needed**

1-3	6
4-6	5+
7-9	4+
10+	3+

If the ship escapes it immediately suffers an 8 dice attack, ignoring shields.

**Failing to board:** if the Dictator fails to board a ship it can;

- a) Release the ship and move away
- b) Try to board again (next turn)
- c) Rip the enemy ship apart with its claws - make an 8 dice attack, ignoring shields.

If you opt for b or c, neither ship moves or can try to repair, and the grabbed ship may fire at the Dictator.

### **Dominator-class Battleship**

Speed 4

Damage 8

Points 100

0-4 squadrons/Battlefleet

1-3 ships/squadron

**Shields:**

Front 8

Flanks 6

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-12" 12-24"</b>		
Laser Batteries	Broadside	3	1	-
Inferno Cannon:	Fixed Forward	6	6	6

**Critical Damage:**

1 Shield Generators: lose all remaining shields

2 Left Broadside: no more shooting on the left

3 Right Broadside: no more right broadsides

4 Inferno Cannon Destroyed: The Inferno Cannon may no longer fire

5 Engines Damaged: max speed reduced to 2

6 Magazine Explosion: re-roll dice, number rolled is the amount of extra damage taken

**Special Rules:**

Firing the Inferno Cannon: The Inferno Cannon attacks an area of 3" radius that must be within the Dominator's range and firing arc. This weapon follows all rules for area affect weaponry.

**Ironclad-class Battleship**

Speed 4 Unmanoeuvrable

Damage 10

Points 100

0-4 >

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**Transfer interrupted!**

ps/squadron

**Shields:**

No Shields

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-12" 12-24"</b>		
Laser Batteries	Broadsides	7	3	1
Fusion Cannon	Fixed Forward	3	1	1

### **Critical Damage:**

1 Ruptured Hull: The attacker gets to roll another attack immediately, using the same number of dice as before. The Ironclad's armour will still be in effect for this attack.

2 Left Broadside: no more shooting on the left

3 Right Broadside: no more right broadsides

4 Fusion Cannon: The Fusion Cannon may no longer be fired

5 Engines Damaged: max speed reduced to 2

6 Magazine Explosion: re-roll dice, number rolled is the amount of extra damage taken

### **Special Rules:**

Movement: Ironclads are massively armoured and were not designed to be manoeuvrable. If the ship is at speed 2, it can only move straight ahead.

Damage: The Ironclad has no shields but is protected by its heavily-armoured hull. To represent this, the Ironclad receives a special 4+ save against each point of damage, unless otherwise stated. Any hits caused by these shots were absorbed by the ship's armour.

## **Tyrant-class Battleship**

Speed 4

Damage 8

Points 100

0-4 squadrons/Battlefleet

1-3 ships/squadron

### **Shields:**

Front 6

Flanks 6

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-12" 12-24"</b>		
Laser Batteries	Broadsides	6	3	-
Prow Laser	Forward Arc	2	1	-

### **Critical Damage:**

1 Shield Generators: lose all remaining shields

2 Left Broadside: no more shooting on the left

3 Right Broadside: no more right broadsides

4 Ram Destroyed: The Tyrant loses its ram bonus and may no longer fire its Prow Laser.

5 Engines Damaged: max speed reduced to 2"

6 Magazine Explosion: re-roll dice, number rolled is the amount of extra damage taken

### **Special Rules:**

Ramming: the ram is used in the same way as for the Emperor-class Capital Ship, though it is a little less powerful:

### **Speed Ram Bonus**

1 +1

2 +2

## **Firestorm-class Cruiser**

Speed 8

Damage 4

Points 60

0-4 squadrons/Battlefleet

2 ships/squadron

### **Shields:**

Front 3

Flanks 3

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-12" 12-24"</b>		
Laser Batteries	Broadsides	3	1	-
Vortex Torpedo	Fixed Forward	1	1	-

**Critical Damage:**

1 Shield Generators: lose all remaining shields

2 Left Broadside: no more shooting on the left

3 Right Broadside: no more right broadsides

4 Vortex Torpedoes - torpedo tubes destroyed

5 Engines Damaged: max speed reduced to 2"

6 Magazine Explosion: re-roll dice, number rolled is the amount of extra damage taken

**Thunderbolt-class Cruiser**

Speed 8 Super-Manoeuvrable

Damage 4

Points 70

0-4 squadrons/Battlefleet

2 ships/squadron

**Shields:**

Front 4

Flanks 4

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-12" 12-24"</b>		
Laser Batteries	Forward Arc	3	2	1
Vortex Torpedo	Fixed Forward	1	1	1

**Critical Damage:**

- 1 Shield Generators: lose all remaining shields
- 2 Laser Batteries: the Laser Batteries may no longer shoot
- 3 Vortex Torpedoes - torpedo tubes destroyed
- 4 Inertial Stabiliser Destroyed: the Thunderbolt is no longer Super-Manoeuvrable
- 5 Engines Damaged: max speed reduced to 2"
- 6 Magazine Explosion: re-roll dice, number rolled is the amount of extra damage taken

**Cobra-class Destroyer**

Speed 12 Super-Manoeuvrable

Damage 1

Points 20

0-6 squadrons/Battlefleet

3-6 ships/squadron

Note: You can combine two squadrons under one squadron commander at the start of the game. All the ships will then be counted as a single squadron of 6-12 ships, and cannot be split up again later in the game.

**Shields:**

1 all round

Weapon	Fire arc	Range	1-6"	7-12"	12-24"
Laser Batteries	Broadsides	1	-	-	
Vortex Torpedo	Fixed Forward	1	-	-	

**Special Rules:**

Attacking Cobras: Cobras have only one shield and one damage point each. The first hit from any direction destroys the shield, the second destroys the ship. Due to their small size, you can place up to 3 Cobras in base contact with one another. When you do this, their shields merge and are hits are counted against the total number of shields - none of the Cobras take any damage until all the shields have been knocked down.

If a Cobra takes a Critical hit, it is destroyed automatically. If this leaves you with more shields than

ships, reduce the number of shields accordingly.

Cobras at short range: Because Cobras are so small, they can never ram other ships, and they're too manoeuvrable to be rammed themselves.

