

FLEET SUPPORT



BATTLEFLEET GOTHIC

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Revised Edition

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THE BATTLEFLEET GOTHIC: EXPANDED REVISED EDITION

What is BFG:XR?

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

How are these rules made?

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

Who is responsible for BFG:XR?

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

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

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

THE CIVILIZED VOID

TRANSPORTS & DEFENSES IN THE 41ST MILLENNIUM

PLANETARY DEFENSES

As well as relying upon the intervention of interstellar warships, a planetary system may be protected by local defenses. The first of these are the high orbit defenses that are capable of attacking enemy ships as they approach the planet. These defense platforms are armed with anti-ship weaponry, such as gun batteries and torpedo launchers, providing a solid ring of protection around the world. Larger installations can also be found, such as space stations and orbital docks which bristle with heavy weaponry and attack craft launch bays. Most supreme of all are the six Blackstone Fortresses of the Gothic sector, each with an immense battery of weapons capable of obliterating capital ships and cutting through whole squadrons of lighter vessels in a single salvo.

In addition to rings of stationary defenses, many systems also use squadron of small defense vessels called *system ships*. Unlike larger warships, these escorts have no warp engines and are therefore confined to the system in which they are deployed. They are slow compared to the sleek frigates and destroyers of the Imperial Navy, but their guns are still potent enough to damage even the largest enemy vessels.

Finally, a planet may also have a number of ground-based laser silos, missile batteries and airfields which can attack ships that enter low orbit, in a last ditch effort to prevent the enemy from bombarding the planet's surface or deploying troops for a planetary assault.

CONVOY SHIPS

There is one additional class of vessel which has been included in this document - the *convoy ship*. These are ships designed to supplement or protect valuable convoy transports on dangerous missions through hostile space. The crews of such ships must be especially brave, as they will often operate in and around star systems where pirates lurk in the shadow of every moon.

A NOTE ON FACTIONS

You may notice that all of the units in this document are essentially 'Imperial' vessels and installations. Naturally, not every space station and transport vessel is built by the Imperium, but for the ease of gameplay a certain level of abstraction is required. In most cases, the differences between an Imperial satellite, a Chaos satellite, and an Ork satellite (for example) are so small that any impact on gameplay would be overshadowed by a much larger increase in mechanical clutter, rendering the whole thing essentially meaningless.

Although this may seem odd for some of the more exotic races like the Eldar and Dark Eldar, one can imagine that units from this document which aid various aliens and pirates have either been stolen, deceived, or coerced.

Nevertheless, there are a few cases where even this kind of thinking fails, such as for the unfathomable Necrons and the organic Tyranids. Where such conflicts arise, we have included restrictions to prevent any problems. That being said, if your play group wants to waive any or all of these restrictions, feel free to do so at any time!



"A fortress is a living thing: the commander its brain, the walls its bones, the sensors its eyes and ears, the troops its blood, their weapons its fists. This tells us two things: If one organ fails, the whole dies. And if the whole dies, no single organ can survive alone."

-Mordin Barr

FLEET SUPPORT IN BATTLEFLEET GOTHIC

Fleet support units are designed to work with other fleets in special scenarios (see pages 57-58 of the main rulebook for more information). They use some additional special rules compared to regular units in Battlefleet Gothic, as shown below:

LEADERSHIP & SPECIAL ORDERS

The crews and commanders of most planetary defense installations, system ships, and freighters have typically seen less combat than their more mobile counterparts in the fleet. As a result, all units in this list have a nominal leadership value of 7, which they use for all command checks and leadership tests. Note that this does not apply to faction-specific support units, which will use the rules in their fleet list document as normal.

Satellites and ground facilities may not use *All Ahead Full*, *Burn Retros*, and/or *Come to New Heading* special orders for any reason. System ships and convoy ships may attempt to use special orders normally, just like any other ship. Note that because support ships are relatively small and underpowered, they will only add +3D6cm to their speed when on *All Ahead Full* special orders.

SQUADRONS

Support units may be formed into squadrons, with a few limitations. Units with only one hit each may be formed into squadrons of up to six members. All others may be placed in squadrons of up to four members, except defenses with more than 10 hits (such as most large space stations), which may not be formed into squadrons at all. Note that a squadron of support units may not mix types, such as satellites with escorts, or system ships with transports, and so on. Furthermore, support units cannot form squadrons with a fleet's regular warships.

DEFENSE SPECIAL RULES

While system ships and convoy transports are subject to the normal rules for combat, defense units have a few additional rules and restrictions:

Blast Marker Removal

When blast markers are removed in the end phase, remove D6 additional blast markers from those in contact with each stationary defense (roll for each separately). Note that this only applies to immobile defenses (which may never move), not those whose movement has simply been reduced to 0cm.

Enemy Gunnery Weapons

Satellites and ground units are always targeted using the Defenses column on the Gunnery table, applying any modifiers and column-shifts as normal.

