

The Battlefleet Gothic Additional Rules Compendium

Additional official rules published in White Dwarf and other magazines

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Special Torpedo Types in Battlefleet Gothic

by Andy Chambers, published in WD and Warpstorm

During the development of Battlefleet Gothic we toyed with ideas for a number of different torpedo types. But we decided that overall the game worked fine with just the standard type plus boarding torpedoes. Rather than complicate things unnecessarily we decided to keep the other types back for a later 'Dwarf' article (and complicate them now instead!).

USING SPECIAL TORPEDOES IN GAMES OF BATTLEFLEET GOTHIC

There are various types of torpedo available for capital ships which are listed below. As these are rare and fairly unusual ordnance (not to mention powerful) they can't just be given to ships at will. Instead you have to make an appeal to fleet command and take your chances as to what types of special torpedo they will allocate to you. This is determined by making a roll on the special torpedoes table. If you're playing in a campaign you can appeal for torpedoes as for any other ship refit. If you're playing in a one-off game one or more rolls on the special torpedoes table can be purchased for the number of points shown below.

| Ship's Torpedo strength | Pts cost to roll on torpedo table |
|-------------------------|-----------------------------------|
| Up to 6 | 10pts |
| 7 or more | 15pts |

Notes: Escort squadrons and defences may not be equipped with special torpedoes at all. Ork ships may only use special torpedoes if they have been upgraded to have Looted Torpedoes but count as having a Torpedo strength of up to 6. Eldar ships pay double points to use special torpedoes as their torpedoes are pretty special to start with!

Special Torpedoes Table

| D6 Roll | Type Acquired |
|---------|-----------------------|
| 6 | Vortex Torpedoes |
| 5 | Melta Torpedoes |
| 4 | Barrage Bombs* |
| 3 | Seeking Torpedoes |
| 2 | Guided Torpedoes |
| 1 | Short Burn Torpedoes* |

Unless marked * the ship is only equipped with enough special torpedoes to fire a single salvo of them in a game. In a campaign vessels with one-use torpedoes will be re-supplied after each game.

Running out of special torpedoes

If a ship with special torpedoes runs out of Ordnance before it has fired its special torpedoes it has missed it's chance! An accident in the loading room or some unforeseen problem with the torpedoes means they are just as unavailable as the ships ordinary torpedoes.

6. Vortex Torpedoes

Vortex torpedoes carry warheads which implode to create a highly unstable and dangerous rift in warp space. The damage inflicted by even a single vortex torpedo is horrendous, whole sections of the ship and its crew are ripped asunder and sucked into the warp.

Special rules

Hits inflicted by Vortex torpedoes automatically cause critical damage. If a ship which is carrying unused vortex torpedoes suffers a critical hit to its Prow (or wherever the torpedoes are launched from) it suffers an extra D3 points of damage and an automatic critical hit as the torpedoes detonate!

5. Melta Torpedoes

Melta torpedoes are fitted with multiple melta bomb warheads which detonate into mighty conflagrations of nuclear fire when they impact. The fires will burn through even the outer hull of a warship, threatening to consume the entire vessel in a hellish inferno.

Special rules

Hits from melta torpedoes inflict no damage, instead each hit causes a Fire critical. If a ship which is carrying unused melta torpedoes suffers a critical hit to its Prow (or wherever the torpedoes are launched from) it suffers an extra D3 fire criticals as the torpedoes detonate!

4. Barrage bombs

Barrage bombs are configured specifically for penetrating the atmosphere of a world and bombarding planetary targets. In comparison to ordinary anti-ship torpedoes barrage bombs have a relatively diffuse blast radius, being designed to achieve maximum saturation of the target area.

Special rules

Barrage bombs can be launched while a ship is in low orbit, where they will move just like ordinary torpedoes in deep space (they are unaffected by gravitic pull of the planet). Barrage bombs may also be launched in space like ordinary torpedoes. Each salvo of barrage bombs which strikes a planet during a planetary assault scenario earns 1 assault point if it is strength 6 or less, 2 assault points if it is strength 7 or greater. Barrage bombs which attack ships do not pass through their shields like other ordnance, knock down shields and place blast markers for hits just like a direct fire attack (which can be pretty useful in its own right).

3. Seeking Torpedoes

The art of building self-guided torpedoes is almost lost to the Imperium but they are still manufactured at the great Adeptus Mechanicus temples on Mars. Logic engines and metriculators aboard the torpedoes themselves enable them to identify the attack vector most likely to result in the salvo reaching a target. The disadvantage of seeking torpedoes (other than their rarity) is that the surveyors seeking torpedoes use to detect enemy ships can be easily blinded by blasts and debris, leading to premature detonation.

Special rules

A Seeking Torpedo salvo will make a turn of up to 45 degrees at the start of the ordnance phase so that they are pointing towards the nearest enemy ship. If several enemy ships are an equal distance away the seeking torpedoes will turn to attack the largest enemy ship. Seeking torpedoes which move through blast markers will detonate on a D6 roll of 5 or 6 instead of a 6 as is the case with ordinary torpedoes. Unlike ordinary torpedoes, the superior logic engines onboard seeking torpedoes mean that they will not attack friendly ships that they move into contact with.

2. Guided Torpedoes

Guided torpedoes are directed via telemetry from the ship which launched them, allowing them to be guided onto a targets or even directed against a specific enemy ship amidst the confusion of battle. Although tight beam communication links are used for control from the parent ship guided torpedoes are still vulnerable to enemy interference and jamming.

Special rules

Guided torpedoes can make a turn of up to 45 degrees at the beginning of the Ordnance phase if the ship which launched them passes a leadership test. If the leadership test is failed one enemy ship can attempt to give the torpedo salvo false instructions by passing a Leadership test. If the enemy ship is successful the opposing player is allowed to turn the torpedoes instead!

1. Short burn Torpedoes

Short burn torpedoes have more powerful engines but a limited amount of fuel. They are considerably faster than ordinary torpedoes but will 'burn-out' and lose engine power very quickly in comparison to ordinary torpedoes which are designed to cruise at speed for longer periods.

Special rules

Short burn torpedoes have an increased speed of 40cm. However, to represent the chance of them burning out roll a D6 for each salvo of short burn torpedoes after they have moved and made any attacks, on a roll of 6 the torpedoes run out of fuel and are replaced with a blast marker.

TORPEDOES IN GRAVITY WELLS (OPTIONAL RULE)

This is an idea which came up while we were playing a game -why not have the gravity well of planets and moons affect torpedoes which move through it? This will allow salvos to 'sling shot' around a world or spiral down into it, great fun! So here's the rule for it.

Torpedoes are affected by gravity wells and must make a 45 degree turn towards the planet (or moon) at the start and/or end of a move which is within its gravity well.

Advanced Rules: New Ordnance

by Andy Chambers

During the Gothic war ordnance was often deployed by all sides on a massive scale. Waves comprising hundreds of attack craft were launched for the first time in the sector since Vandire's Reign of Blood four millennia before. At Skargul and Electris the rings of gas giants became cluttered with the debris of massed ordnance battles. The Orar passage was rendered unnavigable at certain points due to the numbers of drifting orbital mines and unexploded torpedoes strewn along its path. In the latter stages of the war a number of old practices were revived from the history scrolls in an attempt to gain an advantage in battle.

TORPEDO BOMBERS

Torpedo bombers were ordinary bombers reconfigured to carry a payload of (relatively) small anti-ship torpedoes. This gave them the ability to stand off from their target at greater range and launch an attack.

Acquisition

Any ship with launch bays can be upgraded to carry torpedo bombers at an additional cost of +10 pts per strength point of the launch bays on the vessel. For example a Chaos Styx class heavy cruiser would pay 60 points to carry torpedo bombers, while an Imperial Dictator class cruiser would pay 40 points. Due to the superiority of Eldar ordnance Eldar vessels must pay 15 points per launch bay, so an Eldar Eclipse class cruiser carrying torpedo bombers would cost an additional 60 points.

Launching

Torpedo bomber squadrons are launched just like other attack craft squadrons, they are simply differently armed. Torpedo bombers have a speed of 20cm and count as bombers for interception purposes.

Attacks

A torpedo bomber squadron can be replaced with a Strength 2 torpedo salvo at the beginning of any ordnance phase. The torpedoes function according to the standard torpedo rules once launched but have a more limited fuel supply so they are removed at the end of the same Ordnance phase they are launched in. A wave of torpedo bombers can combine their salvos together in the same way as a squadron of ships. Note that Orky torpedo bombers cannot intercept in the same way as their fighter bombers can (they are far too slow and lumbering while carrying torpedoes).

