

THE OFFICIAL

BATTLEFLEET

GOTHIC

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MAGAZINE

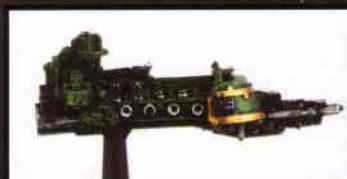
Issue 4



Target Lock On!
New Grand Cruisers
Merchant vessels
Execution Hour Preview
New scenarios



Armed Transport



Defence Monitor



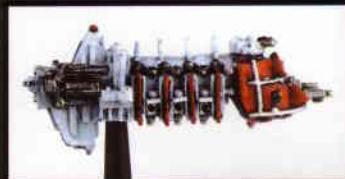
Q-ship



Armed Transport



Defence Monitor



Q-ship



Armed Transport



Defence Monitor



Q-ship

MERCHANT VESSEL COLOUR SCHEMES

Because merchant vessels are not all fleet ships you have a free reign to paint them whatever colour you like. This said, the examples on the top line above have been painted green to match our Imperial fleet, they are support ships directly under fleet control and so have the same colours. This helps give the fleet a cohesive look, and avoids every merchant vessel or planetary defence craft in our force being a different colour. Too many colour schemes and you risk the tabletop starting to look like an explosion in a Smarty factory!

The second line have been painted a light 'Navy Grey' colour. It is common amongst BFG players to differentiate between fleets by the colour of the prow, whilst leaving the main hull of a ship a standard colour throughout.

The bottom line shows independent ships, these are part of a planetary governors forces, or belonging to merchant guilds and their colours vary to show this.

Miniatures painted by Jason Farrow



Convoy escorts move to intercept Chaos Raiders as they close on Imperial Transports

EDITORIAL

Hello all, and welcome to Battlefleet Gothic Magazine number 4. After last time's rip-roaring issue we think we have another for you this time.

Within, you will find two more variations on the Vengeance class hull. Again, one for Chaos players and one for Imperial fleets. These are the last two conversions we intend to do on this hull. I'm sure keen BFG players can create many more, but we think five ship classes out of one model is pretty good going, and it is all down to the designer John Manders, clever thinking to incorporate both sets of weapons sprues.

On a related matter I'd like to clear up some confusion about the Avenger and Retaliator. On these classes we (I), included the Imperial and Chaos bridges, because the model is designed to fit them and it's cool. Unfortunately the Mail Order deal on page 14 of BFG 3 doesn't include the plastic sprues for these parts.

Why this terrible oversight I hear you cry? Well, to get the bridges you would need a complete cruiser hull sprue, something we failed to appreciate at the time, and at £4 each it seems a little too much to ask for just one bridge. So assume the picture is wrong, use the metal bridges supplied with the Vengeance model. If you have spare plastic bridges then you can replace them as in the picture and assume they were constructed in a different shipyard.

In the end which bridge you use on the model isn't really a big deal, it's the weapons fit that your

opponent is going to worry about most. To avoid this problem with the latest two conversions we have just used the original Vengeance bridges.

OK, that little stumbling block cleared, what else is new for BFG?

Well, the guys at Forge World have been busy. Following on from their fantastic Space Marine Escorts they have a new range of resin transport ships, including a Q-ship and a Defence Monitor. Also in the pipeline is a series of orbital defence platforms, as well as some very cute Dreadclaw assault boats, small but perfectly formed! If you are a Gothic player then you should keep an eye on Forge World's new releases, they will be adding resin bits to the BFG range continually.

This month also sees the release of the first Battlefleet Gothic novel. *Execution Hour* by Gordon Rennie is a must read for all BFG players. It pits Captain Semper and his Dictator class cruiser the *Macharius* against Abaddon himself and the *Planet Killer*.

As a final note, word has reached us here of a BFG summer campaign being run over the internet, along the lines of GW's Armageddon campaign. As you read this, the campaign will already be two months old, but check out <http://www.lea2001.com/BFG/> for more information if you are interested in joining in.

Until next time, torpedoes away!

Warwick

HEAD FANATIC

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COVER

An Executor and its
escorts engage a
Retribution class
Battleship

by Warwick Kinrade



CONTENTS

Vengeance Variants

2

Two new conversions using the plastic cruiser weapons sprues with the Vengeance class hull, by Warwick Kinrade.

Treasure Fleet

6

A new scenario utilising Imperial transports, by Pendright Redford.

Evacuation

8

A new scenario in which a ragtag fleet of civilian vessels must escape the imminent invasion of Guidus, by Nate Montes.

Merchant Ships of the Imperium

10

Using some of the old Space Fleet models as merchant ships and in pirate fleets, by Nate Montes.

Brace for Impact

13

Experimental and new rules listed.

Execution Hour

14

Extract from the new Battlefleet Gothic novel by Gordon Rennie.

Mailbag

16

Forthright opinions from Battlefleet Gothic players.

Hellfire

20

Stage by stage advice on converting a Chaos Heavy Cruiser, by Duncan Sargent.

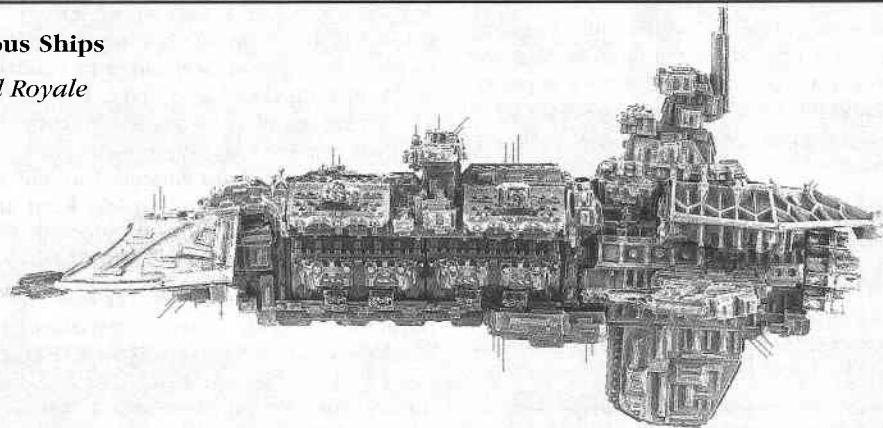
VENGEANCE CLASS VARIANTS

EXPERIMENTAL RULES FOR TWO SHIPS BASED ON THE VENGEANCE CLASS HULL
by Warwick Kinrade

EXECUTOR CLASS GRAND CRUISER.....210 pts

Famous Ships

Blood Royale



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port lance battery		30cm	4		Left
Port lance battery		45cm	2		Left
Starboard lance battery		30cm	4		Right
Starboard lance battery		45cm	2		Right

Today the Executor is no longer in Imperial service. Few were ever constructed, mostly in the ship yards of Hydraphur and its surrounding forgeworlds.

The Executor was a lance boat, and as such was much liked by fleet commanders, as a counter foil for other more heavily gunned cruisers.

Over the years the Executor's numbers dwindled as each was lost in battle. One of the last remaining squadrons, under the command ship *Blood Royale* was stationed as part of the massive fleets defending the Cadian gate. During a fleet action against Chaos vessels raiding from the Eye of Terror, the Executor class *Blood Royale* and her sister ships were part of the pursuit force. Having held the line and forced the raiders to disengage the *Blood Royale* and a dozen other vessels gave chase. None were ever seen again, their fate remained a mystery. Most believed they had been drawn into a trap and destroyed. Five centuries later three of the missing vessels, including the *Blood Royale*, were identified as part of the renegade fleet of Warmaster Arca Vilespawn. They are thought to be the only Executors left.

INCLUDING AN AVENGER CLASS

You may include the Executor in a Chaos fleet. They count as a Grand Cruiser. You may include up to one Grand Cruiser in your fleet for every three cruisers or heavy cruisers.

MAKING AN EXECUTOR CLASS

To make an Executor class Grand Cruiser replace the lance batteries in the top row of weapons points on both sides of the Vengeance with plastic Chaos lance batteries.

Next, replace the Vengeance's metal weapons batteries in the lower weapon positions with two plastic Imperial lance batteries. Again, do this on both sides. We have positioned the batteries upside down.

Now you should have a Grand Cruiser with lance batteries in all of its 'hard points'.

Complete, one Executor class is ready to be sprayed and painted to match the rest of your Chaos fleet.

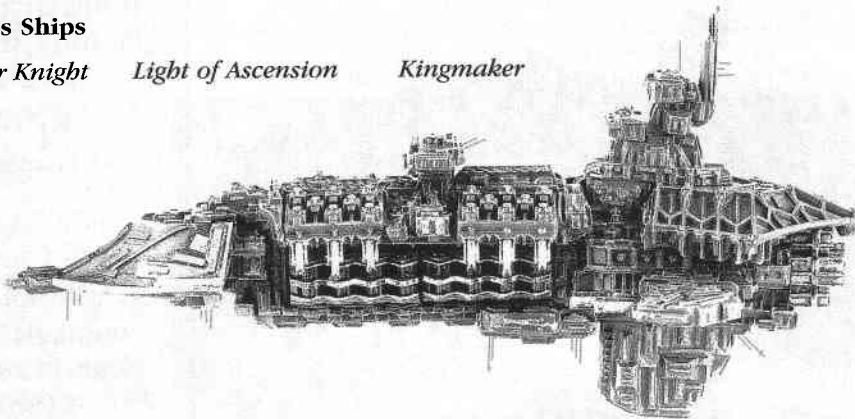
Note: You will need two Chaos cruiser weapon sprues and two Imperial cruiser weapon sprues to make this variant.

EXORCIST CLASS GRAND CRUISER

230 pts

Famous Ships

Warrior Knight *Light of Ascension* *Kingmaker*



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Grand Cruiser/10	20cm	45°	2	5+	3
Armament		Range/Speed		Firepower/Str	
Port weapons battery		45cm	8		Left
Starboard weapons battery		45cm	8		Right
Port launch bays		Furies 30cm Starhawks 20cm	2 squadrons		-
Starboard launch bays		Furies 30cm Starhawks 20cm	2 squadrons		-

Special : The *Light of Ascension* was fitted with shorter range but more powerful weapon batteries. Reduce the range of the weapon batteries to 30cm and increase their firepower to 10. This costs no extra points.

