

BATTLEFLEET GOTHIC

MAGAZINE

Issue 15

THE PLANET KILLER RETURNS!

BLACK CRUSADE!

The Eye of Terror Campaign Begins

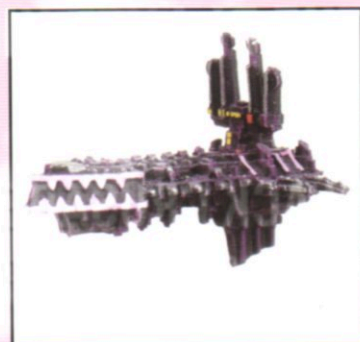
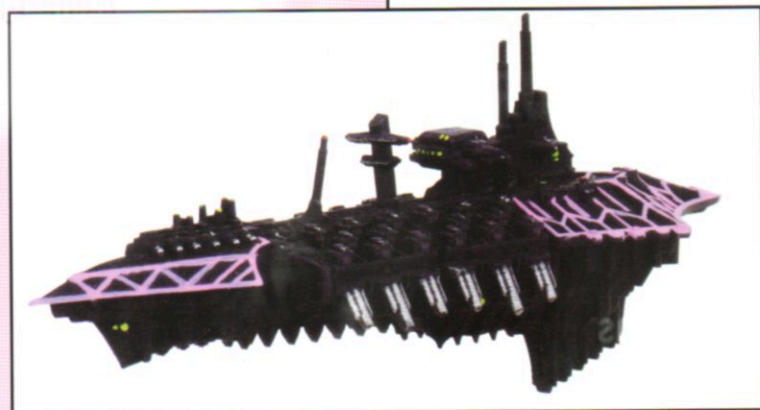
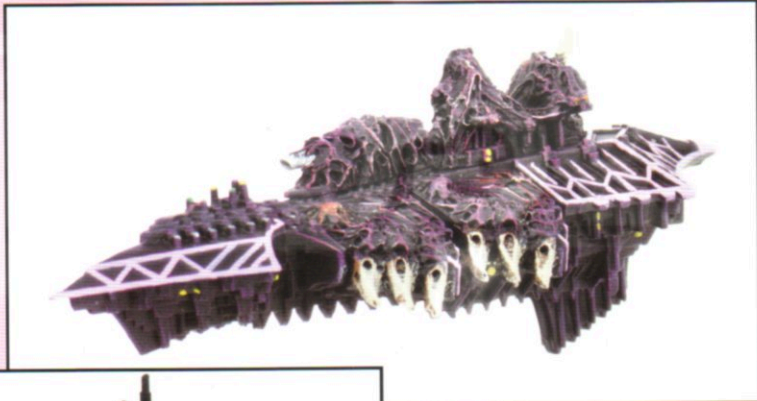
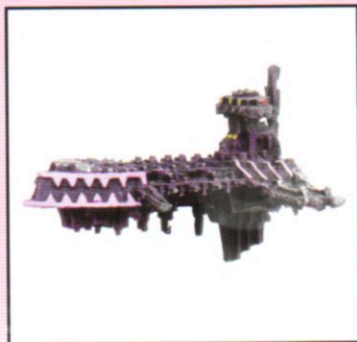
MACRAGGE'S FINEST

Ultramarine Fleets

STRENGTH IN NUMBERS

Cruiser Squadron Tactics in BFG

**GAMES
WORKSHOP**

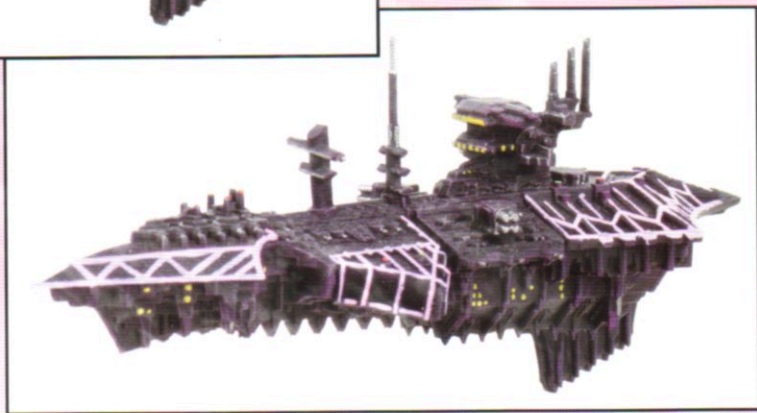
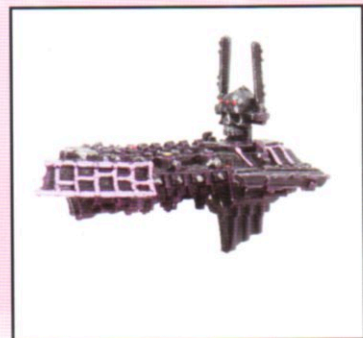
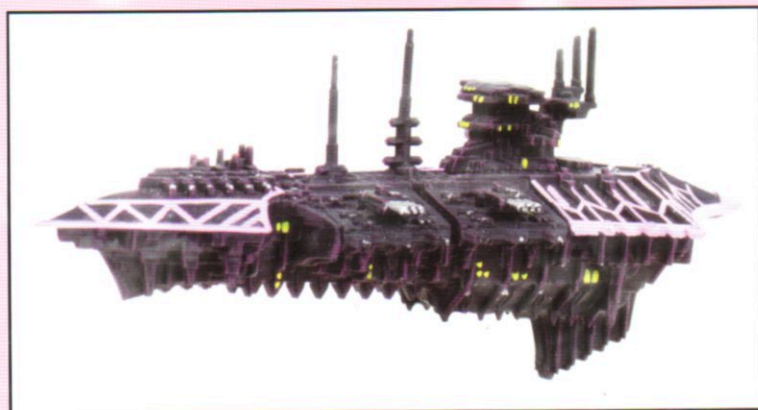


PLEASUREFLEET DRANE

The Raiding fleet of Cacophony Rex

Daemon Prince of Slaanesh

Dan Drane, part of the Black Library's design department has recently been working on a Slaanesh fleet to take part in the upcoming Eye of Terror campaign. Dan uses a very clean painting technique and a bold pink (his favourite colour) over a fairly flat black base, making his fleet a very recognisable sight on the starfield. You can see more of Dan's fleet on the inside back cover.



EDITORIAL

Back when the game this magazine is dedicated to was released, it focused on one thing and one thing alone - the Gothic War. Sure, the rules were obviously designed to represent any space battles of the 41st millenium, but the models in the box, the background in the rulebook, the fleet lists, the campaign system, everything focused on the Gothic War.

As you are no doubt aware, we've been expanding out from this ever since, recently adopting a plan of covering new conflicts, such as the Third Armageddon War and so on.

What is special about this month is that, in many ways, we have come full circle. The Gothic War was Abaddon's 12th Black Crusade, and beginning this month the entirety of Games Workshop's Warhammer 40,000 universe begins to contest Abaddon's long-feared 13th Black Crusade.

The Gothic War may have failed, but it left Abaddon with many powerful weapons. Perhaps the most destructive of them all, the Planet Killer has already returned to haunt space around the Eye of Terror, more than 800 years after its supposed destruction.

Two of the Blackstone Fortresses, captured by Abaddon during his retreat from the Gothic sector, have also returned, so for Battlefleet Gothic players, the 13th Black Crusade is likely to be a very personal affair.

The Black Crusade is being covered in full by almost all Games Workshop publications, and even if you are not a Warhammer 40,000 player it's probably worth picking up Codex: Eye of Terror and White Dwarf to keep an eye on events. This issue we bring you a great starting point to join in from a BFG perspective - a new Black Crusade fleet list, with more coverage next month.

Matt

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HEAD FANATIC
Jervis Johnson

EDITOR
Matt Keefe

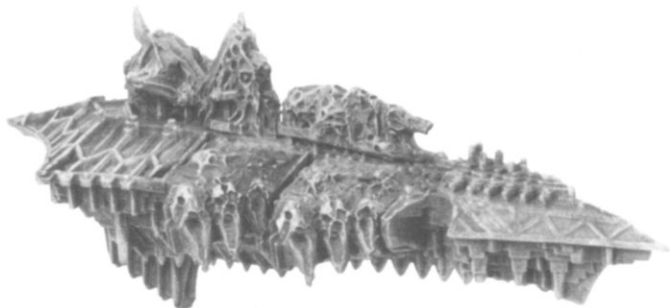
PRODUCTION
Gareth Roach

PROOFREADING
Talima Fox

COVER
Darius Hinks

INCOMING!

THIS MONTH'S BATTLEFLEET GOTHIC NEWS



This boxed set contains sufficient components for one complete Chaos Daemonship, including enough components for some regular Chaos broadside weapons to be included if you wish.

Full rules for using daemonships can be found on page 12 of this magazine.

Chaos Daemonship

CHAOS DAEMONSHIPS

This month sees the release of the new Chaos Daemonship boxed set. The model is built around a plastic Chaos Cruiser, with new Daemonic parts (such as the bridge, weapons mounts and so on). Daemonships are spectral phenomenon birthed in the warp that occasionally stray into realspace to haunt the shipping lanes of space, often in the midst of warp storms.

Daemonships are usually cruiser sized, but we've included rules for all sizes of capital ship to become Daemonically possessed starting on page 12 of this issue just in case anybody chooses to use the daemonic components on their grand cruisers or battleships instead.

Daemonships form a notable part of the Chaos fleets surrounding the Eye of Terror as Abaddon begins his 13th Black Crusade, so we've covered them as part of the Chaos Space Marine fleet list in this issue, which you can find on the next page.



BATTLEFLEET GOTHIC ARMADA

The following is a rather special announcement about Battlefleet Gothic. Some of you may already be aware of its contents, if you are regular readers of the www.battlefleetgothic.com forum or the Yahoo groups mailing list.

Firstly, and this is a big one, there will be no 2003 BFG annual.

This is because, instead, at the end of the year we will be releasing Battlefleet Gothic: Armada, a 160-page supplement for the game covering all the ships and fleets released since the game was initially released. Unlike the annuals, the supplement will become a stock item, and remain in print, and in stock permanently (at least until the information in it is outdated, of course).

Okay, that's the hard, fast and basic facts. Also, you might be interested to know that Armada will be published in the full size landscape format, identical to the rulebook (rather than in our magazine or annual formats). Work on the book is still in the very early stages, but you can see a few sample pages on the right.

The book will be 100% official, meaning that everything contained in it will represent the final, official version of the rules, collecting together in one place such additions to the game as the Necron and Space Marine fleets (which are already official) plus all those currently in the process of moving from experimental to official status. That means that the BFG rulebook and Armada together will provide you with ALL official elements of the game up to this point in time.

I'm sure many of you may have questions about this new development, so as always, feel free to write to us at fanatic@games-workshop.co.uk with any queries you may have.

Matt

IMPERIAL APOCALYPSE CLASS BATTLESHIP



The Apocalypse class is an ancient design that has been brought back to life. It is the largest and most powerful of the Imperial fleet, and is the only ship that can be upgraded to the level of a battleship. It is the only ship that can be upgraded to the level of a battleship. It is the only ship that can be upgraded to the level of a battleship.

TYPE	ARMOUR	WEAPON	MOVEMENT	ABILITIES
Battleship	10	10	10	10

IMPERIAL VENGEANCE CLASS GRAND CRUISER



The Vengeance class is a new design that is the largest and most powerful of the Imperial fleet. It is the only ship that can be upgraded to the level of a battleship. It is the only ship that can be upgraded to the level of a battleship. It is the only ship that can be upgraded to the level of a battleship.

TYPE	ARMOUR	WEAPON	MOVEMENT	ABILITIES
Grand Cruiser	10	10	10	10

IMPERIAL DEFANT CLASS LIGHT CRUISER



The Defiant class is a new design that is the largest and most powerful of the Imperial fleet. It is the only ship that can be upgraded to the level of a battleship. It is the only ship that can be upgraded to the level of a battleship. It is the only ship that can be upgraded to the level of a battleship.

TYPE	ARMOUR	WEAPON	MOVEMENT	ABILITIES
Light Cruiser	10	10	10	10

IMPERIAL FALCHION CLASS ESCORT



The Falchion class is a new design that is the largest and most powerful of the Imperial fleet. It is the only ship that can be upgraded to the level of a battleship. It is the only ship that can be upgraded to the level of a battleship. It is the only ship that can be upgraded to the level of a battleship.

TYPE	ARMOUR	WEAPON	MOVEMENT	ABILITIES
Escort	10	10	10	10

SPACE MARINE FLEETS IN BATTLEFLEET GOTHIC

When it comes to the Space Marines, there are two main types of fleet. The first is the standard Space Marine fleet, which is made up of a variety of different units. The second is the Space Marine fleet, which is made up of a variety of different units.

NECRON FLEETS



941M41 - THE THIRD ARMAGEDDON WAR

The Third Armageddon War is a new design that is the largest and most powerful of the Imperial fleet. It is the only ship that can be upgraded to the level of a battleship. It is the only ship that can be upgraded to the level of a battleship. It is the only ship that can be upgraded to the level of a battleship.

SCENARIO ONE: THE GAUNTLET

FORCES

BATTLEZONE

SET-UP

FIRST TURN

GAME ENDING

VICTORY CONDITIONS

BEGINNING BATTLES

Battlefleet Gothic: Armada will be released in November/December 2003

IMPERIAL DAMNATUR ABSOLUT CHAOS SPACE MARINE FLEETS

By Pete Haines

With Abaddon's 13th Black Crusade unfolding across the entire Warhammer 40,000 universe in the shape of the Eye of Terror worldwide campaign, we present these rules for a Black Crusade Fleet list, representing the forces Abaddon has unleashed on those sectors surrounding the Eye of Terror. Bring on the Chaos Space Marines...

Through his warp eye, Captain Vassenna saw the frigate rock as his heavy plasma batteries hammered into it, shattering its shields and cutting through its armour. From his crypt Vassenna was mind-linked to all his ship's systems, even though his withered body lay in its sarcophagus he still found joy in slaughter. His amplified laughter echoed around his ship, chilling the souls of the long lines of slaves labouring beneath the lashes of Vassenna's Black Legion overseers. The Darkside was a Carnage class cruiser, unbelievably ancient but still a sleek hunting shark with superior speed, range and weight of fire than any Imperial ship of the same displacement.

"Keep firing, yes ALL weapons! I want those destroyers dead before they can release their torpedoes".

