

BATTLEZONES

Although the dark reaches of space vary far less than the battlefields of the worlds they contain, there is nonetheless local peculiarities, phenomenon and anomalies in almost every region of populated space. The Armageddon sector is no exception, and coupled with the variety of unique defences, wrecks and astral bodies found there this makes the battlezones throughout the Armageddon system somewhat different to many others. To represent this, you can use the following battlezone generators when fighting battles in the Armageddon system, if you wish. If fighting battles in neighbouring systems (or any other systems for that matter) you could equally well use those presented here, or those found in the Battlefleet Gothic rulebook, subject to whatever you decide with your fellow players.

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)

* Special Rule: Planets

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

4. Primary Biosphere generator

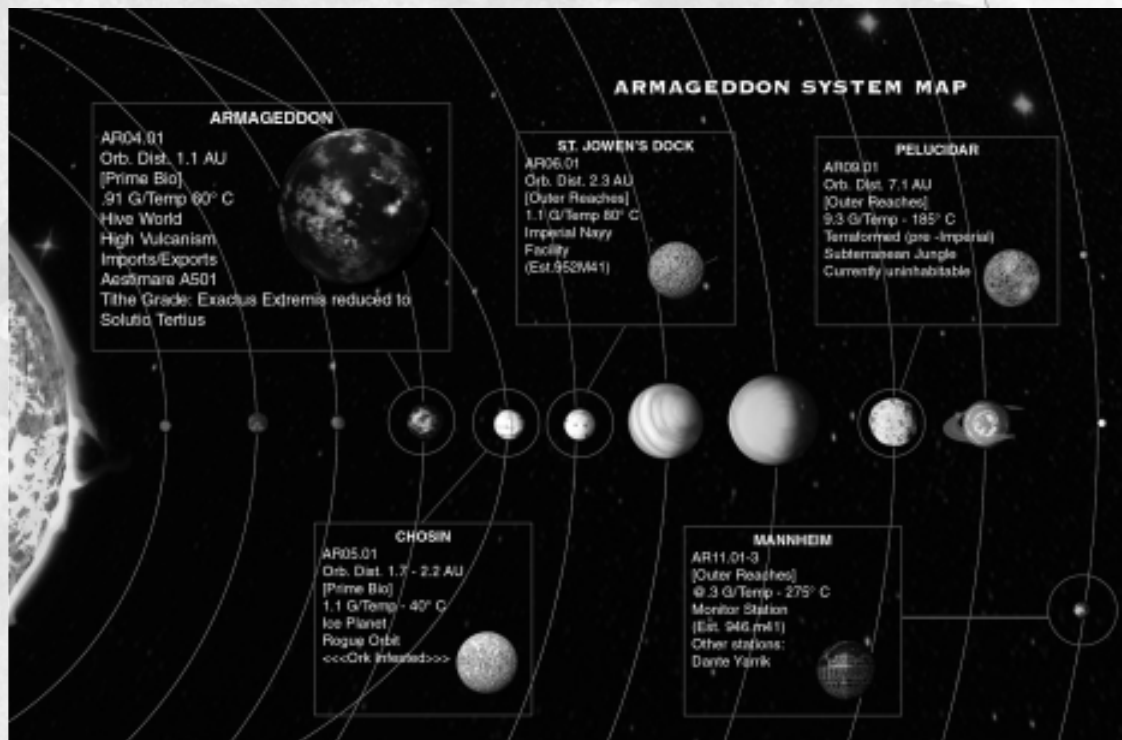
D6 Roll	Result
1	D3 Asteroid fields
2	D6 x Deadfall Torpedo Salvo
3	Wreckage
4	D3 gas/dust clouds
5	Chosin (medium planet, no rings)*
6	Armageddon (medium planet, no rings)

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 asteroids fields
2	Asteroid fields
3	D3 gas/dust clouds
4	Gas/dust clouds
5	Warp rift
6	Planet. roll again: 1-3=landai (medium ringed planet) 4-6=Wrecked monotor station (Treat as a small ringed planet)



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 Battlezone generator on the facing page.

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 hone 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.

DEBRIS FIELDS

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.

HULKS

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.