The Exorcist class was originally developed as a long range patrol vessel, capable of self sufficiency for long periods of time away from fleet support. Usually operating with two or three squadrons of escorts, Exorcists where often posted to the far flung corners of the Imperium to patrol the edges of the Eastern Fringe and into the galactic halo.

Down the years the Exorcist has gradually been replaced by later ship designs, especially the Mars class. Some of Exorcists where kept on by fleets on the fringes of the Imperium, to plough the long lonely patrol routes into the halo. Many Exorcists where used as colonial transports. The entire penal colony of Brandt 764 was moved en masse by Exorcist Grand Cruisers to populate and work Tora Alpha, a world beyond the Eastern Fringe, discovered by (and named after) the famous Rogue Trader Foulway Tor. The Exorcist squadron, led by the *Light of Ascension* was then used as convoy escorts for the ore transports returning to the Imperium, and played a major part in the defence of the system when it was attacked and eventually overrun by a Tyranid hive fleet.

INCLUDING AN EXORCIST CLASS

You may include the Exorcist in an Imperial fleet. They count as a Battle Cruiser. You may include up to one Battle Cruiser in your fleet for every three cruisers or heavy cruisers.

MAKING AN EXORCIST CLASS

To make an Exorcist class Grand Cruiser replace the lance batteries in the top row of weapons points on both sides of the Vengeance with plastic Chaos weapon batteries.

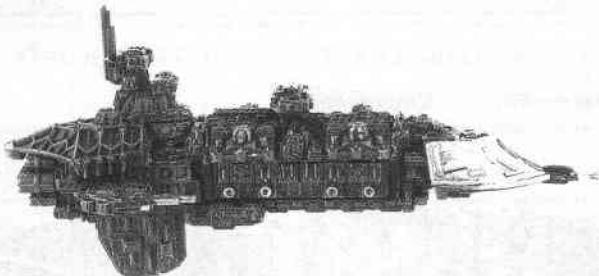
Next, replace the Exorcist's metal weapons batteries in the lower weapon positions with two plastic Imperial launch bays on both sides.

Now you should have a Grand Cruiser with weapons batteries on top, and two launch bays in the lower 'hard points'.

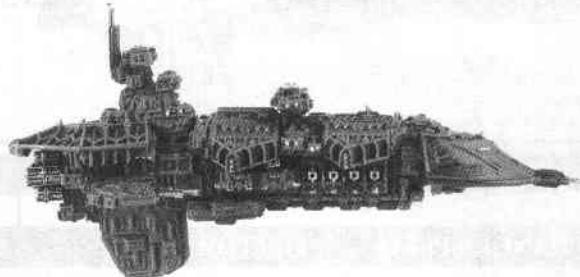
Complete, one Exorcist class is ready to be sprayed and painted to match the rest of your Imperial fleet.

Note: You will need two Chaos cruiser weapon sprues and two Imperial cruiser weapon sprues to make this variant.

GRAND CRUISERS

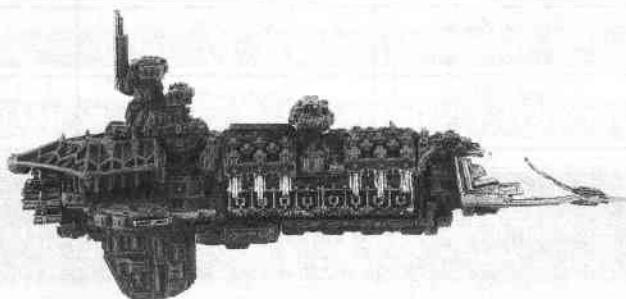


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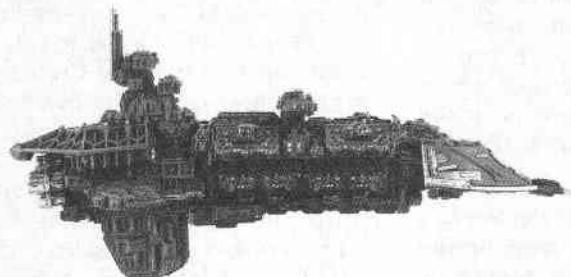
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(Vengeance Model with 2
x Chaos Cruiser Weapon
Sprues and 1 x Imperial
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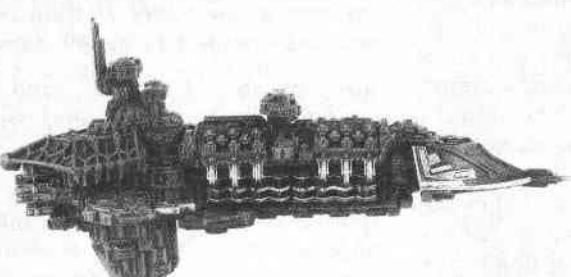
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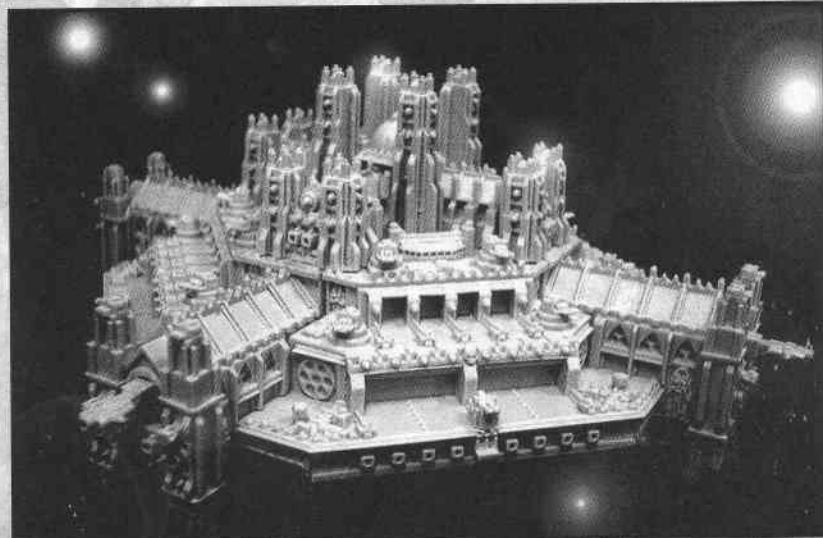
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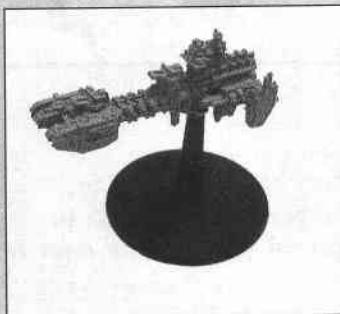
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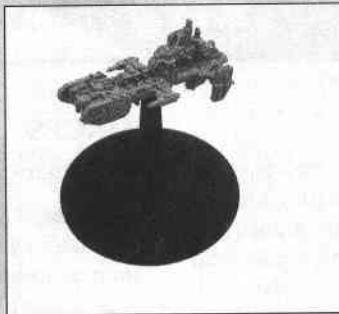
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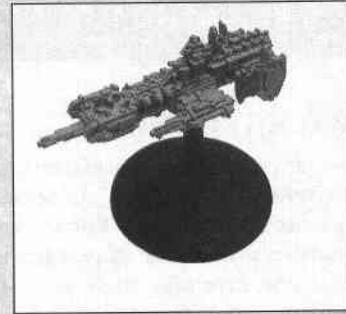
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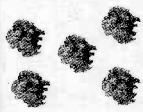
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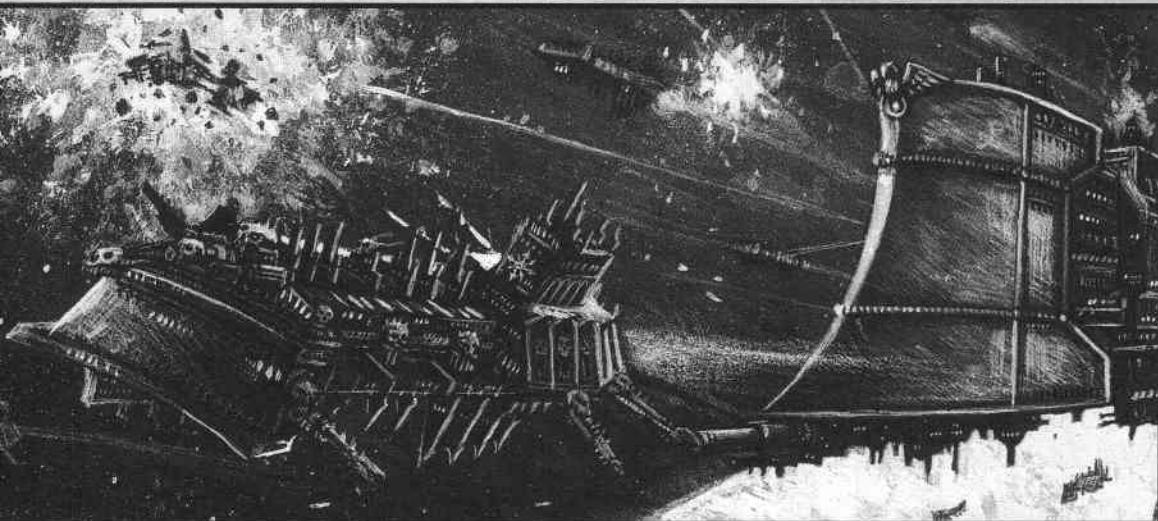
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SCENARIO: TREASURE FLEET

by PENDRIGH REDFORD

The Imperial tithes of Moreno subsector have been collected and loaded aboard a convoy of transports. They are currently in orbit awaiting an escort for the jump to the next subsector. Enough men, materials and wealth to buy a planet make a tempting target for Chaos Raiders.



