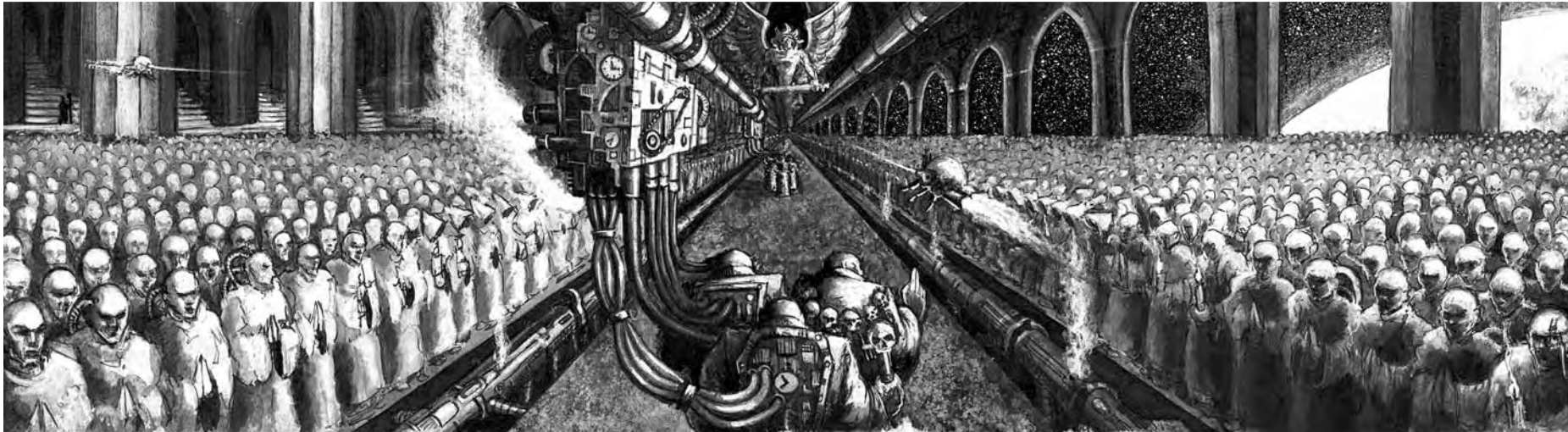


ADVANCED RULES



The following section is dedicated to all kinds of exciting special stuff which may not occur in ordinary games or would simply get in the way of trying to learn the basic rules. For example, ships ramming and boarding are both viable tactics but don't happen that often. They have been included in this section so that they can be added in once the mechanics of the basic rules have been mastered. Likewise, celestial phenomena and scenarios are not integral parts of the rules but can add a lot of interesting new twists to your games.



O Eternal God Emperor; who alone spreadest out the heavens and rulest the raging of the warp;
Who hast compassed the void with bounds until day and night come to an end;
Be pleased to receive into thy Almighty and most gracious protection the souls of thy servants and the fleet in which we serve;
Preserve us from the dangers of the void, and from the violence of the enemy;
That we may be a safeguard unto our fellow man and his dominions, and a security for such as pass through the void upon their lawful occasions;
That the inhabitants of our Imperium may serve thee, our Saviour and that we may return in triumph with the fruits of our labours;
And with a thankful remembrance of thy mercies to praise and glorify thy Holy Name;
Through thine eternal rule;
Amen.

Common Prayer of the Fleet.

MOVEMENT PHASE

ALL AHEAD FULL – RAMMING SPEED!

A ship moving at *All Ahead Full* may attempt to ram a single enemy vessel as it moves. In order to ram, the ship must move into base-to-base contact with the target during the ship's own movement phase.

Take a Leadership test for the ramming ship: if the test is passed, the captain skillfully manoeuvres his ship into a ramming position. If the test is failed, the would-be rammer misses the target and continues its move. Obviously, it's easier for an escort to ram a battleship than the other way round. So the Leadership test is taken on 3D6 if the target vessel is of a smaller type than the ramming one, but if the target vessel is a larger type than the ramming one then the Leadership test is rolled on just 1D6. A ship cannot attempt to ram more than one ship per movement phase, even if multiple enemy vessels are in its range of movement. A ship does not have to make a separate leadership check to ignore closer targets to ram one further away. When ramming, a ship must move its FULL distance, including any extra distance moved for being All Ahead Full. A ramming vessel may only attempt to board a vessel if it ends up in base contact with one at the end of its full movement.

For example, the Imperial Lunar class cruiser *Agrippa* would take a Leadership test on 2D6 to ram another cruiser, on 3D6 to ram an escort or 1D6 to ram a battleship.

Ramming is determined by base-to-base contact. If any part of the ramming ship's base contacts any part of the rammed ship's base in the course of its movement, the ram is considered to be successful. If the ramming ship hits, roll 1D6 for each point of its starting damage capacity (not the damage capacity it has left). Any dice that equal or beat the target's armour value score a point of damage on it. Damage from rams is not deflected by shields.

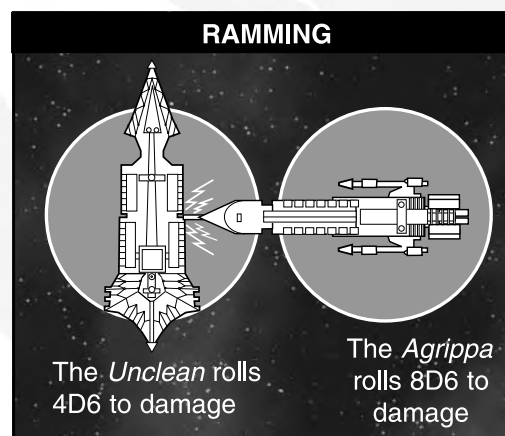
The ramming ship may well suffer damage too, so the vessel being rammed rolls a number of D6 equal to half its starting damage. Any dice which equal or beat the ramming ship's front armour rating score a point of damage. If the vessels are hitting head on (ie, front to front) the rammed or defence vessel rolls a number of dice equal to its full starting damage capacity. Once the ram attempt is resolved, the ramming ship continues its movement.

RAMMING SUMMARY

Ramming ship: Roll a number of D6 equal to its starting damage.

Rammed ship hit from the side or rear: Roll a number of D6 equal to half its starting damage.

Rammed ship hit from the front or Defence: Roll a number of D6 equal to its starting damage.



Ramming example: The *Agrippa*, a Lunar class cruiser, rams the *Unclean*, a Murder class Chaos cruiser in the starboard side. The *Agrippa* had a starting damage capacity of 8 so it rolls 8D6 to damage the *Unclean* (which has Armour 5), rolling 1, 2, 3, 3, 4, 5, 5, 6 and scoring 3 points of damage. By way of return the *Unclean* (with a starting damage capacity of 8) rolls 4D6 to damage the *Agrippa* (which has armour 6 on the front thanks to its armoured prow) rolling 3, 3, 5, 6 and scoring 1 point of damage.

