

WHY NOT TRY BATTLEFLEET GOTHIC

The Armageddon sector is being torn apart by a number of huge running battles between the Ork and the overstretched Imperial Navy. With a little imagination you can apply the rules and scenarios in Battlefleet Gothic to your own games in the Armageddon system. Here are just a few ideas using the scenarios you find in the rulebook and couple more specific Armageddon sector scenarios .

SCENARIO ONE: CRUISER CLASH

You may consider this to be the ‘standard’ scenario for combat between Orks and Imperial forces, though you may prefer to play to a set points value and allow all classes of ship, from Escorts to Battleships and maybe even Space Hulks.

SCENARIO TWO: THE BAIT

This scenario is typical of the many hit and run tactics Admiral Parol attempted as the Ork fleets approached Armageddon.

SCENARIO THREE: THE RAIDERS

Though Admiral Parol was in constant battle with the multitude of Ork ships that had flooded the Armageddon system, he still had to contend with pirates and corsairs that were keen to take advantage of the Imperium’s crisis. Small Chaos and Eldar fleets plagued Imperial forces throughout the entire sub-sector, hitting quickly, before jumping out of the system before any determined response could be organised.

SCENARIO FOUR: SURPRISE ATTACK

As the Ork fleets approached St. Jowen’s Dock, many Imperial ships found themselves under heavy fire. Whilst the Navy was distracted, Ork ships were able to penetrate the Imperial lines and attack vessels that were under crewed or still taking on provisions and ammunition.

SCENARIO FIVE: BLOCKADE RUN

Armageddon was soon surrounded by a dense ring of Ork ships. The Imperial Navy was desperate to penetrate the Orks’ iron grip around the planet to grant troops on the surface the benefit of orbital support..

“We have three orbital batteries, a pair of laser platforms and thirty five thousand square kilometres of minefield. I think we’re safe enough.”

Last words of Golam Perez, PDF commander, Escallio II. attacked by Eldar 145.M41.

SCENARIO SIX: CONVOY

Eldar corsair activity increased exponentially as the Third Armageddon War increased in intensity, with small fleets laying in wait to ambush any passing vessels, be they Ork or Imperial. This activity was heavily concentrated around the Monglor system. You may want to try the alternative Eldar Convoy rules as found in Warp Storm P19 for this scenario.

SCENARIO SEVEN: PLANETARY ASSAULT

This scenario can easily represent the Orks’ initial attacks upon Armageddon. As far as this battle is concerned, the more ships you have, the better!

SCENARIO EIGHT: ESCALATING ENGAGEMENT

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SCENARIO NINE: EXTERMINATUS

With a little imagination, this scenario can depict the initial Ork landings on Armageddon extremely well. The Ork fleet could be escorting a large number of Roks that they are trying to set down onto the surface of the planet. If a Rok remains stationary whilst in the gravity well of Armageddon, roll a die at the end of the Ork turn. On a 4+, the Rok manages to land on the planet safely. If it fails this roll, it its thrusters and the notoriously fickle teleporter technology fail and it crashes to the surface! Remove it from the game. For this scenario, you should use as many ships and orbital defences that you can muster – this was a huge battle!

SCENARIO TEN: FLEET ENGAGEMENT

As with Escalating Engagement, this is a representative scenario of the type of battle that may be fought once the Imperial forces arrive in the Armageddon system in strength and begin to seriously challenge the Orks’ superiority of the space lanes.

SCENARIO ONE: THE GAUNTLET

After you have played these revised scenario once or twice, you may like to some these Armageddon specific scenarios.

FORCES

The Imperial convoy must include at least two Transport ships. For every two convoy ships taken, the Imperial and Ork players may take 100 points worth of ships. The rules for Heavy Transports in Warp Storm page 28 may be used freely in this scenario. The Imperial player may only take one Cruiser. All his other ships must be either Light Cruisers or Escorts. The Ork player is limited to taking just Escorts.

BATTLEZONE

This battle takes place in the Primary Biosphere where the Orks are attempting to tighten their gauntlet around Armageddon. Generate celestial phenomena on the Primary Biosphere table. Ignore any rolls that produce a planet.

SET-UP

The Imperial convoy and escorting ships are all placed within 45cm of one short table edge, facing the opposite edge. The Ork ships move on from any point along either long table edge in the first turn.

FIRST TURN

The Ork player has the first turn.

GAME LENGTH

The battle continues until one fleet is destroyed or disengages, or the Imperial fleet exits from the far short table edge.

VICTORY CONDITIONS

The Imperial player must exit at least three Transport ships from the opposite short table edge to the one he started on to claim a victory. Any less is considered to be an Ork victory.

