

THE OFFICIAL

UK £3.50 US \$6.95

BATTLEFLEET

GOTHIC

MAGAZINE

Issue 1



Tyranid Attack!! The Hive Fleet is here...
Da 'Ammer, new Ork Cruiser
Coribra Sector, part 2



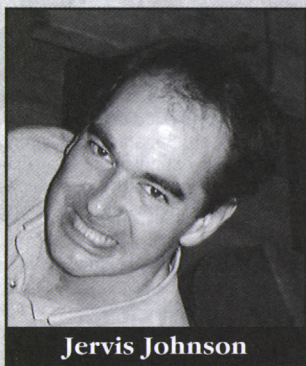
Tyranid Hivefleet

by Jens 'The Hive' Kroenert

Jens's impressive, converted Tyranid Hive Fleet utilises much of the Tyranid Epic range.



EDITORIAL



Jervis Johnson

Yes I know it really should be Andy writing this editorial, but sadly the 'Big C' is away at US Games Day for a week or so, so you'll just have to put up with me this issue. As you probably know, I recently joined the Fanatic crew with the remit of

providing official on-going support for all of our games apart from Warhammer and 40K. As far as I'm concerned this is dream project, as it allows me to get stuck in and start adding new cool bits and pieces to some great games – one of which just happens to be Battlefleet Gothic. Fortunately I don't have to do this all on my own, and although Andy is away right now, he will be closely involved with any of the developments that take place for BFG. Well, it is his game after all!

As you will see if you scan through the rest of this magazine, we have hit the ground running with models and rules for Tyranid fleets, backed up with new rules for da Orks, part two of Matthew Sprange's Coribra Sector series, and

other cool bits and pieces too. We'll be following up the Tyranid rules in this issue with material on the Imperial Battlefleets that have fought against the Tyranids in issue two. The second issue will also contain rules and fleet lists for another new race... but I'm going to keep exactly which one secret for the time being (he he). Don't worry, as soon as we've got samples ready of the new race's ships we'll post pictures and news about them on the BFG bit of the Fanatic web-site at, www.fanatic-games.com, so that you can keep up-to-date about what is going on.

As well as producing new rules and miniatures for BFG, we'll be doing our best to make sure that that game and miniatures remain constantly available. However, if BFG is to survive and prosper it needs your help. My task at Fanatic is to keep on supporting any GW games other than Warhammer and 40K as long as there are people playing them. However the amount of support I can give each game will depend on the demand; the more people that are playing the game, the more support I can give it. Which is where you come in – get out there and start to introduce players to the joys of BFG gaming! It's a fab game, and as long as there are people playing it we'll keep on supporting it.

Have fun,

Jervis Johnson

HEAD FANATIC
Jervis Johnson

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Warwick Kinrade

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Christian Dunn

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Warwick Kinrade

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WELCOME to FANATIC!

New material for Blood Bowl,
Mordheim, Necromunda,
Battlefleet Gothic, Warhammer
Quest, Warmaster & Epic 40,000

* * * *

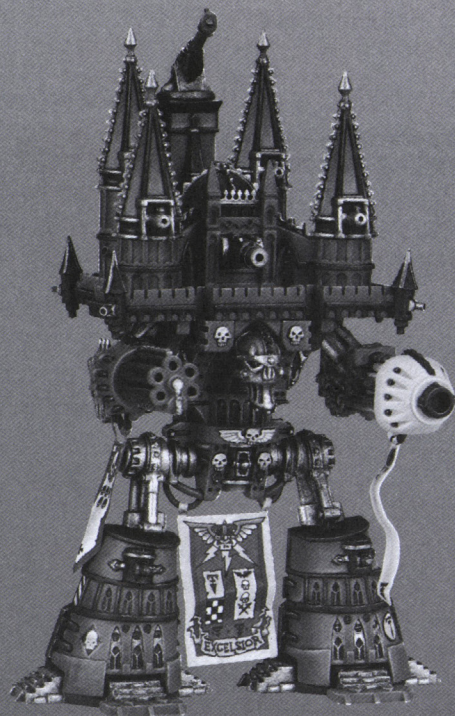
Regularly produced magazines
for each game!

* * * *

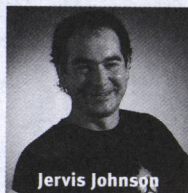
New gaming supplements!

* * * *

New miniatures!



If you thought Warlord Titans were big, wait until you see the Emperor Titan! A re-release of the original Emperor Titan model, but with brand new metal 'add-on bits' that will convert it into the War Monger version.



Jervis Johnson

Sounds rather exciting doesn't it? And believe me, it is. My name's Jervis Johnson, and for the last few months I've been working with Andy Jones on a top secret project codenamed 'Fanatic'. The aim of this project has been to set up a little bit of Games Workshop that is dedicated to looking after some of the great games GW has already produced, but which have been side-lined after release because of the overwhelming success of Warhammer and Warhammer 40,000. Games like Warhammer Quest, Blood Bowl, Necromunda and Epic, and more recently Battlefleet Gothic, Mordheim and Warmaster. None of these games deserve to drift into the ether, and Fanatic Games has been set up to make sure that that doesn't happen. So, starting this month, we'll be bringing out new magazines, new supplements, and, most important of all, new miniatures for you to use with these games. A new era has begun – the age of Fanatic – and things will never be quite the same again.

How will this all work? Don't worry, all is explained below...

FANATIC QUESTIONS & ANSWERS...

Why was Fanatic set up?

Fanatic was set up because we were unhappy with the level of support we could generate for games other than Warhammer and 40K. These games deserved proper support, but the success of our two main games made it very hard for us to provide it. So we decided to set up a separate venture whose only job is supporting the games other than Warhammer and 40K.

Which games will Fanatic cover?

It will cover Blood Bowl, Warhammer Quest, Necromunda, Epic 40,000, Battlefleet Gothic, Mordheim and Warmaster. If the Studio produces any new games then Fanatic will provide on-going support for these as well.

What will Fanatic do?

Fanatic will bring out magazines, gaming supplements and new miniatures for all of the games it supports. In addition Fanatic will act as a 'champion' for the games, making sure that they are available all of the time, all round the world. If you have difficulty getting hold of any of the games or miniatures that Fanatic supports, then get in touch with us and we'll tell you where you can find them or we'll supply them ourselves. If a game ever goes out of print, we'll make sure that the rules and other things you need to play remain available, either by reprinting them ourselves in a new 'Fanatic Edition', or by making the rules available to download off the internet.

Will you keep making new stuff for these games forever?

As long as you guys are playing then we'll keep on supporting the games and bringing out new material for them. We will, however, have to 'cut the cloth to fit', because when all is said and done, Fanatic is a small operation running on a shoe-string budget. All of the material we produce will be made on short runs, in some cases literally to order (i.e. when

you place an order we'll go off and spin the mould to make the miniature!). All of our resources will be concentrated on making sure we can get you the best support we can – in other words, as long as the content is fantastic we'll be willing to cut corners on the usually high standard of presentation.

Can you tell us more about the magazines?

Each of the games that Fanatic covers will have its own magazine. These will come out on a regular basis, though the frequency will vary from between two and six issues per year depending on the popularity of the game. Each issue of a magazine will provide new rules, articles, details of new releases, news and gossip, designers' notes, a contact section and an events calendar. Our aim is to make the magazines a 'must-have' item for dedicated players of the game that the magazine covers.

What about the magazines Fanatic currently produces, like Firepower and Gang War?

Don't worry, they haven't gone! Instead they will all be incorporated into the new magazines we'll be producing. So, for example, the new Epic 40,000 magazine will carry on in the footsteps of Firepower magazine, and will carry on the traditions set by it. We just wanted to start all of the magazines off at issue 1 to make it clear that a new era has begun, and to underline that the material which appears in the magazines from now on is all official support material approved by GW for use with their games.

Tell me more about the supplements!

From time to time we plan to bring out supplemental material for the games that Fanatic covers. These will vary widely in terms of size and content, but to give you some idea of what we have in mind, things

WEB: www.fanatic-games.com



The Fanatic fanatics!

For the first year are: a new scenario pack for Warhammer Quest, a rule supplement for Epic featuring super-detailed Titan rules, an army pack for Warmaster featuring the new armies we'll be basing for the game, a supplement for Battlefleet Gothic featuring the Tyranids to the game, and new buildings for Necromunda and Mordheim.

Can you tell me more about the miniatures?

Fanatic will produce new metal miniatures and resin models for all the games that it covers. In the e-line are three new armies for Warmaster, two new fleets for Battlefleet Gothic, a new Blood Bowl team, new gangs for Mordheim and Necromunda, new plans for Epic and new characters for Warhammer Quest. Those nice large World people have also promised to make us some resin terrain pieces and resin 'add-on' bases to convert existing miniatures to exciting new models.

Will the stuff Fanatic produces be 'official'?

Although I really hate the term, yes, all of the stuff Fanatic produces will be 'official' additions to the games we cover. The Studio Games development team will be fully involved in the project, so players can know that the original designer has either written or approved all of the material that Fanatic produces.

How do I get hold of Fanatic stuff?

Anytime you thought you'd never ask! One way or another, if you want Fanatic stuff, then we will get it to you. The best port of call should be your local GW Mail Order service (see

their address and phone number at the back of this issue of this issue). If that doesn't work then you can get in touch with us direct at the address, phone number or e-mail address shown at the bottom of this page. Alternatively you can order 'on-line' via the Fanatic web site, see below for the URL.

What's that about web sites?

You can order on-line and find out about new releases by visiting our website at <http://www.fanatic-games.com>. We're (slowly) adding community sites for each of the games that Fanatic supports, which will include archives, links to cool fan sites and other bits and pieces.

I haven't got internet access. Is there a postal mailing list I can join to be kept up to date as to what is going on?

Write to the address below and we'll bombard you with regular postings keeping you fully up to date on what we're up to at Fanatic. Just fill in the form below!

Do you want feedback?

We certainly do! If you have any thoughts, comments, ideas or criticisms about Fanatic, then please write to us at Fanatic Games, Games Workshop Ltd, Willow Road, Nottingham, NG7 2WS, UK, or e-mail us at fanatic@games-workshop.co.uk. All we ask is that you don't expect a personal reply, as we just get too much mail to be able to try and answer it all. However we do read every single letter and e-mail we receive, and everything that's said will be added to the melting pot.

JOIN OUR MAILING LIST...

If you want to be kept up to date on all of the stuff that Fanatic is bringing out, you really need to join our mailing list. Just fill in the form below and send it to **Fanatic Mailing List, Games Workshop Ltd, Willow Road, Nottingham, NG7 2WS, UK** and we'll start bombarding you with news and details of all our new releases.

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COMING THIS MONTH FROM FANATIC...

Epic 40,000 Magazine • Issue 1

The new incarnation of Firepower, the magazine for serious Epic 40,000 players everywhere, includes part one of Adeptus Titanicus Revisited by Gav Thorpe & Jervis Johnson, an official rules supplement for Epic that adds more detailed rules for Titans and War Machines. The issue also includes rules for the new Emperor Titan model released this month.



Battlefleet Magazine • Issue 1

The first issue of Fanatic's magazine for Battlefleet Gothic players is something of a 'Tyranid Special'. Included are rules by Andy Chambers for using the new Tyranid ships released this month, and John Lamshead provides background, fleet lists and ship details for the Imperial battlefleets which fought against Hive Fleet Kraken.



Warmaster Magazine • Issue 1

Rick Priestley has been burning the midnight oil ensuring that the first issue of Fanatic's Warmaster Magazine is very special. Included are scenarios, questions and answers, experimental rules and details of the official Warmaster website, plus rules, army lists and background for the new Warmaster Kislev army.



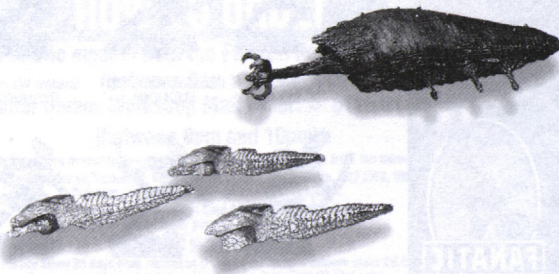
Warhammer Quest – Traps & Pitfalls

An expansion for

Warhammer Quest that adds all kinds of nasty traps and pitfalls to kill off unwary adventurers. All-new floor plans and templates are included, along with all the rules you'll need to add these to your games.

IN THE PIPELINE...

- Warmaster Seige Equipment
- Warmaster Kislev Army
- Battlefleet Gothic Tyranid Hive Fleet
- War Monger Titan
- Averland Mordheim Warband
- Amazon Blood Bowl Team

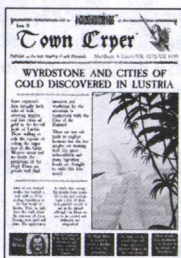


Work in progress: part of the Hive Fleet takes shape!

TEL: 0115 916 8177 E-MAIL: fanatic@games-workshop.co.uk

Great NEW stuff for these great games!

Fanatic has been set up to support Blood Bowl, Warhammer Quest, Necromunda, Epic 40,000, Battlefleet Gothic, Mordheim and Warmaster. Every month we'll be bringing out new magazines, new supplements and, most important of all, new miniatures for you to use with these games. This page shows our first set of releases, and there'll be much, much more in the months to come. And remember that all the models ever released for all these systems are still available from Fanatic. If you like any of these games and want to know more about them, then check out our web site and if you have any thoughts, comments, ideas or suggestions about Fanatic, then write or e-mail us - we'd love to hear from you.



TOWN CRYER 10

In line with all of the other official Fanatic releases, Town Crier has now reached the approved 'official' status. This issue features a move away from the City of the Damned and follows the exploits of treasure hunters in the mysterious jungles and temples of distant Lustria - in 'Cities of Gold'. New rules, warbands and a setting with a distinctly 'lost world' feel.

TOWN CRYER 10 £3.50/ \$6.95

NECROMUNDA MAGAZINE 1

Following on from the phenomenal success of the Gang War series comes the first official Necromunda magazine. In this 48 page magazine you'll find new rules, scenarios and details of the new Fanatic miniatures range. You can also find out about our plans to start taking GW's premier 40K skirmish game out of the Hive.

NECROMUNDA MAGAZINE 1 £3.50/ \$6.95



Also available Warmaster 1, Epic 1, Battlefleet 1, WHQ Pits & Traps. Ring for details.



New Mercenary Warband for Mordheim - Averlanders

Averland lies to the south-west of Ostermark and the dreaded City of the Damned. It is a land of thick pine forests and few cities and is only sparsely populated at best. Nevertheless, the men of Averland are a very hardy breed indeed, for to the south lies the Black Fire Pass, the favoured invasion route of the Greenskins. These men have been hardened from a lifetime of fighting the savage Orcs and Goblins of the Black Mountains and mercenary bands are very common in these parts. Despite their fearsome reputation, the Averlanders are renowned for their flamboyant if slightly outlandish dress sense - huge floppy hats and baggy sleeves and trousers. It is often commented that Averlanders really stand out in a crowd and that's just the way they like it when looking for hire as mercenaries. Rules for using an Averland warband in Mordheim can be found in Town Crier issue 10. They also make great characters and champions for a Warhammer Empire army!



Averlander 1
FMDM001



Averlander 2
FMDM002



Averlander 3
FMDM003



Averlander 4
FMDM004



Averlander 5
FMDM005



Averlander 6
FMDM006

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ALL 6
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(Includes plastic Mordheim sprue)

New Mercenary Warband for Mordheim - High Elf Shadow Warriors

The High Elves of Ulthuan are a wise and ancient race although they are often proud and haughty and do not mix with lesser races well. The Shadow Warriors are the most adventurous of their race and it is perhaps because they are from the tainted lands of Nagarythe, once the domain of the Witch King, that they are often found far from their island realm. Elves possess grace and speed that is unsurpassed and are formidable fighters having been taught the arts of war from an early age, so they are amongst the best treasure hunters and rangers known to man. Models are supplied with the appropriate shield and quiver. Rules for using a Shadow Warrior warband in Mordheim can be found in Town Crier issue 10. They can also be used in a Warhammer High Elf army.



Shadow Warrior 7
FMDM007



Shadow Warrior 8
FMDM008



Shadow Warrior 9
FMDM009



Shadow Warrior 10
FMDM010



Shadow Warrior 11
FMDM011



Shadow Warrior 12
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Shadow Warrior 14
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Shadow Warrior 16
FMDM016



Shadow Warrior 17
FMDM017



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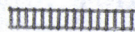
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Empire cart
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FNR5006

2 for
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Ladder 2
FNR5007



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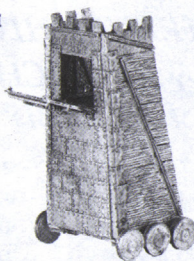
Mantlet 1
FWR5009 (50p/ \$1)



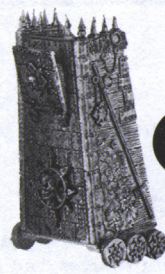
Mantlet 2
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Mantlet 3
FWR5011 (£1.00/ \$2)



Empire siege tower
FWR5023



Chaos siege tower
FWR5024



Orc siege tower
FWR5025

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Each



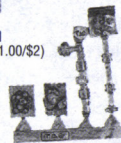
Siege cauldron
FWR5012 (50p/ \$1)



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Ram 2
FWR5014 (£1.00/ \$2)



Siege defenders sprue
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Warmonger
Emperor Titan
FECK001

EPIC 40,000®

New Emperor Class Titan for Epic – Warmonger

The awesome Warmonger class Emperor Titan is an incredibly powerful machine. This Emperor variant is armed with a cluster of Deathstrike missiles (which are especially accurate due to the complicated sensor array and Thunderbolt spotter-plane), heavy batteries and the arm mounted dual-death ray. The model consists of a plastic Imperator Titan kit and the 'add-on' metal components shown below (give us a call if you'd like to order either separately). Rules for using the Warmonger can be found in Epic magazine 1.



BATTLEFLEET GOTHIC™

New for BFG – Tyranid Hive Fleet

Led by the massive Hive ships, the bio-organic, living space craft of the Tyranids are terror incarnate. Fearsome Drones armed with horrifying weapons swarm around terrifying Hive ships the size of battleships. Rules for using Tyranid fleets (and details of the Imperial fleets that fight against them) can be found in Battlefleet magazine 1.



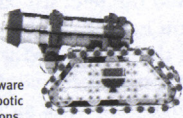
ALL 4 FOR
£14/
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Each Hive ship comes with a selection of eight weapons – choose from the following: Bio Plasma Spine, Feeder Tentacles, Pyro Acid, Landing Bay and Ram Claw (counts as two).