BACKGROUND

To meet the Administratum's tithes, the Governor of Moreno subsector had gathered his taxes to Moreno Prime. A vast quantity of men (destined for Imperial Guard regiments) and raw materials such as iron ore, coal, fuel, and precious metals had been collected from the surrounding planets over the past year. It took a month simply to load the transport ships as they orbited the planet.

Whilst the precious cargo was shuttled from the planet surface to the great ships above, an Imperial escort fleet was gathered from the surrounding systems. Warships to protect the convoy on its long journey also began to arrive at Moreno.

But news of the rich pickings orbiting Moreno leaked out. A suspected spy within the governor's court, a man of dubious allegiances and weak will (no doubt belonging to some secret heretical cult), got a message to his allies. The convoy made too tempting a target for pirates and raiders; slaves, resources and wealth drew them like moths to a glowbulb. With the treasure fleet still in orbit the raiders struck.

FORCES

This scenario is a raid.

Attacking Chaos Forces. Up to 750 pts. At least half of the total points value must be taken as Escorts.

Defending Imperial Forces. Up to 750 pts of fleet forces and an additional 2D6x10 pts worth of planetary defences. Roll before the battle.

No more than half the defenders allocation for Planetary Defences may be spent on fire ships.

The defending fleet forces must be split into two groups. Roll a D6 for each capital ship and squadron. On a 1-3 they start on the board, on a 4+ they start off the table as a relief force.

BATTLEZONE

The battle takes place in the Primary/Inner biosphere. Place a medium sized planet in the centre of the table. Generate rings, moons etc as normal. Then determine which table edge is sunward and place other celestial phenomena as normal.

SETUP

At the start of the game eight transports are placed in stationary orbit within the planet's

20cm gravity well along with all the defender's Planetary Defences and one group of the defending fleets ships - those not in the relief force.

The attackers move onto the table from any table edge of their choice in the first turn.

FIRST TURN

The attackers have the first turn.

SPECIAL RULES

Relief Force: From the start of the Imperial side's second turn roll a leadership test for the relief force. If they pass they can enter the table from a random table edge. Roll 1D6 and see the map for random table edges.

Transports: Transports are considered inactive until captured. They cannot be moved.

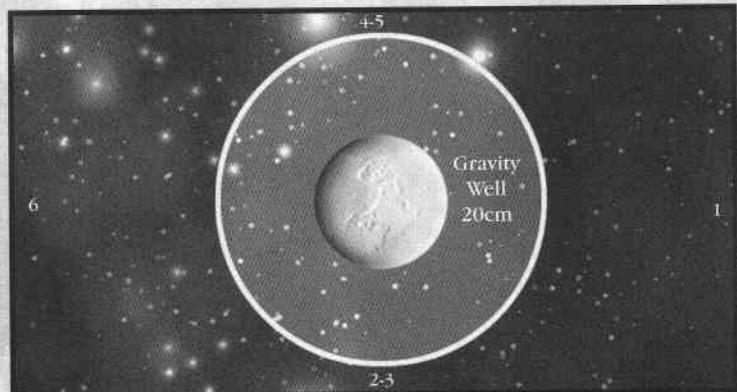
Capturing Transports: A transport is captured by performing a hit and run attack or a boarding action. Only the attacker may activate transports and once activated the attacker may move a transport as normal in his following turn.

An inactive transport cannot move or fire its weapons battery, its shields and turrets are still operational.

The defender can recapture a stolen transport in exactly the same way as the attacker, by a hit and run or boarding attack. Once recaptured the defender can control the transport as normal.

GAME LENGTH

The game continues until one side disengages or is destroyed.



VICTORY CONDITIONS

The attackers score one point for each transport under his control at the end of the game.

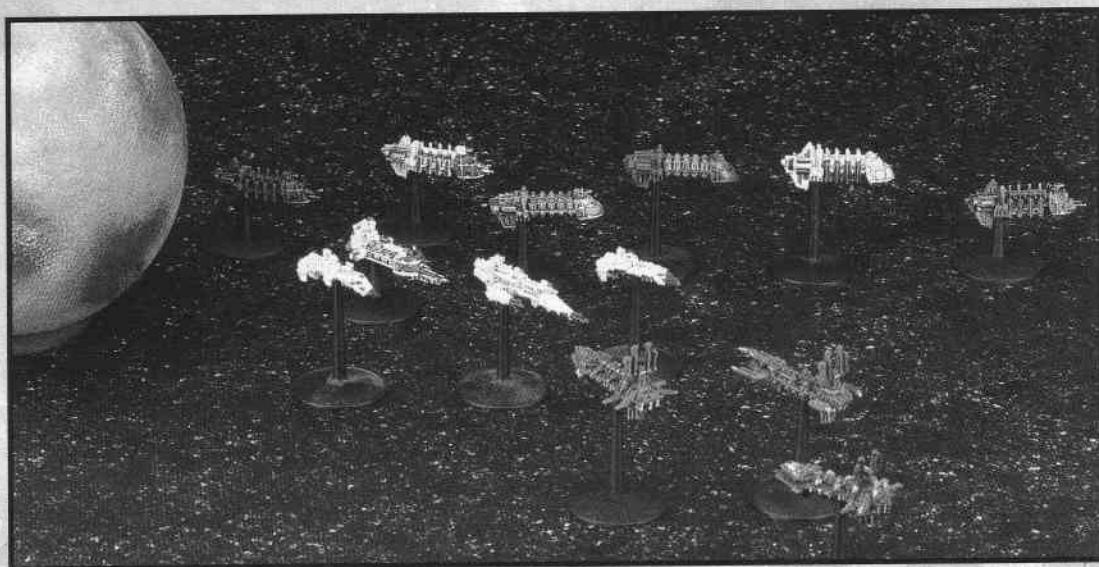
The defenders score one point for each transport under his control at the end of the game.

Any inactive transports are claimed by the player in possession of the table.

Any transports that disengage by Ld test are claimed by the player in possession of the table.

USING OTHER FLEETS

You don't have to play this game as Imperial verses Chaos fleets. The attackers could just as easily be Orks or Eldar pirates with no changes to the scenario. With a little changing of the background the defending fleet could be Chaos, who have just captured the planet and are stripping it of natural resources and slaves. Try reversing the forces with a Imperial fleet trying to recapture the convoy.



SCENARIO: EVACUATION

by NATE MONTES

Another scenario which features merchant ships and transports strongly. This time a threatened planet is evacuated, and the Imperial defenders must try to stave off the attacking fleet to protect a motley collection of vessels. See Nate's following article for details of these merchant ships.



BACKGROUND

As word spread that enemy forces would soon overrun the world of Guidus Prime, ships of all types began a completely disorganised large-scale evacuation of the planet, leaving with whatever provisions they could and usually either virtually empty or badly overloaded with passengers. The meagre fleet contingent under Captain Johannes Victor and the overtaxed orbital defence network did all they could to prevent lone merchantmen from departing the system and dooming themselves to certain capture by pirates, vile Orks or Chaos vessels. As the renegade fleet approached Guidus Prime and knowing that reinforcements would not arrive on time, Captain Victor decided the time had come to evacuate the planetary government, vital planetary assets and as many other ships as possible rather than lose everything in a hopeless battle.

The fleet contingent departed the system with nearly twenty transports, including the vast fleet tanker *St Helena*, the stellar liner *Via Lactis*, various Q-ships, two heavy transports, well-armed Galaxy freighters and swift clippers.

The august captain found his hands full. Some of the ship masters were old and retired Imperial officers itching for one last glorious

fight, and others were cowardly and already panicking. Keeping the evacuation fleet together would be difficult.

FORCES

Attacking Forces. Attacking forces are randomly generated. To determine the total strength of the attacking forces, make D3+3 rolls against the table below.

D6 Roll Result

- | | |
|---|---------------------------------------------------------------------|
| 1 | One attack craft counter. |
| 2 | Two attack craft counters. |
| 3 | A squadron of escort ships worth up to 100 points. |
| 4 | A squadron of escort ships worth up to 150 points. |
| 5 | A squadron of escort ships worth up to 200 points. |
| 6 | One cruiser, heavy cruiser or battlecruiser worth up to 210 points. |

Defending Forces. The defending force gets up to 200 points worth of transports. The defending convoy must include at least 10 transport ships, but can include more. It cannot include more than three ships of the same type, except for normal transports.

The transports can be either normal transports (worth 10pts each for this scenario), as listed on page 114 of the BFG rulebook. Any of the ships listed on page 19 of Warp Storm can be used for the points cost given, or any of those listed in the Merchants ships of the Imperium after this scenario can be included.

The defender may also choose up to 300 points of fleet ships to protect the convoy.

Even if assembled in squadrons, all transports and civilian vessels must individually roll for leadership, they suffer -1 leadership, and they must roll for special orders and against leadership separately.

BATTLEZONE

This scenario is set in the inner biosphere region as the convoy is leaving the system, with celestial phenomena placed normally. Because they have already left the vicinity of Guidus any roll that produces a planet should be treated as nothing.

SETUP

The convoy is already assembled in formation as it leaves the system, but because it is so large, it takes up a lot of area. Because the attacking player is still approaching in-system as the convoy tries to escape, it sets up on either side of the long edges of the table within 45cm of the table edge and no farther than 60cm from the short table edge opposite the convoy's entry point. Both sides are aware of each other as they come into sensor range.

FIRST TURN

The defenders have the first turn.

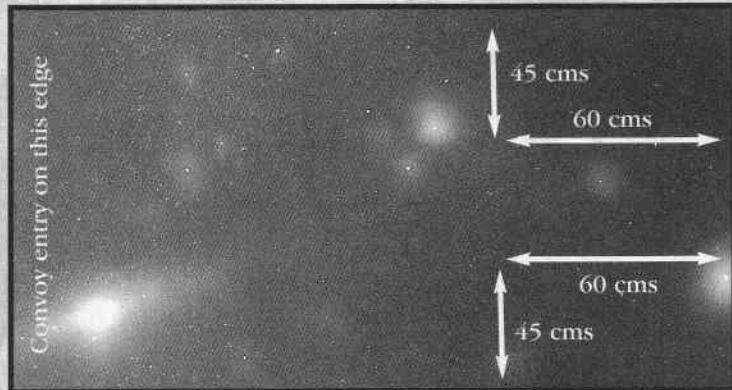
SPECIAL RULES

All the special rules described for the Convoy scenario on page 74 of the BFG rulebook apply, with the following modifications.

