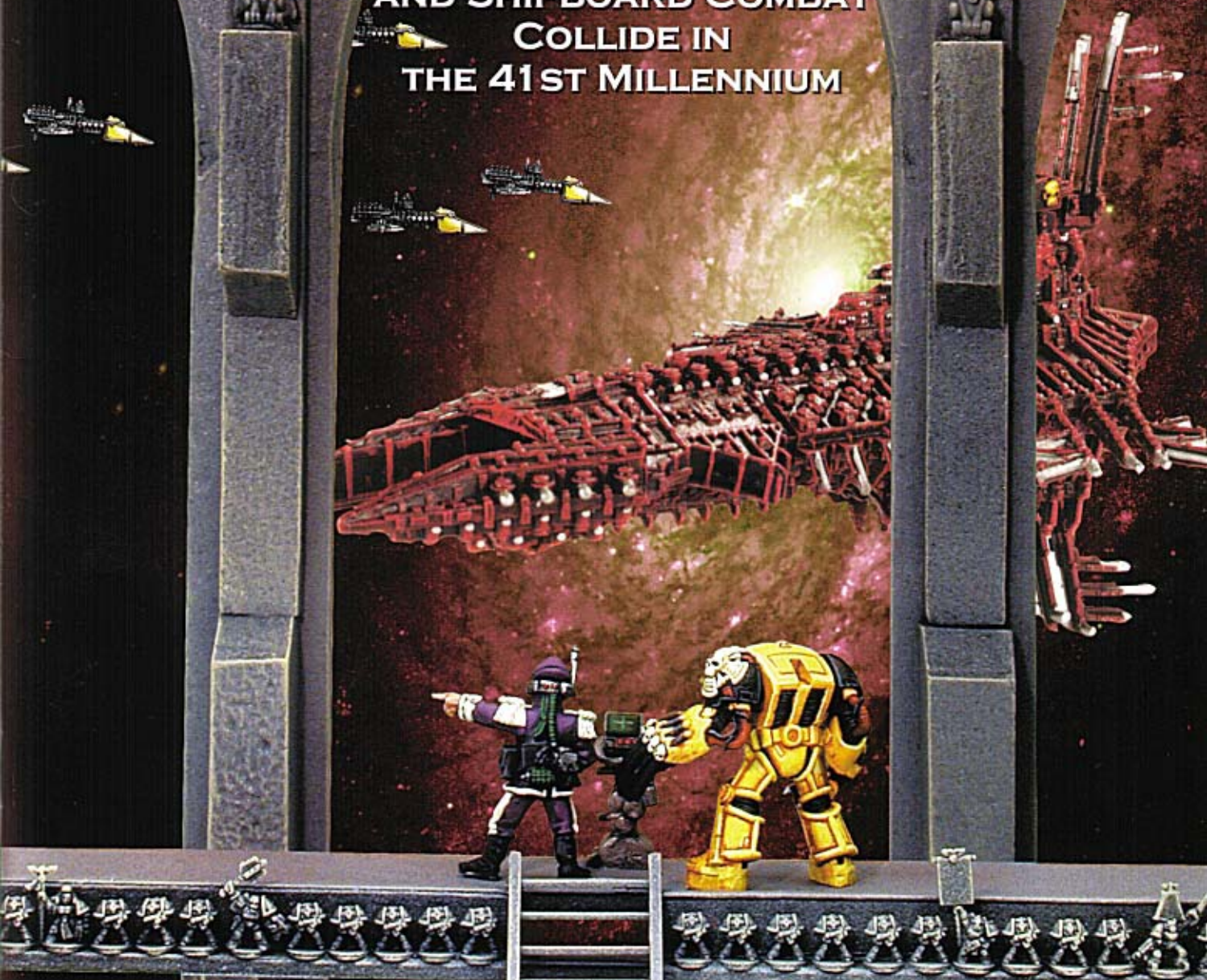# BATTLEFLEET GOTHIC

INVASION

SPACESHIP BATTLES AND SHIPBOARD COMBAT COLLIDE IN THE 41ST MILLENNIUM

GAMES WORKSHOP

WARHAMMER 40,000

Jason Buyaki's Imperial fleet is fashioned after the actual Imperial fleet that patrolled the Gothic Sector.

Jason Foley's Space Marine fleet will soon be accompanied by the Phalanx fortress-monastery of the Imperial Fists.

John Conner's Chaos fleet is exclusively Cruiser-based (including Heavy and Grand Cruisers).

BATTLEFLEET GOTHIC
INVASION

In a rare moment of stillness in the tumultuous battle, the bridge officers of the Battle Barge watched the cracked main monitor as the crippled Strike Cruiser Bellerophon *slammed into the hull of a Chaos Slaughter Cruiser. Huge breaches appeared on both vessels, and the ships began to list out of control. A series of explosions rocked the aft compartments of the* Bellerophon, *and an instant later, both ships disappeared in a blinding flash, uncannily silent for all its brilliance. Through the wreckage of the ships, the crew of the Battle Barge could now see the Chaos flagship. The sacrifice of the* Bellerophon *had cleared the path to their quarry. "Firestorm Squadron Beta to redirect fire to the Styx, Hades, and Acheron closing on us," barked Master of the Fleet Schadel. "Now, ahead 600 clicks, then engage port maneuvering thrusters. Bring us right alongside her." Schadel's eyes danced from the nimble fingers of the Servitor Helmsman programming the course into the navigation cogitator to his helmet's surveyor screen which schematized his enemies' positions. Though his Space Marines had fought well today, his fleet had been hopelessly outnumbered. His weapons batteries and cannons were damaged beyond repair, and his torpedo bays had long been emptied of ordnance. Still, Schadel wasted no time with regrets. Orders were orders, and the Chaos flagship had to be destroyed. The Despoiler Battleship ahead of him had already taken some heavy damage. Her shields were down. Fires raged on several decks. Her gunnery had become increasingly sporadic and inaccurate. But overwhelming reinforcements were closing.*

Now was the deciding moment, and Schadel was about to commit to a risky plan...

BRACE FOR IMPACT!

Welcome to *Invasion*, a new booklet to complement Battlefleet Gothic! Inside, you'll find new scenarios and hobby ideas to enrich and expand your games of spaceship combat set in the 41st millennium. If this is your first encounter with Battlefleet Gothic, you can look forward to great spaceship battles between opposing fleets of tiny attack craft, small escort ships, large cruisers, and enormous battleships. If you're a veteran player of the game, *Invasion* will give you some new scenarios to try, demonstrate how to create some new scenery, and show you how to link Battlefleet Gothic to your games of Warhammer 40,000.

COME TO NEW HEADING!

Incorporating Battlefleet Gothic with Warhammer 40,000 can make for some exciting gaming! Imagine fighting a boarding action with some of your troops from 40K to give your flagship an edge in the upcoming game of Battlefleet Gothic. For the next linked games, your ground forces must destroy the enemy's planetary defense cannon in order to save your fleet from withering planet-based fire. Next, your fleet has to break through a planet's orbital defenses in order to land its ground forces to wipe out a heretic insurrection (or start one). It's all possible with *Invasion*.

LOCK ON!

Throughout this booklet, you'll find dozens of pictures to help you decide which fleet you want to collect and paint. If you already have an army for Warhammer 40,000, why not assemble a fleet to accompany it? You can try out some linked scenarios and set up campaigns that include both Battlefleet Gothic and Warhammer 40,000 games. The catalog in the back of the booklet will help you choose your fleet from our wide range of ships, ordnance, and accessories.

ALL AHEAD FULL!

So muster your fleet and get ready for some great games in the 41st millennium. Keep an eye on the Games Workshop web site (www.games-workshop.com) and the pages of *White Dwarf*. We have cargo bays full of new scenarios, tactical suggestions, modeling ideas, and painting guides for Battlefleet Gothic and Warhammer 40,000 ready to head your way. So turn the page, and get ready for *Invasion*!

The complete rules for Battlefleet Gothic can be found in the boxed game. In addition to the rulebook, the basic game comes with eight customizable cruisers (four Imperial and four Chaos), a handful of dice, assorted templates, range rulers, and a play sheet - everything you need to get started battling it out in the far regions of space in the 41st millennium.

THE CHART

OVERVIEW

A Rogue Trader has sold the fleet commander detailed charts of an asteroid field near an interstellar trade route. An enemy battle force is due to pass along the route shortly. The charts provide an ideal opportunity for an ambush.

FORCES

Enemy forces are chosen to an equal points value. Determine before the battle who will be the Attacker and who will be the Defender (either agree or dice off).

BATTLEZONE

An enormous asteroid field runs the length of the table (from short edge to short edge) and should be placed along an imaginary centerline. The field is around 15 cm wide.

SET UP

The Attacker sets up on one side of the asteroid field; the Defender sets up on the other side, within 20 cm of a short table edge.
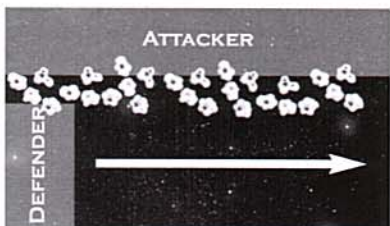
Each player rolls a D6. The higher scoring player sets up a ship or squadron first.

ATTACKER

DEFENDER

Alternate placing ships/squadrons until all have been placed. No ships may be closer than 50 cm to an enemy ship.

FIRST TURN

The Attackers get the first turn.

SPECIAL RULES

The asteroid field follows the rules for asteroid fields found on p. 44 of the Battlefleet Gothic rulebook. However, due to the accurate chart from the Rogue Trader, all ships in the Attacking force may reroll failed Leadership tests for navigating the asteroid field. The second roll stands whether it is successful or not. Escort ships, which normally may reroll these Leadership tests even without a chart, gain no additional advantage.

GAME LENGTH

The game lasts for 8 turns or until a fleet is destroyed or disengages, whichever comes first.

VICTORY CONDITIONS

Use the standard Victory Points system found on p. 66 of the Battlefleet Gothic rulebook. In addition, the Defender is awarded bonus Victory Points equal to half the value of any of his ships that manage to exit the table edge opposite his deployment zone.

MAKING ASTERIODS

A Start with a small piece of insulation foam (it should be available at any good, large-sized hardware store). Use a sharp knife or foam cutter to cut it into the rough shape of your asteroid.

B Use a soldering iron to melt small holes into the asteroid's surface, and, in some spots, use a match to melt away large, irregular craters. Attach the asteroid to a spray-primed base.

C Undercoat the entire asteroid with Chaos Black. Then drybrush it with Scorched Brown, followed by Snakebite Leather, and then a final highlight of Bleached Bone.

A This time, cut the piece of foam to shape, then smooth the harsh edges with sandpaper to give it a more rounded look.

B Use a soldering iron to put smaller holes over the entire surface of the asteroid. (You can also use the match technique described above.)

C Paint the asteroid by using the method described above. Use different tones of brown to achieve a natural look among the asteroids you make.

A As with the others, use a knife or a foam cutter to cut a rough shape out of the foam, but don't smooth it out at all.

B Gouge chunks out of the foam with your finger and/or thumb to create holes and craters on the entire surface of the asteroid.

C Spray the asteroid with black primer not only to undercoat it, but to eat away at the foam and create an even more "natural" look to the craters.

D Paint the asteroid with any choice of earthy colors. Combine any or all of these techniques to create a wide variety of asteroids for your games.

CONQUEST

OVERVIEW

Two fleets are racing to the planet below, for on the planet lie treasures untold: technological archives from an unknown race that, if attained, could advance the victor's knowledge of archeotech weaponry! Who will get to the spoils of war and keep them for himself?

FORCES

Forces are chosen to an equal points value.

BATTLEZONE

Place a planet in the center of the table.

SET UP

Both players roll a D6. The higher scoring player chooses his deployment zone (within 30 cm of any table edge) and places a ship or squadron first. The lower scoring player then places a ship or squadron within 30 cm of the opposite table edge. Alternate placing ships/squadrons until all are placed. No ships or squadrons may be closer than 50 cm to an enemy ship.

FIRST TURN

Both players roll a D6. The higher scoring player may choose to go first or second.

GAME LENGTH

The game lasts for 8 turns or until one fleet disengages or is destroyed, whichever comes first.

VICTORY CONDITIONS

At the end of the game, add up the total points value of the ships from each side that are within 20 cm of the planet (crippled or destroyed ships do not count). The side with the higher sum wins.

MAKING PLANETS

A

Start off with a foam ball (you know, the kind that always get used to make the planets in science fair projects). You can find one at any decent craft store. Glue it to a base to make it easier to handle in the subsequent steps.

B

Coat the entire surface of your "planet" with either gap filler (from a hardware store) spread with any tool or white glue (like Elmer's) lightly thinned and brushed on. Once dry, smooth the surface with a light grade of sandpaper.

C

Prime the planet black (or white, depending on the colors you're going to use) and undercoat it with your choice of colors. Paint bodies of water and land masses, and drybrush atmospheric effects. The possibilities are limitless!

A

Here's another example of one of the planets we have floating around the galaxy. Use a whole lot of different sizes to give your set of planets a nice varied feel (and add a bit more strategy to your games in some instances).

B

Coat the planet in the same manner described above. Only this time, instead of sanding the surface, leave it rough to simulate a mountainous look. A rough surface will also give your planet more contrasting highlights when painted.

C

Cut some slashes in the surface before priming it to prepare your planet for some "rivers of lava" when you paint it. In this instance, we drybrushed several tones of grey over the surface and painted red and orange in the cuts.

EXPERIMENTATION IS THE KEY. USE ANY OF THE TECHNIQUES ABOVE TO CREATE YOUR OWN UNIQUE SPACESCAPE!

BREAKTHROUGH

OVERVIEW

One fleet, the Convoy Runners, has been sent as reinforcements to help a major offensive in another part of the sector. The Attackers are dispatched to stall (or stop) the enemy's advance. Will they be successful? Only time will tell.

FORCES

Forces are chosen to an equal points value. The Convoy Runner may field up to one transport per cruiser or squadron of escorts.

BATTLEZONE

The Attacker places any celestial phenomena.

SET UP

Roll a D6 and add your Attack Rating. The higher scoring player may choose to be the Attacker or the Convoy Runner. After the Attacker sets up the Battlezone, the player who chose to be the Attacker or Convoy Runner places a ship or squadron within 20 cm of a table edge. The lower scoring player then places a ship or squadron within 20 cm of the opposite edge. Alternate placing ships/squadrons until all are placed.

FIRST TURN

Roll a D6. On a 1, the Convoy Runner goes first; on a 2-6, the Attacker goes first.

GAME LENGTH

The game lasts for 8 turns or until a fleet disengages or is destroyed, whichever comes first.

VICTORY CONDITIONS

Use the normal Victory Points rules with the following additions.

Convoy Runner: For each cruiser, squadron of escorts whose surviving models have a total points value of 150 or more, and transport ship that makes it off the Attacker's deployment zone, the Convoy Runner gains an additional 50 Victory Points.

Attacker: The Attacker gains bonus Victory Points equal to 10% of the points value of each Convoy ship crippled or destroyed by the end of the game.

HEAD OF THE SNAKE

OVERVIEW

Everybody knows that the way to cause chaos and disorder in a fleet is to kill the ringleader, the flagship. Now is the time to strike; it is time to crush the head of the snake.

FORCES

Forces are chosen to an equal points value.

BATTLEZONE

Both players roll a D6. The higher scoring player places the first celestial phenomenon. Alternate placing them on the table until all the terrain has been placed.

