BATTLEFLEET GOTHIC 2010

FREQUENTLY ASKED QUESTIONS, ERRATA AND RULE ADDITIONS

The intent of this FAQ/Errata along with the rest of the 2010 Compendium is to finally tie up some loose ends that needed fixing for quite some time. The Compendium also incorporates many of the rule sets introduced in the Battlefleet Gothic Magazine, 2002 Annual and Fanatic Magazine. This document is intended for use with the most recent online versions of the Battlefleet Gothic Rulebook and Armada and the files at Games Workshop's Specialist Games Battlefleet Gothic Resources website as of December, 31st, 2010. It is also heavily cross-referenced; any references listed in italics refer to pages in this same document. For all intents and purposes this supersedes any previously released FAQ and Errata. Note that the online rules correct a number of deficiencies in the printed rulebook, not all of which are reiterated here.

Please note that besides additions and changes, the intention of this document is to address unusual circumstances and situations that do not normally come up in gameplay, and so by intent some of the topics are discussed in far greater detail than would normally be covered in the standard rules. However, it is almost guaranteed that in the course of gameplay, some situation is going to come up that is not covered by this FAQ. Additionally, keep in mind that this does not preclude two players adjusting or "breaking" the rules as they see fit as long as both players agree. In all cases, Johnson's Razor applies: if there is more than one way to interpret an unusual situation, always go for that fairest to both players. As this is a GAME and therefore played for FUN, there is no reason why these cannot be resolved simply by looking at which solution is the fairest for all players should the situation be reversed. Should this not work, make a coin toss or D6 roll to decide the outcome, game on and enjoy!

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SET-UP

Definition of Game Turns: A game turn is both player turns, so a game that lasts eight turns has sixteen player turns.

Pre-measurement: You may pre-measure movement and range unless all players agree not to. Note: To aid in pre-measuring, use a couple of empty flying bases with bearing compasses dropped over the stems.

Secrecy of Fleet Lists: Fleet lists are not normally secret. However, to add a degree of subtlety to a campaign, fleet lists may be kept secret until the end of the game (or campaign) if both players agree. However, it must be written down, complete with all refits and point totals. If at any time your opponent wishes to see your fleet list, both players must then immediately reveal their fleet lists to each other.

Secrecy of Subplots: Subplots are normally rolled for in front of both players at the beginning of the game. However, subplots may be kept secret in the same manner as described previously for fleet lists if both players agree. However, they must be written down at the beginning of the game, and if at any time your opponent wishes to see your subplot(s), both players must then immediately reveal them to each other. If kept secret, they must nonetheless be revealed at the end of the game.

ORDERS/LEADERSHIP

Special orders are declared during the movement phase by choosing a vessel or squadron, declaring the order and rolling leadership, then moving it. This is repeated until a vessel fails its command check, after which any remaining ships finish moving normally.

A ship or defense can never be on more than one special order at a time unless described otherwise in its special rules, such as a Ramilies Star Fort.

Under no circumstance can a ship's leadership be modified higher than Ld10, though various combinations of effects all affect the ship or squadron normally. For instance, an Admiral with Leadership 10 aboard a ship in contact with Blast Markers (-1Ld) while the enemy is on special orders (+1Ld) is Ld10.

In effect, a leadership check roll of 11 or 12 always fails unless SPECIFICALLY stated otherwise.

If a ship through a combination of effects is reduced to Ld1 or less, it cannot make any special orders or leadership tests of any kind unless some combination of modifiers brings the leadership test it is attempting to make at least 2 or more, such as attempting to disengage near celestial phenomena, etc.

When rolling special orders, a decision to use free command checks (such as with an Elite Command Crew or when Orks use All Ahead Full special orders) must be taken before a special order is failed. Once special orders are failed, no more special orders can be declared except Brace For Impact.

Only one re-roll can be spent on a vessel or squadron per leadership check. In other words, if a vessel or squadron fails a leadership check and then fails a re-roll, another re-roll cannot be expended on it for the same leadership check or special order on that vessel, even if more re-rolls are available.

A capital ship squadron always rolls special orders or leadership tests together, benefiting from the leadership of the highest leadership of any surviving vessels in the squadron, even if crippled (this differs only if an individual capital ship wishes to disengage). They also take advantage of any leadership bonuses of any vessel in the squadron, as long as it does not exceed that of the highest leadership in the squadron. For example, if a capital ship squadron has a ship that is Ld8 and a ship that is Ld6 but gets an additional +1Ld when the enemy is on special orders (to Ld8), the squadron cannot combine these effects, meaning its leadership will only be Ld9 if the enemy is on special orders. Conversely, the squadron suffers leadership modifiers if any one vessel in the squadron is in contact with blast markers, regardless of whether or not it is the vessel with the highest leadership. *See p.14 for more about capital ship squadrons as well as how individual capital ships may disengage.*

A ship with an embarked Admiral, Warmaster, etc. has its leadership superseded by that of the embarked fleet commander. This includes circumstances where the Fleet Commander has a lower leadership than the ship he is embarked on!

Just like ship's captains and crews, Chaos Lords, Ork Warlords, etc. can gain experience (leadership) in a campaign. Note that improvements can only be based on the ship's or commander's natural leadership, not on any bonuses gained by the ship itself. For example, an Emperor battleship with a natural Ld7 is effectively Ld8 in battle because of its inherent +1Ld bonus, but it can only gain crew skills once its natural Leadership is at least Ld8. Crew skills can only be gained by ships, not Fleet Commanders

If a ship containing a fleet commander, Warlord, Mark of Chaos, etc. is destroyed, the cost of any embarked commanders or other improvements are included in the Victory Points earned by the enemy, even if it can be assumed the fleet commander escaped to fight another day. For example, if an Ork Kill Kroozer (155 pts) with an embarked Warlord and Mad Meks (+65 pts) is destroyed, the opponent earns a total of 220 pts, and obviously the Warlord and his Meks are lost for the game. However, in a campaign, the Warlord manages to get his hands on another Kill Kroozer (or whatever) and gather around him some Meks. Or, if you like, another Warlord showed up to take his place with his own mob of Mad Meks!

If a Fleet Commander with particular bonuses (such as Chaos Marks or Ork benefits) moves to another ship that already has particular crew skills, they may be combined as long as they do not contradict each other. For example, a Chaos fleet commander with a Mark of Slaanesh using the 13th Black Crusade fleet list cannot use as a flagship a vessel with the Mark of

Khorne. Crew skills also cannot be multiplied; an Ork Warboss Fleet Commander with Mad Meks that moves to another ship that ship already had Mad Meks gains no additional benefit from this.

Any ship described as being on standby may not move, fire weapons or launch ordnance. It may however attempt to Brace and repair critical damage. Turrets and shields work normally. While on standby, ships obviously count as defenses against the gunnery table, with all modifiers applied normally. Ships on standby must follow the rules in the particular scenario to come out of standby, after which they behave normally in all respects.

ALL AHEAD FULL: Ships in a squadron <u>all</u> go the same +nD6cm distance when on All Ahead Full special orders unless they use less dice, are slowed down by celestial phenomena, being crippled, etc.

If a squadron with multiple D6 values when All Ahead Full take this special order, the ship(s) that takes less D6 uses the highest rolled dice in its move.

RELOAD ORDNANCE: Any reference or mention in the rules concerning running out on doubles when rolling to Reload Ordnance no longer applies and may be ignored.

Reload Ordnance and Movement: Movement is unaffected by the reload ordnance special order.

BRACE FOR IMPACT: Brace For Impact special orders can be undertaken ANY time a ship faces taking damage before the actual to-hit result is rolled, including when ramming or being rammed or against damage from asteroid fields. For example, you do not have to make the leadership check to brace until you know a ship has successfully passed its test to ram, but it must be made <u>before</u> any damage rolls are made. In the same manner, one does not have to brace for damage against traversing asteroid fields until after one actually fails the leadership test to traverse the field but <u>before</u> any rolls to inflict damage are made. When facing damage from an exploding vessel, one may wait until the 3D6cm measurement for blast radius is made but <u>before</u> any hits are rolled. It may now also be used to protect against critical damage from any kind of H&R attack. *See p.11 for more on ramming, p.13 for more on*

catastrophic damage and p.15 for more on how ships take damage from asteroid fields.

In all cases Brace For Impact REPLACES whatever special order the ship or squadron may currently be on. However, the special order previously in effect remains so, in that ships that reloaded ordnance are still reloaded, a ship or squadron moving All Ahead Full <u>must</u> continue to do so, etc. Ships and squadrons still cannot take special orders in the next turn.

Brace For Impact DOES NOT protect against critical damage caused by hits that were not saved against normally, nor any damage caused during a boarding action (including critical damage). Being braced protects against actual damage taken by the ship itself, NOT hits absorbed by shields, reactive armor, holofields, etc.

A decision to brace for impact must be made before <u>any</u> attempt to shoot (rolling dice) by the opponent is made, including modifier rolls for variable weapons such as Ork Gunz. When being attacked by ordnance, the decision must be made before rolling turrets.

Brace For Impact does NOT halve turret values. However, it is the only special order that halves a ship's ability to launch ordnance, provided the launching vessel is already reloaded. This effect is cumulative if a capital ship is crippled, *see p.4*.

A ship that fails an attempt to Brace For Impact cannot attempt again to Brace until the ship, squadron, ordnance wave or other event causing damage to it completes its attacks, finishes causing damage, resolves its effects, etc. It can however again attempt to brace before the next ship, squadron or ordnance wave attacks it, it faces another potentially damaging event, etc.

When a ship's or squadron's weapons are halved for whatever reason (such as being Braced), total up the combined strengths (rounding up) before halving or splitting firepower. For escorts in particular, total all combined strengths for the entire squadron before halving or splitting firepower. For example, if a squadron of five or six Eldar Hemlocks are braced, they have a total of three pulsar lances. *See p.14 for more about squadrons affected by being Braced.*

Brace For Impact Against Multiple Damage Weapons: When making brace saves against multiple damage weapons, such as Ork Heavy Gunz or Dark Eldar Phantom Lances, total the damage caused and then save for each point of damage caused past shields as normal. Example: Heavy Gunz hit a braced squadron of Swords 5 times, total the damage to 10 then make a save roll per hit past shields.

COME TO NEW HEADING: This special order does <u>not</u> allow capital ships to double their turn rate all at once; they may instead turn twice in a single movement phase instead of once, each time turning no more than they would normally. Capital ships under this special order must move their minimum distance before turning for BOTH their turns. For example, an Imperial cruiser must move 10cm, turn, then move an additional 10cm before turning again. If it cannot because of movement modifiers, then it cannot take advantage of this Special Order. *See p.15 about how gravity wells can affect this.*

All Ahead Full, Come to New Heading and Burn Retros halves firepower and lance strength but not torpedo or attack craft launch capability.

MOVEMENT

A ship can only count forward movement made during a given movement phase before turning. In other words, a cruiser that moves straight ahead at least 10cm without turning in a movement phase cannot count that movement to immediately turn in the next movement phase. This does not apply to Space Hulks or other vessels specifically addressed as utilizing special turning rules.

Flying Bases Overlapping: As ships can overlap by flying over/under one another it is possible to stack ships. When ships overlap it is common practice to remove the models from their flying bases. To keep things clear, it is usually best to have a few stemless flying bases around with a straight line draw from the central hole to the bases edge to indicate direction. If desired, numbered contact markers can be used for this as well. The drastic weakening of their shield strength usually discourages this as described in the section on blast markers, but it is completely legal.

Stacking Ships and Escort Squadrons: Cruisers and escorts can be stacked to follow the movement of battleships and other models that use a large base. If the models do not physically fit where they should be located, a contact marker or similar can be used for this purpose. As a rule, ships should only be stacked or overlap as an unavoidable consequence of movement or to attain a particular shooting solution and should not be used solely because it is allowed.

When a ship is forced to stand still, it counts as being targeted as Defenses. People have taken this to mean, "If I stand still in high orbit I count as defenses, but if I move 0.5cm, I don't." Minimum move distance to not count as defenses is at least 5cm.

At no time do ships count as moving simultaneously (even if in a squadron) and must always be moved one at a time, in any order desired by the owning player.

SHOOTING

Escort squadrons have their total firepower halved when on special orders that affect weapons strength/firepower (*See p.3*). Capital ships have their firepower/strength halved individually, even if in a squadron. Escort squadrons do not have their weapon strength halved solely because the squadron is

crippled (reduced to half its starting number). *See p.13 for more about escort squadrons.*

When shooting and the line of fire is on the line in-between arcs, the shooting player chooses which arcs to use, whether it is the attacking or defending ship.

USING THE GUNNERY TABLE: If a ship or squadron has multiple weapon types that rely on the gunnery table, such as Bombardment Cannons, Heavy Gunz or standard Weapons Batteries, they may be fired simultaneously. Calculate the dice on the gunnery table separately for each type of gunnery weapon. This means you do not suffer gunnery shifts due to blast markers caused by other members of the same squadron in the same shooting phase. The order in which these weapons hit is up to the shooting player, so Bombardment Cannons can hit after weapons batteries have taken down shields for instance, or vice versa if desired.

Any battery weapon that always counts targets as closing on the gunnery table still uses the far left column when targeting defenses, applying any modifiers as applicable.

No target aspect or modifier adjusts shooting beyond the far left or right columns on the gunnery table.

If a combination of ships in a squadron has a firepower value greater than 20, look up 20 and the remaining firepower values separately and add them together. For example, a squadron of two Carnages can have up to firepower 32 in one broadside, or firepower (20+12).

SPLITTING FIRE: You cannot split weapons battery or lance fire of any type at a single target! Splitting fire is still allowed normally when firing at multiple targets, as described on p.21 of the rulebook.

Ships with multiple weapons in a given fire arc may split their weapon strength between two or more targets but must still make a leadership check to fire on any target besides the closest. *See p.13 for how this applies to hulked vessels.*

A ship electing to fire at ordnance does not have to make a leadership check to ignore closer ship targets, nor does it have to make a leadership check to ignore enemy ordnance if it is the closest target. It must still

make a leadership check to split its fire between ordnance targets, just as it would have to split fire normally. It also must make a leadership check to fire on an enemy ordnance marker, wave or salvo if it is not the closest enemy ordnance marker in range. *See p.6 for more on ordnance.*

BLAST MARKERS AND DAMAGE

A ship in base contact with a blast marker means the whole base is affected. It counts as being in contact all around it and in every arc for purposes of leadership, movement, shooting, ordnance attacks, being boarded, or every other respect where blast markers have an effect. This includes if it ended its movement in contact with a blast marker for any reason. A vessel is considered to be moving through blast markers even if it is moving away from blast markers it is in contact with at the beginning of the movement phase, such as blast markers in its rear arc or in base contact due to a previous round of shooting.

If a ship moves into base contact with another ship that already has a blast marker but the blast maker does not touch its own base, it does not count as having a blast marker in contact as well. In other words, a ship in contact with a blast marker does not in and of itself count as being a blast marker for purposes of being in base contact with other ships.

Ships firing weapons that rely on the gunnery table suffer a right column shift if they or their targets are in base contact with blast markers or if the line of fire crosses any blast markers. Ordnance attacking ships with blast markers in base contact must first roll a D6, removing the entire wave or salvo on a roll of 6.

When shooting at ships, the first blast marker is placed directly in the line of fire from the shooting vessel, with subsequent blast markers fanning out around it. Blast markers cannot be stacked unless there is physically no more room to place blast markers around a target's base. *See p.13 for how catastrophic damage can affect this.*

When a ship has multiple bases in contact when taking fire, the blast marker is placed between the base of the ship taking fire and the ship closest in the

line of fire to the ship taking fire. In other words, a single round of shooting from a ship or squadron cannot place blast markers in base contact with more than one other vessel besides the vessel it is shooting at (for two in total) except in the following cases:

1. A ship with multiple shields (like a battleship) takes three or four blast markers that when fanned out normally contact more than one vessel in actual base contact (as opposed to "close to but not actually touching"). In other words, if a ship in base contact with the ship under fire comes in contact with blast markers being normally fanned around the base of the ship taking fire, then it comes in contact with a blast marker as well. When merely in base contact with the ship fired upon, the blast marker must physically touch the bases of the ships it is affecting in this manner.