Transports cannot successfully disengage unless they travel off the opposite table edge because enemy ships will have sensors closely tracking them.

Q-ships do not have to be identified as such, and they do not have to be revealed until they are fired upon. Q-ships have no transport value.

At the beginning of each defending players turn after the second turn, the defending player rolls a D10, with the results as listed on the following table. Except where noted, transports affected by table rolls automatically



pass leadership. The defender may select the ship or ships that are affected by the results table each turn. However, the ship influenced by the table is affected for that turn only. Which ship is effected is the defending player's choice.

D10 Roll Result Table

1	PANIC! All transport ships go All Ahead Full. Roll for leadership for each ship separately with no re-rolls.
2	A fast clipper panics and goes All Ahead Full.
3	A fast clipper panics, comes to new heading away from the closest enemy formation and travels full distance.
4	An armed freighter turns towards the nearest enemy formation and travels full distance to engage.
5	The transport convoy maintains formation discipline and follows your commands.
6	A transport and a Q-ship turn toward friendly escorts and move full distance to help engage the enemy.
7	Two transports and a Q-ship turn toward friendly escorts and move full distance to help engage the enemy.
8	A transport has engine trouble and can only move half distance for one turn.
9	Two transports have engine trouble and can only move half distance for this turn.
10	The transport convoy maintains formation discipline and follows your commands.

GAME LENGTH

The game ends when the last transport leaves the table or is destroyed.

VICTORY CONDITIONS

Victory Points can be tallied normally for crippled or destroyed ships. In addition, the points value of each transport that leaves the opposite table edge can be added to the defender's tally.

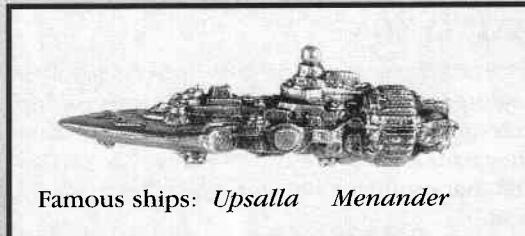
MERCHANT SHIPS OF THE IMPERIUM

EXPERIMENTAL RULES by NATE MONTES

Nate originally wrote these rules to add character to his Evacuation scenario, so his evacuating fleet could be a ragtag bunch of different ship types, but the rules will be just as useful in any game of BFG involving convoys. What we liked about them was that they cheerfully allow BFG players to utilise some of the old Space Fleet miniatures as alternative merchant vessels and to equip pirate fleets.

FAST CLIPPER 30 pts

Extremely fast vessels for their size, fast clippers utilize improved main drive engines that take up more than half of the vessel's total mass. Most of the power from these engineering plants is directed to propulsion, these ships are virtually unarmed and rely solely on their great speed to keep them out of trouble.



Famous ships: *Upsalla* *Menander*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Fast Clipper/1	30cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
None					

Notes: Fast clippers are very lightly armed and cannot be used as Q-ships. High-performance main engines allow them to move +5D6cm on All Ahead Full special orders. They have half the capacity of a standard transport and suffer -1 leadership. Its planetary assault transport point value is 1. These ships can substitute strength 2, range 15cm left/front/right dorsal weapons batteries for a -5cm speed reduction at no additional cost.

The *Upsalla* and the *Menander* are two of the most famous vessels of this class and though they lack the transport capacity of standard Imperial transports, on five separate occasions have been cited for bravery in successfully running the blockade of St Jowen's Dock by Orks during the Armageddon War, bringing some desperately needed provisions and a ray of hope during dark and foreboding times.

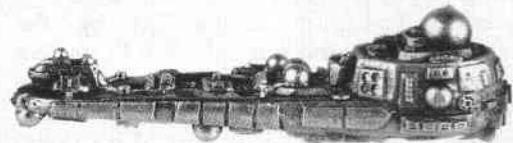
Imperial Fleetlords have commissioned their shipwrights to build some of these vessels for Navy purposes, with minor modifications to make them more suitable for military use.

Note: For fast clippers I use unmodified old Games Workshop Spacefleet Thunderbolt cruisers.



GALAXY CLASS ARMED FREIGHTER 20 pts

Galaxy class armed freighters are an ancient transport design dating from the very founding of the Imperium. Radically different from and for the most part replaced by the much higher-capacity Imperial transports, these vessels retain a much more substantial weapons fit than the ships that replaced them, since they were originally designed for a time when interstellar space was much more hostile before the great crusades.



Famous ships: *Dyenna's Pass*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Dorsal Weapons Battery		30cm	3		Front/Left/Right

Notes: Galaxy class ships are a design radically different from current Imperial class transports and are considerably better armed, but they can only transport half the capacity. They are restricted to +3D6cm when under All Ahead Full special orders and suffer -1 leadership. Its planetary assault transport point value is 1. (+40 points): One or more can be modified as Q-ships when operating in large groups.

With the Imperium besieged on all sides by the enemies of mankind and the Imperial Navy's fleets thinly stretched, there has been a resurgence in the use of these vessels, as merchant guilds seek to protect their cargos.

The strength of the Galaxy class was aptly demonstrated when an unescorted convoy of these vessels was intercepted by a six-escort strong pirate band in the Adventium sub-sector. Retired Imperial Navy officer and Ship's Master Horatio Braun of the *Dyenna's Pass* skillfully directed the lumbering transports to fight off the rogues for nearly a week for the

loss of only two Galaxy transports. The convoy was eventually rescued by a Space Marine escort squadron responding to distress signals.

Galaxy classes are a favorite of various pirate bands throughout the galaxy, because they combine a sizable cargo hold with a strong weapons fit.

Note: For Galaxy freighters I simply use old Games Workshop Spacefleet Castellan Shield ships. The statistics shown above are those listed for Armed Freighters in Warp Storm p.19.

TARASK CLASS MERCHANTMAN 20 pts

Used by the Imperial Navy, the Adeptus Mechanicus and countless trading guilds, planetary defence forces and pirate fleets for millennia, the Tarask class merchantman is a stout, versatile and dependable little vessel with a spacious cargo hold (for its size) and an innate simplicity of design and maintenance. Easy prey for Ork pirates and renegades throughout the galaxy, they have sprouted numerous variants and been subject to endless modification in the ongoing battle to stay one step ahead of the pirates and deliver their cargos to their destinations.



Famous ships: *Priano*

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	20cm	45°	1	5+	1
Armament		Range/Speed		Firepower/Str	
Dorsal Weapons Battery		30cm		1	Front/Left/Right

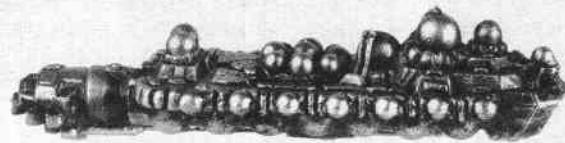
During the interdiction of the Ruis system, a merchant transport flotilla led by the merchantman *Praino* was set upon by an Ork Kill Kroozer attempting to pick them off one by one. Undaunted, and in an amazing show of courage, Ship's Master Paris turned his vessel to and sped off at full speed to ram the massive Kroozer amidships. Though her ship was destroyed in the process, the Kroozer was

badly damaged and was unable to come to bear upon the remaining transports before the escort squadron arrived to drive the crippled vessel off. The suicidal act earned Paris a place in the vast Chamber of Heroes in the Imperial Palace on Terra.

Note: For Tarask Merchantmen simply use old Games Workshop Spacefleet Stalwart Escort ships.

GOLIATH CLASS FORGE TENDER 30 pts

Goliath class forge tenders are light cruisers typically operated by the Adeptus Mechanicus and have been contracted by guilds, military units and planetary forces to perform maintenance repairs on remote outposts and merchant vessels throughout the Imperium for endless centuries. Despite their size they only have the capacity of a standard transport.



Famous ships: *Pontifex Ironika*

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	15cm	45°	2	5+	2
Armament		Range/Speed		Firepower/Str	
Port Weapons Battery		15cm		3	Left
Starboard Weapons Battery		15cm		3	Right
Dorsal Weapons Battery		15cm		3	Front/Left/Right

Notes: Goliath class ships repair 1 damage point after being in base contact with another ship for one full turn (including itself) if not crippled. It has the capacity of a standard transport. It suffers -1 leadership and is restricted to +3D6cm when under All Ahead Full special orders. This ship has no planetary assault transport point value.



Their large crew of servitors, extensive machine shops and maintenance facilities enable these ships to quickly repair damaged ships.

Today Goliaths are relatively rare, but their

services are always in great demand, and occasionally one will be seen in the company of a large Imperial armada or Space Marine force.

Intelligence reports indicate that some of these vessels, crewed by heretic tech priests survive to this day within the Eye of Terror, but the existence of these vessels bearing the foul taint of Chaos has not been confirmed.

Note: For Goliath class forge tenders I simply use old Games Workshop Space Fleet Goliath repair ships.

