

# **“Smotherman Formula” Ship Creation System**

For use with ‘Battlefleet Gothic’ produced by Games Workshop\*

## **Development**

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## **Support, Feedback, Layout Ideas**

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**Special Thanks to: Andy Chambers and all others involved for creating such a wonderful game.**

Legalities

\*These rules are not official and are not intended to challenge Games Workshop or any of their registered trademarks.

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## Introduction

The “Smotherman Formula”, as it came to be known, is the product of countless hours of fanaticism, mathematical computations, a good amount of guesswork, and a touch of insanity. It came into existence as a result of wanting a way to create new ships for Battlefleet Gothic, and be able to have a rough points value to start playtesting from. The Formula itself works fairly well with all the official ships, despite the fact all of their points values were figured from Empirical means. That is, when GW was working on the game, they would playtest all the ships thoroughly, and then price them based on how they performed – Games Workshop themselves used absolutely no “points formula” for creating their ships.

When I was creating this “Ship Creation System”,

my goal was first and foremost, was maximum flexibility. I wanted virtually any and every possible weapons combination to be an option. Something that would let people create exactly what they wanted with little in the way of restrictions to impede their imaginations. Of course with increased flexibility, comes the increased potential for abuse. So I would remind those wishing to create their own ships to not get carried away. You can create unique, powerful, and/or just plain fun ships without making them unbalanced.

### What’s in a name?

When I first I first created this system, it had no true name, it was simply, I simply called it ‘The Formula’. It was originally just for the four

“Bluebook” races. After posting it on the bfg-list yahoo group during it’s peak activity, the formula quickly became referred to it as the “Smotherman Formula” by the members of the list, named after it’s creator. The name has stuck ever since. Not long after Version 2 came out, it was published in BFG Magazine #2. This alone has probably made it the most (in)famous of all Ship Creation Systems out there. At the time it was still only for the four Bluebook races. The Smotherman Formula was never made official, which is probably for the best. Since it was published it has continued to be expanded and refined; new races have also been added to it. The Smotherman Formula will likely continue to be around as long as Battlefleet Gothic is supported by the devoted fans that play it.

## The Basics

*This is the stuff that is basically the same for every race, unless otherwise noted under that specific race's section.*

**Capital Ships** (All Cruiser variants & Battleships, duh!)

Hits = 5 points each.  
Shields = 10 points each.  
Turrets = 5 points each.  
4+ Armour (all around) = Free  
5+ Armour (all around) = 10 points  
+1D6 on AAF = 10 points  
Speed = Every 5cm of speed costs 1 point (or speed divided by 5 of that's easier to remember)

30cm Weapons Battery = 1.5 points per "Point of Strength"

45cm Weapons Battery = 3 points per "Point of Strength"

60cm Weapons Battery = 4.5 points per "Point of Strength"

30cm Lances = 9 points per "Point of Strength"

45cm Lances = 11 points per "Point of Strength"

60cm Lances = 13 points per "Point of Strength"

Torpedoes = 3.5 points per "Point of Strength"

## Escorts

*This section is for stuff that is different for escorts than it is for capital ships. Things not mentioned as being different here are the same price they would be for capital ships.*

Hits = 5 points each (max 1)

Shields = 5 points each (max 1)

4+ Armour = Free

5+ Armour = 5 points

All weapons same as above (Max Lance limit

30cm, Max WB limit 45cm)

## Race Specific Stuff

*This stuff describes stuff that is specific to each race, so that ships can be built that will fit better with the rest of the ships in their "native" fleet.*

### Imperium/Chaos

Light Cruisers = 6 hits max (may increase their turn to 90 degrees at no extra Cost)

Standard Cruisers/Battlecruisers/Heavy cruisers = 8 hits max

Grand Cruisers/ Heavy Battlecruisers = 10 hits max

Battleships = 12 hits max

*Imperial capital ships should have a speed 20cm most of the time, with the exception of light cruisers, which can have a speed of 25cm.*

*Chaos capital ships should have a speed of 25cm most of the time, with the exception of light cruisers, which can have a speed of 30cm. Chaos light cruisers should be very rare and you should get your opponents permission before taking them.*

Nova Cannons = 37.5 points

Armageddon Gun (Chaos only) = 138.5 points (Max strength of 1!)

5+/6+ front (armoured prow) = 10 points for 5+ armour, and 32.5 points for the 6+ prow for a total armour cost of 42.5 points.

