BFG Q&A
Your Questions Answered...
By Matt Keefe, Nate Montes & Bob Henderson

This list of rule clarifications answers nearly all of the Frequently Asked Questions that have come up on Game Workshop's BFG Forum as well as the Yahoo group BFG-List. This list supersedes that which appeared in Warp Storm and the 2002 Annual. Due to limitations of space, race specific Q&A are omitted for the time being, but are available on the Battlefleet Gothic Website, and will appear in a future issue.

LEADERSHIP

Q: What is the maximum Leadership a ship can have?

A: *Under no circumstance can a ship's Leadership be modified higher than Ld10. Eldar Admirals, Chaos Lords and other Leadership bonuses can never modify a ship's Leadership above 10. Any 'excess' Leadership is lost. Any Leadership modifiers which occur during the game apply to this base Leadership of 10.*

Q: What happens if a ship's Leadership reaches 0 or 1? It's impossible to pass Leadership tests with such low Leadership, so what happens?

A: *Any ship or squadron that, through a combination of effects, is reduced to Ld1 or less can no longer shoot and can only attempt to disengage or move toward the closest table edge.*

Q: My admiral and his flagship have different Leadership values. Which do I use?

A: *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 has its Leadership superseded by that of the embarked fleet commander.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!*

SPECIAL ORDERS

Q: When are special orders declared? When should I roll my Command checks?

A: *Special orders are declared before the movement phase by choosing a vessel, declaring the order and making a command check, repeating this over and over until a vessel fails its command check or all desired vessels have their special orders.*

Q: Can a ship be on more than one special order at a time?

A: *No. A ship can never be on more than one special order at a time unless specifically described otherwise in its special rules, such as a Ramilies Star Fort.*

Q: When a special order halves a ship's armament, does this affect ordnance as well?

A: *Brace For Impact is the only special order that halves a ship's ability to launch ordnance, provided the launching vessel is already reloaded. All Ahead Full and Burn Retros halves firepower and lance Strength but not torpedo or attack craft launch capability.*

Brace for Impact
Q: When can I Brace for Impact?

A: *Brace For Impact special orders can be undertaken ANY time a ship faces taking damage, but before resolving that damage. As soon as you or your opponent declares an action which could damage your ship (enemy shooting at it, enemy ramming it, using the ship to ram – anything!) you should declare your intention to Brace for Impact and make a Command check. If succesful the ship goes onto Brace for Impact special orders, replacing any other speical orders the ship may currently be on (a ship that successfully reloaded is still reloaded). Then resolve the shooting/ramming/boarding or whatever as normal, giving the Braced ship the benefits described.*

A ship that fails to Brace For Impact cannot attempt to Brace again until the event which the attempt was declared in response to is resolved completely, finishes causing damage, completes its attacks and suchlike. A ship can, however, make a further attempt to Brace for Impact before the next ship, squadron or ordnance wave attacks it, or another potentially damaging event comes its way.

A ship on Brace for Impact may also attempt to save critical hits from hit-and-run attacks. Roll the hit-and-run attacks as normal, discarding any that fail. After that make a save against each succesful critical in the normal manner. Any which are not saved take effect as usual.

Q: If I Brace for Impact with an escort squadron, how do I halve the armament?

A: *When escort squadrons are braced, the whole squadron adds its firepower and weapon Strength together and divides it in half (rounding up).*

Q: Does Brace for Impact halve the number of turrets a ship has?

A: *No. Turrets are completely unaffected by Brace for Impact.*

Come to New Heading

Q: If a capital ship is under Come to New Heading special orders, can it make both turns at the same time?

A: *No. 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.*

Standby

Q: Can a ship on standby shoot/Brace for Impact/use its turrets/whatever?

A: *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.*

Reload Ordnance

Q: If I roll a double when Reloading Ordnance, can I re-roll it using a Fleet Commander re-roll? What about if the double was a succesful Command check?

A: *You may use a re-roll (if available) to roll the special order again if you roll a double, even if the double roll passed the Leadership check. The second roll stands.*

Re-rolls

Q: If I use a re-roll and don't like the result, can I use another re-roll?

A: *Only one re-roll can be spent on a vessel per turn. In other words, if a vessel fails a Leadership check and then fails a re-roll, another re-roll cannot be expended on it for the same vessel that turn even if more re-rolls are available.*

MOVEMENT

Q: If a cruiser moves forwards 10cm in a straight line during my Movement phase, can the cruiser turn immediately at the start of the next Movement phase, since the prior move was 10cm in a straight line?

A: *No. 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.*

BLAST MARKERS

Q: If a ship moves through more than one Blast marker, does it suffer -5cm for each Blast marker?

A: *Movement through Blast markers reduces speed by a total of 5cm, regardless of how many are moved through in each Movement phase.*

Q: My ship has a Blast marker on the back of its base, and moves forwards, away from the Blast marker. I'm not moving through it, so is my ship still affected?