BRACE FOR IMPACT

KEEPING TRACK OF BFG DEVELOPMENTS

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

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

WARP STORM

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

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

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

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

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

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

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

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

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

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

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

PLANET KILLER

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

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

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

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

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

BFG MAGAZINE 1

The Great Devourer: Tyranid Fleet lists by Andy Chambers. ER

Da Ammer: New Ork Battle Kroozer by Andy Chambers. NR

Ork Skills and Refits: Everything an Orky Kaptain may need by Mark Humphries. ER

Corribra Sector: New Ship types from the Corribra Sector by Matt Sprange. ER

Experimental Rules: Possible new rules for Solar Flares and Mines. ER

BFG MAGAZINE 2

Necron Raiders: Necron Fleet lists by Pete Haines. ER

Battlefleet Bakka: New ship classes by John Lambshead. ER

Competition Winners: Brand new ships from our lucky competition winner, Bob Henderson. ER

Hivefleet Kraken: Follow up article to last issues Tyranid Fleet. NR

Experimental Rules: A ship points generator by Ned Smotherman. ER

BFG MAGAZINE 3

Necron Update: Changes to the Necron rules by Pete Haines. ER

Vengeance class Grand Cruiser: New ship class by Warwick Kinrade. ER

Space Marine Escorts: Forge World's new ships by Andy Hall. ER

BFG MAGAZINE 4

Vengeance class Variants: New ship class by Warwick Kinrade. ER

Merchant Ships of the Imperium: by Nate Montes. ER

Hellfire: Building a new Chaos Heavy Cruiser by Duncan Sargent. ER



EXECUTION HOUR

BY GORDON RENNIE

'OPEN MISSILE TUBES.'

The five Imperial warships cruised through the void in a wide spearhead formation, aimed dead centre at the heart of the enemy fleet. On cue, metres-thick blast hatches ground open along the beaks of their heavily-armoured prows, revealing the mouths of a series of ominous silo openings, burning gases flaring from each one as the missiles within powered up their launch thrusters.

'Launch torpedoes!'

Simultaneous flame bursts erupted from each opening as powerful engines, assisted by the launch tubes' own gravitic motors, roared into life, firing the hundred metre-long missiles out of their silo tubes and into the vacuum of space. The torpedo missiles sped away at incredible velocity, their fast-burn plasma engines leaving a trail of burning, blinding-white plasma energy in their wake.

The aftershock of the torpedo launch rang through the hulls of the Imperial ships: a deep, rumbling shudder that ran through the length of the massive vessels, causing the sweating work crews of ratings to pause for a second in their tasks, many of them whispering oaths in both praise and fear to the awesome destructive power of the ship's machine-spirit.

'Torpedoes launched and running,' confirmed the calm, authoritative voice of Master of Ordnance Remus Nyder as the same rumbling tremor ran through the command deck of His Divine Majesty's Ship the Lord Solar Macharius.

Leoten Semper stood in his captain's pulpit, watching the torpedoes' progress on the data-slate screen of his command lectern, imagining the missiles roaring through space towards their targets. On the other four capital ships within the formation – Drachenfels, Tonnen, Scipion and Graf Orlok – he knew that his fellow captains would all be doing the same, watching as their vessels' deadly payload sped towards the enemy. Five ships, launching six missiles apiece. Thirty torpedoes, closing on the enemy pack at a speed of tens of kilometres a second. Semper smiled, imagining the panic amongst his counterparts aboard the enemy ships as they watched the wave of torpedo icons sweep across their surveyor screens towards them. Glancing at his command deck's own surveyor screens, he could already see the tell-tale energy spike readings that signified vessels powering up their main drives and engaging emergency manoeuvring thrusters as they attempted to get out of the path of the torpedo wave. So far the Imperial fleet's battle plan had gone as hoped, but now its ultimate success or failure depended on the next few moments.

'Missiles running true,' spoke an ordnance servitor, communing with the simple machine-minds of the torpedoes' logic engines and reading and interpreting the data relayed back from the missiles' guidance and surveyor systems. 'Enemy vessels are commencing evasive manœuvres. Enemy

carrier vessel Lord Seth launching attack craft.'

'A defence screen of fighters to intercept the torpedo wave,' commented Semper's second-in-command, Flag-lieutenant Hito Ulanti.

'Standard anti-ordnance tactics, Mister Ulanti,' Semper agreed. 'Nothing out of the ordinary. But let us see if they're expecting our next move also.' He nodded to Nyder, who stood expectantly waiting on his captain's next orders.

'Mister Nyder, what is our launch status?'

'Reloading torpedoes now,' answered Nyder, with typical dry efficiency.

'Our attack craft squadrons?'

'Nemesis, Firedrake, Harbinger and Mantis are at full launch readiness,' replied the craggy-faced Nyder, not needing to consult the data-slate presented to him by one of his junior ordnance officers. 'Storm and Hornet are in standby positions awaiting orders, and the remainder of our bomber and fighter squadrons are being prepped for second wave launch as we

speak. I can give you forty Starhawks with fighter escort launched and burning hard vacuum within thirty seconds, and another three patchwork squadrons ready to go twenty minutes after that.'

Semper nodded in approval, unsurprised by his ordnance commander's efficiency. In the long and hard-fought months since the start of the Gothic War, the crew of the Macharius had undergone their bloody baptism of fire and were, their captain truly believed, a match for any other Imperial Navy crew throughout the whole of Battlefleet Gothic. Still, he thought, up until now their experience with the enemy had come as convoy escort battles against the so-called 'wolf pack' pirate marauders or long-range patrol encounters with single vessels or small squadron groups. This was the first time the Macharius had taken part in a fleet-sized action of this magnitude.

Semper looked at his lectern, watching in fascination as the ship recognition codex symbols of the

approaching enemy fleet crowded across the screen there. Thirty-four enemy vessels, the surveyor scanners confirmed. Sixteen Capital class vessels and escorts protecting an invasion armada of eighteen troop carrier transports. A formidable force, and one that even the most experienced warship commander might hesitate to engage head on.

'Helm – continue on course,' he ordered. 'Mister Nyder, launch bomber squadrons and signal Storm and Hornet to stand by to engage the enemy's fighter strength. They must ensure that the torpedo wave reaches the enemy fleet.' He paused, looking at the expectant faces of his assembled command deck officers, seeing in them the same keen intensity and rising sense of excitement that he himself felt.

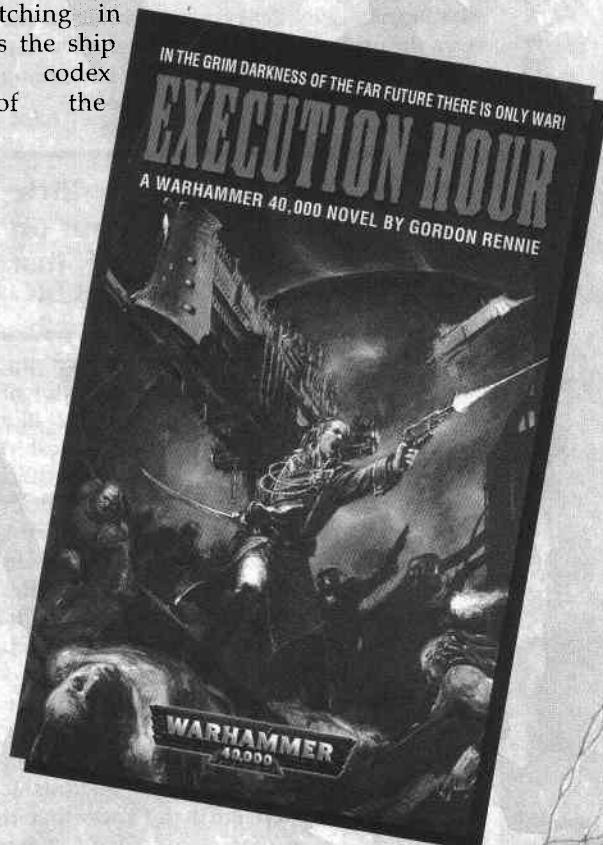
'Make ready, gentlemen. Now we go to war.'

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Mailbag

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Andy Hall delves into our Mail Bag...

It's been "Bug" ing me...

Dear Fanatic Crew,

I guess it's time for my two cents worth. I would like to talk about the Tyranids. I've looked at them for some time now in Gothic and read and re-read their rules, trying to figure out why things are the way they are. One particular statement irks me, Under 'Phase V: Consumption: ...through synaptic links makes Tyranids Fleets more ponderous but well co-ordinated, a factor which is more than compensated by their overwhelming numbers.'

How? Admittedly, there are no cruiser or escort models out just yet, the hiveships are going to run 350-400 pts at full capacity, and they do have a lot of potential to be very nasty. But what about the droneships? They move 25cm, enough to move faster than the hiveships, only to take them out of the 45cm leadership radius of the hiveships. You could load them up with pyro-acid, but they make expensive 2 turret escorts IMHO. With 1 shield possibly per round on a 4+ and a reload per turn, which can be lured away from them, by other escorts, they seem weak.

Numbers. The 'Nids are all about numbers. I can only look at the medium escorts and think that's what was in mind. 20 points for a feeder medium escort or two turret ship, that's nice. But where are the models? Are we supposed to mutate our droneships? (No sarcasm, just wondering). I want a swarm of the little beggars, half get wiped out on the way, the other half just blanketing the enemy. I see visions of multiple feeders boarding and sucking the life out of the enemy.

I want a swarm of the little beggars, half get wiped out on the way, the other half just blanketing the enemy.

Now for ideas. Seeing as most everything important only moves 15cm, that's a lot of time for your stuff to be obliterated. I'd like to see a 'cloud ship'. A cruiser or Battleship class 'Nid vessel with 8-10 spore cysts, and little to no weaponry. Have them shoot out the spores to any ship within 15cms, max 1 or two per ship. Kind of like a flying shield generator, or aircraft carrier. Wipe out the generator, and the 'Nids are on their own. Maybe 8-10 is too much, I don't know yet. Just in all the background, there is always talk about clouds of Nids. I read the battle report and the first thing that I saw and was upset by was the fact that the Chaos captain had more ships than the Nids. Ludicrous. It would never happen like that. I know that in

the end, its gonna cost me more money to buy more ships, but if you're not going to give us less expensive ships to make a 'swarm' out of, why not give us spore ships and let us make our own swarm? (Couple bags of crunch and munch will do nicely.)

Thanks for your time.

- Dan Justason

More Tyranid ships are being planned at the moment so your dreams of swarming your opponent maybe on their way. Dan also bought up a good point about using food as Spore and cloud ship stand in's. This is a really good idea - I used popcorn (toffee flavoured) for my spores and this works really well. It also has the added bonus of being able to eat the spores when they are destroyed!

