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BATTLEFLEET

GOTHIC

MAGAZINE

Issue 6

NEW THREAT ALERT!

Rules for a new Necron ship
New alien vessel identified
Super heavy transporters

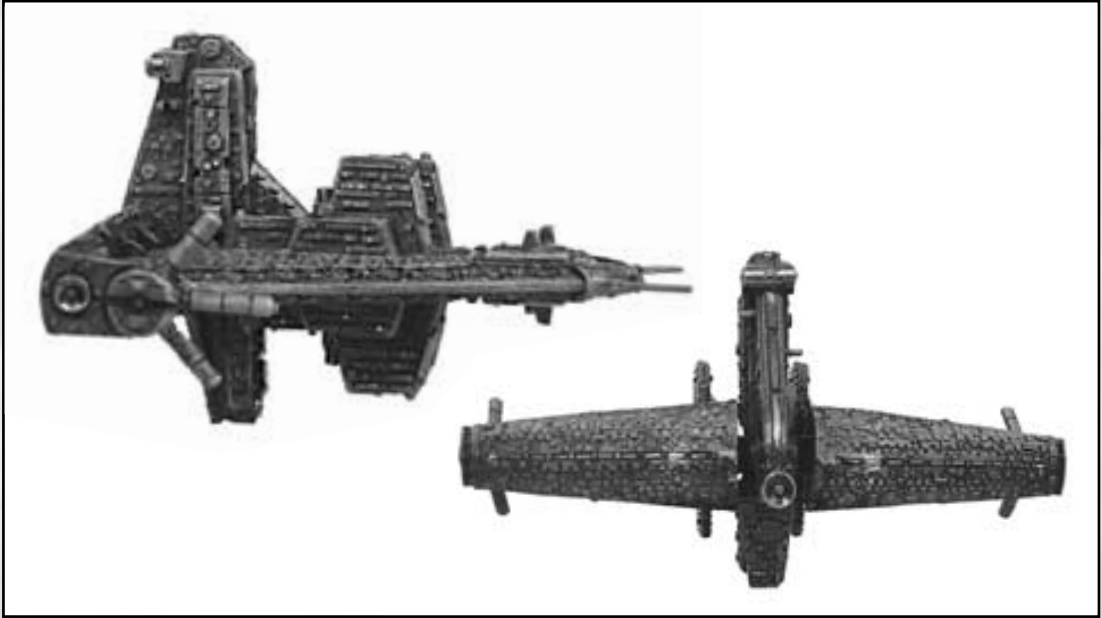
The Orphan World Battle Report
Ahriman's Arrival scenario

**GAMES
WORKSHOP**

NEW THREAT ALERT

*Experimental rules for Forge World's new alien ship,
by ANDY CHAMBERS*

DEMIURG 'STRONGHOLD' COMMERCE VESSEL . . . 350 pts



Once a supremely rare sight, the gigantic stately commerce vessels of the Demiurg have been seen with increasing regularity in the Ultima Segmentum over recent centuries. Fleet strategists have postulated a link between the ships and the expansion of the Tau Empire on the Eastern Fringe, citing three confirmed sightings of Tau/Demiurg or Kroot/Demiurg fleets in the region of the Damocles Gulf. Others have suggested that the nomadic movement of the mysterious Demiurg demonstrates only an opportunistic desire to capitalise on the disruption caused by the Tyranid hivefleets.

The type classified as 'Stronghold' class is fairly typical of Demiurg vessels, being very large, technologically advanced and extremely well powered. Strongholds appear to act as factory/processor vessels and bases for a fleet of intersystem asteroid mining pods, haulage flyers and prospector probes (it is theorized that many of these are automated). Typically, lone strongholds have been encountered in the flare or mercurial zones of uninhabited star systems, hanging motionless and prow-on to the star with a cloud of small craft busily hustling to and fro to exploit local resources.

In most cases these ships withdraw their craft and disengage if challenged but in some instances have inexplicably turned on their attackers with surprising ferocity. It is worthy of note that every known encounter between Demiurg and Ork vessels has resulted in combat, and that renegade elements have often hired Demiurg vessels to fight as mercenaries in interplanetary and intersystem power struggles. As warships, Demiurg vessels are slow but well defended, boasting considerable firepower at close ranges and the capacity for launching mining craft reconfigured as attack craft and torpedoes.