ORBITAL MINES

During the Port maw blockade Chaos Raiders used the tactic of Devastation and Styx class vessels to make rapid attacks to seed the primary biosphere with orbital mines fired from specially converted launch bays. Carrying mines in combat proved exceptionally dangerous and aggressive action by Sword squadrons of the Port Maw patrol eventually crippled the Chaos Devastation class cruiser *Unforgivable*. This allowed Captain Grenfeld's *Hammer of Justice* to catch the vessel and complete its destruction at long range with nova cannon fire. Later in the Gothic War Lord Admiral Ravensburg employed the same tactics in the battle of Gethsemane, using the Dictator class cruisers *Rhadamanthine* and *Victorixa*.

Designers note: This is really intended as a surprise tactic rather than a staple part of a fleet. As such players should limit themselves to using at most one or two mine-armed ships in their games.

Acquisition

Any ship with launch bays can be refitted to carry orbital mines instead of attack craft at a points cost of +5 points per launch bay. Only cruisers may be refitted to carry orbital mines, battleships are considered too rare and valuable to use in this way.

Launching

One orbital mine can be launched per bay, just like attack craft squadrons. Note that orbital mines cannot be formed up into waves.

Attacks

Orbital mines are ordnance which attack using the standard rules on p142 of the Battlefleet Gothic rulebook. Note that turret defences can be used against either attack craft or torpedoes and mines in a single ordnance phase, not both.

If a ship carrying orbital mines suffers a critical hit which effects the launch bays it will take an extra D3 damage as some of the mines detonate! A vessel which has run out of ordnance is not subject to suffering extra damage.

Advanced Rule: Fighters Supporting Bomber Waves

by Andy Chambers

Just as ships learned new tricks to offset the power of ordnance attack craft squadrons evolved new tactics to press home their attacks against ships. Early in the Gothic War the practice of accompanying bomber waves with supporting fighter squadrons fell into disfavour as commanders found it more effective to keep their fighters separate to hunt down opposing ordnance and perform long range intercepts. However, with experience fighter squadrons perfected a technique for using their lighter weapons to strafe and suppress turret emplacements on target ships, leaving the bombers free to deliver their payloads without having to dodge incoming flak.

FIGHTER SUPPORT RULES

Fighters markers can be launched as part of a wave of bomber markers as per the standard rules. When the combined wave attacks a ship any turret casualties are scored on the fighters first, then bombers if there are no fighters left in the wave. In addition to this the total number of attacks the surviving bombers make is increased by +1 for each fighter squadron in the wave, regardless of whether or not it was destroyed by turret fire.

For example: A wave comprising two fighter squadrons and two bomber squadrons attacks a Murder class cruiser. The Chaos player rolls two dice for his turrets and gets two hits, knocking out both of the fighter squadrons. The bombers then roll a D6 each for their number of attacks, getting a 3 and a 5. This is reduced to 1 and 3 respectively because the Murder class has two turrets. However the Imperial player then adds +1 to the total for each of his two supporting fighters (remember they add +1 whether they are shot down or not), making a total of 6 attacks (1+3+1+1).

Designers notes: The original rules for using mixed waves of fighters and bombers worked by stacking up the counters. This meant that opposing players didn't know the contents of a stack/wave until it attacked or was intercepted, and even then the fighters had to remove counters from the top of the stack first. This made it possible to use 'dummy' stacks of fighters to sucker in the opposition, slip in a bomber squadron at the bottom of the stack and so on. However when we decided to make miniatures for attack craft this technique became impractical as it would place players who used miniatures at a disadvantage. However the rule about mixing fighters in bomber waves stayed in the game as a hangover of the old rules. When Battlefleet Gothic was published many players pointed out that placing fighters in the wave was fairly useless, so I came up with this supporting technique to make fighters a bit more useful.

Advanced Rule: Massed Turret Fire

by Andy Chambers

Lieutenant Korsan's voice crackled over the internal comm "Auspices show bomber waves incoming! Port quarter bearing 125 by 80 range 4,000, estimated 50 plus craft". Captain Lefevere was pale and drawn "Fifty?" He asked of no one in particular "Emperor's teeth where do they get them from?". He gazed across the tactical slab at the red darts of the renegade ships which were now departing the tumbling ruins of Kilrath Station, their work already done. Nothing was in range except the red swarm of attack craft rapidly closing on the port quarter. Small flares of energy showed that the squadron's gunners were trying to break up the waves before they arrived but there were simply too many. "Bring the squadron into close formation for massed turret fire" he said "And prepare to brace for impact, we'll give them a welcome they'll never forget"

As ordnance became more and more prevalent in the Gothic War ships began to adapt to the new environment where attack craft and torpedoes were often as great a threat as enemy guns. Some vessels like the Battlecruiser *Cypra Probatii* were upgraded with additional turret systems but lack of refit time and dockyard space made the mass conversion of ships impractical. Instead, hard pressed captains developed a tactic of manoeuvring close to each other and massing their turret fire together to present a wall of fire to incoming ordnance. While this tactic was effective at stopping ordnance, it presented a marvellously close-packed target for enemy gunners to range in on. This ensured it was mainly used only when ordnance was a considerably greater threat than direct fire weapons.

MASSED TURRET FIRE RULES

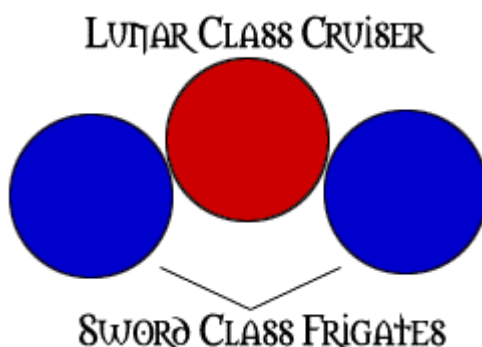
A ship with friendly vessels in base contact can gain supporting fire from their turrets if it is attacked by Ordnance. Add +1 to the turret value of the ship under attack for each friendly ship in base contact which is not:

Using Special Orders other than Reload Ordnance or Lock On.

or

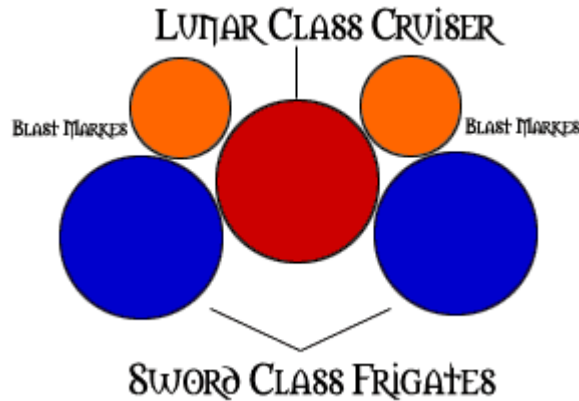
Crippled

For example the ships below have been manoeuvred to mass their turret fire together. All three ships are uncrippled and none are using special orders. The Lunar class cruiser would count as having a turret value of 4 (its own 2 turrets +1 for each of the Swords). Each of the swords would count as having a turret value of 3 (their own turret value of 2 +1 for the Lunar class cruiser). Note that if the Lunar class was crippled it could not mass it's turret fire to help the Swords, but the Swords could still mass their fire to assist it and add +2 to its turrets value.



The Downside

If any of the ships in base to base contact suffers damage which places blast markers against its base the opposing player is permitted to arrange the blast markers so that they touch one or more of the other ships. For example the Lunar class cruiser comes under fire and suffers two hits. The opposing player places the resulting two blast markers thus:



The two Sword class frigates now have their shields knocked down by residual energy from the cruiser's shields. Better hope there's no more incoming fire...

Designers Note: I've added in this rule for several reasons. Firstly to allow escort ships to act in direct support of the ships they're supposed to be escorting. Secondly to balance off the enhanced capabilities of Ordnance which the extra rules for mines, torpedo bombers, fighter support and special torpedoes has introduced. Thirdly it allows escort ships to clump for mutual support when they're in danger of being eaten alive by Assault boats. Although two of the reasons given above involve escorts this rule is not limited to escorts only, any ships can mass their turrets in this way -it's just that it's a lot easier to achieve with escorts than capital ships.

New Nova Cannon Shells

by Ned Smotherman, published in Planet Killer #1

Rift Shell - 50 pts.- Max 1.

Rift shells carry warheads similar to those used in Vortex Torpedoes, except that the warheads used for Rift shells are much larger than those used on torpedoes, and are capable of creating warp rifts in real space. You must announce when you're firing a rift shell. Template hits are decided as normal with the exception that all hits IGNORE shields (holofields work on a 3+1) as blast waves of immaterium smash into the ship!