2. Any and all ships with bases that are actually stacked or are in any way overlap on the base of a ship in contact with blast markers, which is different from mere base contact and is explained separately.

When ships have stacked or overlapping bases, there is no limitation to the number of ship's shields a blast marker can take down if one of them is in contact with blast markers. A ship overlapping a ship in contact with a blast marker also counts as being in contact with it. However, in situations where multiple ships are overlapping each other, this does not cascade to other vessels. For example, Ship #2 overlaps on Ship #1, which has a blast marker in contact with it. Ship #3 overlaps on Ship #2 but not on Ship #1. Ship #2 counts as having a blast marker on it, but as long as the blast marker does not physically touch Ship #3, it does not count as being in contact with a blast marker.

Blast markers placed in base contact with a ship that took fire do not affect ships near to but not actually in base contact with that ship. Place blast markers so they do not touch the bases of ships nearby but not actually in base contact. This is not a "counts as" rule; one cannot declare a ship is actually not in base contact if it is making physical contact.

A ship only risks damage from moving through blast markers if it has suffered a Shields Collapse critical hit or if the vessel does not have shields, such as Eldar. Ships with shields overloaded by taking fire but are otherwise functional do not risk taking damage on a D6 roll of 6.

Movement through blast markers reduces speed by a total of 5cm, regardless of how many are moved through in each movement phase. This affects each separate movement phase for Eldar vessels. Ships that do not have shields, such as Eldar or vessels with a Shields Collapsed critical, only need to test once against a D6 for damage regardless of how many blast markers they encounter in their movement. Eldar however have to do this one time for each of their two movements per turn if they encounter blast markers in both their movements.

If a ship cannot elect to slow down (such as when on All Ahead Full special orders) and comes into contact with a blast marker within the last 5cm of its movement, it must instead stop no farther than the point it comes in contact with the blast marker (and not before).

DESTROYED ESCORTS: When an escort is destroyed replace it with a blast marker placed as centrally as possible to where the escort was. As a blast marker is smaller than a small flying base, the only way it is possible to take down a ship's shield with this blast marker is if their bases actually overlapped.

CRIPPLED CAPITAL SHIPS: Being crippled halves shields, turrets, ordnance, all weapons and affects boarding. This effect is cumulative if the ship is braced, meaning if a ship is both braced and crippled, its weapons and ordnance are halved (rounding up) again! For example, a Styx heavy cruiser that is both braced and crippled has a total launch bay strength of 2, or 6/2 =3, then 3/2 =1.5 (rounding up) =2. If it suits you, assume it is a quarter, rounding up.

NOVA CANNON

Nova Cannon are no longer a guess-range weapon, and it can be fired per-ship normally as opposed to all

at once in the beginning of the shooting phase. When firing, the template is placed anywhere desired so that its edge is between 30-150cm from the firing vessel. It does not have to be centered on a single ship and can be placed in contact with multiple targets. If placed within 45cm of the firing ship, roll a scatter die and 1D6. Roll 2D6 if the template is between 45 to 60cm of the firing ship, or 3D6 if it is placed beyond 60cm. Move the template a number of cm rolled by the dice in the direction of the scatter die roll. If the scatter die rolls a "hit," the template remains where placed. Any target that is in base contact of the template after it is moved takes one hit. Any target in base contact of the center hole of the template takes D6 hits. Replace the template with a single blast marker if it does not contact a target after being moved.

The correct dimensions of the Nova Cannon template are a 5cm outer diameter with the hole's diameter at 1.2cm. The Nova Cannon template's dimensions can be found on Games-Workshop's small green blast template where the perimeter is marked with a 2, this does not include the width of the line. Use the larger hole in the center of the template if there are two sizes.

The Nova Cannon is a line of sight weapon and cannot fire through obstacles or celestial phenomena that act as normal line of sight obstructions, such as planets, moons, asteroid fields, etc. If desired however, these can nonetheless be fired upon. If a direct hit is scored on the scatter dice, place D6 blast markers in contact with the planet or asteroid field edge.

Nova Cannon are unaffected in any way by Lock-On or Reload Ordnance special orders.

After the attacking player designates which target is being fired on, the defending player must decide whether or not to brace ships or squadrons BEFORE the weapon is fired. This includes targets the weapon may hit due to miss distance or scatter.

HOLOFIELDS: Holofields and similar systems save against the shell hit, not the subsequent damage rolls. For example, if an Eldar vessel is hit by a Nova Cannon round and fails to save, it must immediately

take as many hits as the damage roll allocates unless it successfully braced beforehand.

Holofield saves are taken against a direct hit from a Nova Cannon where the hole is over the base as well as against the single automatic hit for coming in base contact with the blast template. If this save is successful the effect of the Nova Cannon is negated, and a blast marker is placed normally for the save. Being braced saves against any damage taken normally. *See p.24 for more on holofields.*

AREA EFFECTS AND SPECIAL WEAPONS

Some weapon systems such as the Necron Nightmare Field and Star Pulse Generator are area-effect weapons that do not aim nor are directed at a particular target. Such weapons or effects are not blocked by line of sight obstructions such as hulks, minefields or celestial phenomena, nor can they be saved against by holofields. *See p.13 for more on catastrophic damage and exploding ships.*

Chaos Marks that affect nearby ships based on area as well as catastrophic events such as Warp Drive implosions, Solar Flares, etc. are also not affected by celestial phenomena and other such line-of-sight obstructions. *See p.15 concerning asteroid fields.*

Exterminatus vessels used in scenarios that require them normally replace their standard prow weapon with an Exterminatus one. Vessels that do not normally have prow weapons (such as Vengeance grand cruisers) cannot be used as Exterminatus vessels.

Armageddon Gun and Holofields: Holofield saves are taken against a direct hit from the Armageddon Gun where the hole is over the base as well as against the single automatic hit for coming in base contact with the blast template. If this save is successful the effect of the Armageddon Gun is negated, and a blast marker is placed normally for the save. Being braced saves against any damage taken normally.

ORDNANCE

Ordnance no longer runs out when rolling a double when attempting Reload Ordnance special orders. Any reference to running out of ordnance can be ignored. When launching attack craft, no more attack craft markers can be put in play than the number of available launch bays, even if it has successfully reloaded. Any model or fleet described as not able to run out of ordnance (such as Ork Space Hulks, the Tyranid fleet, etc.) may launch up to twice this number and provide double their number of launch bays to the total amount of markers the fleet may have in play. This total limit applies to the fleet as a whole and <u>not</u> to individual ships in the fleet. Any individual carrier may launch attack craft if they have successfully re-loaded (even a partial amount) as long as the total amount of attack craft in play does not exceed the number of available launch bays. This total <u>must</u> take into account reductions caused by ships being crippled or lost in battle.

Ordnance is declared, placed on the table and launched at the end of the shooting phase as opposed to the beginning of the ordnance phase. If more attack craft remain in play than there are available launch bays, the owning player may not launch any ordnance that turn. However, ordnance in play may be "recalled" by immediately removing it from play in order to launch new markers from the ship's stem, if it has successfully reloaded ordnance. Attack craft

recalled in this manner must be removed immediately and not expended on other targets, including enemy ordnance. This prevents a carrier from attacking a target to expend its attack craft in play and then launching a new attack craft wave in a single turn. This rule does not apply to torpedoes, which do not run out and do not have launch limits.

Launching ordnance of any amount expends ordnance for that turn and must be reloaded to launch again. For example, a carrier with four launch bays that due to ordnance limits cannot launch more than two attack craft cannot "save" the other two markers and must reload ordnance again before it can launch more attack craft. This same concept applies to torpedoes, though there are no launch limits for torpedoes. Launching only torpedoes does not affect launching attack craft later, and vice versa.

If a ship equipped with both torpedoes and attack craft launches only one or the other, it may still launch the other before having to reload again. For example, if an Imperial Dictator launches its attack craft but not its torpedoes in a turn and in the subsequent turn fails to Reload Ordnance, it may still launch its torpedoes in that turn.

Any ship that has either never launched ordnance or has successfully reloaded ordnance is considered to have its ordnance reloaded for as many turns as it does not launch, regardless of what subsequent special orders it takes. Keep in mind that being crippled and/or braced still affect torpedo launchers and attack craft bays normally.

Ordnance waves or salvoes that are hit by direct-fire weapons (such as gunnery or lances) on a roll of 6 remove the entire wave or salvo, NOT just a single torpedo or attack craft marker in the wave/salvo. *See p.4 for more on shooting at ordnance.*

Ordnance waves or salvoes forced to move through multiple blast markers in one ordnance phase are only required to test one time against being removed on a D6 roll of 6. Any ordnance markers that either are or come in base contact with a ship with blast markers in contact must roll as if travelling through blast markers.

Ordnance attacks are <u>always</u> resolved immediately, including in the movement phase when a ship moves into enemy ordnance. This also allows small torpedo salvoes from escorts to be used to clear the way of enemy fighters in the ordnance phase so that larger salvoes can get through, etc. This now includes hit and run attacks caused by ordnance (instead of in the End Phase), such as by assault boats and boarding torpedoes.

Ordnance markers must always attack the first ordnance or vessels they come in contact with (when applicable). For example, a fighter squadron marker may not ignore a small torpedo salvo it is actually in contact with to attack a larger one nearby, or an attack craft wave may not ignore an escort it is in contact with to attack a nearby cruiser.

If two ships with the same base size are so aligned that they for all intents and purposes are occupying the same 2D position on the table when they are attacked by ordnance, the attacking player can pick which ship he or she is attacking. Put simply, if there is no way to visually identify which of two stacked or overlapping ships is actually closer to attacking ordnance, the attacker decides which target is being attacked.

TORPEDOES

A torpedo salvo (regardless of strength) is now represented with a Strength 3 marker with one or more D6 indicating the actual salvo strength. For specific dimensions, this marker should be no more than 2.5cm wide. Place the torpedo marker at the end of its movement in the turn of launch so that it is completely within the correct fire arc. Now retrace the markers movement, reducing its strength and conducting ordnance interactions as appropriate to prevent targeting vessels out of fire arc due to proximity, etc. *See p.15 for more on launching torpedoes while on a planetary template.*

Splitting Torpedo Salvoes: Single ships capable of launching six or less torpedoes cannot split torpedo salvoes at all. Single ships capable of launching salvoes larger than six may split their salvoes in two, representing them with two separate strength-3 markers. If this option is taken, the salvoes must go in different directions (no double-attacks on the same target or in the same direction), and no single salvo can contain less than three torpedoes. Squadrons of capital ships or escorts are not obligated to fire their torpedoes in a single salvo.

No torpedo marker can attack a target more than once per full turn, even if they are already in contact with it at the start of the movement or ordnance phase. For example, a torpedo marker is launched toward a battleship with a large base, ending its movement just inside base contact with the battleship. The attack is resolved immediately, with turrets rolled and hits allocated. While any surviving markers remain in

play, they do not once again attack the same ship at the beginning of that ship's movement phase, and that ship is allowed to assume the torpedoes have flown off behind it and move off the torpedo marker. The marker will however immediately attack any other ship that comes in contact with it, even if the other ship is moved before the ship that was attacked originally.

When launching torpedoes, the torpedo marker will technically be in all arcs and may be in multiple arcs until its final position this movement, especially when targeting ships in close proximity. However, it may not interact with anything out of the torpedoes'

actual firing arc, no matter how close the target vessel is to the shooting vessel.

When moving a torpedo salvo the center must always be in the same point along the line of fire.

Massed Torpedo Salvoes: When launching a combined salvo from a squadron the salvo must be in ALL of the ships appropriate firing arcs and its furthermost edge at the limit of its speed from the furthest ship's stem. All the ships firing a combined salvo must be in base to base contact. Note that some ships (such as Ork Ravagers) cannot for any reason combine salvoes in this manner.

When launched, torpedoes do not normally ignore any targets in front of them, including friendly units! However, a ship that is actually in base contact with another friendly vessel may "shoot through" the friendly ship's base, even if they are not in a squadron. Ships not in a squadron cannot use this effect to combine torpedo salvoes in any way and must always launch torpedoes separately.

Torpedoes that have an automatic re-roll to hit MUST use their re-roll to hit a target, even if that target was already destroyed by other hits generated in the same salvo.

Turning Torpedoes: When turning torpedoes (that are allowed to do so), turn from the center of the marker at the beginning of the ordnance phase. Under no circumstances can torpedoes turn in the same ordnance phase they were launched. This means they can <u>only</u> be launched in the same arc normal torpedoes would be. If a salvo turns, it must be turned so that no edge moves more than the salvo's maximum speed in any way. This also means the side facing the inside edge of the turn may end up moving less than the maximum allowed distance.

Torpedoes do not normally ignore hulks in their line of movement. Boarding torpedoes may do so if desired, and guided torpedoes may be steered away from them but will still attack if they make contact. *Also see the torpedo bombers section on this page.*

BOARDING TORPEDOES: Boarding torpedoes hit against armor just like normal torpedoes, though they do not cause hits normally. Only those that hit

against armor may subsequently roll their hit and run attacks. *See p.12 for more on Hit and Run attacks.*

When boarding torpedoes come in contact with any other torpedoes except other friendly boarding torpedoes, they will be removed as normal.

Boarding torpedoes do not attack friendly ships (including hulks) they come in contact with, nor are they removed by friendly fighters in contact.

ATTACK CRAFT

Attack craft are represented by 20mm square markers. When used in a wave, they must be spread and moved so they are always in contact with each other, and they cannot be stacked.

Attack craft waves must be assembled into the smallest circumference possible, such as a block of four, two rows of three, etc. For example, a single wave of eight ordnance markers cannot be stretched out into a single-file line eight markers long. On the other hand, individual markers not in a wave can be organized in any formation desired as long as no single marker moves farther from its launching vessel than its maximum possible movement.

Once separated, attack craft markers cannot be re-combined into waves.

Attack craft can make as many turns as desired in the course of their movement, and they are not required to attack the closest target. They are assumed to be able to avoid or ignore closer targets or obstructions unless the course of their movement unavoidably brings them in contact, such as travelling through blast markers or celestial phenomena. When doing so, no part of the wave may move more than its speed. For example, you cannot gain extra speed by turning at the end of your movement making markers on the corner edge move further than the wave's maximum speed. If you are intending on attacking at the fringe

of your total movement, the player should measure the distance before moving the wave.

Attack craft can ignore any targets they are not actually in contact with, but they cannot "fly through" enemy ship bases to attack a desired target behind them. However, attack craft can select to target vessels with small bases "hiding" inside the footprint of a large ship base as long as the attack craft actually have the range to reach the smaller base (this is the only manner in which attack craft may ignore the first ship's base they come in contact with). Torpedoes still behave normally and cannot select targets in this manner (this includes boarding torpedoes or any other "special" torpedo type). Ships with bases stacked in this manner may mass turrets against ordnance as described in the relevant section.

When attacking ships, an assault boat or bomber wave that destroys a ship expends the entire wave to do so and is removed, even if individual markers have not yet rolled their attacks.

FIGHTERS: Fighters can escort a-boats in a wave in the same manner that they can escort bombers, though they offer no bonus to a-boat attacks. Fighters escorting other attack craft are always removed first when attacked before resolving any other attacks.

Fighters must always interact with ordnance they come in contact with for any reason. This includes attack craft that behave as fighters but fulfill other roles, such as Space Marine Thunderhawks or Ork fighta-bommas.

TORPEDO-BOMBERS: Fleets that do not normally have access to bombers also do not have access to torpedo bombers. Attack craft that function as both fighters and bombers (such as Ork fighta-bommas) lose their fighter ability when converted to torpedo bombers and function ONLY as torpedo bombers.

Ships that pay an extra cost to be equipped with torpedo bombers do not replace their bombers with

torpedo bombers. When taken, torpedo bombers become an additional type of attack craft available to the carrier. Torpedo bombers always move no more than 20cm, regardless of how fast other bomber types move in a given fleet list.

Torpedo bombers may not launch their torpedoes (convert to a torpedo salvo marker) in the same ordnance phase they were launched from their parent carrier. This includes if they make contact with their target in the same turn they were launched. In such cases, use normal bombers instead if desiring to attack an enemy ship in close range.