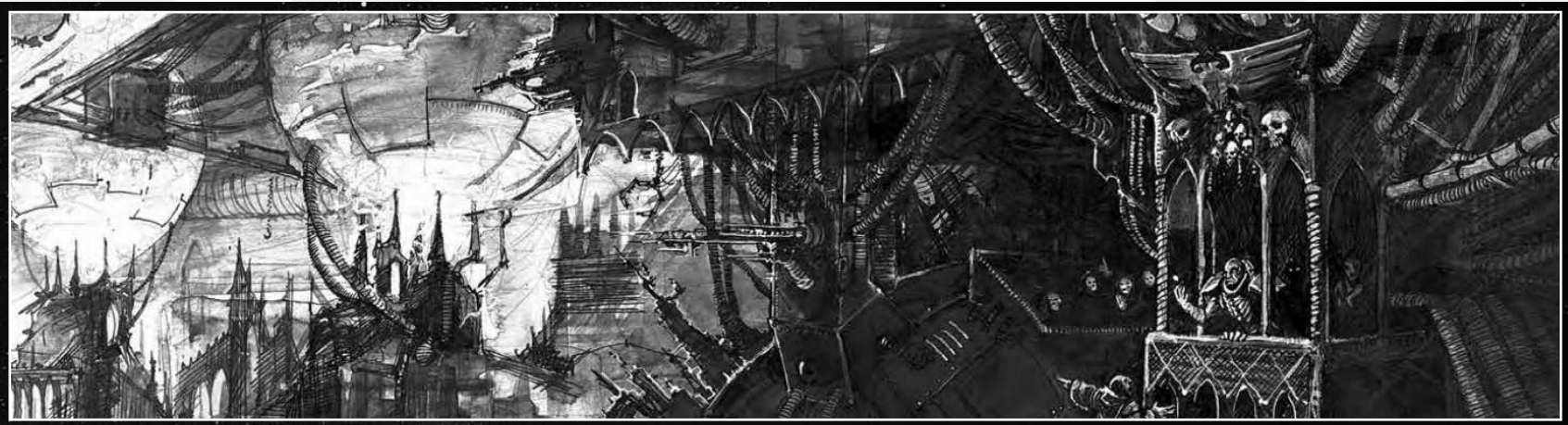
Ramming

Satellites and ground units always count as being rammed from the front.

Large Defenses & Critical Hits

Some especially large defensive platforms, such as space stations and the huge Blackstone Fortresses, have more than 2 hits. These function just like capital ships, suffering critical hits as normal (using the table on the next page if one is not specified in their special rules), conducting teleport attacks, repairing critical damage, and so forth. Likewise, when reduced to zero remaining hits, roll on the Catastrophic Damage table, just as you would for a destroyed capital ship. However, wrecked defenses never drift; they always remain in place.

Note that all other stationary defenses are treated like escorts regarding taking damage, critical hits, and so forth. Likewise, they are replaced by a blast marker when destroyed.



FLEET SUPPORT SPECIAL RULES

SPACE STATION CRITICAL HITS TABLE

2D6	EXTRA DAMAGE	RESULT
2-3	+0	Lances Damaged. The station's lance array is taken off-line by the hit. The station may not fire any of its lance weapons until the damage has been repaired.
4	+0	Main Armament Damaged. Heavy damage silences the station's weapons batteries. They may not fire until the damage has been repaired.
5	+0	Ordnance Bays Hit. The station's ordnance bays are ravaged by explosions. It may not launch any ordnance until the damage has been repaired, and its bays do not count towards the fleet's launch capacity.
6	+1	Reactors Damaged. The reactors are damaged, shutting down the power to the defenses. Until power is restored, the station's shields and turrets values are halved, rounding up.
7	0	Fire! Oxygen lines are broken, leading to fires in many compartments. Each fire that the station fails to repair (extinguish) in the end phase inflicts 1 point of damage on it.
8-9	+1	Orbit Lost. The station's thruster assembly is disabled. The station falls D6cm towards the planet's surface in each of its movement phases until either the damage is repaired or it hits the planet and is destroyed.
10	0	Shields Collapse. The shield generators overload and burn out, leaving the station virtually defenseless. The station's shield Strength is reduced to zero. This damage may not be repaired.
11	+D3	Hull Breach. A huge gash is torn in the ship's hull, causing carnage among the crew.
12	+D6	Bulkhead Collapse. Internal pillars buckle and twist, whole compartments crumple with a scream of tortured metal. Just pray that some of the ship holds together!

DEPLOYING SUPPORT UNITS

When you deploy your fleet, use the following rules to set up planetary defenses and convoy ships:

- **High Orbit Defenses** must be positioned within the gravity well of a planet on the table. Any squadrons of satellites must be placed in formation.
- **Low Orbit Defenses** are ground facilities which must be placed with their stem on the planetary table edge, with a 90° arc facing directly 'up' - this is the facility's 'front' firing arc (used for all its weapons). See the diagram to the right for more details.
- **System Ships** must be placed within the gravity well of a planet on the table and must also abide by any restrictions on your fleet's deployment, if possible.

- **Convoy Ships** must be placed following the rules for transports as described in the scenario being played.

Note that stationary defenses may be placed in base contact, but may never overlap or be stacked with other stationary defenses.

Defenses & Warp Rifts

Warp rifts are especially unstable and dangerous forms of celestial phenomena, and defenses of any type cannot be placed closer than 30cm to a warp rift, with all other rules still applying normally.

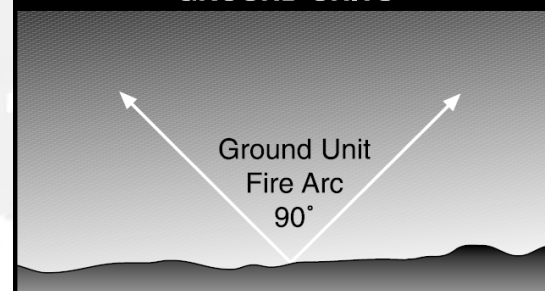
This means if a particular defense must be placed within 15cm of celestial phenomena, it must still be so placed, and must also be placed more than 30cm from any nearby warp rifts.



"The distinction between Trade and Warfare is seen only by those who have no experience of either."

-Heironymo Sondar,
High Master of Vervunhive

GROUND UNITS



SPACE STATION.....

150 Points



The term space station covers a number of large orbital installations whose roles include commercial and military shipyards, Adeptus Mechanicus research facilities, Naval command bases and stations built purely for habitation. The largest are capable of handling several large military capital ships at once, although most can only cope with a single cruiser or squadron of escorts at any one time.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/8	-	-	2	6+	4
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	60cm		12		All Round
Lance Battery	30cm		3		All Round
Launch Bays	Fighters: 30cm Bombers: 20cm		4 Squadrons		-

ORBITAL DOCK.....