After resolving any hits, place a Warp Rift that is D3 X 2cm wide by D3 X 3cm long "centred" over where the shell detonated. Any ships caught in the Warp Rift as it forms must pass a leadership test on 2D6 to successfully navigate out of the expanding rift, or suffer the normal penalties for failing to navigate the warp rift, afterwards ships attempting to navigate the warp rift must pass a leadership test on the "standard" 3D6. As making and transporting these shells is very dangerous, you may only carry one of these shells in your fleet.

If any ship carrying an unused Rift Shell suffers a critical hit to it's Prow (or wherever the Nova Cannon is mounted), roll a D6. On a roll of 6, the Rift Shell detonates, causing the ship to be ripped apart from the inside as a Warp Rift begins to form. The ship is destroyed and is removed from play, and a Warp Rift is placed as described above, "centred" where the ships stem was.

E.M. Shell - 20 pts - Max 3.

E.M. shells are not so much designed to inflict damage as they are to Interfere with enemy sensors and communications. When an E.M. shell is detonated, it unleashes massive amounts of Electro-Magnetic radiation and radio waves, scrambling sensor readings and interfering with ship-board communications. You must announce when you're firing an E.M. shell.

As stated earlier, E.M. shells are not designed to inflict damage, and as such, they have very little physical punch. When placing the template, ships whose bases are under the hole of the template suffer 1 automatic hit, if a ship's base is under any other part of the template, roll a D6, if the number rolled equals or beats the ship's armour value, it will suffer 1 hit, shields and holofields work as normal.

After resolving any hits, establish the interference field created by the E.M. shell. The Interference field has a radius of 10cm from the centre of the Nova Cannon template, and all ships (Friend or Foe!) within the field's radius (measured from the stem) suffer the effects of the interference field. Roll a D6 to see what the interference level of the field is and, as stated above, all ships (Friend or Foe!) within the interference field reduce their Leadership value by the number rolled. In addition to the reduced Leadership for interference, any ships within the interference field cannot use Fleet Commander re-rolls, or if the Fleet Commander's ship is within the interference field, only their ship may use the re-rolls. The interference field will last for D3 turns.

Should two interference fields overlap, use the larger interference level. Ships outside the interference field must pass a Command Check to target ships inside the interference field with Nova Cannons, Torpedoes, or Lances. Weapons Batteries and "weapons battery style" weapons, such as Heavy Gunz, and Bombardment Cannons, may always fire into an interference field, they simply suffer a column shift right to do so. A ship may have a max of 3 E.M. Shells.

Grav Shell - 70 pts - Max 1.

Newly designed, these shells are extremely hard and dangerous to make, and as such they are only made in a few select installations in Deep space, far from any inhabited systems. The Location of these installations is a known to only a handful of individual on ancient Terra and those who actually work on the stations, and keeping it that way is a top priority. Transportation of these shells is just as hazardous as making them, and as such, only 6 ships throughout the whole Imperium are known to have carried these deadly weapons, and 1 of those ships was lost when its cargo detonated onboard when the containment field on the warhead failed.

When fired and "detonated", they implode and collapse in on themselves, forming what is essentially a short-life micro-black hole, and creating a hellishly powerful Gravity well. You must announce when you're firing a Grav shell. When fired, leave the Nova Cannon template on the table. Once fired, it will take the Grav Shell 1 turn to collapse on itself and form a micro-black hole, so if you fire it in your 1st turn shooting phase, it will have finished collapsing in on itself at the BEGINNING of your 2nd turn Shooting Phase.

Should any ships stem cross the hole of the template before the Grav Shell finishes collapsing, it will suffer a critical hit on a D6 roll of 6+(4+ for Eldar), for even before it completely collapses, the gravitational forces are awesome to endure. Once it finishes collapsing on itself, the Gravity Well of this "micro-black hole" has a radius of 10cm from the centre of the template. Any ships (Friend or Foe!) caught within the Gravity well are Immediately pulled D6 cm directly towards the centre of the template (roll for each ship separately). Any ships (again, Friend or Foe!) whose stems touch the centre of the template are immediately destroyed!

After the initial "pull towards oblivion", Roll again for each ship within the gravity well to see how far they get pulled towards the black hole at the Beginning of BOTH players shooting phases. As with other gravity wells in the game, ships may make a free 45 degree turn towards the black hole when they're within the gravity well. Also, ships may not "establish orbit" over the black hole (not that any sane person would want to). At the edge of the template, the gravity is so strong that the engines of torpedoes and ordnance don't have enough power to escape the pull of the black hole, and light and radio waves are so distorted that clear readings of what's on the other side cannot be established. As such, the template blocks the line of fire and cannot be shot past, any torpedo or other ordnance which touches the template are automatically destroyed.

Torpedoes that enter any other part of the gravity well MUST make a 45 degree turn towards the black hole at the end of their move. Also, ships who's stems touch the edge of the template will suffer a critical hit on a 4+ (2+ for Eldar, sorry) as the gravitational forces begin trying to rip the ship to shreds.

The micro-black hole will last for D3 turns (from the point at which it completely collapses and the gravity well is established). Since the transportation and storage of Grav Shells is so precarious, while you still have it aboard the ship and haven't fired it yet, roll a D6 at the beginning of each of your shooting phases, on a roll of 6, the containment field around the Grav Shells warhead fails, and it begins collapsing onboard, the ship carrying the shell is destroyed and a micro-black hole as described above is established (it still takes a turn for the shell to completely collapse), don't worry about this roll if you've already fired it.

The Shell will also implode and create a micro-black hole if the Ship carrying it suffers a Critical hit to it's prow (or wherever else the Nova Cannon is mounted) on a D6 roll of 6+. Obviously if you've already fired the Grav Shell, you don't need to worry about this. This stuff is just some after thoughts I

had that could also be used for Grav Shell effects. If you decide to use them, raise the price of the Grav Shell to 90 pts, and you are still only allowed to have one Grav Shell in your fleet.

When the "micro-black hole" "dies" (when the last turn of how long it lasts elapses), the intense gravity begins to waver and weaken. As the gravity weakens, it can no-longer contain the matter that has been sucked into the black hole and intensely compressed. The matter explodes violently outwards from its prison and creates a new Dust Cloud that has a Radius (it's a circular Dust cloud, to represent the matter escaping from it's prison in all directions) of $10 + D3\text{cm}$. Any ships caught within the radius of the dust cloud as it escapes (forms) suffer 1 automatic hit (holofields have no effect).

Doppler Shell - 40 pts - 1 Max.

Similar to E.M. shells, they are not designed to pack a physical Punch, but instead are designed to release large amounts of gravimetric* waves that will bounce off the hulls of ships within the field of exposure and allow other ships to get a much better fix on their position.

When fired, a "doppler field" with a radius of 10cm is created. ALL ships (Friend or Foe!) within the field (measured from centre of template to stem) are effected by this "doppler effect". This means that ships (both within and outside) the field can get a better lock on their adversary. This means that ships within this field count as being "locked-on" to, just as if the special order had been used. To clear this up, the ships count as being "locked-on" to by both ships outside the field AND inside it, so two opposing ships may blast away at each other as if they were both "locked-on" to one-another.

For the Eldar, this doppler image means that their real location is exposed, They DO NOT count as being "locked-on" to, BUT their Holofields have NO EFFECT and they receive no save for their Holofields while they remain within this "doppler field", once they move beyond the "doppler field", their Holofields will function as normally. Gas and Dust clouds interfere with the "doppler effect" and so if a "doppler field" overlaps a Gas/Dust cloud, and a ship happens to be in the part of the Gas/Dust cloud within the "doppler field", it will only count as being "Locked-on" to on a D6 roll of 4+, and if it's an Eldar ship, it's Holofields will only save on a 6+ instead of a 2+. You may only carry one of these shells in your fleet.

Ramming / Kroozers

by Andy Chambers

KROOZERS

Hi y'all, I thought I'd better follow up my previous post to let you all know what the crack is. The Kroozers have indeed had a number of mis-packs thus far. However as has been pointed out this is not necessarily a bad thing, Ork kroozers do benefit from having a wider base, so I thought about how to 'codify' this as a rule with fluff and came up with the following:

Traktor Fields:

Any Ork cruiser can be upgraded to have traktor fields for free. The traktor field increases chances of an Ork vessel being able to strike an enemy with a boarding or ramming attack. However the field cannot be deactivated during the course of the game (it takes a very long time to power up or power back down again) and it makes the ship an easy target for ordnance and nova cannon as they ride the carrier beams to the target. Asteroid fields get a bit scary too... The traktor field is represented by mounting the Ork cruiser ship on a battleship sized base instead of the normal cruiser/escort-sized base.