RESILIENT ATTACK CRAFT

Attack craft that are "resilient", meaning they have a 4+ save against other ordnance such as Thunderhawks or Eldar fighters, can only attempt this save once per ordnance phase, regardless of attacking or being attacked. Even if they roll a 4+ to remain in play, they have to stop movement where the ordnance interaction took place and cannot move further for that ordnance phase, and they lose their 4+ save for the rest of that phase as well (or movement phase if save is made while in CAP). In all cases, resilient attack craft that fail to make their save are immediately removed.

Resilient attack craft that behave as fighters must always do so when in contact with other ordnance, even if they may serve another function as well, such as Thunderhawks. Attack craft that do not function as fighters but have a save against fighter attacks, such as Tau Manta bombers, ignore any other type of ordnance except fighters in the same manner other bombers or assault boats do.

MULTIPLE ATTACKS: Any second interaction in the same ordnance phase such as attacking multiple markers in the same phase will cause the marker to be automatically removed, as normal fighters would be were they not resilient. The attacking player always decides the order of the ordnance interaction. For example, if two Thunderhawks move in contact with two Chaos Swiftdeath fighters, the Space Marine player decides in which order the ordnance interacts. He can decide Thunderhawk #1 removes one fighter,

makes its 4+ save and remains in play, then decide Thunderhawk #1 removes the second Swiftdeath, in which case Thunderhawk #1 is automatically removed but Thunderhawk #2 remains in play without using its save and can thus move full distance. Conversely, the Space Marine player may decide to engage the Swiftdeaths one apiece, in which case both Thunderhawks remain in play if they both make their saves, but both expend their saves for that ordnance phase in the process. In this case, both Thunderhawks end their movement where they came in contact in the Swiftdeaths and may not continue to move full distance.

OPPOSING RESILIENT ORDNANCE: If two markers that both have a 4+ save attack each other and both remain in play by successfully rolling their saves, they stop movement and remain in contact until the next turn's ordnance phase. However, if any marker that saves is attacked again in the same phase, it (along with the marker that attacked it) is automatically removed. Following is an extreme example:

1. Two Tau Mantas are attacked by two Eldar Darkstar fighters, and the Eldar player elects that Darkstar #1 attacks Manta #1, and both markers immediately stop all movement. If they both roll a 4+, both remain in play. If Darkstar #2 now attacks Manta #1, the Manta is automatically removed. If Darkstar #2 now rolls a 4+ save, it may remain in play but the Eldar ordnance phase is now complete because both ordnance markers rolled saves and can no longer move or attack.

2. It is now the opponent's turn to move his or her markers this ordnance phase. Manta #2 may now elect to move away from the two Eldar fighters because it itself is not a fighter and is not obligated to engage ordnance in play, or it may elect to remain in contact. If it does, it automatically removes one Darkstar fighter because both fighters already rolled their saves for that turn. If Manta #2 now successfully rolls its save and no other ordnance is on the table, the ordnance phase ends for that turn, and both it and the remaining Darkstar fighter remain in contact for the rest of the turn.

If a wave containing resilient attack craft attacks or is attacked and a save is made, ordnance markers that make saves may no longer move. However it may be split from the wave to allow the rest of the wave to continue its movement. Attack craft in the wave that were not attacked (and thus didn't use their 4+ save) complete their movement normally. For example, instead of ignoring it a wave of four Thunderhawks in the course of their movement attacks a single Ork Fighta-bomma not in base contact with a ship (rules for attacking ships with fighters on CAP remain unchanged). One Thunderhawk attacks the fighta-bomma, removing it. If it rolls its 4+ save it may remain in play, but it must stop where it made contact with the fighta-bomma and not move until the next ordnance phase. The remainder of the Thunderhawk wave may continue to move its full distance. In essence, the Thunderhawk marker that engaged the fighta-bomma peeled off the wave to engage it while the rest of the wave continued on to its target.

COMBAT AIR PATROL (CAP)

One or more fighter markers on CAP may elect to move with its ship in the Movement phase (thus remaining in base contact) to intercept ordnance that may be in its way, but if it does so it may NOT then move in the ordnance phase. In other words, no double moves. Fighters on CAP then stay on CAP for that turn unless removed. If when doing so they move farther than the attack craft can move normally
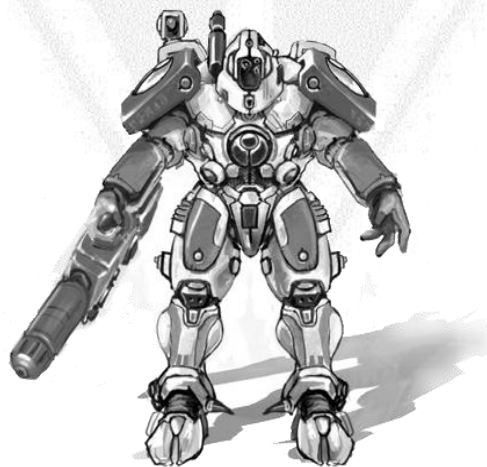
in a single ordnance phase (such as 20cm Thunderhawks escorting a Cobra that moves 30cm), they then cannot move in the opposing player's ordnance phase as well, though they are still capable of defending the ship they are in base contact with normally.

An ordnance marker or wave is considered to move with the ship it is escorting and will protect the ship against enemy ordnance it encounters even in the midst of the ship's movement.

Multiple fighters on CAP in base contact with a single ship function as independent markers in all respects and are not a wave. When encountering blast markers, roll once per squadron marker. This includes if the ship is subsequently destroyed, at which time the fighter markers roll separately against the effects of the explosion. Any markers that survive subsequently act as separate ordnance markers and may move again in the subsequent ordnance phase.

Only fighters and ordnance markers that behave as fighters can be used as CAP. Bombers and attack craft cannot be used as CAP to protect against ramming or hit and run attacks by other ships the escorted ship encounters in its own movement phase. For example, a bomber can't be placed on CAP to escort a cruiser so that it immediately makes attacks upon an enemy ship the cruiser moves in base contact with. This includes resilient bombers such as Mantas.

Multi-role ordnance markers that can still act as fighters on CAP are capable of attacking ships (such as Fighta-Bommas and Thunderhawks) can only attack ships during the ordnance phase unless an attacking ship moves into contact with them during the enemy's movement phase. They may not otherwise attack a ship until they leave CAP first. See the following two examples:

1. An Ork Terror Ship with two fighta-bommas in base contact serving as CAP rams and/or boards an Imperial cruiser. The fighta-bommas it dragged along in the course of its movement do not automatically attack the Imperial cruiser as well but must wait until the ordnance phase, and even then may only do so if the attacking ship ends its movement in base contact with the target vessel because attack craft that escort a

ship in the movement phase cannot also move in the ordnance phase. If engaged in a boarding action and the Terror Ship ends its movement in base contact with the Imperial cruiser, the fighta-bommas may attack it in the ordnance phase before the boarding action takes place in the end phase.

2. An Imperial cruiser rams and/or boards an Ork Terror Ship that has two fighta-bommas in base contact serving as CAP. In this case the Imperial cruiser must follow all rules for moving in contact with enemy ordnance. After resolving the ram attack (if successful), the fighta-bommas immediately attack the Imperial cruiser and are removed. If engaged in a boarding action and the Imperial cruiser ends its movement in base contact with the Terror Ship, the fighta-bommas still resolve their attack immediately, before the boarding action takes place in the end phase.

NOTE: The same example would apply for other multi-role attack craft that behave as fighters on CAP, such as Thunderhawks. Note that because the markers are not in a wave, if a ship is destroyed by markers in CAP, no further markers are lost to attacking the destroyed ship.

Fighters and attack craft that behave as fighters can at any time in their normal movement be placed on a

friendly ship as CAP. However, only these types of attack craft can behave as CAP. Fighter-type attack craft must be split from attack craft in a mixed wave of ordnance that don't have the fighter rule before they can subsequently serve as CAP.

There are only two situations where fighters can leave CAP excluding their destruction. 1.) At the beginning of the owning player's movement phase. 2.) During the owning player's part of their opponent's ordnance phase. Note: If the attack craft on CAP is resilient, it still moves with the ship even if it has made a save.

Fighters on CAP and Other Friendly Attack Craft: It is possible to defend friendly attack craft by putting them within the perimeter of a ship's base that has fighters on CAP. Note: If enemy fighters intercept attack craft that are 'hiding' on a ship's base in this manner, they will not be repelled by turrets.

Fighters on CAP don't attack torpedoes or mines being launched from a friendly ship it is protecting or from friendly ships in base contact including when launching a massed torpedo salvo. However, they will defend against torpedoes and enemy mines in any other instance.

Resilient attack craft such as Manta bombers and Thunderhawks that end their movement in base contact with a ship escorted by CAP (meaning they are already in base contact with a ship when stopped by the fighter), use their 4+ save to survive the attack and subsequently survive against turrets may no longer move or attack other ordnance markers. However, they may complete their attack run against the target vessel normally as long as they do not have to move any more to do so. For example, two Mantas attack an Ork Terror Ship with a fighta-bomma in base contact serving as CAP

ORBITAL MINES

Once mines are in play, they are always active until destroyed. This includes individual mines purchased separately from a minefield as well as mines launched from modified carriers. Individual mines purchased separately count for victory points when destroyed, regardless of how they are removed from

play. Individual mines deployed from a minefield do not normally count for victory points when destroyed.

Toward friendly ships, a minefield behaves as an asteroid field in all respects, and they may traverse a minefield as they would an asteroid field normally. Foolhardy enemy vessels may attempt to do so using a leadership check as when traversing an asteroid field. Shields protect against hits from mines normally. Enemy ships inside a minefield will affect activating mines just as if they were outside the minefield normally, in which case they would be the first ship(s) targeted by any activated mines. If multiple enemy vessels enter a minefield and activate mines, the player owning the minefield determines which vessels activated mines attack first. *See p.15 for more about traversing asteroid fields.*

Attack craft are not large enough to activate mines and can hide in a minefield the same way they may do so in an asteroid field (destroyed in a D6 roll of six). Friendly attack craft (including fighters) will not attack activated mines. Torpedoes that contact a minefield are destroyed. A minefield blocks line of sight in the same manner as an asteroid field.

Orbital Mines and Launch Bay Strength: Orbital mines completely replace ALL the attack craft in a ships launch bays in a one for one manner. For example, an Imperial Dictator has four launch bays in total so if mines were taken it would have four mine launchers in total with no capability for other types of attack craft, though torpedoes would be unaffected.

For purposes of number of launch bays, mines count as torpedoes as opposed to attack craft in that as many mines may be in play as the ship is capable of launching. However, launch bays of ships carrying mines do not count toward the total number of launch bays in the fleet for purposes of ordnance limits.

MASSING TURRETS AND TURRET SUPPRESSION

Ships in base contact may mass turrets together, each increasing the turret strength of a ship under attack by 1. Regardless of how many ships are in base contact with each other, no single ship can mass turrets with more than three others, providing a maximum of +3

dice when rolling turrets. The ships that mass turrets with a ship under attack take on the same ordnance restrictions as the ship under attack, such as using turrets to defend against either attack craft or torpedoes (not both) in a given ordnance phase. Only the ship actually being attacked can apply its own turret value as a negative modifier to bomber attack dice rolls.

Ships that are braced can mass turrets and have turrets from other ships massed to defend it. Ships that are crippled cannot mass turrets but can have turrets from other ships massed to defend it.

No more than one ship can be moved at a time for any reason; ships will only be able to benefit from massed turrets after or before the movement phase is complete but not during. This does not affect how and in what order ships escorted by CAP are moved. An extremely unusual circumstance may occur where a ship extremely near to but not actually touching an enemy ordnance marker has a friendly ship move in base contact with it while it simultaneously contacts the ordnance marker. In this and ONLY this case can it then mass turrets while moving!

TURRET SUPPRESSION: Each fighter in a wave of bombers actually attacking a ship will add +1 attack to the total attack runs of the wave, regardless of whether they are shot down by turrets or not. The maximum number of bonus attacks that can be added in this way cannot exceed the number of surviving bombers in the wave. There must be at least one surviving bomber in the wave after turret fire to gain these bonus attacks, and fighters are removed before any other type of ordnance. Fighters that never made it because they were intercepted by defending fighters (even those on CAP) don't add to this suppression bonus. See the following examples:

1. An Emperor battleship (foolishly) launches a single wave of three bombers and five fighters against a Devastation cruiser with three turrets and no CAP. The Devastation's turrets roll 4,5,6 to knock down three fighters. The three bombers now *each* roll 1D6-3 (minimum zero) attacks regardless of whether or not any of the fighters survived against turrets. Now only three of the five fighters that escorted the bombers provide

an additional+1 attack because there are only three bombers in the wave, for a *single* total addition of +3 attacks.

2. An Emperor battleship launches a single wave of four bombers and four fighters against a Devastation cruiser with three turrets and no CAP. The Devastation's turrets roll 4,5,6 to knock down three fighters. The four bombers now *each* roll 1D6-3 (minimum zero) attacks regardless of whether or not any of the fighters survived against turrets. Now all four of the fighters that escorted the bombers provide an additional+1 attack because there are four bombers in the wave, for a *single* total addition of +4 attacks.

NOTE: *See p.26 for how Ork fighta-Bommas work slightly differently when supressing turrets as applied to the preceding example*.

Turrets always reduce bomber attack runs, even if they have been used to defend against torpedoes and thus cannot be used against attack craft.

Massed Turrets and Ships with 0 Turret Strength: A ship with 0 turret strength (such as Eldar or hulked vessels) cannot offer a bonus to massed turrets, but may itself benefit from massed turrets from a ship with turret strength 1 or more. This applies both to ships desiring to defend a friendly hulk or a fleet defending an allied Eldar vessel.

RAMMING, BOARDING AND BASE SIZE

RAMMING: Damage from ramming is not deflected by a ship's shields.

When ramming defenses, they always roll their full number of starting HP to damage the ramming ship as if prow-on, as defenses are more solidly built than ships are.

As Battlefleet Gothic is a 2D representation of 3D space, a ship cannot attempt to ram more than one ship per movement phase, even if multiple enemy vessels are in its range of movement.

When the All Ahead Full roll command check is passed, the owning player must declare which ship it

is attempting to ram and make the appropriate leadership test to do so before rolling the number of additional D6cm it will move All Ahead Full. This choice cannot be changed if the ramming ship ends its movement in base contact with more than one vessel or does not reach the intended vessel. The number of ships it "moves through" or ends in contact with does not change or alter this. *See p.9 for how having ordnance on CAP affects ramming attacks*.

As ramming already requires a dedicated leadership check, a ship does not have to make a separate leadership check to ignore closer targets to ram one further away, just as attack craft do not have to do so to attack a given target.

Movement distance and contact when attempting to ram is determined by base-to-base contact. If any part of the ramming ship's base contacts any part of the rammed ship's base in the course of its movement, the ram is considered to be successful.

When ramming, the ramming vessel must move its FULL distance, including any extra distance moved for being All Ahead Full. When ramming, calculate damage taken by both vessels immediately. If the ramming ship survives (even as a hulk), then it completes its movement.

If either ship is destroyed and explodes due to ramming the explosion (and any subsequent hits) is resolved at that moment. The ramming and rammed ship will both always be in the explosion. If it was the rammed ship that exploded it is easier to finish the ramming ships movement as normal, but unless it has special rules to navigate blast markers it will be slowed by blast markers from the explosion.

While a ramming vessel may later attempt to board or shoot, it may only attempt to board a vessel if it ends up in base contact with one at the end of its full movement. This does not necessarily have to be the same vessel it just rammed.

Once the All Ahead Full command check is rolled normally, there are four sizes concerning the separate leadership check to ram. From biggest to smallest: Defence > Battleship > Cruiser > Escort. The worst this test can be is on 3D6 and the best it can be is on

1D6. Using this type order, a ship must roll 2D6 to hit a ship the same size, 3D6 to hit anything smaller, and 1D6 to hit anything larger. This type order is not related to the size of the vessel. For example, an Ork Rok would need to pass a leadership check on 3D6 against an escort, cruiser or battleship, and 2D6 to ram another Rok or other defense. Likewise, an escort would only need to roll 1D6 to ram anything larger than another escort, for which it would need to roll 2D6.