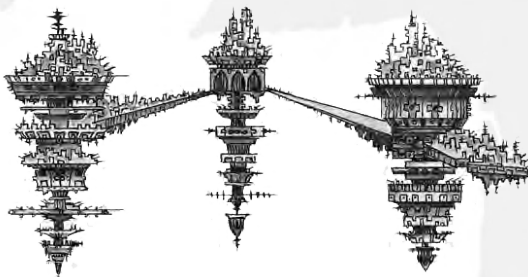
90 Points

During peacetime, orbital docks are used as loading and unloading points for interstellar transports, transferring goods and passengers down to the planet's surface and relaying outgoing cargo to ships due to leave. If a system is attacked, an orbital dock's extensive facilities can launch military craft to fight off the enemy. Orbital docks also have construction and repair facilities for smaller vessels.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/6	-	-	2	6+	3
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	30cm		4		All Round
Launch Bays	Fighters: 30cm Bombers: 20cm		4 Squadrons		-

ORBITAL WEAPONS PLATFORM.....

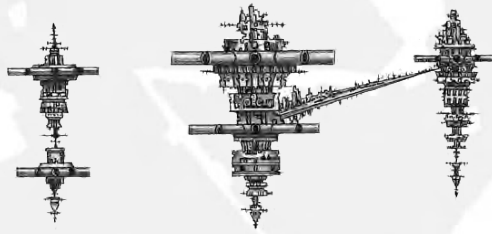
30 Points



An orbital weapons platform normally mounts several laser batteries capable of striking at the enemy before they get too close to the planet. Many orbital batteries are manned by Imperial Navy personnel, although some are built and crewed at the expense of the planetary Imperial Commander. The most sophisticated orbital platforms, such as those found protecting Port Maw and the Adeptus Mechanicus forge worlds, have no crew at all and use complex logic engines to detect and fire at vessels which do not broadcast the correct identification codes.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/2	-	-	1	6+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	60cm		6		All Round

ORBITAL DEFENSE LASER PLATFORM 30 Points



Defense lasers are massive high-energy weapons similar to a ship's lances. Built around a powerful plasma reactor, a defense laser platform is armed with several of these large cannon, giving it the ability to direct fire in every direction. Defense laser platforms are particularly effective at destroying fast-moving escorts sent ahead of the main fleet to clear away any defenses and they contributed greatly to breaking up the Chaos attacks on Orar and Elysium during the opening stages of the Gothic War.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/2	-	-	1	6+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Lance Battery		60cm	1		All Round

Special Rules: An orbital defense laser platform may increase the strength of its lance battery by +1 in exchange for reducing its range by 30cm, for no change in cost.



ORBITAL TORPEDO LAUNCHER 30 Points



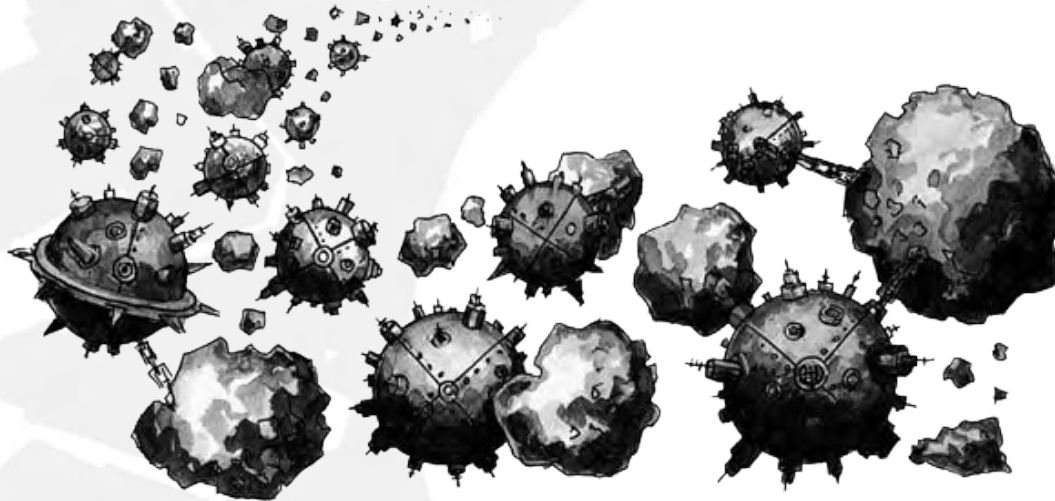
Orbital torpedo and missile batteries are one of the greatest deterrents to an enemy intent on attacking a world. They can attack from a distance to disrupt an enemy's advance and deliver a lethal blow against vessels which approach too closely to a planet. An Ork Terror ship, named the *Barbaric*, was destroyed by combined salvos of fire from three torpedo batteries during its attack on the mining colony of Platea in the Cyclops Cluster and they have also proved decisive in driving off several Chaos invasion forces.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/2	-	-	1	6+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Torpedo Salvo		Speed: 30cm	6		All Round

MINEFIELD

40 Points

Many tactically valuable star systems are protected by vast minefields covering thousands of cubic kilometers of space. If an enemy approaches too close, the motion tracking surveyors may detect the intruder and activate and detach several mines to seek out the enemy and destroy it.



Special Rules: A minefield covers an area that is D3x5cm by D3x5cm and must be placed with at least one edge within 15cm of any tabletop feature (rather than in the gravity well of a planet). In all respects, a minefield is treated as an asteroid field except where detailed below.

In the owning player's ordnance phase, roll a D6 for each enemy ship within 30cm of an edge of the minefield (but not inside it). On a score of 5+, the ship has been detected. For each ship detected, the minefield's controlling player may place one mine marker anywhere in contact with the edge of the minefield.