### **Castellan-class Shield Ship**

Speed 8

Damage 8

Points 50

Maximum of 1 Castellan per other squadron in the fleet

#### **Shields:**

Special

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-12" 12-24"</b>		
Laser Batteries	any	1	-	-

#### **Critical Damage:**

1 Laser Batteries: the Laser Batteries may no longer shoot

2 Shield Overload: an energy surge causes the shield generator to overload. Roll a d6 and add that many points to the shield's total.

3 Shield Controls: the hit destroys the shield controls. If it's on, it stays on; if it's off, it stays off.

4 Shutdown: the shield generator is damaged beyond repair -- the shield goes down and can't be turned on again.

5 Engines Damaged: max speed reduced to 2"

6 Magazine Explosion: re-roll dice, number rolled is the amount of extra damage taken

#### **Special Rules:**

Shield Generator: the Castellan Shield Generator is immensely powerful and extends to protect ships around the Castellan. The shield protects a 3" radius around the Castellan - this will include enemy ships. All hits within this area are counted against the Castellan's shields, not the ships' own shields - however, Critical and rams are worked out as normal. The shield can absorb up to 12 hits and then it will explode. If it explodes, the Castellan is destroyed and any ships in the 3" radius around the Castellan each take 2d6 points of damage on the facing nearest the Castellan. At the start of the turn, decide whether the shield is on or off - if it's left on, any points on the shield are carried over from previous turns. If it's turned off, it returns to 0 points when reactivated. If the Castellan is rammed and destroyed when the shield has absorbed 9 or more hits, the Castellan will

explode as above.

**Multiple Castellan Ship Ships:** If two Castellans come close enough to each other such that their shields overlap, a powerful feedback resonance builds up. If neither ship turns off its shield, the resonance will continue to build, resulting in an almighty explosion. To prevent this, the Castellan Captains immediately go into an emergency shutdown procedure. Whichever ship shuts its shield down first is fortunate enough to merely fuse the control systems and lose the use of its shield. The other ship may overload and explode as it absorbs the feedback. To represent this, whenever two Castellans move close to each other with their shields up and overlapping both players roll a die. Whoever rolls highest turns off their shield first, and that Castellan suffers a Critical hit to its shield

generators (Shield Controls - shield off). The unlucky ship adds the two dice the players just rolled to the amount of damage its shield has already absorbed. If this takes it above 12 points, the Castellan explodes as normal. If not, the shield stays on and the generator suffers a Critical hit - leaving it stuck in the "on" position.

### **Constellation-class Targeting Ship**

Speed 4

Damage 4

Points 50

Maximum of 1 Constellation per 500 points in the fleet

1 ship/squadron

#### **Shields:**

None

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6"</b>	<b>7-12"</b>	<b>12-24"</b>
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Laser batteries	any	1	-	-
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#### **Critical Damage:**

1 Laser Batteries: the Laser Batteries may no longer shoot

2: Deep space detection computers damaged. The Constellation only gives +2" to the range of associated vessels.

3: Deep space detection computers damaged. The Constellation gives no range bonus to associated vessels.

4: Deep space detection computers damaged. The Constellation gives no range bonus to associated vessels, and gives no bonus when firing at Holo-shielded ships.

5: Deep space detection computers destroyed. The Constellation loses all bonuses.

6 Engines Damaged: max speed reduced to 2"

**Special Rules:**

Any Imperial ship within 2" can associate with the Constellation and get the following bonuses:

1. +4" to the range of all weapons.
2. Each ship can re-roll any one attack dice which has missed that turn.
3. When targeting Holo fields, the Constellation gives a +1 to the dice score of any attacking dice.

If the Constellation is destroyed, all associated ships take 1D6 hits on the side facing the Constellation as it explodes.

**Galaxy-class Troop Ship**

Speed 4

Damage 6

Points FREE

Fleet Support Ship:

Up to 1 Fleet Support Ship per 100 points in the Battlefleet

1 ship/squadron

**Shields:**

Front 4

Flanks 4

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-12" 12-24"</b>		
Laser Batteries	any	2	1	-

**Critical Damage:**

1 Shield Generators: lose all remaining shields

2 Laser Batteries: the Laser Batteries may no longer shoot

3 Teleporters Destroyed: the Galaxy can no longer board opposing ships or land its troops on planets

4 Troop Casualties: reduce the number of regiments on board the ship by 1

5 Engines Damaged: max speed reduced to 2"

6 Magazine Explosion: re-roll dice, number rolled is the amount of extra damage taken

### **Special Rules:**

Troops: the Galaxy starts the game with 4 regiments aboard. Be sure to keep track of how many are left if you lose troops to Critical or use them to board opposing ships.

Boarding Actions: depending on the number of Regiments on board, the Galaxy gains a bonus when conducting boarding actions:

#### **# Attacking Defending**

4 +4 -4

3 +3 -3

2 +2 -2

1 +1 -1

0 cannot board

Capturing enemy ships: if a Galaxy boards and captures a ship, reduce the number of regiments on board by 1. This represents the prize crew that stayed aboard the vessel.

Landing troops: if you're using the optional planetary invasion rules, the Galaxy can land its troops on planets.

### **Goliath-class Factory Ship**

Speed 4 Unmanoeuvrable

Damage 12

Points FREE

Fleet Support Ship:

Up to 1 Fleet Support Ship per 100 points in the Battlefleet

All Goliaths in a fleet form a single convoy

**Shields:**

None

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-12" 12-24"</b>		
Laser Batteries	any	2	1	-

**Critical Damage:**

1 Laser Batteries: the Laser Batteries may no longer shoot

2 Jettison: the Goliath must jettison half (round up) its remaining fuel or explode. The jettisoned fuel will explode as normal.

3 Controls Damaged: the Goliath may no longer jettison any fuel.

4 Fuel Tanks Destroyed: the remaining fuel immediately explodes as normal for fuel. The Goliath is destroyed.

5 Ruptured Hull: half (round up) of the remaining fuel pours out of the hull. The jet of fuel goes in a random direction, travelling 1 square for each megaton released. Any ship in a square it hits takes 1 dice of damage.