My Poor Eldar

This fleet is a complete p***take. Necrons are far too powerful, and I can almost guarantee that they will never lose a game.

**This Fleet is a complete
p***take.**

You seem to have given them all the special rules of the Eldar, and the escorts have more speed as well, with vastly more firepower, they have a comparable points cost, but they have none of the weaknesses.

Add to that the fact that all of their weapons seem designed to kill Eldar, how can this be construed as even slightly fair? I admit that I am slightly biased as an Eldar player, but you have to be able to see that it will not be physically possible for the Eldar to beat them, and almost totally impossible for everyone else. All of the other fleets have a weakness. Eldar are very fragile, Imperial's are slow, Chaos lack decent numbers of lances and torpedoes, and Orks have no range, but there is no weakness for the Necrons. If they were to stay as they are, I would say that all of the ships are worth between double and triple the number of points currently being charged.

John Hart

How are Eldar players getting on against the Necrons? As always feedback is welcome. I think John is suffering from what we call "New Army Syndrome" in which all you see are the devastating new weapons but oversee the innate weaknesses. As time goes on tactics develop as people learn from their games and the new fleet/race starts to balance out. So far the feedback from the Necron patch in BFGMag 3 has been good. Do you disagree? If so let us know.

You Wanted Feedback...

Dear BFG Magazine,

My name is Mark, I am 18 years old and I have been playing Battlefleet Gothic since it came out, the Imperial navy being my favourite from the start. Anyway, enough banter you wanted feedback about the experimental rules. So here's what I think.

Minefields: Minefields are supposed to be a major threat to an attacking force and the current rules reflect this. Mines that have been in the games I have played in have been bombarded with weapons fire to such an extent they have been all useless anyway.

Celestial Phenomena: Regarding Eldar, I think the leadership test to avoid their effects is a good idea, as before the scenery was usually more dangerous than the enemy! On the solar flare activity dying down after a flare has been 'triggered', this seems too unrealistic (*we're playing a game about space battles in the 41st millenium and your commenting on stuff being unrealistic! – Andy*), as stars are in a constant state of activity and unpredictable in their 'behaviour'. If you don't want to be affected by a star's flares, don't fight so close to one!

Tyranids: Another piece of genius from Andy Chambers! The way the Tyranid fleet works is great as it emphasises their strengths and weaknesses in true 'Nid fashion (get close and eat it!). The ability to customise your own fleet is brilliant. The only thing I can suggest to the rules is to make spores cancel out the excellent pilots skill (or innate ability, such as Eldar/Thunderhawks) as a few fighters holding back thousands of spores just doesn't seem right.

Necrons: Pete Haines is a sadist. Although I realise that Necrons are supposed to be the ultimate threat, they have been made a little too powerful. For instance, the 2+ save on 'brace for impact', a harvest ship took a full broadside from a locked on Battle barge, bombardment cannons from 2 Strike Cruisers and a group of 3 Swords came out untouched. When this happens, you know something is wrong. I'll not comment on the inertialess drive except that it scares the hell out of the Eldar (but to be honest, it's about time something did). Also, for their capabilities, Jackals and Dirges are under priced. The following are suggestions on how to tone down the Necrons and make them, with great difficulty, beatable.

- On 'Brace for Impact', a 4+ save for escorts, 3+ for harvest ships and tombships.
- Increase the points cost for dirges to 50 points and jackals to 60 points.

- Crippled ships cannot use star pulse generators.

- Repair critical damage on a 5+

Other than these, the list works and should remain as it is. But first, a little Q&A:

Q. As Necrons are immune to the effects of celestial phenomena, do lightning arcs suffer right column shifts for blast markers and gas clouds? Also, are Necrons affected by asteroid fields as normal?

Necrons suffer from column shifts and asteroid fields as normal.

Q. The rules say that all criticals can be repaired, does this mean that you can restore lost damage points from results 11 (power surge) or 12 (ruptured power core) on the critical damage table?

No.

The Smotherman formula: I have worked out the stats of several new classes of battleships and cruisers, and the points costs seem reasonably good to me. The only thing I think it could include is an option to get +1 leadership, like the Emperor has. It also doesn't include the +5 points for assault boats, but this is probably self-explanatory.

Mark Knight, Sheffield

Killer-Hurty-Death-Ray...

Dear Crew,

I would like to know if you are going to bring out the rules for the Super-Mega-Death weapon as I have three Black Stone fortress and I would like to use the weapon.

John Tincker, AOL

No plans as yet. Why not make some and send them in? Alternatively you can use the Planet Killer Armageddon Gun rules in Warpstorm.

Old Stuff

Hello there,

There are some models and bits which are very useful for BFG and should be included in the BFG mail order list.

Imperator titan (loose the body, legs and weapons) use the castle section for a space station. Titan fire controls, put them on a base and you have a weapons station, Banner two (the one with the small ball beneath, because of the pole and a smaller station).

Old models for the Goliath Factory Ship, the Castellan Shield Ship as freight carriers. The old Cobra ships as system ships (too small for an escort but large enough for system ships). The Annihilator Ship, cut off the large barrels

Mailbag

Write in with your opinions to:

The Journal Bunker, Games Workshop,
Willow Rd, Lenton, Nottingham, NG7 2WS.

and possibly add some more for a nice defence monitor or use the hull for a transport ship.

My current convoy has the new transports, a scratch built super heavy, some Galaxy troopships, Goliaths and a Castellan shield ship and it looks good. If you bring back ships, do the Gothic and Ironclad, they could be made bigger 1.7 times and be used as very old style cruisers.

I'm talking pre 1st edition Warhammer here.

Way, way, back GW had space dreadnoughts (I'm talking pre first edition Warhammer here) you might consider bringing those back also since a couple of them are great as system ships or for other useful things.

Ruud van der Graaff

Hmm...yes, I think Ruud is pointing out that you can use the old Space Fleet range as a resource for non-fleet ships such as system ships, convoy vessels and planetary defence platforms. See page 10 for more on this.

Necrons are too cheap...

Dear all,

First of all, I have to say this: great effort guys, but the Necron fleet list is whacked. The ships you have are perfect for the Deadheads - insanely durable and powerful (not to mention REALLY cool looking) but the list has one problem with it: the ships are way too powerful for what they can do! The Cairn is a perfect example. Let me see, it can in one turn, use super weapon batteries, cripple or hulk a vessel temporarily (recovering a damage point in the process), lower ship Ld, do extra hit and run attacks, launch 4 assault boat attacks on ships within 20cm, and get one hit on any ship within 20cm. Then they have those inertialess drives, and the reactive hulls.

Here's how I suggest fixing the ships: increase the prices of the escorts by 10 points, the Harvest Ships by 25 pts, and the Cairn by 50. That should about do it.

Also, is it me or are the stats for the Jackal and Dirge raiders switched?

On the plus side, the background was wonderfully creepy. What's this that beat the snot out of the Orks, I wonder?...

Andrew Dice, Cyberspace

Necrons are too expensive...

Hello,

I've played a couple of games with the Necrons now and it is my opinion that the

Necrons are too expensive in comparison with other fleets. They haven't got any shields and seem to spend most of their time on *Brace for Impact* orders.

They haven't got any shields and seem to spend most of their time on *Brace for Impact* orders.

They maybe fast but this leads to the ships being all over the place they then get picked off. My mate always seems to take Gothic ships against them as well.

David Winton, Washington D.C.

I would say David needs to keep his fleet together else they will get picked off. On the plus side it looks like Dave's opponent has been reading up his anti-Necron tactics from last issue.

Thumbs up for the formula

This is a GREAT idea. My gaming group is particularly interested in using ships designed with these rules in our next games. There are, however, a couple of questions.

1. As this formula produces points values for the BFG basic ships which are up to +/- 10% from the rule book would you suggest we use the book prices or recalculate with the formula. For example, the Emperor class lists at 345pts but with the formula is calculated at 373pts(+8.11%), the Retribution class lists at 365pts but calculates to 345pts(-5.79%), and the Apocalypse class from the Armageddon 3 website lists for 375pts and calculates to 338pts(-10.95%).

2. Have you put any thought to the values of Space Marine specific items such as 6+ Armour, Bombardment Cannons, or Space Marine boarding parties(as mentioned in Warp Storm)?

Thanks for your time on this, and again, great idea here.

David Swanick, The Net

This was one of the few letters in support of the points formula printed in issue 2. In answer to your questions always use the points given in the rules book. The points calculator is not an official rule. No values for the Space Marine ships are about as yet, although you may want to check the BFG Yahoo groups list.

Well that's all for now send in your opinions via email or in letter form to me or Warwick at the usual address.

Andy



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HELLFIRE

*Converting a new Chaos Heavy Cruiser
by Duncan Sargent*

To make a Hellfire you will need:

Two Chaos Cruiser plastic hull sprues.

Two Chaos Cruiser plastic weapon sprues.

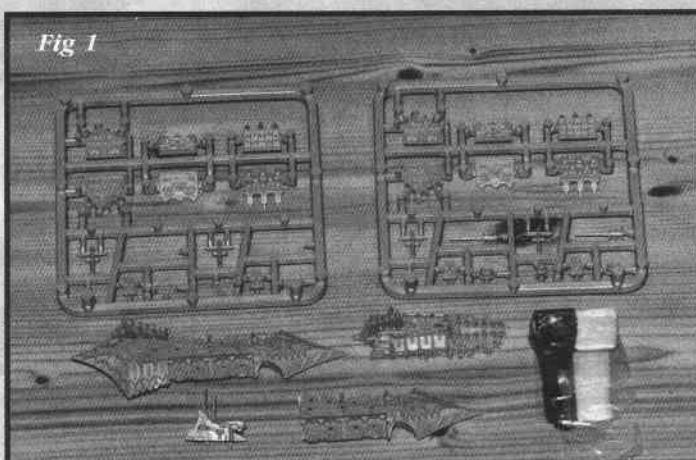
From these sprues you will need two upper hull pieces and one lower hull piece, as well as a bridge section and some green stuff. I have used green stuff to fill in some gaps, but they are not that noticeable once the model is assembled so green stuff is just optional.