DISENGAGING FROM COMBAT

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

A vessel that moves off of the table edge during play for any reason counts as being disengaged. Or, in order to disengage, a ship or escort squadron must pass a Leadership test at the end of its movement phase with the following modifiers:

Each Blast marker within 5cm	+1
Any celestial phenomena within 15cm	+3*
Each enemy ship or Ordnance marker within 15cm	-1

* This is for a tabletop feature such as an asteroid field or planet. If a tabletop effect such as a radiation burst or solar flare is taking place this bonus applies anywhere on the tabletop.

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

Any ship or squadron that through a combination of effects is reduced to Leadership 1 or less must attempt to disengage or move toward the closest table edge.

A ship moving off the table is considered to have disengaged, whether it intended to or not!

ADVANCED RULES

THE END PHASE

The Engineers stood ready, their tools exchanged for shotguns and heavy boarding gaffs. The inner bulkhead was glowing white with the heat of the Chaos boarding party's cutters and with an explosion of light it gave way. The Engineers opened fire, filling the breach with the bodies of their foes.

BOARDING ACTIONS

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

Moving in for Boarding

A ship may attempt a boarding action if it's in base contact with an enemy vessel in the end phase before damage control has been attempted or Blast markers are removed. If a vessel is going to attempt a boarding action it must be declared in the movement phase when contact is made. Vessels attempting to board an enemy ship may not fire weapons or launch ordnance in the same turn because their crews are too busy participating in the boarding action.

To resolve the action both players roll a D6 and add the appropriate modifiers from the following list.

Boarding Modifiers

Enemy ship has Blast markers in contact	+1
Enemy ship is crippled	+2
Enemy ship is on special orders	+1
Orks or Chaos	+1
Space Marines	+2
Own boarding value higher	+1*
Own boarding value is twice the enemy's	+2*
Own boarding value is three times the enemy's	+3*
Own boarding value is four or more times the enemy's	+4*

*Only apply highest modifier.

Boarding Value

A ship's boarding value is equal to the number of damage points it has remaining. The ship being boarded also adds its number of remaining turrets.

Boarding Action Results

The player with the highest total score is the winner. The losing ship suffers 1 point of damage for each point it lost the combat by. There is also a chance of each ship suffering a critical hit during the fighting as shown on the table below. If a ship is reduced to 0 damage by a boarding action do not roll on the Catastrophic Damage table, instead the ship automatically becomes a drifting hulk (exception; if a ship is reduced to 0 damage by a critical hit, roll for catastrophic damage as normal). Ships which survive being boarded may move off normally in their next movement phase.

RESULTS TABLE

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

For example the Hyperion (remaining damage 3) is boarded by the Plagueclaw (remaining damage 6). After modifiers, the Plagueclaw scores a 6 while the Hyperion scores a 4. The Hyperion has lost by 2 so it loses 2 damage points. In addition, the result of Heavy Fighting means that the Hyperion will suffer a critical hit on a D6 roll of 4, 5 or 6. The Plagueclaw will also suffer a critical hit on a D6 roll of 5 or 6.

Drawn Combats

If both players have the same score after modifiers the combat is a draw. In this case the ships grapple together and continue fighting in each subsequent end phase. Neither ship may move, shoot or launch ordnance until the boarding action results in one of the ships being reduced to zero damage. The victorious (ie, surviving) ship can then move off and continue to fight in its next turn.

Multi-Ship Boarding Actions

When several ships attempt to board an enemy vessel they add their boarding values together and a single dice roll is made to work out the boarding results. Any damage points inflicted are distributed amongst the attacking ships by the attacker himself, but the chance of critical damage being caused applies to each and every ship attempting to board.

Escorts Ships Boarding

Escort ships can attempt to board other ships using the rules above. They can even attempt to board capital ships if they wish, although escorts will only stand a chance against a badly damaged vessel. Remember that when escorts are boarding or being boarded a successful critical hit will destroy them, so it is quite possible for an escort to win a boarding action but be destroyed in the process.

HIT-AND-RUN ATTACKS

In a hit-and-run attack, a select force of warriors is dispatched to attempt to attack a specific location on an enemy ship, planting charges to take it out of action. An enemy vessel can be left helpless from damage inflicted by a hit-and-run raid, leaving it to be finished off with conventional gunnery at leisure.

Hit-and-run attacks can be made by assault craft and torpedoes, or by ships teleporting troops onto nearby enemy vessels. Ships that cannot be boarded (such as Chaos vessels with the Mark of Nurgle) are NOT automatically immune from hit and run attacks. Fleets that benefit from a +1 bonus to their Hit and Run attacks roll a 2 to 7 on a D6, meaning they will never fail to inflict some critical damage on their target.

Assault Boats

Assault boats attack by clamping onto the outer hull of an enemy ship and then cutting their way through to allow their crew to attack inside. Assault boats can be launched just like any other ordnance from flight decks and move 30cm in any direction in every ordnance phase. The ships which may be loaded with assault boats are noted in the fleet lists.

If an assault boat marker comes into contact with a ship's base, it can be shot at by turrets in the

same way as bombers. If it survives, it makes a single hit-and-run attack in the Ordnance phase and is then removed from play.

Boarding Torpedoes

Boarding torpedoes carry dedicated assault troops and can be partially guided while in flight. They punch through the armour of the target, disgorging their cargo of warriors into the midst of the enemy. Boarding torpedoes are launched like ordinary torpedoes and ships that can carry them are noted in the fleet lists. It is not possible to launch ordinary torpedoes and boarding torpedoes from a ship in the same turn. Unlike ordinary torpedoes, boarding torpedoes can make a single 45° turn at the start of every ordnance phase, measured from around the centre of the marker. If boarding torpedoes move into contact with a ship's base, they attack just like ordinary torpedoes (roll for turrets and to hit). Each one that hits makes a hit-and-run attack in the Ordnance phase rather than inflicting a point of damage.

Teleport Attacks

Ships which are close to their enemies may attempt to initiate a small-scale boarding action using their teleporters. However, active shields interfere with the teleport beams, so such attacks can only be made against an enemy whose shields have been knocked down. Only the largest ships

ADVANCED RULES

have the teleport capacity to move enough men onto their target to inflict the necessary amount of damage and such teleport attacks require prodigious amounts of energy from the ship's reactors.

A ship may make a teleport attack in the end phase against an enemy ship, that has no shields, within 10cm. Ships on special orders and crippled ships may not make teleport attacks.