Launch Bays WITHOUT Assault Boats = 13.5 points per "Point of Strength" (Imperium launch bays)

Launch Bays WITH Assault Boats = 17 points per "Point of Strength" (Chaos launch bays)

## Orks

Light Kroozers = 8 hits max (Experimental rule)

Kroozers/Battle Kroozers = 10 hits max

'Evy Kroozers (Grand Cruisers)= 12 hits max (Experimental rule)

'Uge ships (battleships) = 14 hits max (Experimental rule)

*Ork ships should typically move at 20cm, and should only have a few weapons emplacements over 30cm in range.*

### Ork Basics & Capital Ships

Ork Roks and Space Hulks always have a movement value of 10cm and this is of no charge.

6+ front/5+sides/4+ rear armour = 20 points (Basic armour of Ork Capital Ships)

6+ Front/5+ sides & rear = 42.5 points (Battle Kroozers, 'evy Kroozers and 'uge ships only)

Ork Launch Bays (fighta-bombas & assault boats) = 13.5 points per "Point of Strength"

D6 Launch bays = 40.5 points per D6.

*Gunz battery prices are the same as weapons battery prices in the "Basics" section, but are, of course, called Gunz. 60cm Gunz can only be placed on 'evy Kroozers and 'uge ships, and any weapons with a range of 60cm would be few and far between even for a 'uge ship. D6 prices and Heavy Gunz prices are below.*

D6 Torpedoes = 10.5 points per D6.

D6 30cm gunz = 4.5 points per D6.

D6 45cm gunz = 9 points per D6.

D6 60cm gunz = 13.5 points per D6 ('evy Kroozers and 'uge ships only) (Experimental rule!)

15cm Heavy gunz = 3 points per "Point of Strength"

30cm Heavy gunz = 6 points per "Point of Strength" ('evy Kroozers and 'uge ships only) (Experimental rule!)

D6 15cm Heavy gunz = 9 points per D6.

D6 30cm Heavy gunz = 18 points per D6. ('Evy Kroozers and 'uge ships only) (Experimental rule!)

Lances = As normal (Lances on Ork vessels should be limited to the largest of their ships, being Hulks and 'uge ships)

### **Ork Escorts**

4+/6 front armour = 5 points (Basic armour for Ork Escorts)

### **Eldar**

Light Cruiser = 4 hits max

Cruisers/Battlecruisers = 6 hits max

Ships of the Line (Grand Cruisers) = 8 hits max

Battleships = 10 hits max

*Very very few Eldar ships should have weapons with a range over 30cm.*

### **Eldar Basics & Capital Ships**

Eldar Capital ships double their "Hits" points cost to 10 points each.

All Eldar ships are also made of "Wet paper" – that is they always have 4+ armour value and suffer critical hits on a 4+.

For Eldar Capital ships, when you calculate their speed, add the price of all three speeds (at the value in the "Basics" section) together and multiply it times 2.

Holofields = 30 points

Eldar Launch Bays (Darkstar Fighters & Eagle bombers) = 25 points per "Point of Strength"

Eldar Torpedoes = 7 points per "Point of Strength"

30cm Eldar Weapons Batteries = 6 points per "Point of Strength"

45cm Eldar Weapons Batteries = 6 points per "Point of Strength" (Battleships only. And yeah, it's the correct cost, bonus for being a battleship I guess, since you only get 1 for every 1000 full points of other ships you have)

30cm Pulsar Lance = 18 points per "Point of Strength"

45cm Pulsar Lance = 20 points per "Point of Strength" (Ships of the Line & Battleships only)

### **Eldar Escorts**

Eldar Escorts have the standard "hits" value of 5 points each (max 1 hit on escorts).

Holofields = 10 points

Speed: For Eldar escorts, simply figure the value of the highest of the three speeds and do not multiply it.

\*\*\*Note: *If an Eldar Escort has 4 or more "points" of weapons, then add an additional 15 points to the cost of the ship - Think of it as a "Too many weapons on too small a ship" charge.*

### **Necrons**

Light Harvest ships = 6 hits max

Harvest Ships/Heavy Harvest ships = 8 hits max

Grand Harvester = 10 hits max

Tombships = 12 hits max

*Very very few Necron ships should have Lightning Arcs weapons with a range over 30cm or Particle Whips with a range over 45cm.*

### **Necron Basics & Capital Ships**

Speed = Every 5cm of speed costs 2.5 points (or speed divided by 2 if that's easier for you)

Turns = Free (Tombships turn 45°. Harvest ships turn 45°)

Turrets = 1st turret free, Following turrets 5 points each.

Save = For Tombships (4+) = 20 points. For Harvest Ships (5+) = 10 points

Armor 6 (4 on BFI) = 10 points

Armor 6 & 4+ save = 30 points (Tombships)

Armor 6 & 5+ save = 20 points (Harvest Ships)

Lightning Arcs:

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30cm Lightning Arc = 5 points per "point of strength".