6 Engines Damaged: max speed reduced to 2"

**Special Rules:**

**Fuel Explosions:** The rules for exploding fuel are covered elsewhere, but there are a few special considerations for Goliath-class Factory Ships. The Goliath starts with 8 megatons of fuel. Declare if you're jettisoning fuel before moving the Goliath, then proceed as normal for fuel drops. If the Goliath is destroyed with fuel on board, the remaining fuel explodes, centred on the ship's position. If the Goliath contains fuel and is rammed or rams another ship, it explodes (centred on the Goliath) whatever the result of the ram.

**Formations:** Goliath Convoys may consist of any number of Goliath ships. These Convoys do not follow the normal rules for Squadron setup; the Goliaths may be placed 6" away from each other at the start of the game and throughout the battle. They must maintain this coherency throughout the battle, however.

**Stalwart-class Escort Frigate**

Speed 4

Damage 1

Points FREE

Up to 2 Stalwart Escorts for each support ship in the fleet.

Stalwarts do not count towards the maximum number of Fleet Support Ships.

**Shields:**

None

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-12" 12-24"</b>		
Laser Batteries	any	2	1	-

**Special Rules:**

Squadrons: the Stalwart is grouped into a squadron with a support ship, and follows that ship's rules for coherency.

Blind Field: the Stalwart project a huge Blind Field, with a 2" radius. No spaceship can shoot if an imaginary line drawn from the centre of the firing passes through any part of the Stalwart's Blind Field.

Firing at the Stalwart: the Blind Field makes targeting the Stalwart much harder. When a spaceship shoots at a Stalwart ignore any dice that roll less than or equal to half the range between the two ships.

Critical Damage: any Critical hits against a Stalwart automatically destroy it.

***Eldar Fleet List***

**Eldar Wraithship**

Speed 2-6 Super-Manoeuvrable

Damage 6

Points 100

0+ squadrons/Battlefleet

1-3 ships/squadron

**Shields:**

Front 6

Flanks 4

Rear 4

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-12" 12-24"</b>		
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Laser Batteries	Forward Arc	4	3	-
Plasma Torpedo	Fixed Forward	1	1	1

**Critical Damage:**

- 1 Shield Generators: lose all remaining shields
- 2 Laser Batteries: the Laser Batteries may no longer shoot
- 3 Sail Destroyed: max speed reduced to 2". No longer Super-Manoeuvrable.
- 4 Plasma Torpedo: torpedo tubes destroyed
- 5 Sail Destroyed: max speed reduced to 2". No longer Super-Manoeuvrable.
- 6 Magazine Explosion: re-roll dice, number rolled is the amount of extra damage taken

**Special Rules:**

Speed: the Wraithship is powered by vast sails that draw energy from the solar wind. The ship's max speed depends on the direction of this wind. Roll a dice at the start of the game:

- 1-2 Eldar player's left
- 3-4 Eldar player's right
- 5-6 Behind Eldar Player

The wind stays the same direction for the whole game. As Wraithships turn during the game, the direction they face relative to the wind changes and this affects their speed:

**Wind from... Max. speed...**

Rear arc	6
Side arc	4
Front arc	2

**Eldar Shadowhunter**

Speed	8-12	Super-Manoeuvrable
Damage	5	
Points	50	

0+ squadrons/Battlefleet

2-4 ships/squadron

**Shields:**

None – Holo Fields only

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-12" 12-24"</b>		
Laser Batteries	Forward Arc	3	2	1
Plasma Torpedo	Fixed Forward	1	1	1

**Critical Damage:**

1 Holo Field Generators Destroyed: The Shadowhunter no longer gains benefit from its Holo Fields

2 Laser Batteries: the Laser Batteries may no longer shoot

3 Sail Damaged: max speed reduced to 8/6/4". No longer Super-Manoeuvrable.

4 Plasma Torpedo: torpedo tubes destroyed

5 Holo Fields Damaged: Only ignore attack dice that score less than the ship's speed.

6 Magazine Explosion: re-roll dice, number rolled is the amount of extra damage taken

**Special Rules:**

Speed: the Shadowhunter is powered by vast sails that draw energy from the solar wind. The ship's max speed depends on the direction of this wind, as detailed under the Wraithship rules.

As Shadowhunter's turn during the game, the direction they face relative to the wind changes and this affects their speed:

**Wind from... Max. speed...**

Rear arc            12

Side arc            10

Front arc           8

Holo Fields: the Shadowhunter's Holo Fields are more effective at higher speeds, distorting the ship's outline and hiding its position. To represent this, whenever the ship is attacked ignore any dice that scored less than or equal to half the ship's current speed.

## ***Tyranid Hive Fleet List***

### **Hiveship**

Wounds 12

Command Cards 1

Points 120

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-2"</b>
Tentacles	Fixed Front	5
Mind Assault	Fixed Front	2

### **Critical Wounds:**

- 1 Tentacles Injured: The Hiveship may only make a 2 dice attack with its tentacles from now on.
- 2 Energy Cortex Damaged: The Hiveship may only spend one action point on movement per turn from now on.
- 3 Bio-mass Cells Ruptured: The Hiveship may no longer create reinforcements.
- 4 Sensory Cluster Injured: The Hiveship may no longer make mind assaults.
- 5 Teleporter Nexus Injured. The Hiveship may no longer board other ships.
- 6 Haemorrhage: The Hiveship suffers an extra D6 wounds.

### **Special Rules:**

**Command Cards:** The Hiveship can have up to one command card played on it per turn. It contributes six cards to the Tyranid player's hand.

**Mind Assault:** For every successful tentacle hit the Tyranid player makes a mind assault against the crew of the target vessel as the Norn Queen vents her wrath. Each successful mind assault does 1 automatic critical hit.

**Reinforcements:** When creating reinforcements, the reinforcements arrive anywhere within 3" of the Hiveship, in her Fixed Forward fire arc. Every time the Hiveship attempts to generate reinforcements, it loses a wound as it channels its own genetic material into the replacements it is generating. These wounds can be regained throughout the game by playing repair cards. Each Reinforcement Card may only be played once in each game. After a Reinforcement Card is played, take it out of the pack for the rest of the game.