As you can imagine, it takes a lot more manpower to disable the weapons batteries of a battleship than it does a destroyer's. Therefore, escorts and defences with only one damage point left cannot make teleport attacks. In addition, a ship can't make a teleport attack against a target with more hits at that point in the battle than it has itself.

A ship may only make one teleport attack each turn. For each teleport attack make one hit-and-run attack against the target ship.

Resolving a Hit-and-run Attack

To resolve a hit-and-run attack, simply roll a D6. On a score of a 1 the attack has failed, on a 2 or more look up the score on the Critical Hits table and apply the result immediately. This critical damage can be repaired as normal. Remember that an escort which has suffered critical damage is automatically destroyed, though they can Brace for Impact to counter the effects of the attack.



ADVANCED RULES

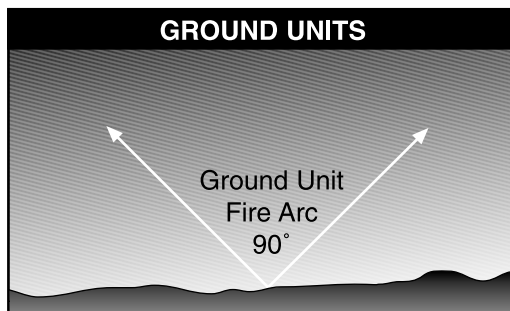
PLANETARY DEFENCES

In certain scenarios, one player may be allowed to select planetary defences as part of their forces, generally to assist in defending a planet against an attacking enemy fleet. All races use some equivalent to planetary defences to form networks of armed satellites and ground installations to keep enemy ships at bay. Planetary defences also include system ships (vessels which have no warp drives and so are incapable of leaving the system they are stationed in), minefields, etc. A full list of planetary defences can be found at the end of the Ships of the Gothic Sector section of this book.

Two new unit types are introduced with planetary defences: *satellite* and *ground*.

Satellite units may not move as they are stationed in orbit around a planet or moon, or occasionally in deep space. Their weapons are able to fire all round so they don't worry about fire arcs at all.

Ground units protect planets from spaceships getting close enough to send troops down to the surface. These anti-ship weapons are unable to move because they are concealed in deep underground silos for their protection. Ground units are limited to a single 90° fire arc extending up from the planet's surface.



SATELLITE AND GROUND UNIT SPECIAL RULES

Satellites and ground units are targeted using the Defences column on the Gunnery table. They may only use *Reload Ordnance* special orders, and are considered to be Leadership 7 when testing to see if they reload. They also use this nominal Leadership value for all other Leadership tests. When Blast markers are removed in the end phase, remove an extra D6 Blast markers from those in contact with each satellite or ground unit. When rammed, roll their full number of dice, as if rammed from the front.

DEFENCES WITH MULTIPLE HITS

Some large defensive platforms, such as space stations and the huge Blackstone Fortresses, have multiple hits. When it comes to taking damage, these work just like capital ships. They suffer critical hits just like capital ships and get crippled once they have lost half their damage points. If a defence with multiple hits is reduced to 0 damage, roll on the Catastrophic Damage table. However, defences never drift, they always remain in place.

CRITICAL HITS TABLE

2D6 ROLL	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 until its lance armament has been repaired.
4	+0	Main Armament Damaged. Heavy damage silences the station's weapons batteries. They may not fire until it has been repaired.
5	+0	Ordnance Bays Hit. The station's ordnance bays are ravaged by explosions. No ordnance may be fired by the station until the bays have been repaired.
6	+1	Reactors Damaged. The reactors are damaged, shutting down the power to the defences. Until power is restored the station's shields and turrets are at half Strength.
7	0	Fire! Oxygen lines are broken, leading to fires in many compartments. Roll to repair (ie, extinguish the fire) in the end phase. If the fire is not put out it causes 1 point of extra damage and keeps burning.
8-9	+1	Orbit Lost. The defences' thruster assembly is disabled. The defence 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, leaving the satellite virtually defenceless. The station's shield Strength is reduced to zero and cannot be repaired.
11	+D3	Hull Breach. A huge gash is torn in the station's hull, causing massive carnage.
12	+D6	Bulkhead Collapse. Explosions rip through the station as a series of pressure doors collapse.

Notes: If a critical hit is rolled which cannot be applied, for example a station with no lances gets a 'Lances damaged' critical hit, apply the next highest critical instead. In this case the station would suffer main armament damage instead.

If a station suffers multiple critical hits to the same place they must all be repaired before the location functions again as normal.

SQUADRONS

“Heave the line to and prepare for a fight, battle squadrons Secundus and Veritas form up on my port quarter. By the Emperor we’ve got them this time!”

Small ships, such as escorts, stand little chance of damaging larger ships on their own, so they are normally grouped into squadrons. A squadron will manoeuvre closely together and mass its weaponry to attack more effectively. Although cruisers and battleships normally operate alone, they can also be grouped into squadrons for a major battle, where their awesome firepower can be put to good effect.

Squadrons may have all sorts of different names, such as formations, flotillas, packs, groups or forces, but they all work in the same way.

SQUADRON COMMAND CHECKS

Using squadrons enables the Admiral of the Fleet to give orders to groups of ships at the same time, instead of having to relay orders to each ship in his fleet individually. In Battlefleet Gothic this translates into the highly desirable advantage of only having to make a single Leadership test to place a whole squadron on special orders. Also, if the squadron is made up of capital ships with different Leadership values, the highest surviving Leadership value in the squadron is used for taking Command checks. Remember, in the case of escorts each squadron has a single Leadership value

Normal Command check modifiers for enemy contacts and for being under fire apply to squadrons, even if only some of the ships in a squadron have Blast markers in base contact. Rolls that a squadron

must make such as additional D6 for All Ahead Full affect the entire squadron equally.

SQUADRON COMPOSITION

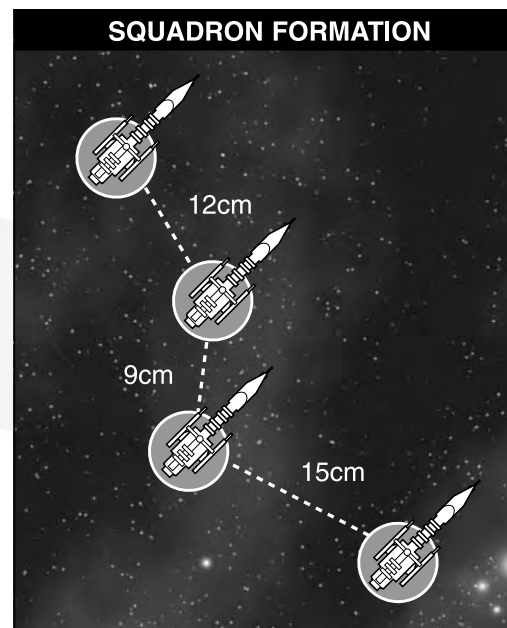
Capital ship squadrons are formed at the beginning of the game, before ships are deployed for battle. Escort squadrons are selected as squadrons from the fleet list at the time you pick your forces. Unless described otherwise in its fleet list, an escort squadron can contain up to six ships. See ‘Forming up the Fleet’ on page 105 for assembling capital ship squadrons of cruisers or even (yikes!) battleships! The ships in a squadron can be of different classes as long as they are all of the same type. For example, you could form an escort squadron of three Cobra class destroyers and three Firestorm class frigates. In practice, it’s generally a good idea to form squadrons from ships of the same class because it makes manoeuvring and choosing special orders easier – but it’s all a matter of taste.