A notable trait of the Stronghold class is its employment of an array of electromagnetic fields around its prow to scoop up interstellar hydrogen. This is accelerated to the rear of the ship to provide motive power in a ram-jet effect but the complex shielding it requires evidently produces numerous other benefits. This process is little understood by the Adeptus Mechanicus and they would dearly like to secure an intact Stronghold for investigation but thus far the opportunity has eluded them.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10	15cm	45°	4	5+/6+prow	4
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Port weapons battery		30cm		12	
Stb'd weapons battery		30cm		12	
Port lance battery		60cm		3	
Stb'd lance battery		60cm		3	
Prow weapons battery		45cm		14	
Prow cutting beam		15cm		Special	
Dorsal Torpedo silos		30cm		6	
Dorsal Launch bays		Fighters 30cm Bombers 20cm Assault Boats 30cm		3 squadrons	
				FIRE ARC	
				Left	
				Right	
				Left	
				Right	
				Front	
				Front	
				All round	
				All round	

Special Orders

Demiurg 'Stronghold' class vessels cannot employ Come to New Heading orders.

Special Rules

Leadership

Demiurg Stronghold class ships are heavily automated and count their Ld value as being equal to their remaining number of hits, so starting at 10. Once a Demiurg has been crippled by suffering 5 hits its Ld value will not drop any further than 5. Bridge smashed critical hits will not inflict additional Leadership loss on a Demiurg ship, but instead cause an extra point of damage (and possible attendant Ld loss) on the vessel.

Blast Markers

The curious shielding arrangement of the Stronghold dissipates the effects of ionised gases and repels larger obstacles in its path. As a result, any Blast marker which a Stronghold moves over is removed immediately – this includes any in base contact with the stronghold at the beginning of its turn. Blast markers have no effect on the movement of the Demiurg ship. Keep markers 'hoovered up' like this to one side so they can be used to fire a cutting beam from the prow in the shooting phase. Note that Blast markers moved over must be removed, the Demiurg player can't choose to remove some markers and leave others in place.

Cutting beam

The cutting beam is a short ranged but devastating ionisation beam the Stronghold usually employs for gouging out recalcitrant moonlets. Each Blast marker picked up by the Stronghold in the movement phase gives the beam the equivalent of one lance shot.

Mercenaries

Unless the fleet is entirely composed of Demiurg ships, they are considered to be mercenaries and will not continue to fight if

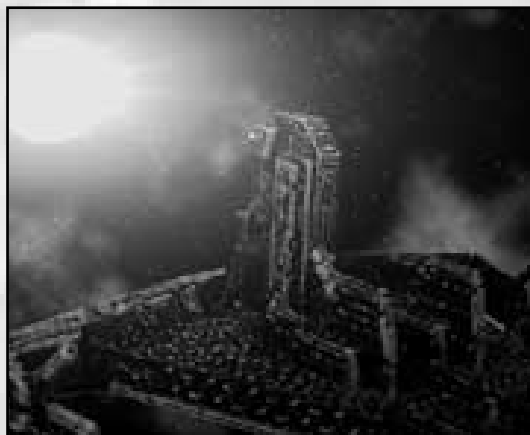
crippled. Crippled Demiurg ships will attempt to disengage every turn and run for the nearest point on the nearest table edge if they fail. However if the Demiurg ship is part of a fleet fighting against Orks it will only disengage if first reduced to 1 or 2 Damage points remaining.

Celestial phenomena

Demiurg Stronghold class ships are totally unaffected by solar flares, gas and dust clouds and radiation bursts.