Sound cool to everybody? If so I'll try to get it into WD at some point (although that involves a 3 month delay so don't hold your breath)

RAMMING:

On the ramming subject I should clarify that the ramming ship completes its full move whether it hits its target or not. The wording is confusing because it only mentions this in relation to missed rams and doesn't specify it in the case of a hit, but the ship continues to move in either case. This avoids the whole 'battleship being brought to a halt by a escort thing' and, for the velocities and momentums involved, prevents anything too outrageous happening - most rams are going to be pretty much 'glancing' hits which do a few points of damage.

As to viable targets, AAF means you must move in a straight line, and you have to make base contact to ram, so effectively you have a ramming 'corridor' of your base width out as far as you speed +AAF roll, ships with their bases in the corridor may be rammed.

Incidentally, a few players came up with rules for sticking a power ram on the front of their ship (basically so that it makes a difference whether you stick one on or not), here my go at the same.

Power Ram/+5 Pts:

If a ship with a power ram successfully rams another vessel it automatically causes one point of damage, roll dice as normal to see if any other damage is inflicted.

Armageddon Battlezones

From the Armageddon3 website

Most inhabited systems can be divided into six regions or zones from deep space through to the flare region close to the system's sun. When you play a scenario, the battlezone information will either tell you which part of the star system the scenario takes place in or leaves you to use one of the methods for placing celestial phenomena mentioned earlier. Once you have established which part of the system you are fighting in, roll for phenomena on the appropriate following Battlezone generator.

There are a number of new celestial phenomena listed in the Armageddon battlezone generators that are common throughout this system. However, feel free to use these interesting forms of phenomena in games that take place far away from the Armageddon campaign, as they will give you an excellent opportunity to model new terrain for your battles and certainly add another dimension to games of Battlefleet Gothic.

All the new types of celestial phenomena are detailed here with full rules for their use and are placed on the table as described in the rulebook on page 41.

DEADFALL TORPEDO SALVO

In preparing the Armageddon system for invasion, the Imperial Navy set many deadly traps for the marauding Orks. One of the most common of these were salvos of torpedoes, hard-wired to home in on any approaching ship. The friend or foe systems of these weapons were disabled when deployed, to avoid any danger of the Orks interfering with the mechanisms and turning the torpedoes to their own devious use.

This is not the only way a deadfall occurs; many stray salvos run low on fuel having missed their intended target. These stray torpedoes finally come to rest with only a small amount of fuel left, just enough to lurk in wait for a suitable, unsuspecting target to pass. These stray torpedo salvos then activate and using the remainder of their fuel and lock on to the unwary ship.

Effects

A Deadfall Torpedo Salvo will have a random strength of D6+2. Any ship or squadron, but not hulks, approaching within 30cm of the counter will be immediately targeted. Move the counter directly towards the ship in the next ordnance phase and resolve the attack as for a normal torpedoes. Thereafter, the counter will move 30cm in a straight line at the start of every ordnance phase.

Placement

Use one Torpedo counter, with a random strength as detailed above.

WRECKAGE

Whether it is the result of critical navigational errors or one of the many engagements between Ork fleets and the Imperial Navy within the Armageddon system, there are now many large wreckage fields slowly orbiting the sun. The smashed wreckage often forms trails extending for many thousands of kilometres, gravely endangering navigation within the system.

Effects

Aside from its method of placement, Wreckage is treated as an Asteroid Field in all respects, as shown on page 44 of the rulebook. In scenarios using VPs wreckage fields are worth D6 x 20 VPs to the player holding the field at the end of the battle.

Placement

Wreckage can be made up from small parts of ships, metal plates, pieces of armour and the like – in fact, you can probably make a sizeable wreckage field just by using all the small items that are in the bottom of your bits box! Nominate a point on the table and roll a scatter die. The Wreckage is 5cm wide and will extend for D6 x 5cm away from this point in the direction indicated by the scatter die.

HULKS

The previous space battles around Armageddon have left many ships broken and shattered, destined to orbit the sun for millennia. However, the burnt out hulks are still considered to be a valuable prize for both sides in the war and their capture is always rewarded by any Admiral's or Warboss' superior.

Effects

Hulks follow the rules on page 26 of the Battlefleet Gothic rulebook. At the end of any battle that uses Victory Points to determine who won, the player who is considered to be Holding the Field, as described on page 66 of the rulebook, will receive bonus Victory Points for the Hulks. 25 points will be given for every Escort and 75 points for each Capital Ship.

Placement

You can model up your own Hulks if you wish, but you can freely use any spare ships you have to represent them instead. Place D6+2 Hulks, at least half of which must be Escorts, within 20cm of each other. The Hulks are stationary and will not move during the game.

DEBRIS FIELDS

Contrary to the beliefs of many of those who must remain planet-bound, every Imperial Captain knows that space is far from empty. A great number of Debris Fields can prove to be a serious risk to travel within a system. Whether they are formed from past battles or naturally form from matter in the outer reaches, these fields can prove deadly to an unwary vessel.

Effects

Debris Fields combine the effects of both Gas/Dust Clouds and Asteroid Fields, as described on page 44 of the rulebook, so a ship trying to navigate through one will suffer all the effects of having a blast marker placed on it and will also have to make a Leadership test to avoid taking damage. If the test is failed, remember that the ship will count as having one less shield than normal, due to the Gas Cloud effect, so this can prove to be very deadly to Escorts!

Placement

Debris Fields can be made from either rocks or parts of ships, surrounded by flock or cotton wool. Nominate a point on the table and roll a scatter die. The Debris Field is 10cm wide and will extend for D6 x 10cm away from the point in the direction indicated by the scatter die.

1. Flare Region Generator

| D6 Roll | Result |
|---------|--|
| 1 | Solar flare |
| 2 | Solar flare |
| 3 | Radiation burst |
| 4 | Asteroid field |
| 5 | D3 gas/dust clouds (generally a solar flare remnant) |
| 6 | Kernbright (small planet, no rings) |

2. Mercurial Zone Generator

| D6 Roll | Result |
|---------|--|
| 1 | Solar flare |
| 2 | Radiation burst |
| 3 | Asteroid field |
| 4 | D3 gas/dust clouds (solar filaments or flare remnants) |
| 5 | D3 gas/dust clouds (solar filaments or flare remnants) |
| 6 | Verity (small planet, one moon) |

3. Inner Biosphere generator

| D6 Roll | Result |
|---------|--|
| 1 | Roll again: 1-3=Radiation burst, 4-6=solar flare |
| 2 | Asteroid field |
| 3 | D3 asteroid fields |
| 4 | D3 gas/dust clouds |
| 5 | D3 gas/dust clouds |
| 6 | Gaval (small planet, one moon) |

4. Primary Biosphere generator

| D6 Roll | Result |
|---------|---------------------------------------|
| 1 | D3 asteroid fields |
| 2 | D6 x Deadfall Torpedo Salvo |
| 3 | Wreckage |
| 4 | D3 gas/dust clouds |
| 5 | Chosin (medium planet, no rings)* |
| 6 | Armageddon (medium planet, no rings)* |

5. Outer Reaches Generator

| D6 Roll | Result |
|---------|---|
| 1 | D6+2 hulks |
| 2 | Debris field |
| 3 | D3 gas/dust clouds |
| 4 | Wreckage |
| 5 | Planet. roll again: 1-3=Namara (Large planet, no rings), 4-6=Gramaul (large planet, no rings, 5 moons)* |
| 6 | Planet. roll again: 1-3=Pelucidar (Medium planet, no rings, one moon), 4-6=St Jowen's Dock (medium planet, no rings)* |

6. Deep Space Generator

| D6 Roll | Result |
|---------|--|
| 1 | D3 asteroid fields |
| 2 | Asteroid fields |
| 3 | D3 gas/dust clouds |
| 4 | Gas/dust cloud |
| 5 | Warp rift |
| 6 | Planet. roll again: 1-3=Iandai (medium ringed planet), 4-6=Wrecked Monitor station (Treat as a small ringed planet)* |

* In all cases a maximum of one planet will be present on the tabletop: if a second planet is generated roll again.

Total War!