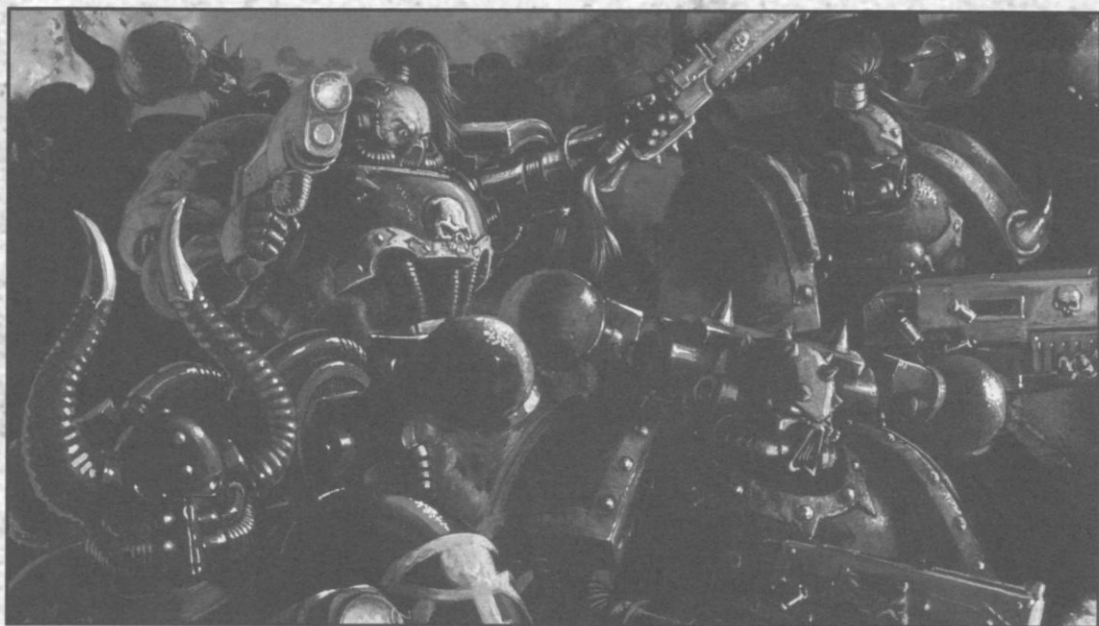
On the gun decks, Vassenna's crew, renegades, corsairs and freebooters all, redoubled their efforts, urged on by their Captain's words and the watchful attention of the Chaos Space Marines.

Vassenna watched the bright explosions, the incoming Cobras were easy targets once locked into their attack runs. The Darkside's Captain felt the waves of energy from their destruction and exulted in it. His warp eye opened, matter faded, and his gaze pierced the real universe studying the tides of the empyrean, judging his moment.

"Warp engines, NOW".

The Darkside's hull sbrieked as its warp engines tore a bloody wound from reality and slid into the vibrant, pulsing, unreality of the warp that lay beneath and drifted onward carried on a tide of mortal dreams.





Long ago, when the Emperor of Mankind led his Space Marine Legions across the stars in what was to become known as the Great Crusade, Primarchs captained his armies. Each Primarch commanded not only a Legion of Space Marines but also vast fleets of warships and innumerable armies of Guardsmen. The military might at the disposal of each of them was immense. Then came the Horus Heresy and fully half the Primarchs rebelled against the Emperor. The history of the Heresy is well-known, it was a dark and terrible time in which civil war almost destroyed the Imperium. In its aftermath, it was clear to the High Lords that too much power had been at the disposal of the traitor Primarchs. The Codex Astartes of Roboute Guilliman was the main reform. The huge Space Marine Legions were broken down into Chapters of a thousand warriors and equipped with specialist barges and strike cruisers. The fleet was reorganised into battlefleets dispersed between the major worlds of each Segmentum. The Imperial Guard was reorganised to more clearly define who could authorise the formation and deployment of additional regiments. The measures were successful insofar that although there have been rebellions since the Heresy they have always lacked the capacity to tear the Imperium apart as Horus almost did.

The defeated Traitor Marines were never a part of these reforms however. When the Ultramarines were spawning numerous successor Chapters, the Black Legion, the World Eaters and all the others were establishing territories in the Eye of Terror using all the forces they had managed to salvage from the defeat on Terra. To this day Chaos fleets are subordinate to the Lords of the Chaos Space Marine Legions.

Chaos Space Marines in Battlefleet Gothic

From the perspective of Battlefleet Gothic, this means that the Chaos Space Marine Legions have never needed to build specialist battlebarges and strike cruisers. To them any capital ship with the capacity to launch Dreadclaws or boarding torpedoes is potentially a Battlebarge and any fast cruiser might be used to move small forces around. Chaos Space Marines are relatively rare however and a great many Chaos fleets will be made up of renegade captains and their ships with not a Traitor Marine in sight. The degree of fealty rogue captains extend to their Chaos Marine masters is variable and some pirate fleets that ostensibly serve Chaos have probably never seen a Chaos Space Marine so it is perfectly OK to use a Chaos fleet without including members of the Traitor Legions.

The existing list in the Battlefleet Gothic rulebook covers Abaddon's fleets in the Gothic Sector War. This war was primarily fought in space and Abaddon had no need to gather the Lords of the Traitor Legions around him. This list represents a Black Crusade fleet where the object is to transport Chaos Space Marines to conquer and destroy Imperial worlds.

"What is a Space Marine without a ship to carry him? He is an insignificant insect crawling in the mud of a single world. But what is a Space Marine with a fleet to carry him? He is death from above, a harbinger of the gods who walks the stars seeking battle."

Gorsameth, Lord-Captain,
Night Lords Legion, M35

ABADDON'S 13th BLACK CRUSADE

Chaos Space Marine Fleet List

FLEET COMMANDER

0-1 Chaos Warmaster

You can only include a Chaos Warmaster in your fleet if it includes any Capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by 2, to a maximum of 9.

Chaos Warmaster (Ld +2) 100 pts

Chaos Warmasters get one re-roll. In addition they may be given a single Mark of Chaos as shown opposite.

The Warmaster may be given an extra re-roll at a cost of +25 points.

Abaddon

You may include Abaddon the Despoiler as the Warmaster in any Chaos fleet worth more than 1,000 points.

Abaddon (Ld 10) 195 pts

Abaddon receives one re-roll per turn, in addition see his special rules as stated in this magazine.



Mark of Slaanesh +25 pts

The ship is full of the sensation-craving followers of Slaanesh and their siren cries extend into the minds of the crews of nearby enemy ships. Enemy ships within 15cm suffer -2 to their Leadership value.

Mark of Khorne +20 pts

Crewed by the homicidal followers of Khorne, the ship is extremely dangerous in boarding actions. It doubles its value in boarding actions.

Mark of Tzeentch +25 pts

The Captain can call upon the power of precognition as well as formidable magiks to control his vessel. This ship has an extra re-roll.

Mark of Nurgle +35 pts

The vessel is rank with putrescence and the many plagues of the Lord of Decay. It gains 1 Damage point and may not be boarded.



Chaos Lords

Any Capital ship, apart from that of the Warmaster, may be captained by a Chaos Lord. If so, then add 1 to the Leadership rolled for the ship at the start of the game, subject to a maximum of 9.

Chaos Lord (Ld +1) 25 pts

A Lord may be given a re-roll (which he can use for his own ship or squadron only) at +25 points. A ship commanded by a Lord may be given a single Mark of Chaos from the list 8.



CAPITAL SHIPS

0-1 Planet Killer

A fleet of 1,000 points or more may include the Planet Killer. If you include the Planet Killer, Abaddon must be present, though he does not have to be aboard the Planet Killer.

Planet Killer. 505 pts

Battleships

You may include up to one battleship in your fleet for every three cruisers or heavy cruisers.

Despoiler class battleship 400 pts

Desolator class battleship 300 pts

Grand Cruisers

You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.

Repulsive class grand cruiser 230 pts

Vengeance class grand cruiser 230 pts

Retaliator class grand cruiser 295 pts

Executor class grand cruiser 210 pts

Heavy Cruisers

You may include up to one heavy cruiser in your fleet for every two cruisers.

Chaos Styx class heavy cruiser 290 pts

Chaos Hades class heavy cruiser 200 pts

Chaos Acheron class heavy cruiser 190 pts

0-12 Cruisers

Chaos Devastation class cruiser 190 pts

Chaos Murder class cruiser 170 pts

Chaos Carnage class cruiser 180 pts

Chaos Slaughter class cruiser 165 pts

DAEMONSHIPS

Any number of capital ships in your fleet may be upgraded to a Daemonship at the additional points cost shown, based upon the type of vessel chosen.

Battleship +50 pts

Grand Cruiser +30 pts

Heavy Cruiser +25 pts

Cruiser. +20 pts

A Daemonship may not be commanded by a Warmaster or a Chaos Lord even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemonship may not have a Chaos Space Marine crew. Any number of capital ships can be upgraded to Daemonships subject to these limitations.

Any Daemonship may have a single Mark of Chaos with the same effects and cost in points as described in the list 8.



ESCORTS

You can include any number of escorts in your fleet.

Chaos Idolator class raider 45 pts

Chaos Infidel class raider 40 pts

Chaos Iconoclast class destroyer 30 pts

These vessels may not contain a Chaos Warmaster, a Chaos Lord or have a Chaos Space Marine crew, neither can they be given Marks. You should feel free to paint and model them to be consistent with the rest of your fleet, it will not have any game effect however.



ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers and Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

A ship with a Chaos Space Marine crew may be equipped with Thunderhawk gunships but if so it may only carry Thunderhawks and may not launch Swiftdeaths, Doomfires and Dreadclaws. Furthermore, the launch capacity of the ship's bays is halved (round down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks.

CAPITAL SHIP SPECIAL RULES

Chaos Lords. Any Capital ship, apart from that of the Warmaster, may be captained by a Chaos Lord at +25 points. If so, then add +1 to the Leadership rolled for the ship at the start of the game, subject to a maximum of 9. A Lord may be given a re-roll (which he can use for his own ship or squadron only) at +25 points. A ship commanded by a Lord may be given a single Mark of Chaos from the list above.

Chaos Space Marines. Any Capital ship can be designated as having a Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules. If the ship contains the Warmaster or a Lord then you can assume that he is also a Chaos Space Marine.

Marks of Chaos. A ship with a Chaos Space Marine crew may have a Mark of Chaos, even if a Warmaster or Lord does not captain it. However, there are some restrictions on exactly which mark it can have based on the Chaos Space Marine Legion that controls it. Even if a Warmaster or Lord captains a ship, if it has a Chaos Space Marine crew the choice of Mark of Chaos is limited as well. The options are shown in the table below.

Owning Legion	Marks
World Eaters	Must have Mark of Khorne only
Emperor's Children	Must have Mark of Slaanesh only
Death Guard	Must have Mark of Nurgle only
Thousand Sons	Must have Mark of Tzeentch only
Black Legion	May have any one Mark
Others	May not have any Mark

Legion Fleets. If the Warmaster's ship has a Chaos Space Marine crew, then all other ships in the fleet that have Chaos Space Marine crew must be of the same Legion, unless a Chaos Lord captains them.

Rivalry. Members of the Emperor's Children and the World Eaters cannot be combined in the same fleet. Similarly, members of the Death Guard and Thousand Sons may not be combined in the same fleet.

Capital ship Squadrons. If Capital ships are grouped as Squadrons, then each Squadron may only contain a single Warmaster or Lord and that ship must lead the squadron. Similarly, a squadron may not include ships with different Marks of Chaos.

Example: A fleet Warmaster's ship has a Death Guard Chaos Space Marine crew. His ship has the Mark of Nurgle. His fleet contains six other cruisers, three ships have Chaos Space Marine crew and one of these also has a Chaos Lord. The two Chaos Space Marine ships without Lords must be crewed by the Death Guard and must therefore have the Mark of Nurgle. The ship containing the Lord can be Death Guard as well but doesn't have to be as it could represent an allied force from another Legion. Because the fleet contains members of the Death Guard, the Lord's ship may not be crewed by the Thousand Sons but may be represented any other Legions. Let's assume it is the Emperor's Children and therefore has the Mark of Slaanesh.

When organising these ships into squadrons, the Warmaster and Lord's ships may not be in the same squadron and each must command any squadron they do join. The Chaos Lord's squadron may not contain any ships with a Mark other than that of Slaanesh, and the Warmaster's squadron may not include any ships with a Mark other than that of Nurgle.

CHAOS SPACE MARINE SPECIAL RULES

Leadership. A vessel with a Chaos Space Marine crew will have +1 Leadership (in addition to any other bonuses due to there being a Chaos Warmaster or Chaos Lord on board). Furthermore, the maximum Leadership of the vessel is increased to 10.

Boarding and hit-and-run. The superior fighting skills of the Chaos Space Marines are most apparent in boarding actions. A ship with a Chaos Space Marine crew adds +2 to its roll when performing boarding actions, and enemy conducting hit-and-run attacks against them subtract one from their hit-and-run result. Hit-and-run attacks launched by boarding torpedoes, Dreadclaws, Thunderhawks or teleportation originating from such a ship add +1 to their result.

Planetary Assault. Ships with Chaos Space Marine crews in a planetary assault mission score 2 Assault points for every turn they spend landing troops.

Terminator Teleport Assault. For an extra 10 points, Battleships and Grand Cruisers with Chaos Space Marine Warmasters, Lords or crews may roll two dice when conducting hit and run teleport attacks and select which one they wish to count. They will add +1 as normal. This represents them unleashing their Chosen Terminators in a teleport assault.

ABADDON THE DESPOILER

Scourge of the Gothic Sector



For ten millennia Abaddon has continued to harry the Imperium at every opportunity, raining fire and destruction on the empire of Mankind that he helped to build. The Gothic War is one of the most recent of his terrible works, but his history of bloodshed extends as far back as the Imperium itself. During the Gothic War, Abaddon took personal command of the Planet Killer in many engagements, although he escaped its destruction at Kharlos II.

ABADDON AS FLEET COMMANDER

Abaddon can be chosen to act as fleet commander in any game in which the Chaos fleet is worth 1,000 points or more. You may not place a Chaos Lord on the same ship as Abaddon (you don't get to be a Chaos Lord by spending lots of time near a bloody-tempered maniac!). He has the following characteristics:

Leadership: 10

Abaddon is an exceptional commander in all respects. His crew and fleet live in mortal terror of arousing his anger and perform at peak efficiency when he is aboard. He is also aided by the prophecies of the Sorcerer Zazaphiston.

Re-rolls: 1 per turn.

Abaddon's fleet is allowed to re-roll a single Command check or Leadership test each turn.

Abaddon's awesome reputation and dogged determination ensure there are seldom any failures in the chain of command. When there are, the consequences are likely to be dire.

SPECIAL RULES

Boarding Actions: Abaddon is accompanied by his company of Black Legion Traitor Marines aboard the ship he is commanding. This, combined with his own abilities, means the ship doubles its value in boarding actions and gains an extra +1 Boarding modifier.

Hit-and-Run Attacks: Abaddon will have his own ship sealed tight against hit-and-run raiders (he knows every trick in the book). Therefore, hit-and-run raids deduct -1 from their dice roll against Abaddon's ship. If Abaddon's vessel makes any hit-and-run teleport attacks, add +1 to the dice roll for the attack as it will be undertaken by elite Black Legion Terminators. Boarding torpedoes and assault boats from Abaddon's ship will be manned by more mundane minions and do not receive this modifier.