You'll also need the usual modelling knife and glue.

See fig 1.

Duncan's Hellfire was originally an entry into the 'design a ship' competition and came close to winning it. Being a keen BFG player, once he had converted his model he couldn't resist creating some background and stats for it. So we've included these stats as experimental rules. Duncan even included his own technical drawing.

Fig 1



MODELLING A HELLFIRE CLASS

Stage One. Take one of the upper hull pieces and cut off the rear section, at the point where the hull fans out to the stern. Discard the rear and keep the front (*see fig 1*).

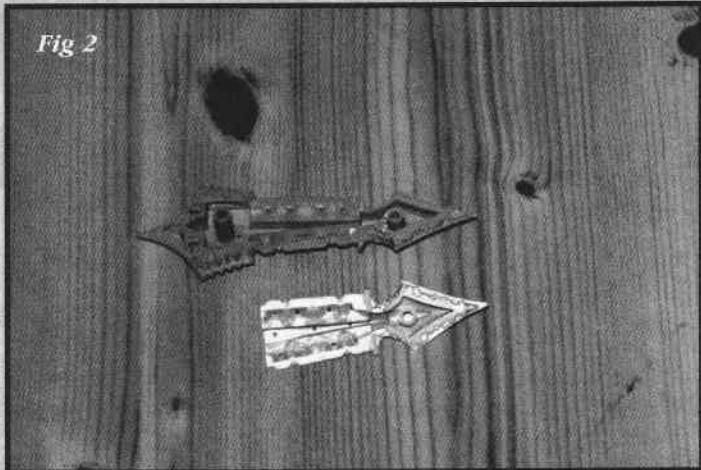
Note on fig 1. In fig 1 you can see the lower hull piece has had its prow cut off. This is because I was using a spare from a previous conversion. If you are working from scratch you'll have a complete lower hull and cutting off the prow isn't necessary.

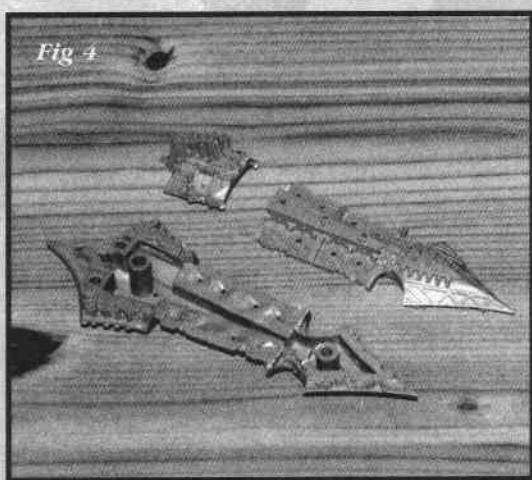
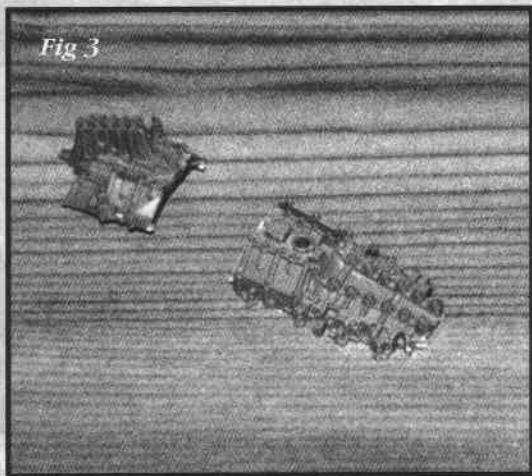
Stage Two. You will need to cut off the two retaining cylinders from the inside of the upper hull and second upper hull that now has the rear cut off (*see the fig 2*). The cylinders need to be trimmed so that they are flush with one another enabling a neat and tight fit. If you just hold the two hull tops together you will see that between the two hulls at the neck and also along the battery mounts there is a small gap; the only place where they actually fit neatly is at the front of the vessel. When the halves are

glued together you can fill this gap with green stuff.

Stage Three. The next stage is to remove the rear section that you require from the lower hull with the front already cut off. If you look at the bottom section of the hull you will see that it has two rows of triangular spikes that run from where the pointed head comes into a neck, back to where the hull steps up to the rear. You need to go two spikes back from the front; this should be the correct place to cut. You can double check it before you cut by

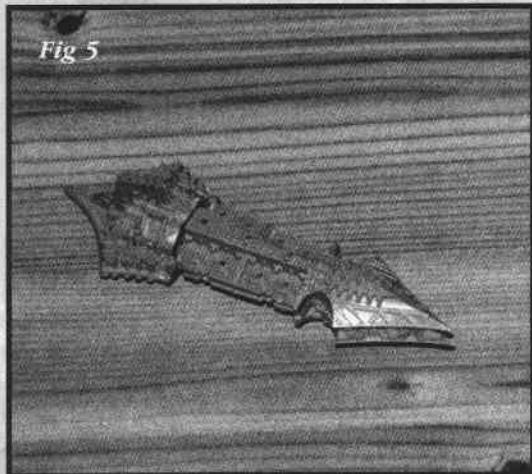
Fig 2





lining up the top front with the rear you have already removed (see fig 3). Keep the rear part and discard the front section.

If you look at the bottom hull section towards the rear, you will see various raised bits, you will need to cut where the third one of these from the rear sits. You should end up with three hull sections looking like those shown in fig 4 above.



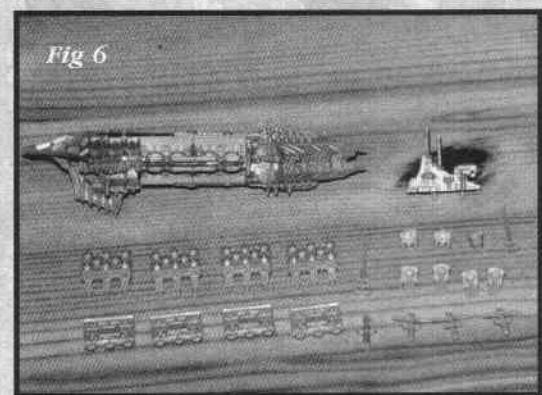
Stage Four. The three hull parts can then be glued together to make the basic cruiser shape. Remembering that if you wish you can fill the gaps with green stuff. I just rolled out two sausages of it and laid them along the length of the battery mounts, then made two small balls and placed them near the neck.

Once the two (top) hull sections were pressed together and glued, I simply trimmed off any excess greenstuff with a modelling knife.

Do not worry that there appears to be a gap around the engine or rear bottom hull section as this will be covered once the lance batteries are in place. See fig 5 for how the ship should now look. Note that the ship is 'belly up' in this photo.

You can now see the main difference with this ship to other Chaos cruisers. It has spaces for 'under-slung' weapon positions as well the regular weapon positions. These replace the bulk of the lower hull section and allow the heavy cruiser to carry its large number of weapons.

Stage Five. At this stage I made provision for the flight stand to be put into place. I made a small hole in the bottom hull; this is on the flat bit where the bridge would overlap on a normal kit (*visibly on fig 5*). The hole should not be too wide, just enough for a flight stand to fit tightly.

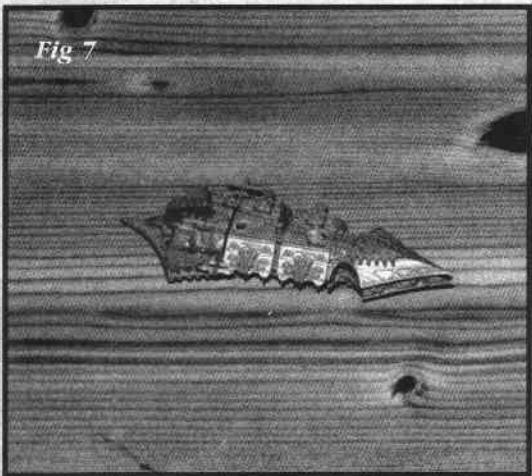


Stage Six. In fig 6 I have laid out the bits that are needed to arm the cruiser. These are four weapons batteries, four lance battery mounts and four lance turrets. You will also need three more turrets (I have used the quad barrelled ones), for the dorsal, keel and rear facing turrets and a bridge.

I have also selected a variety of masts to go on the vessel at this stage.

Stage Seven. When you arm the cruiser the weapons batteries go on the top. Put these on first, then when you attach the lance turret mounts you will find that they are a really tight fit. I had to trim the fronts to get them to go in

Fig 7

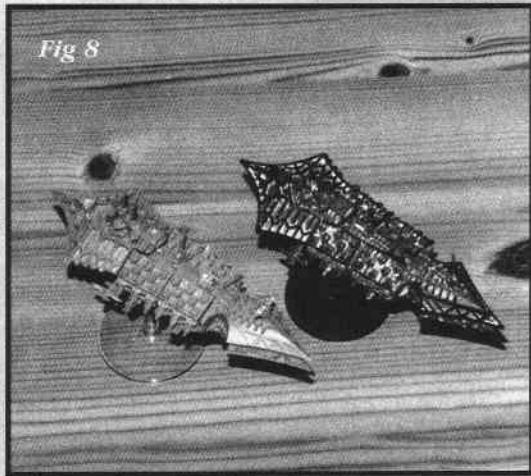


place, but nothing drastic. The four lance turrets can then be positioned into the four lance battery mounts, effectively hanging upside down.

You will also need to mount the dorsal lance turret. Position it on top of the forward weapons section. For looks I have also mounted a turret underneath the vessel, placing it in the opposite position to the one on top (*as shown in fig 7*).