SQUADRON FORMATION

To count as being part of a squadron, ships must remain close to at least one other vessel from the same squadron during the battle. Each ship must be no more than 15cm from another ship in the squadron so that the whole squadron forms a continuous chain with ‘links’ of up to 15cm between each ship.

Note that as the ships above are all within 15cm of another ship in the squadron, they are all in formation.

Admiral Grafton at the battle of Arunthal.

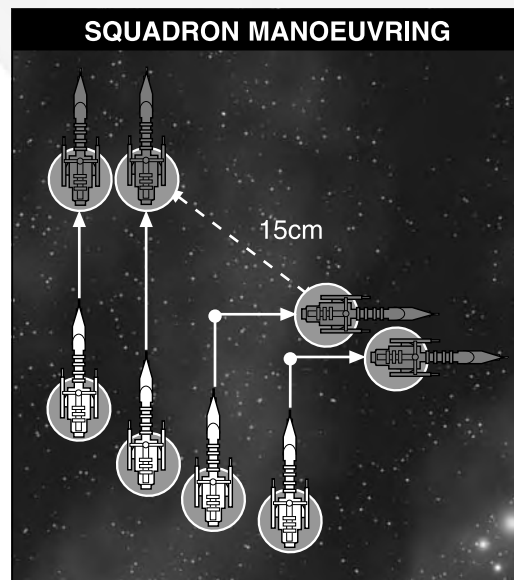


Sometimes ships will drop out of formation due to bad manoeuvring, ships being destroyed, etc. If a ship drops out of formation it no longer counts as part of the squadron until it moves back to within 15cm of another ship in the squadron. A ship which is out of formation must be moved back into formation as soon as possible, and it may not use special orders the squadron uses until it has done so.

SQUADRONS

Manoeuvring Squadrons

Individual ships within a squadron can manoeuvre freely within the standard movement rules, as long as they stay in formation. If any ship in an escort squadron moves off the table edge, the entire squadron must immediately and in subsequent turns only attempt to disengage.



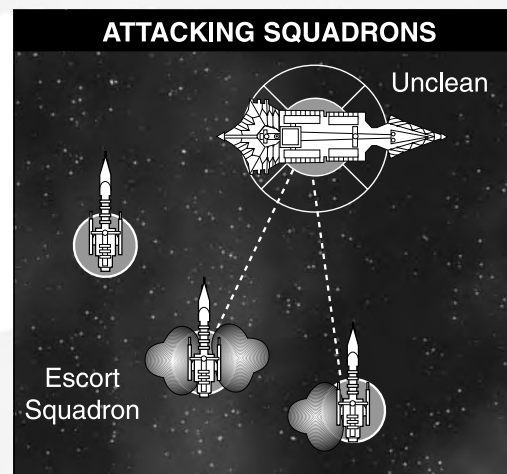
In the example above the escorts in the squadron have manoeuvred individually so that two have made a turn to starboard while the other two have continued moving straight ahead. Note that they are still in formation at the end of their move.

SHOOTING AT SQUADRONS

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

Allocating Hits against Squadrons

When a squadron is fired upon, any hits scored are allocated to the nearest eligible ship in the squadron until it is destroyed, then the next nearest eligible ship takes the remaining hits and so on. Ships in the squadron which are out of range or fire arc of the attacker may not be hit. A leadership test cannot be taken to pick out individual ships within a squadron. This does not apply to ordnance attacks.

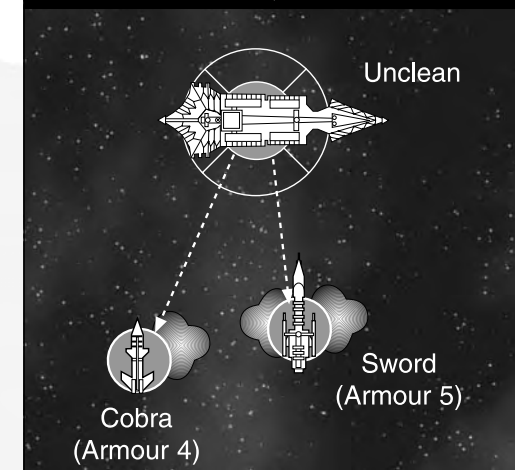


In the example above, the Chaos cruiser Unclean targets an Imperial frigate squadron and scores 3 hits. The first hit knocks down the shield of the nearest frigate within the Unclean's fire arc and the second hit destroys it. The third hit is taken on the next nearest frigate, knocking down its shield.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

Different Armour values

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

MIXED SQUADRONS



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

SHOOTING BY SQUADRONS

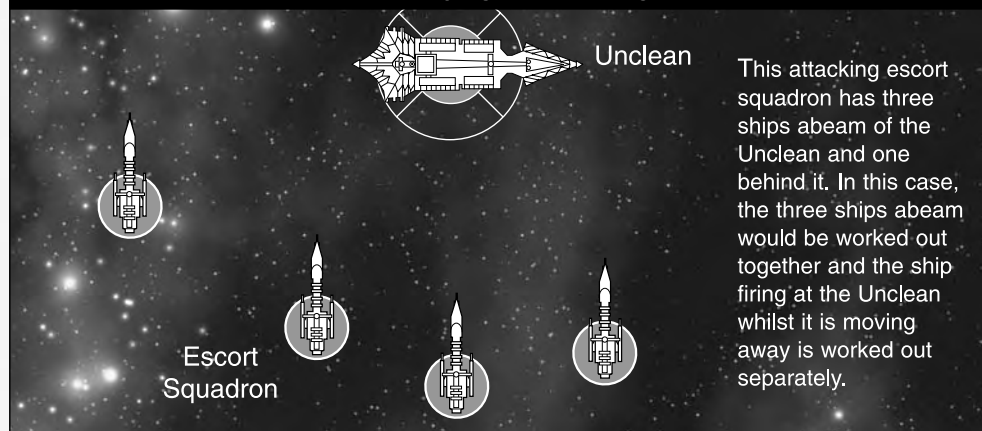
As mentioned earlier, squadrons combine their firing together. When braced, the whole squadron adds its firepower and weapon strength together and divides it in half (rounding up). When a squadron shoots it is subject to the normal rules and restrictions for a single ship. So, for example, if a squadron wants to fire at a target other than its closest enemy it must pass a Leadership test to do so. Any ships in the squadron out of range or fire arc of the squadron's primary target may fire on another enemy.