NECROMUNDA™

New for Necromunda – Rapier

Only the richest of gangs can afford such expensive hardware as the Rapier sentry cannon. Controlled by a tiny robotic brain, the Rapier can lay down a barrage of heavy weapons fire without the need for a gunner. Rules for the Rapier can be found in Necromunda magazine 1.



Rapier Cannon
FNCM001 (£8.00/ \$10.99)

New for Necromunda – Event Cards pack

The Event cards from the Necromunda supplement, Battles in the Underhive, are now available in this special 'pop-out' card pack. All forty-eight event cards are now conveniently printed on thick card and perforated for ease of removal. All of the special rules have been included in the accompanying rules booklet.



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Events cards pack
FNC5001

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THE GREAT DEVOURER

TYRANID HIVE FLEETS

by ANDY CHAMBERS

model conversions by Sherman Bishop and Jens 'The Hive' Kroenert

Ever since BFG came out people have been asking questions along the lines of 'When the hell are you guys going to get your fingers out and make a Tyranid fleet?!?!?!'. Well fret no longer oh purple tentacled members of the Hive Mind, for that jolly nice fellow Andy Chambers has been burning the midnight oil in order to bring you this, the one and only official Battlefleet Gothic Tyranid rules and fleet list!



Byond the human galaxy, beyond the range of human spacecraft and astrotlepathy, lies the unspeakable cold of the intergalactic void.

Few men have ventured into this realm and none have ever returned. It is the great barrier that divides galaxy from galaxy, a place where time and space conspire to hold the galaxies apart with inconceivable distances.

Yet the void is no longer empty. An immeasurably ancient and implacable intelligence moves through the cold and the darkness, its many eyes fixed on the distant glittering lights of our galaxy. The Great Devourer moves between the stars and hungers for the flesh of all who lie before it. This great organism, this monstrous entity, men know as the Tyranid race.

Even by naming the Great Devourer men betray their ignorance. Every thought and action, every spark of life in the Tyranid race is bound and interlinked into a single mind, into a single great entity which stretches over light years of space and is controlled by the immortal hive mind. A billion times a billion Tyranids stand at the rim of the galaxy yet each one is no more than a single cell in the living body of the hive mind, the devourer of worlds.

Seriously, though, for some time now Andy has been tinkering away with a set of rules to allow players to use Tyranid ships in BFG, and even managed to arrange for a small selection of Tyranid ship models to be made to go long with the rules (although the rules are designed to work just as well with scratch-built models – see elsewhere in this issue for details). Unfortunately, pressure of work on 40K has stopped Andy from really getting the time to finish the project off, so although the rules are written and the models made, they have not yet been fully tested.

I knew that Andy had been working on the rules, so when I joined the Fanatic crew I volunteered to help finish the project off. Initially my plan was to take Andy's rules, play-test them, sort out any problems, and then publish them as a supplement for the main BFG game. However, Andy was confident that the rules and list were in a playable state, so rather than make you guys (and gals!) wait for six months while we got them ready, I thought I'd let you join in with the fun by unleashing the current version of the rules to a wider audience in Battlefleet magazine.

You'll find Andy's Tyranid rules are on the following pages. Unlike the 'experimental rules' you'll find elsewhere in this magazine, these Tyranid rules are definitely going to be published as an addition to the BFG rules system in pretty much exactly the form you will find them here. However, we still need you to help us iron out any wrinkles or loopholes there may still be hiding in the rules, so that they work smoothly and fairly. So, please use these rules and the fleet list, and then write to us telling us if you ran into any problems. We'll be play-testing them also, and with your feedback we'll come up with the final version of the rules to be published as a stand alone BFG supplement some time next year. Until then feel free to use the rules in any games of BFG that you play – though if you're playing in a tournament you should make sure that the tournament organisers are cool with you using them first! We'd also like to know what you think of the Tyranids in general, what new miniatures you'd like to see, what new background – in short if you've anything to say that that relates to Tyranids in BFG we want to hear about it! Sadly we won't be able to reply to the mail we receive, but all the letters will be read and the ideas in them 'added to the melting pot'.

Have fun, and remember to write us with your comments,

Seamus Loh

The primary difficulty of strategic studies of the aliens designated as the Tyranid race is engendered by their mobility and methods of attack. Hivefleets of varying sizes have been encountered and only one unifying feature of their methods has been established, to wit that they maintain no permanent establishment on habitable worlds once they have been subdued. Hivefleets stop in one place only long enough to strip the worlds they have conquered before disappearing into deep space until they strike again. In strategic terms the hivefleets' attacks appear to be primarily opportunistic. As worlds with desirable resources are discovered the nearest hivefleet will move to consume them. Thus, relentlessly, they are drawn towards inhabited space and the most densely populated areas of the Imperium. As such this document will confine itself to the known capabilities and actions of the Tyranids. Addenda shall be added as and when overall strategic objectives for the Tyranid hivefleets can be determined.

PARTICULARS

The invasion of a system can be broken into five discrete phases: Discovery, Approach, Attack, Subdual and Consumption.

The first indication that something was amiss was the detection of a cloud composed of a large number of unidentified objects entering the fringes of the Tyran system. Scanning and telemetry revealed little about the mysterious cloud but showed it emitted no energy signatures or signals of its own. The objects themselves were non-metallic and irregular in shape, which ruled out a fleet of starships or pieces of a space hulk cast up by the warp.

Excerpt from the history of the First Tyrannic War – Hive Fleet Behemoth.

Phase I: Discovery

Discovery of potential targets is under taken primarily by warp-capable drone-ships which disperse among the star systems close to a hivefleet. Over the course of decades these living ships methodically investigate planets and, upon discovery of likely candidates, seed worlds with 'vanguard' organisms such as Lictor and Genestealer infiltrators and various Gaunt species. It is believed that the psychic signature of these creatures draws the hivefleet to them proportionally to their numbers. If the Tyranid nests are fruitful and multiply quickly the hivefleet is soon drawn to the apparently rich feeding grounds, less successful colonies appear to be given a lower priority.

This method is also employed by the use of wrecked space hulks to carry pockets of Genestealers ahead of the hivefleet on the

The menace of the Tyranids cannot be underestimated. They are unique in so many respects: their capacity to mutate and evolve, the bio-technology of their weapons and space craft, their gestalt consciousness and their single-minded purpose of being. Because we have never been able to reason with them, our only interaction has been war. Yet think what we could learn from them! They are not all beasts, these creatures. Many are evidently cunning and intelligent. If we could only communicate with them, how both races would benefit! With communication would come mutual understanding and respect. The frontiers of human science would be pushed back. Human and alien could live together in peace and harmony...
[records deleted from this point, by order of the Commission for Human Purity]

Excerpt from the personal log of Genetor Malin. When the pervasive nature of his dangerous theories was uncovered, the Genetor was immediately removed from office, stripped of all his rank and privileges, and sentenced to spend the rest of his natural life in the prison Astrophel Penitente.

uncertain currents of the Emyrean. If the creatures arrive at an inhabited world they can infect its populace with a genetic corruption and achieve a vanguard of hybridised slaves which will also attract the attention of a hivefleet. The success of this approach can be argued by the fact that Genestealers have been encountered aboard space hulks in every Segmentum of the galaxy. Likewise Genestealer infestations are commonplace enough that the High Lords have issued no less than eighty decrees pertaining to their cleansing by Exterminatus in the last decade.

If all else fails it is believed that the hive-ships perform some form of spectrographic analysis of the radiation from the nearest stars to select a destination. This has been born out by the fact that 72.3% of encounters with hive-ships (as opposed to the smaller drones) have taken place in systems containing class F2IV -K9V stars. This spectral band covers 81% of the worlds inhabited by humanity.

Phase II: Approach

The arrival of the hivefleet is preceded by what the Adepts term 'The Shadow In the Warp', a psychic disturbance which renders Astropathic communication impossible, blots out the Astronomicon and renders warp travel extremely unpredictable. Both the relativistic distance and size of the Hivefleet affect the intensity of the warp-shadow, but in several reported instances entire sectors have disappeared beneath it. As such the shadow in the warp forms an uncertain compass of the Tyranids movements, all too often the target of their attack becomes apparent only after it has been enveloped and rendered unapproachable.

As the tiny system ship closed the range Varnak was amazed by how regular in size the objects in the cloud were. Groups of smaller objects hung close to the largest ones in almost perfectly spherical halos. As the commander closed with the nearest large object his sensors showed him that it did possess a rough kind of symmetry after all. Its surface was covered in fantastic ribs and whorls. The texture and surface composition of the object was similar to an asteroid that had been worked or fashioned somehow and then left to drift in space. Closer still the sensors picked up vanes of opaque matter which spread from the object and angled towards the sun like sails.

A sudden warning from his crew alerted Varnak: the smaller objects now surrounded the research ship and were closing the range, apparently under their own propulsion. Magos Varnak brought the ship around and started to move away from the large object. He attempted to broadcast messages in a variety of media, using not just radio waves but light, colour, radiation and others. No change or response was visible or detectable. If anything, the smaller objects were now approaching more quickly. In desperation Varnak fired the boosters to drive the ship free of the closing web of objects.

As the ship passed close to the nearest object it detonated with shocking force. The shock wave inflicted crippling damage on the ship, Magos Varnak was injured and several members of the crew were killed. Worse still, the ship continued to suffer further damage as it pulled away. Several more compartments blew out without warning and power lines failed minutes after the explosion. Fortunately, the ship's engines held and it limped away at best speed to Tyran.

By heroic efforts Magos Varnak piloted the ship back to Tyran Primus and crash-landed it in the ocean nearby. Investigation of the ship and its record tapes showed that the vessel had been struck by a variety of complex acids and viruses which had eaten away over 20% of its hull. By now the cloud was approaching at greater speed than before, and the Imperial scientists estimated that its current rate of progress would move it into Tyran's orbit within less than a week. The biological origins of the acids and viruses indicated that they originated from a living host. Genetors postulated that the cloud was composed, in part or in whole, of a swarm of vacuum-dwelling life forms previously unencountered by Man.

Excerpt from the history of the First Tyrannic War – Hive Fleet Behemoth.

The bio-ships which comprise the fleet may either exit the warp simultaneously at the edge of the system or, in many reported instances, exit in deep space and drift towards their objective. This latter approach renders the Hivefleet virtually invisible to long-range augury and Astrotelepathic detection. There has been speculation that some hivefleets may actually drift through realspace for the entire voyage between systems, but as this would entail a journeytime of decades or centuries of

hibernation it must be consigned to the realm of conjecture.

Phase III: Attack

The Tyranid invasion is begun by the hiveships releasing spores into the target's planets atmosphere. The mix typically includes mycetic spores for landing 'vanguard' and 'main force' ground assault swarms, spore 'mines' of a corrosive, poisonous and/or explosive capability, zoomorphic symbiotes and parasites, plus fertilisation, weather modification and necrotic varieties. Flying creatures are also dispatched, primarily swarms of winged Gaunt species tended to by the dropship-sized Harridan brood organisms.

Phase IV: Subdual

In the initial phases of invasion the flying swarms make concentric attacks in an effort to herd lifeforms into the path of ground swarms. Pre-existing Vanguard organisms will move to join the advance, presumably sharing their information of local DNA, topography and resistance with higher synaptic receptors of the Tyranid hive mind. Battles are frequently reinforced and expanded by the direct dropping of reinforcements in mycetic spores from the hive ships in orbit.

The ground swarms are continuously reinforced with increasingly powerful contingents of Tyranid Warriors, bio-artillery and specialised organisms like the Carnifex assault-beasts and Hive Tyrants. As resistance lines stabilise they are infiltrated or smashed with coordinated wave attacks and mycetic spore drops. Centres of resistance are surrounded, besieged by the gathering of increasingly large and powerful swarms until they are overrun.



Phase V: Consumption

Strictly speaking the consumption of the planet under attack is undertaken continuously from the moment the hiveships achieve low orbit and release organisms into the atmosphere. However, the point upon which the hiveships begin to replenish their reserves of bio-mass from the planet is a discrete phase which forms the culmination of the Tyranid assault.

Initially emerging Tyranid feeder organisms spring up in the wake of the ground swarm's advance, mobile ones following hard at its heels while sessile varieties spread and multiply at a ferocious rate, hybridising or

absorbing native life. Carrion from the battlefields is quickly consumed and used by several species to pupate and metamorphose into larger lifeforms. Bio-factory organisms harvest and transmute the remaining feeders into nutrient gels which are employed to feed the fighting swarms and droneship-haulers which replenish the hiveships in orbit.

During this period, climate and humidity is subject to modification, as increasing numbers of Tyranids organisms manipulate weather patterns to achieve maximum growth, carbon dioxide and nitrogen are leached away, leading to an increasingly oxygen rich environment. As resistance is overcome more and more of the planet's surface is stripped bare by continuous harvesting until the hivefleet concludes its actions by draining the planets' atmosphere and seas. At this point many hiveships will calve, adding to the numbers fleet's numbers of drone-vessels and immature bio-ships. The attack complete, the hivefleet will then move into deep space again to seek a new target.

Tyranid hivefleets typically comprise of a mix of large Hive ships and larger quantities escorted 'drone ships'. The smaller vessels generally act instinctively and are only unified into a coherent strategy by the psychic emanations of the hiveships. The need for the hiveminds' overall control to be channelled through synaptic links makes Tyranids fleets ponderous but well co-ordinated, a factor which is more than compensated by their

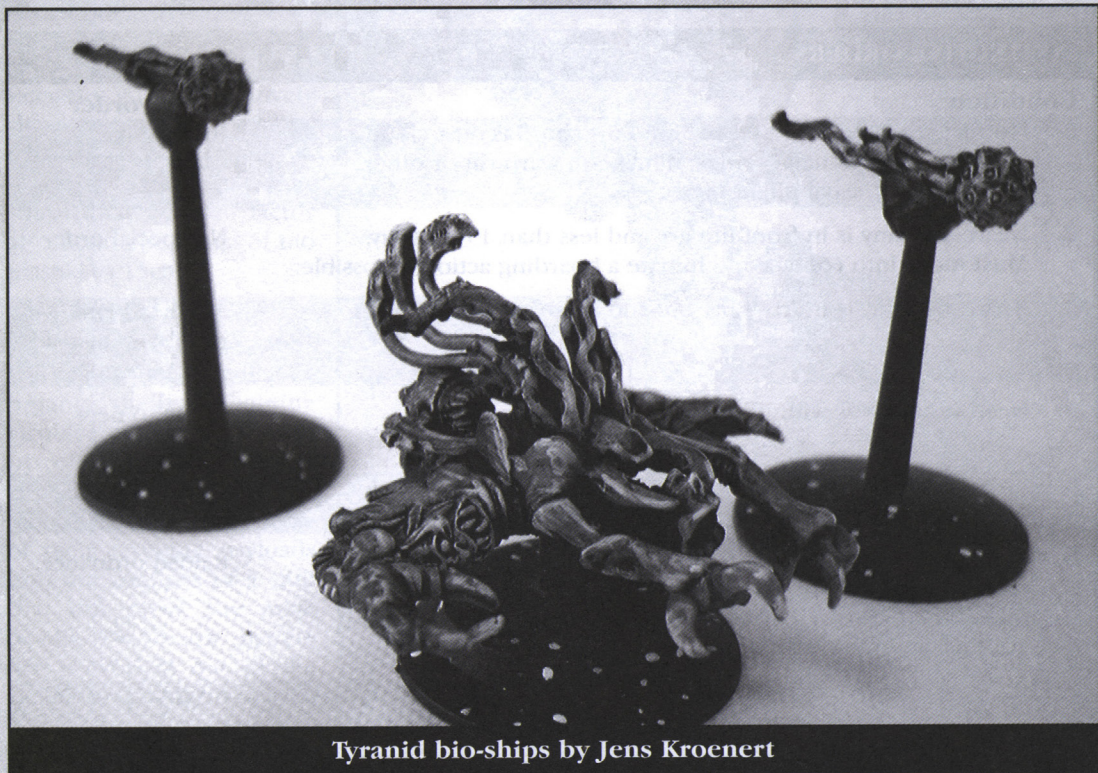
The three surviving system ships, which Varnak had held in reserve for such a moment, pursued the attackers beyond the edge of defence laser range. They shattered one of the objects, inflicted surface damage on two more and split the surface of another so that it leaked blobs of liquid into the void. The system ships, however, were wrecked by return fire from dozens of objects in the cloud. Only two of the ships managed to make it back to Tyran and these were both effectively destroyed by the same acids and viruses that had consumed Varnak's ship.

Further analysis of the records from the wrecked system ships showed that the objects were undisputably organic, protected by a dense carapace of stone-like material which could only be compared to silicon-based bone or insect chitin. The creatures appeared to have softer internal components, and contained fluids. Micro-examination of the tapes from Silo 3 showed hordes of tiny shapes tumbling from the creature it had destroyed. Because of the distance little could be defined on the pictures, save that the shapes comprised a triple segmented central section and six mobile protuberances which had bilateral symmetry.

Excerpt from the history of the First Tyranic War – Hive Fleet Behemoth.

overwhelming numbers.

To represent the unique nature of the Tyranid bio-ships many of the standard Battlefleet rules are modified as detailed below. The rules are laid out in accordance with the turn sequence. Any rules not specifically modified apply as normal to Tyranid ships.



Tyranid bio-ships by Jens Kroenert

Rules for Tyranids in Battlefleet Gothic

MOVEMENT/ SPECIAL ORDERS

All Tyranid vessels use Instinctual behaviour unless the Hive Mind (ie you!) tells a ship or squadron to do something different via the psychic influence of the hive ships.

For ships or squadrons using instinctive behaviour read down the list of conditions cited on the table below and give them the first appropriate action or special order you come to. No command check is needed for special orders, but there may be specific activities that must be undertaken in the vessel's movement.

For example: A Tyranid cruiser wishes to move towards the enemy fleet in support of its Hive Ship but fails the Ld test. We check the Instinctive Orders table – there are no celestial phenomena or enemy ships close or in range but there is a planet on the table. The Cruiser has to move towards the planet even though this actually takes it further away from the enemy fleet it wished to close with.

Synaptic Control

Only Hive ships have a Ld value, which is purchased at a fixed value on the hivesfleet list. During the Movement phase each Hive ship can make a Command check to change or ignore instinctual behaviour for themselves or another ship/squadron within 45cm. If the test

is successful the Tyranid player has control of the ship/squadrons' movement and may place it on special orders if desired. Ships/squadrons placed on reload ordnance special orders must still roll a D6 to complete them as specified by the instinctual behaviour chart below. Rolling doubles for reload ordnance special orders does not cause Tyranid ships to run out of Ordnance

Attempts to use synaptic control count as a command check so a Hive ship can keep testing until a command check is failed. However, if one hive ship fails a command check this does not prevent another hive ship attempting to use synaptic control. In effect each hive ship can make at least one attempt to override instinctual behaviour.