If an enemy ship is inside a minefield, make a separate roll to detect it. On a score of 5+, it is immediately hit by a mine, using the normal rules to resolve damage. This is in addition to any damage suffered while traversing the field.

Add +1 to detection rolls against ships on All Ahead Full special orders, and subtract -1 from rolls against escorts and ships on Burn Retros orders (meaning that escorts on Burn Retros orders cannot be detected).

It is possible to suppress a minefield with firing, using gun decks and lances to create a swirl of gas and debris to blind the field's motion trackers. A minefield may be fired upon in the same way as a normal asteroid field. If a minefield has at least one blast marker in contact with it, deduct -1 from any dice rolls to detect ships. In each end phase, remove D6 blast markers in contact with a minefield, in addition to any blast markers removed normally.

ORBITAL MINE

5 Points

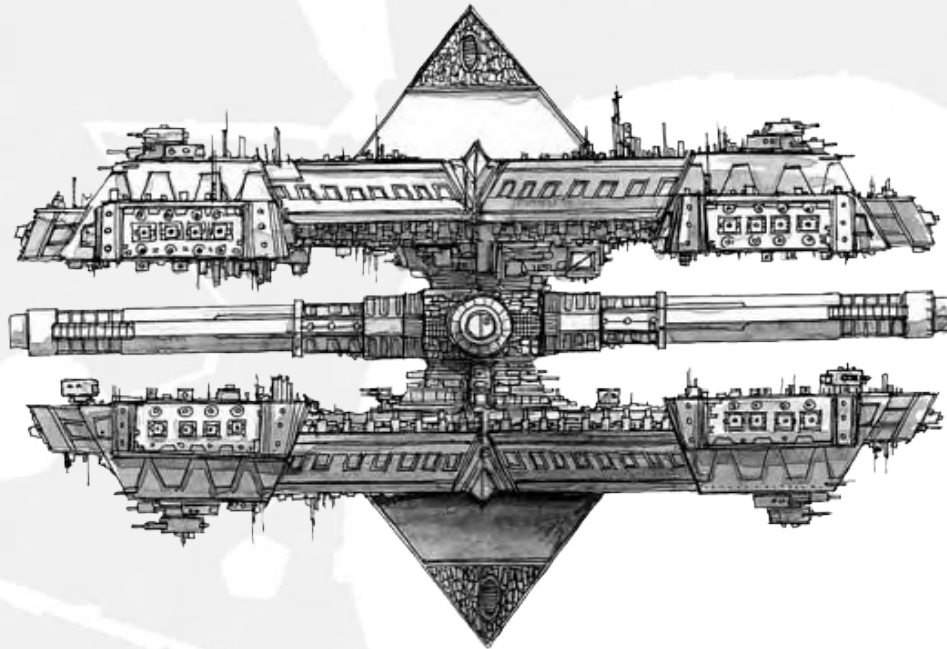


An orbital mine is a piece of heavy ordnance deployed to protect a location such as a planet, moon, or space station. With its own small engine it will home in on any energy signature it detects which is not accompanied by a friendly beacon signal. At close range it detonates a powerful warhead which can cripple even the largest of enemy vessels, and will often destroy smaller ships outright.

Special Rules: Orbital mines purchased as planetary defenses follow all the rules for mines described in the main rulebook. Mines purchased as defenses always start the game on the table within the gravity well of a planet, and will activate as soon as an enemy ship enters the battlefield. Note that mines purchased as defenses will award an opponent victory points when the markers are removed, regardless of whether the mines were detonated or destroyed.

BLACKSTONE FORTRESS.....

400 Points



The mighty Blackstone Fortresses were the foundation of the Imperial Naval strategy and presence in the Gothic Sector. With the exception of Port Maw, each sub-sector was based upon the location of a Blackstone Fortress, which functioned as the primary naval base for the region's fleets.

Although almost entirely dormant, a Blackstone Fortress was still open to exploitation by Imperial forces. The Adeptus Mechanicus was able to link numerous weapon systems to its alien and near-incomprehensible energy grid, opened up vast chambers to be used as attack craft launch bays and installed defense turrets over its surface.

Believed to be impregnable by the Navy, the Blackstone Fortresses were finally overcome by the Chaos Lord Abaddon the Despoiler, using a previously undiscovered method of shutting down the station's power supply, thus rendering all weapons and defense systems useless. Once deactivated, the Blackstone Fortresses were vulnerable to ranged bombardments and almost defenseless against a determined boarding action. At the end of the Gothic War, all of the Blackstone Fortresses still under Imperial control destroyed themselves; however it is unknown whether those stolen by Abaddon suffered a similar fate.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/16	-	-	6	5+	6
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	60cm		20		All Round
Lance Battery	60cm		4		All Round
Launch Bays	Fighters: 30cm Bombers: 20cm		8 Squadrons		-

Notes: A Blackstone Fortress represents the stations during the time in which they were under Imperial control. It cannot use any of the special rules or abilities of the Activated Blackstone Fortresses shown on the next page. Although the Blackstone Fortresses were historically controlled by either the Imperium or the Chaos Lord Abaddon, there is no reason why you could not include one as a defense for a different race's fleet, perhaps representing a particularly special outpost or used during a unique 'what-if' scenario.

"Ensign, I gave you an order. Fire batteries one, two, and three. Destroy those renegade dogs."

"I can't, sir!"