RUNNING BATTLES

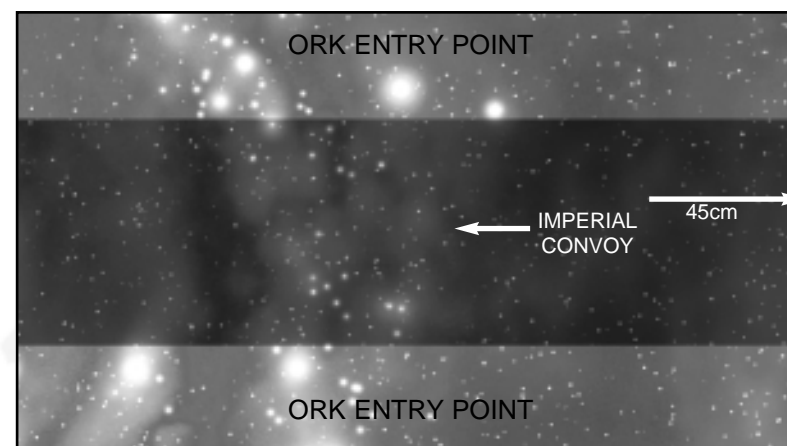
As this is a running battle, representing an Imperial fleet desperately trying to get their convoy to safety, you might like to try the following special rule in this scenario.

The Imperial convoy and escorting ships are all placed within 30cm of the centre of the table at the start of the game, facing either short table edge. The Ork ships move on from any point along either long table edge in the first turn as normal.

At the end of every Imperial turn, every ship and item of celestial phenomena is moved back 20cm, away from the table edge the Imperial ships were facing at the start of the game. Any ship that 'drops' off the end of the table during this is considered to have disengaged from the battle.

In addition, roll a die at the end of the Imperial player's turn. On a 6, a randomly generated item of celestial phenomena is placed by the Imperial player along the short table edge his ships originally faced. It is assumed that the Imperial commander leading the convoy will be able to 'steer' the battle towards any celestial phenomena that he feels will give him an advantage in this mission. As before, ignore any rolls that generate a planet – Armageddon is still many thousands of kilometres away!

In this variation of The Gauntlet, the game lasts for ten turns. If the Imperial player still has at least three Transports on the table by this time, he may claim victory.



SCENARIO TWO: PAROL'S BAIT

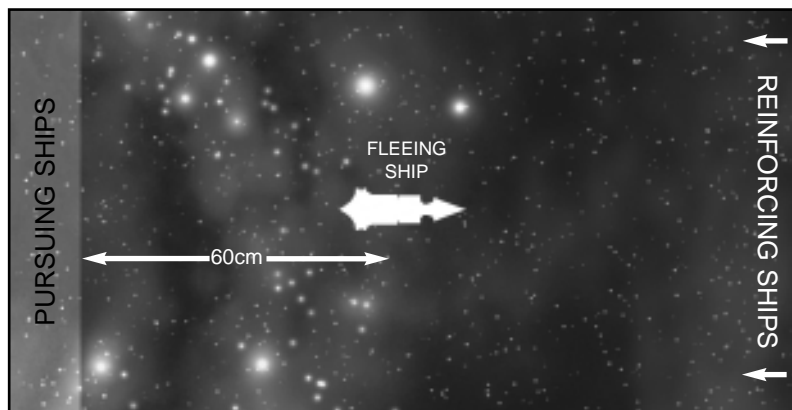
As the massive tidal wave of Ork ships spread throughout the Armageddon system, Admiral Parol was forced to disengage his ships from front line combat or run the risk of having his fleet destroyed before he was able to mount any serious challenge. With direct battle out of the question, Parol dispersed his forces with orders to harry the Orks' flanks wherever possible. With most of the alien vessels only too willing to seek combat, Parol hoped that he could distract and possibly destroy enough of the enemy to delay their arrival around Armageddon itself. Many text book naval stratagems were tested to their limits.

FORCES

In this scenario, a small group of Light Cruisers and Escorts have successfully drawn out a force of Ork ships from the main fleet and are leading them towards a trap. Parol's Bait is a variation of Scenario Two: The Bait on page 70 of the Battlefleet Gothic rulebook. You may want to familiarise yourself with The Bait before proceeding with this mission.

Pursuing forces: Up to 500 points of Ork ships.

Pursued forces: Up to 250 points initially, with up to 500 points of reinforcements. Only Light Cruisers and Escorts may be bought but, unlike The Bait scenario, more than one Light Cruiser or squadron may start as the fleeing ships. The Imperial player may also purchase up to six Orbital Mines. Although they start on the table, they will be paid from the 500 points for the reinforcements.