For example: A Tyranid Drone wishes to overcome its instinctive orders so tests on the Ld of a Hive Ship within 45cm but fails. Because there is another Hive Ship within 45cm it may test again and may continue to do so so long as there are Hive ships within 45cm of it.

Brace For Impact

During either players turn Tyranid ships/squadrons can go onto Brace for Impact orders by testing against the Ld of the nearest Hive ship. As normal this order is only removed

INSTINCTIVE ORDERS

Condition	Action/order
1. Normal movement will take ship(s) into an Gas/dust cloud, Asteroid field, planetary rings, minefield, warp rift or other dangerous Celestial phenomena.	Burn retros
2. Nearest enemy is in front fire arc and less than 15cm away. Must move into contact and initiate a boarding action if possible.	No special order
3. Nearest enemy is in front fire arc and more than 90cm away.	All Ahead Full (+2D6cm instead of +4D6cm).
4. Nearest enemy is within rear fire arc (Escorts only)	Come to new heading.
5. Enemy in front fire arc and within range/fire arc of operational bio-weapons	Lock-on
6. Ordnance needs reloading. Roll a D6, escorts ships successfully reload on a 4+, capital ships on a 2+. If a capital ship fails to reload then it loses a hit instead (this damage does not cause criticals, and the ship will not lose its last hit).	Reload ordnance
7. None of the above conditions apply. If there is a planet on the table, the ship/squadron must end its movement closer to it than at the start of their move.	no special order

The data codex was retrieved by Inquisitor Kryptman over a year later from a dry, dead planet which at first could not be identified as Tyran at all. The Imperium's last message from the base had been a short and garbled communication from the station's Astropath, a dire prophesy of doom and a mental image of the skies over Tyran turned black with swarming monsters. From the world of Tyran the unseen invaders acquired a name at last – Tyranids.

Excerpt from the history of the First Tyranic War – Hive Fleet Behemoth.

at the end of the Tyranids' next turn. Ships on Brace For Impact orders which are acting instinctively obey the movement restrictions listed above but do not change their special orders.

SHOOTING

Targeting

Tyranid ships always target the nearest enemy ship unless a special scout-drone 'highlights' another enemy within range. No Ld test is allowed for Tyranid ships to select a target other than the nearest. Ordnance markers are always ignored and may not be fired at.

Scout-drones highlight all enemies (including ordnance) within 15cm, and these can be targeted freely by any other vessels in the Tyranid fleet which are within range.

Tyranid Weapons

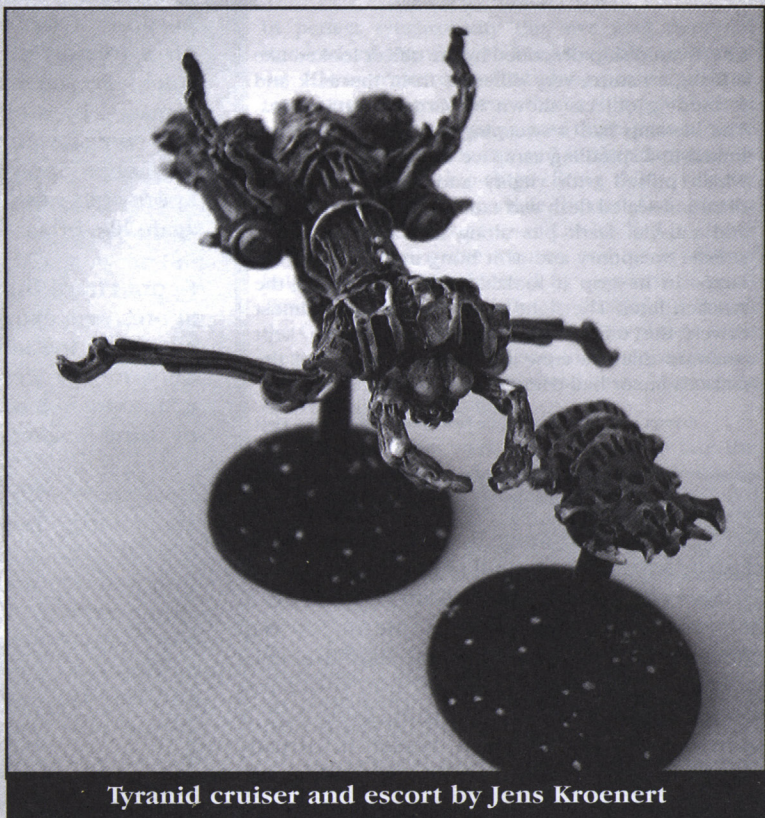
Bio-plasma: Bio-plasma is treated like a lance shot – roll 1 dice per point of strength, and it hits on a 4+ regardless of armour. Because it is a relatively slow moving attack, like that of a bomber squadron, bio-plasma ignores shields. Unfortunately, this factor also limits the range of bio plasma to 15cm.

Pyro-acidic batteries: These Tyranid weapons work by launching compact organic shells containing virulent toxins and pyroacids. These can cause considerable damage on impact, but it is the release of their ravaging payloads into the confines of a ship that can prove the most deadly. Pyro-acidic battery fire is worked out in the same way as an ordinary ships weapon battery. Any ship which is hit by Pyro-

acid weapons has a chance that they will continue to be eaten away by the deadly bio-agents. Ships which suffer a critical hit from a pyro-acid weapon automatically receive an additional fire critical as well (it's not actually a fire, but the long-term effect is comparable).

Feeder Tentacles: Many Tyranid ships have huge tentacles which they use to 'feed' on planetary atmospheres, and which can also be used to punch through the hull of a ship allowing the Tyranid organisms inside to assault the enemy. When the ship moves into contact with an enemy ship, it attacks with its feeder tentacles. Roll a D6. On a score of 1, 2 or 3 it makes this many hit-and-run attacks on the target as scattered broods of Tyranid creatures rampage through the vessel. On a score of 4+, enough bio-engineered nasties are delivered to initiate a full-scale boarding action which is resolved in the End Phase. In this case the Tyranid ship may still fire and does not suffer any damage from the boarding action.

For example: A Tyranid ship equipped with Feeder Tentacles is in contact with an Imperial ship, it rolls a D6 and scores a 4. In the End Phase the Tyranid player may roll for a boarding action but the Imperial player may not because Tyranid vessels are just too scary to board. In addition the Tyranid vessel may still fire its weapons in the shooting phase because this has no effect on the boarding action being commenced.



Tyranid cruiser and escort by Jens Kroenert

Massive claws: Tyranid vessels are terrifying in combat at close quarters. Not only are they packed full of bio-engineered killing machines, often the ships themselves have specially evolved claws designed to rip through the armour of its target, or crushing mandibles that latch onto the ship's prey and then slowly but inevitably tear through decks and gantries. When the Tyranid ship moves into base contact with an enemy, roll two D6, each roll of a 4+ inflicts one hit on the target, ignoring shields. If both attacks hit then the vessel has grabbed the target in its fearsome grip and will not let

Amazingly a surviving eye witness had been recovered from the wrecked stellar liner, Galactis Luxor. He had been found drifting in a life pod close to the Macragge system at the edge of Ultramar. The witness, a junior officer in the Luxor's crew, had reported that his ship was forced to exit the warp when it encountered unexpected turbulence. It emerged into real space at the edge of what they thought was an uncharted asteroid field.

Several of the "asteroids" had moved with surprising speed towards the Luxor. Before the resulting confusion was resolved the Luxor had been hit and damaged three or four times by some kind of kinetic weaponry launched from the Tyranid ships. Where the hits struck, the hull began to melt away like wax. Soon the whole ship was depressurizing fast and the officer was caught without a pressure suit. To avoid asphyxiating he clambered into one of the undamaged life pods and was boosted away from the ship. As he drifted away, apparently unnoticed by the Tyranids, he saw one of their ships fasten itself onto the Luxor and wrap pulsating tendrils around it.

The Tyranid ship described by the officer looked like a living creature, very different from the dark and forbidding objects shown in Varnak's data codex. The bio-ship had a sweeping prow of pallid bone linked to a spiralling carapace of overlapping plates which pulsed with vitality and vivid colours. Its diamond-scaled flesh was taut across ridges of bone and muscle. Dark pits along its flanks hinted at sinister weaponry and as it hung in space with the Luxor in its grip it looked to be feeding on the stricken liner. The sight of the creature had almost driven the officer mad and he had to be kept unaware that the crew and passengers aboard the Galactis Luxor had completely disappeared.

Excerpt from the history of the First Tyrannic War – Hive Fleet Behemoth.

go until either it or its prey is destroyed. Neither vessel can move if they are of the same class or smaller (ie capital ship to capital ship), a larger class vessel may still move but only at half rate. Both ships may shoot at half effectiveness (nova cannon and similar special weapons cannot fire). In every End phase roll to attack again (two dice needing 4+ to hit). If both attacks hit when a vessel is already grappled then it takes a third additional hit.

Either ship may conduct boarding actions as normal. Massive claw attacks can cause critical hits as normal.

Shields

Tyranid ships do not have shields in the normal sense. Close range protection is achieved by the bio-ships discharging clouds composed of millions of mine-like spores. Spores are more accurately a form of ordnance, and are explained fully in the ordnance rules. However it is worth noting that while a bioship is protected by spores in base contact it counts as being shielded both for shooting and potential damage from celestial phenomena.

ORDNANCE

Turrets

Tyranid ships do not have turrets. Interception of enemy Ordnance is undertaken by spores.

Attack Craft and Torpedoes

Some Tyranid ships may have launch bays or torpedo batteries. Tyranids may only launch boarding torpedoes and assault boats, or rather their biological equivalents in the form of giant hull-boring worms, ether-swimming brood carriers, protazoid enzymes, ravening limpet mines and the like.

Every Tyranid ship has spore cysts capable of launching spore clouds which are a special type of ordnance. Spores have a speed of 15cm, and act like fighters against other ordnance. They also count as blast markers for the purpose of shooting through them. If they are on a friendly ship's base then they act as a shield – each hit removes a spore and it is replaced by a blast marker. If a spore moves into contact with an enemy ship then it acts like a bomber. Spores may be launched in waves. Spore cysts must be reloaded before launching again like other Tyranid ordnance.

Spore cloud Instinctive behaviour

Spores are extremely simple organisms and even with the influence of the hive mind they only move according to a crude form of instinctive behaviour. This cannot be overcome by using hivemind influence.

Designers Note

Representing Spores:

Use the card asteroid counters from Battlefleet Gothic to represent spore clouds. Don't worry about the fact that they are different sizes too much, the chances are that the Tyranid player will run out of big ones to put down long before it becomes an issue. I'm told that dried peppercorns look good as models spores if you want to try basing some up.

SPORE CLOUD INSTINCTIVE BEHAVIOUR

Condition

1. Enemy Ordnance marker within 30cm
2. Enemy vessel within 15cm
3. Friendly vessel within 30cm.

Action/order

- Move toward nearest.
- Move into contact
- Move towards nearest

It's important to apply the priority given above, so spores will always move towards enemy ordnance within range as their first priority, making it possible to lure away spores with ordnance.

END PHASE

Boarding

Tyranids are a horror in boarding actions. A fearless, animalistic rush of clawed, fanged monsters has been the death knell of many a ship. Tyranids always count double their boarding value, plus they roll two D6 and use the highest result in boarding actions.

Hit And Run Attacks

The nightmarish innards of a bio-ship are an environment hostile enough to rival the worst death-worlds. Even finding a target amongst the organs, nerve centres and arteries is difficult, and in the face of a horde of enraged Tyranid bio-constructs it often becomes fatal. Because of this Hit and Run attacks against Tyranid ships roll two D6 and take the lowest result. Tyranid ships may initiate Hit and Run raids as detailed in the battlefleet Gothic rulebooks. The Tyranid player adds +1 to the result when making Hit and Run raids.

All Is Lost

No crew would ever surrender their vessel to the Tyranids, or let themselves be consumed by the horrors one by one, trapped in their metal tombs. Many times desperate vessels have destroyed themselves rather than succumb to that fate. To represent this capital ships can attempt to self destruct when boarded by Tyranids by passing a leadership test in the End phase. If the leadership test is failed the crew must face their terrible fate at the hands of the Tyranids. If the test is passed roll a D6; on a 1-3 the ship suffers catastrophic damage result of plasma drive overload. On a 4-6 the ship suffers the warpdrive implosion result instead.



Tyranid spores by Sherman Bishop



The scout ships observed the Tyranid bio-ships slowly open orifices and expand opaque vanes to catch the radiation from the sun before accelerating towards the inner planets. These vessels shared the dark and forbidding aspects of those observed at Tyran rather than those described by the lone survivor of the Galactis Luxor. Within minutes five Ultramarines strike cruisers jetted toward the flanks of the hive fleet on tails of plasma fire, slashing at it with lasers and torpedoes before pulling away to regroup and attack again. In their wake two of the larger Tyranid vessels listed drunkenly away from their fellows, great holes and burns in their stony carapaces spewing fluids into the vacuum of space.

In perfect synchronicity the hive fleet deployed hundreds of organisms to keep the strike cruisers at bay. These creatures drifted along passively before exploding with great force when a ship passed close by them. On the next firing pass three cruisers were hit by these organic mines and further damage was inflicted by the bio-ships firing high velocity projectiles, charged particle beams and plasma discharges. The strike cruiser Cassius had its drives crippled by corrosive viruses and as it drifted helplessly was overwhelmed by a swarm of small Tyranid drone ships. Whether by accident or design the Cassius was not to be captured: its plasma drive went critical and the cruiser and a dozen of the Tyranid vessels were incinerated in an expanding halo of brilliant white light.

The strike cruisers were clearly unable to face the firepower of the hive fleet alone; so far their attacks had not even slowed its progress. They circled the hive fleet warily and closed in on the two straggling bio-ships crippled in the first pass. No other Tyranid vessels dropped back to protect the cripples and the cruiser squadron swiftly blasted them apart. Meanwhile, the hive fleet relentlessly bore down on the inhabited planets of Macragge. The cruisers shadowed the fleet while they conducted repairs and sought further opportunities to inflict their prick attacks on the hive fleet.

Excerpt from the history of the First Tyrannic War – Hive Fleet Behemoth.

Tyranid Hive Fleet List

FLEET COMMANDER

The Tyranid player may opt to include the direct influence of the hive mind in lieu of having a fleet commander. These take the form of Hivemind Influence Rerolls, which work in the same way as normal command re-rolls, and Hivemind Imperatives, which will cause a command check or Leadership test to be passed automatically. The decision to use a Hivemind Imperative must be taken before the dice are rolled.

Hivemind Influence Reroll.....30 pts each

A maximum of one Hivemind Influence Reroll can be purchased per Hiveship in the fleet.

Hivemind Imperative40 pts each

A maximum of one Hivemind Imperative can be purchased per two Hiveships in the fleet.

Squadrons

Tyranid Escorts come as squadrons of 2 to 6 vessels, while all other types are individuals (including drone ships) and may not deploy in squadrons.

HIVESHIPS

Each hiveship allows the Tyranid player to purchase up to 500 pts from the hiveship list. If no hiveships are chosen only scout drones may be used. Hiveships have a starting Ld of 8.

Hiveships200+pts

Increase to Ld 9 +40pts

CAPITAL SHIPS

You may include any number of Capital Ships

Tyranid Cruiser80+pts

ESCORT SHIPS

You may include any number of escort Ships

Scout Drone30+pts

Medium Escort Drone15+pts

Heavy Escort Drone25+pts

ORDNANCE

Up to 10% of the fleets points allowance may be spent on Ordnance markers.

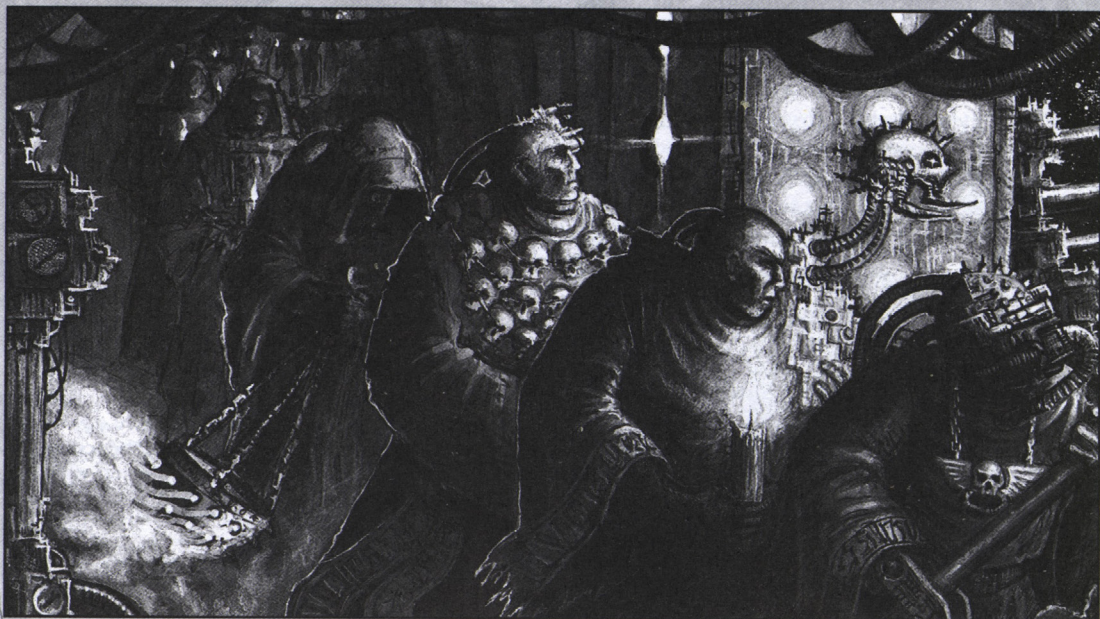
Assault boat markers15pts each

Str 4 Boarding Torpedo markers20pts each

Spore markers10pts each

Ship types

Tyranid ships are much more flexible than the ships of other races, as new designs are constantly being evolved and encountered by the Imperium. To represent this, rather than picking a fleet from a selection of pre-set ship classes, a Tyranid player can design certain elements of their ships themselves. The ships are broken down into several categories, based upon their size and role. This gives the ship its basic statistics. It may also be given some 'fixed' weapons (including the number of Spores it can launch). The rest of the entry details the various weapon options available.