From the Armageddon3 website

So, your armies have faced all the foes in your area, you have run through all the missions in the rulebooks as well as those on this web site that have been designed for the Armageddon campaign and you remain victorious. Is the Third Armageddon War over for you? Of course not! It is time you started writing your own missions and scenarios for your games, taking advantage of the wealth of information provided both in Codex Armageddon and this web site. You could even start stringing different missions together into one cohesive story line, forming a mini-campaign that recounts the exploits of just what your armies have been doing in your region of Armageddon. Provided here is a list of ideas you can use to create your own unique missions. Feel free to use them as written, or as a jump off point for your own creativity.

WARHAMMER 40,000

Squads of Space Marine Scouts must infiltrate a heavily armed Ork camp, set explosive charges on the ammunition stores and retreat without rousing the Orks. Use the Sentry rules for this sort of mission and prepare heavy combat if the Scouts are not too careful as they move through the camp.

There are many areas on several worlds throughout the Armageddon sub-sector that have yet to be fully explored and the massive explosions and craters created by some of the battles that have taken place have caused many previously hidden underground chambers to be revealed. In areas where armies may believe they are safe, things may stir – could it be the coming of the Necrons?

The boarding craft used by the Orks at St. Jowen's Dock and the subsequent fighting in the station's lowest regions provide a great opportunity for a truly tense game of Warhammer 40,000. Lay out a large spread of Space Hulk board sections and have Orks desperately try to gain a beachhead on the station as they fight against Imperial Defence Teams (use Codex: Imperial Guard). You could even turn this into an entire mini-campaign, with the Orks first achieving their beachhead, moving to secure a perimeter, then engaging in pitched battles against Imperial forces within the narrow corridors of the Dock as they make their way further inside.

The last defence of the Sanctorem in Tempestora Hive makes for a great, if ultimately futile, last stand type mission for Warhammer 40,000 – surely the very stuff that legends are made from! A few well dug-in Sisters must face off a huge Ork horde at the very doors of the Arch-Abbey as they try to buy time for the rest of their Order to mobilise.

You may need a few Mortar Teams to do it properly, but the Battle of Hell Town will be an interesting scenario to play, using Codex: Catachans for the Ork Hunters, along with the jungle rules. The Orks will be making their way through dense jungle in an effort to overrun the Imperial base. The base itself is likely to be well defended with gun emplacements and plenty of trenches. Halfway through the mission, start to use the Night Fight rules as the heavy rains set in...

As the Ork submersibles arose out of the waters of the Boiling Sea, the mobz they carried on board were able to take the Imperial forces almost completely by surprise. A battle at the dockyards could certainly provide you with some interesting scenery! You could try giving the Imperial forces twice as many points as the Orks, but have them all come in as reserves. The Orks could get bonus Victory Points for getting mobz off the Imperial entry edge.

Have a read of the entry for the Krouk Ogryn Militia. Imagine a whole horde of them descending upon a hapless Ork warband. Like the image? Dig up all your Warhammer Ogres, raid your friend's miniature collections and put together the largest Ogryn army ever seen on the battlefield! Note that this may not exactly be a serious game, so take it with a pinch of salt, but it should be good for a few laughs. If you are truly mad, you could try the same thing in Epic 40,000...

The armies of the Space Marines have dispersed all over Armageddon and are striking at the Orks in any manner they can. Outside the besieged Hives, the Orks have constructed huge artillery guns that constantly bombard their targets with devastating efficiency. These rearward positions make excellent targets for a fast moving Marine force – make sure the Marines are all in vehicles!

There are a great number of Warbosses and Warlords that are making a serious name for themselves on Armageddon and so are growing ever more powerful. Without a doubt, the shadowy forces of the Officio Assassinorum are quietly watching all of these Orks, dispatching their agents whenever the opportunity arises. Try sending an Assassin against a whole Ork army that is, at first, unaware of his presence and see what happens...

Celestial Lions Space Marines desperately try to hold out against a massive Ork assault at hive Volcanus. This could be a Meatgrinder mission played over a heavily entrenched position using Necromunda terrain. The Celestial Lions would be outnumbered by awaiting Iron Champion Space Marine reinforcements who deploy using the deep strike rules.

Assassinate Von Strab! A lone Callidus must sneak through enemy lines to kill the heretic. This could be several games linked together. The first would be in the Ash wastes leading up to a final confrontation in Von Strab's personal quarters. You could also try out the 'Assassination!' mission found in Codex Assassins.

Ork submersibles break the surface near the war-scarred shores of Armageddon. A thousand landing craft emerge onto the beaches. A massive Ork land invasion is under way! The Imperial forces dig in their bunkers and prepare to sell their lives dearly. This is a Bunker Assault/Meat Grinder mission, but you could build some submersibles & the Orks only get their Reserves as long as the subs are still there (about 3-5 subs all with Armour 11-12).

Some parts of the planet are simply too toxic, even for the hardy Orks. In such situations, only heavy armour can be used. In these cases, Titan detachments are supported by Legions of Dreadnoughts. This is a variation on the Patrol scenario, but only Dreadnoughts (and killa kans) can be used.

After a particularly bloody battle, troops try to relax in their battle-scarred barracks. It is late at night and most are sleeping when the very air begins to warp, and a Webway Portal opens nearby. The Dark Kin have heard of the death and misery on this planet, and want their share. Play a Dark Eldar raid scenario on either Orks or Imperials, however, any troops the defender lost in their last battle cannot be used at the start and must come on as reserves.

You could also adapt the above idea into a three-way battle: at the height of a massive Imperial/Ork engagement, Webway Portals open right in the middle of the conflict. Will the Orks & Imperial forces unite against this new foe? Not on your life - expect three-way carnage!

How about a rescue mission? A well respected Missionary has arrived on Armageddon to help troop morale. He was under the protection of the Sisters of Battle, but the Orks have just sprung an ambush,

killing his bodyguard. However, the Missionary escapes and hides. Space Marines are sent to retrieve this holy man, but the Orks are still looking for him.

Tellyporta attack. The Orks have been halted by the stubborn defense of the Imperial forces. In anger Ghazghkull orders an all out tellyporta assault to wipe them out. Play this one like a marine planetfall mission with the Orks recycling as in a meatgrinder mission and continually being redeployed using the deep strike rules. As in a meatgrinder mission the Orks mission is to wipe the defenders out utterly, whilst the defenders just have to survive until the game ends.

Capture Orkimeses. Imperial Intelligence believe they have located the elusive Orkimeses, an expendable strike force has been dropped behind Ork lines to track him down and capture him. Try using a squad of Stormtroopers/Space Marines or even Schaeffers Last Chancers for this one! Play it as a rescue mission with the objective markers representing Orkimeses possible location. Use the sentries rules with the sentries set up anywhere on the table, more than 12" from the nearest table edge. The Ork forces deploy using the reserves rules as soon as the alarm is triggered by one of the sentries and deploy from random table edges since the battle takes place deep in their territory (they come from wherever they are stationed).

There is a real firefight going on in the Fire Wastes where the Orks have built their airfields. You can just imagine the massed Imperial Guard armoured columns smashing onto the airfields. It could be a breakthrough mission with the Orks holding a line of bunkers and an Imperial column trying to smash through to the airfield on the other side.

Centre a fight around one of the many Ork forts that have been erected around Armageddon. A Space Marine raiding force attacking the fort - you could use the fort supplied in Gorkamorka. Make it a take and hold mission with Ork reserves racing onto the tabletop to relieve the fort.

Try to cleanse the underhive of Ork infestation, get all the terrain you can and make your battlefield as cluttered as possible. Play just using a couple of squads of against a similar amount of Orks.

Battle For Cerbera Base. Cerbera Base suffered heavy damage in the early days of the war when Feral Orks swept through a gap in the Imperial patrol lines and many areas of the base have yet to be rebuilt. Since then the base has been refortified and the approaches to the base are heavily patrolled and mined. With the arrival of Ghazghkull, the feral Orks are back. Battle for Cerbera Base could use Fortifications, Sustained Assault, Victory Points, Obstacles, and Jungle Fighting scenario special rules.

The Imperial defence force gets twice as many minefields and booby traps as usual. The idea is that the Orks will run heedless into the jungle, taking horrendous casualties, bits of gretchin flying into the air all around, until eventually the low-tech Orks are in range to swamp the imperial forces in Cerbera Base itself.

Deffsquadron 633

Over the Netheria Peninsula Ork Airfields, over the land bridges, over the supply lines: aerial battle rages right across Armageddon as the Orks and the forces of the Imperium battle for air supremacy. The sky fills with contrails and smoking chassis plummet from the sky as all-out war erupts above the titanic struggles below.

The scope for mucking about with loosely adapted 40K rules (check out the Journal for rules for playing with aircraft). Also, this is a fantastic opportunity to use the new DethKoptas, zipping around

in the clouds and spitting lead at anything that comes close. These should be more manoeuvrable than the average planes.