SET UP

Both players roll a D6. The higher scoring player chooses his deployment zone (within 30 cm of any table edge) and places a ship or squadron first. The lower scoring player then places a ship or squadron within 30 cm of the opposite table edge. Alternate placing ships (or squadrons) until all are placed. No ships or squadrons may be closer than 50 cm to an enemy ship.

FIRST TURN

Both players roll a D6. The higher scoring player may choose to go first or second.

SPECIAL RULES

In this mission, add +1 to your flagship's Leadership (to a maximum of 10). If at any point your flagship is crippled or destroyed, then all remaining ships and squadrons in your fleet suffer -2 to their Leadership for the remainder of the game.

GAME LENGTH

The game lasts for 8 turns or until one fleet disengages or is destroyed, whichever comes first.

VICTORY CONDITIONS

Use the standard Victory Point system found on p. 66 of the Battlefleet Gothic rulebook with the following addition. If your enemy's Flagship is crippled, is destroyed, or has disengaged by the end of the battle, you receive +200 Victory Points.

SPEED PAINTING
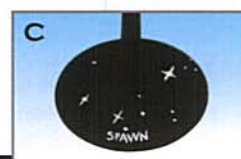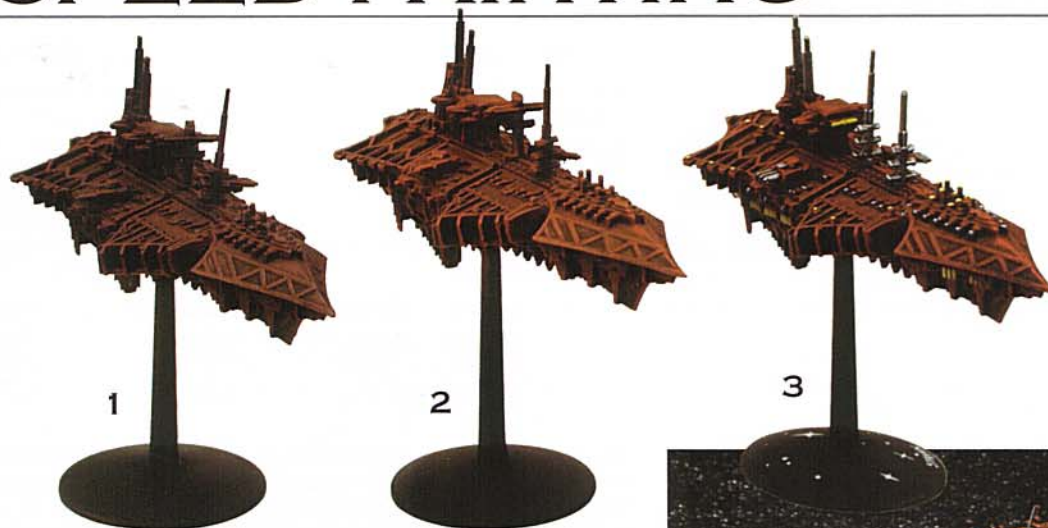
One of the many great things about playing Battlefleet Gothic is that you can paint an entire fleet very quickly! The Chaos cruiser above was painted by using the simple technique of drybrushing. After undercoating the ship black, it was drybrushed with Scab Red (1) followed by Blood Red (2). The details were then painted: Boltgun Metal for the guns and Sunburst Yellow to bring out the lights and other features (3).

The bases can be painted in a variety of ways. They can be left black (A), which makes them less noticeable against the black table and is the easiest method. For a more decorative base, a brush loaded with Skull White can be used to create stars by using the "splatter" method (B). With a little extra time and effort, stars and the ship's name (C) can even be painted onto the base!

After only a few hours, your entire fleet will be ready for battle!

The ships in Brad DeiCas's Ork fleet seem to outnumber even the stars as they cruise through the galaxy, and they took only a week to paint!

RETRIEVAL

OVERVIEW

A fleet has been dispatched to escort a small group of transports back to base. Initial reports indicate that the transports have retrieved an ancient artifact. The escorting fleet arrives at the rendezvous point, only to discover the aftermath of a vicious battle and a half a dozen derelict hulks, apparently the remains of the transports. The escorting force begins to organize a search of the derelicts for the missing artifact, but in the midst of its preparations, an enemy fleet appears. The fleet must hold off the enemy while trying to retrieve the artifact.

FORCES

Forces are chosen to an equal points value.

BATTLEZONE

Players take turns placing the six derelict ships (or counters to represent them) numbered on the bottom from 1 to 6.. Make sure they are placed "blind" so that neither player knows which number is where. No derelict may be closer than 20 cm to another or to the table edge.

Once the derelicts are placed, each player rolls a D6. The higher scoring player begins by placing a celestial phenomenon. Alternate placing terrain on the table until it has all been placed.

SET UP

Each player rolls a D6. The higher scoring player sets up a ship or squadron first anywhere on the table. Players alternate placing ships/squadrons until all have been placed. No ships may be closer than 50 cm to an enemy ship.

FIRST TURN

Both players roll a D6. The higher scoring player may choose to go first or second.

SPECIAL RULES

To determine which of the derelicts has the artifact, roll a D6 before the game begins. The derelict corresponding to that number carries the artifact that must be found by the fleets during the battle.

To search a derelict, a ship must be moved within 5 cm of the hulk. The number on the derelict is then revealed. If the number matches the result rolled at the start of the game, then the artifact has been found and is transferred to that ship.

The opposing player may steal the artifact by damaging the ship carrying it to such an extent that it becomes a hulk and repeating the procedure above. Also, in the event of a successful boarding action on the ship carrying the artifact, no damage is done, but the artifact is stolen.

A ship may transfer the artifact to another ship by moving to within 5 cm and transferring it. The artifact may only be transferred once per turn.
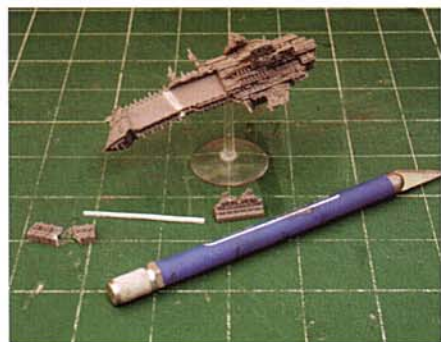
GAME LENGTH

The game lasts 8 turns or until one of the fleets is destroyed or disengages, whichever comes first.

VICTORY CONDITIONS

The fleet in possession of the artifact at the end of the game is the winner.

If neither fleet has possession, the game is a draw.

Left: To create a blazing hulk, simply glue a cruiser onto the base at an angle and bend the front. Cut part of the armament piece off and use plasticard to create the structural beams and decks. Paint it up; add some cotton as smoke; and you've got yourself a wreck!

DEFENSIVE RING

OVERVIEW

The enemy fleet has been a constant thorn in the commander's side. The enemy continues to employ hit and run tactics and refuses to stand and fight. The best way to slow him down is to wreck his Refueling Station. The station is heavily defended, but a sudden attack could overwhelm the enemy's defenses.

FORCES

Forces are chosen to an equal points value.

The Defender must choose at least 30% of his points from the Orbital Defenses list (BFG rulebook, p. 147); these Orbital Defenses must include a Space Station (BFG rulebook, p. 145) that will represent the Refueling Station. The Defender may spend the remainder of his points on escorts and up to one cruiser per 750 points in his fleet.

The Attacker may choose any ships but is limited to launching six stands of ordnance (torpedoes excepted) per 750 points in his fleet.

BATTLEZONE

The Defender places any celestial phenomena.

The Defender places the Refueling Station in the center of the table.

SET UP

The Defender places the Orbital Defenses and Escorts first within 30 cm of the Refueling Station.

The Attacker may then place his ships within 20 cm of any one table edge.

FIRST TURN

The Attacker goes first.

GAME LENGTH

The game lasts for 8 turns or until a fleet disengages or is destroyed, whichever comes first.

VICTORY CONDITIONS

Use the standard Victory Points system found on p. 66 of the Battlefleet Gothic rulebook with the following modifications.

The Attackers get double the normal Victory Points for destroying the Refueling Station (i.e., 300 points instead of 150 points) or normal Victory Points for crippling the Refueling Station (i.e., 150 points instead of 37 points). If the Refueling Station is undamaged or damaged but not crippled, then the Defenders get a Victory Point bonus as if they had destroyed a Space Station (i.e., 150 points) to represent the heroic defense.

PART OF A CAMPAIGN

Attacker Wins: During the next game, if the player who was the Defender in the Defensive Ring scenario rolls a double on a Leadership test when attempting to issue "All Ahead Full" or "Burn Retros" special orders, the ship in question has run low on fuel and may not attempt these orders again during the game.

Defender Wins: Before the next game, the player who was the Attacker in the Defensive Ring scenario should roll a D6 for each capital ship in his fleet. On a roll of a 1, the ship is still damaged from the previous battle and starts the game with one less hit.

Chad Mierzwa's collection of linked asteroids was inspired by this classic piece of artwork from the Battlefleet Gothic rulebook. It can be used to represent the Refueling Station from the Defensive Ring scenario.

Chad has also constructed this Orbital Weapons Platform from pieces of the Imperator Titan from the Epic 40,000 Archive range.

PORT MAW

OVERVIEW

The deluded slaves devoted to a decaying corpse have hounded your fleet across the sector. They have virtually annihilated your forces. It seems as though the Dark Gods have turned against you. But the Dark Gods are fickle, and they have given you a chance to redeem yourself. A series of solar flares has damaged the main base of your enemy's fleet. The sensors are damaged, and shields are down. A warp rift has opened nearby, which could allow you to bring your entire force against an unsuspecting foe. You will be heavily outnumbered, but the Dark Gods reward the bold.

FORCES

The Defenders have four times the points of the Attackers.

BATTLEZONE

The Defender places Port Maw in the center of the table.

The Defender places any celestial phenomena.

SET UP

First, the Defender places his ships in the docking bays around Port Maw.

Next, the Attacker places his ships within 10 cm of any one table edge.

FIRST TURN

The warp rift gives the Attacker the element of surprise. Thus, the Attacker goes first.

SPECIAL RULES

Huge: Port Maw is huge, and as such, attacks against it will have no effect on the outcome of this game.

Low Power: Port Maw has been affected by a series of solar flares. The shields normally protecting the station and the docked fleet are down. Port Maw does not have full power for its weapons and targeting systems. In the Defender's shooting phase, roll a D6 for each enemy ship and ordnance counter within 30 cm of Port Maw; ships take one hit on results of 4+, and ordnance is destroyed on a result of 6.

Docked: The Defender starts with his entire fleet docked at Port Maw. Docked ships attack at half strength. The station's shields, which normally protect docked ships, are down; therefore, docked ships have no shields. Due to the power outages, docking linkages are not working properly. At the start of each Defender turn, roll a D6 for each docked ship or squadron; on a roll of a 6, the ship may back away from the station. Once released, each ship's shields will power up, and all weapons systems will come online. Thereafter, the ship may fight normally. See *Maneuvering Thrusters* for special movement rules.

Sitting Ducks: Docked ships are easy targets for the attacking fleet. All shots against docked ships count as closing.

Maneuvering Thrusters: The docked ships that have been released must move away from Port Maw before engaging their main engines. Ships may only move 5 cm per turn until they are at least 10 cm away from the station.

GAME LENGTH

The game lasts for 12 turns or until a fleet disengages or is destroyed, whichever comes first.

VICTORY CONDITIONS

Use the standard Victory Points system found on p. 66 of the Battlefleet Gothic rulebook.

CONSTRUCTING PORT MAW

Chad Mierzwa, scenery guru, was given a pretty open brief. "Build a really cool space station that covers a 2' x 2' area and can dock an enormous fleet."

Port Maw is the result! We don't expect anyone to replicate this jaw-dropping spectacle, but we do think the scenario is fantastic too. If building a monstrosity seems too daunting you could use a stack of books or sheets of insulation foam to represent the space station.

The scenario is not completely balanced. However, that will make a victory for the Defender all the more rewarding.
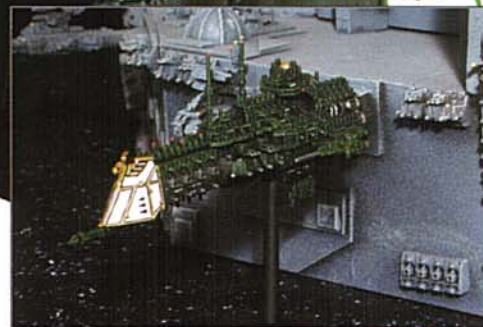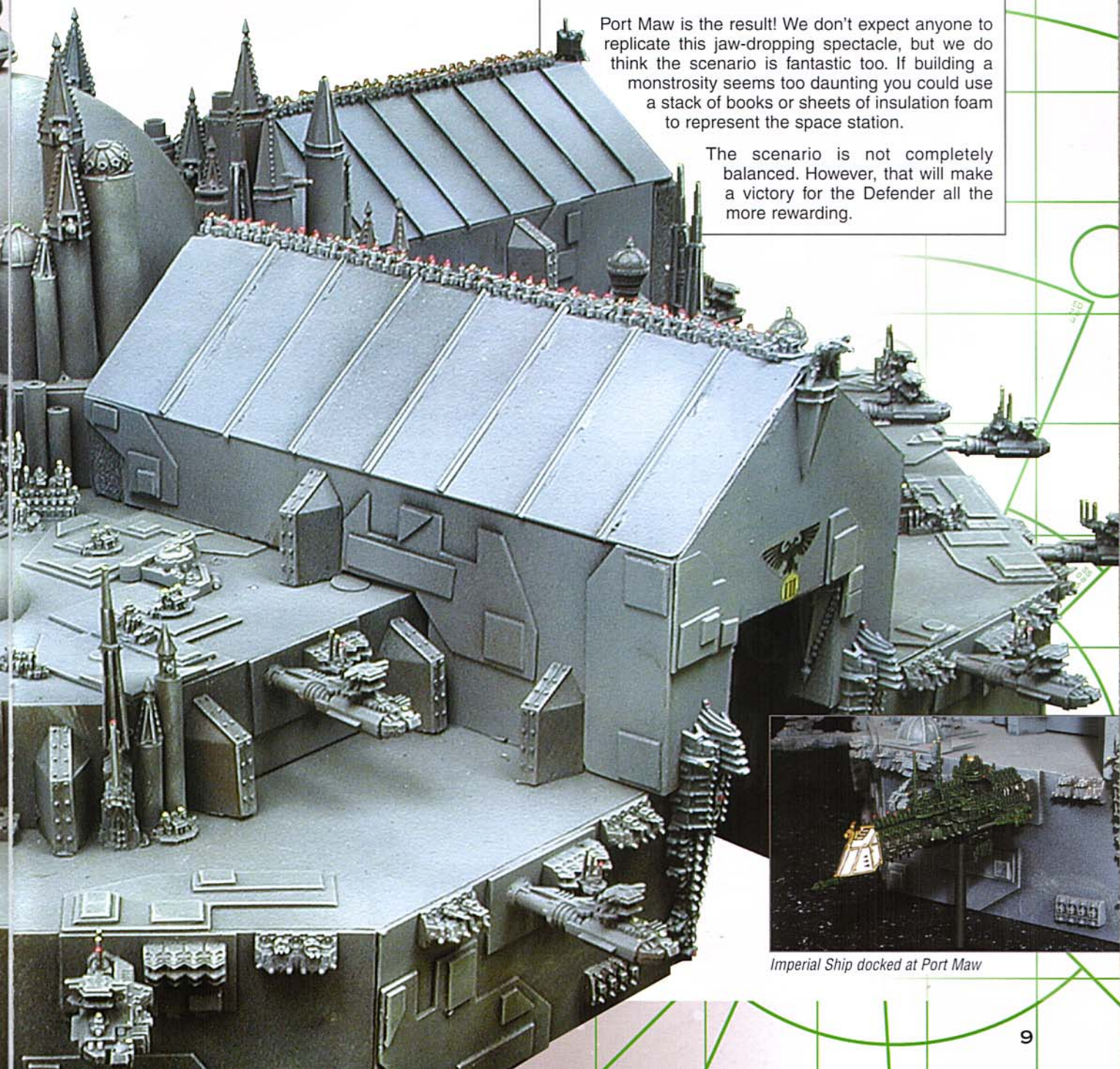
Imperial Ship docked at Port Maw

SHOWCASE

The re-launch of Battlefleet Gothic has sparked hundreds of exciting ship-building projects. In addition to the cool ships you see in this booklet, there are many more in the Fleet Gallery links in the Battlefleet Gothic area of our web site: www.games-workshop.com.
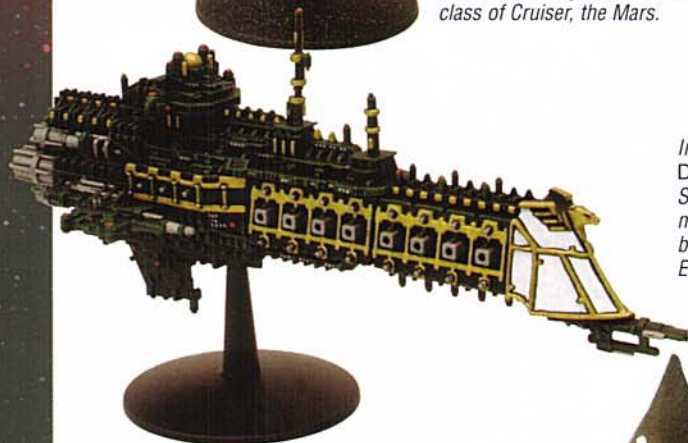
Evan Lougheed has painted his Necron fleet to match the coloration of his new Necron army. He plans on using a lot of Flayed Ones for boarding actions.