Tyranid Hiveship

200pts



Tyranid Hiveship by Sherman Bishop

Tyranid hiveships are monstrous, void swimming leviathans that are found at the very heart of the hivefleets. Tremendous physical variety has been observed in these behemoths, although thick, stone-like armour plates and dense clusters of weapon growths are common features. Despite their seemingly impossible size, hiveships are living creatures incorporating millions of bio-engineered organisms. Each is biological factory capable of creating millions of Tyranid organisms, of replicating genomes and splicing together new creatures perfectly adapted for each new world encountered. Tens of thousands of Tyranid warriors are carried aboard hiveships, the cocooned officers of nightmare hordes yet to be born.

TYPE/HITS	SPEED	TURNS	ARMOUR
Battleship/10	15cm	45 °	5+
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Spores Cysts	15cm	6	N/A
Prow Bio-Plasma	15cm	4	Front/Left/Right

Weapon Options

Prow weapon: A Tyranid Hive Ship may be given up to one of the following weapons on its prow for the points indicated:

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	45cm	8	Front	+40 Pts
Feeder Tentacles & Massive Claws	Contact	Special	Front	+15 Pts
Bio-Plasma Spines	15cm	4	Front/Left/Right	+20 Pts
Torpedoes	30cm	6	Front	+25 pts

Thorax weapon: A Tyranid Hive ship may be given one of the following Thorax Weapons for the points indicated:

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	45cm	8	Front	+40 Pts
Bio-Plasma Discharge	15cm	4	Front/Left/Right	+20 Pts
Launch Bay	Assault Boats 30cm	4	N/A	+40 pts

Port/ Starboard weapons: A Tyranid Hive ship may be given up to three of the following weapons at the points cost indicated (points value covers both starboard and port weapons):

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	30cm	6	Left/Right	+30 Pts
Bio-Plasma Discharge	15cm	2	Left/Right	+20 Pts
Launch Bay	Assault Boats 30cm	2	N/A	+40 pts



Tyranid Cruiser

80pts

TYPE/HITS	SPEED	TURNS	ARMOUR
Cruiser/6	15cm	45 °	5+
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Spores Cysts	15cm	3	N/A

Weapon Options

Prow weapon: A Tyranid Cruiser may be given up to one of the following weapons on its prow for the points indicated:

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Feeder Tentacles	Contact	Special	Front	+10 Pts
Massive Claws	Contact	Special	Front	+5 Pts
Torpedoes	30cm	4	Front	+10 pts

Thorax weapon: A Tyranid Cruiser may be given one of the following Thorax Weapons for the points indicated:

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	30cm	6	Front/Left/Right	+15 Pts
Bio-Plasma Discharge	15cm	4	Front	+20 Pts
Launch Bay	Assault Boats 30cm	2	N/A	+20 pts

Port/ Starboard weapons: A Tyranid Cruiser may be given up to two of the following weapons at the points cost indicated (points value covers both starboard and port weapons):

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	30cm	6	Left or Right	+20 Pts
Bio-Plasma Discharge	15cm	4	Front	+20 Pts
Launch Bay	Assault Boats 30cm	2	N/A	+40 pts



Tyranid Cruiser by Jens Kroenert

Tyranid Droneship

30pts

TYPE/HITS	SPEED	TURNS	ARMOUR
Escort/1	25cm	90 °	5+
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Spore Cysts	15cm	1	N/A

Weapon Options

Weapons: A Droneship may be given one of the following weapon systems, for the points indicated:

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	30cm	2	All round	+ 5 Pts
Feeder Tentacles	Contact	Special	Front	+5 Pts

Notes: Ships within 15cm of a Drone ship can always be targeted by other Tyranid vessels.

Tyranid Heavy Escort

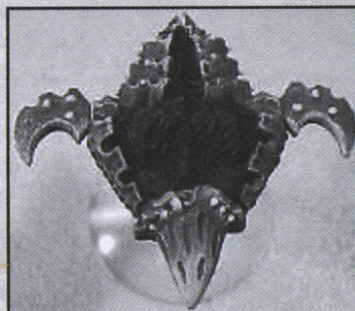
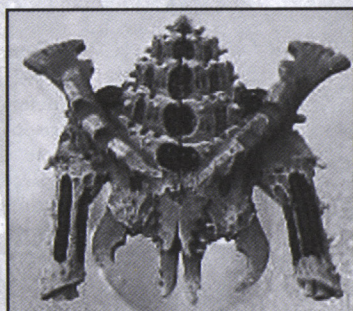
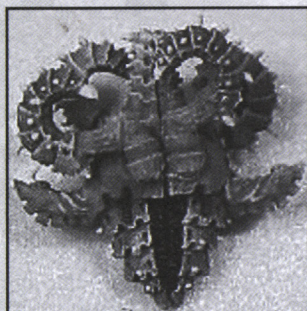
25pts

TYPE/HITS	SPEED	TURNS	ARMOUR
Escort/1	15cm	45 °	5+
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Spores Cysts	15cm	1	N/A

Weapon Options

Weapons: A Heavy Escort may be given up to two of the following weapon systems for the points indicated (you may take two of the same weapon if you wish):

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	30cm	2	Left/Front/Right	+ 15 Pts
Feeder Tentacles	Contact	Special	Front	+5 Pts
Bio-Plasma Discharge	15cm	1	Front	+15 Pts
Torpedoes	30cm	2	Front	+ 15 pts
Launch Bay	Assault Boats 30cm	1	N/A	+ 10 pts



A selection of Tyranid Drones by Sherman Bishop

Tyranid Medium Escort

15pts

TYPE/HITS	SPEED	TURNS	ARMOUR
Escort/1	20cm	45 °	5+
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Spores Cysts	15cm	1	N/A
Pyro-acid battery	30cm	2	Front

Weapon Options

Weapons: A Medium Escort may be given one of the following weapon systems for the points indicated:

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	30cm	2	Left/Front/Right	+15 Pts
Feeder Tentacles	Contact	Special	Front	+5 Pts
Torpedoes	30cm	2	Front	+15 pts
Launch Bay	Assault Boats 30cm	1	N/A	+10 pts



If the Tyranids were aware of the approach of the Ultramar fleet they did not react to it. The shining blue knives of Calgar's fleet sliced into the hive fleet in a blinding flare of criss-crossed laser fire. The three battle barges Caesar, Octavius and Severian spearheaded the attack, at one point vapourising a whole Tyrannid ship at close range with devastating combined salvos from their bombardment cannon as they cut their way into the swarm. Simultaneously, squadrons of Thunderbolt fighters rose from Macragge and attacked the Tyrannid ships between Calgar and the planet. All seventy two craft of the leading fighter group peeled off to hit a gigantic bio-ship in their path, crippling it with torpedoes and fusion bombs for the loss of only twenty three fighters.

As the monstrous vessel twisted helplessly in the tightening grip of Macragge's gravity well it came within range of the northern polar defence fortress, one of two giant defence citadels buried in thousands of metres of rock and ice at the planet's poles. The polar fortresses were keystones in the planetary defences of Macragge and as such their auxilia garrisons were reinforced with Ultramarines of the veteran First Company, many equipped with Terminator armour, and with Titans of the Legio Praetor. Ravening bolts from the citadel's defence lasers punched along the stricken bio-ship from stem to stern. Tumbling out of control and trailing fluids, the vessel hit the upper atmosphere and began to burn.

Excerpt from the history of the First Tyrannic War – Hive Fleet Behemoth.

CRITICAL HITS TABLE

2D6 Roll	Extra Damage	Result
2	+0	Spore Cysts injured. The ships spore cysts are badly damaged by the hit. The ship's spore cysts may not be used until they have been repaired.
3	+0	Starboard armament wounded. The starboard armament is severely injured by the hit. The ship's starboard armament may not be used again until it has been repaired.
4	+0	Port armament wounded. Heavy damage wounds the port side weaponry. The ship's port armament may not be used until it has been repaired.
5	+0	Prow armament wounded. The ship's prow is ripped open. Its prow armament may not be used until it has been repaired.
6	+1	Thorax Armament wounded. A large tear in the vessel's thorax prevents its weapons discharging. The ship may not use its thorax weapons until the damage is repaired.
7	0	Heavy wound! Internal organs are ruptured and massive bleeding weakens the vessel. Roll to regenerate the heavy wound in the End Phase, if the wound is not repaired it causes 1 point of extra damage and keeps bleeding.
8	+1	Discharge vents wounded. One of the huge biological valves that manoeuvre the ship through the ether are crippled. The ship may not turn until the damage is repaired.
9	0	Synapse severed. The nerve bundles which connect the ship to the hive mind are badly damaged. The ship cannot have its instinctual orders overridden by the hive mind until the damage is repaired.
10	0	Spore cysts ruptured. The ship's spore cysts suffer larvae failure and seal up. The ship may no longer use its spore cysts. This damage cannot be repaired.
11	+D3	Severe wound. A huge gash is torn in the ship's hull, vital fluids freezing instantly as they spill into the void.
12	+D6	Massive haemorrhage. The armoured hide of the ship suffers immense damage, spraying alien ichor far into the void. Make a bio-plasma attack with Strength 1 against any other ship within 2D6cm.

NOTE: If a critical hit is rolled which cannot be applied, for example a ship with no prow weapons gets a Prow Armament wounded critical, apply the next highest critical instead. In this case the ship would suffer thorax armament damage.



CATASTROPHIC DAMAGE TABLE

2D6 Roll	Blast Markers	Result
2-7	1	Drifting Carcass. The limp remains of the ship drift through the void, pushed forward by sporadic death spasms. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a blast marker in contact with the corpse's base after each move.
8-9	1	Death Throes. The ship is wracked by violent muscle contractions, and ichor seeps from dozens of horrendous wounds. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a blast marker in contact with the corpse's base and roll on the catastrophic damage table again after its move.
10-11	1/2 Damage	Biological eruption. The ship spectacularly explodes, hurling gobbets of viral slime and acid over a wide area. Remove the ship from play, leaving behind a number of blast markers equal to half its starting number of hits. Make a pyro-acid attack against every ship within 3D6cm, with a firepower equal to the ship's starting damage.
12	Damage	Bio-plasma detonation. With a blinding flash, the ship's main arteries explode with bio-plasma engulfing the creature and spraying dangerously in all directions. Remove the ship from play, leaving behind a number of blast markers equal to its starting number of hits. Make a bio-plasma attack against every ship within 3D6cm, with a Strength equal to half the exploding vessel's starting damage.



Amidst the rings of Circe the Imperial fleet turned at bay, their engines holding them at a dead halt above bands of storm that reached about the giant's circumference. The Tyranid ships swept forward in a wave which filled the monitors and gun sights with targets. Laser salvos and plasma beams struck down the bio-ships by tens and then hundreds but the hive fleet ground forward regardless of loss. Vessels of both sides fell towards Circe's hungry pull as they were hit, tumbling down to be smashed apart in the stony rings or to send flares of incandescent gas jetting into space as they burned amidst clouds below.

One by one the Imperial vessels were grappled and overrun or torn apart by the hail of shots from a dozen foes. The rings flared with the bright flashes of Imperial ships dying in fiery wreaths of plasma. The skies above Circe were filled with the detritus of war, charred fragments of ships and bio-ships merging together to form new rings of steel, blood and bone. At the height of the battle only a fraction of the Imperial warships remained operational, amongst them the scarred bulk of the Dominus Astra.

Giving his remaining ships a final order to scatter, Lord Admiral Rath swung the mighty capital ship about and thrust forward into the heart of the hive fleet. Roaring forward on its many tails of white fire the Dominus Astra ripped through the bio-ships with its jagged ram, weapons blasting from every gun port and turret, the enemy so close that the shot and detonation of its fusion cannon were simultaneous. For a brief instant the Dominus Astra kept the horde back with the blaze of its weapons before the Tyranids swept in like a tide of bone and flesh to cover it with their numbers.

A black globe crackled and flared into existence over the spot. Real space rippled visibly and then shuddered back before the groaning warp drives of the Dominus Astra as it hurled itself into the warp. Reality contorted under the strain: mass and warp energy collided in a cataclysmic implosion of black light and impossible sound. All of the closest Tyranid ships were dragged into the Astra's displacement and were lost with it. Those further away were smashed in the swirling storm of dust, rocks and other detritus swept into the ship's wake. Great flares of incandescent gas gouted up from Circe to incinerate the handful of surviving ships that remained in a holocaust of flame.

The Dominus Astra disappeared into the warp never to be seen again. Only a dozen other ships of the proud Tempestus fleet survived the battle of Circe. These limped away towards Macragge, though the battle for the Ultramarines' homeworld would be long over by the time they arrived.

Excerpt from the history of the First Tyrannic War – Hive Fleet Behemoth.

Playtesting the Tyranids

by **ANDY HALL & TOM WEBSTER-DEAKIN**

With the rules now published the challenge of fielding the Tyranids in a fleet action fell upon my rookie shoulders. We decided to play a very simple scenario, an escalation of the Cruiser Clash, for the play-test because we were using new rules and did not want to complicate matters. My opponent was Mail Order Web Troll and professional actor (he's been in Brookside don't you know!) Tom, who would be aligning with Chaos. To the Tyranids this was irrelevant - all matter and genetic code is to be consumed whether it serves the dark gods or not!

The purpose of this article is not to write a full scale battle report (we'll leave that to White Dwarf for now) but to give you a feel of how the new rules play, with views and honest comments from people other than the designer. I hope to continue to do these whenever we place a major addition to a rules system so write in and let us know what you think.

We played a thousand points each to keep the game short and fast. I have had a Tyranid fleet for a few months now, so I tailored my fleet list to the scratch-built vessels already in my collection.

1000PT TYRANID HIVE FLEET	
TYRANID HIVE SHIP	200pts
Prow: Feeder Tentacles & Claws	15pts
Thorax: Pyro-acid Cannon (45cm, Fp8, Fr)	40pts
Side: Launch bay (Ass boats, Fp2)	40pts
Bio-Plasma Discharge (15cm, St2, Side)	20pts
2 influence re-roll	60pts
Total	375pts
2 x TYRANID CRUISERS	80pts
Prow: Feeder Tentacles	10pts
Thorax: Bio-plasma discharge	20pts
Sides: Pyro-acid battery (30cm, Fp6, side)	20pts
Total (130pts x2)	260pts
TYRANID CRUISER	80pts
Prow: Feeder Tentacles	10pts
Thorax: Pyro-acid discharge	20pts
Sides: Launch bay, Pyro-acid battery (30m, Fp6, side)	60pts
Total	170pts
5 x DRONE SHIPS	150pts
Pyro-acid batteries	25pts
Total	980pts

Tom took a standard Chaos fleet with lots and lots of guns!

1000PT CHAOS FLEET	
1 Chaos Warlord	75pts
1 Hades	200pts
1 Devastation	190ts
2 Murder	170pts (340pts)
3 Infidel	120pts
2 Iconoclast	60pts
Total	985pts

Reading through the rules I noticed that a Tyranid player would need lots of spore markers. Andy suggests using the asteroid counters, which is fine, but with the amount a Tyranid fleet spews up in a game you could soon run out. So what else could you use that would look like large galactic spores... Popcorn. I bought a large bag of toffee coated popcorn - not only does it look like giant ichor covered gaseous organisms but you can eat them when destroyed!

From what I gathered reading the rules, Tyranids are the close combat specialist in Gothic so my plan was simple - using spores as cover, fly towards and engage the Chaos Fleet as quickly as possible. The table was relatively sparse with only a medium sized planet about 30cm on from Toms side of the board.

TURN 1

Tom started off, his fleet predictably hugging close to the planet, coming round in a anti-clockwise direction. My living ships lurched forward, the cruiser with launch cysts on the far left, the drone ships to their right, my Hiveship in the centre heading towards the left of the planet hoping to hit the Chaos cruisers straight on. The remaining cruisers were to the right of the table.

It is at this juncture I realised I had made my first mistake. I had not bothered to increase the Hiveships Ld to 9 thinking that 8 was enough, because after looking down the instinct table I decided that if I failed a roll the ships would do what I wanted anyway. Unfortunately I lost both my influence rolls causing the Cruisers to fly directly towards the planet. This meant they were approaching the wrong side of the planet so when the Chaos fleet emerged they would

be out of weapon and combat range! In the ordnance phase I launched all my spores which instinctively clung to my ships.

TURN 2

Tom's fleet moved away from the planet heading towards the left hand corner of my side of the table. The hive-mind felt the first twinges of pain as he concentrated his fire from all ships in range and decimated my drones.

The psychic shock waves caused by the loss of the drones must have been great because I then went on to fail influence rolls for all 3 of my cruisers. This only left the Hiveship directly under my control which I promptly moved as close to the Chaos fleet as I could. You may be thinking this is suicide (and it was) but let me explain. All I had to do was roll 2+ to generate more spores. This and the other six spores that would move back onto my base in the upcoming ordnance phase would effectively give me 12 shields, more than enough (if I braced for Impact) to keep even a concentrated fire wall at bay. This would then leave me in an excellent position to take a bite out of one of his major cruisers next turn.

Unfortunately what actually happened was totally different from what I expected. Firstly I rolled a 1 and failed to generate anymore spores. Still I had the other 6 spores which would give me a better than average protection. It was then that Tom pointed out the spores had to move towards the *nearest* Tyranid ship and because the cruiser was on instinctive behaviour it was now closer to the spore cloud than my Hiveship! This left my Hiveship in front of a Chaos fleet but with no shields. My cruiser had nine sticking to its biological hull but unfortunately it was behind the Hiveship and so would not draw any of the firepower.

TURN 3

The Chaos fleet crossed the 'T' and opened up on my Hiveship and even with Bracing for Impact my 10 wounds were knocked down in record time and all I could do was cringe. At this point we stopped the game. What we wanted to do was see the 'nids in action, and so far all I had seen was how it could all go horribly wrong. So what we did was give the Hiveship another 6 wounds (as if I had rolled 2+ for generating more spores) and carried on playing from there.

So it was now my turn and I immediately moved my resurrected Hiveship into Tom's nearest Murder class cruiser. At last a chance to see just what the Tyranids can do! Firstly I grabbed the Cruiser with the Hiveship's scythe like claws, causing a hit, and the feeder

tentacles sent enough nasties over to initiate a full scale boarding action. With the Feeder tentacles delivering their payload I could fire my Pyro-acid cannon which scored another 4 hits and a clutch of Criticals which knocked out the Murder's port batteries and increased hull damage by a further point.