45cm Lightning Arc = 7.5 points per "point of strength" (Experimental Rule!!)

60cm Lightning Arc = 10 points per "point of strength" (Experimental Rule!!!)

With their unique firing rules they're a little trickier to price than standard batteries.

To calculate the cost of a Lightning Arc you take the price of the battery \* 1 + .5 for every arc over 1 it can fire in.

Example1: The Cairn class Tombship has a strength 20 30cm Lightning Arc. So you would take 20\*5 for a price of 100 points and since it has a L/F/R fire arc, you would take 100\*2 (1+.5+.5 for 2 additional arcs over 1) for a total price of 200 points.

Example2: Scythe class Harvestship has a strength 8 30cm Lightning Arc. So you would take 8\*5 for a price of 40 points and since it has a L/R fire arc you would take 40\*1.5 (1+.5 for 1 additional arc over 1) for a total price of 60 points.

30cm Gauss Particle Whip = 20 points per "point of strength" (Experimental Rule!)

45cm Gauss Particle Whip = 25 points per "point of strength"

60cm Gauss Particle Whip = 35 points per "point of strength" (Experimental Rule!!)

Star Pulse Generator = 20 points.

Portal = 5 points each.

### Necron Escorts

Hits = 5 points each (max 1)

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Speed = Upto 30cm -- Free. For every 5cm after 30cm = 2.5 points. (or speed over 30cm divided by 2)

Turns = free (Escorts turn 90°)

Armor 6 & 6+ save = 10 points

Armor 6(4+ on BFI) = 5 points

6+ Save = 5 points

Star Pulse Generators cannot be placed on escorts.

Max of 1 Particle whip on escorts.

### Tyranids

Light cruisers = 4 hits max

Cruisers = 6 hits base

?Massive Cruiser? = 8 hits base

Hiveships (as definition of Tyranid size, not function) = 10 hits base, 14 max.

*Very very few Tyranid ships should have Pyro-Acid batteries with a range over.*

### Tyranid Basics & Capital Ships

Hits = 10 points each.

Turns = Free (Tyranid capital ships turn 45°)

Speed = Upto 15cm -- Free. For every 5cm after 15cm = 2 points. (or speed over 15cm divided by 2.5)

Spores = 1st free, 10 points for each after 1st.

Ship acts as a Hiveship = add +60 points to it's price.

Pyro-Acid Batteries:

30cm Pyro-Acid Battery = 2 points per "point of strength".

45cm Pyro-Acid Battery = 3.75 points per "point of strength". (Hiveships only)

Bio-Plasma:

15cm Bio-Plasma = 5 points per "point of strength"

Massive Claws = 5 points

Feeder Tentacles = 10 points

(Hiveships may take these both as a single mount on their prow if so desired)

Launch Bays = 10 points per "point of strength"

Torpedoes = 2.5 points per "point of strength" upto strength 4. 7.5 points per "point of strength" thereafter. (Note, this means if taken as a single mounting. If you took both a Prow and Thorax weapon mounts of 4 torpedoes each, all would be priced at the 2.5 points each value.)

### Tyranid Escorts

Hits = 5 points each (max 1)

Speed = Upto 15cm -- Free. For every 5cm after 15cm = 2.5 points. (or speed over 15cm divided by 2)

Turns = free (Escorts may turn upto 90°)

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Spores = 1st free, 5 points for 2nd. (Max 2)

Armor 5 = 5 points

Kraken (Armour 6 and 4+ save) = 15 points

Ship acts as a Vanguard Drone = 5 points

30cm Pyro-Acid Battery = 2.5 points per "point of strength".

Torpedoes = 7.5 points per "point of strength".

Feeder Tentacles = 5 points.

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Massive Claws = 10 points

### **Space Marines** (By *Ron Tracy*)

*Prices are the same as those listed in "The Basics" section unless stated otherwise.*

Bombardment cannons @ 30cm range = 7 points per "point of strength"

Each THawk bays = 10 points per bay (seems low....but it works)

The 3+ Exterminatus for Battlebarges = 5 points

6+ armor and Space Marine rules has a final cost multiplier of x 1.45

Space Marine rules for Escorts = 5 points.

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After figuring the total points, round it. Depending on whether it was a Capital Ship or an Escort, use the appropriate of the two following guidelines to help you get the total price.

**For Capital ships** - Round the decimal in the "tenths" place as you would normally and drop all decimals behind it. Then with a last digit before the decimals (the "ones" place) of 1-2, round down, of 3-4, round to 5 of a result of 5, drop the decimals, of 6-7 round to 5, of 8-9 round up to 0, and a result of 0, drop the decimals.

**For Escorts** - Drop the decimal completely at the beginning (don't round it), and then round the number in the "ones" place as stated above.