### **Drones**

Wounds 2

Command Cards 3

Points 20

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-2" 3-4" 5-6"</b>		
Hullgrinder	Fixed Forward	1	1	1

**Critical Wounds:**

Any critical wounds will destroy a Drone.

**Special Rules:**

Command Cards: A swarm of Drones can have up to three cards played on it per turn. Swarms of Drones do not contribute any command cards to the Tyranid player's hand.

**Spore Mines**

Wounds 4

Command Cards None

Points 10

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-12" 12-24"</b>	
Spore Mine	Special	Area Effect	

**Critical Wounds:**

Any critical wound causes a Spore Mine to explode.

**Special Rules:**

Spore mines move before the rest of the Hivefleet. They may not have command cards played on them, nor do they contribute any command cards towards the Tyranid player's hand. They have one action point and may move in any direction. They may use their action point to move or explode. If they explode, consult the following table to see how to work the attack, using it as explained for area effect weapons:

<b>No. of Remaining Wounds</b>	<b>To Hit Damage</b>	
3-4	2+	D6

2	3+	D3
1	4+	1

Hits which score 6 do critical damage, as normal. A spore mine cannot board or be boarded. If rammed or ramming, a spore mine automatically explodes.

### **Wardrone**

Wounds 4

Command Cards 2

Points 40

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-2" 3-10"</b>	
Hullgrinder	Fixed Forward	2	1

### **Critical Wounds:**

1-2 Sensory Cluster Injured: The Wardrone may only make one attack per turn.

3 Hullgrinder Damaged: The Wardrone may not fire again until it is repaired by the hive.

4-5 Energy Cortex Injured: The Wardrone may spend a maximum of one action point on movement per turn until repaired.

6 Internal Damage: Roll 1D6 extra wounds.

### **Special Rules:**

Command Cards: A swarm of Wardrones can have up to two command cards played on it per turn.

Each swarm of Wardrones contributes one command card to the Tyranid player's hand.

### **Void Fiend**

Wounds 5

Command Cards 2

Points 60

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-6" 7-10"</b>	
Hullgrinder	Broadsides	2	2
Deathburner	Fixed Forward	1	-

**Critical Wounds:**

1 Deathburner Damaged.

2 Respiratory Vent Injured: The Void Fiend suffers one wound at the start of each turn.

3 Energy Cortex Injured: The Void Fiend may spend a maximum of one action point on movement per turn until repaired.

4 Right Hullgrinder Damaged.

5 Left Hullgrinder Damaged.

6 Haemorrhage: The Void Fiend suffers an extra 1D6 wounds.

**Special Rules:**

Command Cards: A swarm of Void Fiends can have up to two command cards played on it per turn.

Each swarm of Void Fiends contributes one command card to the Tyranid player's hand.

**Dark Prowler**

Wounds 9

Command Cards 2

Points 100

<b>Weapon</b>	<b>Fire arc</b>	<b>Range 1-12" 13-16"</b>	
Deathburner	Fixed Forward	1	1
Hullgrinder	Broadsides	3	

**Critical Wounds:**

1 Deathburner damaged.

2 Respiratory Vent Injured: The Dark Prowler suffers one wound at the start of each turn.

3 Energy Cortex Injured: The Dark Prowler may spend a maximum of one action point on movement per turn until repaired.

4 Right Hullgrinder Damaged.

5 Left Hullgrinder Damaged.

6 Haemorrhage: The Dark Prowler suffers an extra 1D6 wounds.

#### **Special Rules:**

Command Cards: A swarm of Dark Prowlers can have up to two command cards played on it per turn. Each swarm of Dark Prowlers contributes one command card to the Tyranid player's hand.

### **Deathburner Kraken**

Wounds 9

Command Cards 1

Points 90

**Weapon**                      **Fire arc**                      **Range 1-18"**

Deathburner                      Fixed Forward                      2

#### **Critical Wounds**

1-2 Hive Mind Synapse Disabled: The Kraken grinds to a halt until repaired.

3-4 Energy Cortex Damaged: The Kraken may only spend one action point on movement from now on.

5 Deathburner Damaged: Roll only 1 die from now on.

6 Internal Injuries: The Kraken takes an extra 1D6 wounds.

#### **Special Rules:**

Command Cards: A Deathburner Kraken can have up to three cards played on it per turn. Each Deathburner contributes one command card to the Tyranid player's hand.

### **Doomripper Kraken**

Wounds 5

Command Cards 3

Points 60

**Weapon**                      **Fire arc**                      **Range 1-6" 7-12" 12-24"**

Power Bite                      Special                                      Special

### **Critical Wounds:**

1-2 Sensory Cluster Injured: The Doomripper may only spend one action points on attacks per turn.

3-4 Respiratory Vent Injured: The Doomripper suffers one wound at the start of each turn.

5 Enraged: If you have a death mission card or get one in a future turn, you must play it on the Doomripper immediately.

6 Internal Damage: The Doomripper suffers 1D6 extra wounds.

### **Special Rules:**

Command Cards: A Doomripper can have up to three command cards played on it per turn.  
Each

Doomripper adds one command card to the Tyranid player's hand.

Power Bite: To attack, a Doomripper must finish its turn adjacent to a target vessel and spend one action point. Roll 2 dice and choose the highest - this is how much damage you have inflicted on your target. If the target has no shields left on the facing being attacked, the Doomripper has attached itself to the hull of the ship until either it or the target is destroyed. In subsequent turns roll 2 dice in attack without having to use any cards. Any hits cause 1 point of hull damage, and 6's score criticals. If a double is rolled after the Doomripper has latched on, the Doomripper has lost its grip, and the ship may escape.

While in the grip of a Doomripper, the target vessel may function as normal. It may not attack the Doomripper in any way as it is wrapped around the ship's hull, though other ships may attack the Kraken as normal.

## **Hellblaster Kraken**

Wounds 4

Command Cards 2

Points 40

**Weapon**                      **Fire arc**                      **Range 1"**

Shock Ram                      Fixed Forward                      1

### **Critical Wounds:**

1-2 Hive Mind Synapse Disabled: The Kraken grinds to a halt until repaired.