This time I finally had control over the rest of my fleet so I sent them towards the Chaos ships as fast as they would travel but they were still out of range. The boarding action was decisive; the Murder's total boarding value was 7, the Hiveship's was 11, we both rolled (I rolled 2 D6 and picked the highest) and the total score was Chaos Murder 11 and Hiveship 17. The Tyranid ship ripped the Murder class cruiser apart.

TURN 4

Tom's fleet once more swung round and opened fire on the Hiveship destroying it again (I had forgotten to generate more spores in the excitement) but it no longer mattered I had managed to prove that close up Tyranids are a scary force to deal with.

ROUNDING UP

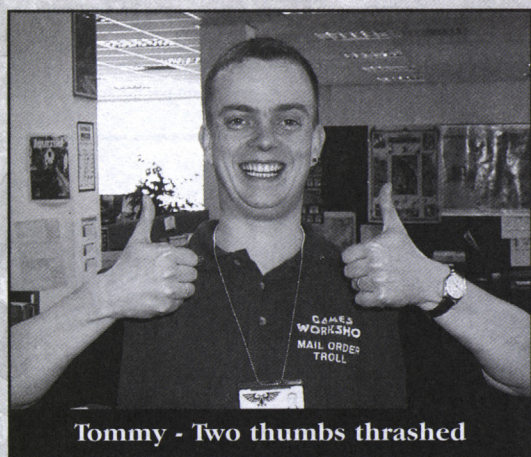
Well I'll be the first to admit that I got trashed, but I learnt a lot from the battle. I think the first thing you realise when you play is that you never feel fully in control its as if you are only guiding them to their goal. What I would recommend, no insist, is that you upgrade your Hiveship to Ld 9 and that you keep an eye on spores and make sure you are close to them. With the aid of Ordnance it will be easy for the enemy to draw spores away from your bigger ships so make sure you keep producing them turn after turn.

WHAT TOM SAYS

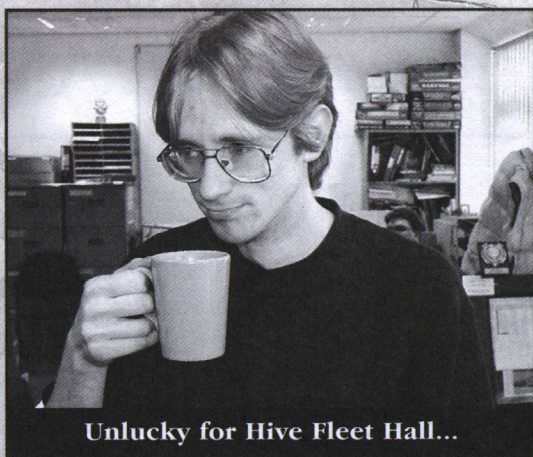
'Championnes, championnes ole, ole, ole, champio... ahem... sorry about that got a bit carried away.'

Well it all seems quite easy in retrospect. In some ways this was a textbook example of how to use a Chaos force, I 'crossed the T' as naval parlance goes and hit the main threat with loads of broadside firepower. However we're not here to talk about my obvious genius, we need to talk 'Nid.

On the basis of this battle I'd say the main Tyranid weakness is a lack of ordnance. As there were no torpedoes or bombers homing in to break up my formations I was able to pretty much do as I pleased, with terminal consequences for Hive Fleet Hall. However the spores were quite alarming and I think the key to good 'Nid play is to maximise your use of these unique bio-constructs.



Tommy - Two thumbs thrashed



Unlucky for Hive Fleet Hall...

In the 'extra time' section of the game Andy ably demonstrated the awesome power of Tyrannids when they get in range. As the acid started to flow and one of my ships got munched I began to feel extremely glad that I'd kept the fleet at arms length.

So I think that's going to be the secret with Tyrannid fleets, cover your ships with plenty of spores for protection then concentrate on getting as close as you can to the enemy where you can inflict maximum damage.

Oh yes and don't forget to reload ordnance.

IN CONCLUSION...

In my meagre defense I will say its the first time I've thought with this race and no-one truly knew how they would play. Next time will be different thought - I've already started converting another Hiveship this will give me two chances at influencing my ships in

future games an ability sorley missed in this game.

I also suffered from not using my re-roll because I always thought there would be a more important situation to use it - like Blood Bowl don't be afraid to use the influence re-rolls when the situation comes up. On a final note I will say that spores are the key to using the Tyrannids, keep launching them out and sending them forward so there will always be some closeby when you encounter the enemy

This is not the end, Hive Fleet Hall will drift back into this sector soon.



Some of Andy's scratch-built Tyrannid Hive Fleet

DA AMMER

NEW ORK BATTLE KROOZER

by ANDY CHAMBERS

Straight from the lair of the infamous Warlord we bring you top secret details of the Ork's latest heavy kroozer sighted in the Gothic sector.

In the latter stages of the Gothic War sightings of heavy Ork ships increased in number markedly. It was clear that the Orks had gained control of large numbers of wrecks over the course of the war and now, with an Ork Waaagh! brewing across a number of adjacent sectors, Ork controlled worlds were rapidly refitting them as kroozers. Many such ships were more powerful than the familiar Kill Kroozers and Terror Ships, heavily up-gunned as barbaric Ork warlords sought to outbuild their rivals. One such type was christened the Hammer class, an Orkish attempt to wedge every inch of armour and every weapon system they could on to a salvaged Lunar or Murder class hull. The characteristics below are typical for the first known Hammer class Kroozer, Da Ammer, built on the wreck of the Domminator class cruiser Hammer of Purity, Admiral Sartus' command ship at Platea.

FAMOUS SHIPS OF THE GOTHIC WAR

Ammer

Notes: A Hammer class battle kroozer may upgrade its turrets from 2 to 3 for +10pts. It may be equipped with boarding torpedoes for +5pts (speed 20cm strength D6+2) and torpedo bommas for +30pts. Due to its poorly distributed mass the Hammer class battle kroozer may not use *Come to New Heading* special orders.

PROCUREMENT

You may include up to one Hammer class battlekroozer in an Ork Waaagh or Pirate fleet for every two Kroozers. Each Battle Kroozer must be commanded by an Ork Warlord. When leadership values are generated for the Ork fleet Hammer class battle cruisers can opt to swap leadership ratings with a kill kroozer or Terror ship to represent the Warlord dragooning the best crew in the fleet aboard his vessel.

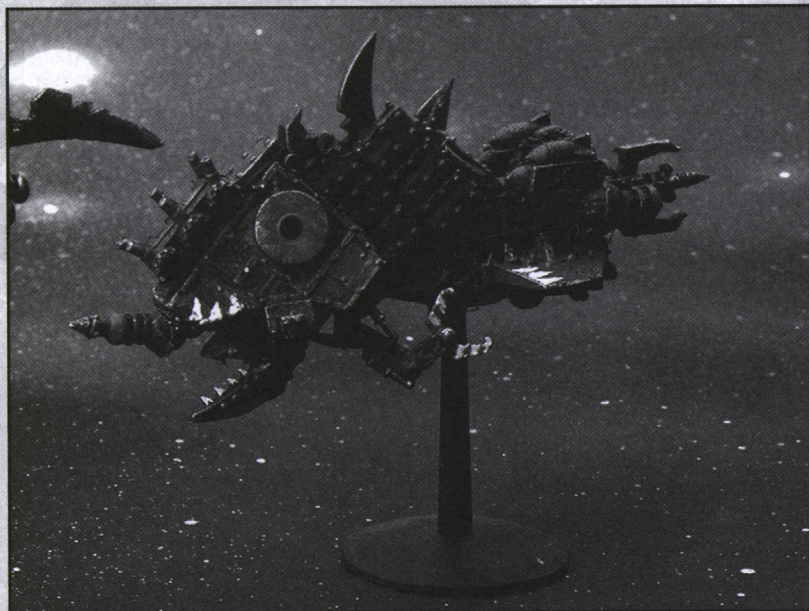
SPECIAL RULES

The prow launchas commonly seen on the Hammer were originally invented to satisfy the insane desire of the Tyrant Uzog Armripper to have both torpedoes and big gunz on the front of his ship. Mekaniak Garzog's ingenious solution was to rig up parts of the nova cannon conduits to big, tubular launchas that could either fire torpedoes or heavy bombardment shells. The upshot of this is that a Hammer Klass cruiser can either fire torpedoes or use bombardment kannon in a turn if the launchas are loaded at the time, but the launchas can only be used if they are loaded using the Reload Ordnance special order after each shot. Garzog thus got it half right and Tyrant Uzog only ripped one of his arms off...



Hammer class Battle Kroozer

245pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20cm	45°	2	5+ (front 6+)	2
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Dorsal Launch bays	Fighter Bommas 25cm Assault boats 30cm		D3+1 D3+1		N/A N/A
Port Gunz Batteries	30cm		D6+2		Left
Port Hvy Gunz	15cm		6		Left
Starboard Gunz Batteries	30cm		D6+2		Right
Starboard Hvy Gunz	15cm		6		Right
Prow Gunz Batteries	45cm		D6+6		Front
Prow Mount Launchas: Torpedoes Or Bombardment cannon	30cm 30cm		D6+2 6		Front

'...Wherein the bestial Orks shall appear within the orrery of worlds beneath your protection. At first they will assay a thrust upon the inhabited spheres, committing greater forces against the weaker while withdrawing from the stronger. Should all thrusts be parried with success the Ork Warlords will retreat to the pouter reaches and emplace hidden strongholds upon uninhabited worlds and asteroids beyond the reach of the righteous retribution. There they will breed and spread in the manner of a contagion, each Warlord directing his minions to mine for metals and build more vessels. Ork ships will prey upon passing ships and plunder them without mercy. Thus picket ships need to be set to guard battlefields to prevent the Orks stealing forth to capture hulks and debris for their fleet. Without an aggressive and effective xenocidal campaign in time the beats will grow to such numbers that they will return and overwhelm the inner spheres.'

*Excerpted from De Xenos Maleficorum,
Inquisitorial tome of the Ordo Xenos*

BRACE FOR IMPACT

KEEPING TRACK OF BFG DEVELOPMENTS

The purpose of this section of Battlefleet Gothic magazine is to keep you up to date with what is going on with BFG. Basically, what we'll be doing is publishing 'New Rules' (NR) and 'Experimental Rules' (ER) in Battlefleet magazine for BFG. The new rules have to be used where applicable, while the experimental rules are optional and can only be used with an opponent's consent. If the feedback on the experimental rules is positive enough we'll upgrade them to New Rules status in future issues of Battlefleet magazine.

So you can keep track of what the state of play is with the various new rules and experimental rules, every issue of Battlefleet magazine will include the this section, and we'll also have a similar page on our web site. Along with other bits and pieces of news and gossip, this section will list the new rules, experimental rules and errata that currently apply to the Battlefleet Gothic game system. More importantly it will tell you where you can find this information if you don't already have it, by listing the place where the original article was published. If the original source is no longer available, you'll be able to order photo-copied versions for a small fee, and/or you'll be able to find electronic versions of the rules at our web site. We also plan to periodically consolidate any new rules together into supplements that we'll print for Battlefleet Gothic, and when we do this section will refer you to the relevant supplement.

Warp Storm

Torpedoes Away: New, expanded torpedo rules by Andy Chambers. NR

Advanced Rules: Mines, torpedo-bombers and massed turret fire by Andy Chambers. NR

Brace for Impact: Questions and answers by Andy Chambers. ER

Convoy Run Variants: Alternative scenario rules by Andy Chambers, Pavel Stafa and Michael Powers. NR

Stalking the Void: Rules for the Void Stalker Eldar battleship by Andy Chambers. NR

To Cleanse the Stars: Rules for using mighty Space Marine fleets by Gav Thorpe and Andy Chambers. NR

Space is Green: Rules for Ork Hulks and Roks by Andy Chambers. NR

Slayer of Worlds: Rules for the Planet Killer, Chaos flagship by Gav Thorpe. NR

Eldar Refits: New refit tables for the Eldar by David Camburn. ER

Warp Beasts: Rules for creatures of the void by Gav Thorpe & Rich Curran. ER

Imperial Vanquisher class battleship: rules for a new class of battleship by Warwick Kinrade. ER

Planet Killer

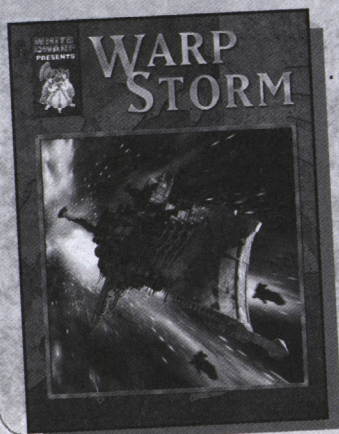
Cities in Space: Rules for using Eldar Craftworlds by John Carter. ER

Ramillies class star fort: Rules for Forgeworld's resin model by Andy Chambers. NR

Chaos Space Marines: Rules for Chaos Space Marine fleets by Glen Hasse. ER

Fra'al battle cruiser: Rules for a converted Fra'al battle cruiser by Che Webster. ER

Nova Cannon Ammo: Special ammo rules for the Nova cannon by Ned Smotherman. ER



• WARP STORM & PLANET KILLER

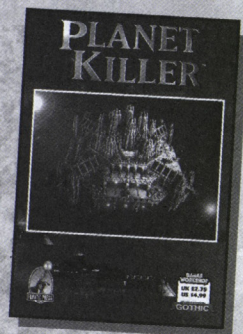
Battlefleet Gothic's two essential previous releases are still available to the discerning fleet commander offering a mix of new rules, scenarios and battle reports.

Warp Storm

Price £12.00

Planet Killer

Price £2.75



EXPERIMENTAL RULES

Experimental rules is going to be a regular section of Battlefleet Gothic magazine where you will find new rules that we are thinking of adding to the game system. These are ideas for rules changes that we've either come up with ourselves, or which have been suggested by BFG players. For the time being these are not official changes to the games rules, and should therefore only be used with an opponent's consent. This said, we really do want you to try the rules out in some of your games, and then write to us telling us if the rules work, and what problems, if any, you ran into when using them. Much more importantly we want you to let us know if you think the experimental rules should or should not be made into 'official' rules that must be used.

We'll also be trying the experimental rules out ourselves, and our own experience of the rules combined with the feedback we receive from you lot will allow us to decide if the rule makes the 'cut' and becomes an official part of the Battlefleet game system, or if it fails to do so and ends up being consigned to the bin!

So, try out the rules below, and write to us with your comments at Battlefleet Gothic Magazine, Games Workshop, Willow Road, Lenton, Nottingham, NG7 4WS. We'll let you know the results of our deliberations in a future issue of Battlefleet Gothic Magazine.

MODIFICATIONS TO THE MINE FIELD RULES

As many of you may already know, BFG designer Andy Chambers plays regularly against his mate 'Big' Pete Haines. You'll have probably read something about the campaigns they have fought in Andy's 'Chambers Of The Horned Rat' column in White Dwarf. What you may not know is that Pete is one of the best Epic/40K/BFG players in the world, and is the only person I know that beats Andy on a regular basis.

Anyway, recently Andy went down to another terrible defeat at Pete's hands in a game of BFG, thanks in no small measure to Pete's extensive use of mines in the game they played. What follows is the text from an email from Andy to Pete about the incident, and

what modifications he feels should be made to the minefield rules. The question is, is Andy right? Do the minefield rules need changing, and if so, do the proposed changes solve the problem? Try the modified rules out, and then send your thoughts and comments to us at the above address. Now, over to Andy & Pete:

++++ Extract From Email +++++

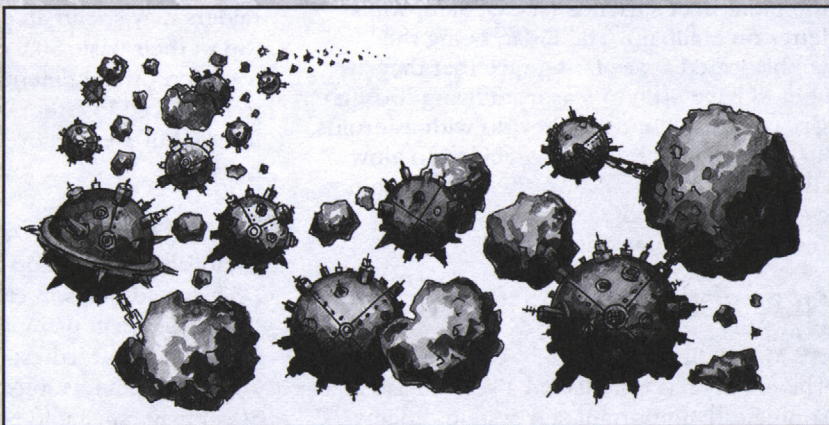
Big Pete: I have not given the Gothic minefield farce much thought I'm afraid. Overall it doesn't really matter. My only quibble is that no-one has ever given ME a rematch for using something that is better than its points cost. Come to think of it no-ones ever given me rematch period, if they win, no matter how, they run off laughing.

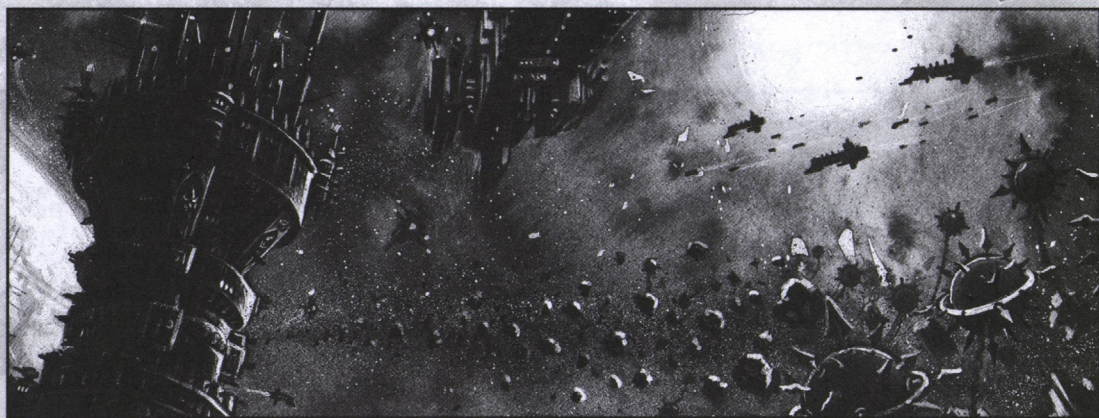
Andy Chambers: Yep, fair do's. I was just a bit disgusted to lose my hard-won advantage over a bad rule mechanic. Sorry if I made you feel personally bad about it (I know I can rant in an extreme fashion at times... well all the time actually!). Sadly though I can blame no-one but myself for the farce elements, some extra testing was evidently required. As you might imagine I pondered pretty hard about how to fix (i.e. geld) Minefields, and came up with the following mods to the current rules:

- Only check for mine emergence in the enemy turn, not both.
- Escorts get a -1 modifier on the roll to activate mines.
- Each activation only releases one mine.