"You have failed me for the last time...": Abaddon the Despoiler does not tolerate failure, as many of his followers have discovered to their cost. If Abaddon's re-roll is used for a Command check or Leadership test on another ship or squadron and the test is failed a second time, he will become angry – very, very angry! In the Chaos Shooting phase Abaddon will direct at least half the available firepower and lance strength of the ship he is commanding against the weaklings who have failed him (assuming the worthless scum are within range and fire arc). Resolve the attack as normal, just as if Abaddon's vessel were an enemy.

The victims of his wrath (assuming they survive) will be suitably chastised and gain a +1 Leadership increase for the remainder of the game. The Leadership bonus will only take effect once (after that the crews are working as hard as they can!). If the object of Abaddon's wrath is not in range and/or fire arc he will leave them to their fate – Abaddon's re-rolls may no longer be used on it. This means that no further Commander re-rolls may be used on the ship or squadron unless it is carrying its own Chaos Lord with a Mark of Tzeentch.

Should this dreadful failure occur on Abaddon's own ship, it will lose +1 damage point as the Black Legion massacre those who failed him. No Leadership increase is gained.

SLAYER OF WORLDS

Chaos Planet Killer

The origins of the massive stellar vessel known simply as the Planet Killer are a mystery to Naval authorities. It bears no resemblance to any Imperial ship design and is assumed to have been constructed within the Eye of Terror by Abaddon's forces, just prior to the Gothic War – in fact several of the Adeptus Mechanicus doubt whether its construction would have been physically possible outside of warp space. Built around a central energy cannon of immeasurable magnitude, the Planet Killer is also studded with numerous long range lances, weapons batteries and torpedo launchers. Well armoured and protected by a plethora of shield generators, the Planet Killer's only weakness seemed to be its ponderous speed. It was this lack of pace which was to lead to its eventual downfall, as it was destroyed by, salvo after salvo of torpedoes, fired at extreme range by the Lunar class cruisers of battle group Omega, shortly after the destruction of Kharlos II.

THE ARMAGEDDON GUN

The Armageddon Gun may not be fired if the ship has been crippled or is on Burn Retros, All Ahead Full or Brace For Impact special orders. The Armageddon Gun can only be fired directly ahead of the ship. To fire the Armageddon Gun, place the Nova Cannon template so that it is touching the Planet Killer's stem, then move it directly ahead 90cm. If the hole in the centre of the template passes over a ship's base (friend or foe!), that ship suffers D6 automatic hits. If any other part of the Nova Cannon marker moves over a ship's base then the ship suffers one automatic hit. Hits take down shields exactly as normal. Ordnance touched by the template is destroyed. Once the Armageddon Gun has fired, it must build up another charge of energy and you must use Reload Ordnance orders before it can fire again. If you roll a double 6 for a Reload Ordnance check, then the

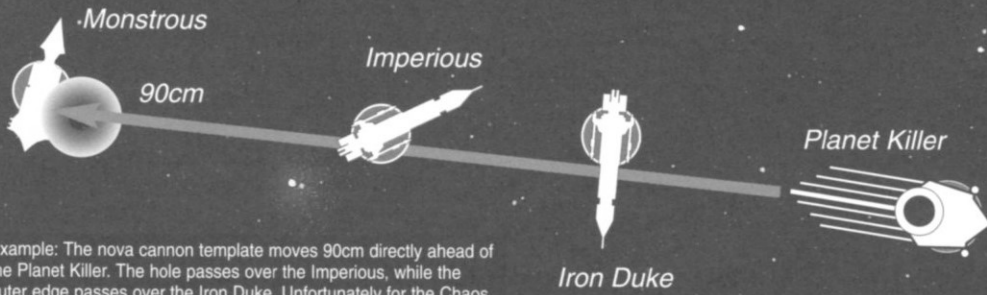
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/14	20cm	45°	4	5+	5
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow weapons battery	60cm		12		Left/front/right
Port weapons battery	60cm		6		Left
Starboard weapons battery	60cm		6		Right
Dorsal lances	60cm		6		Left/front/right
Prow torpedoes	30cm		9		Left/front/right
Armageddon Gun	90cm		See rules		Front

Special Rule

The Planet Killer is notoriously slow to manoeuvre and so cannot use the Come To New Heading special orders.



FIRING THE ARMAGEDDON GUN

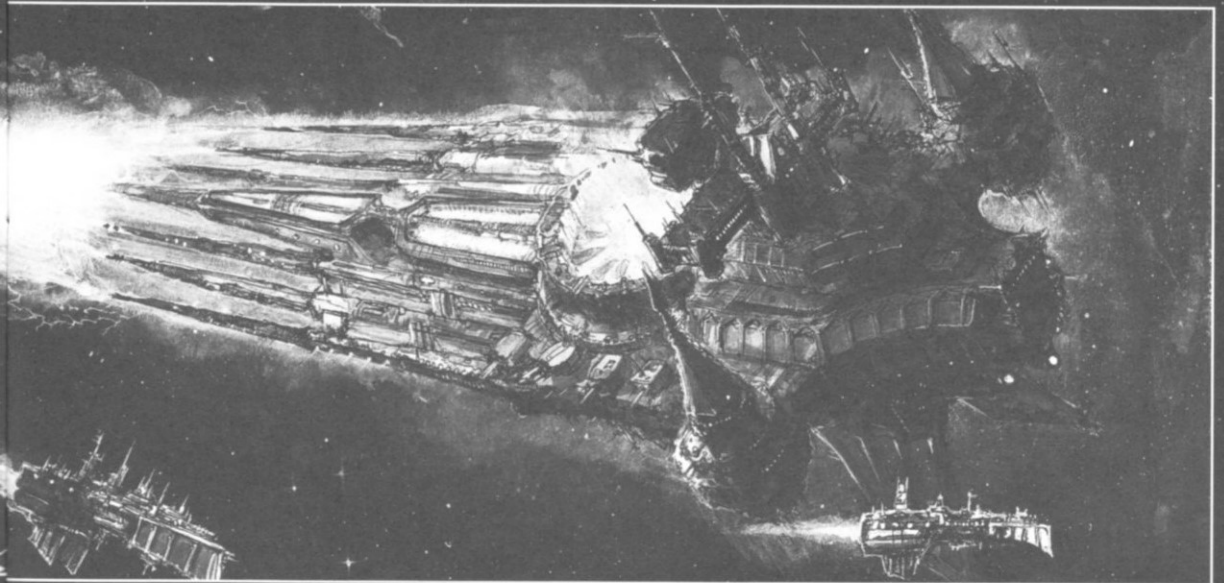


Example: The nova cannon template moves 90cm directly ahead of the Planet Killer. The hole passes over the Imperious, while the outer edge passes over the Iron Duke. Unfortunately for the Chaos player, the template also passes over the Monstrous. The Imperious suffers D6 hits, and the Iron Duke and Monstrous suffer 1 hit each.

Armageddon Gun has disastrously malfunctioned, inflicting a critical hit on the Planet Killer and rendering the Armageddon Gun useless for the rest of the battle. On a roll of any other double, the Armageddon Gun can be fired once more before it must be shut down to prevent overloading. Note that as the Planet Killer also has torpedoes, it is possible that you will need to use Reload Ordnance orders for these at the same time as for the Armageddon Gun. In this case, only make one Command check but apply the roll equally to both weapons systems (eg, if you roll a double 6, then the Planet Killer suffers an automatic critical and will also be out of torpedoes for the remainder of the game).

THE PLANET KILLER IN EXTERMINATUS

The Planet Killer, as its unsubtle name suggests, is designed to attack worlds. This makes it particularly appropriate for the Exterminatus scenario. If the Chaos fleet is attacking, it can include the Planet Killer instead of using modified Exterminators or a Blackstone Fortress. The Planet Killer does not lose any of its weapons for being an Exterminator, but if the Armageddon Gun cannot be used for any reason then it can no longer act as an Exterminator and the Chaos player loses the battle automatically.



"Twas in the Neffleng Deepes that it came upon us. We were ploughing the Warp in as fine a style as the old Oath of Praxus could be expected to. Our navigator, Torkael, was loyal as ye could hope for, no high-born navis nobbilly was he, came from the distaff branch o' one of the clans ye might say. Still he hid himself wi'a cloak and mask and if you couldn't stand the stink ye had no place on the Oath for the old girl reeked like a bive sump in summer. First sign of trouble was when Torkael started blubbing and sbrieking. We couldn't get any sense out of him but the surveyors could just about make out something big coming up on us. Captain Orson steadied the lads and roared that he didn't care where we ended up but he'd be damned if he'd stay in the Warp. With that we made a translation back to real space and it was a rough one without Torkael's help. I was watching the surveyor readouts and I'll swear the thing outside was almost on us when the warp engines kicked in. I couldn't speak or think, such was the terror that filled me, then the deck came up at me and the translation turned me inside out. It took me a few minutes to come to, there was some who didn't. As I say it was a rough trip!

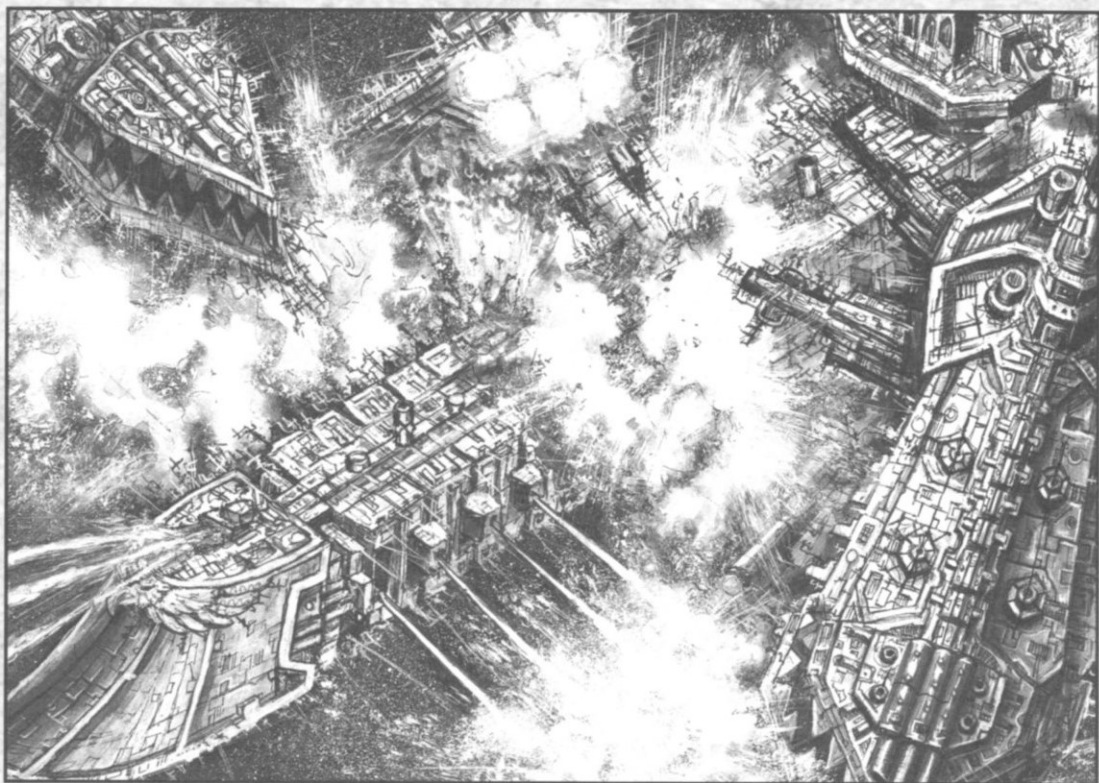
There were stars outside at least, none of us had any idea which ones they were but any seemed better than what we had run from,



damned fools that we were. I went to Torkael, he was all done in but he chattered at me for a while before he went and he said what he saw. He said it were a great horde of daemons out of hell, harnessed to a chariot inside of which was a horned thing with skin of blood and a dozen arms tipped with black claws. Then he looked me in the eyes and said that it weren't over yet and that I should get to an escape pod straightway. Then he spluttered and died. There was something about the way he spoke, and before I could really think on it I was in a ship's boat looking out the port. I was just beginning to call meself a damned fool when I saw it.

It was like something fluid was moving between me and the stars, making them go fuzzy and blurred. Staring bard I could just about make out an outline circling around the poor old Oath like some beast o'the void. As I watched a slash appeared, a great tear through which I could catch a glimpse of the infernal warp as a great crimson ship sheared its way through. Then I felt the fear again, it caught me and paralysed me and forced me to stand and stare at the horn growing from the pitted bull, at the barbed tentacles hanging off it, at the way the bull bubbled into the shapes of screaming faces. Then there was a roar that shook the oath as the devil ship fired its engines, if its engines they were, for the roar was the scream of a million suffering souls in the furnace of hell. The thing turned toward us and I could see the crimson ship but I could also see through it to the daemon host and the charioteer that Torkael had mentioned and I cast off and fired me engines. The ship's boat turned over and over as it fell away, I cared not to steer, just to go fast as I could. The acceleration knocked me all about, afore I blacked out I saw the crimson ship rip through the old Oath of Praxus, splitting her hull like butter while the hooks sliced into the crew faster than ye could blink, bursting them and dragging them in the wake. Damn me for a liar if ye will but I could hear the screams.

So, my fine folks, that was how Clem came to these shores. I will never see my own kind again on account of I will never sail the Immaterium again. I know that you young folk all reckon us humans are mad crazed to say what we do about the Warp and what comes out of it but if ye had just one look at it you'd know the truth. Still, take my oath, you're best served without it, Greater Good eh? I'll drink to that, that and my lost shipmates'.



Who can say how the Daemonships came to be? Some say they are created when ship's crews sacrifice themselves to the dark gods, seeking immortality in return for daemonic servitude. Alternatively, it is argued that they are ships of the damned, condemned by acts so heinous as to defy description, their crews and captains in thrall to the dark gods forever. Those who know something of the Warp claim that Daemonvessels are ships lost in the Warp. For centuries or even millennia, they disappear from the real universe only to re-emerge with a crew of daemonkind.

Tales of Daemonships go back to the earliest days of the Imperium. Often the ships are mere manifestations, appearing to spread terror but disappearing as quickly with no tangible evidence that they were really there. The great orbital space dock above Sorraspair 3 was said to be plagued by such an apparition prior to its destruction by the Thousand Sons in M.37. The legend says the apparition took the form of a great battleship built in an ancient style, which circled the station, its hull wreathed in bale fire, transmitting a continual plea for admittance.

There are rumours exchanged by Navigators of spectral ships that ply the Warp. The Navigators perceive these ships both as twisted parodies of normal ships and as convocations of daemons. There are tales of these Daemonships pursuing their prey back to the material universe. This has led to the theory that Daemonships can only leave the Warp by following in the wake of

another vessel and that at other times they are trapped in an endlessly shifting ocean of madness. Typically, there has never been enough reliable evidence to confirm any hypothesis.