Deployment and Scenarios

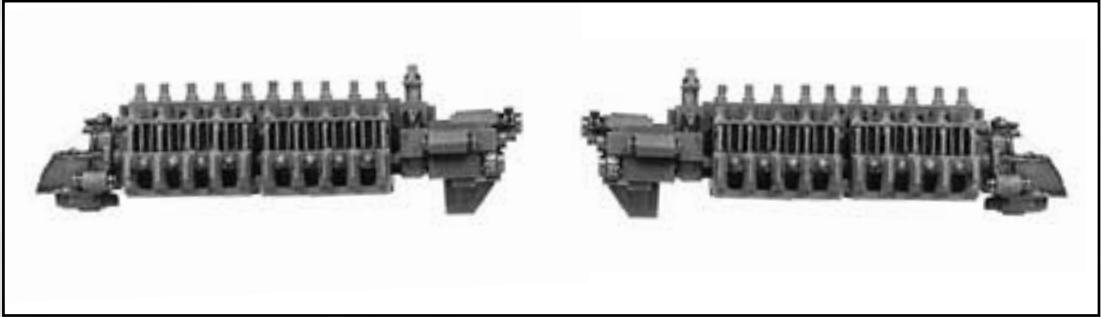
Any fleet, except Orks, Tyranids and Necrons can use Demiurg Stronghold class vessels. They are purchased as cruisers but do not contribute to the number of ships required to gain access to battleships, grand cruisers, etc. Demiurg ships can never carry Fleet Commanders, use Fleet Commander re-rolls or be placed in squadrons with non-Demiurg vessels. A Stronghold class vessel is worth 350 Victory points normally but in a pure Demiurg fleet or one fighting against Orks it is worth 400 Victory points instead to reflect its extra determination.



MERCHANTMEN

*Experimental Rules for Forge World's new models,
by WARWICK KINRADE*

IMPERIAL SUPER HEAVY TROOP TRANSPORTS . . pts/special



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/2	15cm	45°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Dorsal weapons battery		15cm	2		Right/Left/Front

Every Imperial fleet is supported by hundreds of secondary vessels, mostly chartered or commandeered merchant vessels used to transport supplies between embattled systems. The most common of these ships are the Imperial transports, but across the Imperium there are a vast array of different space faring vessels, any of which can be pressed into service at need.

Super heavy transports are used to support large fleet actions, such as planetary assaults. Each is capable of carrying tens of thousands of men and thousands of vehicles. They are also used by Adeptus Mechanicus Titan Legions for moving their huge war machines or enough munitions to supply an entire army. Such a concentration of vulnerable forces needs protecting, and most fleet commanders assign dedicated escort vessels to a squadron of Super heavy transports, and position them at the centre of the fleet's formation for maximum protection. The loss of one of these vessels during a planetary assault can have huge long-term effects on the ground campaign.

As well as their military role Super heavy transports are also used as bulk ore or grain carriers, and damaged vessels have been converted into supply bases, hospital vessels and forward repair facilities for fleets operating in isolated or primitive systems.

Notes: Super heavy Transports do not have the powerful drives fitted to warships. When using All Ahead Full orders only add +3D6cm to their speed. They also reduce their randomly rolled leadership by one, so they have a leadership between 5 and 8. Super heavy Transports have 'special' for their point's value as they are only used as objectives in missions.

Using Super Heavy Transports

You can use Super heavy transports as straight replacements for standard transports. You can use them in Convoy scenarios, in which case a single Super heavy transport counts as two standard transports. For every Super heavy transport taken, the defender may choose up to 100 points of ships to protect it. For the purpose of victory conditions each Super heavy transport that exits the board edge is worth two standard transports.

In planetary assault scenarios a Super heavy transport counts as two standard transports, so the attacker may take one for every 500 points of his fleet. He may mix standard transports and Super heavy transports freely.

A Super heavy transport delivers 4 assault points per turn that it remains within 30cm of the edge of the planet. Whilst deploying troops it may not do anything else.

IMPERIAL SUPER HEAVY FUEL TRANSPORTSpts/special



Every Imperial Guard army requires vast amounts of supplies, not least amongst them fuel. Every tank, armoured carrier, aircraft and vehicle needs it to operate. Fuel supplies will often need to be shipped to an army, and a secure, constant supply is always a high priority for any ground commander. This supply is often carried on one huge tanker. A Super heavy fuel transport can carry enough fuel to support an entire campaign. As such defending them is vital.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/2	15cm	45°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Dorsal weapons battery		15cm	2		Right/Left/Front

Notes: Super heavy transports do not have the powerful drives that are fitted to warships. When using All Ahead Full orders only add +3D6cm to their speed. They also reduce their randomly rolled Leadership by 1, so they have a leadership between 5 and 8. Super heavy transports have 'special' for their points value as they are only used as objectives in missions.