There is a danger these will swing minefields back the other way and make them rubbish, but for 40 pts I doubt it. I also suspect that retaining the 30cm detection range will ensure that they still give you sweaty palms when you're anywhere near them.

++++ End Extract +++++





SOLAR FLARES

Another area of the BFG rules that can throw up problems are the rules for Solar flares. As the rules stand, Solar flares can be terribly effective against escorts, and especially against Eldar ships. The following modifications, again suggested by Andy C, help alleviate these problems. Once again, please try them out, and let us know what you think.

When Are Solar Flares Rolled For: Roll to see if a solar flare 'activates' during each and every player turn. However, as soon as one flare goes off, all further solar activity dies down, and no further rolls are made for the duration of the battle.

Eldar Ships & Solar Flares: Eldar ships are very vulnerable to solar flares. To tone down the effect to a more reasonable level, Eldar ships may choose to 'ride the storm' when a solar flare erupts. Take a Leadership test for each Eldar craft that runs with the storm. If they fail the test they take damage as explained in the BFG rulebook. If they pass the test they take no damage, but are 'blown' 2D6cm directly away from the sun. Turn the ship to the new heading first, and then move it the distance rolled on the dice.

ELDAR AND CELESTIAL PHENOMENA

The point has often been raised that all forms of celestial phenomena are supposed to be the Eldar fleet's friends (see D. Sampson's letter on Mailbag). The Eldar, being the sophisticated space-faring race that they are, should have little to fear from flying through gas and dust clouds as they do with asteroids. To represent this we have decided to allow Eldar ships to test against their Leadership to avoid the effects of Gas and dust Clouds (escorts are allowed to re-roll).

NEW SCENARIO: RAIDERS

BY MATT SPRANGE

The enemy has established a secret base in a strategically important star system. Enemy

raiders have been traced back to an area of an asteroid fields at the fringes of the system and a battle group has been formed to hunt them down and destroy the base. The strength and composition of the raiding forces is unknown, so the hunters must be cautious in case they become prey. Note that this scenario is eminently suitable for campaigns.

FORCES

Choose a points value for the hunting fleet, the raiders choose a fleet with a value of up to 50% of the hunters' fleet.

The hunting force is chosen from the fleet list with some extra restrictions because forces have to be widely spread to find the raiders and convoys still have to be protected while the hunt goes on. This means at least half of the hunters' points must be spent on escort ships and a maximum of one battleship may be taken.

The raiders' forces are chosen from the appropriate fleet list, again at least half of the raiders' points must be spent on escort ships, and no battleships may be included. Once the raider has chosen his forces, he splits them into two groups and numbers them 1 and 2. One of these groups is in dock at the base and the other is out guarding the base or quietly slipping back to it after a raid. In addition, the raiders may spend an extra D6x10 points (on top of their basic 50% of the hunters' points total) on orbital defences. These do not have to be placed in either of the two raiders forces, but are deployed separately as noted below.

BATTLEZONE

Establish the direction of the sun and place D3 asteroid fields in each quarter of the table. Place two small planets, one in each of the table quarters furthest from the sunward edge. The planets must be placed more than 30cm from any table edge.

SET UP

The raiding player sets up first. Roll a D6 to determine which force is on guard; 1-3 = Force 1, 4-6 = Force 2. Place a counter face-down on the table for each cruiser and escort squadron in this guarding force. Counters must be placed at least 30cm apart and may not be placed within 45cm of the sunward edge of the table. If all of the counters cannot fit onto the table, start to double them up by placing an extra counter on top of each one already placed. The raiders' other force is docked in low orbit at one of the two planetoids – secretly note down which one. The planetoid where the raiders are docked is the location of the secret base.

The raiders' orbital defences may be placed anywhere on the table that is not within 45cm of the sunward table edge. Place a face-down counter to represent each of the raiders' defences.

The hunting forces are deployed within 15cm of the sunward table edge.

FIRST TURN

The hunting player gets the first turn.

SPECIAL RULES

The raiders' face down counters are activated by a hunting vessel moving within 30cm of them. Turn the activated counter face up as soon as a vessel moves within range and then complete its movement. Once the hunting players' Movement Phase is complete, deploy the raider forces for any activated counters as noted below.

The raider player may voluntarily activate one counter at the start of his own Movement Phase, to represent his forces detecting the approaching hunters. If any of the hunters' ships are using special orders, the raider may voluntarily activate up to two counters.

Squadrons: Place one ship from the squadron on top of the counter. The rest of the squadron is placed in formation with the first ship, no closer to the enemy than the first

ship placed. The ships may be deployed facing in any direction but all ships in the squadron must be pointing in the same direction.

Orbital Defences, Cruisers or Battlecruisers: Place the model on top of the counter, facing in whatever direction the raider player chooses.

The vessels docked at the planet may not move out of low orbit until they pass a Leadership Test at the beginning of their turn. Note that this is not a Command Check, so you can continue testing for each ship or squadron until you fail a roll. Units moving out of low orbit may not use special orders in the same turn.

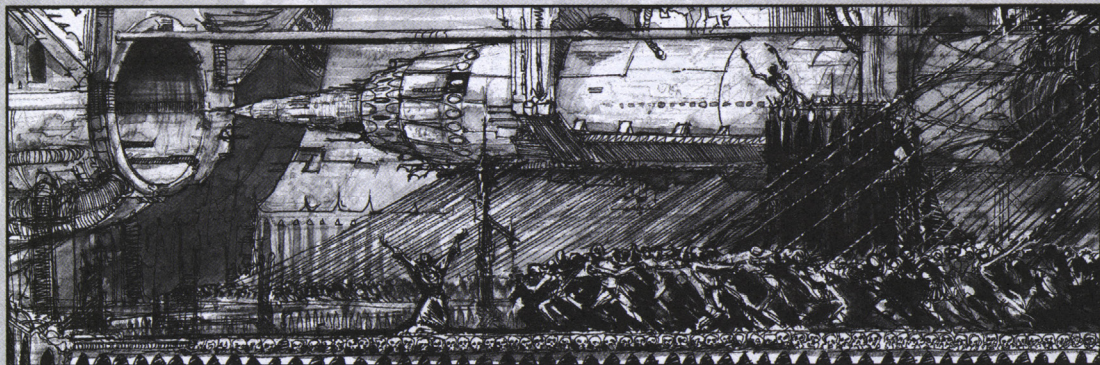
GAME LENGTH

The battle continues for ten turns or until one side is destroyed and/or disengages.

VICTORY CONDITIONS

The hunters and raiders score standard victory points for destroying and crippling ships, but the hunter receives no victory points for raider ships that disengage. Instead the hunter scores bonus VPs equal to the points value of any of his ships which are in low orbit over the raiders' planetoid at the end of the game (they can quickly land and capture the raiders' base). The raiding player scores bonus VPs equal to 10% of the points value of any ships which disengage by the end of the game.

The Imperium is a huge place and its most powerful military arm, the Imperial Navy, is stretched across an unimaginably vast area. Decades or centuries may pass in a system without the Navy making its presence felt. Naturally, there are those who will always take advantage of the absence of authority and the worst of these are alien raiders and pirates. A fleet of pirates will typically choose a quiet area of Imperial space that has seen little or no activity from the Imperial Navy for many years and set up a base for their operations some distance away from a system's main inhabited planet in order to delay detection. From here, the pirates will strike at all the



systems within a few hundred light years, hitting merchant shipping and fading away before local defences can be brought to bear on the raiders. Being such a large place, it can be many years before the Imperial Navy can gather up enough ships to call a halt to the pirates' predations and in that time the pirates will grow rich and successful whilst the merchant ships in the area will start to become very wary in taking their ships to these systems. The pirates know, however, that sooner or later, the Imperial Navy WILL respond. They always do. When the fleet of Imperial ships finally arrive in the area, the pirates will usually stay just long enough to make a little more profit, until their position in Imperial space becomes untenable and they start taking huge losses as they encounter the Imperial fleet. However, a few, just a few, pirate kings occasionally take the fight to the Imperium, actively seeking to destroy the Imperial fleet sent their way, knowing that if they are successful, it will be even longer before the Imperium will be able to send another fleet...

NEW SCENARIO: PIRATES

BY MATT SPRANGE

This is a campaign for two players, one Imperial and one playing as a pirate. Whilst the pirate player will typically use Orks or Eldar, it is not beyond the realms of possibility that a small Chaos fleet will act as pirates whilst raiding Imperial space. The pirate player must simply try to survive long enough to amass a great amount of renown which, for a pirate, translates directly into wealth and fame. The Imperial player is looking to find the pirate's secret base before too much damage is done to Imperial merchant shipping.

This campaign follows all the normal rules for campaigns, as laid out in the *Battlefleet Gothic* rulebook. Where changes are necessary, they are laid out below.

SET UP

A subsector is created as normal. A lot of planets will make things a little easier for the

pirate player, but 10-14 planets is a good number to start off with. The Imperial player draws up a 2000 point fleet roster, the pirate player has 1500 points to begin with. The pirate player, in secret, chooses the system in which he will put his pirate base. The Imperial player will then, openly, announce the planet he is going to start his operations in.

IMPERIAL DOMINATION

At the beginning of every game played in this campaign, the Imperial player may automatically claim the ownership of any one system linked to one he already owns. This represents the Imperial fleet's forward forces spreading throughout the subsector, seeking for news of the pirates' raids and reminding Imperial Governors where their loyalties lie. The Pirates are powerless to stop this and the Imperial presence in the entire subsector is inevitable, given time.

INITIATIVE

Throughout the campaign, the pirate player has a permanent +1 bonus to Initiative when determining who is the attacker in the games, as they have worked these systems for years and know them extraordinarily well. As the Imperial player will also own more planets than the pirates, this will typically translate into a +2 bonus at the start of each game. The pirates are very experienced at what they do and have lived long enough to know how to keep an Imperial Admiral guessing at where they will strike next.

RECEIVE ORDERS

If the Imperial player is the attacker for a game and gets to choose his orders (i.e. he has a Renown of 21 or higher and manages to roll higher than the pirate player), then he may choose a Battle. In this case, he has managed to draw the pirates out to fight on his terms, not theirs. In all other cases, the only games fought in the campaign will be Raids or Major Raids. On the Incoming Orders table, a Major Raid will only be played on a D6 roll of 5-6. A result of 1-4 will result in a Raid taking place.



SPACE MARINE

(optional rules)

Space Marines are sometimes called to help hunt down particularly troublesome pirates and in themselves are often enough to force a pirate fleet to leave Imperial space. When used in this role, a Space Marine ship will often serve extended duty alongside the Imperial Navy, giving advice on how to track down the pirates and sometimes even usurping the Imperial Admiral's command if he is not responsive enough to the Space Marines commands! If the Imperial player rolls for Space Marines on the Appeals table and Strike Cruisers or a Battle Barge turns up, then they are NOT used in the next game for free. However, they are added to the Imperial fleet roster and may be used as many times as the Imperial player likes, but the points must be paid for them in each game they are used.

THE PIRATE BASE

The Pirate Base is located as normal, as described on page 151 of the Battlefleet Gothic rulebook. The Imperial player must own the system to be able to attack the base. However, pirates often reinforce the defences around their bases when the Imperial Navy enters the subsector. Normally in the Planetary Assault and Exterminatus scenarios, the pirate player will receive D6x10 points worth of defences per 500 points or part of his force. However, a rich and successful pirate will have many more resources at his disposal. If the pirate player has 25 or more Renown points, he may double the points rolled for defences. If his Renown is 40 or higher, he may triple the points.

In addition, the pirate player may boost his defences by diverting resources away from his defending fleet. Up to 10% of his points used in these scenarios may be spent on additional defences, though no more than 150 points may be spent on any one item.

Regardless of whether the base is destroyed, once it has been found, the pirate player loses his normal +1 Initiative bonus for being a pirate in this campaign. If the Imperial player does not manage to destroy the base the first

time around, he may only attack it again if he becomes an attacker when determining initiative. If successful at this, he may automatically choose to have a Battle using the Planetary Assault or Exterminatus scenarios in that system, regardless of other factors.

SUB-PLOTS

Just a quick note on these - they are highly recommended for a campaign of this nature!

AFTERMATH

The pirate player automatically gains one point of Renown at the end of each game. Whilst a part of their fleet is forced to fight the Imperials, the rest is scattered elsewhere, raiding merchants or forcing space stations to hand over valuable cargoes. The Renown bonus represents the riches the pirates are continually bringing in and should force the Imperial player to hurry in his hunt for the pirates!

CONCLUSION

The campaign ends when either one fleet is completely annihilated or the pirate base has been destroyed. Naturally, either player may concede at any time. Generally, whilst the pirates are able to inflict a lot of damage on the Imperial systems, the Navy will usually always be able to wear them down to the point where it is clear that the pirate player will lose the campaign. This is the way the campaign normally ends and is entirely realistic. However, if the pirate player manages to accumulate over 50 points of Renown whilst the Imperial player tries to track him down, then he may consider himself a successful pirate king and can start looking for new systems to plunder, systems where the Imperial Navy has little or no presence. That, after all, is the life of the pirate - hunt down defenceless ships, plunder their cargoes, and move on quickly before the full weight of the Imperial Navy is upon you!



Battlefleet Gothic Questionnaire

You've probably already seen the news pages we've printed in this issue of Battlefleet Gothic magazine about the changes that will be taking place at Fanatic. If you haven't, what are you waiting for, read them now, they are on pages 2 to 3. To help us decide what miniatures, rules and stuff we should make for BFG, we've put together this questionnaire for you to fill in and return to us. Alternatively you can email your answers to us at fanatic@games-workshop.co.uk. We thought about having a prize draw for people that

filled in the questionnaire and sent it back to us, but decided in the end that would be cheesy – we see this a chance for all you serious BFG players to let us know the way that you want the game to develop in the future, and we don't want the feedback corrupted by people that just filled in the questionnaire to get a free prize. All of which is a long-winded way of saying, please fill in the questionnaire and send it back, as we really want to know what you think!

1. What sort of new miniatures do you want to see?
(Please tick as appropriate)

☐ a. Ships for races not yet covered in the BFG rules.

☐ b. Please specify which race you would most like new models for:

☐ c. New ships to expand existing fleets.

☐ d. Please specify which race you would most like new models for:

e. Models to replace the counters in the game (i.e. torpedoes, attack craft etc).

f. Models for asteroid bases, defence platforms, space docks and such like.

2. If we could only do one of the above, which should it be? (I.e. if you think that the most important thing to make were ships for new races then you should write down 'a').

3. Should we make resin terrain pieces for BFG (i.e. like the ones that Forgeworld make).

Yes / No

If yes, write down anything you would specifically like made below:

4. Are there any rules from Warp Storm and Planet Killer that should be made official 'new rules'?

Yes / No

If yes please specify which one below:

5. Are there any rules from Warp Storm and Planet Killer that should not be made official 'new rules'?

Yes / No

If yes please specify which one below:

6. Which of the following things would you like to see rules for?
(Please tick as appropriate)

a. The Necrons (rules and background for Necron fleets)

☐

b. Battlefleet Armageddon (background, new rules and fleet lists for BFG games set during the 3rd Armageddon Campaign)

☐

c. Battlefleet Ultramar (background, new rules and fleet lists for BFG games set during the Hive Fleet Behemoth Campaign)

☐

e. Fleet Command (map based campaign system for fighting BFG campaigns)

☐

7. If we could only do one of the above, which should it be? (I.e. if you think that the most important thing to make were rules for the Necrons you should write down 'a').

8. If you have any other suggestions for new miniatures, rules, terrain, or anything else for BFG, please write them below:

Return to: Fanatic Games, Games Workshop Ltd, Willow Rd, Nottingham, NG7 2WS, UK.
Or e-mail your answers to fanatic@games-workshop.co.uk

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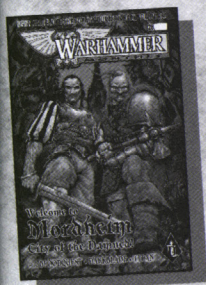
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ORK SKILLS AND REFITS

by MARK HUMPHRIES

Inspired by David Camburn's Eldar refits in Warp Storm Mark's boyz have decided that they wanted Orky skills and refits which more befitted their nature. They have even been given the consent the mighty Ork warlord Andy Chambers.

For more cool Battlefleet Gothic stuff check out:

[//home.clara.net/altsain/bfg.htm](http://home.clara.net/altsain/bfg.htm)



ORK CREW SKILLS

D6 Skill

1. Shooty Boyz: These boyz are attempting to aim their weapons. When the Ship attempts Lock-on special orders you may roll 3D6 and discard the highest roll before comparing it to the ship's leadership.

2. Bigger Hammers: Mekboys are able to get nearly anything working again, when they believe they are employing the correct tools and this ship has just received a new supply of hammers. The Ork ship may always repair at least one critical hit per turn, excepting those that may not be repaired. Note: Escorts may re-roll this result.

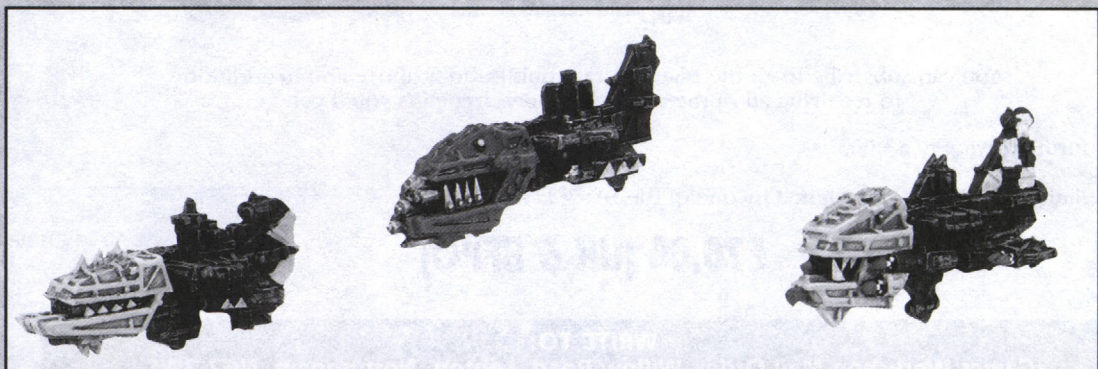
3. Well Trained Grots: The Slavers responsible for Gretchin reloaders have trained them well. If the ship/squadron attempts to Reload Ordnance, you may roll 3D6 and discard the highest die. Note Ships/Squadrons

without ordnance may ignore this roll.