After a trip to his local hobby store, Jake Landis has added thin translucent rods to his Necron Scythe Class Cruiser, linking them visually with his 40K Necron army.
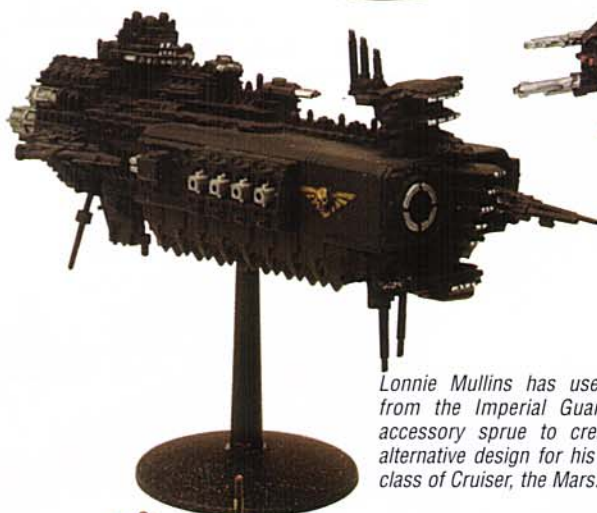
Lonnie Mullins has used parts from the Imperial Guard Tank accessory sprue to create this alternative design for his favorite class of Cruiser, the Mars.

Jason Foley was so happy with the results on his Space Marine fleet that he has decided to build an Imperial Fists Space Marine army for 40K.

Inspired by artwork from the Daemonifuge comic, Nicole Shewchuk has created this massive flagship for her fleet. In battle, she uses the stats for an Emperor Class Battleship.

Jason Buyaki has spent a lot of extra time on this Dominator Class Cruiser. The additional gold trim that he has lavished on this model adds to its antiquated appearance.
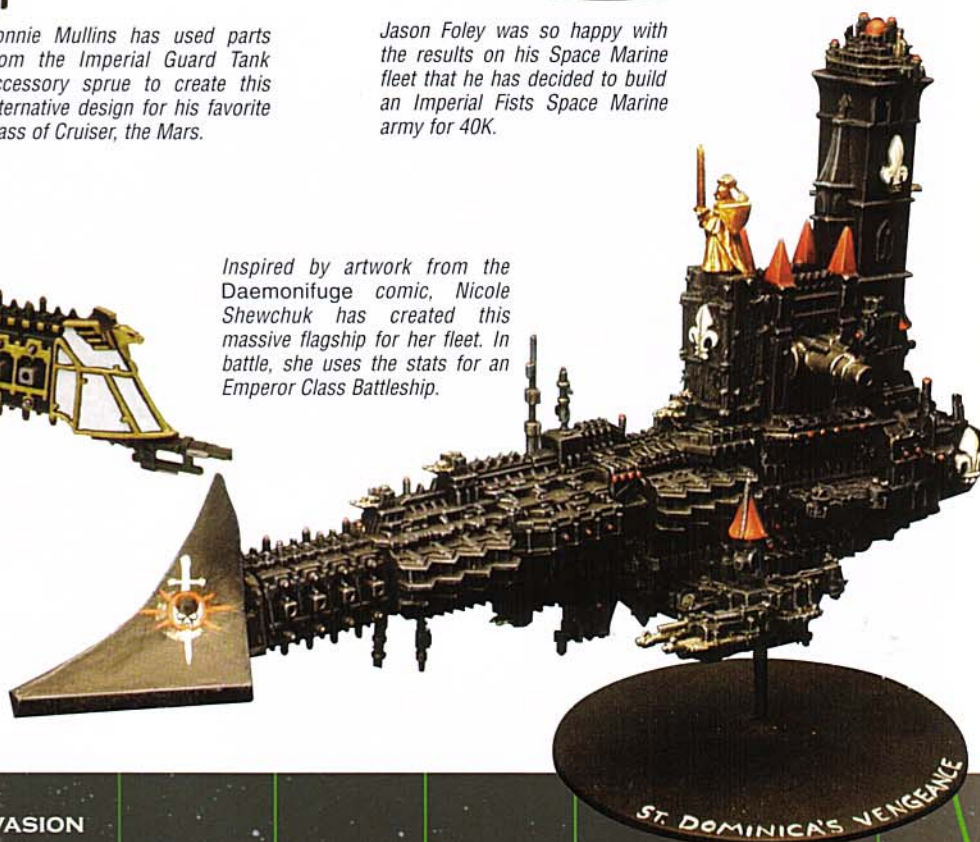
Models Shown at 90% Actual Size

A long-time Battlefleet Gothic fan, Ty Finocchiaro used the surge of enthusiasm in the office to unveil his cool Nurgle fleet. This Slaughter Class Cruiser has all the tell-tale signs of Nurgle infestation.
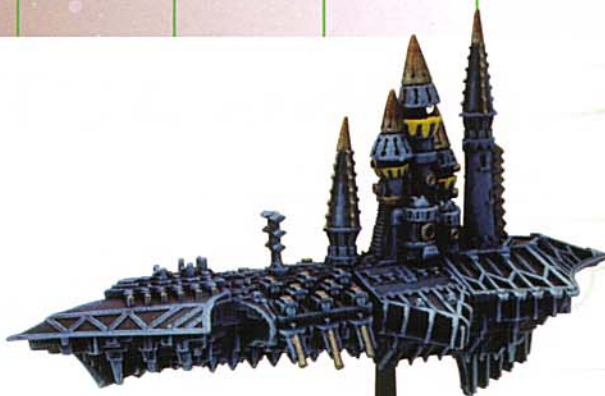
Ty also turned his hand to the power of Change. This simple conversion of a Devastation Class Cruiser replaces its regular bridge with a piece from the Man O' War Archives.
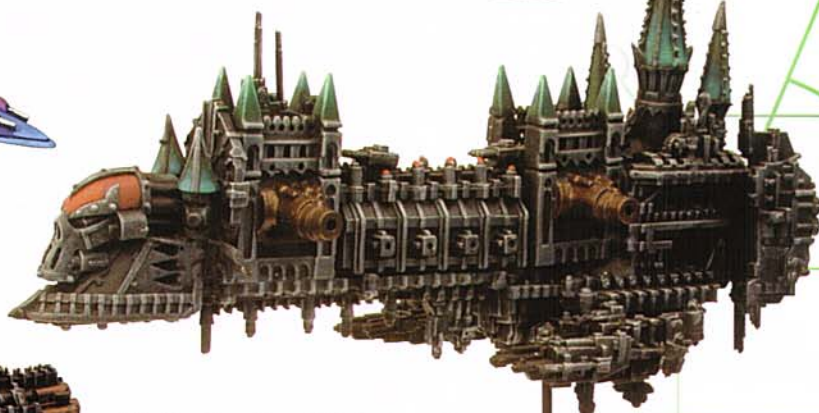
Rick Smith used bits from the Chaos Spiky Bitz sprue to convert this Hades Class Heavy Cruiser.
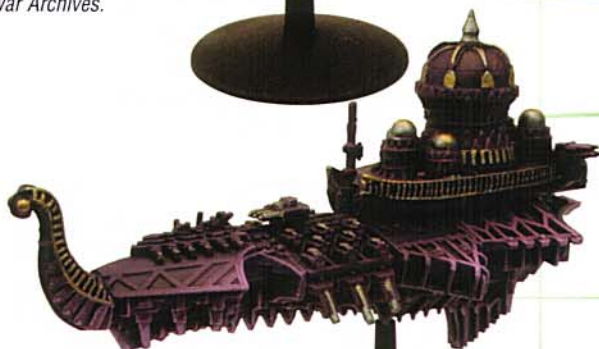
Ty also built this elegant Slanneshi pleasure palace with parts from the Man O' War Archive range.

John Shaffer's Eclipse Class Cruiser is painted in the colors of his 40K Eldar army. The thing he likes the best about the Eldar fleet is their incomparable maneuverability.

This Dauntless Class Light Cruiser and Retribution Class Battleship are from the Traitor fleet of Chad Mierzwa. Chad uses the Imperial fleet list, but the skull-faced ships obviously convey a warped Chaos influence. Keep an eye out for a feature on Chad's entire fleet in White Dwarf and on our web site.

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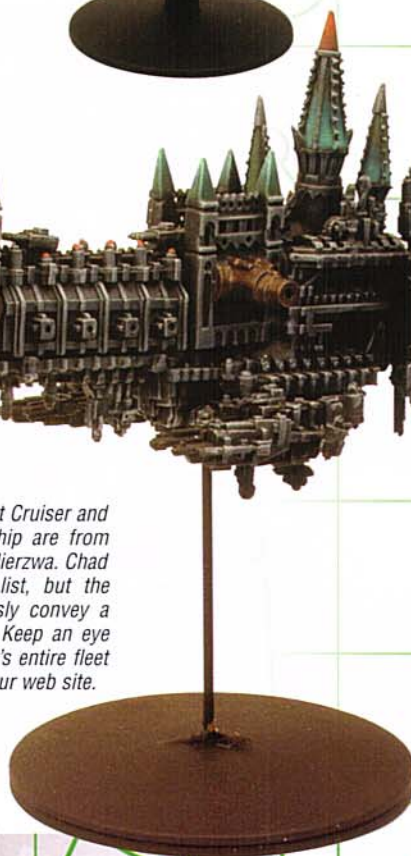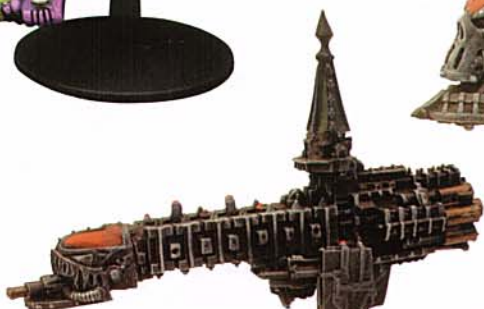
BOARDING ACTIONS

Master of the Fleet Schadel's damaged Battle Barge shuddered as her port thrusters fired. Her shields flashed with bursts of energy as the ship plowed through the wreckage of the Bellerophon *and the Slaughter Class ahead. The Chaos Despoiler Battleship loomed ever closer. Schadel switched off his helmet's surveyor and looked up at the main monitor. The enormous Chaos flagship already filled the screen. "Closer...closer," the Master muttered. He had to approach dangerously near, and the timing had to be perfect. A single barrage from the Despoiler's weapons batteries at this range would finish him. The blazing red light of the proximity detector flashed an urgent warning on his helmet's surveyor. "Now!" Schadel shouted, "Terminators to teleport on my mark!"*

The many boarding actions that are fought during a fleet engagement provide evocative and exciting opportunities to incorporate Battlefleet Gothic and Warhammer 40,000. Imagine ferocious combats played out in the sweaty, claustrophobic corridors and vital chambers of millennia-old ships. Boarding parties cut through bulkheads with las-cutters and chainfists, only to be met by fierce, determined resistance and close-quarters fighting.

With the wide variety of races that populate the 40K universe (and their associated armies and fleets), boarding action motives, objectives, and methods can be many and varied. Very quickly, we realized this and thought we'd be better off presenting you with a few suggestions and recommended guidelines, rather than a series of hard-and-fast rules. So here goes…

The key thing when creating your own boarding action scenario is to use your forces and battlefield to create a fun, fast-paced environment in which to do battle. Remember that scenarios are easy to generate, and they do not always have to be balanced (what do you mean I only get ten Grots against eight Terminators?). However, you do need to address three main points when designing a boarding action scenario: Objective, Battlezone, and Forces.

OBJECTIVE

Your boarding action will generally be more exciting if it is scenario-driven. Try to provide some motivation for the Attackers and Defenders. What do they want to destroy? Who do they want to rescue? Will they be returning, or is this a suicide mission? The more thought you put into the mission objective, the more enjoyment you will get out of the game. If you regularly play with the same group of gamers, you will no doubt already have an axe to grind and a dozen unique motives for boarding actions. Here are a few examples.

- Disable Weapons/Shields/Engines - This type of scenario is probably the most typical type of boarding action. The Attackers must enter the ship and destroy some crucial objective: a weapons battery, a shield generator, an engine room, or the like. The Attackers win a major victory if they destroy the objective and escape off the board and a minor victory if they destroy the objective but fail to escape. The Defenders win a minor victory if they successfully defend the objective and a major victory if they successfully defend the object and wipe out all the Attackers.

- Rescue Officer - One of the Attackers' officers has been captured and is being held on an enemy vessel. The

Eldar Aspect Warriors make it through the first lines of defense on board a Necron Tombship, only to find reinforcements waiting within!

Attackers must deploy against a port bulkhead (by teleporting in, exiting a boarding torpedo, or cutting through the hull), fight their way to the starboard side of the table, free the officer from the brig, and escape back to their own deployment zone. The Attackers win if their officer escapes alive; the Defenders win if they prevent the officer's escape.

- Terminate Bridge Crew - The Attackers make a raid on the bridge or officer's quarters, attempting to eliminate as many key officers as possible. The Attackers win if they kill more than 50% of the characters in the defending force. The Defenders win if more than 50% of their characters are alive at the end of the battle.

- Set Fires - The Attackers deploy near the main ventilation system for the entire ship. They must fight their way forward to the main vents to set incendiary devices that will spread fires through several decks. The Attackers win a major victory if they can set incendiaries and escape off the board and a minor victory if they set the incendiaries but fail to escape. The Defenders win a minor victory if the Attackers fail to set incendiaries and a major victory if the Attackers fail to set incendiaries and are wiped out.