You could even dig out your copy of the ace board game 'Fighta-Bommerz over da Sulphur River'.

Angron's Monolith

Five hundred years before Ghazghkull's first invasion, the Daemon Primarch Angron led his legions across the world of Armageddon. His daemoniac army threw the defenders back from Armageddon Primus and across the jungle, but when the warp energy sustaining his troops began to dissipate he was forced to halt the attack. Angron spent weeks building monuments to the Chaos gods in order to sustain his army and although his invasion was eventually defeated, this monolith remains. Despite frequent efforts to destroy this abomination, it has so far resisted every attempt. The area surrounding the monolith has been declared Purgatus and is now twisted and diseased, warped by the presence of such an evil creation. Rumoured sightings of dark armoured Eldar and howling daemons have been dismissed as delusions brought on by fevered Guardsmen.

This is basically a great excuse for all those Chaos and Eldar players who are feeling a bit left out to have an enormous scrap in the Chaos-infested Jungle. It might be an idea to use a Chaos Army entirely composed of Daemons, and this is certainly the kind of forum where Ulthwé or some other vigilant Craftworld would step in to hold back the insurgence of Chaos forces in this sector. As far as the Armageddon campaign goes, a victory for Chaos counts as a victory for the Orks, and a victory for the Eldar counts as a victory for the Imperium.

Speed Demons

Motorways join the sectors right the way across Armageddon Prime and Secundus, allowing forces to be moved rapidly around the planet and supplies to reach their destinations in the nick of time. Armoured Convoys are escorted by Imperial Patrols, and massive artillery pieces roll toward besieged Hives all over Armageddon.

Well, this is one for all you Dark Future fans out there. If you have the old Dark Future floormaps, all the better. To give the impression of speed, move the scenery back rather than the models (adapt the rules for Jetbike Duel from WD237). Also check out the rules for roads in the Chapter Approved from WD238.

For a tactical game, use artillery pieces such as the Basilisk or Hydra on the back of whatever wheeled vehicles you can find, and assign them an armour value of 11-12. Use Speed Freeks as the Ork raiders intent on destroying the armoured convoys. You could also use lots of tanks from the Steel Legion as an armoured column, and use the reserve rules for the models already on the table to represent the tank crews readying and utilising the tanks available. The Ork objective is to stop the column dead, any tank that is immobilised counts for full victory points. The Imperial players have to destroy the Speed Freeks before they do too much damage.

A high speed version of this could be the Speed Freeks vs a highly mobile force, such as White Scars Bikers or Eldar Jetbikes. The road sections are divided into grid boxes and the vehicles assigned speeds in inches. (place a range ruler alongside your boards if you can't bear to deface them). Any vehicle can fire but it relinquishes two inches of movement for every shot it takes. When a vehicle reaches the front of a board section, the back section is taken off and placed on the front. Any models on the back section are out of the race and are lost.

The Chem-Riders of Hades

The Chem-Riders of Savlar are a bizarre sight to behold, going to war on great sightless beasts that seem impervious to any toxin or injury. The Chem-riders are perhaps the only troops to be able to fight in the boiling morass of the post-apocalyptic Hades Hive, and hence they are used as outriders, their beasts striding through scorching pools of molten metal and lakes of poison. The fumes rising from the pores of the shattered city are dealt with by the complex array of respirators the Chem-Riders wear as they hunt down and execute any stray Orks that seek to use the blackened shell of Hades as a temporary base.

Yep, it's time to dig out all those old Imperial Guard Rough Riders! The Savlar Chem-Riders are unlikely heroes as they often rescue any refugees that are perishing in the smoking embers of Hades hive. They hunt down small pockets of resistance as the Orks attempt to establish burrows in whatever rubble left on the outskirts of the dead hive remains viable.

Use all the old buildings and bunkers you can lay your hands on for this game, as it is set in the futuristic equivalent of Mordheim (Hades suffered several direct hits from meteors under the cruel supervision of Ghazghkull). All the ruins you have from when you bought Warhammer 40,000 should be pooled together as well as all your old Necromunda terrain (the more battered the better), and in collaboration with your friends, you should have enough for a proper ruined city. The final step is to add walkways joining the upper levels of the city.

Because the lower levels are covered with magma and toxic slag, only the Savlar Chem-Riders may traverse the streets themselves. The forces should be worked out using the normal points values for Rough Riders and basic Orks. The Orks have to remain in the buildings and on the walkways, sniping at the riders as they pass below. The great beasts the Savlar riders utilise are immune to pain, so if a chem-rider is hit, on a D6 roll of 1-4 the hit is discounted. This is played as a skirmish game, a little like Necromunda, but with the addition of counters as in the Rescue scenario. The players take an equal number of the six counters and place them wherever they wish. The Savlar Chem Riders have to "rescue" as many of these as they can, as they represent human refugees picked up on the bio-scanner. As the chem-riders steeds cannot climb, the Savlar guardsmen will have to dismount to go inside the buildings, making themselves more vulnerable (they are treated as normal guardsmen).

Once the Savlar Chem-Riders have rescued four counters and taken them to any board edge, they automatically win the scenario. To make things more interesting, try introducing an Ork Dreadnought that hunts the toxic streets below...

EPIC 40,000

The renowned Semtexian Bombardiers are, at this time, split between many different Guard regiments, but their method of warfare demands that they take position far behind the main line. You could play a game where the main regiment the Semtexians have been assigned to has been destroyed by the Orks and there are now just two squadrons of Bombardiers and their vehicles left in no man's land. Their continuing bombardment has already driven one Warband back, but the Orks are now returning and in greater numbers. Fortunately, a Space Marine company, high in orbit on board their Strike Cruiser, has heard their distress calls and is even now moving to deploy in Drop Pods.

The Siege of Infernus is really the sort of battle that Epic 40,000 was designed for! This battle is probably best left as an 'event', something you can play down your club or store with several players on each side for a truly massive game. Get as many Ork and Imperial models as you possibly can fit on the table and get set to fight one of the largest battles to take place in the Third Armageddon War.

The Plain of Anthrand was the scene of a desperate running battle as Ork warbands finally met their match when confronted with the power of the Titan Legions and their armoured escorts. The Ork Warbands all start at one end of the table and the majority must make it to the opposite end. The Imperial player has twice as many points, but may only use Titans and armoured vehicles and all his forces arrive as reserves from the long table edges.

BATTLEFLEET GOTHIC

The story of how the Battleship In Nomine Veritas entered the Armageddon system is an easy one to represent in Battlefleet Gothic. Set a lone Emperor-class ship in the centre of the table and have three squadrons of two Kill Kroozers a piece arrive from different table edges. The Imperial ship must leave the table by any edge without getting crippled or destroyed to win. He may not disengage in this battle as the Orks are performing constant sweeps of the area to flush out any Imperial ships.

The Death of the 'Fire of Heaven'. Fight out the death of Task Force Trajan as it moves to attack the incoming Ork forces. Simply have an initial force of Orks and the Imperial fleet on the table, roughly halving the points of the Orks should do it, then have all the remaining Ork ships in your fleet deploy as in escalating engagement. As Ork ships die simply recycle them using the escalating engagement rules.

The Imperial player cannot disengage, as Admiral Trajan was far too foolhardy to admit the possibility of defeat. Since the Imperial player cannot possibly win, try playing this to see how high you can get the kill count before dying horribly. Death is immaterial, the glory is what counts!! The Imperial player should have at least one Retribution Class Battleship to represent the 'Fire of Heaven'. The Orks should not deploy any Roks or Hulks for at least 10 turns, since Trajan would have encountered the outrunners of the Ork flotilla first.

Convoy FR66. Use the wolf pack rules from *warpstorm* to represent the pirate Ork fleets blockading the Ruis and Minerva systems. The Imperial Convoy must make it through with its invaluable supplies, however no capital ships can be spared to support the convoy, only escorts may be taken. As the alarm is raised a Dauntless Class Cruiser races to lend support, deploy the cruiser using the escalating engagement rules. As an extra twist you could use the Variant Convoy Ships rules from *Warpstorm*.

St. Jowen's Dock could easily be the scene for a large space battle as the Ork fleets bombard the station and deliver assault boats to disgorge troops on board. Use a small planet to represent the Dock, granting the Ork player bonus victory points for every ship they manage to get into low orbit by the end of the game. Needless to say, St. Jowen's Dock is going to have a lot of orbital defences. . .

Black Templars Space Marines attempt to stop an Ork Space Hulk from getting to the planet. This could be played in any region. The Orks win if they get the Space Hulk off the opposite table edge.