A: *Yes! Blast markers affect Leadership, movement, shooting and ordnance regardless of where the Blast marker actually contacts the ship's base. If a ship has a Blast marker anywhere on its base, then it will be subject to all the described effects for Blast markers no matter, no exceptions.*

Q: Can I stack up the blast markers when I place them on a ship?

A: *No. Blast markers can never be stacked for any reason. Spread them around the base.*

Q: A Blast marker is placed on my opponent's cruiser when I shoot at it, but the size of the Blast marker means that the marker also lies over a nearby ship's base. Is this ship also affected by the Blast marker?

A: *No. You should make sure you always place Blast markers so they do not touch the bases of ships nearby. Ships in base contact, however, can be affected (see next question).*

Q: My opponent has some of his ships in base contact with each other when I fire at one of them. Do I place the Blast marker so that it touches the bases of all these ships? Does the Blast marker affect all of the ships?

A: *The Blast marker affects all ships in base contact with the target vessel. Where possible place the Blast marker so that it touches the bases of all affected ships as a reminder, but where this isn't possible remember that all ships in base contact with the target vessel are still affected. It's only possible to place a Blast marker in base contact with three ships at a time, though it is possible that more ships than this will be affected, so remember which was the original target vessel.*
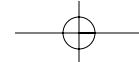
Q: My cruiser has two shields and is in contact with two Blast markers, meaning it has no functioning shields. It moves through these Blast markers, does it risk suffering damage?
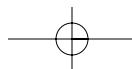
A: *No. A ship only risks damage from being in contact with Blast markers if it suffers a Shields Collapse critical damage or if the vessel does not have shields, such as Eldar. Ships with shields overloaded by taking fire but are otherwise functional do not risk taking damage on a D6 roll of 6.*

SHOOTING

Q: I want to shoot at my opponent's torpedoes (30cm away) but he also has a cruiser (25cm away) within range of the same ship. Do I have to take a Leadership check to ignore the ship?

A: *No. A ship electing to fire at ordnance does not have to make a Leadership check to ignore closer targets, nor does it have to make a Leadership check to ignore enemy ordnance if it is the closest target. You can consider ships and ordnance to be*

two different types of target which may be targetted freely, regardless of the presence of the other.

Q: My enemy has a cruiser (30cm away) within range of one of my ships, but also has some torpedoes (15cm away) within range. Do I have to take a Leadership check to ignore the torpedoes and shoot the ship?

A: *No. You may freely ignore ordnance in order to shoot at the closest ship. Shooting at any other ship would require a Leadership check as normal. See above, since it's a similar question.*

Q: What happens if modifiers move my shooting off the edge of the gunnery table?

A: *This can't happen. For all weapons with a firepower value, no target aspect or modifier can adjust shooting beyond the far left or right columns on the gunnery table. Any modifiers which would take the shooting beyond these boundaries are ignored.*

Q: My ship/squadron has a total firepower greater than 20. How do I use the gunnery table?

A: *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. These would be calculated as a firepower of 20 amd a firepower of 12 on the Gunnery chart, with the totals then added together.*

Q: The rulebook says weapons batteries can split their firepower, but can lances?

A: *Yes. Ships with multiple lances in a given fire arc may split their weapon strength between targets but must still make a Leadership check to fire on any target besides the closest.*

Q: I am shooting at a ship which has been forced to stand still. Does target aspect still matter?

A: *Not exactly. When a ship is forced to stand still, it counts as being targeted as defences. In high orbit, where ships have more control over their movement, only ships which move at least 5cm avoid being targetted as defences in this way.*

Special Weapons

Q: My Nightmare Field/Star Pulse Generator/whatever affects a whole area. I don't need to see the target so are these weapons affected by holofields/blocked lines of sight/etc?

A: *No. 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. Chaos Marks that affect nearby ships in a similar manner are also not affected by such obstructions, nor are catastrophic events such as warp drive implosions, solar flares, etc. As a rule of thumb, if a weapon/effect affects all ships within its given range, rather than allowing you to pick a particular target from them, then it can be considered 'area effect'.*

Critical and Catastrophic Damage

Q: My ship has suffered the Engine Room Damaged critical three times then manages a repair roll. Does this repair all instances of the Engine Room Damaged?

A: *No. 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.*

Q: My ship has already suffered a Shields Collapse result, then suffers another. This damage can't be repaired anyway, so is the second result ignored?

A: *No. 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.*

Q: Can a hulk still use its shields/holofields/shadowfields?

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

Q: Do the turrets on a hulk still work?

A: *No, not in any way. Bombers do not have to roll against a hulk's turret value to determine number of attacks, just roll the dice straight.*
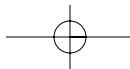
Q: Can I shoot/board/otherwise attack a hulk of my own ship? Everyone on there is already dead aren't they?