As you can see, we've linked the Victory Conditions to each objective, which helps to make the scenario more story-driven. You needn't worry about calculating Victory Points necessarily; winners and losers can be determined simply by whether or not objectives were achieved. Alternatively, objectives can provide Victory Point bonuses/penalties to complement normal Victory Point rules.

BATTLEZONE

Generally, two things will determine the size and layout of the Battlezone: the objective you're fighting for and the scale of the conflict. For example, rescuing an officer from the brig of an enemy escort ship can be fought through five or six rooms over a 4' x 4' board, while an attempt to destroy the plasma reactor on a battleship may take place in the engine room that covers a 4' x 8' gaming area. Remember that Battlefleet Gothic ships are huge (Battleships can be up to 8 kilometers long) - so there's really no limit to the size of your gaming table. Just remember that ship interiors are crowded with ducts, conduits, bulkheads, and ancient technology. As such, you'll need a lot of terrain to cover your board.

In the photos scattered throughout this booklet, you can see a few of the individual rooms we've built: bridges, throne rooms, shield generator relays, torture chambers, and repair bays. The list of opportunities is endless. For some great inspiration, browse through the fantastic artwork in the Battlefleet Gothic rulebook. Building five or six of these rooms can give you a variety of exciting gaming possibilities as you change the layout to suit new missions.

Another method is to use a flat gaming board covered in a cool flooring texture (sheets of plasticard or something similar from Home Depot) and a set of adjustable walls. You can move these walls around to create new rooms and corridors. Combine this flexibility with loose objective markers, and you've just made the ultimate boarding action gaming table. Of course, if all this goes a bit further than you'd like, why not fight your boarding actions over close urban terrain on a small board? The important thing is to recreate the close confines of shipboard fighting.

Here are a few rules of thumb for setting up terrain for boarding actions:

- There should be no direct path between the Attackers' deployment zone and the objective.

- There should be more than one path (however, these paths may/should be circuitous) from the Attackers' deployment zone to the objective.

- When in doubt, more terrain is preferable to less.

- Try to set up distinct rooms or chambers. Most spaceships are divided into modular units that can be sealed off in the event of fire, loss of atmosphere, or other emergencies. These rooms can provide interesting theaters of engagement for your boarding action.

FORCES

The forces you use in boarding actions can vary dramatically in size and ability. For a more "standard" boarding action, use the normal troops from your 40K army. We have found that Elite options make the most sense for the Attackers. Boarding parties consist of hard troops specifically selected and equipped for close-quarters fighting. Terminators, Khorne Berzerkers, Imperial Guard Storm Troopers, Striking Scorpions, and 'Ard Boyz all fit the bill. Defending troops, however, are organized hastily to counter the enemy attack. Thus, basic Troops choices make the most sense. Curiously enough, this pattern fits in well with the Force Organization charts for Breakthrough Missions - the Attacker must take one Elites choice and one Troops choice, while the Defender has two compulsory Troops choices. Most 40K armies contain these elements already and thus can be used immediately in a Boarding Action scenario.
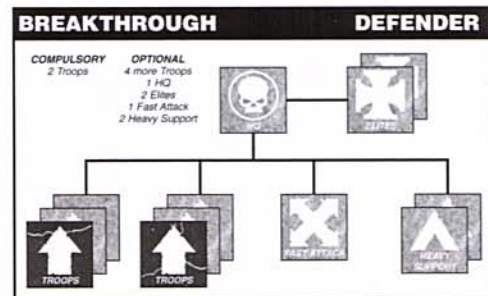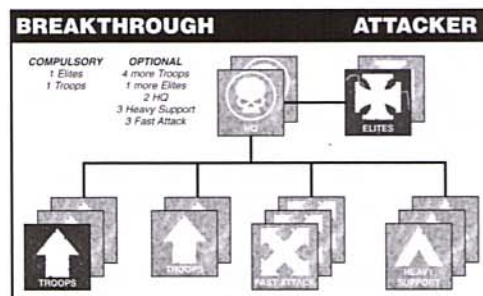
You can also try less standard troop types for boarding actions, exotic troops that make up the crew that you wouldn't find in most 40K ground-based armies. Imperial Navy Ratings, Servitors, and Engineers are generally the first into the breach in defense or attack. Chaos ships would be manned by hordes of crazed cultists. Flayed Ones would mysteriously appear on enemy ships threatening a Necron fleet. Don't be afraid to create some house rules for any exciting new boarding party.

As for the size of the battle, you can use however many models you'd like. We've found boarding actions on escorts

and cruisers work well at 150-500 points, whereas larger missions against battleships may require up to 750 points. While these games may be smaller than you are used to, they certainly make for quick, tense skirmishes that are really enjoyable.

A few general rules of thumb for selecting your forces:

- No vehicles (e.g., Tanks, Bikes, Land Speeders, Trukks, Falcons, Dreadnoughts, etc.) may be selected.

- Heavy support units should be minimal or forbidden outright.

- Psykers are too valuable to risk in what often become suicidal boarding actions. Generally, the Attackers should not be allowed to include Psykers, whereas the Defenders may include them as normal.

- When in doubt, use the Force Organization charts for Breakthrough Missions to organize your forces for boarding actions.

SPECIAL RULES

Special rules can be used to embellish your scenarios. Have fun but try not to go overboard. Where appropriate, you can use some of the Special Scenario Rules from the Warhammer 40,000 rulebook. Some simple suggestions include:

- Close Confines - Use most (or all) of the Cityfight rules. Models always count as being inside buildings.

- "Don't shoot! He's near the wall!" - No weapons of Strength 7 or higher can be fired in rooms near the hull (especially lascannons and multi-meltas).

- Environmental Hazards - As the battle rages on, life support and similar systems can go off line. Experiment with rules for zero gravity environments, vacuums, gas leaks, and the like, e.g., Leaking Gas - Steam vents and leaking exhaust fumes make it difficult to see opponents. Models gain +1 to their cover saves (models in the open gain a 6+ cover save).

- Well Briefed - Models do not have to remain in squad coherency, or squad coherency is looser (i.e., models must remain within 4-6" rather than 2").

- Deep Strike - The Attacker begins with all but one of his squads on the board. On the third turn, he may deploy his final squad per the Deep Strike rules.

- Hidden Set up - The Defenders have detected where the Attackers will cut through the hull. The Defenders may use the Hidden Set up rules.

- Night Fighting - Battle damage has knocked out the lights in some areas of the ship. Use the Night Fighting rules.

40K BOARDING ACTIONS AND BATTLEFLEET GOTHIC

All of this talk about creating scenarios and fighting boarding actions is all well and good, but how can these 40K games tie into your Battlefleet Gothic games? Easily! The simplest way is to choose one key boarding action that you fight during a Battlefleet Gothic game and fight out the small 40K game to determine the winner. Once the 40K boarding action is resolved, continue on with the Battlefleet Gothic game. Play out the 40K boarding action only once per battle, as too many might interrupt the flow of your game. Below are some suggestions of how to apply the results of the 40K scenario to the Battlefleet Gothic game. Many of these results apply to the scenarios suggested in the Objective section above.

- Basic - Add up the Boarding Modifiers as you usually would (see Battlefleet Gothic rulebook p. 34) adding an additional +3 bonus to the total of the winner of the 40K scenario.

- Basic with a Twist - If you are using standard Victory Points for the 40K scenario, you may determine the results of the boarding action as follows. Subtract the loser's Victory Points from the winner's Victory Points and divide by 75 (rounding off normally). The result is the number of points by which the losing ship lost (see the Results Table on p. 34 of the Battlefleet Gothic rulebook).

- Objective Disabled - Add up the Boarding Modifiers as you usually would and apply the results as normal. In addition, if the Attackers win, the objective is disabled per the Critical Hits Table on p. 24 of the Battlefleet Gothic rulebook (e.g.,

Crimson Fists Space Marines converge to defend their Battle Barge against an onslaught of ruthless and lightning-quick Dark Eldar Wyches.
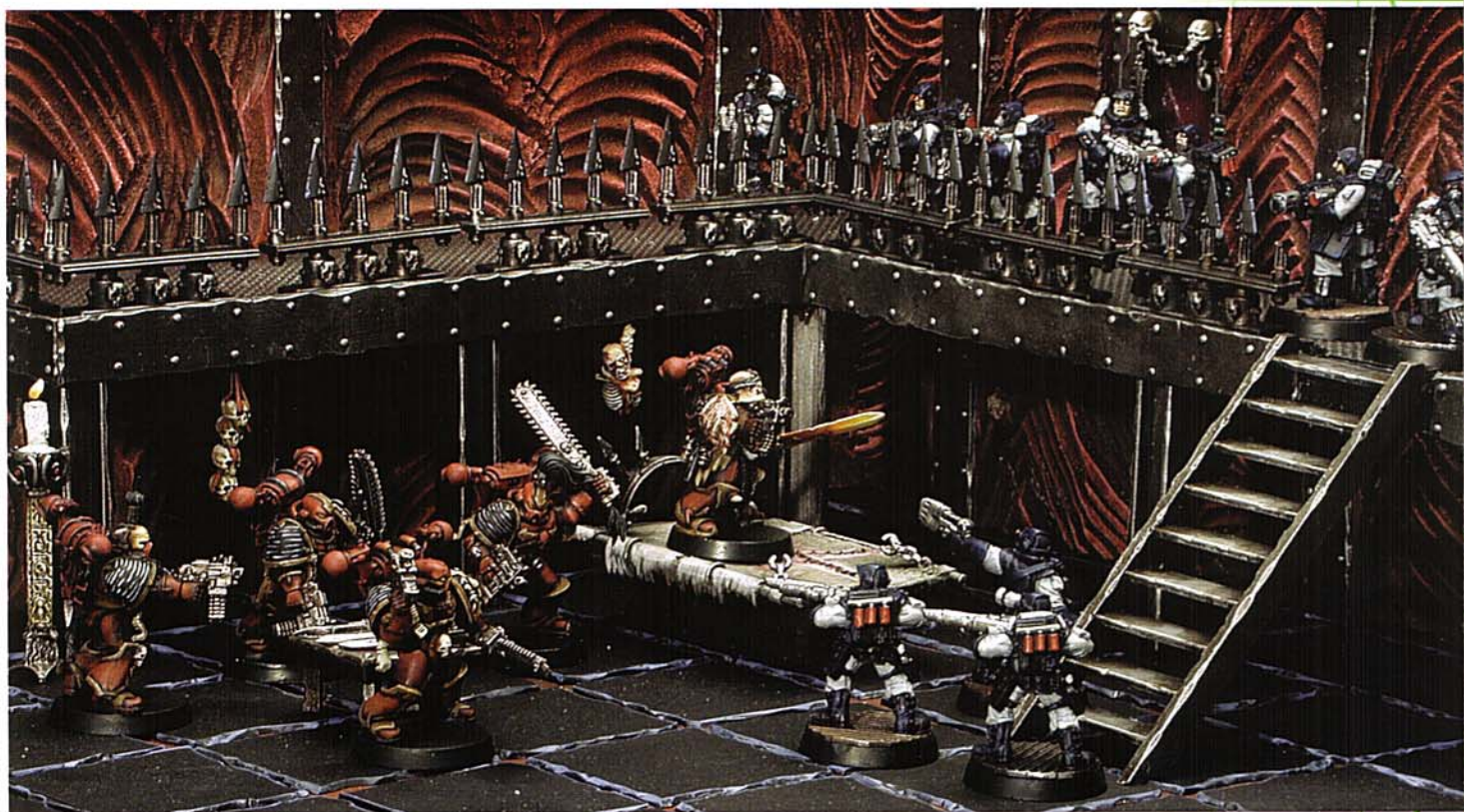
Imperial Guard Stormtroopers blast their way through the door and come across the horrors of a Chaos Despoiler's torture room.

if you were playing a Destroy the Prow Armament scenario, you would apply result 4, "Prow Armament Damaged," from the Critical Hits Table). If the Defenders win, they are able to inflict more damage to the Attacking vessel, which suffers an additional hit from the boarding action.

- Officer Rescued - Add up the Boarding Modifiers as you usually would and apply the results as normal. In addition, if the Attackers win, they may add +1 to their ship's Leadership characteristic (maximum of 10). If the Defenders win, the Attackers are disheartened by the loss of a beloved (or feared) officer and are therefore at -1

Leadership for the remainder of the battle.

- Bridge Crew Terminated - Add up the Boarding Modifiers as you usually would and apply the results as normal. In addition, if the Attackers win, the Defending ship suffers -1 Leadership. If the Defenders win, the crew gains a new respect for their stalwart officers, and the ship gains +1 Leadership (maximum of 10) for the remainder of the battle.

- Fire Set - Add up the Boarding Modifiers as you usually would and apply the results as normal. In addition, if the Attackers win, a fire is set per result 7 on the Critical Hits Table (p. 24 of the Battlefleet Gothic rulebook). If the Defenders win, they are able to inflict more damage to the Attacking vessel, which suffers an additional hit from the boarding action.

A second method is to play the games as paired scenarios. In paired scenarios, you might fight the 40K game before, during, or after the game of BFG. We've included a couple of examples over the next few pages, and a few more will appear on our web site over the coming months.

Although we've just presented you with a series of guidelines and suggestions, Andy Chambers has already started working on a more structured set of rules. One of the most important things Andy suggested when we first talked about boarding actions was that, if you're playing a game of Battlefleet Gothic, there is no need to play all of your boarding actions as 40K games, just the most important one.

We've had a lot of fun modeling and painting our shipboard rooms and fighting in them. We hope you will too. So drag out the las-cutters and combat shotguns; it's time to board!

BOARDING PARTY

After reading the last four pages, you must be ready to play a boarding action scenario. Here are two linked scenarios that can be played almost simultaneously. Play the BFG game until you initiate a boarding action against your opponent; play the game of 40K to resolve the boarding action; then apply the results to the game. It starts pretty desperately for the Attackers, but if they can succeed in the boarding action, then they have an increased chance of victory in the Battlefleet Gothic game as well.

BATTLEFLEET GOTHIC SCENARIO

OVERVIEW

Outnumbered and outgunned, your fleet is in a desperate situation. If you can cripple or destroy the enemy Flagship, the heart and mind of your opponent's fleet, you will demoralize your foe as well as remove a significant portion of his firepower. A suicide squad has been assembled for a boarding action. If the suicide squad can fight its way through to the torpedo bay (or weapons battery generator or the like if the Flagship has no torpedoes) and plant demolition charges on the ordnance, the resulting chain reaction should cripple or even destroy the Flagship. But first, a boarding action must be initiated...

FORCES

The Defenders have 25% more points than the Attackers.

BATTLEZONE

Both players roll a D6. The higher scoring player places the first celestial phenomenon. Alternate placing terrain on the table until it has all been placed.

SET UP

Both players roll a D6. The higher scoring player may choose his deployment zone and will set up a ship or squadron first. The lower scoring player then places a ship or squadron near the opposite table edge. Alternate placing ships/squadrons until all have been placed. Ships must be placed within 30 cm of a single table edge, and no ships may be closer than 50 cm to an enemy ship.

FIRST TURN

The Attackers get the first turn.

SPECIAL RULES

Boarding Action: If the Attackers succeed in instigating a boarding action against the Defenders' Flagship, do not make the standard boarding action roll. Instead take a break from the Battlefleet Gothic game and play the Warhammer 40,000 Boarding Action scenario to determine the outcome of the boarding action. Return to the Battlefleet Gothic game once the 40K scenario is complete.

Success: If the Attackers win the 40K scenario, they detonate the ordnance on the Flagship. The resulting explosion will cause D6+2 points of damage to the Flagship.