Fuel transports carry highly flammable cargoes. When hit they are likely to explode spectacularly. When rolling on the Critical Hits table add +2 to the dice roll. The maximum result is still a 12.

When rolling on the Catastrophic Damage table also add +2 to the dice roll. The maximum result is still a 12.

ELDAR TRANSPORTSpts/special



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	10/10/15	Special	Holoields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow weapons battery		30cm	1		Front

Just like Imperial forces Eldar fleets need the support of transports. Unlike Imperial forces these transport are fast, stealthy and hard to the catch. Because they are harder to catch and considering that Eldar cargoes are likely to contain more valuable items than Imperial food supplies, the victory conditions of the

Convoy Run scenario are changed when the Eldar are defending the convoy.

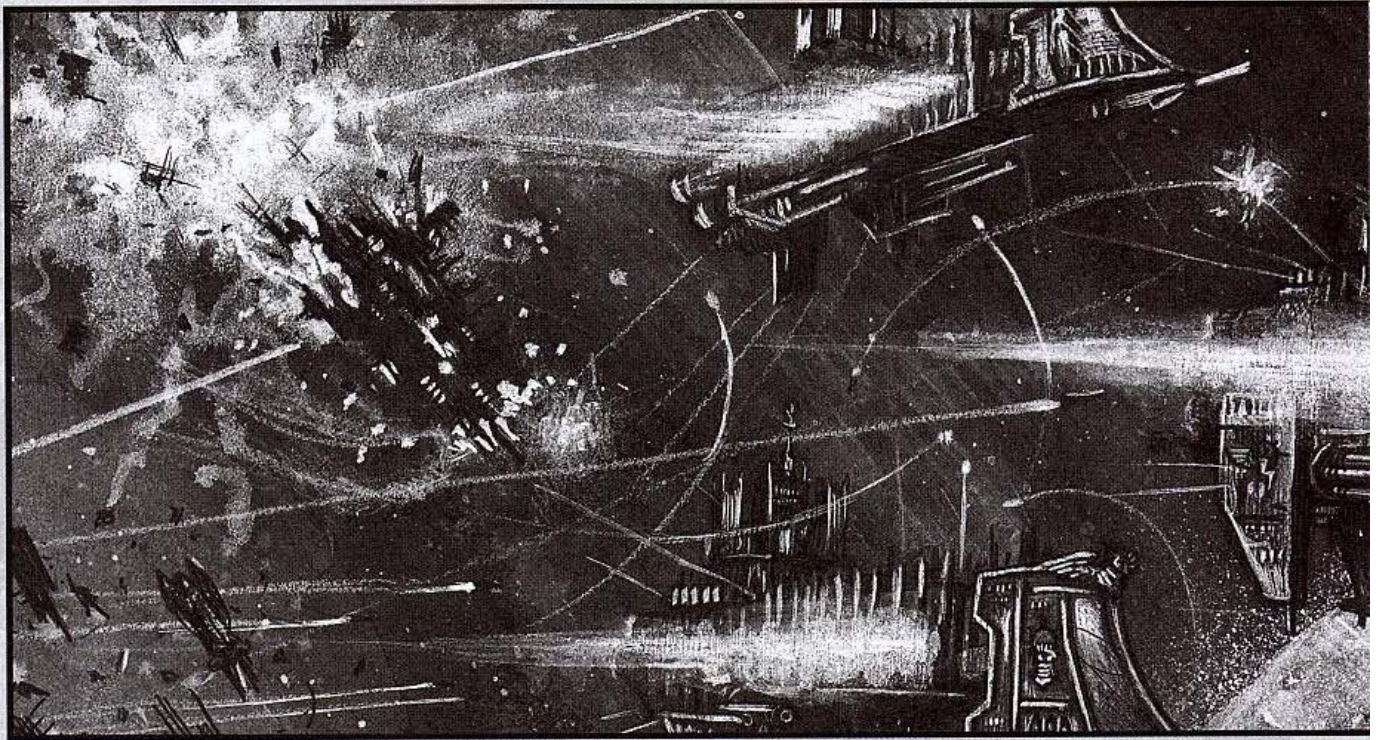
Transport Exiting Result

75% or more	Eldar Convoy win
66%-74%	Eldar Convoy marginal win
50%-65%	Attacker's marginal win
up to 49%	Attacker's win