BOARDING ACTIONS: Under no circumstances may a player initiate a ship-to-ship boarding action during the enemy's turn, though it may defend against an enemy boarding action normally. *See p.9 for how having ordnance on CAP may affect boarding actions.*

Blast markers in base contact with vessels engaged in a boarding action only provide a negative modifier to the ship or ships actually in base contact with the blast marker. Both vessels are affected only if both are actually in physical base contact with blast markers. See the Tyranid section on p.29 for how this differs for that fleet.

While turret strength is applied to ascertain a ship's boarding value when defending against a boarding action, turret strength is not part of a ship's basic boarding value. So if the ship is defending and has a bonus, like having its value doubled by the Mark of Khorne, the value doubled is the ship's remaining hit points. The turret strength is added after and is not affected by this.

Apply boarding modifiers in the following manner. The boarding value is your remaining hits, modified by any special rules that apply to your ship or race, such as the Mark of Khorne doubling its boarding value, or Tau Kor'vattra vessels which have their value cut in half. (To this value add afterward the number of turrets only if defending against boarding). It is this value that offers a +1, +2, +3 or +4 boarding modifier for how much larger one ship's value is against another (applied once, and only the highest modifier). To this resulting value apply all additional modifiers, such as having blast markers in contact, being Orks or Chaos, etc, as listed on p.34 of the rulebook, depending on the combination of modifiers

you have. The totals of these modifiers are applied to your single boarding dice, which is then rolled against a roll similarly modified by your opponent. The winner is the player with the highest modifier +D6 (boarding dice) roll, causing damage equal to the difference of these totals. This sum is NOT limited to 6 and can potentially result in a roll of up to 12 or more, such as a +4 modifier for being four times as large as the enemy and +2 for being Space Marines applied to a D6 roll of 6.

When conducting a multiple-ship boarding action as per p.34 of the BFG rulebook, the attacking player may elect instead for each capital ship or escort squadron to roll separately. In this case the defending ship must roll separately against each attacker and the damage it takes is cumulative, but each attacking ship or escort squadron must modify its boarding roll based only on its own value, not on the values of the other ships and escort squadrons it is combining with in the action.

Race modifiers are only counted once, so if both a Chaos Murder class cruiser with a normal Chaos crew and a Devastation class cruiser with a Chaos Space Marine crew boarded an Imperial cruiser together they would get a +2 race modifier, the +1 from being Chaos being superseded by the +2 for having a ship with a CSM crew. This is in addition to the +1 for the two ships having a higher boarding value than the ship being boarded (it is not twice the boarding value because the ship being boarded gets to count its turret value) for a total of +3 for the Chaos player. This is *also* not taking into account whether or not any of the ships have any other modifiers that must be added or subtracted into the total or effects that either halve or double their respective boarding values, whether or not ships are braced, crippled, etc.

BASE SIZE: Any ship or defense with either 3 or more shields OR greater than 10HP must use a large size base. However, any capital ship can elect to use a large base and is considered to have Tractor Fields for free. Tractor fields have no effect except making it easier for the ship to ram and/or board due to its larger base size, in exchange for being a larger ordnance target.

HIT AND RUN ATTACKS AND CRITICAL DAMAGE

Teleport attacks can be conducted by capital ships that are on Lock-On or Reload Ordnance special orders. All other special orders preclude the use of teleport attacks. *Necron Portals are not teleport attacks in the normal manner; see p.28 for details.*

Ships that cannot be boarded (such as Chaos vessels with the Mark of Nurgle) are NOT automatically immune from hit and run attacks.

Fleets that benefit from a +1 bonus to their Hit and Run attacks roll a 2 to 7 on a D6, meaning they will never fail to inflict some critical damage on their target when attacking capital ships.

Due to their much smaller size, escorts do not have a specialized critical table. Instead, all hit and run attacks (including assault boats and teleport attacks) destroy escorts on a roll of 4+ as opposed to 2+. Fleets that enjoy a bonus to their hit and run rolls still benefit from this bonus, needing a 3+ to succeed in hit and run attacks against escorts. Fleets that enjoy a -1 modifier to enemy hit and run attacks benefit in this regard as well, meaning hit and run attacks

require a 5+ to destroy their escorts. Anything that rolls 2D6 and adds the result during a hit and run attack still do so, such as Dark Eldar Impalers, in which case the added result still normally (before any modifiers) destroys an escort on a roll of 4+, though they must roll 2D6 twice and take the lowest roll against Tyranids. *See p.29 for more about Tyranids*.

Critical hits that can be repaired are cumulative; meaning ships that take a multiple number of the same critical damage must repair all incidences of that critical damage before the system is fully operational.

A ship's speed is only affected once by multiple Thrusters Damaged criticals. However, the number of times it takes effect are still cumulative, and all Thrusters Damaged criticals must be repaired for the ship to regain its normal speed.

Damage from multiple fire criticals is cumulative. Example: if a ship had 3 fire criticals and failed to repair any of them in the end phase, it would suffer 3 points of damage and all three fires would keep burning.

Critical hits that cannot be repaired such as Shield Collapse only count once. Subsequent instances of this damage instead move to the next higher applicable critical damage. For example, a second Bridge Smashed critical damage on a given ship instead causes a Shield Collapse, or a Hull Breach if the shields are already collapsed.

CATASTROPHIC DAMAGE

Ships that are reduced to zero hits and become hulks no longer have shields, holofields or any other similar mechanism.

Moving Drifting/Blazing Hulks: The owning player moves his or her drifting Hulks in which ever order the owning player wishes. Roll to determine if a blazing hulk explodes at the end of the player's movement phase, not at the end of its own movement.

Drifting / blazing hulks are affected by blast markers and other speed modifiers, and they can be damaged by blast markers they move through on a D6 roll of 6. This does NOT include the blast marker blazing hulks place at the end of their movement.

Drifting/Blazing Hulks and Gravity Wells: When a drifting/blazing hulk enters a gravity well it must make any extra turns that are conferred to it towards the center of the gravity well. In the case of a Space Hulk's gravity well the drifting/blazing hulk makes its compulsory turns as above and is merely removed from play if its base makes contact with the Space Hulks base. If it was a blazing hulk when removed in this way, roll once on its catastrophic damage table before its removal.

The turret value of a hulk is reduced to zero. Bombers do not subtract the hulk's turret strength from their attack runs.

Hulks cannot be fired upon or boarded by friendly vessels or ordnance in an attempt to deny victory points to the enemy or induce catastrophic damage. Torpedoes that hit a friendly hulk still inflict hits normally, but torpedoes cannot be deliberately aimed at friendly hulks.

While enemy ships can choose to fire on a hulk, they do not have to pass a leadership check to ignore one if it is the closest target. A player can fire on an enemy hulk if it is not the closest target, but it must make a leadership check normally.

When shooting at hulked ships, roll once on the catastrophic damage table each time hits are inflicted by shooting or ordnance from a given ship, squadron or ordnance wave (regardless of the number of hits inflicted), not once for each additional hit inflicted.

Exploding ships count as an area effect and cannot be saved against by holofields, though shields still work normally. *See p.5 for more on area effects.*

When placing an exploding ship's blast markers, place a single blast marker exactly where the ship was, and then place as many blast markers from the explosion as possible fanning around and in contact with it until the total number blast markers are placed without overlapping any blast markers.

SQUADRONS

Before the start of a game, escort squadrons make a single roll to determine leadership for the entire squadron. Capital ships may roll their individual leadership separately before forming squadrons, but capital ship squadrons must be deployed and declared as such before the start of the game. A capital ship squadron assumes the leadership of whatever surviving vessel has the highest leadership.

Vessels in a squadron are all equally affected by special orders taken by any one ship in the squadron. For instance, when on All Ahead Full, only one roll is made to determine additional move distance for all the vessels in the squadron. As is true for individual ships, squadrons can only undergo one special order per turn (including Brace For Impact, which replaces any Special Order currently in effect). All ships in a squadron are affected by Brace For Impact, not merely the ship actually taking fire. This includes capital ship squadrons! *See p.2 for more about leadership modifiers for capital ship squadrons.*

ESCORT SQUADRONS: An escort squadron that successfully disengages only counts as being 10% destroyed against the full value of all the escorts in the squadron. It counts as 25% destroyed if the squadron was crippled before disengaging, as in if at least half the escorts in the squadron were destroyed (rounding down) before the squadron disengaged. For example, if a squadron of five escorts disengages after two were destroyed, the enemy only gains 10% of its starting value, but will earn 25% of its starting value of three were destroyed before it disengaged.

Hits taken by a squadron are only distributed among the vessels that actually took fire (such as in range and fire arc), regardless of how many hits the squadron actually took, though it affects ALL escorts within range and fire arc. This also applies to hits taken by an escort squadron negotiating an asteroid field, as well as hits delivered by ordnance or Nova Cannon, as those hits (regardless of how many) affect only the vessels directly contacted by the ordnance markers or Nova Cannon blast template. For example, if an escort squadron takes a total of ten hits from gunnery fire but only three escorts were actually in range and fire arc, no more than three escorts can be destroyed.

CAPITAL SHIP SQUADRONS: Capital ships in a squadron that are being fired upon to the point that one of the capital ships is destroyed must roll for and apply all critical damage before counting as destroyed. The easiest way to avoid confusion is to roll each D6 critical roll separately while recording damage. For example, if a squadron of three Dauntless light cruisers is fired upon by a squadron of three Carnage cruisers and takes a total of 13 hits, all critical damage rolls must be made for the first Dauntless before declaring it destroyed. This means if while applying hits one at a time and the first Dauntless rolls a Thrusters Damaged (+1Hp) and Engine Room Damaged (+1Hp) criticals in the process of being destroyed, there remains a total eight remaining hits to be applied to the next closest Dauntless light cruiser, with shields, blast markers, etc. still taking effect normally, for a total of seven Hp damage to the second Dauntless, against which it rolls a D6 to check for critical damage while applying hits one at a time (after the shield hit). This means at least one hit would pass to the third Dauntless even if the second rolled no critical damage. This rule in particular applies to squadrons of ships that do not count critical damage normally and instead take an additional 1Hp of damage, such as Ork Roks or Kroot Warspheres. NOTE: *See p.15 for more on how asteroid fields can damage capital ship squadrons.*

If a capital ship squadron disengages in its entirety, each capital ship calculates its percentage destroyed for victory points separately and not in the same

manner as escorts. *See the next section for more on disengaging capital ships.*

SHOOTING BY SQUADRONS: When calculating the ships' firepower individually as indicated on p.38 of the rulebook, this only applies to ships firing at different firing arcs. To clarify the example on p.39 of the rules, if a squadron of five Sword frigates are firing on a cruiser where two are in its rear arc and three are in its beam arc, the two escorts behind it would calculate their firepower together as Moving Away, and the three on the ship's beam would calculate their firepower together as Abeam. Then these two sums are added together before making the dice roll. *See p.3 for more on using the gunnery table.*

SHOOTING AT SQUADRONS: When shooting at a squadron you have to shoot at the closest target first. This does not apply to ordnance attacks. A leadership test cannot be used to pick out individual ships in a squadron; only the closest vessel can be targeted. This is an intended game mechanic. Note that when shooting at squadrons with gunnery attacks, facing and armor values all take effect as described on p.38 of the rulebook. The only ways to shoot at a more distant member of a squadron is with gunnery weapons if the ship has more left modifiers on the gunnery table or has weaker armour where only the hits that could not hurt the closest target hit it. If because of weaker armour, armour ignoring weapons cannot exploit this rule. As ships in a squadron are destroyed by incoming firepower, remaining shots are immediately applied to the next closest ship in the squadron. This only applies to shooting and does not apply to ordnance attacks, boarding actions, etc.

DISENGAGING

A vessel not hulked that moves off of the table edge during play for any reason counts as being disengaged.

If any single ship in an escort squadron disengages, the whole escort squadron must then immediately and in subsequent turns attempt to disengage following normal rules. This prevents an escort squadron from disengaging one or two vessels to keep leadership or

victory point benefits, then pushing the rest of them in a suicide run at the enemy. *See the previous page for more on escort squadrons.*

Capital ships in a squadron may disengage separately, relying on their individual base leadership to do so, not the highest leadership in the squadron. If it attempts to disengage and fails, it falls out of the squadron and may not attempt to re-join it. It is for all intents a solitary capital ship for the rest of the game. This is in addition to all other effects listed on p.33 of the rulebook for ships that fail to disengage when attempting to do so. *See the previous page for more on capital ship squadrons.*

When disengaging, ALL positive and negative modifiers must be added together before determining

the leadership check, even though check rolls of 11 or 12 still automatically fail. For instance, a ship or escort squadron with Ld9 attempts to disengage after moving within 5cm of three blast markers and an asteroid field (+4Ld) with no enemy ships or ordnance markers within 15cm (no negative modifier). Even though the effective leadership to disengage is now Ld13 because these must all be added together BEFORE the roll, the player must still roll no higher than 10 to not fail the check.

A ship that disengages successfully counts as 10% its point value for the enemy, or 25% if it is crippled

before it disengages. This is NOT in addition to the 25% victory point value if it remains on the table at the end of the game but is crippled.

In addition to victory points earned normally, a player only earns additional victory points (+1 renown) equal to 50% of the value of ANY hulk left on the table (including any refits or an embarked commander) if the ship remains as a hulk on the table and the winning player holds the field as described on p.66 of the rule book.

CELESTIAL PHENOMENA

Solar flares now only occur once per game. Rolling multiple instances as celestial phenomena during set-up only means there is a higher likelihood one will occur, meaning you still roll a number of D6 at the start of the turn equal to the number of instances the celestial phenomena occurred in set-up. However, only one will actually manifest itself during the game, after which no more rolls are made before the movement phase.

Fighting sunward is only of consequence in the Flare Region, Mercurial Zone and Inner Biosphere. To determine if you are shooting sunward place the bearing compass over the firing ship with the arrows parallel with the sunward edge. If the target is within the arc facing the sunward edge you are shooting sunward.

Free turns provided by gravity wells can be used even when the ship cannot normally turn, such as when under All Ahead Full or Lock On special orders. They can also be combined with Come To New Heading special orders to provide additional turning opportunities. This does not change the fact that the free turn can only be used before the start of the move and again only at the end of the move. In either or both instance(s) the ship must actually be in the gravity well to use it, and the free turn is only toward the center of the planet's or moon's gravity well or toward a space hulk's stem or no more than 45 degrees, whichever is less. *See pp.2-3 for more on special orders.*

Flying Bases and Terrain Interaction: Any celestial phenomena affects a ship as soon as it contacts a ship's base. However, it does not block fields of fire unless it physically blocks line of sight from the stem of the shooting ship to the stem of the target ship.

If a ship having 0 shield strength explodes due to contact with a gas/dust cloud, the explosion will originate at the point the ship entered the cloud.

Ships on a Planetary Template: When a ship's stem is actually on a planetary template (as opposed to behind it), the template does not block its line of sight or any ships line of sight to it. If multiple ships are on a planetary template, they can all see each other.

A ship counts as being upon a planetary template if its stem touches the template, not merely if it is in base contact or if its base partially overlaps the template.

Torpedoes on a Planetary Template: Torpedoes are only destroyed when they come into contact with the template's edge, either when launching them toward the planet or from it by ships in high orbit upon the template itself. It is possible to launch torpedoes while on a planetary template but they will be removed when they touch its edge. *See p.6 for more on launching torpedoes.*

Multiple Radiation Bursts: Only one radiation burst can happen per turn even if multiple radiation burst were rolled for. If three radiation burst were rolled as celestial phenomena during start-up, 3D6 are rolled per turn, with a radiation bust taking place if any one D6 rolls a 5+. Note: You roll every turn until the end of the game for radiation bursts, making it possible for a radiation burst to occur every turn from one radiation burst result on the Flare region or Mercurial zone generators.