GAME LENGTH

The game lasts until a fleet disengages or is destroyed, whichever comes first.

VICTORY CONDITIONS

Use the standard Victory Points system found on p. 66 of the Battlefleet Gothic rulebook.

WARHAMMER 40,000 SCENARIO

OVERVIEW

In order to support its outnumbered fleet, the suicide squad must cripple or destroy the enemy Flagship. The suicide squad must fight its way to the torpedo bay and detonate the ordnance with demolition charges. If the boarding action is successful, the enemy Flagship may be crippled or destroyed.

FORCES

The Attackers may take up to 500 points, and the Defender may take up to 250 points. Both Attackers and Defenders use the Standard Missions Force Organization chart. No vehicles - including Bikes, Dreadnoughts, and the like - may be taken by either side. If using Imperial Guard, we recommend the Cityfighting Imperial Guard list from *White Dwarf* 264.

BATTLEZONE

The Battlezone is arranged as a series of six rooms. The boarding party gains access to the ship in the first room. The last room is the torpedo bay. A single large torpedo, representing the ordnance that must be detonated, is the primary terrain feature of the last room. The other rooms must be arranged so that there is more than one path to the torpedo bay. Each room should have one additional entrance to the rest of the ship.

SET UP

The Attackers set up first and deploy in the Warehouse.

The Defenders deploy their forces within the Chapel and the Torpedo Bay.
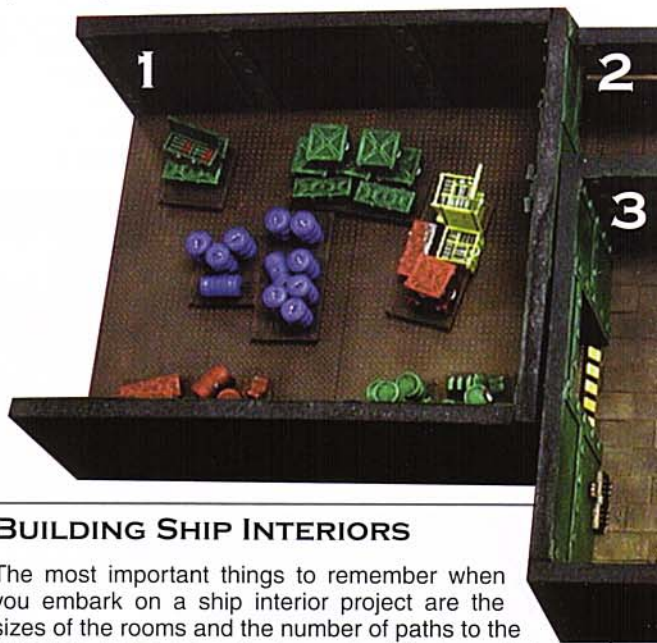
BUILDING SHIP INTERIORS

The most important things to remember when you embark on a ship interior project are the sizes of the rooms and the number of paths to the objective. In the example above, the Attackers start around 30" from the torpedo and have more than six different paths they can take to their objective. This makes for a tight game with an objective that is still achievable by the Attackers.

FIRST TURN

The Attackers get the first turn.

SPECIAL RULES

Cramped Conditions: To represent the cramped conditions inside the ship, count each room as a building and use the Cityfight rules that apply to buildings.

Sustained Attack: The Defenders may use the *Sustained Attack* special rules. Number the rooms 1 through 6. When a unit comes on per the *Sustained Attack* rules, roll a D6. The result indicates the number of the room in which the unit should be deployed. New units should move onto the table from the entrances that lead to the rest of the ship.

Setting the Charges: All models in the Attacking force are equipped with demolition charges. These charges are small but sufficient to set off the torpedoes and cause a chain reaction. To set a charge, a model must be in contact with the torpedo. The demolition charge must be defended until the end of the Defender's turn - at which time it is detonated. If the model defending the charge is removed as a casualty prior to the end of the Defender's turn, the charge does not explode.

GAME LENGTH

The game lasts for 8 turns, until the demolition charges are detonated, or until the Attacking force has been destroyed - whichever comes first.

VICTORY CONDITIONS

The Attackers may claim victory if they manage to set off one or more demolition charges as described above. The Defenders may claim victory if the boarding party is destroyed. The game is considered a draw, if, at the end of the 8th turn, the Attackers have not been destroyed and no charges have been detonated.

1. **WAREHOUSE**
2. **CORRIDOR**
3. **VENTILATION CHAMBER**
4. **CHAPEL**
5. **POWER RELAY**
6. **CORRIDOR**
7. **TORPEDO BAY**
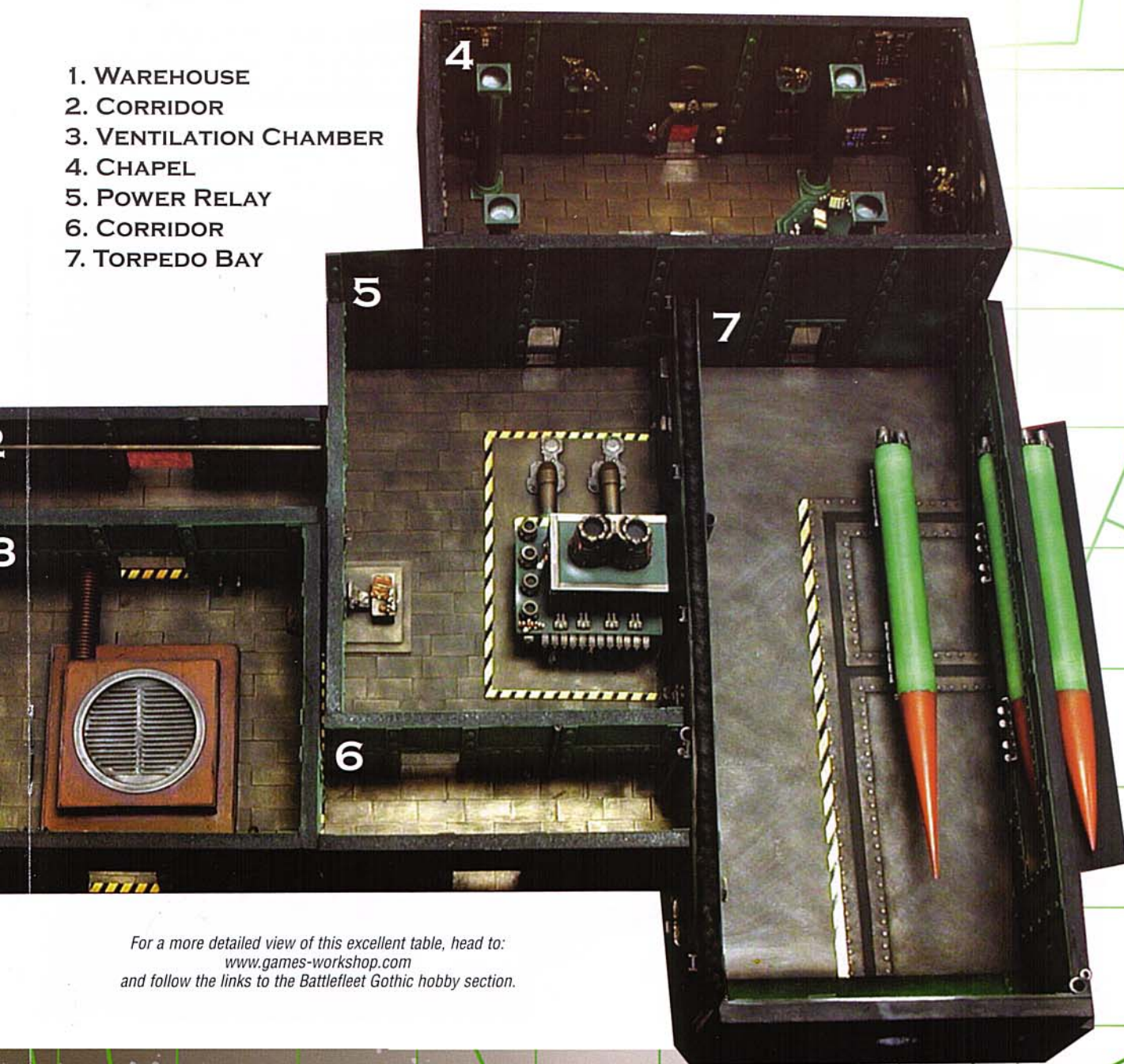
For a more detailed view of this excellent table, head to:
www.games-workshop.com
and follow the links to the Battlefleet Gothic hobby section.

DEADLINE

These scenarios, aside from being fun to play and tactically challenging, provide an example of how you can link your games of Warhammer 40,000 and Battlefleet Gothic. Play the 40K scenario first, then apply the results to the Battlefleet Gothic scenario.

OVERVIEW

The accursed enemy has established a base of operations on a strategically important planet. To make matters worse, the enemy has activated the Macro Cannon, a relic from the Dark Age of Technology, and the Cannon is preventing a full-scale assault of the planet. While ground forces attempt to wipe out the three generators powering the cannon, the enemy fleets are locked in combat above.

WARHAMMER 40,000 SCENARIO

FORCES

Use the Force Organization Charts for the Battle Scenarios. The Attackers have 50% more points than the Defenders (i.e., if the Defenders have 1,500 points, the Attackers will have 2,250 points).

BATTLEZONE

The Defenders control three bunkers that house the surface exhausts for the generators. Destroying the bunkers will shut down the generators and prevent the Macro Cannon from firing. The bunkers are set up in the Defenders' deployment zone. Additional terrain is set up by any mutually agreeable method.

SET UP

The Attackers start at the southern end of the board within 12" of the table edge.

The Defenders start at the northern end of the board within 18" of the table edge.

FIRST TURN

Both players roll a D6. The higher scoring player chooses to go first or second.

SPECIAL RULES

Generators: The generators use the rules for bunkers found in the Warhammer 40,000 rulebook (p. 133). Defending troops may be deployed in the bunkers.

Timing: Keep track of the turn in which each generator (bunker) is destroyed.
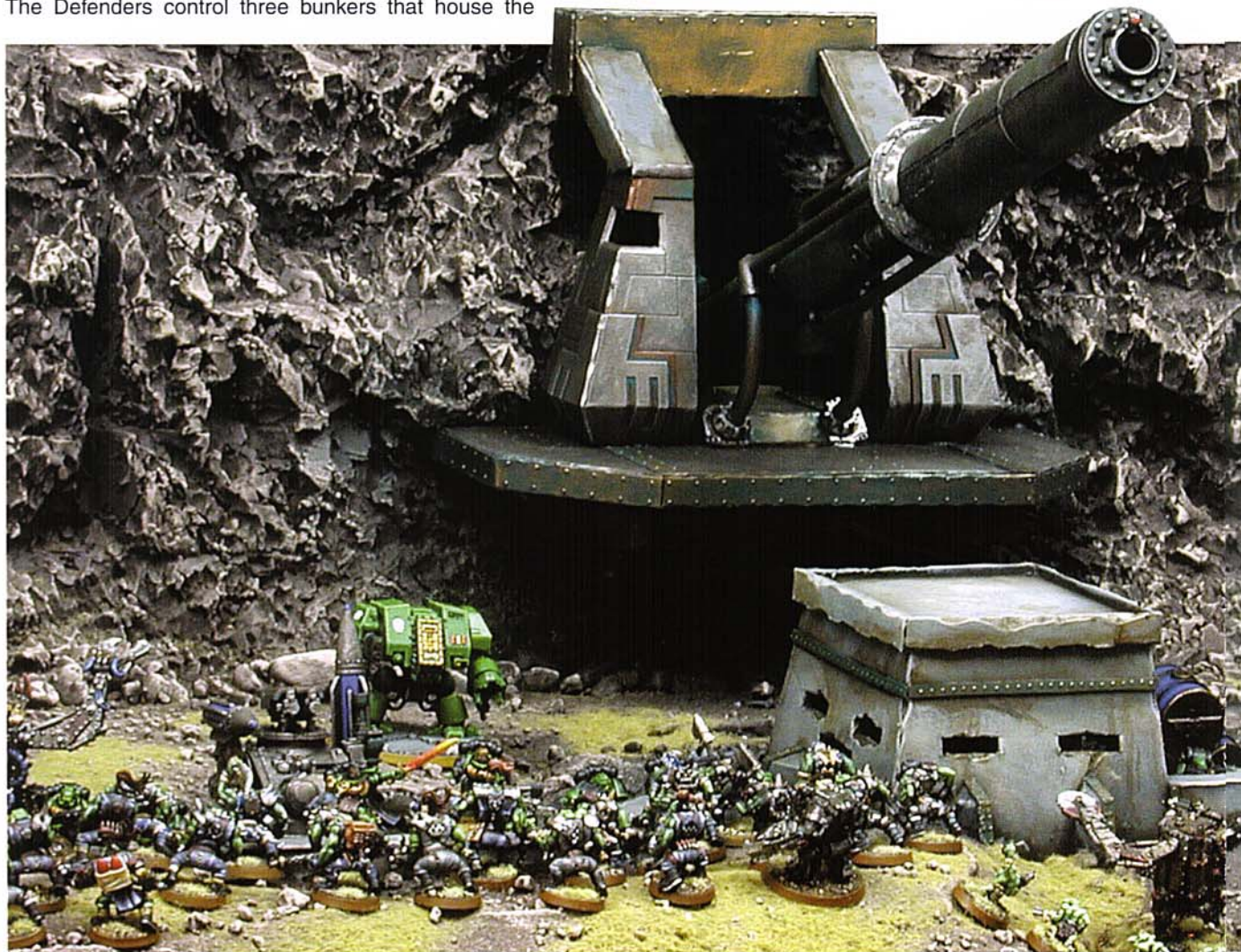
GAME LENGTH

The game lasts for 8 turns or until all three bunkers are destroyed, whichever comes first.

RESERVES

None.

LINE OF RETREAT

Troops forced to fall back will do so toward their starting table edge per normal Fall Back rules.

VICTORY CONDITIONS

The Attacker may claim victory if all three generators are destroyed in the first 6 turns.

The game ends in a draw if all three generators are destroyed in the 7th or 8th turn.

The Defender may claim victory if at least one generator survives past the 8th turn.

BATTLEFLEET GOTHIC SCENARIO

FORCES

Forces are selected to an equal points value.

BATTLEZONE

The Defender begins by placing the planet with the Macro Cannon in his deployment zone. Alternate placing any other celestial phenomena on the table until they have all been placed.

SET UP

Follow the set up rules for Scenario Seven from the Battlefleet Gothic rulebook (p. 76).

FIRST TURN

Both players roll a D6. The higher scoring player chooses whether to go first or second.

SPECIAL RULES

Macro Cannon: The Defenders control the Macro Cannon on the planet. The Macro Cannon fires as a Nova Cannon with no minimum range. The planet itself does not block the Macro Cannon's line of fire. The Macro Cannon cannot be attacked at all in this scenario.

Generators: The Macro Cannon needs all three generators operating to fire each turn. With two generators, the Macro Cannon fires every other turn. With only one generator, the Macro Cannon fires every third turn. With no generators, the Cannon is nonfunctional and cannot fire at all.

Ground Assault: Make sure to regulate when/if the Macro Cannon can fire based on the turn(s) that the generators were destroyed in the ground assault. That is, if the first generator was destroyed on Turn 4, then the Macro Cannon cannot fire during Turn 4 but will fire again on Turn 5 and again on Turn 7 (provided that no further generators had been destroyed on or by Turn 7 of the ground assault game).

GAME LENGTH

The game lasts until one fleet is destroyed or disengages.