A: *No, you can't. 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. As Necrons actively strive to deny their advanced technology to other races, they are exempt from this rule.*

Q: My nearest target is a hulk, do I have to pass a Leadership check to ignore it?

A: *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.*

ORDNANCE

Q: If I launch a wave of Ordnance markers, can I stack them one on top of each other?

A: *No. Ordnance markers in a wave must be spread in base contact and cannot be stacked.*

Q: If I shoot at a wave of ordnance or salvo of torpedoes and score a hit, how many individual markers are removed?

A: *All of them. 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 a single torpedo or Attack Craft marker.*

Q: My ordnance wave moves through three different Blast markers during its move. Do I need to test each time for damage?

A: *No. Ordnance waves 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.*

Q: When does ordnance attack?

A: *Ordnance attacks are always resolved immediately, including in the Movement phase when a ship moves into enemy ordnance. This also allows small torpedo salvoes to be used to clear the way of enemy fighters in the Ordnance phase so that larger salvoes can get through, etc.*

Q: If ordnance moves into contact with a target, does it have to attack it?

A: *Yes. Ordnance markers must always attack the first ordnance or vessels they come in contact with (when applicable). In other words, a fighter squadron may not ignore a small torpedo salvo in contact to attack a larger one nearby, or an attack craft wave may not ignore an escort in contact to attack a nearby cruiser.*

Torpedoes

Q: My torpedoes have a re-roll to hit, but their target has already been destroyed. Do I have to re-roll?

A: *Yes. 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.*

Q: Can torpedoes ignore hulks? Do torpedoes have to attack hulks when they move through them or can they sense that they are already 'dead'?

A: *Torpedoes do not normally ignore hulks in their line of movement (and must attack if they do move through them). Boarding torpedoes may do so, and guided torpedoes may be steered away from them.*

Attack Craft

Q: The rules say attack craft can turn freely in their move. What does this mean?

A: *Attack craft can make as many turns as desired in the course of their movement. 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 Blast markers or celestial phenomena.*

Q: My bombers/assault boats completely destroy their target ship before I have made all my attacks. Do the bombers/assault boats get to carry on moving like torpedoes?

A: *No. An assault boat or bomber wave that destroys a ship expends the entire wave and is removed, even if individual markers have not yet rolled their attacks.*

Q: I have a squadron of fighters on Combat Air Patrol, but the ship they are with moves away during the movement phase. Can my fighters stay on CAP? Can they stay with the ship?

A: *A fighter or wave of fighters 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.*

Q: I have multiple attack craft performing Combat Air Patrol on the same vessel, but I didn't launch them as a wave. What happens?

A: *Multiple attack craft markers forming CAP in base contact with a vessel are for all intents and purposes treated as a wave. When encountering Blast markers, roll once per Blast marker for the whole wave, not per squadron marker.*

Q: I convert my bombers to torpedo bombers, but some of them also acted like fighters. What happens?
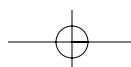
A: *Attack craft that function as both fighters and bombers lose their fighter ability when converted to torpedo bombers and have their speed reduced by -5cm.*

Q: My ship masses turrets with those in base contact, gaining +1 turret for each ship in base contact. It is then attacked by bombers. Do the extra turrets count against the bombers when they make their attacks?

A: *No. The additional turrets only allow you to make additional attempts to shoot down the bombers as they come in.*

Q: My Thunderhawks/Mantas/Eldar Fighters/etc have a 4+ chance of remaining after they attack. Does this mean I can go on and attack other targets with them? Do they get this save against subsequent targets?

A: *Attack craft that are "resilient", meaning they have a 4+ Save against other ordnance such Thunderhawks or Eldar fighters, can only attempt this*

save once per Ordnance phase, whether 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.

Q: If bombers or assault boats that have this save use it to survive against fighters in CAP (meaning they are already in base contact with a ship when stopped by the fighter), they can still attack the targeted vessel.

A: *Bombers escorted by fighters get a bonus to their attacks. If I include fighters in a wave of assault boats is there a bonus? Is this allowed?*

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.

RAMMING, BOARDING & BASE SIZE

Q: Defences have no aspect. How do I tell if the defence is prow on when ramming them?

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

Q: Can I ram more than one ship in my Movement phase?

A: *No. 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.*

Q: If ramming, do I have to ram the nearest ship?

A: *No. 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.*

Q: I am ramming and have enough movement to get into base contact with the target, but not enough to move through the stem of its base. Have I missed?

A: *No. While movement when ramming is measured stem to stem, 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.*

Q: After ramming, can I stop moving so that I stay in base contact and board the same ship later on?

A: *When ramming, the ramming vessel must move its FULL distance, including any extra distance moved for being All Ahead Full. 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.*

Q: What size base do grand cruisers go on?