BATTLEZONE

Roll for the battlezone randomly. On a 1-4, this scenario takes place in the outer reaches. On a 5-6 it takes place in the Primary Biosphere. Generate celestial phenomena on the appropriate battlezone table.

SET-UP

The pursued Imperial ships are placed in the centre of the table, facing one of the short table edges. Any Orbital mines can be deployed anywhere in front of these ships. The pursuing Orks are placed behind the Imperial ships, at least 60cm away. The Imperial reinforcements enter from the short table edge that the pursued ships are facing.

FIRST TURN

The Imperial player has the first turn.

SPECIAL RULES

Any reinforcements for the Imperial ships may enter the table on any turn, including turn one. If the reinforcing ships enter after turn one, they may be deployed up to 30cm along the long table edges for each turn after the first.

GAME LENGTH

The battle continues until one fleet is destroyed or disengages.

VICTORY CONDITIONS

Standard Victory Points are earned for ships crippled, destroyed or disengaged. In addition, the Orks gain bonus Victory Points equal to the points value of any reinforcements brought on to help the pursued Imperial ship.

SCENARIO THREE: THE DEFENCE OF PELUCIDAR

The initial elements of Ghazghkull's fleet entered the Armageddon system on the Day of the Feast of the Emperor's Ascension, a time when the Imperial Navy was building up to full alert status. Admiral Parol knew that time was of the essence as the forces of the Imperium marshalled their strength on Armageddon itself and that it would be the task of his fleet to buy this valuable time in the face of an immense Ork fleet.

The Defence of Pelucidar was actually a huge engagement and so this scenario concentrates on only a small portion of the battle. The Imperial player, representing Admiral Parol, must cause as much damage as possible to the Ork fleet whilst trying to minimise his own losses. Initially, the Ork fleet will be poorly organised, but their strength will soon increase and threaten to overwhelm the Imperial force.

FORCES

The Imperial player may have a fleet of up to 1500 points, but may only choose Cruisers, Battlecruisers and Battleships from his fleet list. Up to four Minefields may also be purchased. Historically, only Armageddon-class Battleships were featured in this battle, but there is no reason that an Imperial player cannot use other classes just to 'see what would have happened.'

The Ork player starts with no ships at all and will receive his fleet randomly throughout the battle.

BATTLEZONE

This battle is fought in the Outer Reaches of the Armageddon system. After rolling for Celestial Phenomena randomly, the Imperial player may then place the planet of Pelucidar anywhere on the table he wishes. He must then deploy his entire fleet in the area indicated on the map below.

The Ork player moves his ships on from any point along his table edge.

SET-UP

The defender deploys his whole fleet first. The defending fleet must be set up with all the ships facing the same table edge and at least 30cm from any table edge. Each defending ship or squadron must be set up at least 20cm apart. The attacker moves his fleet on to the table from any edge in his first turn.

FIRST TURN

The Orks have the first turn in the Defence of Pelucidar.

SPECIAL RULES

At the start of each of his turns, the Ork player rolls on the chart below to see what forces turn up for battle. You will notice that the first few turns go by very quickly, but things will soon start hotting up as the Orks gradually receive more and more ships.

A Squadron of Escorts will have D6 Escorts of whatever type the Ork player wishes. A Fighta Bommba or Attack Craft Wing will have four counters.

D6 ROLL + TURN NUMBER	RESULT
2-4	1 Fighta-Bommba/Attack Craft Wing
5-6	1 Escort Squadron
7-9	2 Escort Squadrons
10	3 Escort Squadrons
11	1 Kroozer or Terror Ship
12	2 Kroozers or Terror Ships
13-14	1 Rok
15+	1 Space Hulk

If the Ork player rolls for a unit he cannot field due to a lack of models, use the next lowest item on the table instead. For example, if a Kroozer is rolled for, but the Ork player has already used all of his Kroozer models, then he would receive three Escort Squadrons instead.

GAME LENGTH

The battle lasts until the Imperial fleet is destroyed or has disengaged

VICTORY CONDITIONS

The Imperial player scores Victory points for destroying and crippling Ork ships as normal, but not for 'Holding the Field.' In addition, the Victory Points for any of any Imperial ship that is destroyed or disengages is deducted from his total. The Ork player receives no Victory Points in this battle.

The Imperial player must earn at least 2000 Victory Points at the end of the battle to claim a victory. Anything less is counted as being a victory for the Orks.

Take particular note that the Imperial player will lose Victory Points at the end of the battle because his ships have to disengage, so he must take this into account or be very red faced when he pulls into space dock around Armageddon!