VICTORY CONDITIONS

Use the standard Victory Points system found on p. 66 of the Battlefleet Gothic rulebook.
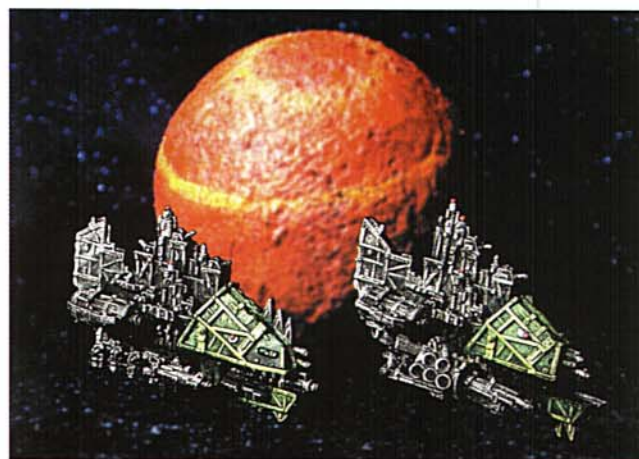
Above: Ork Kroozers try to avoid the Macro Cannon above the planet.

Left: The dreaded Macro Cannon looms above the Orks as they desperately try to fight through the Salamanders and destroy the bunkers to prevent the cannon from firing!

John Shaffer built this massive cannon and the bunker emplacements for use in a White Dwarf battle report that should be surfacing soon. The cannon and platform were constructed from a variety of plumbing supplies and the results of several rummages through the bitz box. The bunkers and defensive walls were made from foamcard and plasticard strips and then set into a cliff face made from insulation foam.

THE IMPERIAL NAVY

THE MIGHTY IMPERIAL NAVY PROTECTS AND ENFORCES THE PAX IMPERIALIS

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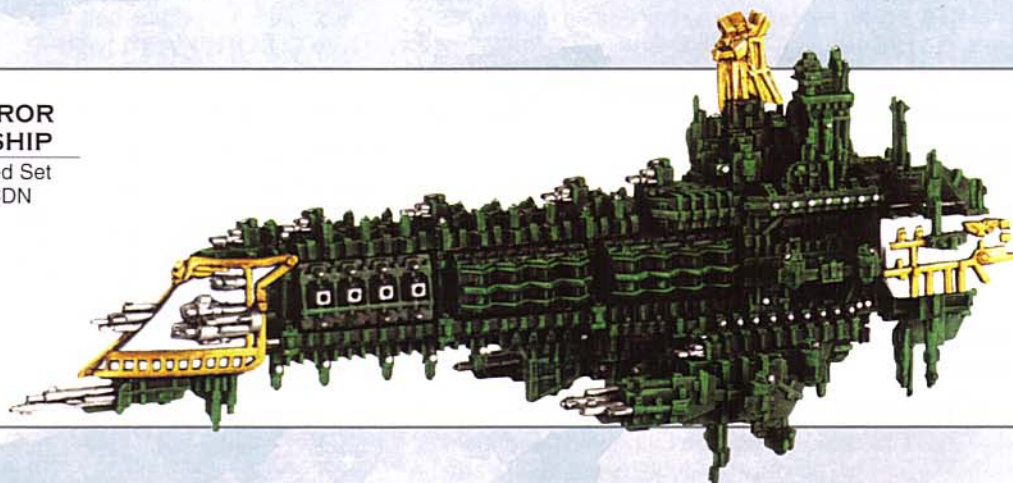
IMPERIAL RETRIBUTION CLASS BATTLESHIP

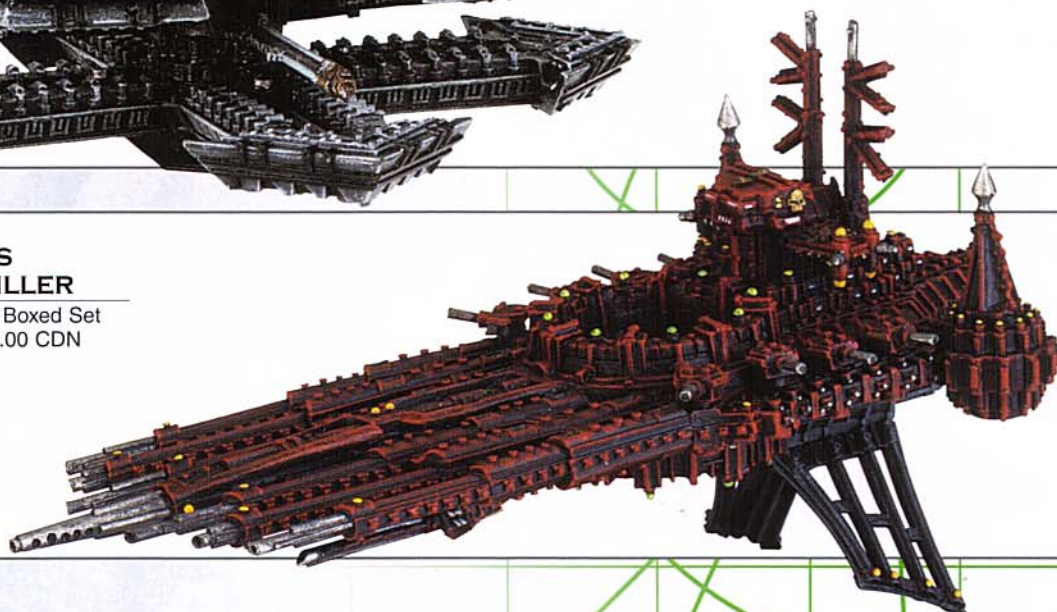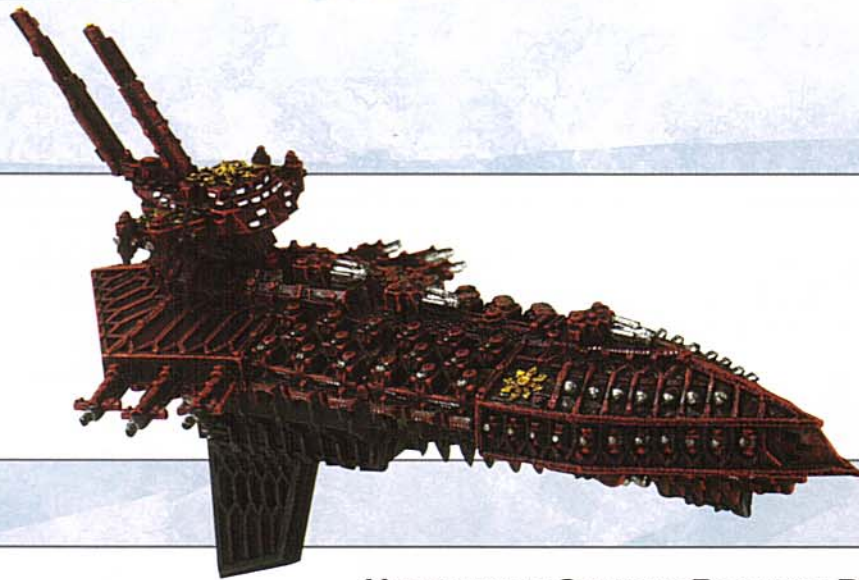Code 1539 - 1 per Boxed Set
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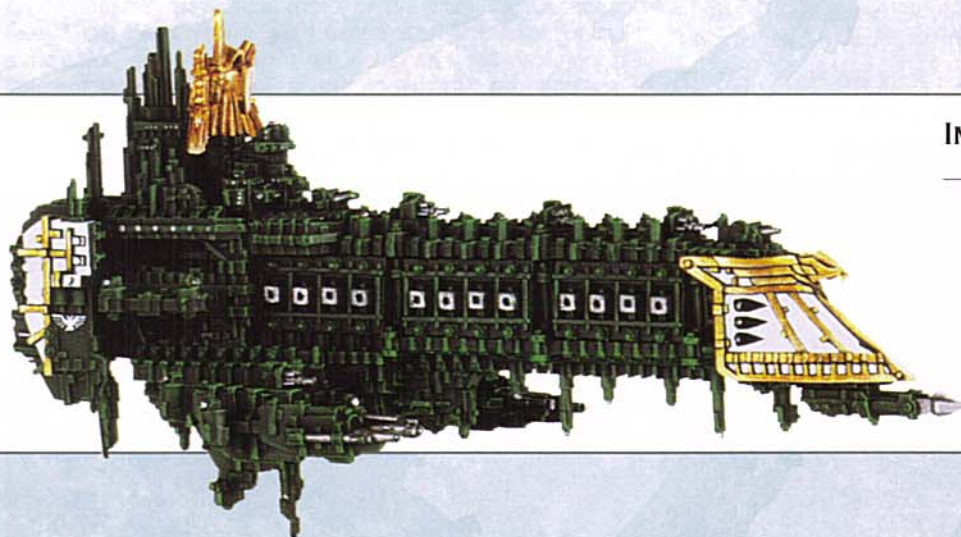
IMPERIAL CRUISERS

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There are two multi-part cruiser kits within the Imperial Cruiser boxed set, each of which can be made into one of seven different classes of cruiser. The cruisers shown here have been assembled as a Lunar Class cruiser, a versatile ship that forms the mainstay of Battlefleet Obscurus, and a Mars Class battlecruiser, which can launch attack craft from its vast flight bays and carries the powerful, prow-mounted nova cannon.
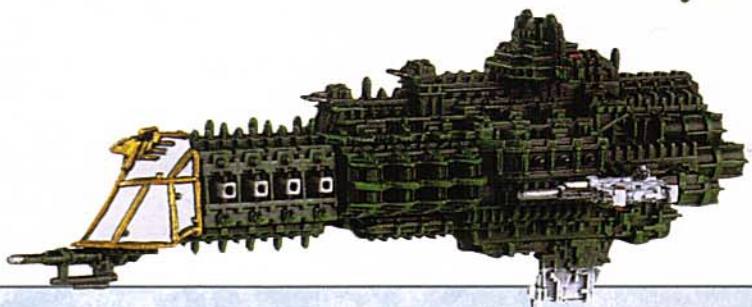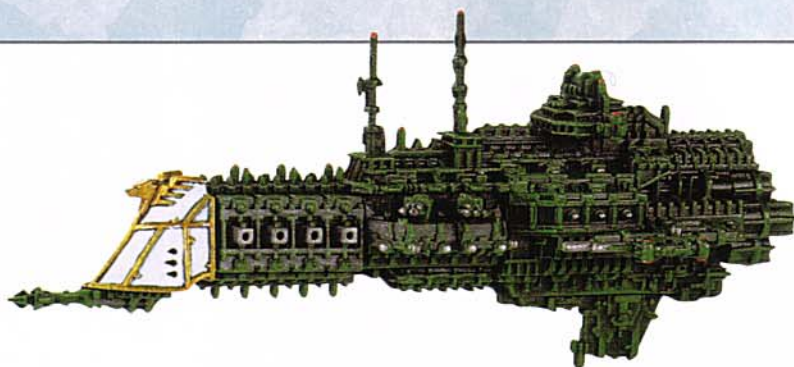
IMPERIAL VENGEANCE CLASS GRAND CRUISER

Code BG20 - 1 per Boxed Set
$25.00 US - $32.00 CDN
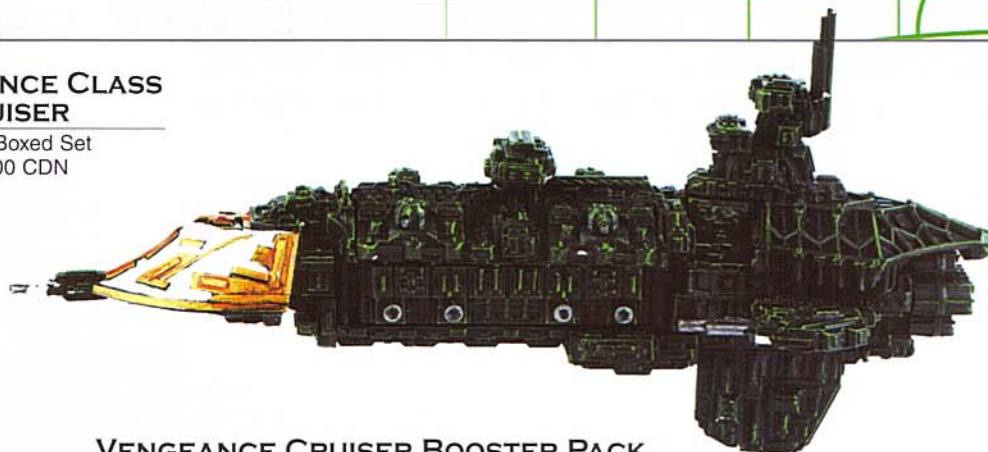
VENGEANCE CRUISER BOOSTER PACK

The Vengeance Class Grand Cruiser can be upgraded to become either an Avenger Class Grand Cruiser or an Executor Class Grand Cruiser, each with their own specific properties. This blister pack contains the bits necessary to upgrade your ship to one of the two variants (as well as the two Chaos versions shown in the Chaos section).
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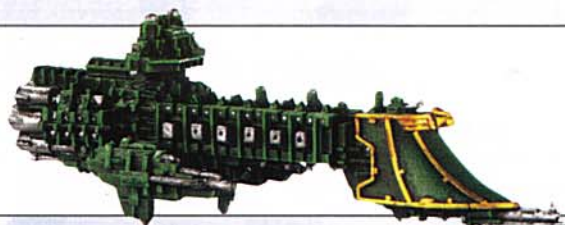
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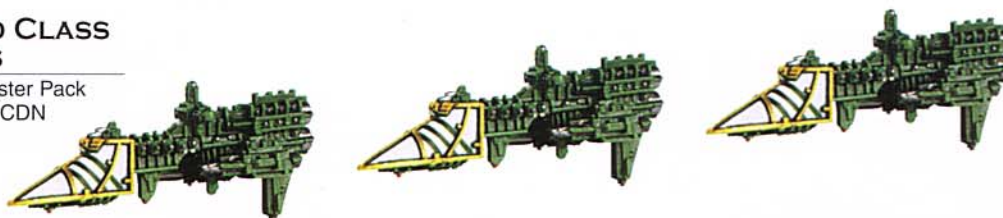
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SPACE MARINES

THE STRIKE FLEET OF THE ADEPTUS ASTARTES
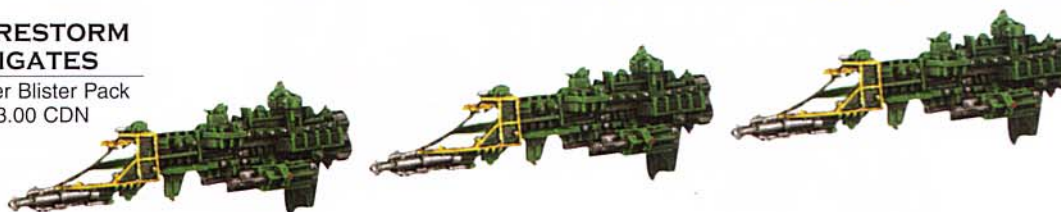
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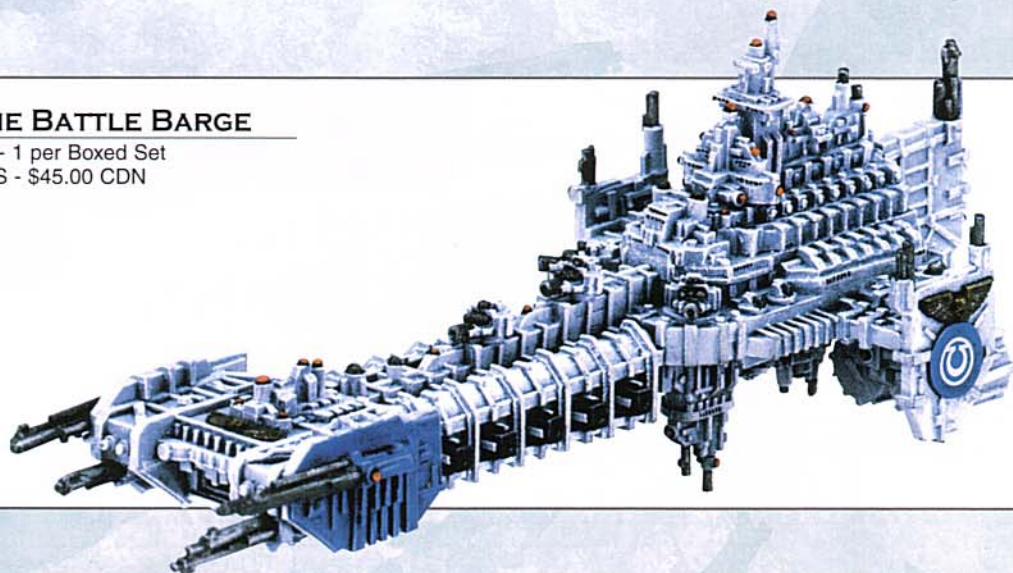
Space Marine Fleets also include squadrons of Imperial Cobra Class Destroyers and Imperial Firestorm Class Frigates! (See p. 21.)