Orks assault Monitoring station Dante. Outnumbered Imperial fleet must hold off attacking Ork fleet long enough to send a report of the Orks forces to Armageddon. This could start off as a planetary assault and end up as a Warhammer 40,000 game in the monitoring station itself.

Black Templars assault Ork Space Hulks in an attempt to destroy Ork Space Hulks in hit and run attacks. Fleet engagement played in low Orbit. Space Marine player would gain extra victory points

for inflicting damage through boarding and hit and run attacks. This could also link in with Warhammer 40,000.

BATTLEFLEET GOTHIC/WARHAMMER 40,000

You could play a mini-campaign based on a game of BFG, Space Marines engage an Ork Hulk and seek to board it to blow its critical systems. Whenever the Hulk is boarded or Hit & Run attacked you fight a game of 40K using the Critical rolled on the H&R table as the objective in the 40K game. If the Space Marines succeed then the system will be knocked out in the BFG game. If you play the H&Rs as small (500point-ish) games they shouldn't disrupt the BFG game too much at all.

Ork warbands are still flocking to Armageddon, weeks after the initial assault. However, in an effort to stop them, the Imperial Navy has thrown up a blockade round the outer systems. Orks would be the attackers in this blockade run scenario, and you could play Warhammer 40,000 straight after based on how many ships the Ork player got through.

Planetary Assault

By Gavin Thorpe, from the GW website

Combining Battlefleet Gothic with games of Warhammer 40,000 or Epic 40,000.

With the long-awaited arrival of Battlefleet Gothic, a whole new dimension is available for players in Epic and 40K campaigns – space! For years we’ve enjoyed battling over cities and continents and now we can wage war for the possession of star systems or whole sub-sectors. Fighting spaceship battles is good fun. Fighting ground battles is equally entertaining. Fighting a combined army and fleet action? It’s gotta be a winner!

PLANETARY ASSAULTS

There are several ways for squashing together your Epic and 40K games with Gothic battles, from one-off games to massive sector-spanning campaigns. By far the most obvious and highly appealing options is to stage a full planetary assault, using Battlefleet Gothic to land troops on the planet and then fight 40K and/or Epic battles to decide the land war. There are two ways of approaching the combined planetary assault: sequentially and simultaneously.

SEQUENTIAL PLANETARY ASSAULTS

When playing sequentially, you fight the Gothic planetary assault scenario to its conclusion and then depending on how well the attacker fares you then play a game (or games) of 40K or Epic. As noted in the planetary assault scenario, every assault point scored by the attacker is worth 2,000 points in 40K and 400 points in Epic, but how exactly can you use that to work out your planetary landing?

Epic

For Epic battles things are relatively straightforward, simply play the Epic 40,000 planetary assault scenario with the attacker having the appropriate points value. As an alternative, the attacker can trade one assault point’s worth of units for D3 orbital barrages (roll a D3 on the turn you want to use the barrage, this is the number you can make that turn). These orbital barrages are worked out just like the Fate card of the same name. For example, a Chaos player manages to score a respectable 7 assault points in the space battle. This gives him a total of 2,800 points of units. However, he opts to field a 2,000 point army and have an extra two salvos of D3 orbital barrages.

But how many points does the defender have? Looking at the results table in the Gothic planetary assault scenario we see that 5-6 assault points is considered to be roughly average. This translates into 2,000-2,400 points in Epic so we can say that the defender gets 2,000 points (equal to a minimum marginal win for the defender). Alternatively, the defender’s points value can be modified by the type of world being assaulted (see page 140 of Battlefleet Gothic for a table to generate a random world type). The defender starts with a base value of 2,000 points, modified as follows:

| World type | Defender’s points total |
|-----------------|-------------------------|
| Forge World | + (D6+3) x 100 |
| Hive World | + (D6+2) x 100 |
| Civilised World | + (D6+1) x 100 |
| Uninhabited | - (D6+3) x 100 |
| Agri-world | + D3 x 100 |
| Mining world | + D6 x 100 |
| Penal Colony | - D6 x 100 |

Warhammer 40,000

Things are a little more complicated for 40K games, because each assault point is worth a whole army... Play the game of Gothic as normal, each assault point scored by the attacker represents an army dropped to the surface. Each army fights one 40K battle when its lands and the attacker must win a certain number of battles to ensure a successful overall landing. The more armies the attacker has the more bites at the cherry he gets – winning 5 out of 10 battles is easier than winning 5 out of 5! The planetfall scenario in Codex: Space Marines is a good basis for a dropzone battle (units which cannot deploy from drop pods enter from a random table edge when they arrive from reserve – see the battle report in WD231 for a good example). Alternatively you could fight Recon, Blitz, Night Fight, Take and Hold, Patrol, and Bunker Assault missions. Keep track of the total number of battles won by the attacker and then refer to the following chart to see how the landing went:

CAMPAIGN RESULTS CHART

Wins Result

- 0-1 Annihilated!** Your forces barely make any impact on the planet's defenders and are swiftly wiped out.
- 2 Decimated!** Your armies do little to trouble the defenders, who soon mass to destroy your meagre force. Play the Breakout scenario as the attacker to see what happens, if you win then your score goes up to 3, if you lose your score goes down to 2.
- 3 Defeated.** You fought valiantly but the small amount of ground you managed to capture will do little to damage the enemy's grip on this world. You must gain more territory. Play a Take and Hold as the attacker, if you can win then your score goes up to 4 wins in total, if you lose then your score goes down to 2.
- 4-6 Extended ground campaign.** You manage to get a fair amount of troops and war engines to the surface intact, but the world's fate will only be resolved through a protracted campaign. A simple campaign system is to play games as normal, but keep track of each player's win/loss ratio. Once a player achieves a 75% win rate or better then they wrest control of the world – you should play a minimum of 4 or 5 games though, otherwise the person who wins the first battle gets a 100% record and wins immediately!
- 7 Landed in strength.** The enemy suffered some heavy losses during your attack and you must press home the advantage you have. Play a Blitz mission as the attacker. If you win your victories go up to 8, if you lose they go down to 6.
- 8 Overpowering Numbers!** You land massive forces all around the enemy positions, taking vital strategic points and disrupting the enemy's lines of communication and supply. Now is the time to finish them off! Play the Meatgrinder mission as the attacker. If you win your victories total goes to 9, if you lose it drops to 7.
- 9+ Total victory!** The enemy were completely smashed during your initial assault, many were killed and thousands surrendered, surrounded by your assault forces. The planetary government quickly bows to your demands and your control is assured.

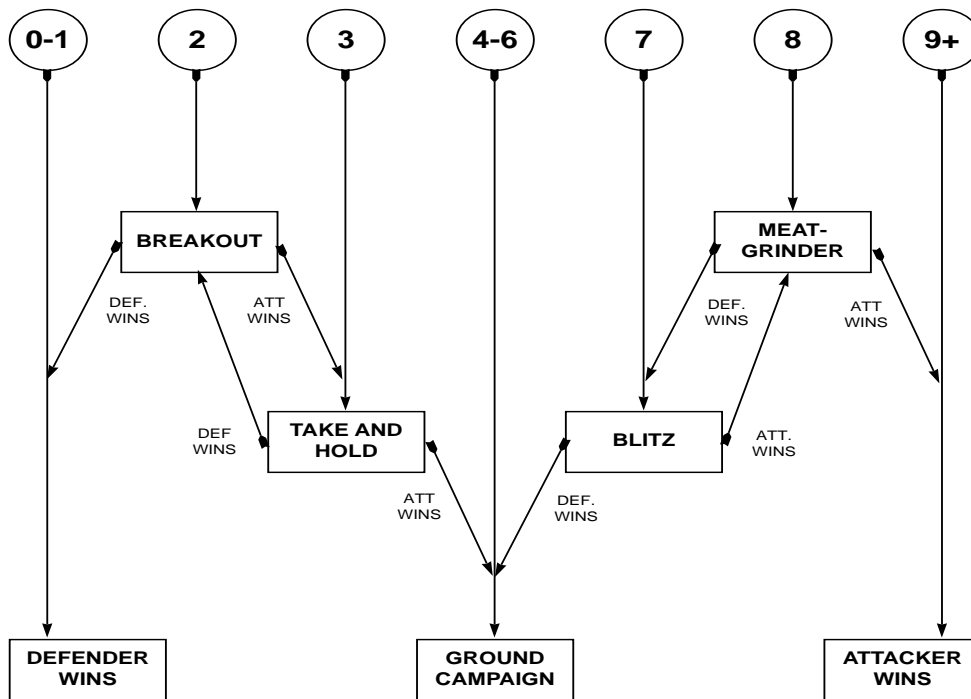
As you will see, it is possible to slide back and forth, with the attackers trying to launch an offensive while the defenders must muster a counter-attack. It is possible to move several places up and down the chart, so that a worthy campaign may well be salvaged from a poor landing, and vice versa. This is shown more clearly on the campaign tree below.