3-4 Energy Cortex Damaged: The Kraken may only spend one action point on movement from now on.

5 Discharge Conduits Damaged: The Kraken may only spend one action point on attacks from now on.

6 Internal Injuries: The Kraken takes an extra 1D6 wounds.

### **Special Rules:**

Command Cards: A Hellblaster Kraken can have up to two cards played on it per turn. Each Hellblaster contributes one command card to the Tyranid player's hand.

Attacks: A Hellblaster can make as many attacks as you want to spend action points. If several attacks are against the same target, roll all the dice together. Each successful attack does the following damage:

### **Score Damage**

1-2                      1

3-4                      2

5                        3

6                        Critical

Armour: The Hellblaster is almost completely sheathed in an amazingly thick shell. This shell protects it much like the armour of an Imperial Ironclad. The Hellblaster gets a special 5+ Save against each point of damage it receives from enemy attacks.

### **Ramsmiter Kraken**

Wounds                      8

Command Cards 3

Points                        90

**Weapon                      Fire arc                      Range 1"**

Boneram                      Fixed Forward                      Special

**Critical Wounds:**

1-2 Hive Mind Synapse Disabled: The Kraken grinds to a halt until repaired.

3-4 Energy Cortex Damaged: The Kraken may only spend one action point on movement from now on.

5 Boneram Weakened: The Kraken may only spend one action point on attacks from now on.

6 Internal Injuries: The Kraken takes an extra 1D6 wounds.

**Special Rules:**

Command Cards: A Ramsmiter Kraken can have up to three cards played on it per turn. Each Ramsmiter contributes one command card to the Tyranid player's hand.

Boneram: The Boneram takes effect on any enemy ship in base contact with the Ramsmiter, in its Fixed Forward fire arc. Roll 4 dice for attack, total the scores, then consult the following table:

**Score Ram Damage Boarding Strength**

1-4	2 points	Cannot board
5-7	4 points	8
8-10	6 points	10
11-14	8 points	12
15+	10 points	14

You may only attempt to board if all of the target's shields on the relevant facing are destroyed.

**Space Objects****Asteroid**

Damage            24

Asteroids take damage in the same way as ship's hulls. If a ship is partially hidden by an Asteroid, then any ship wanting to fire at it will be at -1 to hit. If the target ship is more than 50% hidden, then firing will be at -2. If a ship is completely hidden by the Asteroid, no ship may fire at it. Remember that if a ship is hiding behind an Asteroid and it wishes to fire, then its fire arcs are taken from the *centre* of the model. This is one of the few instances where an object can block line of sight in Battlefleet Gothic

If an Asteroid is destroyed, then it will explode like a ship, throwing debris across a wide area. Everything within D6" will take D6 hits.



# The Colossal 40k Resource Site



## Battlefleet Gothic

### Tyranid Cards

These are the cards you are required to make up in order to field a Tyranid Hive Fleet in Battlefleet Gothic;

#### Action Point Card

1 card giving 2 action points to all vessels in the hive fleet. Must be played before any other cards in the turn. Does not count against the number of cards played on each swarm.

- 2 cards giving 1 action point to a swarm.
- 8 cards giving 2 action points to a swarm.
- 6 cards giving 3 action points to a swarm.
- 3 cards giving 4 action points to a swarm.

#### Regenerate Critical Damage

only affects a single ship

- 1 card 'Energy Cortex regenerated'
- 1 card 'Hive Mind Synapse regenerated'
- 1 card 'Death Burner regenerated'
- 1 card 'Hull Grinder regenerated'
- 1 card 'Respiratory Vent regenerated'
- 1 card 'Sensory Cluster regenerated'
- 2 card 'Regenerates any critical wound'

#### Reinforce

- 4 cards When played, roll 1D6:
  - 1 No reinforcements
  - 2-3 A swarm of 2 drones
  - 4-5 A swarm of 3 drones
  - 6 Choose your ship

The reinforcements arrive in the three squares in front of the Hiveship. This card can only be played on the Hiveship.

#### Board

- 1 card giving a vessel a boarding strength of 8.
- 2 cards giving a vessel a boarding strength of 9.
- 1 card giving a vessel a boarding strength of 10.

#### Infect

- 2 cards (for description, see [Tyranid Rules](#))

### **Death Frenzy**

1 card giving a ship 5 action points before it dies.

1 card giving a ship 7 action points before it dies.

### **Regenerate**

4 cards When played, roll 1D6:

1 Repair fails. Lose 1D6 wounds.

2-5 Gain 1D6 wounds

6 Gain 2D6 wounds.

The cards affect a single ship each.

# The Colossal 40k Resource Site



## Battlefleet Gothic

### Scenarios

Up until now, you have only played straightforward battles where the two fleets set up on opposite sides of the board and meet to slug it out in the middle.

In reality, of course, battles are rarely this straightforward. One fleet may be surrounded by the enemy, or split up into isolated squadrons, or the two fleets may start alongside each other. One fleet's objectives may not simply be the destruction of their enemy - they could be trying to break through a blockade and make a run for it, or launching a desperate rescue bid to recover an isolated squadron, or fighting a heroic rearguard action against insuperable odds.

To recreate the legendary space battles of the 41st Millennium you can use this scenario system which allows you to roll up a whole range of battle situations quickly and easily. Each of these introduces interesting tactical problems to be overcome - unbalanced forces, different set-ups, alternative victory conditions and so forth. There are 20 complete battle scenarios presented here that briefly describe the background to the battle and detail the forces, set-up, special rules and victory conditions to be used. In addition, there are 20 optional subplots that can be used to enliven your battles.

And once you've read through and played some or all of these, you'll be able to come up with your own scenarios and subplots. If you get together with your regular Space Fleet opponents, you'll easily be able to think up a couple of dozen new ideas that can form the basis for your own scenario and subplot tables.

### **Playing the Scenarios**

These scenario rules are optional and you should agree with your opponent before the game whether or not you're using them. To decide which scenario you're using, simply roll a 20-sided die and check the Scenarios Table.