SPACE MARINE STRIKE CRUISER
Code 8240A - 1 per Blister Pack
$10.00 US - $14.00 CDN

WARHAMMER 40,000
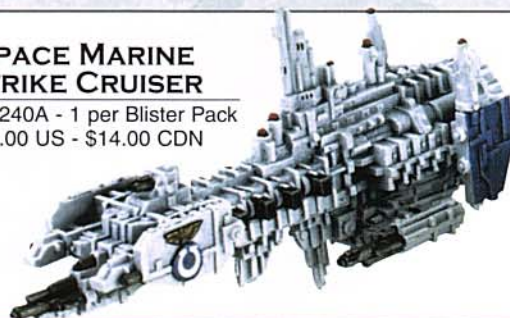
BOARDING ACTIONS

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Models Shown at 75% Actual Size

All Models Are Shown at Actual Size Unless Otherwise Noted. All Models Are Supplied Unassembled and Unpainted.

CHAOS WARFLEETS

THE CHAOS WARFLEETS HAVE COME FOR THE SOULS OF A THOUSAND WORLDS
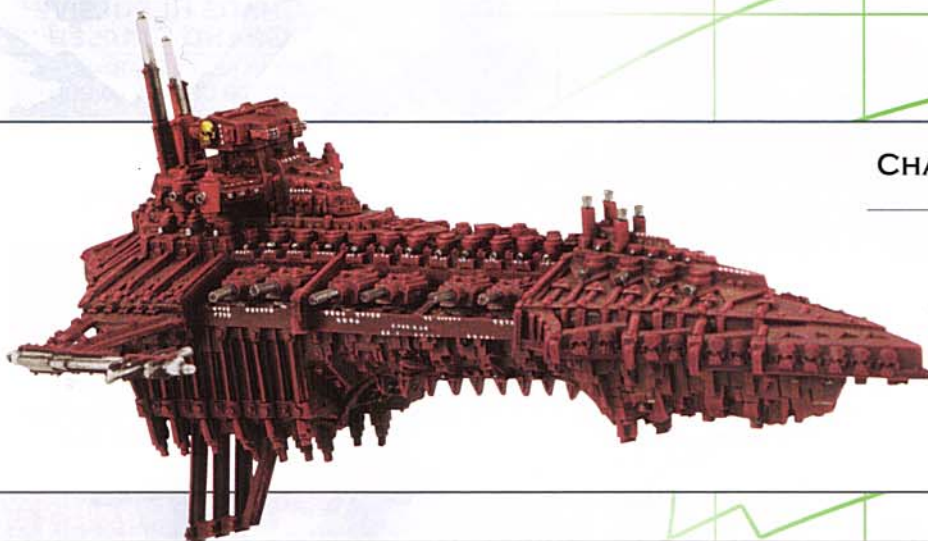
CHAOS DESOLATOR CLASS BATTLESHIP
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Code 1543 - 1 per Boxed Set
$30.00 US - $45.00 CDN
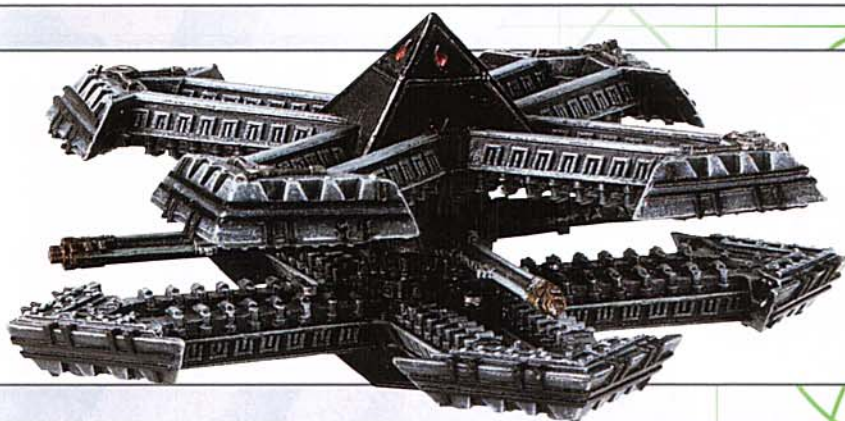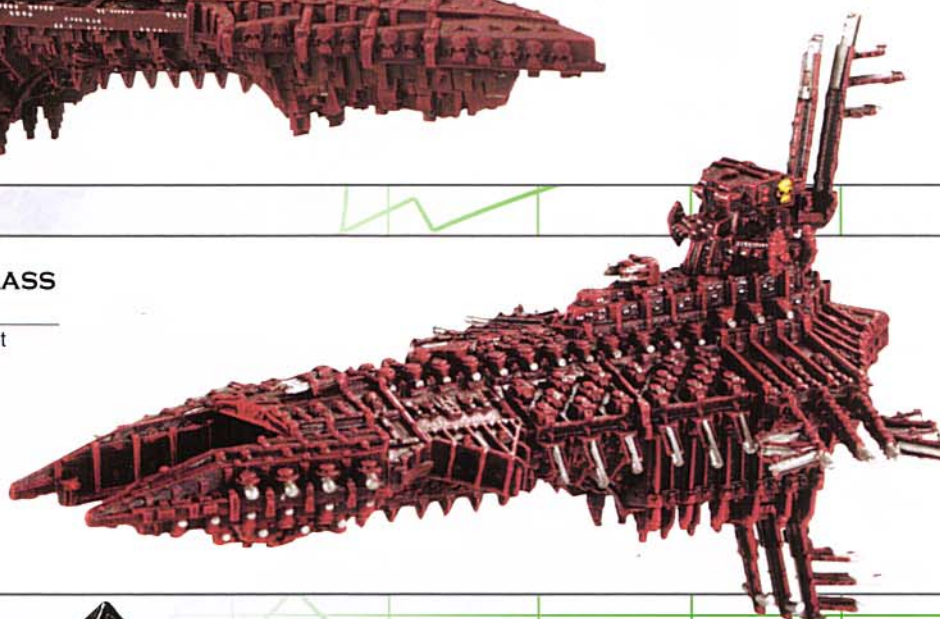
BLACKSTONE SPACE FORTRESS
Code 1541 - 1 per Boxed Set
$30.00 US - $45.00 CDN

CHAOS PLANET KILLER
Code 1565 - 1 per Boxed Set
$30.00 US - $45.00 CDN

All Models Are Shown at Actual Size Unless Otherwise Noted. All Models Are Supplied Unassembled and Unpainted.

CHAOS REPULSIVE GRAND CRUISER

Code 8210D - 1 per Blister Pack
$20.00 US - $32.00 CDN

VENGEANCE CRUISER BOOSTER PACK

The Vengeance Class Cruiser has flown in both the Chaos and Imperial fleets. The same basic model can be used for either fleet (listed in the Imperial section above), and the booster pack can be used to make the two models below for the Chaos fleet.
Code BG21 - $6.00 US - $10.00 CDN

CHAOS EXECUTOR CLASS GRAND CRUISER

Vengeance Class Cruiser with bits from the Vengeance Cruiser Booster Pack
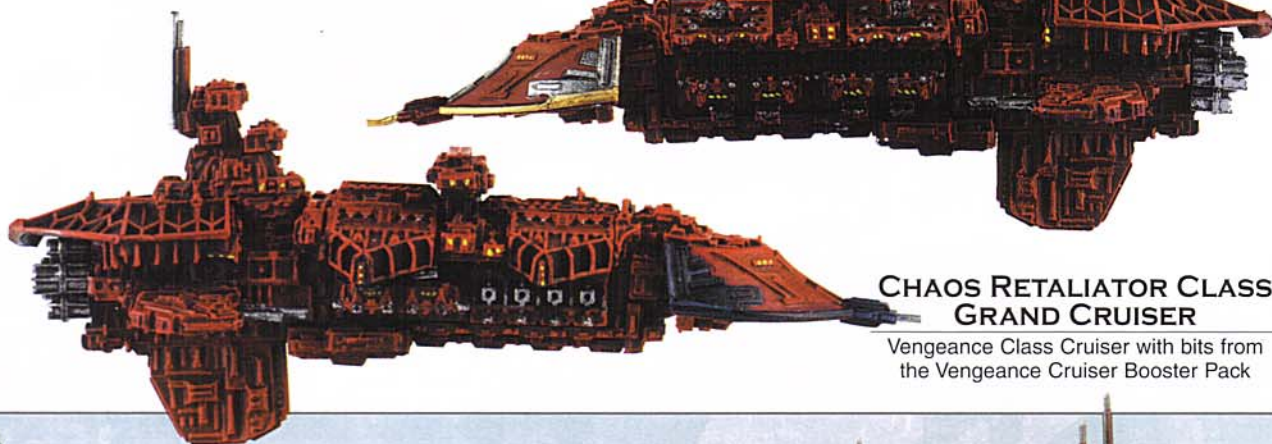
CHAOS RETALIATOR CLASS GRAND CRUISER

Vengeance Class Cruiser with bits from the Vengeance Cruiser Booster Pack

CHAOS CRUISERS

Code 3017 - 2 per Boxed Set
$15.00 US - $20.00 CDN
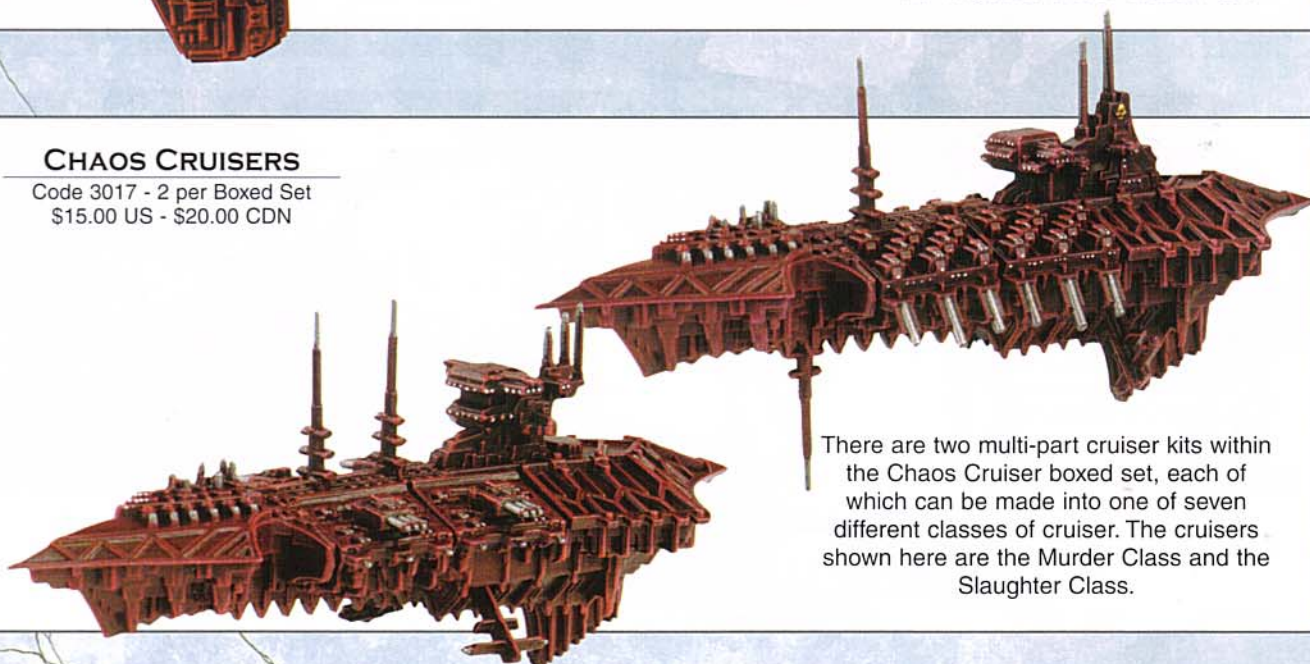
There are two multi-part cruiser kits within the Chaos Cruiser boxed set, each of which can be made into one of seven different classes of cruiser. The cruisers shown here are the Murder Class and the Slaughter Class.