Although most of the tales of Daemonships describe them as lone hunters captured renegade navigators have, under close interrogation, suggested that pacts can be made with any of the daemons of the Warp. Normally, the time that a daemon can spend in real space is severely limited. Without the power of the Warp to sustain it, then it will be diminished, gradually losing its stability before translating back to where it came from. This process can be prevented by ritual worship or by binding the daemon in an object or living thing. To know exactly how this is done is forbidden knowledge but it stands to reason that possessing a great ship would give a daemonic host greatly enhanced stability. In time of war, one could expect the Sorcerers of Abaddon to add to the strength of his fleets with such apparitions if they are able to.

The incidence of sightings of Daemonships has been tenuously linked to the incidence of flares of the warp storms comprising the Eye of Terror. If this connection is verifiable it gives great cause for concern for no less than seven warp storms are currently in flare, the most for centuries. If ever it were possible for such monstrosities to be bound to the service of renegades and heretics then that time is now.

USING DAEMONSHIPS IN BATTLEFLEET GOTHIC

The basic profile of a ship, which is upgraded to a Daemonship remains unchanged. It does not matter what broadside weapons you replace with Daemonship components the ship's profile is not changed.

The points cost to upgrade a Capital ship to a Daemonship is as follows:

Battleship	+50 points
Grand Cruiser	+30 points
Heavy Cruiser	+25 points
Cruiser.....	+20 points

A Daemonship may not be commanded by a Warmaster or a Chaos Lord even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemonship may not have a Chaos Space Marine crew. Any number of capital ships can be upgraded to Daemonships subject to these limitations.

Daemonships cannot carry Exterminatus weapons and do not score any points for landing troops in a planetary assault (the daemons are bound within the hull of their vessel, whilst able to board enemy ships normally in the context of a BFG game they would become unstable if holding a planetary objective for any length of time).

Any Daemonship may have a single Mark of Chaos with the same effects and cost in points as described in the Battlefleet Gothic main rule book.

Daemonship Leadership is rolled as normal (1=6, 2,3=7, 4,5=8, 6=9)

SPECIAL RULES

Deployment by Warp translation

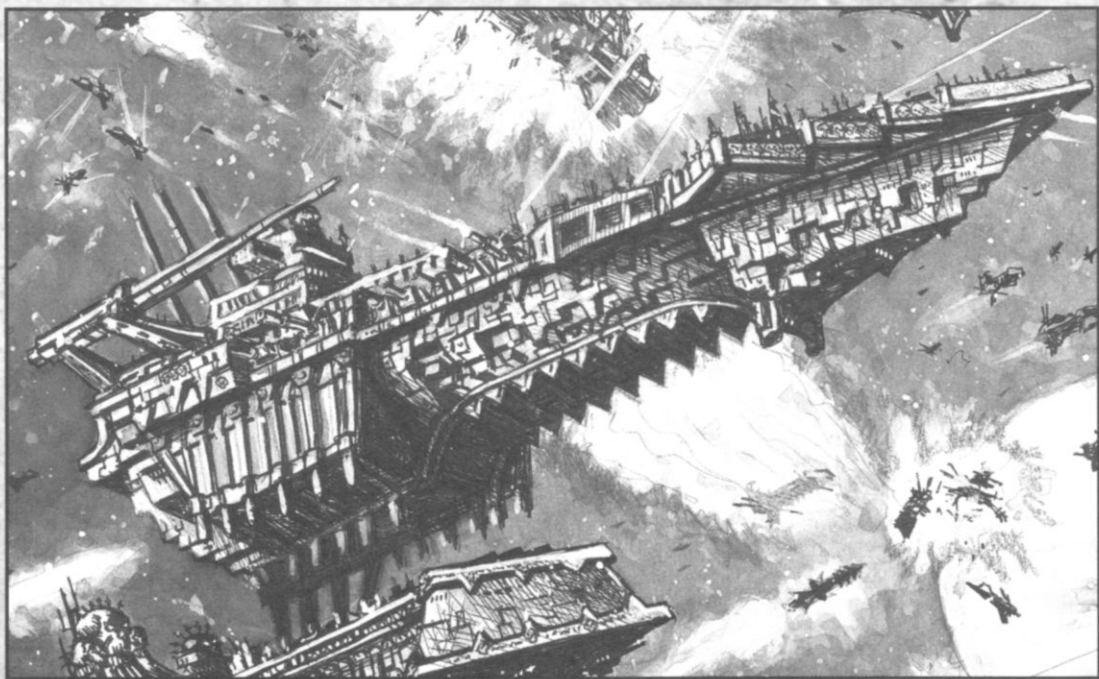
A Daemonship may be kept off table at the start of a game. The rest of the fleet is deployed as stated in the rules for the mission being played. The Daemonship(s) are actually lurking in the Warp waiting to either be summoned by one of the on-table Chaos ships or drawn to the ripe souls aboard an enemy ship. In the End phase of any Chaos turn, after the first, they may enter play from the Warp as follows:

Select a friendly or enemy Capital ship, only a Capital ship contains enough supplicants or victims to draw a Daemonship from the Warp. Position the Daemonship within 20cm of the chosen vessel facing in any direction desired by the Chaos player controlling it. Next, roll 4D6 and a Scatter dice and reposition the Daemonship accordingly, keeping the ship on the same heading. If a 'Hit' is rolled on the Scatter dice, then the Daemonship arrives on target.

The arriving Daemonship is unaffected by Celestial phenomena and does not trigger attack by ordnance markers it may happen to land on. If it would appear in contact with an enemy vessel, reposition it by up to 1 cm so that it is out of contact.

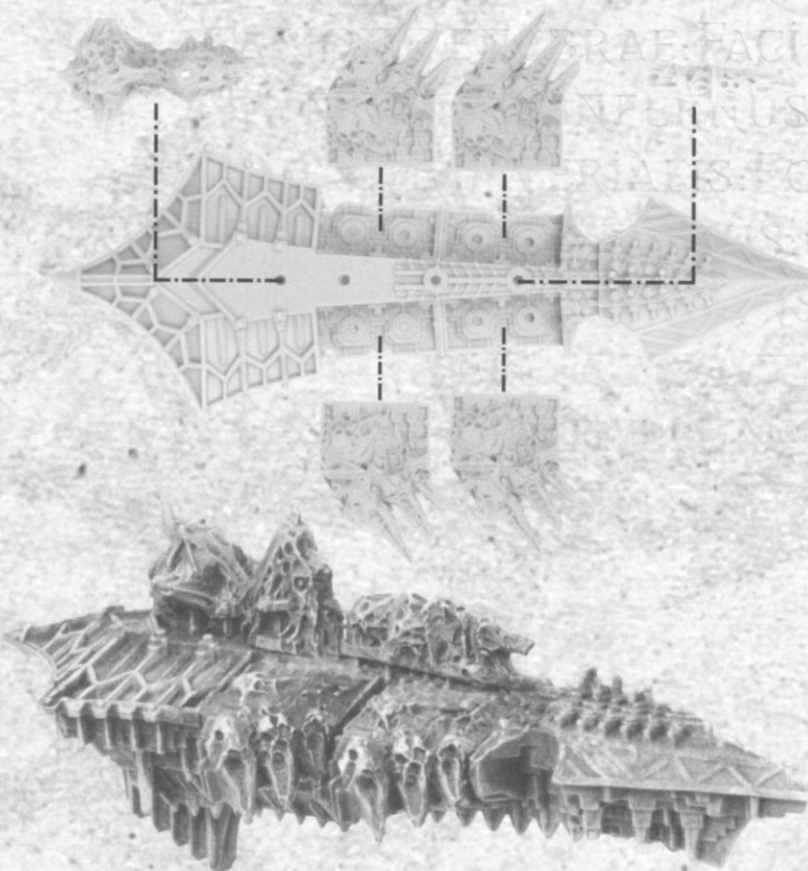
Spectral Daemonships

The Daemonship has now pierced the fabric of real space and has started to manifest itself. It is not entirely present in real space, however, although it is real enough for enemy vessels to track its location and react to its presence. It is in effect a spectre. Any enemy vessel attempting a special order when within 15cm



Assembling Daemonships

Any Chaos capital ship can be converted to a Daemonship by replacing its bridge sections with the new components provided, along with some or all of the Chaos vessel plastic broadside components.



of it is at -1 Leadership. Apart from this, it has no effect, can do nothing to affect enemy ships and cannot be harmed in return. It cannot launch ordnance, trigger mines, be affected by Celestial phenomena, nothing, at all – OK!

At the end of any subsequent Chaos End phase it may complete the translation to real space. It does not have to and may remain a spectral, haunting presence as long as the Chaos player wishes. When the decision is made to translate to real space roll a D6 - on a roll of 2 or more it becomes solid. This final translation cannot be made if the Daemonship is in contact with an enemy vessel. No actions can be undertaken in the End phase during which final translation occurs (no sneaky teleport boarding attacks or suchlike). From this point on the Daemonship is solid and fights like a normal ship.

Disengaging and returning – ‘haunting’

A Daemonship may disengage at the end of any Chaos Movement phase without having to make any dice roll. It simply drops back into the Warp leaving no trace.

A disengaged Daemonship may re-enter play on any Chaos turn following the one in which it disengages. This is done following the translation rules detailed above.

If it was damaged when it disengaged it may be repaired when it returns, roll a d6,

- 1,2 or 3 – no change,
- 4 or 5 +1 hull point,
- 6 +2 hull points.

Add +1 to the roll if it is a battleship.

Add +1 for each full turn the Daemonship spent in the Warp.

A returning Daemonship cannot come back with more hits than it could normally have. At the end of the game a Daemonship which disengaged (even just once) will count as having disengaged for Victory points purposes, unless of course it is destroyed or crippled when the normal rules apply.

THE ULTRAMARINES

by John Lambshead

A BRIEF HISTORY OF THE ULTRAMARINES

The Ultramarines were part of the First Founding Space Marine legions, which means that they are older than the Imperium itself. The genetically engineered warriors of the First Founding were the elite shock troops in the Emperor's armies way back in the Age of Strife. Ultramarines were one of the twenty vast Space Marine legions that took part in the Great Crusade to reconquer the galaxy under the leadership of their genetically modified Primarchs – Roboute Guilliman in the case of the Ultramarines.

The warlord of the Emperor's armies was the Primarch known as Horus, Commander of the Lunar Wolves Space Marine legion. He manoeuvred the loyal Ultramarines far from Earth then led more than half the Space Marine legions west across the galaxy in an invasion of Earth to mount a coup against the Emperor. Horus and the rebels had been utterly corrupted by the Dark Powers of the Warp.

Advancing along the southern Galactic axis, the Ultramarines missed most of the heavy fighting of the Horus Heresy that occurred to the galactic north-west, so were in better condition than most of the loyal marines when Horus fell. The Ultramarine legion held the Imperium together immediately after the revolt and was instrumental in the reconquest of rebel planets and the reconstruction of Mankind's empire. The Heresy confirmed Roboute Guilliman's conviction that strict adherence to orthodoxy was vital for spiritual fortitude, and, hence orthodoxy has been the Ultramarines' strict policy ever since.

Seven years after the Horus Heresy, the Space Marine legions were broken up into smaller formations called chapters. The Ultramarines contributed twenty-three new chapters including the Aurora, Black Consuls, White Consuls, Doom Eagles, Eagle Warriors, Genesis Chapter, Inceptors, Libators, Mortifactors, Novamarines, Patriarchs of Ulixis, Praetors of Orpheus, Silver Eagles and White Consuls. Most of these chapters follow the strict orthodoxy of Guilliman, but not all – the Mortifactors are an example of a radical chapter. Orthodox marines are known as 'Codex Chapters'.

It is believed that Guilliman was one of the first High Lords of the Imperium and that he personally laid down the structure of the Imperial Guard and the Imperial Navy at the same time as developing the Codex Astartes to govern Space Marine doctrine in the future. In the eyes of the Ultramarines, this makes the Codex Astartes a religious instrument of supreme authority and they are extremely reluctant to challenge or modify any of its precepts.

ULTRAMAR

The Ultramarines are unusual in that they control and rule the entire subsector of Ultramar. Most Space Marine chapters have a single base of operations, usually a planet but sometimes another orbital structure. Ultramar consists of eight major inhabited systems that share a common cultural heritage with the primary world, Macragge. It is reckoned to be the happiest and best ruled place in the galaxy. The worlds of Ultramar are unusual in that they are held in ecological balance, and are not characterised by the typical industrial

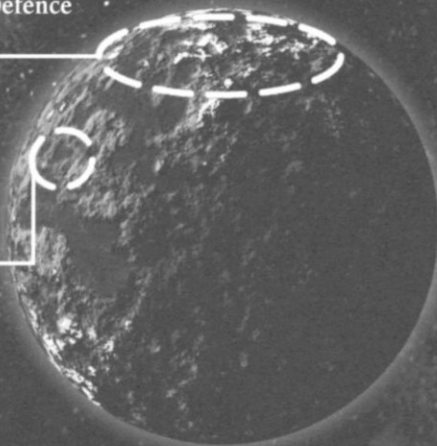
Roboute Guilliman

Roboute Guilliman was a Primarch, one of the genetically engineered supermen created by the Emperor to lead his armies. When the Primarchs were still in their incubators they were stolen into the Warp by the Dark Powers and scattered throughout the galaxy. Many of the Primarchs were damaged by their time in the warp, a fact that was not to become clear until the catastrophic Horus Heresy, but Guilliman avoided this fate.

His capsule fell onto Macragge where it was discovered by noblemen out hunting. The semi-divine child was adopted by Konor, one of the two Consuls that ruled Macragge. Roboute Guilliman, as he was named, astonished his tutors and while still young led a successful campaign against Illyrium barbarians. Returning home in triumph, Roboute discovered that the second Consul, Gallan, had conspired against his adopted father and assassinated him in the very Senate House itself. Guilliman crushed the rebellion swiftly and completely and assumed power as sole Consul, an office he held when Macragge was rediscovered by Imperial forces fighting the Great Crusade.

Northern Polar Defence
Fortress

Fortress of
Hera and Shrine
of the Primarch



MACRAGGE

- UL01.01
- Orb. Dist. 2.01AU
- 1.48G/Temp 23°C
- Adeptus Astartes Home World
- Tithe Grade: Adeptus Non
- Aestimare: D0
- Population: 400,000,000

File:56440/g. Macragge, Ultramarines' home world.

desolation common across much of the rest of the Imperium. The Ultramarines recruit from all eight inhabited systems so they have a huge pool of potential recruits to ensure the highest possible quality in their candidates.

All the worlds of Ultramar could be classified as 'civilised' because of their high technological infrastructure base but they are otherwise quite distinct. They are largely self-sufficient in food and basic products but merchant traders have a flourishing business in specialities and delicacies between the systems.

Macragge, the Prime world, is a wind-blasted mountainous place. Three quarters of the main landmass is largely uninhabited bare rock and moorland. Castra Magna, the Ultramarine fortress, is located in the centre of this continent built upon a granite crag surrounded by black, impenetrable, splintered mountain ranges. At the heart of Castra Magna is an awe-inspiring adamantium and marble Gothic temple that is one of the holiest places in the Imperium. It is roofed by a multi-coloured glass dome that is the largest ever created by human hands. Inside the temple is the shrine to Roboute Guilliman. The Primarch sits upon a marble throne within a stasis field, his mortal remains held out of time for all time with the fresh blood of his wounds glistening upon his torn throat. Pilgrims travel from all over the galaxy to pray at the throne and many priests claim that Guilliman's mortal wounds are slowly healing, something impossible in a stasis field.