Firing Weapon Batteries

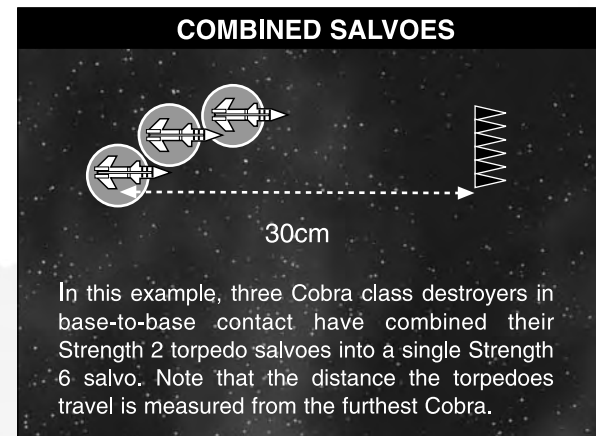
Squadrons firing weapons batteries normally add their firepower together before working out how many dice they roll on the Gunnery chart. However, squadrons firing weapons batteries can throw up a few problems because ships may be in a position to fire at the target ship from different aspects, ranges, etc. Where this occurs calculate the ships' firepower individually.

+++ASSUME.ATTACK.FORMATION.DELTA+++READY.TORPEDOES+++
 FIRE.SEQUENCE.DESTRUCTUS+++LAUNCH.450.5.FROM.ATTACK.
 SIGNAL+++LAUNCH.TRAJECTORY.45/67/90.5%+++LET.OUR.WEAPONS.
 BRING.THE.EMPEROR'S.VENGANCE+++

WEAPONS BATTERIES



COMBINED SALVOES



THE BATTLEFIELD

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

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

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



"Into the jaws of death, into the mouth of hell!"

Lord Admiral Ravensburg's opening order, at the Battle of Gethsemane.

CELESTIAL PHENOMENA

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

Incidentally I've called this section *Celestial Phenomena* because terrain simply didn't seem like the right word. Nonetheless this is terrain for space battles and it forms an important part of the game – so don't skimp on it!

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

Building up a collection of scenery to represent celestial phenomena is an important and enjoyable part of the hobby, as it enhances your games. Most types can be easily represented on the tabletop at minimal cost using sand, pebbles, etc. Beyond this there are almost limitless opportunities for making scenery easily and cheaply. With a little effort you will soon become

an expert at constructing planets, moons and other phenomena out of the most mundane of household goods. This subject is covered in more detail in the colour pages of this book, where you'll find plenty of examples of home made scenery. White Dwarf magazine often contains articles about making scenery and can serve as an invaluable source of ideas and inspiration.

PLACING CELESTIAL PHENOMENA ON THE BATTLEFIELD

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

Cross the stars and fight for glory
But 'ware the heaven's wrath
Take yer salt and hear a shipman's story
Listen to tales of the gulf
Of stars that sing and worlds what lie
Beyond the ghosts of the rim
But remember, lads, there ain't no words
for every void-born thing

Setting Up Celestial Phenomena: *Method 1*

One of the players positions all the celestial phenomena on the table. His opponent can then pick which table edge to deploy from. Many of the scenarios require you to roll for choice of table edges, but if one player has set up the celestial phenomena then it is only fair that his opponent chooses which board edge to deploy from. This is a good method if you are playing a game at one player's house, as he can set up the celestial phenomena before his opponent arrives, allowing you to get straight on with the battle.

Setting Up Celestial Phenomena: *Method 2*

Divide the table into 60cm square areas. Next roll a D6 for each area. On a 4 or more the area contains celestial phenomena which is determined using the appropriate battlezone generator. Roll a D6 to determine which of the generators to use for this battlefield (or agree on one with your opponent) and then roll on that generator for celestial phenomena in each area. Position the phenomena anywhere within the area, but don't place them on top of each other. We've included a set of sample battlezone generators over the following pages, but it's easy enough to come up with your own customised ones that include all the celestial phenomena in your own collection.

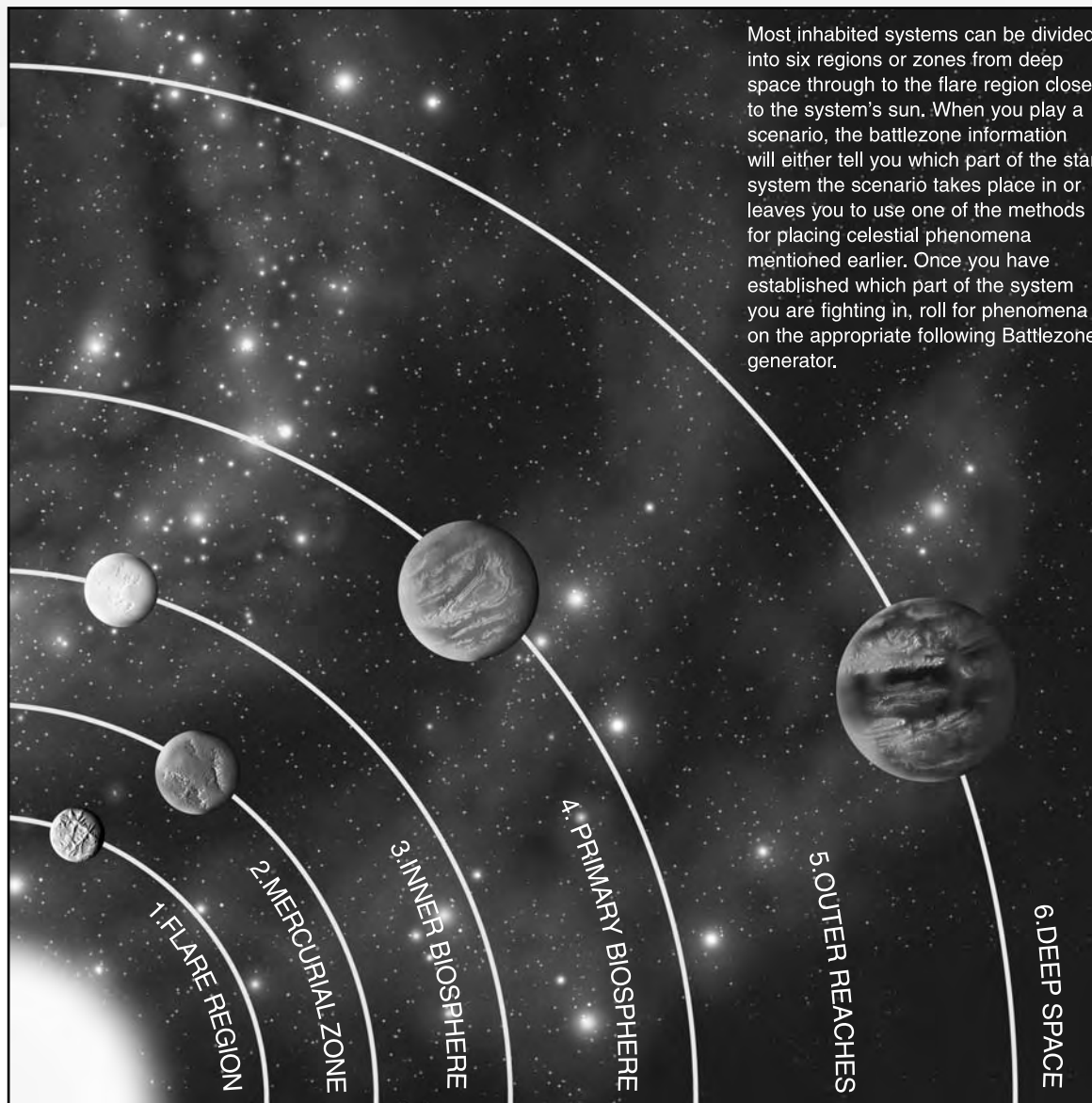
Setting Up Celestial Phenomena: *Method 3*