ASTEROID FIELDS: Ships moving through an asteroid field, or coming into base contact with the edge of one, must pass a Leadership test on 2D6 to navigate it successfully. Ships using *All Ahead Full* special orders make the test on 3D6 instead. Escort

ships may re-roll the Leadership test if they fail it, but the second roll stands whether it is successful or not. A ship that fails the Leadership test suffers D6 damage from asteroid impacts, but its shields will block damage as normal.

Escort and capital ship squadrons make this leadership test normally, once for the whole squadron. In the case of capital ship squadrons that fail this test, each ship that comes in base contact with the asteroid field in any way suffers D6 damage. Escort squadrons re-roll this leadership test for free. In the case of escort squadrons that still fail this re-roll, D6 damage is distributed among the escorts that actually contacted the asteroid field, in the order that the ships were moved. In all cases, shields (but not holofields) work normally against hits. *See p.13 for capital ship squadrons.*

Blast markers are not placed when asteroid impacts take shields down, however the ship will be slowed down 5cm as if it has moved through blast markers that turn.

Ships cannot shoot into or out of an asteroid field. However, shooting between ships inside an asteroid field can take place only if both the shooting and target ships are both inside an asteroid field. Lances and weapon batteries have no more than 10cm range, Nova Cannons don't work and torpedoes of any type cannot be used. Shooting at enemies within 10cm range does not impart a left column shift when inside an asteroid field. Attack Craft work normally but must make a D6 roll every ordnance phase they remain in the field, with every wave or individual marker removed on a roll of 6. Ships that are braced or crippled may not shoot inside an asteroid field. Asteroid fields are treated as minefields if you wish to shoot at them. You must first pass a leadership test to shoot an asteroid field even if it is the only possible target, with a blast marker placed in contact with the asteroid field facing the direction the shooting came from for every roll of 6.

As warp drive implosions are not affected by celestial phenomena for purposes of line of sight, this includes when it takes place inside celestial phenomena such as asteroid fields. Being inside, outside or the other side of an asteroid field from an exploding ship does

not affect whether or not it is in the explosion's 3D6cm blast radius. *See p.6 concerning area effects and celestial phenomena.*

PLANETARY DEFENSES

Orbital defenses or ships that count as defenses may be placed in squadrons, with 1HP defenses grouped in up to six units and larger defenses grouped in up to four. A Ramilies Star Fort cannot "squadron" with other orbital defenses.

Stationary planetary defenses may be placed in base contact if desired, but they can never be stacked or have their bases overlap other stationary planetary defenses.

When desired, the defender in a scenario may spend up to one-third of his allocated point value on planetary defenses, in addition to any planetary defenses provided by the specific scenario. This allows for the use of larger planetary defenses such as major fleet bases and the like, for which the profile and point cost of an Imperial Blackstone Fortress on p.145 of the rulebook may be used. However, these additional defenses come directly from the points allowed against his or her fleet list.

Stationary defenses and vessels used as planetary defenses such as Defense Monitors or system ships do not roll for leadership or have a leadership value just as other normal planetary defenses do not, with the exception that they reload ordnance (where applicable) on a nominal leadership of 7 unless specifically stated otherwise in their fleet lists or special rules. This means that they cannot take on any special orders except Reload Ordnance, though they may also attempt to Brace For Impact against this same leadership. They also make all other leadership checks they may have to make against Ld7, such as for navigating celestial phenomena and for ignoring closest targets.

Ships that are targeted as defenses but otherwise are not normally restricted to planetary defenses, such as Ork Roks, Kroot Warspheres, etc., are treated as ships and can make Special Orders normally.

When shooting at minefields, treat them as ordnance for purposes of target priority.

BLAST MARKER REMOVAL: You remove D6 blast markers from each defence with a speed of 0cm in each end phase after all other actions in the end phase. This only applies to stationary defenses, not planetary defenses that behave as ships (such as monitors or system ships). This also does not apply to ships on standby or ships reduced to 0cm due to movement effects but otherwise capable of movement.

WARP RIFTS: Warp rifts are especially unstable and dangerous forms of celestial phenomena, and planetary defenses of any type cannot be placed closer than 30cm to a warp rift, with all other rules still applying normally. This means if a particular defense must be placed within 15cm of celestial phenomena, it still must be so placed, and it can't be placed within 30cm of a warp rift.

TRANSPORTS

Transport Variants in Scenarios: The Transport variants listed in Armada and other fleet lists are not only intended for the Convoy scenario, and they may be taken in other scenarios that call for the use of transports in the scenario rules.

Any special transport such as an armed freighter or fast clipper in Armada or any other fleet list that counts as half a transport for victory conditions is also only worth 1 assault point. Two of these vessels are equivalent to a single regular transport, and such vessels round down for purposes of victory conditions. For example, if victory conditions require at least one regular transport to survive the battle and only a single special transport survives, its transport value rounds down to zero.

By definition, a fast clipper is a special transport (counting in all other respects as an armed freighter on p.160 of Armada) that gives up all its weapons batteries for a +5cm speed increase and a total of +5D6 (no more) when on All Ahead Full special orders. Its point cost and profile for turning, shields and turrets remains unchanged. This ship can be used

by any fleet that has access to the vessels listed on p.159-160 of Armada.

Heavy transports on p.160 of Armada are worth two regular transports or 4 assault points. If they are crippled, they are worth one regular transport or 2 assault points. Heavy transports count as cruisers for purposes of movement and are destroyed if they land on a planet's surface.

The price for heavy transports is not free; it is 40 points because of their great resiliency in comparison to escort-sized transports. This is in addition to the rule on p.159 stating no more than one third of the transports in your fleet can be heavy transports, in scenarios that require transports. To clarify, "no more than one third" refers to the entire transport value. For example, if a particular scenario calls for a total of six transports, no more than one heavy transport can be taken, since each one counts for two transports. For every heavy transport in the fleet there must already be at least four escort-sized full transports, eight half-transports such as armed freighters or Rogue Trader cargo vessels, or any combination thereof.

Any published resource referring to Q-ships should show them as having two shields in their profile for no change in cost. Q-ships have no transport value.

Escort carriers count as a special transport for purposes of use in scenarios that call for transports, but they have no transport or assault point value for purposes of determining victory conditions. Escort carriers cannot launch orbital mines.

GENERAL FLEET RESTRICTIONS AND OPTIONS

Attack Ratings: Attack ratings for the races in Battlefleet Gothic are normally as follows:
Imperial: 2
Chaos: 2
Tau: 2
Orks: 3
Craftworld Eldar: 3
Space Marines: 3
Tyranids: 3

Corsair Eldar: 4
Dark Eldar: 4
Necrons: 4

Fleet Commanders: A fleet with a total points value of more than 750pts must be led by a Fleet Commander unless specifically stated otherwise in the fleet list.

Fleets of Escorts and Fleet Commanders: If your fleet list doesn't allow you to field a Fleet Commander on an escort you must have a capital ship in a fleet of more than 750pts.

Using Single Escorts: A single escort may be taken in a fleet as long as there are no other escorts in the fleet. Note: If there are other restrictions due to the fleet list, such as a minimum of six escorts in a squadron, these restrictions cannot be ignored. If any more than one escort is taken in a fleet list, then all escorts must be formed in squadrons of at least two or whatever minimum is required by that particular fleet list. This also means if an escort squadron is limited to six ships and the fleet list has seven escorts, the escorts must be divided so no escort is operating without at least one other escort in a squadron. This rule exempts escorts that are allowed to operate alone, such as transports or Tau Messenger ships.

Escort squadrons reduced to a single escort in the midst of a battle may continue to operate singly for the duration of that battle, but afterward (in a campaign) must immediately be repaired or reinforced to include at least two escorts.

Class Variants: Some ship classes have variants listed in their notes, such as the Imperial Dauntless being

able to exchange its lances for torpedoes. Unless specifically noted as unique by their fleet lists, such as the Chaos Planet Killer or the named Ork battleships, you may take multiple examples of any class variant.

RESERVE FLEETS AND REINFORCEMENTS

Any fleet chosen from one of the fleet lists may also include reserves. This applies to fleets in the rulebook, Armada or any other official fleet list, such as those on the Games Workshop's Battlefleet Gothic Resources website. For every three battleships, cruisers or escorts chosen from the fleet list, you may also pick one ship of the same type from another fleet list belonging to the same race. For example, or every three cruisers picked from the Gothic Sector Fleet List on p.115 of the rulebook, you may pick one cruiser from the Segmentum Solar Fleet List on p.27 of Armada, from the Adeptus Mechanicus Fleet List or from any other published fleet list. Only ships of the same "type" (battleship, cruiser or escort) count for reserves purposes so you can't pick three escorts from one fleet list and use them to qualify for a battleship from another. Also, for these purposes light cruisers, cruisers, heavy cruisers, battlecruisers and grand cruisers all count as "cruisers," so that three cruisers from one fleet list would qualify you to take a grand cruiser from another fleet list of the same race as a reserve. Reserves are still subjected to restrictions on minimum and maximum numbers of certain types of vessels. For example, having three Chaos cruisers (such as a Murder, Carnage and Devastation) entitles a 12th Black Crusade Incursion Fleet to have a Repulsive grand cruiser. It also entitles the fleet to have one reserve cruiser such as the Executor grand cruiser, but that ship cannot be taken because you must have at least six cruisers to have two

grand cruisers, not merely three.

Reserve vessels may take any upgrades, refits, etc. available to either fleet list but may not take any special characters from the reserve fleet list to use with the primary fleet. For example, a player using the 12th Black Crusade fleet list with at least three cruisers can take a Retaliator grand cruiser as reserves from the 13th Black Crusade fleet list and upgrade it to take Chaos Space Marines, but that ship cannot take a Chaos Lord form the 13th Black Crusade list (a special character). Instead, it would have to use one of the only three Chaos Lords allotted to an Incursion Fleet list, though that Chaos Lord could have any of the Marks allowed by the Incursion Fleet List for the cost indicated on that list.

Reserve fleets are those specifically described as such in their fleet lists, not merely those identified as being capable of allying with each other. Reserve vessels taken at the start of a battle or earned as reinforcements in the course of a campaign must come from the same "race." For the purpose of this FAQ/Errata, the races are Imperial Navy (including Adeptus Mechanicus), Space Marines, Chaos (including Chaos Space Marines), Eldar, Craftworld Eldar, Dark Eldar, Orks, Necrons, Tyranids and Tau (including Tau allies). Some fleet lists explicitly provide access to ships from other races. These may only be taken exactly as described on their fleet list rules and may not also be taken as reserves. See the following examples:

1. An Imperial Navy fleet taken from the Segmentum Solar fleet list can take Space Marine vessels as part of its fleet list, even though Space Marines are technically from another "race." However, a Gothic Sector fleet list cannot take Space Marine vessels as reserves, even though it can take as reserves other Imperial Navy vessels from the Segmentum Solar fleet list.

2. The Demiurg and Kroot have specific rules allowing them to be used by various other fleets as allies in the same manner those fleets can take reserves. However, the Tau Kor'vattra fleet list allows a far more liberal use of Demiurg vessels in the fleet. In this case, Demiurg vessels may be taken as provided for in the Tau Kor'vattra fleet

list irrespective of limitations that would normally be placed on using reserves.

A given fleet may take ships as reserves from any number of fleet lists that are the same race that allow their vessels to be used as reserves. For example, a Gothic Sector fleet list with six cruisers may take both a grand cruiser from the Imperial Bastions fleet list on p.29 of Armada and a battleship from the Adeptus Mechanicus fleet list. However, a given fleet list cannot take as reserves ships listed as reserves or allies to another fleet list. For example, a Chaos Repulsive grand cruiser is listed as reserves for the Imperial Bastions fleet list, and the Armageddon Sector fleet list has Space Marine vessels as allies. Because it is listed only as reserves of that list, a Repulsive grand cruiser or Space Marines strike cruiser cannot be taken as a reserve vessel for any other Imperial fleet list. In short, you cannot use a reserve of a reserve. Reserves can only ever be ships belonging to the same race, chosen from a fleet list of the same race.

These allowances and restrictions apply for both one-off battles and while earning reinforcements in the course of a campaign. However, ships or special characters added to a fleet list as a special reward or through special scenario or campaign driven circumstances are exempt from meeting fleet prerequisites beforehand. For example, an Imperial fleet is allowed to immediately have a single Space Marine battlebarge in its fleet list in the course of a campaign with no fleet prerequisites and regardless of reserves if it expends an appeal roll against the Space Marines table on p.157 of the rulebook and rolls a 2D6 roll of 2, even if that fleet is not from the Segmentum Solar fleet list.

ALLIES, SUBJECTS AND MERCENARIES

Some fleet lists have explicit access to ships from other races. The Tau in particular have access to ships from several different races simultaneously. These may only be taken exactly as described on their fleet list rules and may not also be taken as reserves. Allied and reserve vessels cannot use refits and upgrades from the fleet list they are allied to unless they are of the same race or the rules for that fleet specifically allow it.

Instead of a named reserve fleet listed in the rules of various fleet lists, vessels from certain fleets may elect for whatever reason to form permanent or temporary alliances with other fleets. The outcome of the Gothic War in particular hinged on a hasty, short-lived alliance between the Imperial Navy and the Eldar. Some ships in particular have rules that allow them to ally with any number of fleets or even fleets on both sides of a battle, such as the Demiurg on pp.109-111 of Armada. In all cases these follow the standard rules for reserves in that no more than one allied vessel may be taken for every three core vessels in the fleet.

Unless specifically described otherwise in a particular fleet list (such as Demiurg ships in a Tau fleet), the same restrictions that apply to reserves also apply to allies regarding ship types, (escorts, cruisers, battleships, etc.). Finally, this list does not supersede any specific ship or fleet restrictions, such as the Craftworld Eldar having access to the Corsair Eldar fleet list as reserves (and vice versa) only when the fleet is led by an Eldar Hero aboard the *Flame of Asuryan*, or that three Dark Eldar escorts must be taken in a fleet in order to have one Dark Eldar capital ship. Allied vessels taken in this way cannot be placed in squadrons with vessels in the core fleet unless specifically allowed to in the core fleet's list, nor can they use the core fleet's re-rolls unless specifically allowed to.

Just as a fleet can take any number of reserves as long as restrictions are followed concerning the number taken compared to the core fleet list (typically in a ration of no more than one for three unless listed otherwise in a given fleet list), the number of allied vessels the fleet takes is only limited by the rules applied to the allied fleet as long as all other restrictions concerning reserves are also followed.

In addition to these restrictions, no vessel can be allied to a fleet for which it is a natural enemy, nor can it ally itself to a fleet that already contains allies for which it is a natural enemy. In the convoluted universe of Battle fleet Gothic there are many races that are natural enemies of each other. Any fleet that is natural enemies with another given fleet will also not ally with ships allied to that fleet, even if they normally would not be enemies of that fleet. In all cases this is provided only as a guide as opposed to any requirement that such fleets must ally with each other, and it is just as plausible that any one of these will be enemies of and combat any other. It is easier to list enemies than possible allies, but in the end this list is to be treated as a guide for what fleets may ally with each other, detailed as follows:

1. Imperials (including Adeptus Mechanicus): will never ally with Chaos, Dark Eldar, Craftworld Eldar and Orks. If it allies with or has as allies the Space Marines, it cannot ally with or take as allies ships from any other fleet list except Rogue Trader vessels (excluding Xenos ships).
2. Chaos (including Chaos Space Marines): will never ally with Imperials, Craftworld Eldar, Corsair Eldar, Space Marines or Tau.
3. Tau: will never ally with Orks, Chaos, Dark Eldar or Space Marines.
4. Dark Eldar: will never ally with Imperials, Tau or Space Marines.
5. Craftworld Eldar: will never ally with Imperials, Chaos, Space Marines or Orks.
6. Corsair Eldar: will never ally with Chaos, Space Marines or Orks.
7. Space Marines: will only ally with Imperials (including Adeptus Mechanicus) and Rogue Trader vessels (excluding Xenos ships). A Crusade fleet list will not ally with any fleet.
8. Rogue Traders: may ally with any fleet except Tyranids and Necrons but may not take Xenos vessels when allied with Space Marines.
9. Orks: will only ally with Chaos, Dark Eldar and Rogue Traders.
10. Demiurg and/or Kroot: will never ally with Orks or Space Marines. Even when allied with two fleets that are fighting each other, Demiurg and Kroot ships will never fire upon each other.
11. Necrons do not ally with any fleet.
12. Tyranids do not ally with any fleet.