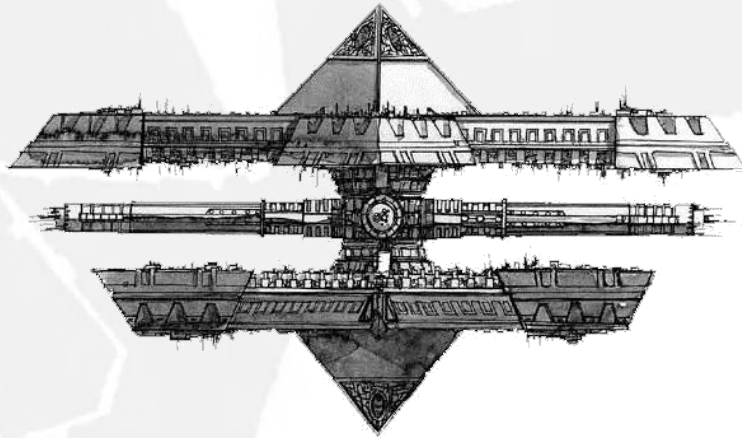
"What do you mean you can't? This is the finest star base in the sector. I order you to open fire!"

"I can't do that sir... Everything is offline."

"That's impos-- Wait, do you hear rumbling?"

Final record log from Tertiary Command
Deck 04-Alpha, Dorsal West Quadrant,

ACTIVATED BLACKSTONE FORTRESS 750 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/16	10cm	Special	6	6+	-
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Warp Cannons	90cm	8	All Round		

Special Rules: An activated Blackstone Fortress cannot use any special orders, but is assumed to pass all other leadership tests it is required to make. It can move up to 10cm in any direction in each of its movement phases; it does not need to turn. It does not have any crew, so its boarding action result is always zero plus any applicable bonuses (such as for its boarding value advantage which represents its onboard defenses). The Fortress' warp cannons are treated as lance weapons that ignore a target's shields, affecting the ship's hull directly. Warp cannons also ignore holofields, reactive hull saves, or any other special defenses.

Super Mega-Death Shot: The Blackstone Fortress is capable of channeling its energy into a single shot of extraordinary magnitude if not crippled. To do so, it must build up its energy by not moving or firing its weapons for two turns. In the next turn, it must remain still and immediately fire its weapon in the shooting phase. Trace a straight line 90cm from the stem of the Blackstone Fortress in any direction desired with the Nova Cannon template. Any ship, friend or foe, that touches the template with its stem (not its base) at any point along this line suffers 8 lance shots, ignoring shields and any other defenses (spores, holofields, etc.). Any ship that touches the center of the template with its stem at any point on this line is immediately destroyed! This same shot can also be used in an Exterminatus scenario if the Blackstone Fortress reaches the low orbit table, in which case the planet is destroyed on a roll of 2+ if the template touches the planetary table edge.

Multiple Blackstone Fortresses (no more than 3) can combine this shot together if they are all never more far apart than the diameter of a Nova Cannon template while charging. The shot is fired from the center of a Nova cannon template placed between (and touching) the Fortresses' stems, and cannot cross the stem of any one Fortress. Every additional Fortress combined in this way increases the range by 90cm and the number of lance shots inflicted by 8. While charging, any ordnance or escorts touching the area between the Fortresses are immediately destroyed. However, capital ships may disrupt the charging process by doing so, taking 8 lance shots that ignore shields and cannot be braced for every Fortress charging. If this happens, each Fortress automatically takes D6 hits, cannot move or shoot in the next turn, and must recharge again before firing.

It is an unspeakable irony that much of what is known about the Blackstone Fortresses was only ascertained after they were lost to the Imperium during the Gothic War. Now believed to be millions of years old, they were originally known by the ancient Eldar as the *Talismans of Vault*. The Fortresses were equipped with a warp-cannon that could create a devastating rip in space and an eruption of energy out of the Immaterium.

Long dormant, they were easily boarded and claimed by the military forces of the Imperium of Man, and then modified and integrated into the defense infrastructure of their star systems. However, during the Gothic War, Abaddon the Despoiler came into possession of ancient artifacts known as the Eye of Darkness and the Hand of Night, which he somehow used to activate and control three of these behemoth constructs.

Once awake they were able to shed their grafted-on Imperial equipment and glide slowly through space under their own power, using their original warp-cannon in place of the turrets and fighter bays the Navy had built onto them. Each was capable of destroying worlds, and the three together proved capable of destroying an entire star system when they caused the star Tarantis to go nova. At the end of the Gothic War, a combined force of Imperial Navy and Eldar forces destroyed one of the three in Abaddon's possession, at which time the remaining three still in Imperial hands self-destructed as well.

For centuries, there was no sign of the two Blackstone Fortresses Abaddon managed to take with him when he escaped back to the Eye of Terror. That all changed at the beginning of the 13th Black Crusade, when the Accursed One used them to great effectiveness to batter the planet of Cadia, holding the entire system in thrall until once again a combined fleet of Imperial and Eldar warships forced the station and its escorts to withdraw. There are reports that the second remaining Blackstone Fortress was destroyed during a surprise attack by Necron raiders, but this has not been confirmed.

LOW ORBIT DEFENSES

AIR BASE

20 Points

Many fighters and bombers are designed to operate in a planet's atmosphere as well as in space. From surface airstrips and underground launch bays, these attack craft can fly up from the planet to attack ships which take up a low orbit, intercept incoming ordnance directed towards ground-based targets, or destroy enemy transports that have broken through the defensive line.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Ground/1	-	-	-	6+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Launch Bays		Fighters: 30cm Bombers: 20cm	4 Squadrons		-

DEFENSE LASER SILO

15 Points

These huge installations house several massive laser weapons that fire hundreds of miles out of the planet's atmosphere. Planet-based lasers require even more power than ship lances, to compensate for the unavoidable diffraction of the energy beam caused by firing through the atmosphere. The bulk of the silo is normally built underground, adding the protection of hundreds of feet of rock to the meters-thick walls of the silo itself.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Ground/1	-	-	-	6+	-
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Lance Battery		60cm	3		Front

"Speed the bolt that brings the end of enemy and friend."

Inscribed at the base of each Imperial Laser Defense silo.