The Ultramarines venerate Castra Magna as the heart of their fiefdom and the second most important sacred site in the Imperium after the Holy Throne-Room of Terra. The fortress contains the Ultramarine Headquarters and Primary Monastery; the Ultramarine Admiralty

and Primus Signalis is also based here. The Macraggan civil population lives in modestly sized cities of fewer than 50 million people along the coasts of the continent and on the larger islands.

The second most important planet of Ultramar is the forgeworld Calth. This is an airless world with a surface of bare metallic-blue frozen rock illuminated by the lethal rays of a blue star. The large population live in huge caverns constructed deep underground. These are so enormous that they have their own internal weather. Basic foodstuffs are grown in nutrient vats in sufficient quantities to feed the population but luxury 'natural' food is imported from neighbouring Iax. Calth is the primary manufacturing centre for Ultramar. It is famous for its shipyards that build and service the Ultramar fleets of starships, both merchant and Space Marine vessels. These docks are unusual in being located on the surface of the airless planet rather than in orbit. The inhospitable smooth surface is perfect for starships. The dockyards are protected by tall surface-to-space torpedoes and puissant plasma cannon batteries. Armed battle stations hang overhead in geosynchronous orbit.

Iax is known as the Garden of Ultramar as it is a verdant, fertile, agricultural world. The world has a low population split into small towns dotted amongst farms and parklands. The only city is the ancient citadel of First Landing. This adamantium fortress is protected by clusters of mega-lasers and a detachment of Ultramarines. Iax is also famous for the fast efficient hydroway transport systems that link the market towns to First Landing.

Talassar is a water planet, 90% of its surface is covered by the world ocean which teems with

sea life. Talassar is a productive marine agricultural world with rich plankton fields and kelp beds. The fins of the giant sunfish are considered to be one of the great food delicacies of the Imperium. There is a small continent, Glaudor, where the capital is located. This was the site of a famous Ultramarine victory over Ork invaders not long after the Horus Heresy. Much of the modest population is dispersed among the rocky islands.

In complete contrast to Talassar are the Three Worlds: Quintarn, Tarentus and Masali that orbit a common centre of gravity. These are largely desert worlds. Nevertheless, they are a major agricultural centre for the more populated worlds of Ultramar. The soil is rich and food is grown in vast farm domes abundantly equipped with water condensers on the roof, which fill capacious underground reservoirs. Similar domes enclose the cities of the Three Worlds and they are famous for their

parks and lush gardens. The odds against the natural formation of a stable triple-planet arrangement are infinitesimally low and members of the Inquisition have often speculated that the Three Worlds are the artificial construct of a powerful, lost Xenorace. If so, no trace of this lost civilisation has ever been found.

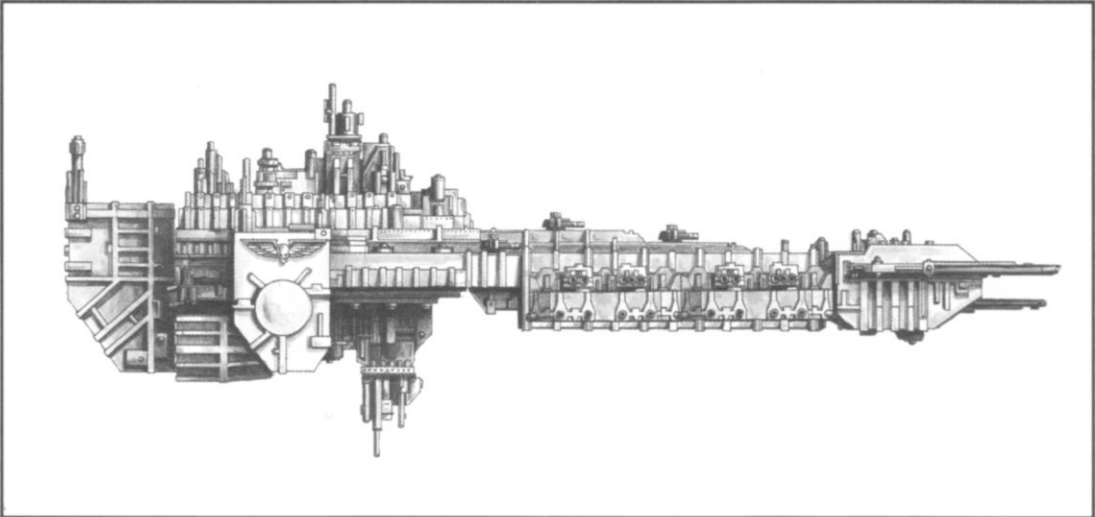
Prandium has the most biodiverse planetary ecosystem of all the worlds of Ultramar. It was settled late, soon after the Horus Heresy, by colonists from Macragge itself. Prandium is known as the Jewel of Ultramar because of its wide range of biohabitats and subsequent bewildering species richness and variety. Hunting lodges for rich off-worlders dot the Prandium outback

The last important settled world is Espandor, also colonised from Macragge. The story goes that a flotilla of traders was blown off course by a warp storm in the Age of Strife and then

SEDITIO OPPRIMERE 450 pts

The Seditio Opprimere was reduced to a near hulk at the Battle of Prandium. It was rebuilt as a gunship with powerful long-range plasma lances to give the Ultramarines stand-off fire

support when fighting Tyrannids using the new fleet tactics. This severely compromised the ability of the barge to deploy troops.



TYPE/HITS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	3	6+	3
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Port Lance		60cm		6	
Starboard Lance		60cm		6	
Dorsal Bombardment Cannon		30cm		8	
Prow Torpedoes		30cm		6	
Prow Launch Bays		Thunderhawks: 20cm		2 Squadrons	
				Front	

Note: To model the Seditio Opprimere, remove the lateral gun batteries from a battle barge and replace them with lance batteries from the plastic Imperial Navy weapons sprues.



stranded by further warp storms. It has two large continents, the eastern one is left as a wildlife reserve and even the western is sparsely populated.

Ultramar is located in Segmentum Tempestus in the galactic south where the stars are thin and mostly concentrated in a single galactic arm which spirals lazily out of Segmentum Solar, through Tempestus, and out into intergalactic space beyond the reach of the Astronomicon. There are no significant naval assets in the subsector. The nearest major naval station is at Bakka. In truth, before the Tyranid incursions, Ultramar had little need of naval assets. Tempestus tends to be troubled by raiding rather than outright invasions or Black Crusades like those sectors unfortunate enough to be closer to Ork Empires or the Xenos and raiders who are brave or foolish

enough to prey on Ultramar have to face the wrath of the Ultramarines.

CODEX SPACE MARINE FLEETS STRATEGY, ORGANISATION AND TACTICS

After the Horus Heresy, Guilliman took steps to ensure that no single person or group could ever again hold enough military power to attempt to attempt to seize sole power. To this end, the Imperial fleet and the Imperial Guard were split into two distinct organisations with quite separate lines of command up to the highest levels of the Imperial Government and inhabited planets were garrisoned by independent Planetary Defence Forces. The idea was that rebel governors or generals would be unable to move their forces and spread heresy. Similarly, rebel admirals would lack armies to conquer planets. The Space Marine legions represented both a serious

potential threat and a uniquely powerful force, capable of policing other Imperial military formations. But who would guard the guards?

Guilliman's solution was to break the legions down into smaller units now called chapters so that the guards could guard each other. In this way, the chapters could be allowed to keep their own space fleets. A Space Marine fleet has four functions; (i) to patrol Imperial space to watch for rebellion, heresy or xeno-intrusion – the investigation of space hulks is a vital marine duty, (ii) to provide an immediately available lift capability to move marines and their equipment anywhere in human space at a moment's notice, (iii) to assault defended planets and space installations so as to safely deliver marines and their equipment into combat, and (iv) to support marines fighting in ground combat. The Ultramarines, as a codex

chapter, adhere to these guidelines rigidly, unlike some other chapters who may choose to alter the role of their fleet to increase their effectiveness in space.

A marine fleet is not designed to fight naval battles, that is the function of the Imperial Navy. A chapter would normally only accept a general fleet action under the most favourable circumstances. Marine ships are equipped with bombardment cannon, boarding torpedoes and Thunderhawk gunships. These heavily armed, armoured assault shuttles perform tolerably well as space fighters but have little in the way of anti-shipping weaponry.

Marine ships lack the populous crews of navy vessels (which can be like moving cities). Machinery and servitors carry out much of the work. The rest of the crew are mostly chapter



serfs up to junior officer level; marines make up only the senior officers and assault troops. Codex chapters traditionally do not train specialist naval officers; any senior marine is expected to captain a starship or lead a fleet as necessary. The only outsiders in the crew of an Astartes vessel are the families of the Navis Nobilite who are bound by ancient blood oath to supply warp navigators for the Astartes.

A classic marine engagement would involve; (i) reconnoitring a rebel world with rapid strike vessels before commitment of capital ships, (ii) closing with capital ships and suppressing orbital defences, preferably by capturing them in a lightning assault using boarding torpedoes and Thunderhawk assault shuttles, but destroying them if necessary, (iii) suppressing ground defences with orbital bombardment and drop pods, (iv) reinforcing the assault with

waves of Thunderhawks, and (v) once a landing zone is secure ferrying down larger war machines.

Traditionally, codex Space Marine chapters hold themselves aloof from the Imperial Navy, often flatly refusing to engage in joint manoeuvres or even to give information about their warships' capabilities to Navy planners. They see little point in giving assistance to potential opponents especially when they fail to envisage circumstances where navy and marine fleets would fight a joint fleet action. This shortsightedness has been proven to be a crucial error on several occasions, such as the Third Armageddon War where the very particular circumstances meant that the vast majority of available vessels were in fact Space Marine ships, not those of the Imperial navy.

TYRANID INCURSIONS

Behemoth

The Tyranids were first encountered at an Adeptus Mechanicus outpost at Tyran Primus in Segmentum Ultima, 60,000 light years from Sol to the galactic east. They are assumed to have invaded the galaxy from somewhere east via intergalactic space in the vast empty distances between the galaxies.

This first recognised fleet was labelled Hive Fleet Behemoth by the Inquisition. Behemoth drifted through the southern sectors of Ultima, fortunately missing the densely packed Imperial worlds in the spiral arm, but destroying hundreds of thousands of planetary ecosystems in its passage until it came to Ultramar.

After some initial skirmishing with Tyranid vanguard flotillas, the main hive fleet launched an assault on Prandium. The Ultramarines massed in force in an uninhabited system with a warp gate to Prandium and then moved into the system to meet the invasion under the leadership of the Lord of Macragge himself, Master of Ultramarines, Marneus Calgar.

The battle was little short of a disaster. Calgar followed the Codex Astartes to the last full stop and allowed the Tyranids to reach Prandium while harassing and picking off their flank guards. The Master had set up marine units in defensive fortified positions on the planet. He intended to catch the invaders between the anvil of the forts and the hammer of marine drop pods. Meanwhile, the fleet would assault the Tyranid ship creatures when they deployed to invade.

Everything went wrong. Hit and run raids on the Tyranid ships suffered an unacceptable number of casualties for the little damage caused. The inside of a Tyranid ship was heavily



defended and a living hell – literally. The ship creatures dropped invasion spores without deploying in any sense that the Imperials understood and their fighting potential appeared undiminished. The Ultramarine ships in orbit were soon in a major naval action and were unable to reinforce their forces on the planet. The latter were assaulted by wave after

wave until they were destroyed one by one, despite wiping out thousands of attackers with disciplined fire volleys.

The indomitable Chaplain Cassius led the last survivors of the Prandian expeditionary force back into orbit in just three Thunderhawks. The battered fleet disengaged and retreated back to Macragge leaving Prandium to its fate. The world was completely destroyed and stripped back to its bedrock by the gorging hiveships.

The Ultramarines were dismayed by the defeat and the abandonment of one of the Ultramar worlds that they were honour-pledged to defend. None was more desolate than Marneus Calgar himself. For five days and nights he

"Damnation starts with little steps, by arrogantly thinking that you are wiser than our great forbears, by tinkering with truth, by comprising, by departing from the straight and narrow path of the Emperor's light."

Marneus Calgar

SHIPS OF THE ULTRAMARINES

Battlebarges

These are the capital ships of the Ultramarine Fleet. They are large bombardment and assault carriers designed to act as an invasion headquarters and control centres. They are fearsomely equipped with bombardment turrets to support landings. Much of their internal area is given over to assault and landing shuttles of various types, including the armoured and heavily armed Thunderhawks and drop pods. Battle barges can deploy three companies of marines with support weapons and vehicles in a single drop. They also have massed lateral weapon batteries to deal with orbital defences. Normally, chapters would only possess two or three of these crushing vessels but Ultramarines can field five as Ultramar traditionally depended on them for sector naval protection.

Ultramarine battle barges include:

Pro Merito

Lost in the warp while in transit to put down a rebellion on Tar Centiri; the planet was declared exterminatus by the Inquisition when the full extent of daemonic possession of the aristocracy was realised.

Aeternus

The most venerable battle barge on the Ultramarine ship list.

Emperor Incarnatus

Considered to be an unusually holy and hence 'lucky' ship

Adsidus

This ship was Lord Canastra's Fleet Headquarters for the Hydra-9 strike where an entire planet was subdued during three days of continuous battle.

Seditio Opprimere

Destroyed the heretic cruiser *Sporespitter*.

Lord Laomedon

Built to replace the *Pro Merito*.

Strike Cruisers

Strike cruisers are marine rapid response vessels, usually with a full company of marines onboard and the equipment to get them on-planet immediately upon reaching the target. They also carry bombardment cannon to support ground forces. The Ultramarines maintain a permanent fleet of ten strike cruisers, though this number has been known to increase as demand requires. The most famous, the *Vae Victus*, is often used on detached duties. Other famous strike cruisers include the *Iter Splendore*, the *Fidelis*, the *Internecio*, and the *Accipiter*.

prayed in full armour to the shrine of Guilliman, taking neither food nor drink. On the fifth night he had a revelation and realised that the Ultramarines had been guilty of the sin of pride. The Codex Astartes was made for the marines not marines for the codex. The codex contained no direct answer to the xeno-things because they were unknown to the Blessed Primarch when he wrote his divine tome. The Ultramarines were going to have to improvise by using the principles enshrined in the Codex Astartes to devise novel tactics.

New plans were devised to defend the next world in the path of the creatures, sacred Macragge itself. Lord Calgar sent urgent astropath messages requesting help from the nearest Navy Base, Bakka. The Inquisitor Lord Kryptman arrived to offer invaluable advice about Tyranid physiology. Macragge would be defended by the combined might and wisdom of the Imperium.