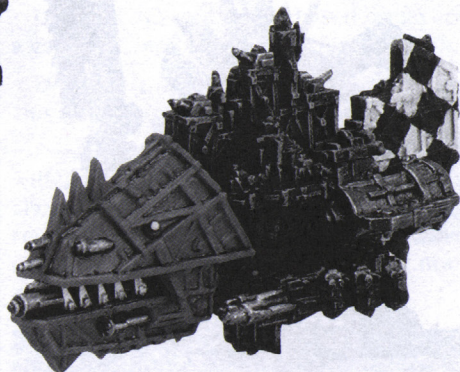
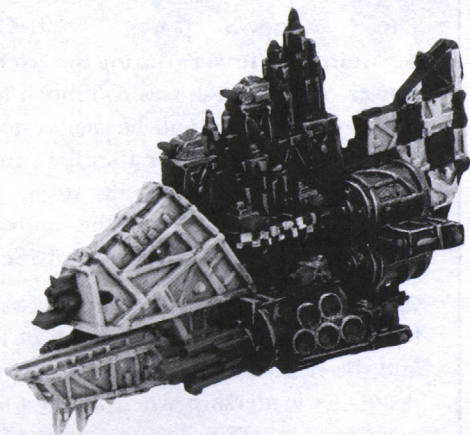
4. Asteroid Pilots: These particularly foolhardy Ork pilots believe they can pilot their ships anywhere, including asteroid fields. Using this skill, ships travelling through Asteroid fields on *All Ahead Full* special orders roll 3D6 and pick the two lowest. Escorts still get to re-roll this as usual. If the test is failed while using this skill, the ship takes 1D6+1 impact hits from Asteroids (ignoring shields).

5. Loyal Krew: The Orks on board this ship look to the ship's/squadron's Kaptin with unusual loyalty. Once per game you may re-roll a failed Leadership or Command check.

6. Loudhailer and Big Stick: Due to the effectiveness of the Kaptin's training methods, the Krew is able to work together with unrivalled efficiency. Once per battle the ship may automatically pass a Leadership test or Command check without rolling any dice.



Ork escort ships



Ork Capital ships

ENGINE REFITS

D6 Engine Refit

1. Improved Engines: The Mekaniaks have improved the efficiency of the ship's engines to an astonishing degree. The ship rolls an extra 2D6 when on All Ahead Full special orders.

2. A Bigger Red Button: The Mekaniaks have installed a switch next to the Red button. This channels a short burst of extra power to the engines. Once per game when you use the All Ahead full special orders, you may double the result of the dice roll to see how far you go. You must travel this FULL distance.

3. More Thrusters: Additional thrusters have been placed all over the ship, enabling the ship make an additional turn after travelling the minimum distance (i.e. 45/90).

4. Silent Running: The Mekaniaks on board have installed special relays (hammers) to shut down the engines quickly (knock-out the Gretchin). When rolling to disengage add +2 to the Leadership value.

5. Kustom Force Field: The Mekboys have managed to improve the shielding systems with a little tinkering. A ship with this refit may ignore the movement penalty for Blast Markers in contact with its base, or it travels though (including gas clouds and other celestial phenomenon).

6. Painted Red: While the ship was being repaired the Meks decided it needed a new coat of paint. Due to the Ork belief red ships go faster, increase the ships speed by 5cm. Note the model must be painted red to get this benefit.

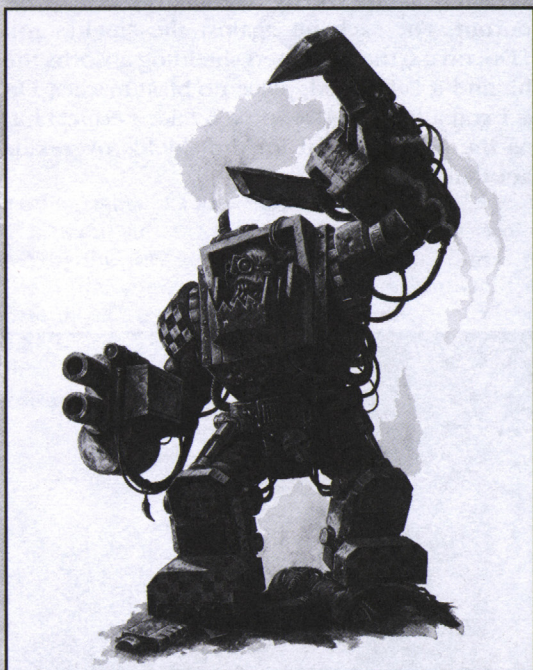
SHIP REFITS

D6 Ship Refit

1. Improved Tellyportas: Orks are the undisputed masters of Tellyporta Teknologuee, and have been able to improve this ship's Tellyporta to carry extra boyz. Add +1 to all hit and run attacks made by the Tellyporta.

2. Extra Armour Plating: The Mekboys have been to work welding extra metal plates all over the ship. This has had the effect of increasing the ships damage by 25%, but decreasing its speed by 5cm.

3. Fire Grots: Due to an efficient and terrifying (for the Grots) training regime, a



WEAPON REFITS

D6 Weapon

1. **Weirdboy Tower:** During the last battle, the power of the Waagh was too much for one of the boyz on board and he manifested strange powers. Always inventive they have chained the new Weirdboy up and are using him as a weapon. The Weirdboy is the equivalent of a Strength 1 Lance, with a range of 15cm.

2. **Kans:** The Kaptin ordered the Mekboyz to build Kans to aid in the loading of torpedoes and the readying of attack craft. The ship adds +1 to its leadership when attempting Reload Ordnance special orders (re-roll this if the ship has no ordnance).

3. **Dakka Central:** The Mekboys have been able to rig all of the ships weapons through the Dakka Central. This allows the Orks to still fire with enthusiasm while the ship is performing special manoeuvres and still hit. While on special orders, the ships firepower is reduced by 25% (rounded up) rather than halved.

4. **Mad Bombers:** The particularly foolhardy Ork pilots from this ship push their Fightabommas past the known limits of Ork Technology. Rather than rolling D3 for the number of hits against ships, these Bombers may roll 1D6.

5. **Grot Targeters:** The Mekaniaks have installed display screens which show the enemy ships as Grots. As Orks have practiced from a very early age how to hit Grots, all of the firing by weapons batteries now benefits from a left column shift on the Gunnery Table (before any other modifiers for blast markers or range).

6. **More Dakka.** The Mekaniaks have been adding guns all over the ship, increase the Turrets value by 1.

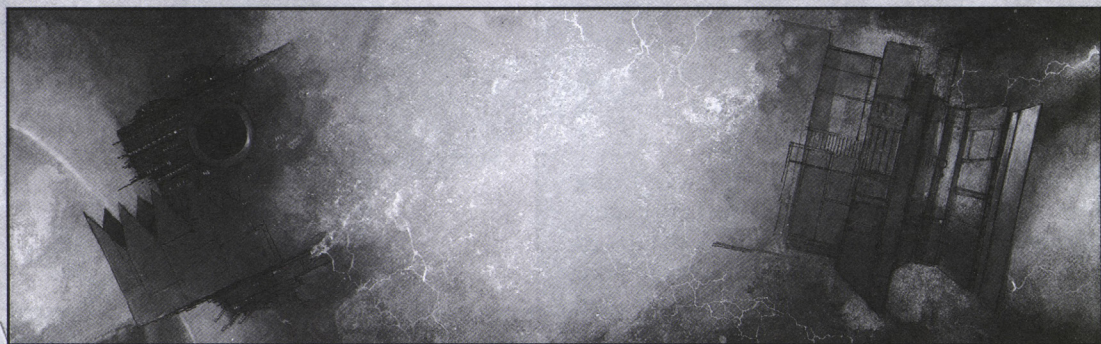


group of Gretchin have been taught how to fight fires with maximum efficiency. Fires are extinguished on a 5 or 6 roll to repair in the end phase, but normal damage is still repaired on a 6.

4. **More Shields:** If one is good two must be better, the Mekaniaks have added a shield to this ship.

5. **Ram Spike:** At the Kaptins order, the Mekaniaks have welded a huge ramming spike to the front of the ship. Due to the extra confidence this spike gives the Krew add +1 to leadership when rolling to ram.

6. **Overloading the Shield Generators:** Mekaniaks on board have put in switches, buttons, and lots of flashing lights, which somehow allow them to enhance the shield output. For each hit against the shield's roll 1D6, on a 6 the increased shielding absorbs the hit and it is ignored, place no blast marker. On a 1 roll a further 1D6, on a 6 take a critical hit. As the power meant for the shields overloads another system.





While many of the articles we use have been written by GW staff, the majority are not – they are written by dedicated gamers who have something to say about their hobby and want to contribute to it. If you are one of these people then the following writer's guidelines will help you put together an article that is more likely to be accepted and used. The main thing, however, is to give it a go by writing something and sending it to us. After all, the worst we can do is say no!

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- If you can, send us photographic evidence. Digital photographs are best, but other forms of photograph will do at a pinch.

2. What we're looking for and what we're not!

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- Do send scenarios for one of our game systems.

- Do send ideas for collecting, modelling, converting and painting Citadel miniatures.
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- Don't send new rules & army lists. While we will be publishing rules and army lists, these will always be commissioned works. By all means send in such material as an example of what you can do, but bear in mind that we will not publish it.

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CORIBRA SECTOR Part II

by **MATT SPRANGE**

Here is the second part of matt's Corribra Sector campaign which introduces the savage Orks as the Imperium's new adversary. We've also included some more details of the ships that fought with honour in the Corribra Sector.

FORMULATION OF RENOWN

The Corribra Sector borders a wide section of Orkdom and, as such, Imperial forces are always on a constant state of alert, ready for the inevitable Ork raids that sally forth from deep space from time to time. Many deep patrols are sent into Ork space to gain advanced warning of alien military build ups that could signify an imminent invasion – this duty tends to be very long winded and is extremely dangerous. Any Imperial ship caught by a sizeable Ork fleet will be immediately hunted down and destroyed.

Captain Leigh was an accomplished Squadron Leader within the Imperial Navy of Battlefleet Corribra and when reports came of a powerful Ork Warlord, Gutztoof, beginning to build a sizeable fleet just a few light years away from Corribra's borders, it was he that was sent to deal with the impending threat. The Imperial Navy in the Corribra Sector tended to be stretched thin and so the preferred method of defence from invasion was a staggered line across the Sector's border, aimed at slowing down the enemy advance, then halting it. Captain Leigh, however, saw another possible plan of defence. He asked to be put in command of a small task force that he would lead across the border and strike at Gutztoof directly. Sector Command approved Captain Leigh's plan but warned that not many forces could be granted on a potentially reckless endeavour. Certainly no ships greater than Escort sized. Captain Leigh readily agreed to these terms. He was not phased at the lack of firepower he would be granted as he was already an experienced Escort Captain and considered the slow Cruisers an impediment to his plans of a fast strike at the heart of Gutztoof's forces.

Scouting vessels had already reported that Gutztoof had a great many Escorts of his own, but only one Kroozer, the Gork's Pay, though there were signs that preparations were being made to build many more such ships. Within five years, Gutztoof could be a serious problem

to the Imperium. Captain Leigh knew that it would take him at least two years to reach Gutztoof's area of space, plus maybe another year to actually track him and run the Warlord to ground. Time would be tight, but Leigh knew it was achievable. Whilst Gutztoof was certainly a charismatic leader amongst Orks, Leigh's primary objective would be the destruction of the Warlord's military strength – in particular, the Gork's Pay, Gutztoof's symbol of his strength and power. With the loss of this Capital Ship, Gutztoof would fade into obscurity, hopefully never to trouble the Imperium again. His actual death would be considered as nothing more than a welcome bonus to the expedition. With these orders in hand, Leigh led his small force of Escorts into the unknown depths of alien held space...

Mission I: First Blood

Leigh was well aware that the mostly uncharted depths of space outside the Corribra Sector could hide Gutztoof for many months, if not years. Leigh was determined to force Gutztoof out of his lair, where he could be seen on the field of battle and he already had a plan on how to accomplish this. On his way out of the Corribra Sector, Leigh requisitioned several Imperial Transport ships with the aim of using them as bait. After jumping into a system that the scouts had said Gutztoof could well be active in, the majority of the fleet powered down for silent running, losing themselves in the vastness of space. The brave skeleton crews on board the Transports began to transmit a distress call, announcing they had mis-jumped and asking for help from any quarter. The sight of these Transport Ships would be too great for any Ork Pirate to ignore, Leigh knew, and he did not have long to wait before the first Ork ships were sighted at extreme range. Over the course of a day, the Ork fleet began to grow and Leigh began to get more hopeful that the mission could be completed in one glorious battle.

Unfortunately, whilst Leigh's scouts had certainly got Gutztoof's area of operations correct, they could never have foreseen that another Ork Warlord, deeper within Orkdom, would start to pressure Gutztoof's territory, forcing the Ork Warlord to take the Gork's Pay away from the ambush Leigh had prepared. Captain Leigh began to sense something had gone wrong as the Ork fleet started to advance towards his position but there was still no sign

of the Gork's Pay. Steeling himself to battle, he realised that all he had achieved was to draw a good portion of Gutztoof's forces into the open. A worthwhile objective, but it meant that a quick end to the search for the Gork's Pay would now be impossible. After this battle, Gutztoof would know Leigh was in the area and even an Ork could guess the Imperial Captain's intentions...

Imperium: 300 points of Escorts, Captain Leigh, 6 Transport Ships.

Orks: 300 points of Escorts, no Fleet Commander.

Battlezone: Deep Space.

Set-Up: Despite the differences in fleet composition, the set-up for *First Blood* is identical to Scenario Five: *Blockade Run* in the rulebook, with the Imperium's fleet set up as if they are trying to break through the Ork line, though their real intentions will soon become obvious.

First Turn: Both players roll a dice and the player with the highest score may choose to go first or second.

Game Length: The game ends when one fleet has been destroyed or has disengaged.

Victory Conditions: Leigh, whilst concerned at the fate of the crews on board the Transports, is well aware that the destruction of this portion of the Ork fleet is of paramount importance if he is to cripple Gutztoof's ability to wage war. The fleet that has ships still on the table when the game ends is considered to be the winner.

Mission II:

Running the Gork's Pay to Ground

During the first battle, Leigh's fleet constantly monitored all communications between the Ork ships. Whilst defeating the Ork's primitive communications technology was never a problem, understanding what the communications actually contained was always more guess work than actual skill. After studying various communiques though, it quickly became apparent that the Orks had somehow located an Imperial deep range patrol, possibly the very ships that had helped scout out Gutztoof's forces for Leigh earlier on. Though many Ork words have multiple meanings, it was an almost certainty that the Orks had attacked the patrol and destroyed at least one Imperial craft. The other was likely to be either heavily damaged or crippled, an easy target for marauding Orks either way. After the first battle, the Orks immediately began moving out of the system and Leigh resolved to follow them, capture an enemy ship and learn all he

could about the crippled Imperial ship. If he could rescue the stricken vessel, he would be content. If he learned more about Gutztoof and his plans, so much the better.

Leigh ordered his fleet after the Orks, sending a few ships round to each flank to entrap any fleeing ships. The main part of his force drove straight for the heart of the Ork fleet, but rather than trying to outrun the Imperials, the Orks turned about and headed for Leigh's forces.

Apparently forgetting their previous orders, the Orks were more than happy to fight and as soon as the first Ork guns start to open fire, Leigh knew he was going to have a tough fight on his hands.

Imperium: 400 points of Escorts, Captain Leigh. If the Imperials won Mission One, they have 500 points worth of Escorts.

Orks: 400 points of Escorts, no Fleet Commander. If the Orks won Mission I, they have 500 points of Escorts.

Battlezone: Deep Space.

Set-Up: Set up zones are as for Scenario One: Cruiser Clash, in the main rulebook, but the Orks deploy their whole fleet first. Captain Leigh has more than adequate time to gauge their forces.

First Turn: The Imperial player goes first.

Game Length: The game ends when at least one Ork ship has been successfully boarded or the Imperial fleet has been destroyed.

Victory Conditions: If the Imperial fleet manages to board an Ork ship, they win automatically. The Orks win if they manage to destroy or drive off the entire Imperial fleet. Any other result is a draw. If the Imperials fail to board an Ork ship, go immediately to Mission IV: *Destroy the Gork's Pay!*

Mission III: Saving the Thebes

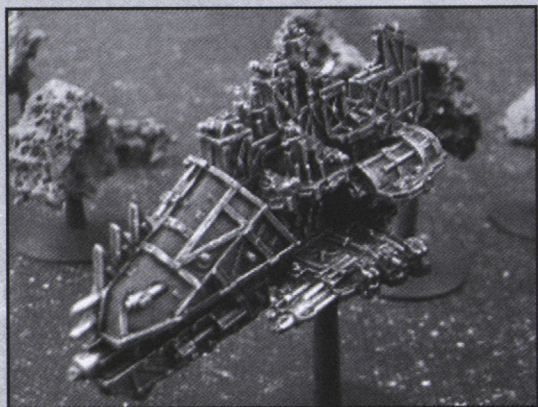
The Themis and Thebes were two old Siluria-class Light Cruisers on deep patrol within Ork controlled space. Older classes of ships were often used for duties such as these as encounters with hostile forces was rare enough, given the immense vastness of space and in a role where they would effectively just sit in deep space and listen to enemy communications, two old Cruisers were more than adequate. The two Silurias were part of the small reconnaissance used to locate Gutztoof's forces and track their movements. Following their mandate of deep patrol, the two sister ships drifted silently through various systems, listening intently for any sign of Gutztoof and his intentions. It was by sheer accident that a small portion Gutztoof's fleet

jumped within a few thousand kilometres of the Themis and Thebes whilst on weapons test. The Meks on board the ship were sure that they had spotted a large asteroid field in the area and had decided this would be an excellent target for their latest weaponry. Unusually perceptive for Orks, the fleet noticed the two Imperial Light Cruisers almost immediately and were soon moving at full speed ahead to test the guns on a more entertaining target. The Themis and Thebes quickly broke their silent running, but were too slow to escape the pursuing Orks. The Themis was destroyed within the first few minutes of the battle as it bore the brunt of the Ork attack, but the Thebes was able to drive the Orks off, though it sustained heavy damage in the process.