MISSILE SILO

5 Points

"Beautiful on the surface, but rotten underneath. Don't ever, even for a second, doubt that this is the most dangerous world in the galaxy...."

-Torin Wolfblade

Where are many different types of ground-based missile defense systems. Some are simply one-shot launch tubes dug into the planet's surface, relying on the missiles' own mechanical brain to locate and move towards targets in orbit. Others are mobile launchers, which can be moved about on the planet's surface to provide orbital defense for armies on the ground, often using their own long-range surveyors to detect approaching ships and guide their huge payloads to the target.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Ground/1	-	-	-	6+	-
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Torpedo Salvo		Speed: 30cm	6		Front



DEFENSE MONITOR

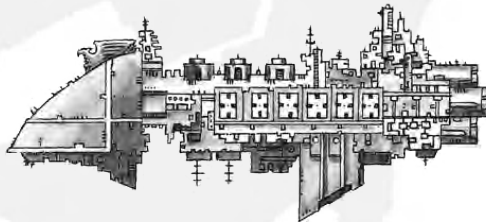
60 Points

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/2	10cm	45°	2	6+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	30cm		8		Left / Front / Right
Lance Battery	30cm		1		Front

Defense monitors are dedicated defense ships crewed by Imperial Navy personnel, designed to hammer the enemy at close range. Much of the power generation systems are linked to armaments rather than engines, which means they pack a lot of weaponry for their size, but are relatively hard to maneuver. However, when fighting an enemy who is intent on attacking a world and who must therefore approach closely and directly, this ungainly handling is not so much of a handicap.

SYSTEM ESCORT

20 Points

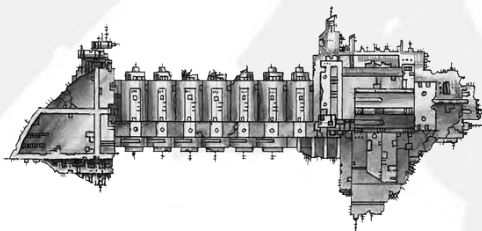


System ships are a mix of short-range strike vessels and other starships incapable of interstellar travel. They often have civilian crews and lack the sophisticated targeting systems, superior engines and maneuvering thrusters of a warship, but when used in numbers can still pose a real threat. During the Eldar attack on Misere in 153.M41, the Governor's personal fleet of luxury cruise ships were quickly fitted with gun decks and sent into battle. Although eventually destroyed, they accounted for two Eldar escorts before their demise.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	15cm	45°	1	5+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	30cm		3		Left / Front / Right

FIRE SHIP

10 Points



Fire ship is the name given to a variety of decommissioned warships, transports and other old vessels which have been packed full of unstable plasma and incendiary explosives. They are guided to the enemy by a skeleton crew that sets the ship to explode and then evacuates - although such crews are known to stay with their vessel to the end to ensure maximum damage. The massive explosion caused by a fire ship detonation will pass through a ship's shields and can cause horrendous damage to the structure of a vessel caught within its blast.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	15cm	45°	1	5+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
-	-		-		-

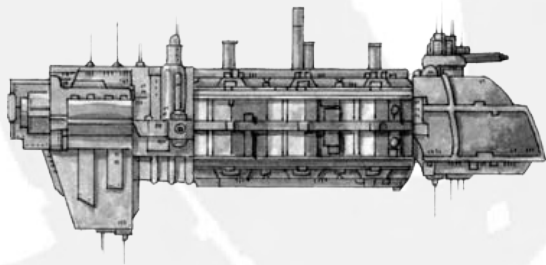
Special Rules: The controlling player may detonate a non-braced fire ship at any point during its movement, inflicting D3 Fire critical hits on all ships within 3D6cm. This attack ignores shields and will automatically remove any ordnance markers within the radius of the effect. A detonated fire ship is destroyed and replaced by a blast marker as normal.

Due to the volatility of their cargo, fire ships must be extremely careful when accelerating. Fire ships have an extra -1 Ld penalty when attempting command checks for All Ahead Full special orders.

If a fire ship suffers any damage, roll for critical hits before removing it. If a fire ship suffers a critical hit, it is detonated rather than simply being destroyed.

ESCORT CARRIER.....

60 Points



Special Rules: An escort carrier replaces a transport in the scenario for which it is taken. However, it will not count as a transport for any victory conditions (such as scoring assault points). In addition, escort carriers have an extra -1 Ld penalty when attempting command checks for Reload Ordnance special orders.

Freighter hulls were often converted to so-called 'escort carriers,' installing fighter support equipment into their cramped cargo bays to launch out the cargo doors. The difficult conditions meant that accidents abounded, and only a few squadrons of craft could be carried under even the best conditions. Nevertheless, the addition of a fighter escort could dramatically increase the chances of surviving a convoy run, making escort carriers a welcome sight for many freighter captains. During the Gothic War, almost sixty transport ships were saved by the volunteer squadrons of the escort carrier *Watchdog* before it was destroyed by Chaos forces during a raid on Gile's World.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/2	15cm	45°	1	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Starboard Launch Bay		Fighters: 30cm Bombers: 20cm	1 Squadron		-
Port Launch Bay		Fighters: 30cm Bombers: 20cm	1 Squadron		-
Dorsal Weapons Battery		15cm	2		Left / Front / Right

Q-SHIP.....

60 Points

"Oy, Grotsnatcha! Wot do ya fink dem Humies got inside der tiny transports?"

"Uhhhhh... I dunno boss. Maybe dey got, like, big piles o' teef? An' when we bring 'em in we'll be da richest Orks in da quadrant?! Yeah! Like dem ol' timey treasure crates!"

"Wozzat, you lout? Teef?! E'rry Ork knows dem Humies iz weaklings dat ain't got no teef! Wot's goin' through dat thick 'ead of yers?"