Calgar struck hard, fast and smart at the Tyranid fleet in true Ultramarine style, destroying the largest hive creature on the advice of Kryptman. The creatures immediately became uncoordinated without the controlling hive mind and the Ultramarines reaped a vicious toll of them, harrying the tyranids outsystem to the ringed gas giant of Circe. There the creatures rallied with a new hive mind established and began to force the marines back. Battlefleet Bakka arrived at the critical juncture, no doubt with the guidance of the Emperor, and despite taking fearsome losses including their flagship, destroyed the Tyranids totally.

New Tactics

The Ultramarines and Ultramar had survived Hive Fleet Behemoth but only just. Lord Calgar initiated an energetic programme of retraining for the Ultramarine fleet. He instigated new training for marine naval commanders to familiarise them with the manoeuvres required for open space fleet actions and created a new title with new status, Master of the Fleet. The fleet practiced tactics with allies from Battlefleet Bakka and the Emperor's servants vowed never again to abandon Imperial worlds to the foul hungers of the beast. The Ultramarines also added pure gunboats (albeit in limited number) to their fleet, something that they had always eschewed as incompatible with the Codex Astartes and their holy purpose.

Kraken and Leviathan

Behemoth turned out to be little more than a reconnaissance, the mere advance guard of the Tyranid invasion of the galaxy. Hive Fleet Kraken later emerged and swallowed whole sectors on the eastern fringe of halo stars which form the edge of Segmentum Ultima. Inquisitor Lord Kryptman, arguably the greatest authority on Tyranids, has come to the unwelcome conclusion that a new and even larger hive fleet is attacking the galaxy. Apparently random attacks across Segmentii Ultima, Tempestus and Solar have suggested to Kryptman that Leviathan is attacking from beneath the galactic plane, its fingers reaching up to grasp at Imperial worlds. The Imperium and the Ultramarines face a fearsome and merciless foe.



STRENGTH IN NUMBERS

Cruiser Squadron Tactics

By Alex Aimette

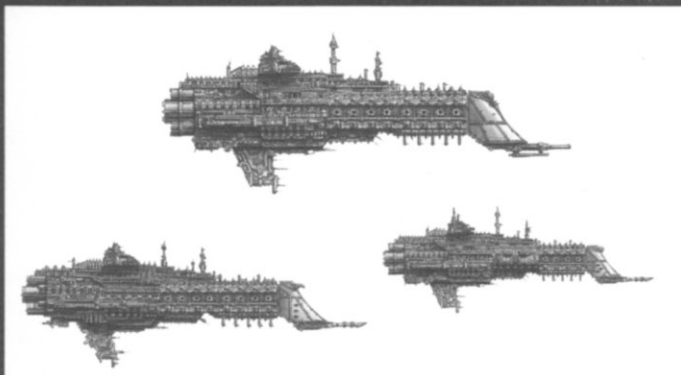
Half of winning an engagement in Battlefleet Gothic is to know your ships and then translate this knowledge into a game plan. In this article, Alex Aimette discusses one way of thinking of your fleet – as organised groups of squadrons that can be structured ahead of the game for specific tasks in any given scenario.

The use of squadrons is an advanced rule that allows you to combine two to six ships of the same type, either escort, cruiser or battleship. Here, I'm presenting squadron ideas for the most common ship available, the cruiser. Not only is the cruiser the most easily obtained model, but it is the mainstay of Imperial and Chaos Fleets, and Ork and Eldar fleets as well unless they are only on a raid. A cruiser can take a lot of punishment before it is crippled or hulked, and dish out a lot of punishment along the way. Most battles will be won or lost by your cruisers, not your escorts and battleships.

The use of cruiser squadrons enables you to shoot more effectively, combine ordnance, make command checks more easily, and help your ships to stay alive under heavy fire. While I have only used these tactics with the cruisers of my Imperial Fleet, Ork Passage, I believe they will also work well with Chaos and Ork

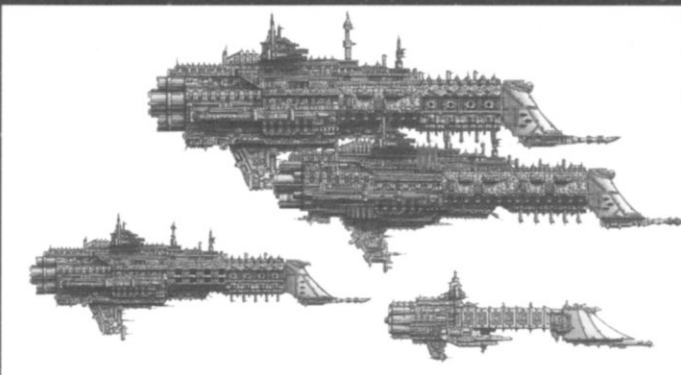
cruisers. Eldar and Tyranid fleets are so different, that I do not feel safe commenting on them. The Tyranids seem like they would also benefit from the close support of a cruiser squadron, but until I've faced them with the new rules, I will only encourage those players of the Hive Mind to try these out and write back!

Remember that squadron rules are part of the advanced rules section of the BFG rulebook (on p.37), so it is perfectly possible that you will occasionally play games without using the rules for squadrons. Even without the actual squadron rules, these ideas will still help you to mentally organise your ships before you fight a battle. I do recommend that you use the advanced rules as these give you a lot of interesting options for Battlefleet Gothic.



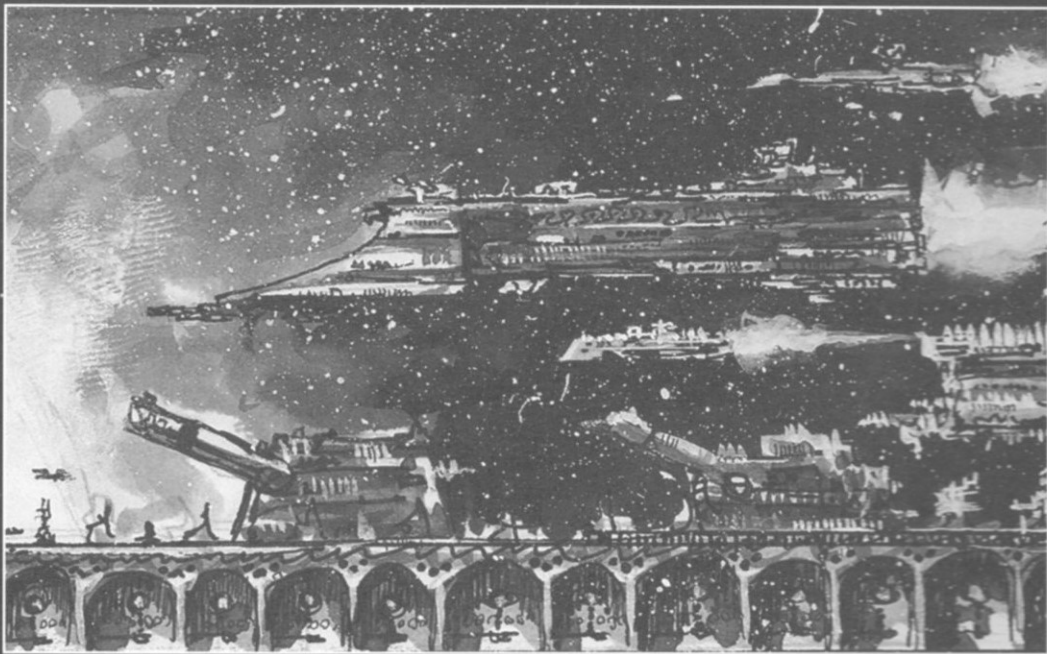
Bombardment Squadron

- 1 x Dominator Class Cruiser
- 1 x Lunar Class Cruiser
- 1 x Tyrant Class Cruiser



Ordnance Squadron

- 1 x Dictator Class Cruiser
- 1 x Lunar Class Cruiser
- 1 x Gothic Class Cruiser
- 1 x Dauntless Class Light Cruiser



ADVANTAGES OF THE CRUISER SQUADRON

Putting cruisers into squadrons gives them several important advantages. The first is enhanced control of all ships in the squadron, since a squadron uses the highest leadership value of any ship in the squadron for all Command Checks (BFG p.37). Since the squadron attempts all Command Checks as one group, you pass or fail together. By attempting Command Checks as a single group, you also get greater uniformity of result among the three to five ships in the squadron. This makes it easier to control their movement during the battle. For example, passing or failing a special order like All Ahead Full together means tighter control of ship movement. If you fail, you stay in formation. If you pass, you make only a single 4D6 roll for the entire squadron, meaning it moves in unison.

The second big advantage is with shooting (BFG p.38). The vessels in the squadron get to combine battery fire as though they were one ship. This has the very desirable effect of preventing blast markers from decreasing the effect of fire from subsequent ships at the same target. Furthermore, the squadron can concentrate fire on one target ship or escort squadron per fire arc (right/left flanks, and forward). This can be the closest enemy vessel, or you can attempt a single leadership test for the squadron to pick on any other target in the fire arc. The great advantage to this is that the game's mechanics reward you for

concentrating firepower on a single ship, overwhelming its shields, rather than taking weaker shots at multiple vessels that will be absorbed by their various shields.

Third, you gain the option of combining ordnance together (BFG p.39). Squadroned ships that are in base-to-base contact may combine torpedo salvos or bomber waves into larger salvos and waves. This may aid you in overwhelming the turrets of larger cruisers, battleships or system defenses. Some ships are tough nuts to crack, and this might help you do it.

Finally, keeping your ships together in a squadron helps you to rescue ships that are crippled or about to be crippled. I simply cross the weakened ship into the middle of the formation, and manoeuvre a fresh ship so that it's now closest to the enemy. It sounds tricky, but it isn't that difficult if you are thinking one turn ahead. Besides, you already know that whichever vessel you have closest to the enemy ships is probably going to take a pounding – plan accordingly. If your opponent isn't using squadrons, then he'll have to pass a leadership test with each ship he wants to fire at your cripple – and he won't pass them all. If he is using squadrons, at least you're making him take one test. It's much easier to force a test in this manner than to try and manoeuvre a lone damaged cruiser away from the enemy, or to get it behind escorts. If he fails it and has no re-rolls, you've saved a valuable cruiser!

The Cruiser Squadron Formation

First, you need to visualise the formation. Set it up on the table or use the diagram below to organise your thoughts.

I usually fight with ship A as the front ship and ship D as the rear ship in a diamond formation, but you could also fight with a square formation. As you manoeuvre, if you continually duplicate all ship movements, the formation will turn anyway and become a square or diamond in relation to the enemy. It's still easier than trying to coordinate several ships on different courses! If you have a grand cruiser, I would put it on the side closest to the enemy to take advantage of the larger number of shields and hits, letting it soak up damage and spare the cruisers. Since victory points are almost always based on ships crippled or destroyed, this helps keep your point losses down. You could also put a battleship between the squadron and the enemy to soak up enemy firepower while the squadron unloads massive amounts of broadsides or ordnance into the enemy ships!

The distances between each ship are marked as being greater than 3cm because 3cm is the size of a blast marker. Since any blast marker touching your ship's base takes down a shield, you do not want blast markers to be placed so they hit two ships. The distance should be about 3.5cm between each ship. You want to be close together so that ships have good battery and lance ranges to enemy vessels past the opposite flank ship of the formation.

You can have three ships or five ships in the squadron instead. For three ships, simply eliminate one ship; I recommend removing a flank ship when engaging enemy to flank, and a front or rear ship when fighting enemy to the front or rear. This helps prevent just one vessel being on point and nearest the enemy. For five

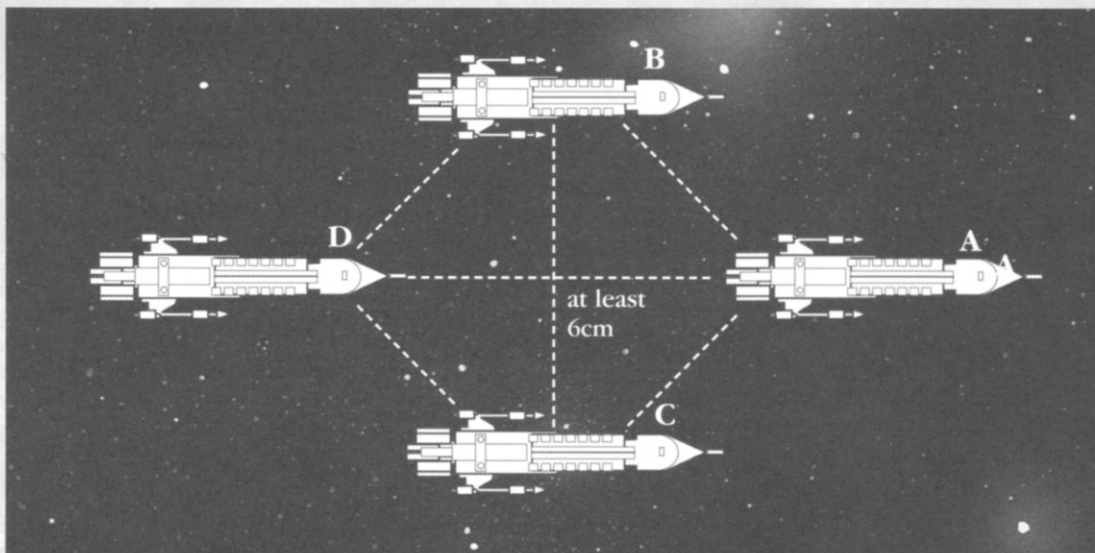
ships, add one to the centre, being careful to keep the 'more than 3cm' distance between all five ships.

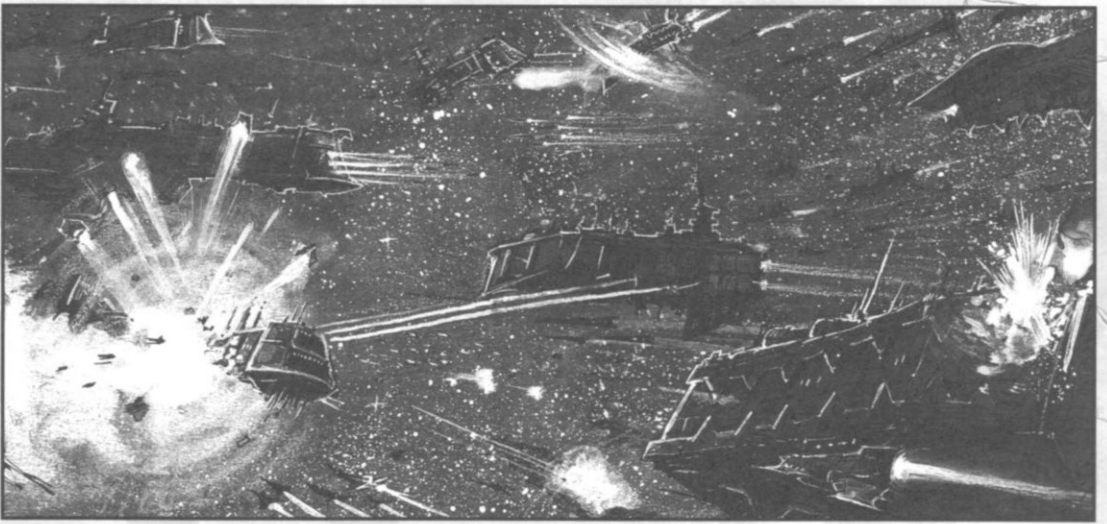
The front, flank and rear spaces below are to maximise the firepower of the entire squadron in those fire arcs. This helps you to remember what the squadron's capabilities are at any given moment and angle to the enemy. Clarity of thought during the engagement can mean the difference between victory and defeat, and this will help you to remember what your squadrons are supposed to be doing, even in the heat of battle. I always write down a small diagram of the ships on a flashcard, just like below, with the firepower totalled up. This helps me remember to fire all possible weapons each turn.