SCENARIO: AHRIMAN'S ARRIVAL

by Chris Lucking and James Parry

This scenario details the arrival of the infamous Chaos Sorcerer, Ahriman in the Cerberus Shroud, and as such is part of the Cerberus campaign. The result of this battle will have long term effects on the final result of the campaign, so give it a try for yourselves!



This scenario describes the first significant battle of the Cerberus Shroud. Though it was dismissed by some commentators as being unimportant at the time, subsequent events revealed that a different outcome here could have made a tremendous difference to the war.

Background

Following an earlier secret foray into the Cerberus Shroud in a single vessel, Ahriman returned in force. Where before he had been content to gather information by a variety of subtle means, he now turned to the power of his ships, warlords and his own magick to serve his goals. Riding a warp current into the fringes of the Amaranth sub-sector, he emerged in the Willow system and immediately engaged the Imperial forces there.

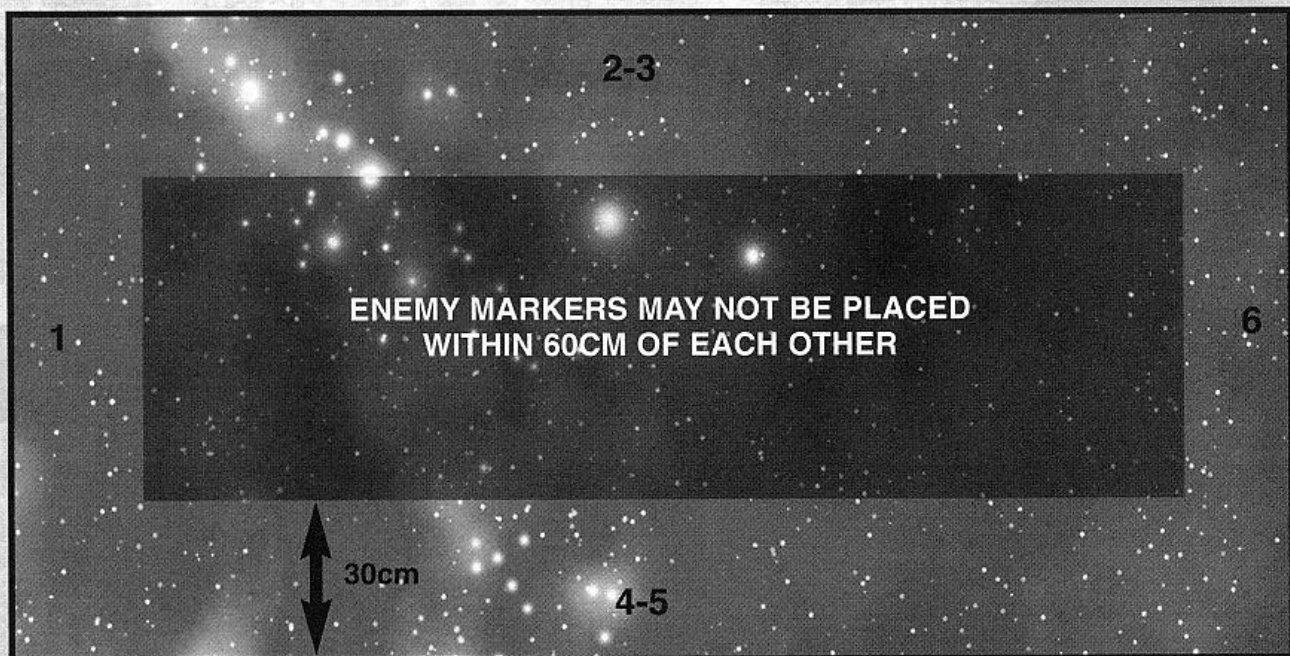
This was the first time he made known his presence in the sector and he did it by annihilating the Imperial fleet that stood in his way. The Naval vessels never really stood a chance against him but were adamant that the Arch-Sorcerer's progress into the sector would

be delayed long enough for warnings to reach their comrades in other systems. At the time the Willow system had recently been placed back under the control of the Imperium. The Navy's hold on the system was not strong, however, and following this battle the primary habitable planet, Willow B, fell to Chaos.