FREQUENTLY ASKED QUESTIONS, ERRATA AND RULE ADDITIONS
IMPERIAL, SPACE MARINES AND ADEPTUS MECHANICUS FLEETS

IMPERIAL NAVY

The Imperial Power Ram may be taken by any Imperial capital ship with a 6+ prow for +5 points unless it has a Nova Cannon. This is for any Imperial fleet list and does not count as a separate refit. Ships so equipped impart one automatic hit during a successful ram on a target vessel before rolling for hits inflicted.

For every reference in the Rulebook and Armada, the correct price for an Emperor battleship is 365 points, an Apocalypse battleship is 365 points, a Retribution Battleship is 345 points, and an Oberon battleship is 335 points.

In the Rulebook on p.108, a Mars battlecruiser may purchase a third turret for an additional +10 points.

In the Rulebook on p.114, the "Widowmakers" refit can only be taken by Cobra escorts, it can only be taken by escort squadrons where more than half the escorts are Cobras, and all the Cobras in the squadron must take the refit. Only Imperial escort squadrons may take this refit, not pirates, Chaos renegades, etc.

For every reference in the Rulebook and Armada, the correct price for an Overlord battlecruiser is 220 points. In the Rulebook on p.109, it is based on the Acheron heavy cruiser design and relies on systems derived from it for its targeting systems. For +15 points, its weapon batteries get a left-column shift on the gunnery table.

The Apocalypse Class battleship's special rule on p.12 of Armada when it undertakes Lock-On special orders and fires its lances greater than 30cm does not take effect unless firing greater than 45cm, though the normal range of the lances is still 30cm. Additionally, it does not take 1Hp damage for the Thrusters Damaged, even though the critical damage still affects the ship, is cumulative and must be repaired normally. Except for this special rule, all critical damage (including Thrusters Damaged) taken in any manner affects this ship as it would be taken by any other ship normally.

Imperial grand cruisers count as battlecruisers in any fleet list they are used (even as reserves), meaning two cruisers are required for every grand cruiser in the fleet, and the Imperial fleet may have one grand cruiser or one battlecruiser for every two cruisers in the fleet, not one and the other. Additionally, grand cruisers do not count as cruisers for purposes of fielding battleships in any Imperial fleet list they are taken.

All Imperial Vengeance grand cruiser variants listed in Armada on pp.14-16 completely ignore prow critical damage, regardless of the cause. If any critical damage rolled against the table results in a Prow Armament Damaged critical hit, it is assumed the critical damage did not take place, and it does not move up to the next higher critical damage. If the critical damage is caused by the ship taking a hit, the hit itself still counts normally.

An Imperial Exorcist grand cruiser on p.16 of Armada may be equipped with Shark assault boats for an additional +10 points.

For every reference in the Rulebook and Armada, the correct price for an Armageddon battlecruiser is 235 points. In Armada on p.17, it may replace its prow torpedoes for a Nova Cannon for +20 points.

For every reference in the Rulebook and Armada, the correct price for the Endeavor and Endurance light cruisers are 110 points each. The Defiant light cruiser is 120 points.

The Endeavor, Endurance and Defiant light cruisers on pp.18-19 of Armada may increase their prow armor to 6+ for no additional cost. However, if this option is taken, the turning radius of these vessels is reduced to 45 degrees.

The fleet restrictions for Endurance and Defiant light cruisers on p.27 of Armada are entirely replaced by the following: no more than two of these vessels may be taken for every 500 points (or portion thereof) in the fleet. This is no more than two in total, meaning not two each of the Endurance and the Defiant.

ADEPTUS MECHANICUS

Adeptus Mechanicus vessels may always be taken as reserves by an Imperial Navy fleet, regardless of what fleet list is being used or whether or not they are using allies.

Adeptus Mechanicus vessels may ignore the rule preventing them from firing upon or boarding friendly drifting/blazing hulks (*see p.13 concerning shooting at hulked vessels*). They will do this in an attempt to deny victory points to the enemy or induce catastrophic damage, to prevent their technology from falling into xenos or heretic hands. This rule <u>only</u> applies to Mechanicus vessels shooting at Mechanicus drifting hulks, and <u>not</u> Imperial Navy, reserve or allied vessels in the fleet. In order to do so, it must actually be a ship using rules from the Adeptus Mechanicus fleet list, not a Mechanicus model painted to be part of a standard or reserve Imperial fleet. Mechanicus vessels may shoot at enemy drifting/blazing hulks normally.

On the Adeptus Mechanicus fleet list, Endeavor and Endurance light cruisers cost 125 points, and the Defiant light cruiser costs 130 points. They can upgrade their prow armor to 6+ at no cost. However, if this option is taken, their turning radius is reduced to 45 degrees.

Adeptus Mechanicus Refits: When a 6 is rolled on the leadership table you may pick your refit instead rolling for it randomly; you don't get an extra one.

No more than two Mechanicus Gifts can ever be taken by a ship. If a ship that rolled a 6 when determining leadership subsequently has an Archmagos embarked, it does <u>not</u> get a third Gift! However, the rule concerning Gifts still applies; if the second rolled refit is identical to the refit already selected, the second refit may be chosen as well.

An Archmagos can be placed on any capital ship in the fleet desired unless an Ark Mechanicus is present, in which case it must be used as the flagship. The Ark Mechanicus *Omnissiah's Victory* cannot have any other Mechanicus Gifts besides those already in its special rules.

The Archmagos' ship only has two Mechanicus refits, though it may still earn standard Imperial fleet refits normally over the course of a campaign, as can any other Adeptus Mechanicus vessels.

Unlike their capital ships, Mechanicus escorts do not have the +1 turret as part of their point cost and do <u>not</u> get this refit automatically.

Adeptus Mechanicus versions of Imperial Navy vessels that have access to assault boats (such as the Emperor) may <u>not</u> use assault boats.

ADEPTUS ASTARTES

Any vessel that earns or pays for a refit to carry Thunderhawks may then ONLY carry them, and its launch bay capacity is reduced by half (rounding up when applicable). This also applies for those earned when rolling a 7 against the Space Marines table on p.157 of the rulebook. All normal rules concerning their use is unchanged from that on p.21 of Armada. Escort carriers may <u>never</u> be upgraded to carry Thunderhawks!

The profiles in Armada for Space Marine Strike Cruisers listed on p.23 and Gladius frigates on p.25 replaces any previously published profile of this vessel.

Space Marine battle barges as listed on p.24 may not use Come To New Heading special orders, regardless of any normal refits they may be equipped with.

In a campaign, the Space Marine fleet has access to the same refits and crew skills as Imperial and Chaos fleets on pp.156-157 of the rulebook. Space Marines may roll appeals against the Space Marines table on p.157 if desired. Ships earned as a result of rolling against this table are considered to be "for free" and do not count against fleet restrictions. For example, a fleet 1,500-point Space Marine fleet with two battlebarges that rolls a 2D6 roll of 2 against this table may waive the point restrictions and gain a third battlebarge, provided the owning player actually has three battlebarge models to represent it. Ships not able to take a particular refit rolled randomly may re-roll the result.

Space Marine vessels with Terminator boarding parties may use them every turn instead of once per game for no change in point cost.

RAMILIES STAR FORT

While Ramilies Star Forts are defenses, they are not restricted to the same leadership restrictions of other defences and can take on all shooting-based special orders normally.

The various quadrants of a Ramilies Star Fort automatically count as massing turrets (unless crippled or destroyed, following all normal rules for massing turrets discussed previously). However, only the quadrants adjacent to it can mass turrets with a given quadrant, giving it a maximum of +2 turrets. This is in addition to any ships that may be in base contact, though the maximum restriction of no more than +3 turrets still applies.

Although the four quadrants are essentially in contact with each other, blast markers are only placed between the quadrant taking fire and the quadrant closest in the line of fire to that taking fire. In other words, a single round of shooting form a ship or squadron cannot place blast markers in base contact with more than one other quadrant besides the quadrant it is shooting at (for two in total) Quadrants not so affected count as not having blast markers in base contact, even if blast markers are in base contact with the model itself. *See p.4 about blast markers.*

When ramming the Ramilies you can only ram the quadrant you first contact on a line of sight from the ramming ship's movement. If a ship happens to make contact right at the junction between two quadrants (as measured by the model's base, not the model itself!), the ramming player may pick which one of the two adjacent quadrants in contact he or she wishes to ram.

As running out on doubles no longer applies to reloading ordnance, a Ramilies Star Fort may have in play up to twice the attack craft markers as the number of launch bays it has remaining. Additionally, as a docked ship can no longer take advantage of the benefit the Ramilies provides it for running out of ordnance, it instead is considered to have automatically reloaded ordnance (no Command Check required) if it remained docked for two full turns and was not braced.

Before the game starts, the owning player can decide if the Ramilies will rotate or not. Once the decision is made, it cannot be changed throughout the game. If it is decided that it will rotate, it does so for 45 degrees once per game turn (no more or less) at the beginning of the owning players movement phase. If it rotates, it will always rotate in the same direction. The Ramilies otherwise does not move in any way during the course of the game, it still counts as defenses, and this movement does not alter nor can it be altered by any command checks or special orders the Ramilies can make. If the owning player decides the Ramilies Star Fort will rotate, then it cannot have ships dock with it for the duration of the game. Blast markers not removed remain in place when the Ramilies rotates and affect whatever quadrant they are in contact with at the end of its movement.

A Ramilies can be affected by hit and run attacks, which take place normally. However, only a Space Hulk can attempt a boarding action on a Ramilies. If it does so, the remaining hit points of all four quadrants apply to the Ramilies' boarding value, but only the turret value of the quadrant actually being boarded is added to this value. Resulting hits and critical damage are only applied to the quadrant that was actually affected by the boarding action.

The Ramilies can always board any enemy ships in base contact in the end phase of its own turn, and it can decide how many quadrants are involved in the boarding action.

When a quadrant is destroyed its quarter of the flying base is treated as an asteroid field. This effect cannot damage the other quadrants and remains unchanged if the owning player elected that it rotate at the start of the game.

A Ramilies can earn ship and weapon refits (NOT engine refits- re-roll this result!) over the course of a campaign, and any refits earned apply to all quadrants.

A Ramilies can purchase special torpedoes on p.156-157 of Armada. However, if the Basilica takes critical damage while armed with torpedoes affected by critical damage (such as vortex torpedoes), BOTH critical damage effects from the table and from the torpedo special rules applies. Resulting additional hits from damage caused by the torpedoes can be distributed among the Ramilies quadrants as decided by the enemy player.

A Chaos Warmaster (as opposed to a Lord) must always be used as a fleet commander in any Chaos fleet list that requires the use of a fleet commander. Under no circumstance can a Chaos Lord be placed on the same ship as a Warmaster.

When fielding a Chaos 12th Black Crusade fleet in the rulebook limited to only three Chaos Lords in a campaign, a player may purchase a Chaos Lord for a reinforcing vessel, but only to replace one that was aboard a ship lost in battle. This is separate from an additional (fourth) Chaos Lord earned in an appeal against the table on p.158 of the rulebook.

Multiple Chaos Marks of Slaanesh: If a ship is in range of effect of multiple marks of Slaanesh, it is only affected once.

Multiple Marks of Chaos on a Single Capital Ship: It is not possible to have multiple Marks of Chaos on a single capital ship in the 13th Black Crusade fleet list. Note: The Chaos 12th Black Crusade Incursion Fleet list in the rulebook still allows the Warmaster to have multiple Marks of Chaos.

Chaos has a +1 boarding modifier. The Chaos Space Marine upgrade in Armada replaces this, providing them with a total +2 boarding modifier (before all other modifiers are applied normally).

Abaddon the Despoiler and Chaos Space Marines: If you buy the Chaos Space Marine upgrade for a ship commanded by Abaddon, it is further improved. This option can only be used if Abaddon is utilizing the 13th Black Crusade fleet list in Armada, in which case all the rules on p.43 of Armada apply. His ship will have a total +3 boarding modifier (+1 for Abaddon and +2 for Chaos Space Marines) before any other modifiers are applied. Abaddon has access to Terminator Teleport Assaults and all other benefits of having Chaos Space Marines described on p.45 of Armada. The ship may take any one Mark of Chaos for the point cost indicated. If a Mark of Khorne is taken, this doubles again the double already provided by having Abaddon aboard the ship! (This is unique in that fleet commanders do not normally multiply crew skills/benefits.) Note: If a mark of Tzeentch is chosen, you will gain no benefit unless Abaddon is killed as his specific rules dictate you may only use one command re-roll per turn.

Ships that earn Forces of Chaos through appeals or other means may continue to use these unaffected, even if they are braced, crippled, etc., unless it applies to ordnance attacks.

CHAOS VESSELS

Chaos fleet requirements: As Battleships, Grand Cruisers and Heavy Cruisers all have their own requirements you may use the same cruisers for these requirements. For example, a Chaos fleet can have a fleet comprised only of two Cruisers, one Heavy Cruiser (requires 2 Cruisers), one Grand Cruiser (requires three Cruisers or Heavy Cruisers) and a Battleship (requires three Cruisers or Heavy Cruisers).

Warp Cannon on an Activated Blackstone Fortress or any similar weapon mechanic that ignores shields or behave as such also ignore holofields and any other similar mechanisms, such as reactive armor saves, spores, etc. Warp Cannon do not ignore any brace saves or any reactive armor modifiers while braced!

THE PLANET KILLER: The Armageddon Gun is a line of sight weapon and cannot fire through obstacles or celestial phenomena that act as normal line of sight obstructions, such as planets, moons, asteroid fields, etc.; a swirling jumble of million-ton rocks will disrupt even the awesome power of this weapon. However, place D6 blast markers at the point the Armageddon Gun template contacted the asteroid field, moon, etc. for the vaporized rock left in its wake. When used in Exterminatus, it does not face the normal restrictions for such weapons. Once in low orbit, it can fire up to 60cm and does not need to roll a 4+ to hit.

The Armageddon Gun overcharge "planet killer" shot works as follows: the ship must declare it is charging over three consecutive turns. No leadership check is required, but the ship may not turn, shoot or go on any special orders, including Brace For Impact. Once started, the process cannot be stopped, during which time the ship gains +2 shields. After the movement phase of the third turn, the ship immediately fires by

moving the Nova Cannon template directly in front of the vessel 60cm (not 90cm). If any part of the template touches any ship's base, that ship is completely destroyed, no saves allowed. The first planet or moon touched by the center hole is removed on a 2+ in D3 turns and replaced by a 2D6 by 2D6 asteroid field. This shot can fire through asteroid fields but will not remove them by doing so. After firing this shot, the Planet Killer must pass a reload ordnance special order for two turns to bring the Armageddon Gun back online, during which time it may not fire any weapons at all but moves normally.

All restrictions for battleships apply to the Planet Killer. In other words, you need to field at least 1,000 points of ships AND meet fleet list requirements to field it as a battleship in the fleet.

GRAND CRUISERS: All Chaos Vengeance grand cruiser variants listed in Armada on pp.38-39 completely ignore prow critical damage, regardless of the cause. If any critical damage rolled against the table results in a Prow Armament Damaged critical hit, it is assumed the critical damage did not take place, and it does not move up to the next higher critical damage. If the critical damage is caused by the ship taking a hit, the hit itself still counts normally.

The Chaos Repulsive Grand Cruiser can be modelled on a large base. If so mounted, it may have a third shield for +15pts. It must be modelled on a large base to have this this refit available for the cost indicated. This is not a normal refit and can be used in one-off games or in addition to any other refits earned normally in the course of a campaign.

SHIP POINT COSTS: For every reference in the Rulebook and Armada, the correct price for a Retaliator grand cruiser is 260 points.

For every reference in the Rulebook and Armada, the correct price for a Styx heavy cruiser is 260 points.

Chaos Murder Class Cruiser Variant: The Murder variant described in the notes on p.123 of the rulebook has broadsides consisting of four weapons batteries and two lances, all at 45cm range. These are broadsides and so have port and starboard arcs. This variant is more uncommon than the standard Murder; no more than two of this variant may be used per 750 points (or any part thereof) in a Chaos fleet, meaning a fleet greater than 750 points may have up to four.