CHAOS INFIDEL CLASS RAIDERS

Code 8210B - 3 per Blister Pack
$9.00 US - $13.00 CDN

CHAOS IDOLATOR CLASS RAIDERS

Code 8210A - 3 per Blister Pack
$9.00 US - $13.00 CDN
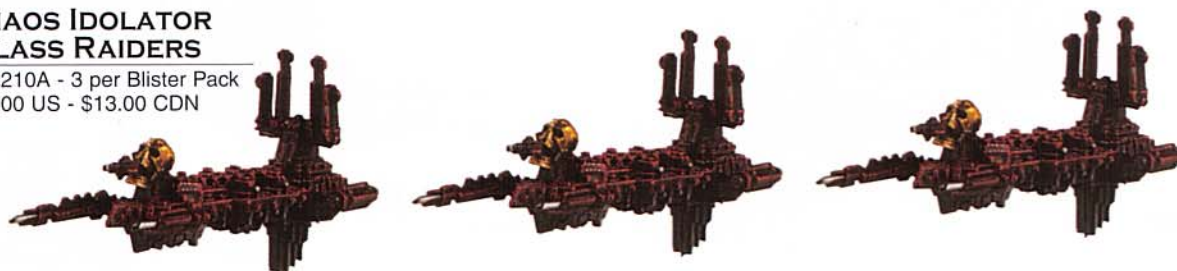
CHAOS ICONOCLAST CLASS DESTROYERS

Code 8210C - 3 per Blister Pack
$9.00 US - $13.00 CDN

WARHAMMER 40,000 BOARDING ACTIONS

CHAOS SPACE MARINES SQUAD

Code 6666 - Boxed Set of 8 Plastic Chaos Space Marines
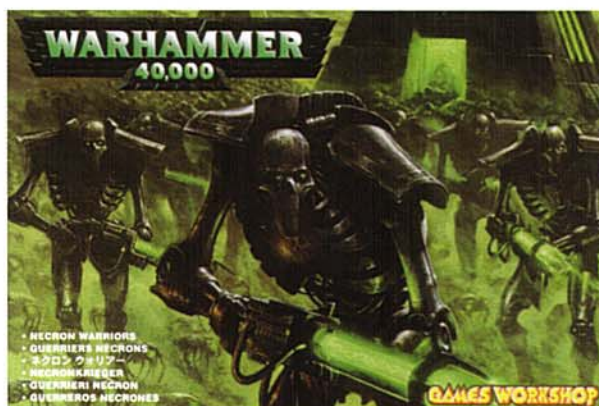$20.00 US - $32.00 CDN

CHAOS TERMINATORS

Code 0461 - Boxed Set of 5 Chaos Terminators
$40.00 US - $55.00 CDN

Models Shown at 75% Actual Size

ELDAR CORSAIRS

THE ELDAR ATTACK WITH A DEADLY COMBINATION OF GRACE AND POWER

ELDAR VOID STALKER CLASS BATTLESHIP
Code 1573 - 1 per Boxed Set
$30.00 US - $45.00 CDN
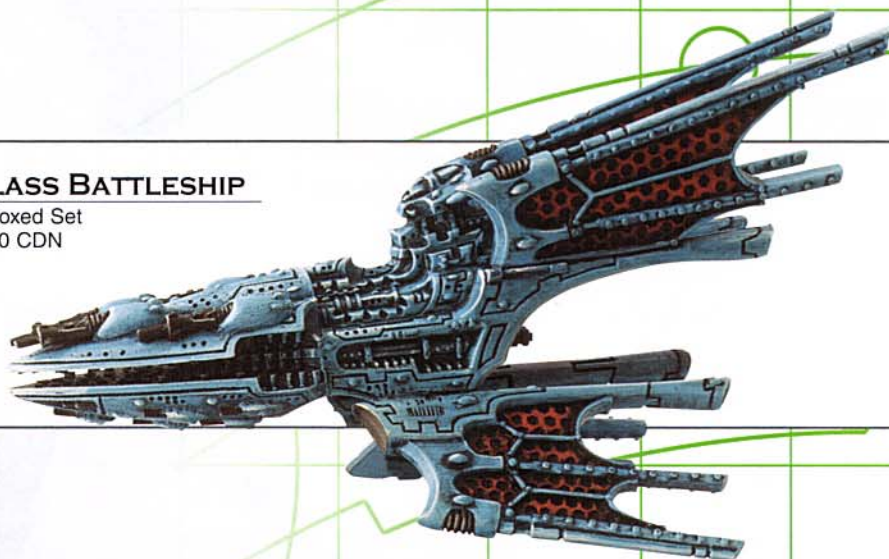
ELDAR SHADOW CLASS CRUISER
Code 8220B - 1 per Blister Pack
$15.00 US - $20.00 CDN
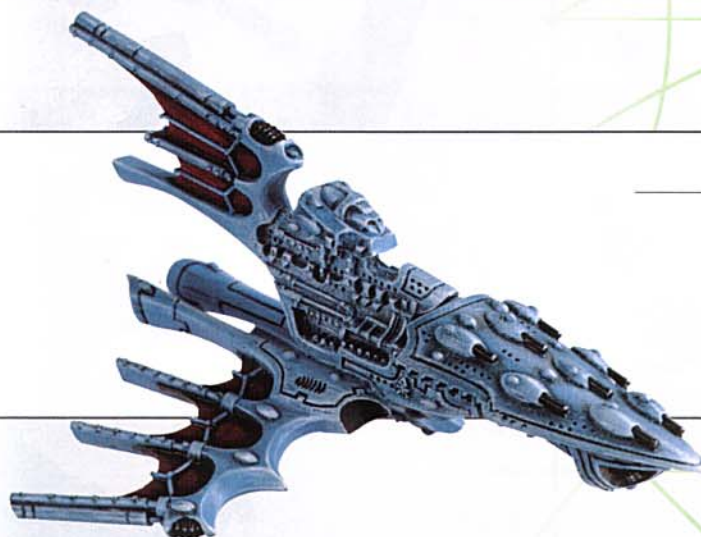
ELDAR ECLIPSE CLASS CRUISER
Code 8220A - 1 per Blister Pack
$15.00 US - $20.00 CDN
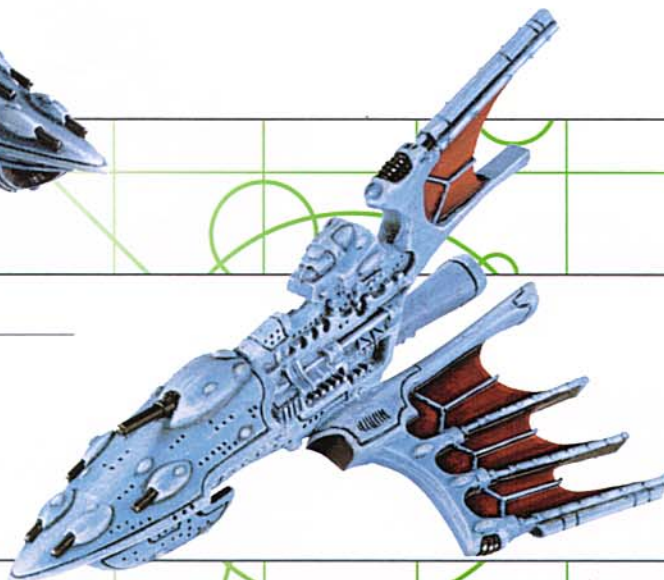
ELDAR HELLEBORE CLASS FRIGATES
Code 8220C - 2 per Blister Pack
$9.00 US - $13.00 CDN
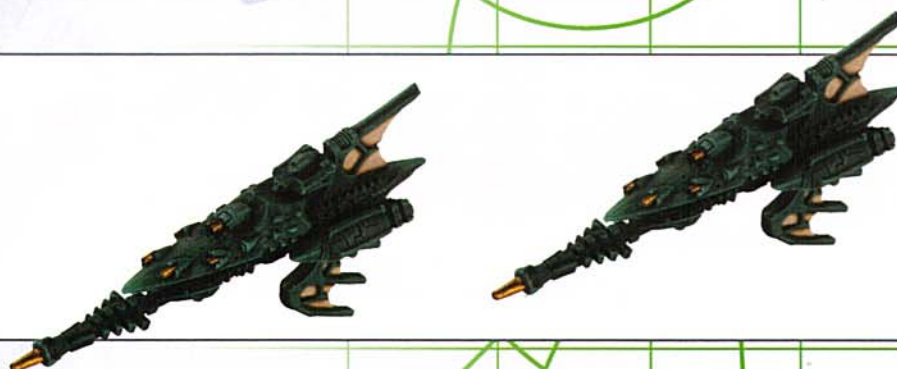
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ELDAR ACONITE CLASS FRIGATES

Code 8220D - 3 per Blister Pack
$9.00 US - $13.00 CDN

ELDAR HEMLOCK CLASS DESTROYERS

Code 8220F - 3 per Blister Pack
$9.00 US - $13.00 CDN

ELDAR NIGHTSHADE CLASS DESTROYERS

Code 8220E - 3 per Blister Pack
$9.00 US - $13.00 CDN
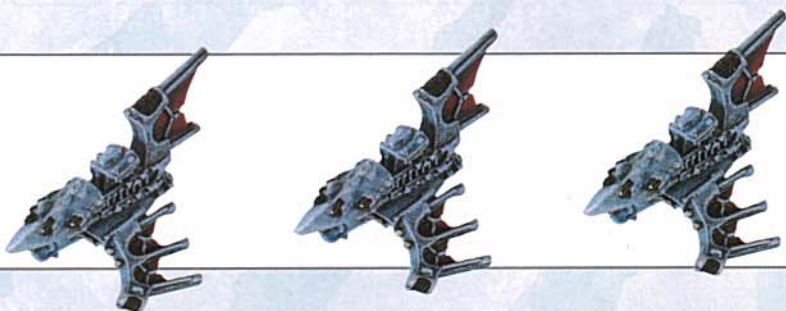
WARHAMMER 40,000 BOARDING ACTIONS

ELDAR GUARDIANS SQUAD

Code 3026 - Boxed Set of 16 Plastic Eldar Troops - $25.00 US - $32.00 CDN

Models Shown at 85% Actual Size

NECRON REAPERS

AFTER EONS OF DORMANCY, THE MYSTERIOUS NECRONS HAVE AWAKENED

NECRON CAIRN CLASS TOMBSHIP
Code BG01 - 1 per Boxed Set
$30.00 US - $45.00 CDN
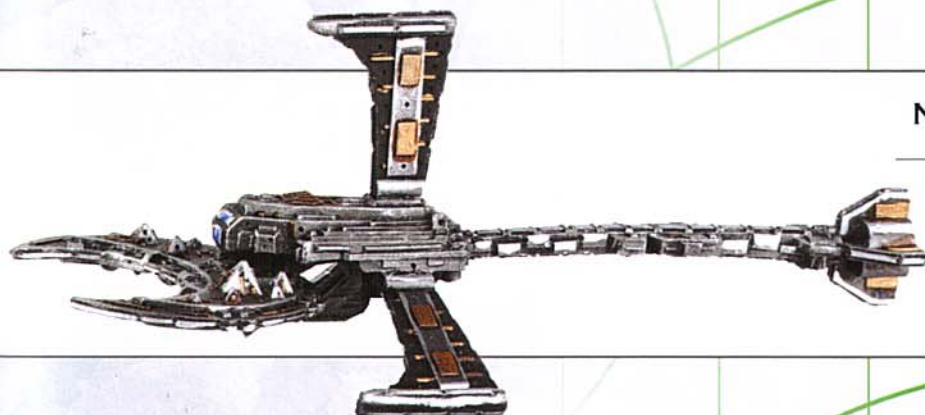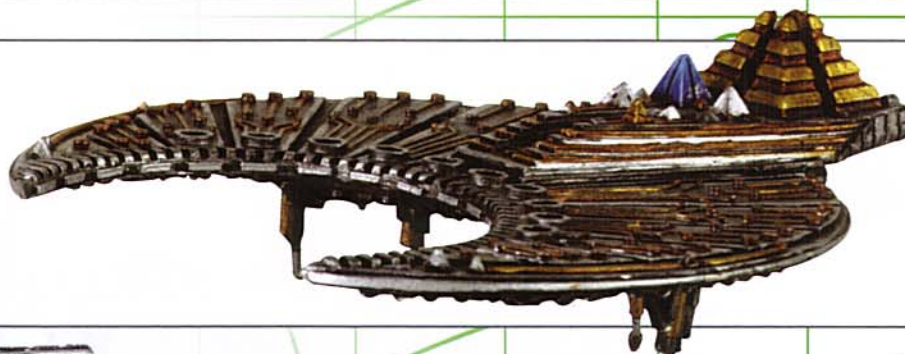
NECRON SCYTHE CLASS HARVEST SHIP
Code BG02 - 1 per Blister Pack
$15.00 US - $20.00 CDN

NECRON JACKAL CLASS RAIDERS
Code BG03 - 3 per Blister Pack
$9.00 US - $13.00 CDN

NECRON DIRGE CLASS RAIDERS
Code BG04 - 4 per Blister Pack
$9.00 US - $13.00 CDN

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NECRON SHROUD CLASS LIGHT CRUISER
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PLUS 3 Scarab Swarms - $25.00 US - $32.00 CDN

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THE GREAT DEVOURER EXISTS ONLY TO CONSUME ALL

TYRANID LEVIATHAN HIVESHIP
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$30.00 US - $45.00 CDN
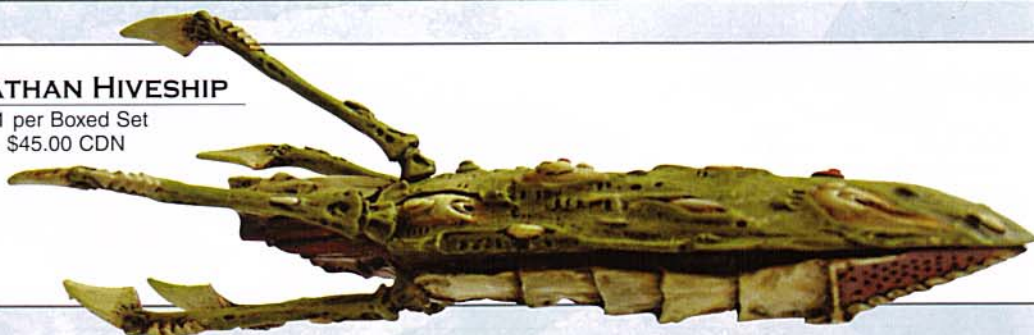
TYRANID RAZORFIEND CRUISER
Code BG12 - 1 per Blister Pack
$15.00 US - $20.00 CDN

TYRANID STALKER DRONESHIPS
Code BG13 - 3 per Blister Pack
$9.00 US - $13.00 CDN

TYRANID PROWLER DRONESHIPS
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BOARDING ACTIONS

TYRANID HORMAGAUNTS
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All Models Are Shown at Actual Size Unless Otherwise Noted. All Models Are Supplied Unassembled and Unpainted.

DARK ELDAR RAIDERS

THE GALAXY WILL SOON KNOW THE PLEASURE OF PAIN

DARK ELDAR TORTURE CLASS CRUISER

Code BG40 - 1 per Blister Pack
$15.00 US - $20.00 CDN
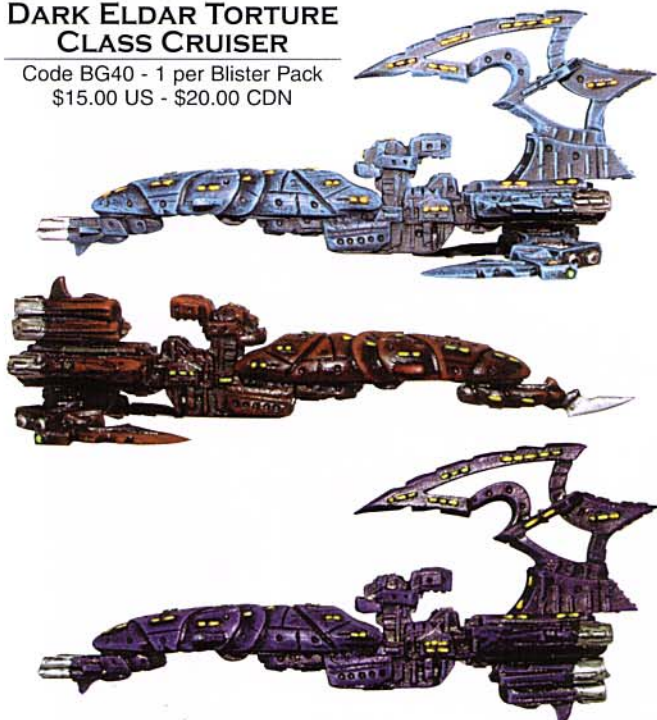
DARK ELDAR CORSAIR CLASS ESCORT SHIPS

Code BG43 - 2 per Blister Pack
$9.00 US - $13.00 CDN

DARK ELDAR SHIP BOOSTER PACK

The two ships on this page can be upgraded with the bits in the
Dark Eldar Ship Booster Pack to make all of the variants shown!
Code BG42 - $9.00 US - $13.00 CDN

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BOARDING ACTIONS

DARK ELDAR WARRIORS

Code 3011 - Boxed Set of 16 Plastic Dark Eldar Warriors - $25.00 US - $32.00 CDN

Models Shown at 85% Actual Size

Black Templars Terminators get into the thick of it with a horde of greenskins after teleporting onto an Ork Kroozer.

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An Eldar crew defends its bridge from attack by Word Bearers Chaos Space Marines.

THIS IS NOT A GAME.
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