### **Choosing Fleets**

The scenario briefing tells you if there are any restrictions on choosing your fleets. Most of the scenarios have been designed so that you can use them with whatever spaceships you have. Some of them require particular spaceships. If you roll one of these and don't have those ships, either roll again or choose a different scenario. In the scenario briefings, one player is referred to as the attacker and the other as the defender. You can either agree who's going to play which side or roll dice for it.

## Victory Points

Unless the scenario briefing says otherwise, victory points are gained as usual. Some of the scenarios say that you only earn victory points for certain actions - if this refers to just one side, the other side earns victory points as usual. Other scenarios specify that if one side wins if it fulfils certain conditions, in which case you ignore victory points altogether.

Note that some of the scenarios are fairly balanced with about even chances for either side to win - others aren't 'fair' at all and one side has got a better chance of winning than the other. That's the way it is in war! If you think the odds were stacked against you, try swapping the roles of attacker and defender and playing the scenario again - see who can win the most convincing victory.

Of course, once you've played a scenario a few times, you can always change the forces, set-up or victory conditions to give one side or the other a better chance. For example, it can be an interesting challenge to fight a desperate battle against a vastly superior force just to see how long you can hold out - heroically standing your ground when you know you're outnumbered and outgunned is the very stuff of legend!

## Scenarios Table

D20	Scenario
1.	Jump Point
2.	Convoy
3.	Blockade
4.	Deep Space Raid
5.	Ambush
6.	Breakout
7.	Space Hulk
8.	Surprise Attack
9.	Skirmish
10.	Outflanked
11.	Rendezvous
12.	Bridgehead
13.	Space Dock
14.	Race for Safety
15.	Rearguard Action
16.	Rescue the Flagship
17.	Run the Gauntlet
18.	Wolf Pack
19.	Hit and Run
20.	Renegades

### 1. Jump Point

Squadrons from several different sectors are joining together to form a Battlefleet, meeting at an agreed jump point. The attacker has received information revealing the location of the jump point and his fleet is already lying in wait as the defender's squadrons arrive.

The attacker can spend half as many points on ships as the defender. The attacker sets up his fleet in the middle of the board. The defender's squadrons don't start on the board - they arrive randomly during the course of the game. At the start of each turn, the defender rolls a die to see how many of his squadrons arrive:

D6 roll	Result
1-3	No squadrons arrive
4-5	1 squadron arrives at a random board edge
6	2 squadrons arrive at random board edges

Pick which squadrons arrive at random from those remaining off the board. To decide where the squadrons arrive, split the edge of the board into 6 roughly equal lengths and number them 1 to 6 - then roll a die for each squadron that arrives to see which board edge it enters from. The defender earns double victory points for destroying, crippling or capturing the attacker's ships. The attacker scores victory points as normal.

## **2. Convoy**

The defender's fleet is escorting a convoy of merchant ships through a dangerous region of space. Suddenly from behind a large moon the attacker's raiding fleet appears. The warships escorting the convoy aren't going to have an easy time fighting it off - they weren't expecting to meet such fierce resistance.

Decide on how many support ships are going to be in the defender's convoy. The attacker and the defender can both spend up to 100 points on warships for each support ship in the convoy.

Set up the two fleets as usual. The defender wins if he can get over half his support ships off the attacker's board edge - crippled support ships don't count. The attacker wins if he can destroy, cripple or capture at least half of the support ships.

## **3. Blockade**

The defender is blockading the attacker's system, cutting it off from reinforcements and vital supplies. If he can prevent any ships getting through, the system will weaken - soon he'll be able to launch full-scale planetary assaults. The attacker is trying to break through the blockade with a small relief fleet. If they can make it through the system should be able to hold out until stronger reinforcements arrive.

The defender can spend twice as many points on ships as the attacker. He can set up his ships anywhere in his half of the board. The attacker cannot include any ships of speed 12 in his fleet. He can only set up in the first two rows of squares along his board edge. The attacker wins if he gets at least half his ships off the far side of the board - crippled ships don't count. The defender wins if he prevents this.

## **4. Deep Space Raid**

The war has been raging for decades. Huge battles have been fought, planets

razed, systems invaded. But still the conflict continues. Now the attacker has launched a small fleet in a daring raid deep into enemy territory. Their mission is to inflict as much damage as possible on a much larger enemy Battlefleet. This is a desperate mission - every man knows that only a few of the ships are likely to return. The attacker can spend half as many points on ships as the defender - his fleet can't include any support ships. Set the two fleets up as normal.

### **5. Ambush**

The defender is on a regular patrol through the outer fringes of a star system. He is searching for raiding parties and doesn't expect to meet fierce resistance. Suddenly his fleet of small warships encounters an enemy Battlefleet preparing for invasion. The defender's fleet cannot include any ships costing 100 points or more. Neither fleet includes any support ships. Set-up and victory points are as normal.

### **6. Breakout**

The defender's ships are carrying vital information about the attacker's fleet strengths and the locations of his hidden bases. But the defender's fleet is outnumbered, outgunned and surrounded. The attacker's ships are circling in for the kill. They know that if they let any of the defender's ships escape, the information will endanger their comrades - they must totally crush the defender's small fleet.

The attacker can spend twice as many points on his fleet as the defender. The defender cannot have ships that move faster than speed 4. The defender sets up his fleet in the middle of the board. The attacker's squadrons are set up along random board edges. Split the edge of the board into 6 roughly equal sections, numbered 1 to 6. Roll a die for each of the attacker's squadrons. The squadron sets up anywhere on the board edge with that number, within 2 square of the edge.

The defender wins if he gets any of his ships off the board - crippled ships don't count. The attacker wins if he destroys or cripples the entire enemy fleet.

### **7. Space Hulk**

Drifting through the battle zone is a derelict space hulk. Its engines are dead, no power is running to its weapons and gaping holes have been torn in the side. But who knows what valuable technology may be aboard?

Pick a space spaceship to use as the space hulk - this can be any ship normally worth at least 100 points. Place the space hulk in the middle of the board. The space hulk is crippled and stationary but has all its shields intact. Anyone who comes alongside may try to board it. They will have to fight a boarding action as usual - there's a Genestealer brood aboard the hulk!