The profile for the Devastation on p.123 of the rulebook lists different names for the types of attack craft used. This does not affect how they are used in any respect, and they are in all respects the same.

RENEGADE IMPERIAL VESSELS: The Imperial Navy has taken great pains after the 12th Black Crusade to ensure that its warships do not fall into the foul hands of Chaos. While only the most seasoned and august of ship captains command the Emperor's battleships and battlecruisers, this is not always the case for its escorts and second-line warships. For every 1,500 points in a Chaos fleet, one cruiser from any Imperial Navy fleet list up to 185 points and/or up to six Imperial Navy escorts may be taken. Special weapon rules, Nova Cannon, Chaos Lords, Chaos Space Marines, Chaos ordnance or Daemonship upgrades may not be taken for Imperial Navy vessels used in this manner, and cruisers suffer -1Ld for going renegade. Imperial Navy escorts need not be in a single squadron and may be interspersed within other Chaos escort squadrons if desired. These vessels do not count as reserves; they count as Chaos vessels in all respects.

CHAOS DAEMONSHIPS

A Daemonship cannot be forced to disengage by a scatter roll that places it off the table. If a Daemonship scatters off the table when deploying, place the Daemonship so that its base is completely on the table on the point of the table edge indicated by the scatter dice, facing any direction desired by the Chaos player.

Daemonships cannot be used in squadrons.

When a Daemon ship is still spectral and has not fully materialized into normal space, it cannot move, shoot, board or conduct any action in any way, though any Marks it may have still take effect immediately. It also may not be shot at, boarded, rammed or have any action done to it while spectral.

If a Daemon ship fully materializes in contact with celestial phenomena, it suffers any effects of those celestial phenomena, such as gas clouds, asteroid fields, etc. before the start of its movement phase. However, if it materializes in an asteroid field, it may then attempt to avoid damage by making a leadership check normally.

DAEMONSHIP HAUNTING: When a Daemonship is 'haunting' or is spectral it can still suffer damage from fire critical hits. In addition to repairing damage, they may repair critical hits while in the warp rolling normally, repairing critical damage on a 4+ as opposed to a 6. However, Daemonships may not make repair rolls in the end phase they are first deployed when returning into play.

If Daemonships repair enough hits while "haunting" to no longer be crippled, they will still count as disengaged for purposes of victory points but will no longer count as crippled.

Daemonships do not automatically regain hits after each battle. They have to be regained either in a game by warp translation or by expending repair points, or they can be withdrawn normally.

Movement and Solar Sail Arcs: An easy way to determine a ships facing in relation to the sunward edge is to place a bearing compass over the ship and draw the shortest possible line from the ships stem to the sunward edge. The arc this line passes through is the sunward facing, or sunward arc.

Corsair and Craftworld Eldar ships cannot take All Ahead Full orders and thus cannot ram. Theme-wise, these Eldar ships would generally not resort to this kind of tactic anyway. Dark Eldar ships however can take All Ahead Full special orders and are thus not prohibited from ramming.

If under Lock-On special orders, Eldar ships cannot turn for BOTH their movement phases. When locked-on, Eldar Pulsars re-roll EACH miss until either up to three hits is scored or a miss is missed again.

Dark Eldar minimum movement: Like all other Eldar ships, Dark Eldar vessels do not have a minimum movement requirement. Note: All Eldar ships still fall under the restriction that if a ship moves less than 5cm it counts as a defence for shooting purposes. However, Holofields still work normally.

Eldar and Dark Eldar ships can make a leadership check to ignore all effects of celestial phenomena such as gas clouds, solar flares, etc. Escorts may re-roll this result for free. If an Eldar vessel passes its leadership check during a solar flare, it will take no damage but turn directly away from the sun edge and move 2D6cm. This ability only applies to celestial phenomena, not explosions from catastrophic damage, nova cannon, etc. It also does not affect negative leadership modifiers caused by radiation bursts. Leadership checks against asteroid fields are unchanged from those for other fleets.

When shooting, all Eldar weapon batteries always count as closing before any modifiers. However, they still count as shooting at defenses when doing so.

Eldar and Dark Eldar must determine if they wish to brace against damage they may face BEFORE rolling their holofield save. This includes damage from scatter weapons such as Nova Cannon fire.

An Eldar vessel intending to board an opponent may do so in either movement phase, but it may not shoot or launch ordnance before doing so. If it boards in its movement phase, it may not make its second movement.

HOLOFIELDS

Holofields and Shadowfields work essentially the same way in all respects. They save against ALL strength-based weapons, Nova Cannon shots, any ordnance attacks and any kind of hit and run attacks, ramming and boarding. Against ramming and boarding, they save once against the ramming or boarding attempt, NOT against any damage suffered if this save fails. They do NOT protect against hits caused by celestial phenomena nor any area effects such as Warp Drive implosions, Necron Nightmare Fields, Chaos Marks of Slaanesh, etc. *See p.5 for how Nova Cannon are affected by holofields.*

When protecting against damage (except against weapons that use the gunnery table), Holofields roll its save once against each successful attack, whether it be from lance fire, ordnance hits, etc. In other words, its rolls once against a ramming attack, once against each Nova Cannon shot, and once against each hit imparted by ordnance attacks, Hit and Run attacks, etc.

Against firepower-based weapons such as weapon batteries, holofields only provide a right-shift modifier to hit unless specifically indicated otherwise, and it does not modify rolls to hit beyond the far right end of the table.

Corsair Void Stalker point restrictions: In a Corsair fleet list you may only have a Void Stalker in your fleet if your fleet list is worth 1000 points or more. This limit is very strict; if you are playing a 1000pt game and your fleet list is 995pts or less you cannot field a Void Stalker.

For every reference in the Rulebook and Armada, the correct price for the Hellebore frigate is 65 points and the Aconite frigate is 55 points.

ELDAR ORDNANCE

All Eldar Ordnance (including Dark Eldar) can only be hit by turrets n a 6. This includes Vampires, any torpedo types, assault boats and orbital mines.

When Eldar orbital mines are used, they completely replace all other attack craft used by the launching carrier, with one orbital mine per launch bay.

As Eldar vessels do not actually have turrets, enemy bombers do not get any bonus against turrets from escorting fighters.

CRAFTWORLD ELDAR

The Eldar Hero costs 100 points, not 150 points. However, it must still purchase re-rolls at the Hero's listed cost for re-rolls.

You require a Hero to field the Flame of Asuryan. The Flame of Asuryan counts as a Dragonship in the Craftworld Fleet List and a cruiser in the Corsair Fleet List. This is a unique ship; only one is allowed in the fleet list, regardless of the size of the fleet.

The port and starboard pulsar lances of the Flame of Asuryan are considered Keel weapons for purposes of critical damage. They share a single weapon position and so will be affected when weapons strength is halved for whatever reason. The launch bays carry Vampire Raiders at no extra cost. The keel pulsar lance fire arcs are left/front and right/front respectively.

The strength of the Dragonship's weapons battery option is 14, the torpedo option is 8 and the launch bay option is 4.

The profile concerning Craftworld Eldar escorts remain unchanged but replace their special rules with the following: Shadowhunters are so nimble that they can even pursue attack craft with ease, harrying the smaller vessels with an agility impossible for other escorts. When coming in base contact with any enemy ordnance, they may re-roll a failed holofield save (the second roll stands). This effect only works against attack craft, and markers that behave only as fighters are still ignored normally. The rules for the Craftworld Eldar Phantom Lance remain unchanged Due to their extremely small size, Craftworld Eldar escorts cannot initiate boarding actions. A ship that successfully boards a Craftworld Eldar escort gains a +1 modifier in addition to any other modifiers.

Eldar Ghostships may move normally if they fail a special order, but they may not shoot, launch ordnance, etc.

Corsair Eldar and Craftworld Eldar fleet lists count as reserves of each other, following all normal rules, but to do so an Eldar Hero must lead the fleet as described in the Craftworld Eldar rules.

DARK ELDAR

The Dark Eldar Torture cruiser on p.56 of Armada has an unmodified value of 210 points, not 130 points. In the Armada fleet list, prow torpedoes are an optional weapon system it can be equipped with besides its weapon batteries as opposed to a weapon that must be replaced.

Dark Eldar cruisers may if desired be equipped with two Impaler assault modules instead of one. Their individual cost remains unchanged; it costs +20 points for each Impaler taken by a Dark Eldar cruiser.

The Dark Eldar mimic engine described on p.54 of Armada is unchanged, but its ability to not be targeted by enemy ships in the first turn is lost if ordnance it launches in the first turn attacks enemy ordnance or ships. If its ordnance does not attack during the first turn, enemy ordnance must assume it

is friendly and cannot attack it, though enemy ships that move in base contact with it in the first turn will still be attacked normally. Mimic Engines cost +20 points for cruisers and +5 points per escort.

Dark Eldar ordnance and attack craft enjoys all resilience and re-roll benefits Eldar ordnance does, and they behave in the same manner in all respects.

Leech Torpedoes: in addition to all the rules for this weapon on p.55 of Armada, Leech torpedoes take effect immediately (being braced can save normally against this), do not roll against armor and do not automatically destroy escorts. Leech torpedoes otherwise behave as Eldar torpedoes in all respects and are only hit by turrets on rolls of 6. Escorts can also repair this effect with a roll of 6 in the same manner capital ships repair critical damage.

Dark Eldar receive a +1 to any of their Hit & Run attacks, including those from Slavebringer assault boats but excluding Impaler Assault Modules.

Slavetaking may be performed instead of any Hit & Run, including teleporter and Impaler attacks. When using Impalers for slavetaking, they forgo their normal 2D6 roll and instead collect +30 victory points vice +10 points. Brace saves may be taken against Slavetaking. Slavetaking cannot be conducted against Necron or Tyranid fleets. Any escort-sized ship is in addition considered destroyed if 30 or more victory points are collected from it by slavetaking.

In a campaign, a Dark Eldar or Craftworld Eldar fleet commander earns promotions (re-rolls) in the same manner as the Eldar as listed on p.153 of the rulebook.

ELDAR TRANSPORTS

Corsair and Craftworld Eldar fleets can use transports in scenarios that call for transports where the Eldar are playing the defender. The Eldar transport moves 10/10/15cm, and it is equipped with one 15cm weapon battery (front). It otherwise follows all movement, shooting and holofield rules for Eldar ships. Dark Eldar fleets do not have access to this transport. However, they may use Imperial transports (of all types) to represent captured and looted merchant ships they are returning to their lair.

The All Ahead Full special order can be taken by Orks for free. However, this does not exempt it from the restrictions that occur when a ship or squadron fails a special order command check. If an Ork command check is failed Ork ships not already on All Ahead Full may not then be put on All Ahead Full special orders.

Dakka Dakka: Ork capital ships can add +2 turrets to their ships for +20 points (this is not the same thing as saying "up to two turrets at +10 points each"). Ork escorts may add +1 turret for +5 points per escort unless a particular fleet lists adjusts this. If this option is taken, every escort in a given squadron must take the refit, not just individual escorts in a squadron.

ORK ORDNANCE

Any capital ship in the Ork fleet list armed with torpedoes can use boarding torpedoes for +5 points, regardless of whether or not it appears in the notes for that vessel. A Space Hulk may use boarding torpedoes for +15 points. Escorts cannot use boarding torpedoes.

Fighta-Bommas are fighters with a speed of 25cm. They may also attack like bombers with D3 attack runs instead of D6.

TURRET SUPPRESSION: Ork fighta-Bommas and other attack craft that behave as both bombers and fighters apply this bonus by adding +1 attack for each marker in the wave after attacks are modified by turrets, meaning each ordnance marker that survives against turrets will be able to conduct at least one attack and will not have a minimum of zero attacks.

When a wave of fighta-bommas attacks a ship you must decide beforehand if any of the markers will forgo their attack runs in favour of turret suppression. Every one that does so cannot make any attack rolls but adds an additional +1 bonus attack to any surviving fighta-bommas when rolling their attacks. Fighta-bommas used in this manner cannot contribute more bonus attacks than the defending ship actually has turrets or the number of surviving fighta-bomma markers, whichever number is lower. See the following examples for how this affects the outcome:

1. A Terror Ship launches a single wave of four fighta-bommas against a Devastation cruiser with three turrets and no CAP. The Devastation's turrets roll 2,3,4 to knock down one fighta-bomma. The three surviving markers now *each* roll 1D3-3 (minimum zero) attacks, but because each marker also counts as a fighter, it adds +1 attack for each marker, for a *single* total addition of +3 attacks.

2. A Terror Ship launches a single wave of four fighta-bommas against a Devastation cruiser with three turrets and no CAP, declaring two markers are not attacking and will only be suppressing turrets. The Devastation's turrets roll 2,3,4 to knock down one fighta-bomma. Another one of the surviving markers is removed for suppressing turrets. The two remaining markers now *each* roll 1D3-3 (minimum zero) attacks, but because each marker also counts as a fighter, it adds +1 attack for each marker. It then adds +2 attacks for the two markers used only to suppress turrets (even though one was removed), for a *single* total addition of +4 attacks.

NOTE: In either case, at least one fighta-bomma has to survive against turrets for the wave to attack in this manner.

Torpedo Bommas do NOT retain the ability to behave as fighters and cannot intercept other ordnance or provide a bonus attack for turret suppression. In addition, their speed is reduced to 20cm. Torpedo Bommas always cost +10 points per launch bay based on the MAXIMUM launch bay strength of a given vessel. This means a Terror Ship must pay +40 points and a Space Hulk must pay +160 points to use Torpedo Bommas.

Ork Orbital Mines: Orks may buy orbital mines like other fleets at +5pts per bay and minefields for the normal point cost. In the case of the Hammer class battlekroozer this costs 20pts. Note: Ork Space Hulks cannot take orbital mines. Regardless of how the Orks refer to the four named Ork battleships, they are battleships nonetheless and cannot take orbital mines.

In Armada, the special rules for the *Deathdeala* battleship on p.64, the *Slamblasta* battleship on p.66, the *Kroolboy* battleship on p.67 and the Hammer

battle kroozer on p.68 should list torpedo Bommas as worth +40 points. For the *Gorbag's Revenge* battleship on p.65 of Armada, Torpedo Bommas are +80 points.

ORK SPACE HULK

Space Hulks can use All Ahead Full special orders but cannot gain extra movement by doing so. This will allow them to attempt to ram, but given the size and poor leadership of a Space Hulk, it will only be viable against defences. Because it is a Defense, it must roll leadership against 3D6 to ram anything besides another defense, against which it rolls 2D6.

Space Hulks do not have a low orbit table! They're stem sized after all.

The Space Hulk critical damage table on p.62 of Armada is replaced by the following:

ORK SPACE HULK CRITICAL DAMAGE TABLE

When receiving critical damage, roll a D6 against the following table:

1-2: Target high energy systems! Roll a D6:
      1-2: -1 dorsal lance
      3-4: -1 shield
      5-6: -1 turret strength

3-4: Target weapons clusters! Roll a D6, affecting only the quadrant the attack originated from:
      1-2: -1 launch bay (except prow/aft)
      3-4: -1 torpedo strength (except aft)
      5-6: -2 weapon battery firepower

5-6: Target thruster assemblies! The Space Hulk must roll higher on a D6 than the number of thruster damage criticals it has suffered in order to turn.

Damage rolled that does not apply for any reason immediately assumes the next higher level damage on the table. Space Hulks cannot repair any critical damage in the course of a battle.

ORK PLANETARY DEFENSES

Ork Roks can be taken as planetary defenses and purchased using planetary defense point allowances in scenarios that allow the use of planetary defenses and the Orks are the defender. When used in this manner, they follow all rules for planetary defenses, meaning they automatically pass all leadership checks they are required to make but cannot undergo any Special Orders except Reload Ordnance and Brace For Impact, for which they are Leadership 7 (Yes, 7 and not 6!). Ork Roks cannot move and count as stationary in all effects when purchased as defenses, including all rules concerning removal of blast markers from planetary defenses. When used in this manner, roll a 2D6 after setting up each Rok. On a roll of 12, the Rok falls 2D6cm toward the celestial phenomena it is orbiting near. If the Rok makes contact with an asteroid field or the planet edge in this manner, it is destroyed!