A: *Imperial and Chaos grand cruisers use a large size base. Any vessel can elect to use a large base and is considered to have tractor fields for free.*

HIT-AND-RUN ATTACKS

Q: My cruiser has a Mark of Nurgle, so cannot be boarded. Do hit-and-run attacks against it always fail?

A: *No. Ships that cannot be boarded (such as Chaos vessels with the Mark of Nurgle) are NOT automatically immune from hit and run attacks.*

Q: Some races get a bonus to their attacks. Does a roll of a 1 still fail?

A: *Nope. 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 damage on their target. Only a score of 1 after all modifiers have been applied is a failure.*

DISENGAGING

Q: Can a ship disengage by simply leaving the table?

A: *Yes. A vessel that moves off of the table edge during play for any reason counts as being disengaged.*
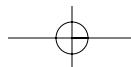
Q: If one ship in a squadron accidentally moves off the table edge, does that ship alone count as disengaged?
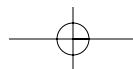
A: *No. If any one ship in a squadron disengages, the whole squadron must then immediately and in subsequent turns attempt to disengage. Regardless of whether they manage to disengage or not by the end of the game, they will count as having done so at the end for purposes of Victory Points (which will also take into account their level of damage when they disengaged/at the end of the game).*

This applies to any squadron, but in particular it 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.

Q: How many Victory Points do I get for my enemy's disengaged squadrons?

A: *A ship that disengages counts as 10% destroyed, or 25% destroyed if it is crippled. 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. A player only earns 50% Victory Points (+1 renown) if the ship remains as a hulk on the table and the winning player holds the field as described on p.66 of the rulebook.*

SQUADRONS

Q: I have a squadron composed of ships with different Leadership values, which score should I use?

A: *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, 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.*

Q: If I pass a Leadership test can I ignore the nearest ship in the squadron and pick another target within it?

A: *No. When shooting at squadrons, a Leadership test cannot be used to pick out individual ships in a squadron; only the closest vessel can be targeted. This does not apply to ordnance, which can target and ship in a squadron they can hit.*

Q: Do special orders affect ships in a squadron separately?

A: *Nope. 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.*

CELESTIAL PHENOMENA

Q: How many times can a solar flare go off during a game?

A: *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, but only one will actually manifest itself during the game.*

Q: Can I shoot at a ship inside an asteroid field?

A: *No. Ships cannot shoot into or out of an asteroid field. However, opposing vessels that are BOTH in an asteroid field may shoot at each other if they are not braced or crippled, but all weapons are at half strength/firepower and have a maximum range of 10cm. Torpedoes and Nova cannon may not fire.*

Q: My ship is in a gravity well (free turn) but also on All Ahead Full orders (no turns allowed). Which takes precedence?

A: *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.*

TRANSPORTS
AND PLANETARY DEFENCES

Q: Can I squadron orbital defences?
A: *Yes. Orbital defences or ships that count as defences may be placed in squadrons, with 1HP defences grouped in up to six units and larger defences grouped in up to four.*

Q: Defence Monitors are listed as defences, but they are also ships. Do they have a Leadership?

A: *No. Vessels used as planetary defences such as Defence Monitors or system ships do not roll for Leadership or have a Leadership value just as other normal planetary defences do not. This means that they cannot take on any special orders, including Brace For Impact. However, as they are intimately familiar with the local area of space they operate in, they automatically pass any Leadership checks they are required to make, such as for navigating local celestial phenomena, etc. This does not apply for ships that are targeted as defences but otherwise are not normally restricted to planetary defences, such as Ork Roks, Kroot Warspheres, etc.*

Q: What happens to a heavy transport when crippled? Does it still count its transport capacity?

A: *A heavy transport only counts as one transport if it is crippled in any scenario where it counts as two transports.*

Q: What about special transports? They count half, so how does this work for Assault Points?

A: *Any special transport such as an armed freighter or fast clipper that counts as half a transport for victory conditions is also only worth 1 Assault Point. Heavy transports are worth 4 Assault Points, or two Assault Points if crippled.*

Mines
Q: Can ships move through minefields?

A: *Friendly ships may traverse a minefield normally. Foolhardy enemy vessels may attempt to do so using a Leadership check as when traversing an asteroid field. Remember the mines may well attack these enemy as they move!*

Q: Can ordnance move through a minefield?

A: *Attack craft can hide in a minefield the same way they may do so in an asteroid field (destroyed in a D6 roll of six). Torpedoes that contact a minefield are destroyed.*

And finally…

Remember that the minefield rules on p.37 of the 2002 Annual completely replace those in the rulebook. The changes are mainly as follows: mines are only activated in the owning player's Ordnance phase, escorts each add a +1 modifier to the dice roll to be detected, and each vessel detected only activates one mine vs. D3 mines.