Orbital bombardments in Warhammer 40,000

Just as with Epic, you can trade assault points for orbital bombardments instead of armies. You must decide exactly how many assault points represent armies and how many are bombardments before fighting any battles (for example, if you score 6 assault points, you could say that they represent 4 armies and two orbital barrages). There are two types of orbital bombardment in Warhammer 40,000 –

pinpoint and saturation, and both are resolved in one of your own shooting phases, no more than one bombardment per battle. A pinpoint barrage is represented by an Earthshaker cannon shot. Place the ordnance template anywhere on the table and scatter it D6" to determine the bombardment's final position. A saturation bombardment uses the rules for preliminary bombardments given in the scenario special rules. However, a saturation bombardment is worked out in one of your shooting phases rather than before the game, and effects *all* eligible units on the tabletop, including your own (i.e. roll a dice for every unit on the table, on a 6 they are affected).

ATTACKER'S ASSAULT POINTS



SIMULTANEOUS PLANETARY ASSAULTS

When played simultaneously the ground fighting and space battle take place at the same time – you play a turn of Gothic and then play a turn of Epic, with forces being landed, orbital bombardments and so forth depending upon the situation amongst the stars. Where as in a sequential assault you fight several games in succession, in the simultaneous assault you play more than one game at once. The simultaneous assault works better for games of Epic 40,000, but you may be able to devise a system for fighting simultaneous games of 40K.

Put simply, for every turn of Battlefleet Gothic you play, you play one turn of Epic 40,000 too. Before the game starts, each player must pick their Epic 40,000 army and their Gothic fleet. The size of the battle depends on how big the attacking fleet is – for every transport in the fleet the attacker's army is worth 800 points. For example, if you were playing a 1,500 point Gothic battle, that would be 6 transports which is 4,800 points of Epic units. The defender gets either 2,000 points or a random amount determined by the planet type, using the method described earlier. The attacker's detachments must be assigned to specific transports ('12th Necromundan Hellhammers in the green transport', for example). If you are using heavy transports (details given elsewhere in this article) then each one may carry 1600 points of detachments instead. Only heavy transports may carry war engine detachments.

The defender sets up his ground forces and defending fleet, then the battle begins. Play the Battlefleet Gothic game until the attacker scores his first 'assault' points. From then on, play a turn of Epic 40,000 after finishing every turn of Battlefleet Gothic. Rather than scoring abstract 'assault' points, the attacker may land detachments and perform planetary bombardments. If a transport gets into a position where it can score assault points, the detachments it is carrying will arrive on the Epic battlefield that turn, moving on from the attacker's primary landing zone. When a transport has deployed its detachments, it makes planetary bombardments but may only make one bombardment per turn (ignore the fact that it usually scores two 'assault' points per turn). If a capital ship (or empty transport) scores an assault point then the attacking player can make an orbital barrage that turn, using the rules given on the Fate card of the same name.

So the first Epic turn will either consist of orbital bombardments against hidden defending troops, or the first detachments landed coming on to the table (again, possibly with orbital bombardments to support them).

Other than this, both battles are fought using the normal rules, and the overall victor is the side which wins the Epic 40,000 game.

Example: An Ork force is launching a planetary assault. The players start their game of Battlefleet Gothic and in the sixth turn there are two Kill Kroozers and a transport within low orbit in a position to attack the ground. The players then play their first turn of Epic 40,000, with two extra orbital barrages for the Orks that turn and the detachments carried on the transports move on from the Orks' table edge in the movement phase. In the next turn one of the Kroozers moves out of attack range but is replaced by another transport. In the second Epic turn the Orks' still have two extra orbital barrages and the newly arrive transport will then deploy its detachments to the surface. Both games continue like this until the Epic 40,000 game is won.

You can use this system for sequential games as well, with armies/detachments being deployed by transports and orbital barrages being scored by capital ships – rather than being given a free choice on what each assault point represents.

SPACE MARINE PLANETARY ASSAULTS

Space Marine Battlebarges and Strike Cruisers excel at planetary assaults, and to cover this you could apply the following rules. A Space Marine fleet does not include any transports, instead each Battlebarge carries three detachments and each Strike Cruiser carries a single detachment. Space Marine detachments deployed to the surface can either use drop pods or Thunderhawks. Detachments which could normally be carried in drop pods will be deployed using drop pods (see the Epic Battles Book and Army of the Imperium detachment list). Any other detachments are taken to the surface by Thunderhawk detachments on Transport missions. These Thunderhawks do not have to be paid for separately and the spaceship carries enough Thunderhawks to deploy all of its forces in one turn. For deploying Rhinos, Land Raiders and so forth from Thunderhawks, have a look at the additional flyer rules in Epic Firepower (first published in White Dwarf 214). Of course, you will need appropriate models, which could be quite a few Thunderhawks. If you have insufficient Thunderhawk models to transport a detachment then the detachment will move on from your primary landing zone as normal. Any Thunderhawk markers that move onto the planet's surface from low orbit count as a 3-strong Thunderhawk detachments which can then perform an intercept or ground attack mission that turn.

LONGER CAMPAIGNS

If you really want to go to town, there's no need to limit yourself to just fighting the planetary assault. For example, you could fight an extended campaign from when the troops actually enter the system. Perhaps the system is blockaded, so you must fight a blockade run to request reinforcements. If successful the reinforcements arrive and must fight an escalating engagement to raise the blockade. Once the blockade is raised, you could do a small-scale surprise attack to try to clear out the planetary defences and any nearby ships. The transports must be escorted to the planet, using the convoy scenario. Any transports that survive the convoy can then be used in the planetary assault itself, while the number of defending ships will be affected by the earlier attacks. If the planetary assault fails it may be decided that exterminatus is the only option left. In this way you can play several Gothic battles followed by a series of Epic and/or 40K battles to decide the fate of the system.

IMPERIAL HEAVY TRANSPORT pts: special

| TYPE/HITS | SPEED | TURNS | SHIELDS | ARMOUR | TURRETS |
|-----------------------------|-------|-------------|---------------|--------|----------------------|
| Cruiser/6 | 15cm | 45° | 2 | 5+ | 2 |
| ARMAMENT | | RANGE/SPEED | FIREPOWER/STR | | FIRE ARC |
| Port Weapons Batteries | | 15 cm | 3 | | Left |
| Starboard Weapons Batteries | | 15 cm | 3 | | Right |
| Dorsal Weapons Batteries | | 15 cm | 2 | | Left / Front / Right |

Not all merchant ships fall into the standard 'small transport' category. Some of the larger trading galleons and ore carracks approach the size of warships, though most commonly these accompany Rogue Trader fleets exploring beyond the realms of known space or ply the major trading routes of Segmentum Solar. Most famed of all heavy transport vessels is the *Santissima Terra* which accompanied the fleet of Rogue Trader Lukurius Vanlessa into the eastern fringes late in the 39th Millennium. Long delays incurred by warp storms and alien action (as well as the inevitable time distortions caused by warp travel) meant that the *Santissima Terra* and its attendant escorts did not return to Imperial space for over four centuries.

The ship which returned was virtually unrecognisable as that which had left. Whilst separated from the rest of the fleet her captain, Inigo Portfell, had discovered a volcanic deathworld of incomparable riches, so blessed with precious metals and gems that even after refinement by shipboard factories they filled his cavernous holds to overflowing. In an effort to carry away as much wealth as possible before the warp storms closed in once more Captain Portfell resorted to cladding the outer hull of his ship with solid gold. Every flying arch and buttress of the *Santissima Terra* glittered with the lustre of pure gold and it is said that none who gazed upon her could avoid feeling the stir of avarice in their heart. The wily Captain Portfell had the good sense to proceed directly to Terra with his great prize and after a dangerous and eventful journey being pursued by every pirate and corsair within a thousand light years, he arrived and presented the ship to his guild house of the Navis Nobilite. Through great endeavours the ship itself was landed and to this day forms part of the Paternoal palaces on Terra.

Note to players: In early playtesting for BFG the transports used in Convoys and planetary assaults were much bigger ships represented by old Spacefleet models. The stats for these ships are shown above. If you want to use heavy transport vessels you can do so. Just swap two ordinary transports for each heavy transport.