When playing the defender in scenarios that call for planetary defenses, Orks have access to all the defenses listed on pp.141-146 in the rulebook. These can be represented as captured Imperial or Chaos defenses, or weapon emplacements installed on small asteroids. System ships, defense monitors and fireships can all be captured vessels, worn out Brute ramships or gunships that have more dakka bolted on to defend 'da planet! In place of the Imperial Blackstone Fortress, substitute a non-moving Space Hulk using the same (unchanged) profile and point cost listed on p.145.

ORK ESCORTS

For every reference in the Rulebook and Armada, the correct price for an Onslaught Attack Ship is 35 points. The firepower of its Gunz battery is D6, not D6+1.

For every reference in the Rulebook and Armada, the correct price for a Savage Gunship is 30 points. Its speed is 25cm, not 20cm.

For every reference in the Rulebook and Armada, the correct price for a Ravager Attack Ship is 40 points. Its turret value is 2, not 1.

All Ork fleets have access to the Grunt assault ship. By definition, this escort has the same profile as the Ork Brute with the following changes: 30 points, Armor 6+ Prow/5+, 2 turrets. Special rule: The Ork Grunt is constructed primarily to act as a huge armored assault ship. Even though it is in every respect an escort with only 1Hp, it has a boarding strength of two when attempting to board or being boarded, as if it were a 2Hp vessel. Likewise when attempting to ram, it uses 2D6 when rolling to hit, as opposed to 4D6 like Brute ramships or 1D6 like other escorts. Grunts are equipped with Tracktor fields and are mounted on a large base. They are ponderous for their size due to the Tractor Field and cannot use Come To new Heading special orders. Grunts may be easily represented by mounting Brute models on a large (battleship) base. Only by basing these models on a large base may they use the Grunt profile and point cost.

ALL AHEAD FULL SPECIAL ORDERS

Inertialess drives merely replace the bonus distance travelled. All rules concerning All Ahead Full still apply so weapon strengths are still halved.

REACTIVE HULL

Necrons do not get a 4+ brace save, as the Reactive Hull save replaces it and for all intents and purposes is treated in the same manner as a brace save. This includes when the reactive hull save is modified to 2+ when Necron vessels are actually under Brace For Impact special orders. It does not save against hit and run attacks unless the ship is actually braced.

Warp cannons ignore reactive hull saves unless the Necron ship is braced. *See p.22 concerning the Warp Cannon.*

NECRON WEAPONS

Particle Whips ignore shields, holofields or any other mechanism that performs a similar function (such as Tyranid spores) on a to-hit roll of 6. Otherwise they behave as normal lances.

Star Pulse Generators and Nightmare field may not fire if on special orders according to p.73 of Armada. This applies to Lock-On special orders as well.
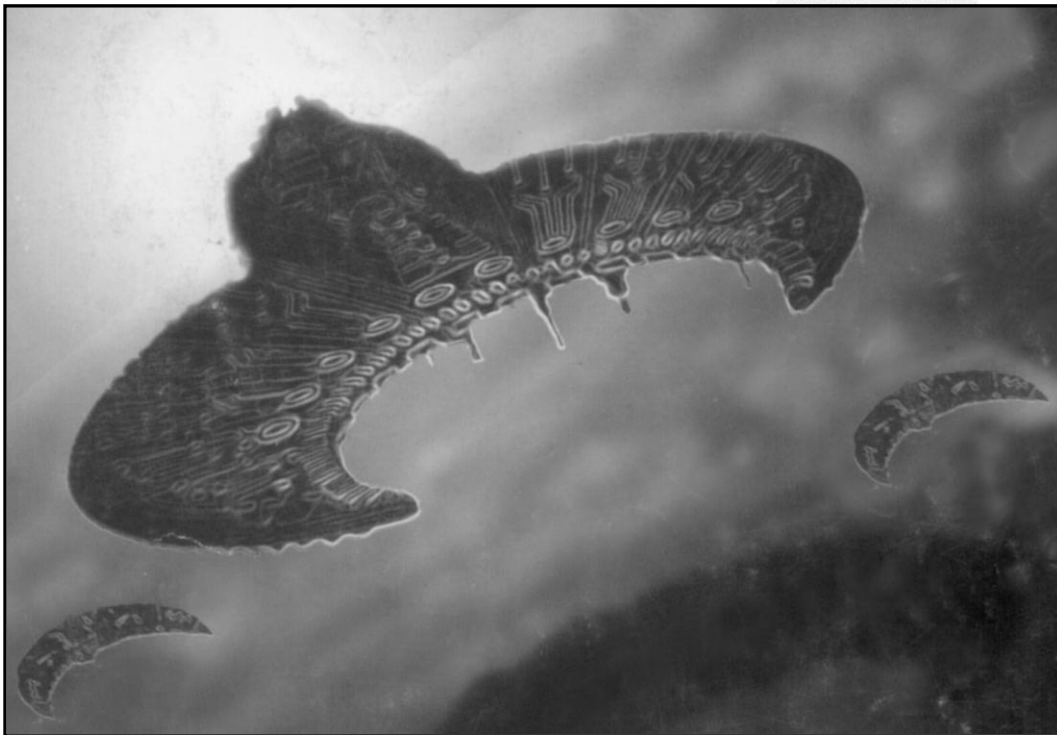

The Star Pulse Generator rolls 1D6 to hit against the nearest facing armor value separately against every ship in range. This is an area effect that cannot be saved against by holofields or anything similar. It rolls 4+ against every separate ordnance marker in range (as opposed to against ordnance waves).

Necron Portals are a unique system that work in addition to normal teleport attacks and are not restricted by a ship being on ANY special orders (including Brace For Impact), except that they are still cut in half (rounding down) if a ship is crippled or Braced. A Necron capital ship both crippled and Braced may not make Portal attacks.

Necron vessels may ignore the rule preventing them from firing upon or boarding friendly drifting/blazing hulks (*see p.13 concerning shooting at hulked vessels*). They will do this in an attempt to deny victory points to the enemy or induce catastrophic damage, to prevent their technology from falling into the hands of other races. This rule only applies to Necron vessels shooting at Necron drifting hulks. Necron vessels may shoot at enemy drifting/blazing hulks normally.

Necron victory point values on p.74 of Armada replace any other published list of these values.

Necrons do not have access to any refits or crew skills in the course of a campaign, but the fleet as a whole may earn additional repair points in the same manner other fleet's ships earn refits or crew skills.

In a Vanguard Fleet, you may test to override instinctive behaviour for all your squadrons even if a squadron fails. All the other rules for Vanguard fleets listed on p.82 and p.90 of Armada still apply.

You may test for synaptic control over a ship which failed the test the same turn, including other Hiveships, as long as there is another Hiveship within range.

If a ship goes All Ahead Full under synaptic control (by leadership test) instead of instinctive behaviour, it may move an additional +4D6cm instead of +2D6cm. Having the Adrenaline Sacs refit adds +1D6 in either case.

Where the number of spore cysts is written as a turret strength in a ship's profile, they also count as the shield strength as noted in their special rules.

Spore impacts from moving in base contact with Tyranid vessels effect enemy ship movement,

meaning enemy vessels lose -5cm speed and ships with zero shields (such as Eldar and ships with Shields Collapsed critical damage) have to roll a D6 against receiving damage on a 6. However, this test (if required) only needs to be done once per movement phase, regardless of how many Tyranid ships make base contact. The ship only counts as having blast markers in base contact if it ends its movement in base contact with a Tyranid vessel.

Tyranid spores act as both shields and turrets. Each blast marker in contact reduces the turret "to-hit" roll of one spore from 4+ to 6+. If a spore is already rolling against ordnance that requires 6+ to hit with turrets (such as against Eldar attack craft), being in contact with blast markers has no additional effect.

The number of spores a ship has is subtracted from a bomber's die roll to determine number of attacks made like a true turret value. Blast markers in contact have no effect on this.

Any ship attempting to fire upon a hiveship suffers -1ld when attempting to ignore closer targets if a squadron containing only escort drones is in base contact with the hiveship as well as in between the hiveship and the firing vessel.

TYRANID WEAPONS

Tyranid hiveships do not get "free" bio-plasma; their cost is exactly as listed in the profile on p.87 of Armada. The broadside pyro-acid and bio-plasma profile categories are to be considered listed as "Left/Right." They are separate broadsides for the left and right sides of the vessel.

On p.88 of Armada, Tyranid cruisers get fpr-8x30cm pyro-acid batteries firing left/front/right listed on their profile for +20 points.

On p.91 of Armada, Tyranid hiveships may take strength-8 torpedoes as a front-firing prow weapon for +25 points.

Bio Plasma ignores shields in a similar fashion to that of ordnance, only they cannot be shot by turrets either! Bio Plasma does not ignore holofields or reactive hull saves.

Feeder Tentacles and Massive Claws may not attack a ship that made contact during the opponents turn. However, the Tyranid player can elect in its own turn to remain in contact so that feeder tentacles and massive claws can take effect normally. In other words, in the Tyranid player's own movement phase, it may elect to immediately attack vessels in base contact with feeder tentacles and massive claws instead of moving normally in the same manner other ships may initiate a boarding action. Keep in mind that a ship can still complete its move normally after a feeder tentacles attack, though each ship can only attack an enemy ship in this manner once per turn.

A Tyranid vessel with two sets of massive claws may use any two claws to perform its "grab" on an enemy vessel, rolling again to hit in every End Phase as described on p.84 of Armada.

If a ship is grabbed by massive claws it cannot attempt to disengage until free of them.

The sizes for the purposes of continuing movement while grabbed by Massive Claws are exactly the same as ramming, so from biggest to smallest: Defense >Battleship >Cruiser >Escort. For example, a battleship with a bunch of Tyranid escorts hanging on should be able to move (and be cool to see!). An Imperial escort latched by a Tyranid cruiser should pretty much behave like a speared fish!

TYRANID ESCORTS

The fleet must have at least six escort drones for every hiveship in the fleet. If desired, this may be in addition to the 6-12 escorts (of any type) that may be taken for every hiveship in the fleet.

As Tyranid Kraken do not have spores, they cannot evolve the ability to use spores and thus cannot take the additional spore cysts refit.

Tyranid Kraken on p.89 of Armada can select a strength-2, range 15cm bio-plasma discharge for +10 points on the fleet list on pp.90-91.

Up to 10% of the Tyranid escort drones in the fleet can elect to become fireships instead of taking a weapon on p.90 of Armada for +5 points each. If used in this manner, it still utilizes all regular rules for escort drones concerning movement, spores, etc., and it may use the fire ship special rules detailed on p.143 of the main rulebook, even if the scenario does not call for the use of planetary defenses such as fireships.

TYRANID ORDNANCE

Tyranid ordnance is exempted from attack craft limits based on number of launch bays and cannot run out of ordnance. They may have up to twice the number of attack craft markers in play as they have available launch bays.

Tyranid attack craft consist only of fighters and assault boats. As they cannot have bombers, they obviously cannot have torpedo bombers.

BOARDING ACTIONS

Tyranids ignore ALL blast marker effects when boarding. They do however lose a measure of their spore protection for being in contact with blast markers due to placing one on the target vessel when boarding; place the blast marker at the point it and the Tyranid vessel make contact. While they ignore all blast marker effects when boarding, the target vessel does not. As such, Tyranids get a +1 for the enemy being in contact with blast markers.

The rule concerning "All is Lost" on p.83 in Armada refers to ships being boarded by Tyranids. It does NOT refer to ships foolish enough to actually attempt boarding a Tyranid ship! This prevents a doomed enemy cruiser from deliberately boarding a Tyranid vessel then proclaiming All is Lost.

When conducting hit and run attacks of any type against Tyranid escorts, roll 2D6 and take the lowest D6 for the roll, destroying the escort on a roll of 4+. *See p.12 for more on Hit and Run attacks.*

TYRANID REFITS

Tyranids do not have access to any crew skills in the course of a campaign. They may gain refits in the course of a campaign as outlined by the rules on p. 92 of Armada. These refits can only be used in one-off games if both players agree.

Multiple Tyranid Refits: A hiveship can have three 'different' refits and may therefore have four reinforced carapaces, two extra spore cysts and one other refit. A cruiser can have the three reinforced carapaces (as four would make it a Hiveship!) and two extra spore cysts. Keep in mind that if the fleet does not desire or by restrictions cannot have another hiveship, then the fourth reinforced carapace refit cannot be taken by a Tyranid cruiser.

Accelerated Healing refit: The two extra repair dice are added <u>after</u> the halving of the dice for having a Blast Marker in contact with a vessel.

SCENARIOS

For the Cruiser Clash scenario, Tyranids can use one hiveship and three cruisers instead of the four cruisers described on p.93 of Armada. If this option is used, refits or escorts cannot be taken, and the hiveship cannot be higher than Ld-8.

The Bor'kan Explorer variant's gravitic launcher fire arc is front.

For every reference in the Rulebook and Armada, the correct price for a Merchant starship is 95 points.

Tracking systems are fully functional under any special order on any ship or defense equipped with them, including Brace For Impact.

Tau Orbitals follow all High Orbit and Satellite defence rules.

Tau Waystations and Niccassar Rigs are defences that may be deployed anywhere within the Tau deployment zone. In the case of an Orbit Lost critical hit the only effect is the loss of a hit point unless the waystation or Rig is within the gravity well of a planet or moon.

Nicassar Dhows can only be deployed from Nicassar Rigs, Explorer starships and Merchant starships equipped with grav hooks. Only a number of Nicassar dhows can be deployed equal to the number of grav hooks present at the start of the battle on the ship or defense types described here.

In a campaign, a Tau fleet commander earns promotions (re-rolls) in the same manner as Imperials. The Tau fleet has access to the same refits and crew skills as Imperial and Chaos fleets on pp.156-157 of the rulebook. Ships not able to take a particular refit rolled randomly may re-roll the result.

When deployed from Rigs being used as planetary defenses, Nicassar Dhows have leadership 8 and the Rig has leadership 7. When allocated from a list as planetary defenses, they follow all rules and restrictions that apply for planetary defenses concerning leadership tests and special orders. This same rule applies to Tau Orcas deploying from Orbitals used as planetry defenses, except the Orca shares the leadership of its Orbital when used in this manner (Ld7).

The Kroot Warsphere's boarding strength is double its remaining hit points, not a flat strength of 20 listed on p.108 of Armada.

When the Demiurg are used as a pure or primary fleet (or when facing Orks), the point costs are unchanged, but the victory points earned by the enemy if destroyed or crippled are based on the special notes of pp.110-111 of Armada. When used in this manner, they will not attempt to disengage automatically until reduced to 2Hp or less.

A pure Demiurg fleet may include Kroot Warspheres following the requirements on p.112 of Armada. In a pure Demiurg fleet, up to one Stronghold commerce vessel may be taken for every two Bastion commerce vessels in the fleet, though there is no limit to the number of Bastions the fleet may contain. If desired, the fleet may have one squadron of up to six escorts from any one of either the Imperial, Chaos or Tau fleet lists for every full 1,000 points of Demiurg ships in the fleet. A Pure Demiurg fleet used in this manner is not restricted to the rule forcing Demiurg ships to attempt to disengage when crippled.

At the start of the movement phase, Demiurg ships immediately remove any blast markers they are in contact with from a previous shooting phase, as printed on p.109 of Armada. When this happens, ships in base contact with the Demiurg vessel and sharing blast markers with them lose these (along with their effects) as well. Those blast markers are gathered up by the Demiurg ship and used like any other to charge its Cutting Beam. They subsequently are not slowed down by 5cm or face any other negative effects of moving through blast markers, though any leadership checks they were required to make before the movement phase are still affected normally by blast markers.

Any Demiurg ship may extend the range of its cutting beam by halving its effective strength, rounding down. For example, a Demiurg Bastion that gathers up four blast markers in the course of its last movement may in the shooting phase fire a str-5, range-15cm cutting beam or a str-2, range-30cm cutting beam. The cutting beam always starts with an effective strength of one before adding for blast markers, and it will never have less than this as long as it is operational.