As a variant, you can use the fleets' attack ratings to determine which battlezone the battle is fought in. This represents the two fleets trying to pick their ground by offering battle where it suits them best. Each player secretly chooses a battlezone and adds the number of the battlezone to his fleet's attack rating. Both players then declare their total score. The player with the highest score wins and the battle is fought in the zone he chose.



THE BATTLEFIELD

BATTLEZONES



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

1. Flare Region Generator

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

D6 Roll	Result
1	Solar flare
2	Solar flare
3	Radiation burst
4	Asteroid field
5	D3 gas/dust clouds (generally a solar flare remnant)
6	Planet (roll again: 1-5=small, 6=medium)*

2. Mercurial Zone Generator

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

D6 Roll	Result
1	Solar flare
2	Radiation burst
3	Asteroid field
4	D3 gas/dust clouds (solar filaments or flare remnants)
5	D3 gas/dust clouds (solar filaments or flare remnants)
6	Planet (roll again: 1-5=small, 6=medium)*

3. Inner Biosphere generator

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

D6 Roll	Result
1	Roll again: 1-3=Radiation burst 4-6=solar flare
2	Asteroid field
3	D3 asteroid fields
4	D3 gas/dust clouds
5	D3 gas/dust clouds
6	Planet (roll again: 1-5=small, 6=medium)*

4. Primary Biosphere generator

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

D6 Roll	Result
1	Asteroid field
2	D3 asteroid fields
3	Gas/dust clouds
4	D3 gas/dust clouds
5	Planet (roll again: 1-5=small, 6=medium)*
6	Planet (roll again: 1-5=small, 6=medium)*

5. Outer Reaches Generator

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

D6 Roll	Result
1	D3+1 asteroid fields
2	D3 asteroid fields
3	D3 gas/dust clouds
4	Gas/dust cloud
5	Planet (roll again: 1-3=small, 4-6=large)*
6	Planet (roll again: 1-3=small, 4-6=large)*

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6. Deep Space Generator

Ships coming out of the warp must appear some distance away in deep space or risk destruction among the graviton surges in-system. Many civilised worlds have specific jump points marked by beacons to assist navigation. An ambushing fleet will often lurk near a jump point in the hope of catching an emerging foe unaware.

D6 Roll	Result
1	D3 asteroid fields
2	Asteroid fields
3	D3 gas/dust clouds
4	Gas/dust cloud
5	Warp rift
6	Small planet (a rogue planet in a highly eccentric orbit)*

**In all cases a maximum of one planet will be present on the tabletop: if a second planet is generated roll again. Remember to roll to see whether a planet has any moons. If a large planet is generated, it will have rings around it on a D6 roll of 4 or more.*

>>ATTACHED SYSTEM DATA DOWNLOAD<<
>>TRANSMITTING<<
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Name: Elysium
Cluster: Therax
Location: Gothic Sector, Segmentum
Obscuras
Attitude: VH32/HSI72
Distance from Terra: ≈26,364 light years
Primary type: Solitary F6V.
Orbital bodies: V: D-Class; Secondaries;
V-class; A-class; C-class; Secondaries;
G-class; D-class
Graviometrics: 4B*87/□6'659+8[7>674/98{56
/87}76-0KH:6(98+5/L98)hg/76.99.]



GOthic

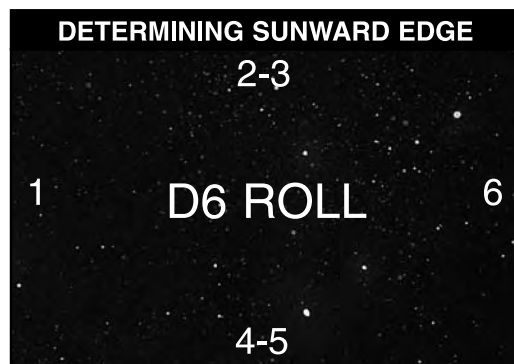
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TABLETOP FEATURES

The following features are celestial phenomena that are placed onto the tabletop. Remember to leave plenty of empty space between them.

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

When placing these features, start by determining which table edge is closest to the nearest star, described as “sunward” in Battlefleet Gothic. To do so roll a D6.



Once you have established which way is sunward, you can start to place celestial phenomena. Each of the types is listed as follows with suggested sizes and methods of placement. However, if you have phenomena made up on bases of a particular size or something similar just use them the way they are. Likewise, don't let the following suggestions stop you from doing something interesting or exciting: they are just there as guidelines to take some of the brain ache out of setting up the tabletop, not as definitive rules.