Ahriman spent little time consolidating his hold on the system. Almost immediately his forces re-entered the Warp and jumped to the adjacent system of Raga and then onwards, deeper within the sector, following an inconclusive clash with Necrontyr forces there. Ahriman's goals were still unclear at this stage of the Cerberus War but it is interesting to note that unlike all of the other recent arrivals to the sector, he seemed to know exactly where he was going...

Scenario

The game is based on the Escalating Engagement scenario presented in the BFG rulebook, with some differences to represent actual events.



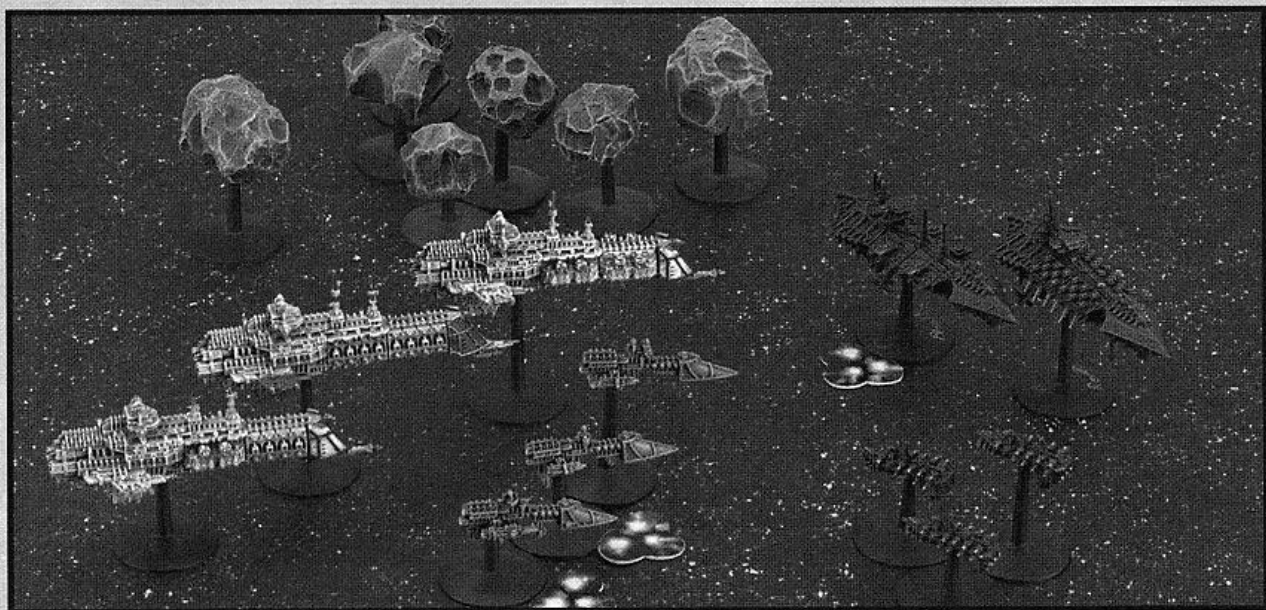
Forces

Imperial forces should be chosen normally, with the following restrictions. Up to 2,000 points with a maximum of one battlecruiser, one Nova Cannon-equipped vessel and one carrier with up to four launch bays can be taken. Escorts and other cruisers may be taken as normal. No battleships were present at this historical engagement. The Imperial forces should be grouped into five divisions as per normal.

Chaos forces may take up to 2,000 points with a maximum of one battleship. No Planet Killer or Blackstone Fortress may be taken. The Chaos player must take Ahriman (see below for his rules) as the commander of the Chaos fleet. Only Marks of Tzeentch may be taken by the Chaos Warmasters and Lords present. one division of up to 300 points of ships should be created.