Don't roll for repairing the space hulk unless it's captured. If it's captured, the controlling player can choose whether or not he tries to repair the ship - once he starts, he has to roll each turn. Victory points are awarded as normal. If the space hulk has been captured the controlling player scores double its original cost - if it's destroyed or crippled, neither player scores anything for it.

## **8. Surprise Attack**

The attacking fleet seems to be friendly. It has opened communications with the defenders and broadcast all the right coded signals for an allied fleet. As the spaceships pass close to each other, the attacker suddenly reveals his true colours, bringing his weapons to bear and opening fire from right in the midst of the defender's fleet.

Take it in turns to set up your squadrons one at a time - the defender goes first. You can both place your squadrons anywhere on the board but each squadron must be at least 4 spaces from the closest enemy ships. Once both fleets are set up, the attacker can any or all of his squadrons 2", turning if he so wishes - this represents the element of surprise as their hostile intentions become clear. Play now begins as usual with both players selecting squadron orders. Victory points are scored as usual.

## **9. Skirmish**

The long war has taken its inevitable toll. Neither side wants to engage in a major battle unless there's a chance of decisive victory. The attacker is trying to get his fleet to the safety of a friendly system. But to do so, he must pass through a heavily-defended area of enemy space. The defender's fleet is under orders to keep losses to a minimum in preparation for the big push - however, the fleet has still got to try and stop the attacker getting through.

The attacker sets up anywhere along his board edge as usual. The defender sets up his fleet anywhere in his half of the board. Each side only earns victory points for their own surviving spaceships - the points earned equal the original cost of the ships. The attacker scores victory points for each intact spaceship he puts off the opposite board edge. Ships that leave the board by any other edge and crippled ships are only worth half victory points.

The defender scores victory points for each intact ship he has at the end of the game, including captured ships. He scores half points for crippled ships but no points for ships that leave the board.

Neither side scores points for destroying or crippling enemy ships.

## **10. Outflanked**

The attacker's scout ships have revealed the size and position of the defender's fleet. The attacker decides to take advantage of this information by splitting up his larger fleet and striking from two directions at once. He knows there's some risk as his flanking force might turn up at the wrong time or in the wrong place but the element of surprise outweighs the disadvantages.

The defender can spend up to three-quarters of the points spent by the attacker. The attacker can choose up to half his squadrons to be a flanking fleet. He sets up the remainder of his squadrons as normal.

Before the game begins, the attacker writes down when and where the flanking fleet comes on. He can choose any 24" long section of board edge to bring the ships on. He can choose any turn to bring them on except the first or second. At the start of the turn he's chosen, roll a dice and check on the following table:

D6 roll    Result

1-2    Bad timing: the flanking fleet is still moving into position. Roll again on this table at the start of next turn and add +1 to the die roll.

3-4    Wildly Off-Course: the flanking fleet arrives but the defender can choose which 24" edge it arrives at.

5+    Fleet Arrives: the flanking fleet arrives at the position already chosen by the attacker.

Work out victory points as usual. However, the defender wins immediately if he can destroy all the attacker's ships before the flanking fleet arrives.

### **11. Rendezvous**

A small part of the defender's fleet has been cut off by the attacker. A large force has been sent to cover their retreat but the attacker's own fleet is close by and threatening to overwhelm the isolated ships before help can arrive.

Both players should choose their fleets as usual. In addition, the defender gets extra ships for free to represent the isolated squadrons. The type of ships depends on whether the defender has an Imperial or Eldar fleet:

Imperial Fleet: 1 squadron of 3 cruisers. The cruisers can be Firestorms or Thunderbolts. As the squadron represents the remnants of a larger fleet you can mix the two types in the squadron if you want.

Eldar Fleet: 1 squadron of 2 Wraithships.

Each player places their main fleet along their edge of the board as usual. Then the attacker places his opponent's free squadron anywhere on the board, so long as it's at least 8" from the nearest ships. The defender wins by getting the free ships from the isolated squadron off his board edge. He needs to get either 2 of the 3 Imperial cruisers or both the Eldar Wraithships off the board to win. The attacker wins by preventing this.

### **12. Bridgehead**

The attacker's fleet is the spearhead of a massive surprise assault. It only needs to crush the few remaining vessels in the system to establish a vital bridgehead for the full invasion fleet and its support vessels. However, the attacker's supply lines are over-extended and it's been some time since the spearhead fleet was docked for refuelling and rearming. If they can't finish off the enemy quickly, their fuel and ammo will run out!

The attacker has twice as many points to spend on his fleet as the defender. Set up the two fleets as normal. At the start of each turn, after he's placed his orders on the helm computer, the attacker must roll for each of his squadrons on the following table to see if the ships have run out of fuel or ammo yet:

D6    Result

1-2    Fuel and Ammo Fine: the squadron can move and fire as normal. Roll again

next turn.

3-4 Low on Fuel: reduce the squadron's speed by -2" for the rest of the game. Roll again next turn. If you roll this result more than once, keep reducing the squadron's speed by -2" - this could end up with a speed of 0 and the squadron unable to move any longer.

5 Ammunition Low: none of the ships in the squadron can fire this turn. Roll again next turn.

6 Breakdown: lack of vital resources has caused a catastrophic breakdown of the weapon and engine systems. Pick one ship in the squadron at random and roll once for critical damage on that ship. In future turns, don't roll on this table for the squadron - continue to pick one ship at random each turn and roll for critical damage.

Victory points are scored as usual. It's obviously only a matter of time before the attacker's fleet is completely crippled, so he'll have to fight hard to win before he loses all his ships.

### **13. Space Dock**

The attackers have launched a daring raid right into the heart of a defended system. They've broken through undetected to the main space docks where most of the defender's ships are on standby being reamed and refuelled. Only skeleton crews are aboard and the ships are sitting targets. The strike force attacks, hoping to inflict maximum damage before the defending ships can retaliate.

Pick two fleets of the same points value -- neither fleet includes support ships. In addition, the defender gets 200 points to spend on a flagship and bonuses. The defender sets up in the middle of the board. The attacker then sets up along any two adjoining board edges. At the start of the game, one of the defender's squadrons plus the flagship are fully active - the defender picks which squadron this is. The rest of his fleet is on standby - their shields are operational by they can't move or fire. Play the first two turns. At the start of the third turn, and each turn thereafter, the defender rolls a dice for each of his squadrons still on standby:

D6 Result

1-3 The squadron remains on standby and cannot move or fire this turn - roll again next turn.