"S-S-Sorry boss!"

"Oy! Da Humies' transport iz shootin' at us! It's full of gunz n' dakka!"

"See boss, I told ya dey had some teef!"

Freighters were occasionally fitted with hidden guns and upgraded shield generators and mixed in with convoys as "Q-ships". These ships would remain undercover until the enemy came within close range, at which time they would reveal their surprising firepower. Although this typically meant convoys could not carry quite as much cargo in a single run, most pirates tended to steer clear of freighter groups suspected of hiding Q-Ships, preferring to attack more vulnerable targets operating on their own.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	15cm	45°	2	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Weapons Battery		30cm	3		Left / Front / Right
Lance Battery		30cm	1		Front

Special Rules: A Q-Ship replaces a transport in the scenario for which it is taken, but is not declared as such when deployed onto the table; the owning player must write down which of his or her transports are Q-ships at the start of the game. The owning player may reveal the ship as a Q-ship at any time during the game; it is, obviously, also revealed as a Q-ship if it is hit twice by enemy fire (thus producing two blast markers). It is permissible for the owning player to 'hold back' one of his turrets if the Q-ship is attacked by enemy attack craft (to avoid revealing it), but this is a dangerous gamble. Q-ships do not count as transports for any victory conditions.

HEAVY TRANSPORT

40 Points

Not all merchant ships fall into the standard 'small transport' category. Some of the larger trading galleons and ore carracks approach the size of warships, though most commonly these accompany Rogue Trader fleets exploring beyond known space or ply the major trading routes of Segmentum Solar. Despite their size, these heavy transports mount relatively little weaponry.

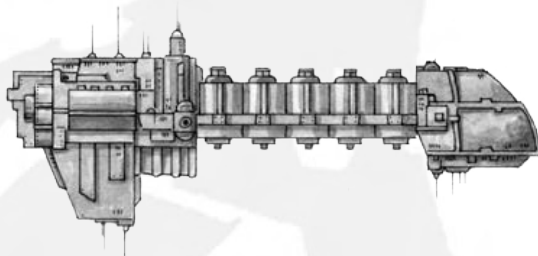
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	15cm	45°	2	5+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Port Weapons Battery	15cm		3		Left
Starboard Weapons Battery	15cm		3		Right
Dorsal Weapons Battery	15cm		2		Left / Front / Right

Special Rules: A single heavy transport replaces two conventional transports in the scenario for which it is taken. It will count as two transports for the purposes of victory conditions unless crippled, in which case it will only count as one transport.

Note that you may not replace more than one third of your fleet's normal transports with heavy transports. In practice this means you need at least six transports to take a single heavy transport, although remaining transports may be replaced by other types.

FAST CLIPPER

20 Points

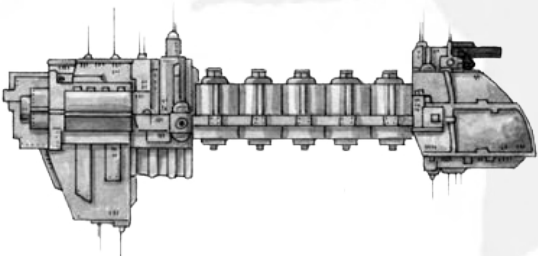


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	20cm	45°	1	5+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
-	-		-		-

Special Rules: You may replace any transport in your fleet with up to two fast clippers. Due to the reduced cargo space, a single fast clipper only counts as half of a transport for the purposes of scoring assault points and other victory conditions, rounding down. Fast clippers add +5D6cm to their speed when on All Ahead Full special orders rather than +3D6cm.

ARMED FREIGHTER

10 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	15cm	45°	1	5+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	30cm		3		Left / Front / Right

Special Rules: You may replace any transport in your fleet with up to two armed freighters. Due to the reduced cargo space, a single armed freighter only counts as half of a transport for the purposes of scoring assault points and other victory conditions, rounding down.

GENERAL FLEET SUPPORT LIST

HIGH ORBIT DEFENSES

Any fleet except for Necrons and Tyranids may use the following planetary defenses in addition to any defenses included in their own fleet list document.

Orbital Stations

Tau Empire fleets may not use any orbital stations except those presented in their own fleet list document.

Space Station.....	150 points
Orbital Dock.....	90 points
Orbital Weapons Platform.....	30 points
Orbital Defense Laser Platform	30 points
Orbital Torpedo Launcher.....	30 points

Mines and Minefields

(0-2) Minefield.....	40 points
Orbital Mine.....	5 points

0-3 Blackstone Fortresses

You may include up to three Blackstone Fortresses total in your fleet, and all must be the same type. You may only have one Activated Blackstone Fortress for every full 750 points of other ships in your fleet.

Blackstone Fortress.....	400 points
Activated Blackstone Fortress	750 points

LOW ORBIT DEFENSES

Any fleet except for Necrons and Tyranids may use the following planetary defenses in addition to any defenses included in their own fleet list document.

Ground Facilities

(0-4) Air Base.....	20 points
(0-8) Defense Laser Silo	15 points
(0-8) Missile Silo	5 points

SYSTEM SHIPS

Any fleet except for Necrons and Tyranids may use the following planetary defenses in addition to any defenses included in their own fleet list document. Note that system ships may be deployed individually rather than grouped into squadrons, unlike most other types of escort.

System Defense Ships

Defense Monitor	60 points
System Escort.....	20 points
(0-6) Fire Ship.....	10 points

CONVOY SHIPS

Any fleet except for Necrons, Tyranids, Eldar, and Dark Eldar may use the following convoy ships in addition to those included in their own fleet list document. The cost

for each of these is always taken against the main fleet's points limit, and each selection will replace one or more transports as detailed in its special rules.