GAS AND DUST CLOUDS

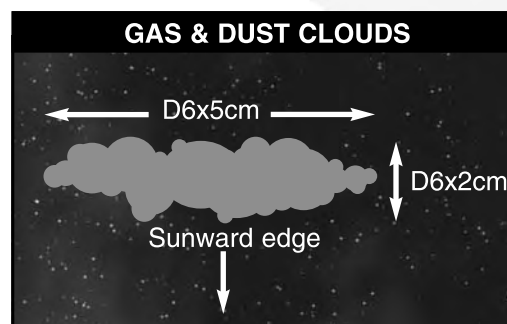
Gas and dust clouds represent areas of space with a notably greater density of (mostly) hydrogen gas or tiny particles of matter. These clouds may be fragments left over from the formation of stars and star systems, the outer fringes of nebulae or protostars, or even gasses ejected by solar flares. They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

Effects

To ships in base contact, gas and dust clouds have the same effect as a single Blast marker in all respects (ie, on firing, movement, shields, Leadership and ordnance). Eldar and their kin can make a leadership check to ignore all effects of gas clouds, and their escorts may re-roll this result for free. If passed, it will take no damage nor suffer any effects of being in contact with it.

Placement

Use flock or cotton wool to show gas & dust clouds, usually found in bands or streamers



running parallel to the sunward table edge. Each band is D6x2cm wide and D6x5cm long.

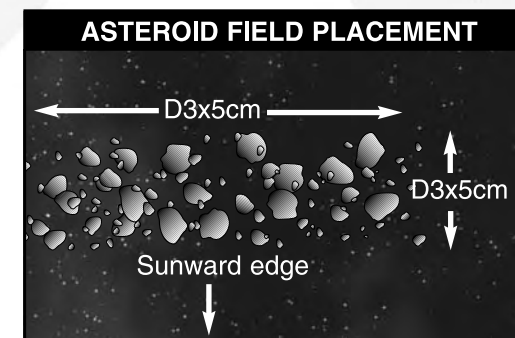
ASTEROID FIELDS

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

Effects

An asteroid field blocks line of fire and any torpedoes that strike it are detonated. Hulks which drift into an asteroid field are also destroyed. Attack craft squadrons which move through an asteroid field are destroyed on a D6 roll of 6. Enemy vessels that are both within the asteroid field may fire upon each other with battery-type weapons and lances, but at no more than 10cm range, and all weapons are at half strength/firepower. Crippled or braced ships may not fire in this manner.

A ship or escort squadron that fails the Leadership test suffers D6 damage from asteroid impacts, but its shields will block damage as normal. The D6 damage will only be distributed among the escorts that actually traversed the asteroid field.



Placement

Asteroid fields can be represented by an area of rocks, pebbles, gravel or kitty litter (unused!). Like gas and dust clouds, asteroid fields are placed so that they run parallel to the sunward table edge. Typically, asteroid fields are D3x5cm wide and D3x5cm long.

WARP RIFTS

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

Effects

A warp rift blocks line of fire and any torpedoes that strike it are detonated. Hulks which drift into a rift disappear, never to be seen again, so they may not be salvaged after the battle. Attack craft squadrons which move into a rift are destroyed.

Ships moving into a warp rift must pass a Leadership test on 3D6 to navigate it successfully. If the ship passes the test, it may be repositioned

up to 2D6x10cm away from the rift, pointing in any direction. If it fails, the ship disappears from the battle altogether – lost in the warp!

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

Placement

Use a strip of white paper, cloth or cotton wool to represent a warp rift. The rift is D3x5cm wide and D3x10cm long.

PLANETS

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

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attempt to establish forward bases or extend their control throughout a contested system.

Effects

Planets are represented by a template or model (ball) placed on the tabletop. The template blocks line of fire and any torpedoes that strike it are detonated (much to the distress of any local life-forms!). Hulks which drift into a planet are also destroyed. Ships may move 'through' a planet (by passing over or under it).

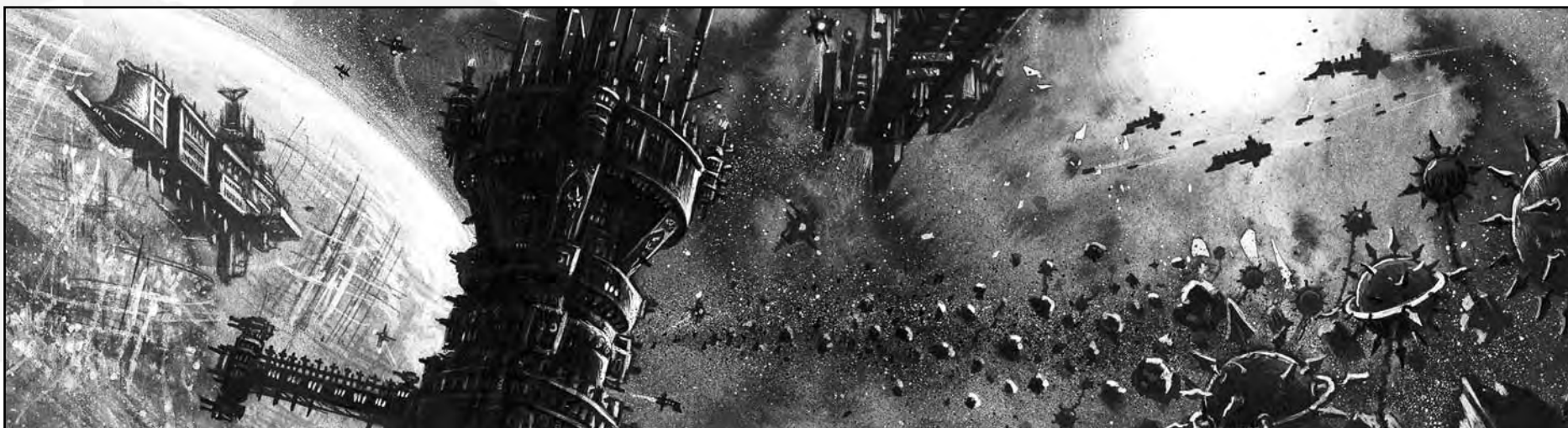
Every planet is surrounded by an area of space where its gravitational pull is strong enough to affect shipping. This area is referred to as its *gravity well*. The gravity well extends out a set distance from the edge of the planet template and affects a ship's manoeuvring as follows.

TYPICAL PLANETARY TEMPLATES:

Small planet (eg, the size of Mercury, Pluto or Mars) – up to 15cm diameter.

Medium planet (eg, equivalent to Venus or Earth) – 16-25cm diameter.

Large planet (eg, the size of Saturn or Jupiter) – 26-50cm(!) diameter.



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TYPICAL GRAVITY WELLS:

Small planet – up to 10cm from template edge.

Medium planet – up to 15cm from template edge.

Large planet – up to 30cm from template edge.