Some important measurements to remember on the table are:

- 1) A blast marker or average ship stand = $\pm 3\text{cm}$
- 2) Short range for Batteries = 15cm
- 3) Bomber move = 20cm
- 4) Fighter and Torpedo move = 30cm

If you keep your ships at the same interval through a battle, it's easy to remember distances and guess for Nova Cannon range. If your front cruiser fires a Nova Cannon forward at 50cm, and your ships are at the proper intervals, you know that the rear Nova Cannon has a shot of about 59cm, measured from the ship's base. If your left flank cruiser fires batteries at 5cm to the side, the right flank cruiser will have a range of about 14cm. It's the same with ordnance. If you want to fire one torpedo salvo 30cm, you will need for the front ship to be 21cm from the target, and then the rear cruiser will be 30cm away.





Squadron Leadership

Now that you have the formation you will use, let's try and plan effective squadron engagements. The rules state that squadrons make Command checks based upon 'the highest leadership value in the squadron' (p.37). This means that if you have one ship with leadership 9 and three with leadership 6, not uncommon in campaign games, the squadron has an effective leadership of 9! If they fail, they may use one re-roll for the whole squadron. This really helps make those expensive re-rolls count! So you should intentionally group one high leadership cruiser into the squadron to give it a high leadership.

Squadron Types

I usually play two types of squadrons. One is a distant bombardment squadron, the other an ordnance squadron. The first uses long-range fire from Nova Cannons to damage critical enemy vessels and to force the enemy to close. Once they are within 30cm, under the Nova Cannon's range, the squadron has adequate firepower to handle a close engagement. The second uses high leadership to reload ordnance and hit the enemy with tons of torpedoes and bombers as they close, preferably in combined bomber/torpedo attacks (to overwhelm turret defenses), then use concentrated firepower to finish off crippled ships and cripple other enemy vessels at close range.

The Distant Bombardment Squadron

This one usually has three cruisers with Nova Cannon and a light cruiser. I use one Dominator with one Lunar and one Tyrant, both upgraded with a Nova Cannon (p.110). This formation is very dangerous at long range, and still affordable at 705 points. The light cruiser guards the rear, using its greater speed and 90 degree turn to help keep enemy escorts away if necessary. I also keep another friendly

cruiser between it and the enemy at all times if possible. Being furthest from the enemy enables the light cruiser to survive while still adding decent firepower to the squadron. Note: My gaming group uses the new experimental Nova Cannon rules (Annual, p.45). These decrease the effectiveness of the Nova Cannon a little so this formation is not overbearing.

Adding up that squadron's firepower according to the chart above, we get a forward firepower of three Nova Cannon and one strength 3 lance battery (from the light cruiser). To the flank, the formation has battery strength of 32 (!) and strength 5 lances. To the rear, the formation has no effective firepower. The only hope if challenged from the rear is to use special orders such as *Burn Retros* or *Come to New Heading* to manoeuvre the enemy off the rear, or to turn the light cruiser to engage the enemy. However, if you respect this formation's role on the table, you will be engaging from a distance at the scenario's start. By the time the enemy closes with you, they should have lost a key ship or two, be a little spread out, and vulnerable to those 32 strength flank batteries.

Considering those batteries, this squadron has a brutal amount of firepower. Typically, with a 32 battery, you'll at least score 11 dice for a capital ship abeam, 22 dice for a capital ship closing, and 6 for escorts. This is followed up with five lance shots. On average, that's 4-7 points of damage on a Chaos capital ship and two points on an escort, with another 2-3 points from the lances. Generally, you will cripple a capital ship a turn and destroy two to three escorts. If you manoeuvre carefully so that you close at the optimum time and fire with squadron *Lock On* orders, you will re-roll all the misses, gaining another three to five battery hits and one to two lance hits, thus destroying a cruiser or an escort squadron per

turn.

The Ordnance Squadron

This usually has a Dictator or two, with any combination of Lunar or Gothic class cruisers, and one light cruiser to guard the rear. I use one Dictator, one Lunar and one Gothic, personally, since that's what I have available in my fleet, Orar Passage. I back them up with either an Enforcer light cruiser (has 2 launch bays, Annual p.55) or a Dauntless class light cruiser with the strength 6 torpedo option (my fleet happens to have one with Ld 9), thus maximising the available ordnance.

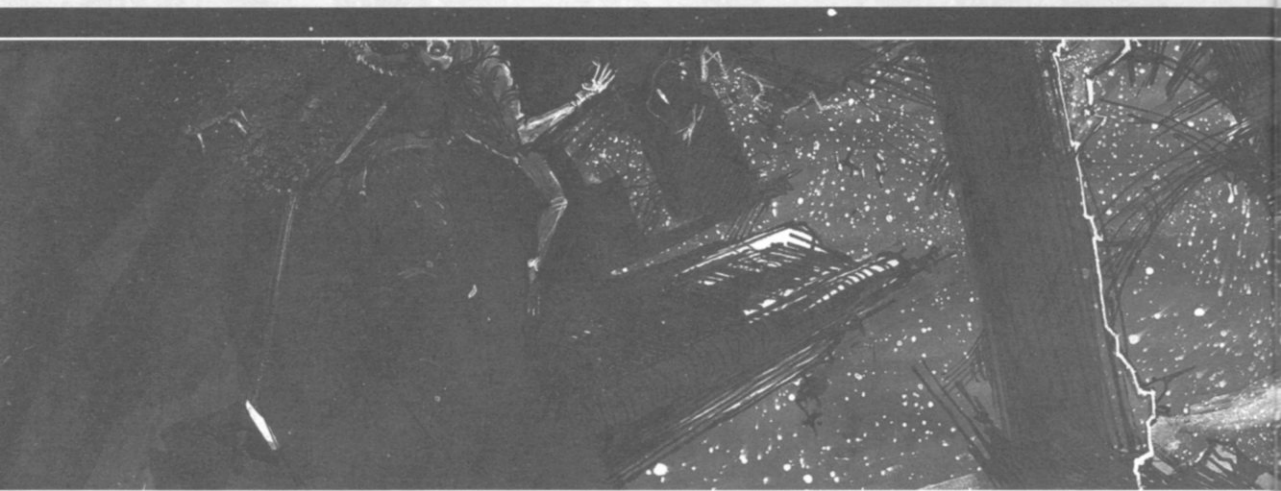
Note: Since my BFG group uses the optional Ordnance launch limits rule, (Annual, p.44), the effectiveness of launched fighter/bombers is greatly reduced, thus minimising the effectiveness of Dictators. If you aren't using this rule, however, I recommend two Dictators for a WWII-style carrier fleet. Be mindful that High Lord Admiral Andy Chambers says that he envisioned a WWI-style fleet with minimal launched fighters/bombers, NOT a WWII style fleet with tons of fighters and bombers on the table in multiple waves. Because of this, we figure this is going to be a definite rule in the future and are already using it. (*Interesting logic, is this what other players think?* - Matt)

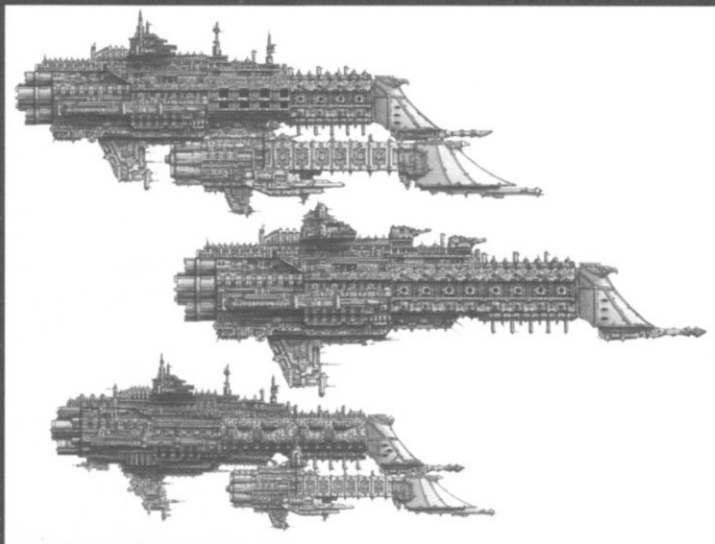
Anyway, going with one Dictator, one Lunar, one Gothic and one Dauntless with the torpedo option, the squadron costs 690 points. For this, you get a front firepower of 24 torpedoes, flank firepower of 16 batteries and six lances, and all-around firepower of four launch bays. This is a tough squadron on the table for the price. Even upgrading to a second Dictator for the Lunar only costs 40 more points at 730. With that you would get eight squadrons at the expense of four lances. You could make it ten launch bays with an Enforcer light cruiser replacing the Dauntless. It's easy to find the right blend of torpedoes and bombers for a given mission when you are

thinking of the squadron's firepower as a whole.

When I engage the enemy, I usually perform two ordnance attacks. At about 60-80cm, I launch a full round of torpedoes at the closest concentration of enemy ships or into their movement path. This is to force the enemy to break formation and spread out. And if they are busy shooting and moving because of torpedoes, they probably aren't attacking my cruisers. At the same time, I launch my bomber waves but keep them close by the cruisers. I then reload ordnance on the next turn – if I miss the command check, I spend a re-roll. This isn't very likely since I have a cruiser with leadership of 9 or 10 in this squadron, but since the timing is critical, I am certain to have a re-roll up my sleeve. At this point, I'm probably about 30cm from the enemy with my rear cruisers. I launch a combined torpedo and bomber assault against enemy cruisers in order to overwhelm the turrets. Note that the bombers had to be launched a turn earlier to get a head start on the torpedoes since they only move 20cm compared to the torpedo move of 30cm. With this ordnance, two cruisers can be crippled or destroyed in such an attack.

Simultaneously dropping 4-10 bombers along with 18-24 torpedoes onto an enemy cruiser or two will almost always cause serious problems for the enemy fleet. A strength 12 torpedo salvo alone against a 2-turret cruiser should cause 3-4 points of damage to the ship, maybe up to 5-6 if combined with a bomber wave. After the ordnance attack, you close rapidly with your batteries and lances, *Lock-On*, finish off the cripples and cripple another. This depends on luck, enemy fighters, etc, but you are still concentrating your attacks and maximising your chances. Not to mention demoralising your opponent! As soon as the enemy begins to disengage ships, your victory is almost secured.





Ordnance Squadron

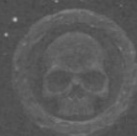
Suggested Variant

1 x Mars Class
Battlecruiser

1 x Dictator Class Cruiser

1 x Gothic Class Cruiser

2 x Dauntless Class
Light Cruiser



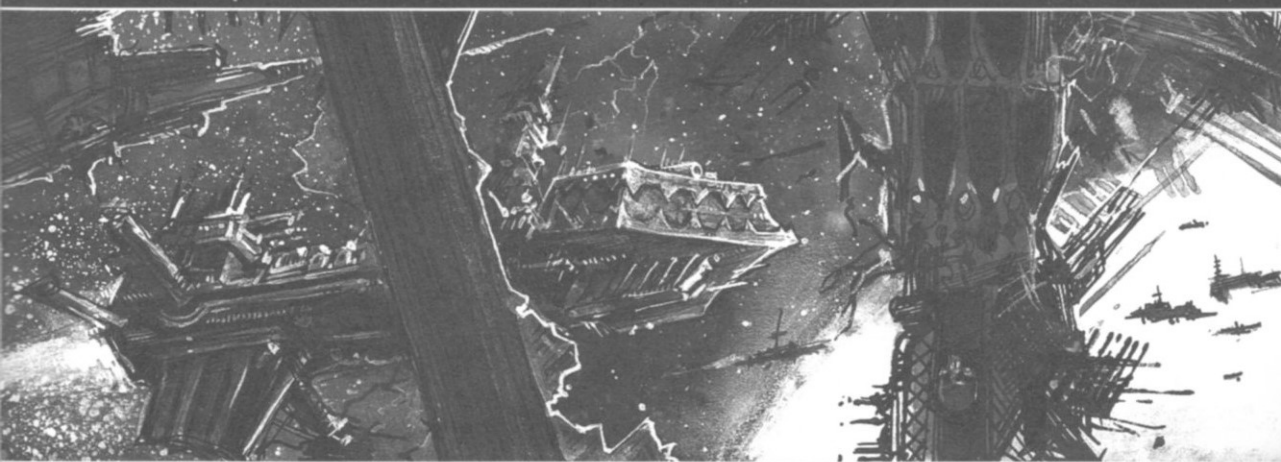
Combing the above two squadrons on the table, you have a fleet worth 1395, in two groups. I lead with the ordnance squadron as the bombardment squadron hangs back, crippling or destroying a key enemy vessel or two (maybe their only ship with launch bays, or a cruiser that's in the centre of his formation). As soon as the enemy fleet gets close, the bombardment squadron comes in to support the ordnance squadron, using *All Ahead Full* if necessary. So far, this tactic has worked well, but there will certainly be scenarios that demand greater variety of ships, or less specialised, more integrated, cruiser squadrons. A good example of this is in scenarios with smaller fleets.

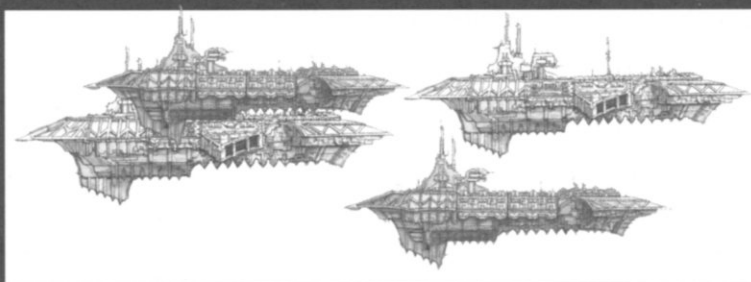
Squadron Variations

Naturally, you have to play with what you own – you may not have eight cruisers to play with just yet. However, mixing a fleet of diverse cruisers into a squadron can also be very dangerous to the enemy. I have used a mixed

squadron to good effect.