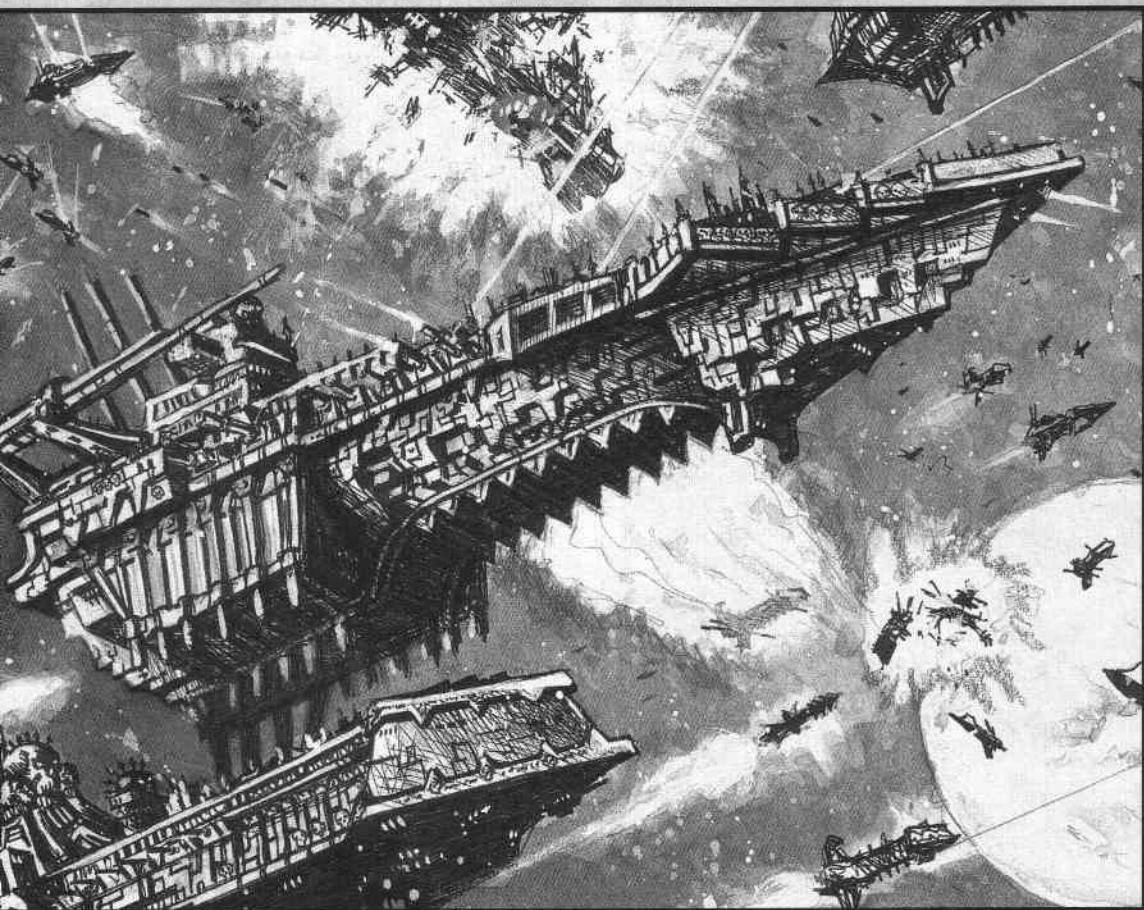
After this you can mount the ship onto its flight stand.

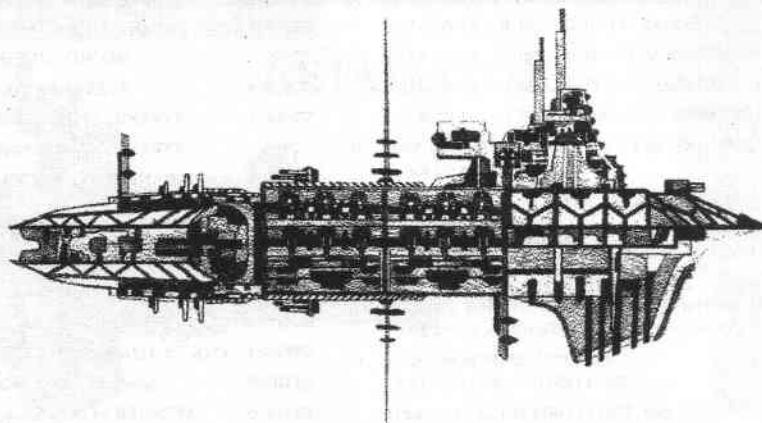
Fig 8



Now fit the bridge into the normal position and add any masts and sensor arrays that you like to the vessel's hull. I have used masts on the prow, tall masts both above and underneath the junction of the weapon sections, and sensors jutting out sideways from behind the weapon sections. This is not important and can be done to your own personal taste.

You can see my final model in *fig 8*, along with my painted version.





TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Heavy Cruiser/8	20cm	45°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		45cm	8		Left
Starboard weapons battery		45cm	8		Right
Port lance battery		45cm	2		Left
Starboard lance battery		45cm	2		Right
Prow Weapons battery		30cm	6		Left/Right/Front
Dorsal Lance battery		60cm	1		Left/Right/Front

Special: When using the special order 'All Ahead Full' or 'Burn Retros' the ship may not use any of its lance batteries. This is because the ship needs to re-channel the energy used to power these weapons back to the engines and thrusters.

The Hellfire class Heavy Cruiser was an early attempt by the Adeptus Mechanicus to mount large batteries of various weapons onto a cruiser hull. Initially the ships were only fitted with relatively weak, although numerous, lance and weapons batteries, however after several years of careful observation and tinkering with the ship's power output enough energy was able to be diverted to increase the range of the lance batteries. The ships became a formidable adversary and were used in planetary sieges and system blockages.

Although the ship's huge arsenal was of great use to fleet commanders, the ship's inability to keep pace with other vessels of a similar design was a hindrance to fleet manoeuvres. Also they were considered to be an easy target for any enemy who were actually able to get close to them, due to their lack of shields. Having power drained into the lance batteries came to a large degree at the expense of the shield generators, fine if you are standing off and firing but dangerous if you are taking part in a large scale engagement at close quarters.

Another problem with the design was that the space in the vessel not taken up by engines and generators was filled with the massive armouries

for ammunition. This meant that crew quarters were very cramped and that the vessel was not able to carry a large supply of stores. In turn this meant the Hellfire was not much use for long range patrols, unless supported by a flotilla of transports and escorts.

Morale on-board the Hellfire class tended to swing from one extreme to the other, being high at times of conflict when the crews pulled together and did not mind the harsh conditions, the ship's massive batteries reducing all but the most determined enemy to pulp. On the other hand, during the long periods when the ships were at dock or appointed to some obscure system, it slumped to an all time low with no room to move without bumping into one's fellows. In such conditions the murmurings of discontent started to spread and many of these vessels and their crews turned from the Imperium to the darkness of Chaos.

Of those that remain in renegade hands little is known of their whereabouts, but occasionally they pop up usually in the blockades for which they are so well suited.

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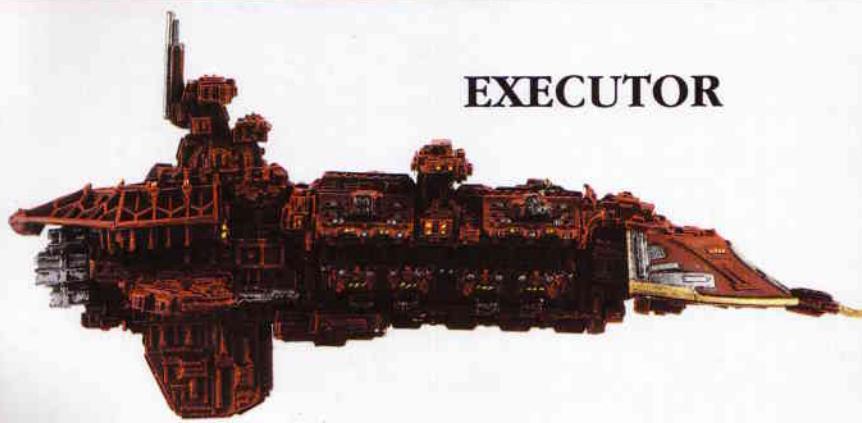
RETALIATOR

Details such as gun barrels, sensor probes and engines are picked out in *Boltgun Metal* and *Burnished Gold*. As a final touch add lights using a fine brush and *Skull White* or *Bad Moon Yellow*.

Our ships have been painted to match the rest of our fleets. *Dark Angel Green* for the Imperial fleet, *Blood Red* for the Chaos vessels. These colours are dry brushed onto a sprayed black under-coat, and then highlights are added.

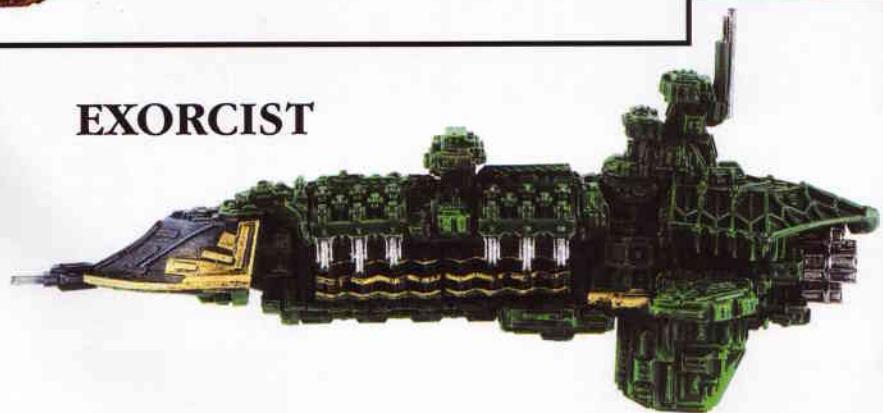


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Vengeance Variants by Warwick Kinrade

Experimental rules for two new ship classes, based on the Vengeance class Grand Cruiser hull and using the plastic cruiser weapon sprues. Here are the Executor and the Exorcist.

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Evacuation by Nate Montes

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Execution Hour by Gordon Rennie

A sneak preview of the first Battlefleet Gothic novel from the Black Library.

Brace for Impact

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Hellfire by Duncan Sargent

Stage by stage guide to converting a new Chaos heavy cruiser.



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