Ships within the gravity well of a planet may make a free 45° turn at the beginning and end of their move, but the turn must always be made towards the planet. The ship does not have to move its minimum distance before it is able to make its free turn. Free turns provided by gravity wells can be used even when the ship cannot normally turn, such as when under All Ahead Full or Lock On special orders. They can also be combined with Come To New Heading special orders

A ship within a planet's gravity well may elect to enter high or low orbit. A ship does not have to move whilst it is in high orbit, but such a stationary ship uses the defences column for gunnery purposes if it elects to remain stationary. A ship that enters low

orbit, however, is removed from play and (where the scenario requires it) is placed on a separate low orbit table. Ships moving up from low orbit are placed touching the outer edge of the planet template.

Placement

Planets are usually so far apart that only one will be placed on the tabletop, although in spectacular 'When Planets Collide' scenarios you might want to place two planets in shockingly close proximity.

RINGED PLANETS

Occasionally planets (usually the larger ones) have rings made up of gas, dust and asteroids. These are represented by gas and dust clouds and/or asteroid fields placed in a ring around the planet.

Placement

If there is a large planet on the table roll a D6. On a 5 or 6 it has rings around it. Place D3 rings around the planet, then roll a D6 to see what sort each ring is: 1-4 = gas/dust, 5-6 = asteroid. Each

ring is D6cm wide and begins D6x5cm away from the planet's edge. Note that some may end up merging into one another, but that's fine.

MOONS

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

Effects

Moons count as small planets in all respects, including when deciding the effects of their gravity wells on turning ships.

Placement

Medium planets typically have D3-1 moons, large planets have D6-2 moons. Moons are up to 5cm in diameter. A planet's moons are placed 2D6x10cm from the planet: roll randomly to see which direction they are from the planet.



"And about Port Maw were ringed many defences. Fortresses in orbit and platforms bristling with weapons lay in wait for an unwary attack. Minefields in abundance were there to discourage the foolish."

Lexus Planetarium, M.38

TABLETOP EFFECTS

The following features affect the entire battlefield. They may be combined with tabletop features to produce, for example, a battle around a planet close to a sun.

FIGHTING SUNWARD

In battles close to the centre of a system, the presence of the local star has powerful effects on the ship's ability to detect other vessels. At extreme ranges, the glare of the sun will tend to obscure the energy signature of enemy vessels, making them difficult to target accurately. In close proximity, an opposing ship with the sun behind it is easier to pick out and track using reflection surveyors and image capture devices.

Effects

In the outer reaches and deep space the light from the distant star has no effect on combat. In battles taking place from the flare region to the primary biosphere, fighting sunward has the following effects:

Any firing conducted towards the sunward table edge doubles the column shifts for long and short range. At long range (over 30cm) the powerful photosphere blinds long range sensors, so take two column shifts right on the Gunnery table instead of one. At short range (15cm or under) targets are 'silhouetted' instead, so make two column shifts left.

SOLAR FLARES

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

Effects

Roll a D6 at the start of each turn. If more than one flare was generated as part of the celestial phenomena roll a D6 per flare generated. On any roll of a 6 a flare occurs, but a flare will only manifest itself once per game. Once a flare occurs, this roll no longer needs to be rolled. Each ship on the tabletop has one Blast marker placed sunward of them. Any ship without shields will suffer one hit and will take critical damage on a roll of 4 or more on a D6. Roll a D6 for each Ordnance marker – on a 4 or more it is removed from play. Eldar and their kin can make a leadership check to ignore all effects of solar flares, and their escorts may re-roll this result for free. If passed, it will take no damage but instead turn directly away from the solar flare and move 2D6cm.

RADIATION BURSTS

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

Effects

Roll a D6 at the start of each turn. If more than one radiation burst was generated as part of the celestial phenomena, roll a D6 for each one generated. For each roll of 5 or 6 a radiation burst occurs. Roll a D6 to see what the interference level of the burst is and all ships on the table reduce their Leadership value by the interference level for that turn. For example, if a radiation burst occurs and a 3 is rolled for the interference level, all ships suffer -3 to their Leadership for the rest of the turn.

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

"The klaxon was sounding all across the ship now. I tried to enter the lower bridge, but the emergency bulkheads had shut. Sporadic bursts from the engines were pushing us to starboard and dipping the stern down towards Proxadis' outer moon. I heard one of the Tech-Priests reporting over the internal comm-net that the artificial gravity had failed along the starboard quarter gun-decks. With the bridge presumed destroyed, I was left as the highest authority on board. I ran into a party of ratings trying to jettison the blazing remains of the tertiary starboard lance turret and I ordered them to get to the saviour rafts. Another explosion shook the ship, sending us flying in all directions. Running up to the secondary aft bridge, I took stock of the situation. We had lost all helm control, the fifth, ninth and eleventh reactors were discharging plasma and the number three reactor was going into endphase overload. I ordered the general abandonment and led the aft bridge crew to the rafts at the end of 'C' deck, port quarter. Just as we jettisoned, I saw the outside of the ship through the port. Plasma was slowly engulfing the whole of the engine section. A gaping hole had been torn through both quarter galleries and fires were burning up on the bridge section. We had perhaps got 12,000 away when the reactors blew, sending a sheet of gas and flame surging towards us. It passed by about 4,000 away, but the shockwave buffeted us badly, and the engines cut."

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



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FIGHTING IN LOW ORBIT

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

You will need a separate table (or section at one end of the main table) to represent low orbit. This doesn't need to be very large – 45-60cm wide x 90-135cm long should be sufficient. One long table edge should be nominated as the planet edge and represents the planet itself. Ships within the gravity well of a planet may elect to enter low orbit at the start of any of their turns – place the ship on the low orbit table, touching the edge furthest from the planet.

Ships in low orbit do not have to move and capital ships do not have to move a minimum distance

before they can turn. To represent interference from the planet's gravity well and the outermost edges of its atmosphere, all firepower shooting in low orbit suffers one column shift to the right, lances and nova cannons require a 4+ roll to fire and torpedoes may not be fired by ships at all.

Ships which move within 45cm of the planet edge will be gripped in the heart of the gravity well and must use their engines to keep station if they don't wish to crash. At the start of each player's turn, all ships within 45cm of the planet table edge are moved directly towards the planet (without changing facing or turning in any way).

The distance that they move depends upon the size of the planet: small=5cm; medium=8cm; large=10cm. Any ship that moves off of the planet table edge in this way is totally destroyed. Escorts

and transports which voluntarily move off the planet edge are said to have landed and are removed from play; capital ships cannot land. If a ship in low orbit moves off the table from any other edge, it is assumed to have left low orbit and is placed back on the main table, touching the edge of the planet. A ship may not enter low orbit and then leave it again in the same turn.

Apart from this, movement and combat is resolved in each player's turn as normal.

If you're limited for space, you can represent the low orbit table with a sheet of paper and markers, using a scale of 1mm:1cm on the Deep Space table. Alternatively, you could use graph paper to plot moves in low orbit, again changing the scale as appropriate.