When I started, all I had available for a defence against Chaos in scenario #4, Surprise Attack, was one Mars battlecruiser, one each of Gothic and Dictator cruisers, and two Dauntless light cruisers on standby in orbit. Grouped together, the squadron of three activated cruisers had front firepower of one Nova Cannon, a strength 2 lance battery, 12 torpedoes and a broadside firepower of 12 batteries and six lances and four launch bays all around. With these three ships alone (and the light cruisers virtually useless) I engaged the Chaos onslaught of five enemy cruisers and managed to destroy one cruiser with the Nova Cannon and cripple a second as the Chaos closed with me. Then I pushed into the middle of the enemy fleet, hulked the cripple and crippled a third. My opponent's ships were spread out with me in the centre, so he disengaged to fight another day leaving two hulks on the table. My fleet only disengaged one light cruiser that was crippled in the initial surprise attack. A huge

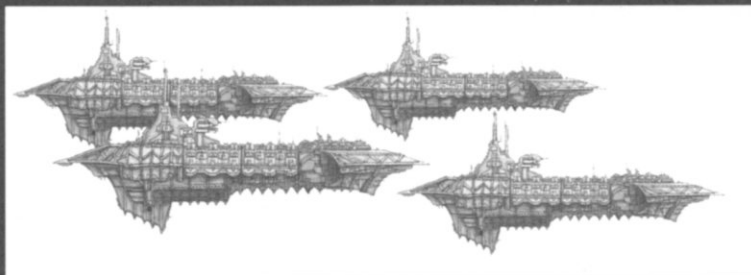




Chaos Cruiser Squadron

2 x Murder
Class Cruisers

2 x Carnage
Class Cruisers



Chaos Cruiser Squadron

Suggested Variant

4 x Carnage
Class Cruisers

victory for Fleet Orar Passage and the Emperor!

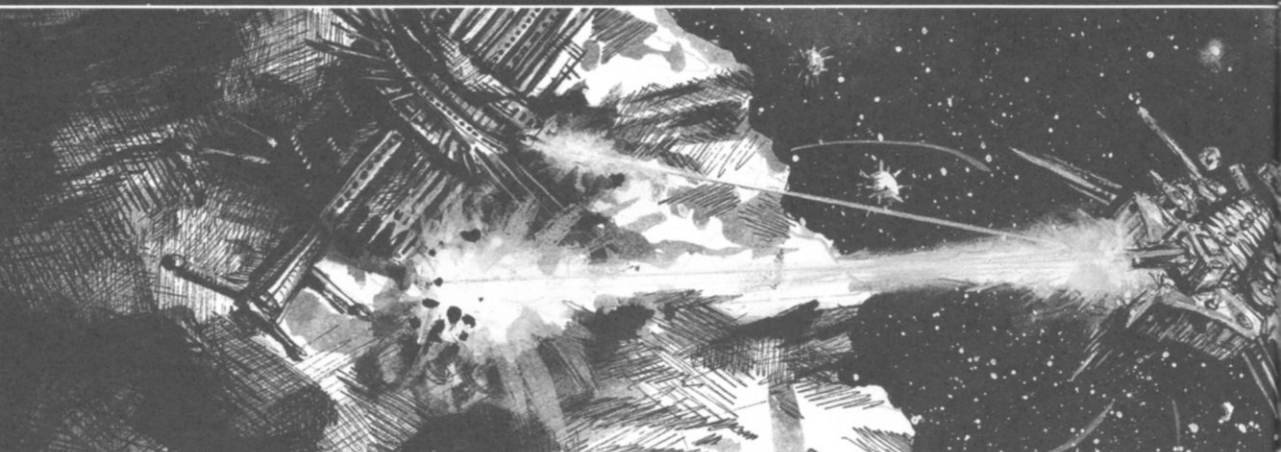
It would also be easy to replace the light cruiser in either of the above squadrons with an escort squadron serving the same function. I haven't used any escorts yet, but I think it's a good option and plan to try it. I have two squadrons of five that were just recently commissioned, with the first nearly ready for deployment in our next campaign game.

Chaos Cruiser Squadrons

For Chaos cruisers, I would divide my ships into close attack ships for under 30cm and long-range attack ships for 30-60cm. I would then try and close with the 30cm squadron and keep the other one shooting at longer range. Good ships to squadron for close range fighting would be four Slaughters. At 30cm, this squadron would have a frontal firepower of 24 batteries, broadside firepower of 32 batteries and eight lances with none to the rear. And this squadron would only cost 660 points!

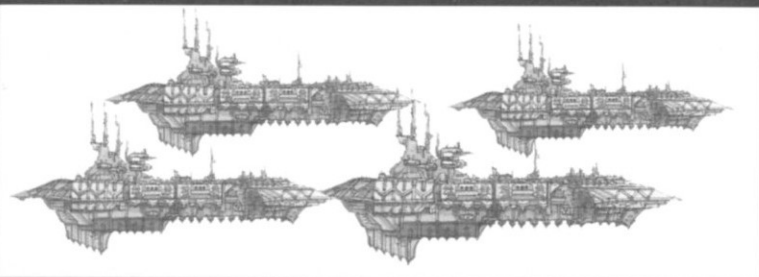
If you substitute in two Devastation class cruisers, you would add fifty points but still only be at 710. For this you would get front firepower of 24 batteries, flank firepower of 16 batteries and eight lances, and eight launch bays all-around.

For the long range squadron, I would group together Murder and Carnage class cruisers. Two of each would give you front firepower of 12 batteries and four lances at 60cm! Flank firepower would be 20 batteries at 60cm, and 52 batteries at 45cm. This squadron is the perfect raider fleet or fire-support fleet. They should even be able to take care of Nova Cannon-armed Imperial vessels, closing with them in a turn or two of quick movement, and this squadron only costs 700 points. Personally, I am planning to make a Chaos raiding squadron dedicated to Tzeentch. This will have four cruisers and six Idolator escorts. Its express function will be to engage at long



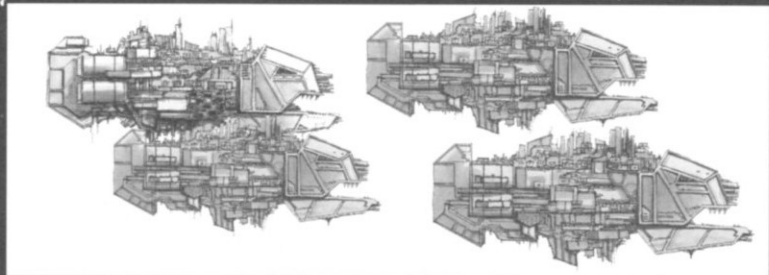
Chaos Cruiser Squadron

· Suggested Variant ·
4 x Slaughter
Class Cruisers



Ork Cruiser Squadron

· 3 x Kill Kroozers
1 x Terror Ship



range, then disengage if enemy ships get too close. The cruiser I would pick is the Carnage. Four Carnage cruisers have excellent ranged fire for only 720 points. The front firepower would be 24 batteries at 60cm, the flank would be 40 batteries at 60cm and 64(!) batteries at 45cm. With their excellent speed, this force should be a severe danger on the table in most scenarios. If it works, I'll try and report it in a future article.

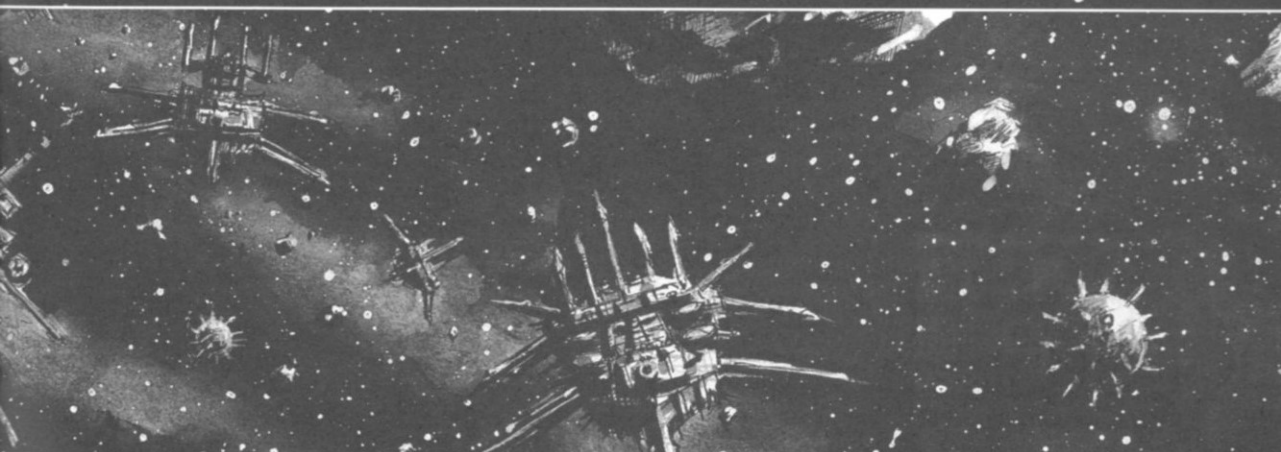
Ork Cruiser Squadron

Having recently purchased a small fleet of Orks to be pirates in the battle for the Bhein Morr sub-sector, I thought I'd give an example of their cruiser capabilities. With their '-1' leadership modifier, they will need a cruiser squadron if they want to fight the Imperium! With four cruisers, you get four chances at their highest leadership, (an 8). If you combine three Kill Kroozers with one Terror Ship, you end up with front firepower of 4 x D6+2 prow gunz, and 24 heavy gunz. Flank firepower is 4

x D6 gunz and 12 heavy gunz, with four launch bays for all-around attacks. Since the heavy gunz do double hits, this is quite a bit of damage for only 650 points! Again, this will have to wait for a future article since we're just preparing the Orkies for battle.

Conclusion

I believe there is a strong reason to use cruiser squadrons. They help you organise your thoughts and prepare for a mission. They take advantage of rules that help you to control them with special orders more easily, concentrate firepower, combine ordnance, and keep cripples alive. If you keep fixed distances between your ships, it will be easier to guess multiple Nova Cannon shots, torpedo and bomber ranges, and protect your ships with your own fighters. In short, this is a tactic that the astute commander of Imperial, Chaos or Ork fleets should consider. Let me know how it works for you!





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COMING SOON...

Mordheim The Thing In The Wood
Inquisitor Inquisitor Helana Jerico
Battlefleet Gothic Space Marine Escorts
Warmaster Bloodletters, Flesh Hounds
Blood Bowl Zara the Slayer

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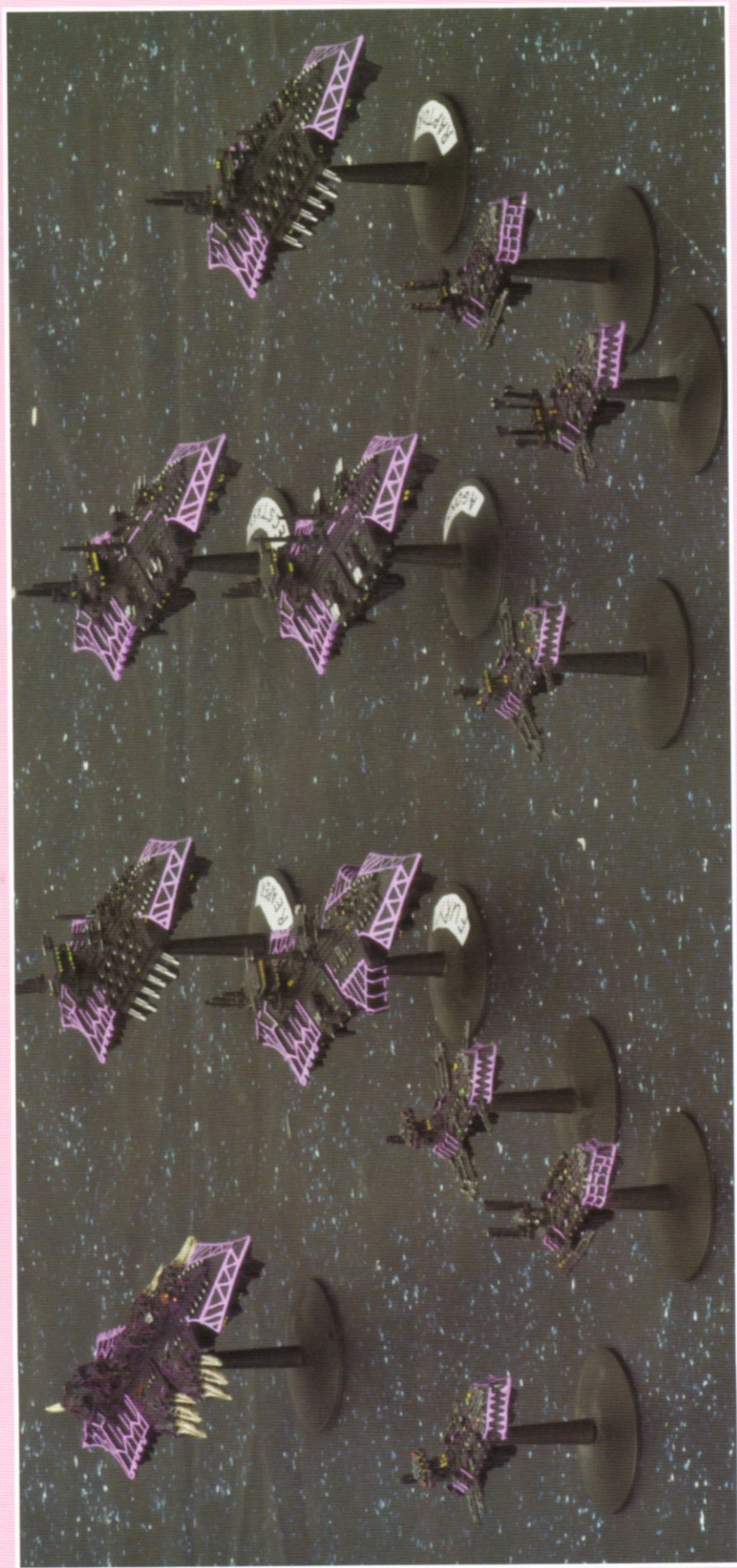
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The Raiding fleet of Cacophony Rex, Daemon Prince of Slaanesh

Having beaten a few other people in the BL office into playing BFG, I was faced with the task of rebuilding my mighty Slaanesh fleet from scratch. At the moment I have only just begun to build up the fleet, but I'm aiming for a much more ordnance oriented feel than previous attempts. The Daemon possessed Styx, and the Devastation class Fury, are the core of the fleet. Releasing wave after wave of bombers and assault boats, they cause havoc among enemy formations and smaller cruisers. Their lance decks help weaken targets for the bomber waves, and wear down any larger ships which threaten to attack. Supported by the waves of torpedoes from the Infidels these two ships are the mainstay of the fleet. The two Slaughter class cruisers, the Agony and the Ecstasy, are the up close and personal attack cruisers. I consider the fight to have gone badly if neither of these ships have managed to catch fire. The Raptor and Reaper, the Murder Class cruisers, are the workhorses. They protect the carriers and pound anything which is foolish enough to get in range. Chaos fleets generally have longer range guns than their Imperial counterparts, and so can afford to stand off and batter the enemy from afar, before closing and ripping them to pieces. With each section of the fleet working to support the others most enemies end up as drifting wrecks, ready for plundering.

OUT OF THE EYE OF TERROR

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