Historical Imperial forces

- 1 Admiral, Ld 9, with 2 extra re-rolls
- 1 Overlord class battlecruiser *Triumph*
- 1 Dictator class cruiser *Vanguard*
- 1 Dominator class cruiser *First Strike*
- 1 Tyrant class cruiser *Implacable*
- 1 Gothic class cruiser *Furious*
- 1 Lunar class cruiser *Challenger*
- 3 Dauntless class Light cruisers *Neusky, Hunter, Rapier*
- 3 Firestorm class frigates
- 3 Sword class frigates
- 3 Cobra class destroyers



The 'Furious' leads the 'First Strike' and 'Challenger' against the 'Malicious' and the 'Eradicator', who have already brought their broadsides to bear.

Historical Chaos forces

Ahriman (see below)

1 Chaos Lord, Ld 8, Mark of Tzeentch

1 Despoiler class battleship *Severed Dreams*

1 Repulsive class grand cruiser *Treacherous*

1 Hades class heavy cruiser *Vengeance*

1 Devastation class cruiser *Scourge*

1 Carnage class cruiser *Eliminator*

1 Murder class cruiser *Malicious*

1 Slaughter class cruiser *Eradicator*

3 Iconoclast class raiders *Black Asps*

2 Idolator class raiders *Avengers*

Battlezone, Set-up and First Turn

Celestial phenomena are determined as normal, and the starting forces deployed normally.

Historically, the Slaughter and the Iconoclasts were used to bait the trap and the Dauntless *Nevsky* found them first.

Ahriman's precognitive skills allowed him to group his forces very effectively, leaving the scattered Imperials to be destroyed piecemeal.

To represent this the Imperial forces select and deploy their reinforcements as in a normal Escalating Engagement.

The Chaos player places one Contact marker on the table edge of their choice at the end of their first turn. This marker represents the entire of the rest of the fleet, which arrives at the beginning of turn 2.

The Imperial forces are in a desperate situation. They should be considered to have the 'Blood Bond' subplot from the Legacies of War table.

The Chaos forces are trying to break through and get Ahriman to the Shroud as fast as possible. Treat the ship that Ahriman is on as being on a 'Desperate Mission'.

Victory Conditions

To give the Imperial forces a reason to play this mission rather than just sitting around getting massacred, the victory conditions are altered as follows:

Imperial forces get 75% of the Victory points for crippling the Chaos vessels, rather than the normal 25%. Chaos forces get no points for holding the field.



Ahriman

Ahriman is the commander of the Chaos fleet and must be placed upon its most powerful vessel. He will use his vast magical powers and strength of will to guide and support his ships but woe betide any of his followers who dare fail him...

Ahriman has a Leadership value of 10 and gives his fleet one re-roll per turn, in exactly the same way as Abaddon (see rules in Warpstorm and White Dwarf).

To represent the price of failing the Arch-Sorcerer of Tzeentch, he also uses Abaddon's 'You have failed me for the last time' rule.

'I'll be back': As Ahriman is quite important in this campaign, even if his ship gets blown to bits and then implodes into the Warp, he may still return when you least expect it...

Ahriman's magical power is so great that he can affect even as large a target as an Imperial star ship! He has the following magical abilities in a Battlefleet Gothic game:

Blessing of Tzeentch: All enemy vessels firing at his ship suffer a right column shift on the Gunnery table;

Ward of Chaos: All enemy ships within 15cm of his own count as having one Blast marker on their base.

Daemonic Horde: Once per game you may unleash a horde of Tzeentchian Daemons against your foes. Roll a D6 and then roll that many dice to hit vs any one enemy ship's armour value. Shields do count against any damage caused and check for Critical Hits as normal.

Cost: 200 points. Please note that as Ahriman is an unofficial addition to the BFG game, he may only be used with your opponent's permission. He must always be the chief Warmaster of your fleet. What happens when you take Ahriman and Abaddon in the same fleet is outside the scope of this scenario but it would probably be really nasty!