



BATTLEFLEET GOTHIC

FAQ

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This is the second part of the Battlefleet Gothic FAQ, covering such details as celestial phenomenon and any Q&A for specific races.

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.

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.

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

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.

Vessels used as planetary defences such as Defence Monitors or system ships, neither roll for Leadership, nor 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

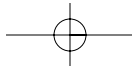
defences but otherwise are not normally restricted to planetary defences, such as Ork roks, Kroot warspheres, etc., unless they are specifically being used as planetary defences if allowed for by their fleet lists.

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

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 2 Assault Points if crippled.

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





IMPERIAL, SPACE MARINE AND CHAOS FLEETS

When fielding a Chaos 12th Black Crusade fleet limited to only three Chaos Lords in a campaign, a player may purchase a Chaos Lord for a reinforcing vessel to replace one that was aboard a ship lost in battle.

Any vessel that earns or pays for a refit to carry Thunderhawks may then ONLY carry Thunderhawks, and its launch bay capacity is reduced by half (rounding up when applicable).

The current rules do NOT provide for Space Marine Thunderhawks to be used in a torpedo bomber role. This may be addressed in a future release of the game, as fluff describes the existence of the Thunderhawk Annihilator used by some Space Marine Chapters.

The profiles in *Armada* for Space Marine strike cruisers listed on p.23 and Gladius frigates on p.25 replace any previously published profile of this vessel.

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

Imperial cruisers with 6+ prow armour that mount a prow ram may upgrade it for a Power Ram that

imparts +1HP damage in addition to any other hits rolled when ramming for +5 points.

The correct price for an Apocalypse battleship is 365 points, and for an Avenger grand cruiser is 220 points.

Warp cannon that ignore shields and weapons that behave as such also ignore holofields and any other similar mechanisms, such as Armour Saves, spores, etc.

The Planet Killer's Armageddon gun when used in Exterminatus, does not face the normal restrictions for such weapons. Once in low orbit, it can fire up to 90cm and does not need to roll a 4+ to hit.

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 it were another battleship.

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

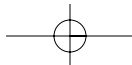
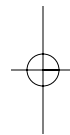
If a Demon ship fully materialises in contact with celestial phenomena, it suffers any effects of those celestial phenomena, such as gas clouds, asteroid fields, etc, before the start of its Movement phase.

ELDAR AND DARK ELDAR FLEETS

Holofields and shadowfields work in 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 & run attacks, ramming and boarding. 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.

Eldar and Dark Eldar must determine if they wish to brace against damage they may face BEFORE rolling their Holofield save.

When protecting against damage (except against weapons that use the Gunnery table), holofields roll their save once against each successful attack, whether it be from lance fire, ordnance hits, etc. In other words, it rolls once against a ramming attack, once against each Nova cannon shot, and once against each hit imparted by ordnance attacks, hit & run attacks, etc.





Against firepower-based weapons, such as gunnery, 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.

When determining the sunward edge in relation to Eldar sails, sunward to the ship is established using cardinal points instead of arcs. Where two points face sunward count the one that is furthest from either of the corners of the sunward edge.

If under Lock On special orders, Eldar ships cannot turn for BOTH their Movement phases.

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 does not affect negative Leadership modifiers caused by radiation bursts. Leadership checks against asteroid fields are unchanged from those for other fleets.

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 own Movement phase, it may not make its second movement.

The Dark Eldar Torture cruiser 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.

In the current rules, Eldar ships cannot take All Ahead Full orders and thus cannot ram. Theme-wise, Eldar ships would generally not resort to this kind of tactic anyway.

Dark Eldar bombers re-roll misses and enjoy any other benefits of Eldar bombers.

Dark Eldar vessels have no minimum movement and are not required to use Burn Retros special orders.

Eldar and Dark Eldar weapons that always count as closing count as defences against any target that for any reason counts as defences.

TYRANID FLEETS

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 (such as against Eldar), being in contact with Blast markers has no additional effect.

Tyranid hiveships have Strength-6 torpedo launchers as a prow weapon option for the price indicated on p.91 of *Armada*.

The fpr-8x30cm pyro-acid batteries listed on the profile for Tyranid cruisers on p.88 of *Armada* costs +20 points.

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

In the current rules, Tyranid ordnance is exempted from launch limits and cannot run out of ordnance. Using the experimental rules, Tyranids are exempt from being limited to the amount of ordnance they can launch.

Tyranids ignore ALL Blast marker effects when boarding. They do not lose spore protection for being in contact with Blast markers due to placing one on the target vessel when boarding; place the Blast marker solely in contact with the enemy vessel and not between it and the Tyranid vessel.

While they ignore all Blast marker effects when boarding, the target vessel does not. As such, Tyranids still get a +1 for the enemy being in contact with Blast markers.

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*.

Tyrannid hiveships no longer get 'free' bio-plasma, exactly as listed in the profile on p.87. The broadside pyroacid and bio-plasma profile categories should be listed as "Left/Right."

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

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

NECRON FLEETS

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.

Necron Victory Point values on p.74 of *Armada* replace any other published list of these values.

The Star pulse generator rolls 1D6 to hit against armour separately against every ship in range. It rolls 4+ against every separate ordnance marker in range (as opposed to against ordnance waves). This cannot be saved against by holofields.

Necron weapons that always count as closing count as defences against any target that for any reason counts as defences.



ORK FLEETS

Torpedo bomberz 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 bomberz.

In the special rules for the Deathdeala battleship on p.64 of *Armada*, torpedo bomberz should be +40 points.

In the special rules for the Gorbag's Revenge battleship on p.65 of *Armada*, torpedo bomberz should be +80 points.

In the special rules for the Slamblasta battleship on p.66 of *Armada*, torpedo bomberz should be +40 points.

In the special rules for the Kroolboy battleship on p.67 of *Armada*, torpedo bomberz should be +40 points.

In the special rules for the Hammer battle kroozer on p.68 of *Armada*, torpedo bomberz should be +40 points.

Any 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.

Torpedo bomberz do NOT retain the ability to behave as fighters and cannot intercept other ordnance. In addition, their speed is reduced to 20cm.