Convoy Defenses

Q-Ship.....	60 points
Escort Carrier.....	60 points

Special Transports

Heavy Transport.....	40 points
Fast Clipper.....	20 points
Armed Freighter.....	10 points

USING FLEET SUPPORT

As previously stated, fleet support units (both those in this list and those in a race's own fleet list) are used when allowed or required by certain scenarios. Units chosen from this list are not reserves or allies and will function as part of the fleet for which they were purchased. Note however that these units do not use any of the primary fleet's special rules unless otherwise stated. (While it may seem odd for Eldar and Orks to use Imperial stations, it can be assumed that the aliens have stolen or looted the installations for their own nefarious purposes).

On the other hand, faction-specific support units will still follow the special rules detailed in their fleet list.

Ordnance and Upgrades

The ships and defenses in this list cannot be given any upgrades or refits from the controlling player's main fleet. Likewise, they always use generic fighters and bombers rather than any race's special attack craft, and may only fire standard torpedoes unless otherwise specified.

Reserves and Allies

Planetary defenses and convoy ships are always treated as part of the main fleet for which they were purchased, even though they do not benefit from any of the fleet's special rules. They are not bound by any restrictions on reserves or allies, and may be taken freely up to the appropriate points limit for the scenario being played.



"A ship's a fool to fight a space station."

-Lord Admiral Ravensburg

BFG:R to BFG:XR - CHANGE LOG

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

[Change] Moved all faction-specific defenses and transports to their own fleet lists. Also clarified that generic defenses do not use any of the main fleet's special rules.

[Addition][Change] Convoy ships (the special transport variants) and the conventional transports now have fixed leadership values of 7, just like defenses. Defenses and System ships now have no restrictions on special orders, just like transports (except for immobile stations using orders that affect movement). All support ships using AAF only gain +3D6cm to their speed.

This makes all of the "scenario units" uniform in terms of their leadership and special orders rules, which should make things much easier for everyone to remember. In effect, transports have better leadership and defenses have better special orders, which should make them all more useful in game terms.

[Change] Clarified that a station which loses the use of its launch bays due to critical damage cannot count those launch bays towards the fleet's launch limit.

[Change] Defenses with more than 10 hits cannot be placed in squadrons.

This prevents the Ramilies from being in squadrons (as per 2010 FAQ), and also adds the Fortress-Monastery (Ramilies variant) and the Blackstone fortresses to this list, as I felt these needed to "stand alone" like the Ramilies. (Blackstones can still combine their super-mega-death-shot normally).

[Change] Defense Laser satellites now have a 60cm, Strength 1 lance. They may replace it with the original 30cm, Strength 2 lance for no change in cost.

[Change] Orbital Docks and Space Stations now have 6+ Armor. Based on my reading of the BFG:R Planetary Defenses thread on the forums, there was a consensus that space stations should have Armor 6+ like other orbital satellites.

[Change] Minefields now automatically cause 1 mine hit against ships which are detected within the field (rather than placing a mine at the edge of the field which must then traverse the field back to the ship). Also clarified that escorts on Burn Retros orders cannot be detected by a minefield (i.e. a roll of 6 does not always succeed).

[Change] Clarified that the Activated Blackstone Fortresses' warp cannons ignore holofields, reactive hulls, or any other special defenses, as does the Super-Mega-Death-Shot.

[Change] Clarified how the Super-Mega-Death-Shot works. Functionally it should be the same; just (a little) easier to read and understand.

[Addition][Change] System ships have been renamed to 'System Escorts'. The term 'System Ship' is now used as a general descriptor of the planetary defense ships: System Escort, Defense Monitor, and Fire ship.

[Addition][Change] Made a few changes to the way fire ships work:

- Fire ships cannot be detonated while braced.

This is to bring them in line with most other special 'AoE' abilities, which cannot be used while braced.

- Fire ships attempt the command check for AAF with a -1 Ld penalty.

Since the changes to defenses means that fire ships may now use AAF orders, they suffer a Ld penalty to compensate (i.e. it's hard to accelerate with a bunch of volatile explosives in your cargo hold).

- Fire ships always roll for critical damage before being destroyed. If they suffer a critical hit, they are detonated rather than destroyed normally.

This adds two new aspects to fire ships: First, they can now be 'hijacked' by enemy assault boats that will get troops aboard to detonate the ship. Second, hits from big guns against a ship which is basically a floating incendiary device can now (slightly) more realistically blow it up in a big explosion.

[Change] Necrons and Tyranids cannot use any of the ships/stations in the Planetary Defense list. They may still use regular transports and will have some additional PD options in their own fleet lists to make up for this change. Likewise, Eldar and Dark Eldar may not use any of the bonus transport ships, as their normal transports are substantially better for no extra cost.

It just didn't make a whole lot of sense for me to have Necrons/Tyranids using Imperial stations/ships – they really don't even

steal that sort of stuff (unlike Eldar/Orks, who will occasionally commandeer or loot Imperial tech). Similarly, Eldar/DE have no use for the 'special' transports, as they cannot keep up with the Eldar/DE's speed.

[Change] Tau may purchase mines/minefields/ground facilities as defenses, but are still restricted to their own orbital stations (except Blackstones, which they can use to represent special/super Tau stations).

This was just to maintain parity between the races; the minefields and ground stuff can be justified fairly easily, while the Blackstones are really just a special thing best saved for 'counts-as' and unique scenarios (but I wanted to leave the option open).

[Change] Cost of armed freighters reduced to 10 points (previously 20pts).

For 20 points, the amount of utility they sacrificed by counting as half a transport simply overshadowed the marginal increase in their firepower; it was almost always better to take a fast clipper for the same cost. Now it is perhaps a little more even.

[Addition] Added clarification that support units cannot ever be part of a squadron with regular warships (e.g. a fleet's normal escorts and cruisers). Also clarified the existing squadron rules.

Last Updated: March 26, 2017 1:56 AM