The Captain of the Thebes knew he was in a desperate situation. The Orks would be back very quickly, with reinforcements to finish the job they had begun. He could not send any sort of distress signal, as that would simply aid the Orks in locating his ship once more and besides, he was in deep space – who would hear it. He ordered repairs to be done to his ship as quickly as possible, but knew in his heart that they would never be completed on time.

Captain Leigh jumped into the system with his fleet in tow and not a moment too soon. The Ork fleet had already located the Thebes and was moving to run the Siluria-class down. Leigh ordered his fleet into a covering position whilst ordering the Captain of the Thebes to find cover behind his fleet as soon as possible. Not believing his luck, the Captain of the Thebes readily agreed and turned his ship towards Leigh's, with the Orks in hot pursuit behind.

Imperium: 250 points of Escorts, Captain Leigh. The Thebes is a Siluria-class Light Cruiser with one point of damage already taken and the following Critical Hits: Thrusters Damaged, Port Armament Damaged and



The Ork Killkroozer – Gork's Pay

Starboard Armament Damaged. If you do not have the model for a Siluria-class, a Dauntless will work just as well.

Orks: 250 points of Escorts, no Fleet Commander.

Battlezone: Deep Space.

Set-Up: Set up is as for Scenario Two: The Bait in the main rulebook. The Thebes is placed in the centre of the board, heading away from the Orks who are placed at least 60cm away along one of the short table edges. The Imperial fleet arrives on the first turn, moving on from the opposite short table edge to the Orks.

First Turn: The Imperial player goes first.

Game Length: The game ends when one fleet has been destroyed or has disengaged.

Victory Conditions: If the Imperials manage to destroy the entire Ork fleet, they may claim a victory as this will now leave Gutztoof with virtually no Escorts supporting the Gork's Pay. If they manage to save the Thebes as well, then it is likely that the Gork's Pay will be destroyed very soon so some celebrations will be starting within the less disciplined Escorts already. If the Orks win this battle, they will have ended all Imperial opposition within their own area of space and will soon be readying their new Kroozers for invasion into the Corriibra Sector. Consider the whole campaign a victory for the Orks!

Mission IV: Destroy the Gork's Pay!

Gradually, Leigh was able to piece together the way Gutztoof worked. He had studied the way the Orks fought against his forces he had pieces of Ork wreckage analysed, he even investigated the ammunition powder of a few Ork shells that had lodged their way into one of his ships without detonating. Cross referencing all of this with the wealth of data his scouts had provided before hand, Leigh was able to make a few certain predictions on where the Gork's Pay had to be lurking. Not knowing that Gutztoof had only just returned from hammering a rival Warlord into dust, Leigh was puzzled as to why he had not seen the Ork Kroozer yet. He knew that Gutztoof was no coward and it concerned him that he could not understand this most primitive of foes.

Ordering his fleet onwards, he began a sweep of half a dozen systems that seemed to be likely places where the Orks had built their ships, going by the materials that Leigh had inspected. It was in only the second of these systems that the Gork's Pay decided to reveal itself.

Gutztoof was no coward but he was also a very

cunning Warlord. By the time he returned from crushing his rival, he had already learned that a large portion of his fleet had been engaged and destroyed by Imperial forces that had recently moved into the area. He also had the name Captain Leigh to consider. Gutztoof knew why the Imperial fleet had appeared in his area of space and he knew that he could expect them to find him very shortly. Ordering his ship deep within an asteroid field he knew well, he powered down all systems on the Gork's Pay and lay in wait for the Imperials. As soon as Leigh's fleet came too close, he would launch a devastating attack aimed at crippling the entire fleet and demonstrating his total power in governing these, his systems.

Imperium: 250 points of Escorts, Captain Leigh. The Thebes, if it survived the previous battle, may also be used. All critical hits will be automatically repaired for this battle, though any points of damage taken will remain.

Orks: The Gork's Pay, Warlord Gutztoof.

Battlezone: Deep Space. In the centre of the board, place an asteroid field at least 15cm x 30cm in size. This is the Gork's Pay's hiding place.

Set-Up: The Imperial fleet sets up anywhere within 30cm of its table edge. The Gork's Pay is not placed on the table at the start of the game. If any Imperial ship is within 15cm of the asteroid field at the end of any Imperial turn, the Ork player may place the Gork's Pay anywhere within the asteroid field, on any heading and immediately take his turn. Gutztoof knows this asteroid field like he knows his boot and so never needs to test to see if he takes damage, unless he is going on Full Speed Ahead special orders.

First Turn: The Imperial player goes first.

Game Length: The game ends when either the fleet or the Gork's Pay has been destroyed or has disengaged.

Victory Conditions: If the Imperials manage to destroy the Gork's Pay, then Captain Leigh has fulfilled all his orders and may return in triumph to the Corribra Sector. If the Gork's Pay manages to destroy or drive back the entire Imperial fleet, then surely he is destined for great things. Orks will come from light years to gather under his banner and the Imperials have a very real danger of watching Gutztoof's invasion become a full blown Waargh! Now, Gutztoof can disengage during this battle but such a cowardly thing should never even enter an Ork Warlord's mind! He would certainly be replaced by his subordinates in very short order, who would then spend a great deal of time deciding which of them would be the next

Warlord. In this case, the Imperial player can consider himself as drawing the campaign, but the Ork player has most certainly lost!

Captain Leigh

Leadership 9, one extra re-roll

At this stage of his career, Captain Leigh is an accomplished if unremarkable Squadron Leader and whilst generally good natured, he took this mission on purely to boost his standing at Sector Command. All through the campaign, his crew later

reported, he was almost unnaturally focussed, intent on chasing Gutztoof to the far end of the galaxy, if need be.



Warlord Gutztoof

Gutztoof is a large and powerful Warlord, but he got to his present position more through luck than anything else, and he knows it. His predecessor had already arranged for the construction of the Gork's Pay when he was killed in a battle with another Ork

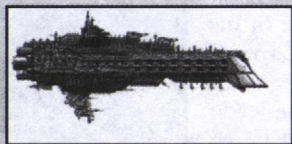
Warlord, such disputes being rather common in Orkdom. Gutztoof was nothing more than one of the Nobz at that point, but all the others of similar rank to he were all commanding the Escort fleet in other parts of the territory. By the time they returned, the Gork's Pay was already in an advanced state of completion, with Gutztoof as its undisputed Kaptain. Bowing under such firepower immediately, the other Nobz immediately looked to Gutztoof to give them orders.

The Gork's Pay is a Kill Kroozer, (page 136 of the rulebook), but Gutztoof grants the ship two extra re-rolls and it has Maniac Gunners and Mad Meks on board.



Famous Ships of Corribra Sector

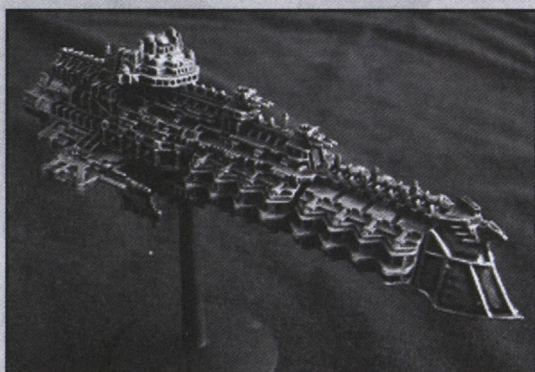
Jovian – class Battlecruiser



The Jovian-class Battlecruiser is a relatively new design seen in Imperial fleets, though it utilises little new technology. Badly damaged Mars-class Battlecruisers were occasionally modified to be stripped of weaponry and an additional set of Launch Bays were installed. Dubbed the 'Warbringer' class, this design, once battle proven was soon adopted into a completely new class dedicated to the role – the first of these Jovian-class ships, the Revenant, came into operation just before the outbreak of the Gothic War and it quickly made good account of itself. The Jovian Battlecruiser carries more attack craft than any other Imperial ship in its size, though it has to be well defended in battle as it, naturally, lacks the firepower to go toe-to-toe with any major warship. As a support ship, however, it excels.

This ship can be made simply by removing the Nova Cannon from a Mars-class and replacing the front Weapons Batteries with another set of Launch Bays.

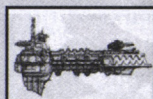
Imperial Jovian class250 pts Battlecruiser



Orion-class Battlecruiser



The Orion-class Battlecruiser is usually based on an upgraded Lunar-class hull, with the refit taking place as old crippled Cruisers come in to space dock and are in need of a complete overhaul anyway. the weapons are upgraded and Lances are added to a modified dorsal spine, giving the ship a good all round punch at medium range. In battle, the Orion is usually employed in a carrier support role, where its weapons are adept at smashing marauding escort squadrons that threaten to attack any carrier-based ship, allowing its fighters and bombers to be sent to attack the enemy's front line, rather than withdrawing into a defensive posture around the carrier itself. On its own, or in the front line of battle, the Orion is capable of making good account of itself, though this is often achieved with cheaper vessels.



Apostate – class Raider

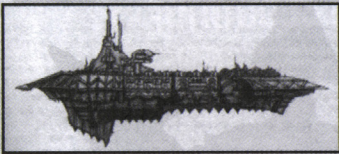
The Apostate-class Raider is something of a mystery to Imperial Captains. As a Heavy Escort, it is anathema to the strategic thinking within the Imperium, but it has been used with great success by leading Chaos Warmasters. In the frontline of battle, it is just as vulnerable to incoming fire as any other escort sized ship, but employed far out on the flanks in battle, or on its own in raiding expeditions, the Apostate is a fearsome opponent. Based on the Infidel-class hull, the Apostate packs far heavier firepower with its medium ranged turret mounted lance, though the power requirements of this weaponry greatly reduce the overall speed of the vessel. Against Imperial shipping, squadrons of these ships have proved

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45 °	2	6+ (front 5+)	2
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Port Launch Bays	Furies: 30cm Starhawks: 20cm		3 Squadrons		
Starboard Launch Bays	Furies: 30cm Starhawks: 20cm		3 Squadrons		
Dorsal Lance Batteries	60cm		2		Left/Right/Front

to be the ultimate foe, though escorts protecting convoys have little trouble catching up with the raiders as they leave the target area. Each Apostate represents a large amount of resources and as such each has to be used carefully if they are not to be wasted. In the hands of a master tactician, however, they are positively lethal.

This ship is easily made, simply by adding a turret to the prow of an Infidel-class raider.

Emasculator – class Cruiser



Many Imperial Naval officers see the Emasculator-class as something of a

failed experiment in combining weapons batteries with lances on a single ship and point to their own Lunar-class as superior to the Emasculator, with its strengthened frontal armour and torpedoes, but in a brawl the Emasculator starts to show its strength. The longer range of its weaponry over the Lunar-class puts it in a medium range for engagement for a start and by the time a Lunar manages to close with the Emasculator, its prow weapons will add to its firepower, making it a centre for

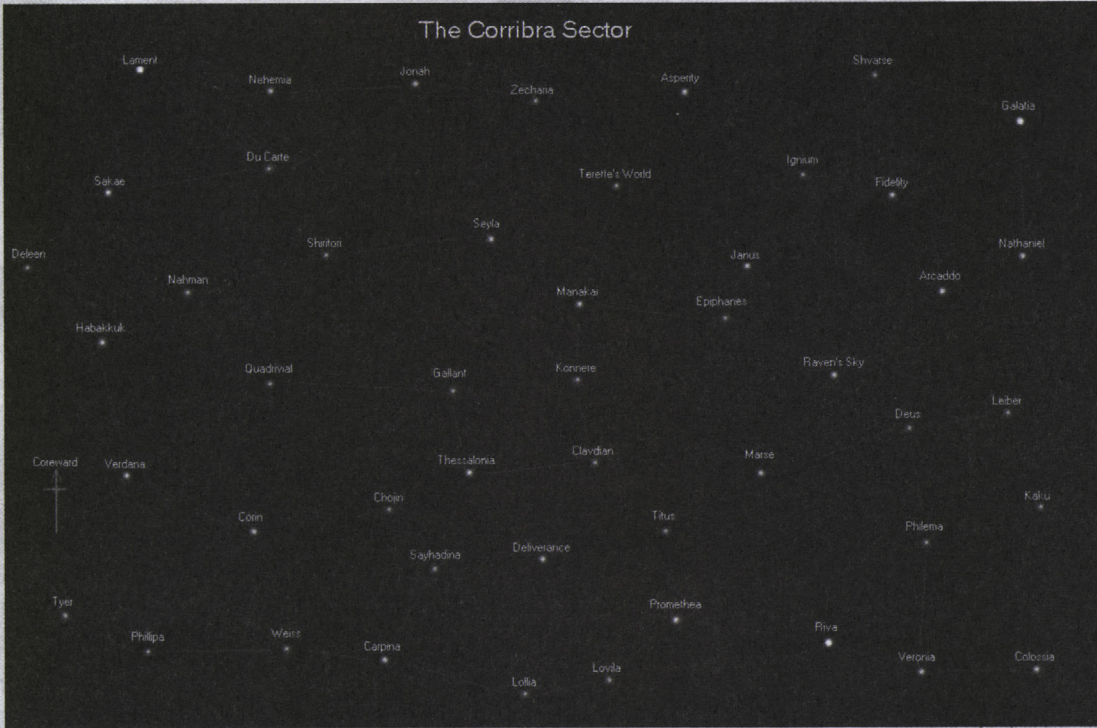
raw firepower in the Chaos fleet. For reasons yet to be unearthed, the Emasculator was first seen in great numbers within Slaaneshi fleets, though its use has slowly started to spread to fleets belonging to other powers.

Hecate – class Heavy Cruiser



Whilst the Styx-class remains any Chaos fleets front line carrier where Battleships are impractical, the

Hecate-class is steadily becoming more and more common amongst Chaos raiders, It has been surmised by Imperial tacticians that a need was seen by many Chaos Warmasters for a carrier that was capable of defending itself against a modest fleet without the need for supporting vessels. In this role, the Hecate has proved itself a dangerous foe for any Imperial patrol and is often seen undertaking minor missions by itself. Though its attack craft capability has been reduced compared to the heavyweight carriers like the Styx and Emperor-classes, it carries enough additional weaponry to earn the respect of any Imperial Cruiser Captain and it can readily see off almost any type of escort squadron.



(map by the author)

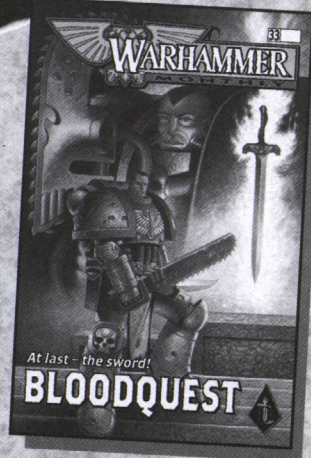
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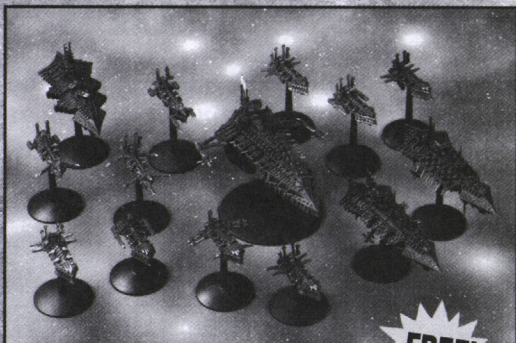
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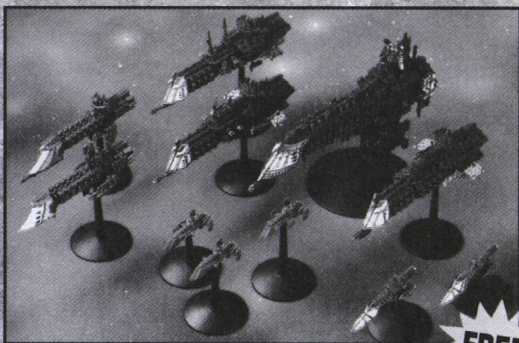
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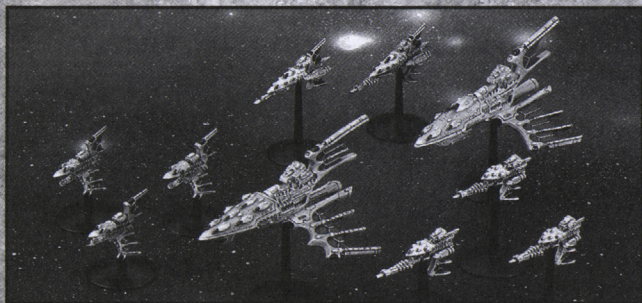
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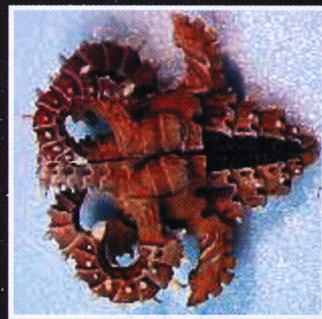
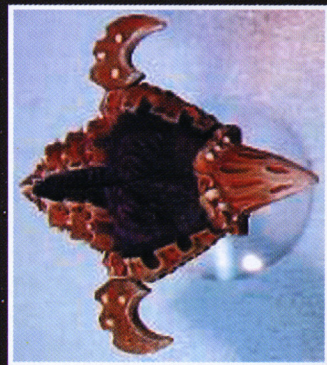
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Tyrannid Hivefleet

by Sherman Bishop



Sherman's incredibly detailed Tyrannid Hivefleet – this model is part conversion and part sculpted (front/side and rear views)



Tyrannid Droneships

Tyrannid 'cruiser' conversions

BATTLEFLEET GOTHIC

The Great Devourer *by Andy Chambers*

The terrifying nightmare of the alien Tyranid hive fleets is brought to life by Andy Chambers in this brand new Battlefleet list complete with special rules, conversion ideas and tactics.

Fanatic

Jervis Johnson tells us just what all this Fanatic fuss is about and introduces the first Fanatic miniatures releases.

Da Ammer *by Andy Chambers*

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Ork Skills and Refits *by Mark Humphries*

New specific skills and refit tables for the greenest of spacefarers.

Brace for Impact

This regular feature brings you details of archived articles from Warp Storm and Planet Killer and introduces the experimental rules section where untried rules and scenarios will be featured for playtesting.

Corribra Sector *by Matt Sprange*

Part II of Matt's epic Battlefleet campaign introducing new ships and the feral might of the Orks. This issue includes a mini-campaign against the savage Ork hordes.

Hot From the Forges

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