4-5 The squadron becomes active - it can move and fire as normal from now on.

Victory points are scored as normal. This is a fight to the death!

### **14. Race for Safety**

The defender's convoy has been caught without its escort. It is being chased and harassed by a small enemy fleet. It's only a matter of time before the defender's warships arrive. But every delay spells the doom of another merchant ship.

Decide on a number of support ships for the convoy. The defender has twice as many warships as support ships. The attacker can spend half as many points on warships as the defender (he gets no support ships).

The attacker's fleet and the defender's support ships start on the same board edge

but with the fleets at least 14" apart. At the start of every turn after the first, roll a dice. On a score of 6 the remainder of the defender's fleet (i.e. his warships) arrive on the far board edge. Each time you roll after the first, add an extra +1 to the score (i.e. +1 the second time you roll, +2 the third and so on).

The defender wins if he can get at least one support ship off the far board edge, including crippled ships. The attacker wins if he can destroy all the support ships.

### **15. Rearguard Action**

The defender's vital supply convoy has nearly escaped. Soon it will reach the jump point and safety. If the pursuing ships can be held up for just a short time, they'll be no danger. But if enough of the attacker's ships break through, the convoy could face destruction even with safety in sight. A small fleet stays behind to fight a rearguard action and cover the retreat of the fast-disappearing convoy.

The defender has half as many points to spend on his fleet as the attacker. Neither fleet contains any support ships. The attacker sets up as normal. The defender sets up anywhere within his three-quarters of the board. The attacker wins if he can get at least half of his points value of ships off the far edge of the board - crippled ships don't count. The defender wins if at least half of the attacker's points value is destroyed, crippled or leaves by any other board edge.

### **16. Rescue the Flagship**

The defender's flagship was caught alone by a small patrol fleet. It destroyed the patrol but not before they'd severely damaged its engines and reported its position to the attacker's main fleet. The flagship sent out a mayday call to alert its own fleet to its vulnerable situation. A squadron of Stalwarts has arrived to defend the flagship but now the two opposing fleets are closing in. Who will reach the flagship first?

The defender's fleet must include a flagship. He can spend points on flagship bonuses up to the normal maximum, plus he gets 4 Stalwarts for free. However, the flagship has damaged engines limiting it to a maximum speed of 2" for the entire game (this damage can't be repaired). The attacker's fleet costs half the points of the defender's fleet.

The defender sets up the flagship and its escort of Stalwarts anywhere in the attacker's half of the board. The rest of the fleets are set up as normal. The defender wins if he gets the flagship off his board edge, crippled or otherwise. The attacker wins if he destroys or captures the flagship, or forces it off any other board edge.

### **17. Run the Gauntlet**

The defenders have blockaded the system. Their ships seem to be everywhere. But the supplies must get through or the attacker's besieged planets are surely doomed. A merchant convoy and its escort of warships must run the deadly gauntlet of enemy fire to break through the blockade.

The attacker's fleet must have at least half as many support ships as warships. The defender can spend as many points on warships as the attacker; his fleet contains no support ships. Set the board up in a long thin pattern. The attacker starts at one

of the short edges. The defender can set up his squadrons anywhere along the two long board edges but none of his ships can start within 6" of any of the attacker's ships.

The attacker wins if he can get all his support ships off the far end of the board, crippled or otherwise. The defender wins if he prevents this.

### **18. Wolf Pack**

The defender's fleet has been split up and is trying to reform. But time is running short. The attackers have hunted down the defender's flagship and are launching an attack. Unless help arrives soon, the lone flagship is certainly doomed.

The defender chooses a single flagship. He can spend up to the maximum points on flagship bonuses and he gets an extra D3+1 for free. The defender also chooses a reserve fleet costing the same points as the flagship. The attacker chooses a fleet costing double the points of the flagship.

The defender sets up his flagship in the middle of the board. His reserve fleet starts the game off the board. The attacker sets up his entire fleet in his half of the board - no ship can start within 6" of the flagship. Roll a dice and add +1. This is the turn when the remainder of the defender's fleet arrives at his board edge.

Work out victory points as normal. However, the attacker wins immediately if he destroys or captures the defender's flagship before the rest of the defender's fleet arrives.

### **19. Hit and Run**

A merchant convoy carrying vital fuel supplies must get through. It is being escorted by a small fleet of battleships who must fight off the constant harrying attacks of the enemy. Every merchant ship is vital and the loss of any one would be a disaster. But the attackers are also hard-pushed - every vessel in their small fleet is precious and they must strike fast then escape.

The defender chooses a number of support ships - he must have at least 2 in the fleet - plus as many warships as he has support ships. These can be any value but none of his ships can be faster than speed 4. The attacker can spend as many points on warships as the defender; he can't have any support ships. All of his ships must be at least speed 4.

The attacker wins if he can destroy at least half of the enemy ships, including at least one support ship, and also get half the points value of his own fleet off any board edge, crippled or otherwise. The defender wins if he can prevent this.

### **20. Renegades**

A bloody war has been raging for many years and dozens of battles have been fought. Prisoners have been taken and released - some have been persuaded to turn renegade against their own side. Mercenaries have been bribed and counter-bribed until even they are unsure of their true allegiance. Nothing is certain as the two mighty fleets meet in battle. Both players choose and set up the fleets as normal, but the loyalties of their squadrons is by no means fixed. The first

time a ship from a squadron is about to attack, roll a dice:

D6 Result

1 The attacker's squadron defects - from now on this squadron is controlled by the defending player.

2-5 Both squadrons remain loyal to their own sides for the rest of the battle.

6 The defender's squadron defects - from now on this squadron is controlled by the attacking player.

Once you've rolled for a squadron, you don't have to roll for it again - if it's loyal it stays loyal, if it defected it stays defected. Note that even if only one ship makes an attack, you roll for the loyalties of the whole squadron. Work out victory points as usual.