

# BATTLEFLEET GOTHIC 1.5

## THE DEFINITIVE LIST OF ANSWERS TO FREQUENTLY ASKED QUESTIONS

*This list of rule clarifications answers nearly all of the Frequently Asked Questions and corrections to the core rulebook and Armada that have come up on Game Workshop's BFG Forum as well as the Yahoo group BFG-List. **NOTE:** This list also includes all the corrections incorporated into the 2006 reprint of the BFG core rulebook. This list has been cleared by Andy Hall and can be considered "in effect" until replaced by a published update.*

*Finally, it is almost guaranteed that in the course of game play, some situation is going to come up that is not covered by this Q&A. As this is a **GAME** and therefore played for **FUN**, there is no reason why these cannot be solved 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 to decide the outcome, game on and enjoy!*

### Orders/Leadership

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

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.

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 Ld10 Admiral aboard a ship in contact with Blast Markers (-1Ld) while the enemy is on special orders (+1Ld) is Leadership 10. In effect, a leadership check roll of 11 or 12 always fails unless SPECIFICALLY stated otherwise.

Only one re-roll can be spent on a vessel per leadership check. 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 leadership check or special order on that vessel even if more re-rolls are available.

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 has its leadership superseded by that of the embarked fleet commander.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) and crew skills in a campaign.

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. In other words, if a 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 aspiring Warlord showed up to take his place with his own mob of Mad Meks!

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.

**BRACE FOR IMPACT:** Brace For Impact special orders can be undertaken ANY time a ship faces taking damage but before the result is rolled, including when ramming or being rammed. This includes while the ship may already be on special orders, as Brace For Impact REPLACES whatever special order the ship may currently be on (a ship that successfully reloaded is still reloaded).

A decision to brace for impact must be made before ANY 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 (note that being crippled does). However, it is the only special order that halves a ship's ability to launch ordnance, provided the launching vessel is already reloaded.

A ship that fails 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. It can however again attempt to brace before the next ship, squadron or ordnance wave attacks it.

When escort squadrons are braced or on any special order that halves firepower, the whole squadron adds its firepower and weapon strength together and divides it in half (rounding up).

When a crippled capital ship is braced, its firepower is halved again.

Brace For Impact may now also be used to protect against critical damage from any kind of H&R attack. It cannot protect against critical damage caused by hits that were not saved against normally, nor any damage caused during a boarding action (including critical damage).

**COME TO NEW HEADING:** 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.

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

### **Movement, Shooting & Blast Markers**

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.

Any battery weapon that always counts as closing against the gunnery table still counts as defenses when targeting defenses, applying any modifiers as applicable.

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. It must still make a leadership check to split its fire between ordnance targets, just as it would have to split fire normally.

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.

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.

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 must be at least 5cm.

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).

A ship that starts or ends its movement in contact with a blast marker for any reason counts as being in contact with a blast marker in every arc for purposes of movement, shooting or ordnance attacks. Ships firing battery (firepower) weapons at such a vessel suffer a right column shift. Ordnance attacking it must first roll a D6, removing the entire wave or salvo on a roll of 6.

When in base contact before the movement phase, blast markers affect leadership,

movement, shooting and ordnance in contact, as well as in every other respect where blast markers have an effect.

A ship in base contact with a blast marker counts as being in contact all around it. This includes whether or not other ships are in base contact with it or for purposes of ordnance attacks.

A blast marker can be placed in base contact with as many vessels as it can physically touch that are in base contact with each other, but blast markers cannot be stacked.

Blast markers placed in base contact with a ship that took fire do not affect ships near to but not in base contact with that ship. Place blast markers so they do not touch the bases of ships nearby but not in base contact.

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 contact due to a previous round of shooting.

A ship only risks damage from moving through 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.

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.

### **Nova Cannon**

Nova Cannon are no longer a guess-range weapon, and it can be fired per-ship as opposed to all at once in the beginning of the turn. 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 45-60cm 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 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.

Nova Cannon are unaffected in any way by Lock-On 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 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.

### **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.

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 obstructions.

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.

### **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 ordnance, no more attack craft markers can be in play than the number of available launch bays. Tyranid ships may launch up to twice this number. This total must take into account reductions caused by ships being crippled or lost in battle. If more attack craft remain in play than there are available launch bays, the owning player may not launch any ordnance that turn, though ordnance in play may be “recalled” by immediately removing it from play in order to launch more attack craft.

Ordnance markers in a wave must be spread in contact with each other and cannot be stacked. Ordnance waves or salvos 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.

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 traveling through blast markers or celestial phenomena.

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.

Ordnance attacks are ALWAYS solved immediately, including in the movement phase when a ship moves into enemy ordnance. This also allows small torpedo salvos to be used to clear the way of enemy fighters in the ordnance phase so that larger salvos can get through, etc.

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 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.

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.

Multiple fighters on CAP in base contact with a single ship function as a single wave in all respects.

Any ordnance markers that either are or come in base contact with a ship with blast markers in contact must roll as if traveling through blast markers, to be removed on a D6 roll of 6.

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.

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.

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.

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.

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 lose their fighter ability when converted to torpedo bombers and function ONLY as torpedo bombers.

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.

**MASSING TURRETS:** Ships in base contact may mass turrets together, each increasing the turret strength of a ship under attack by 1. 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 in a given ordnance phase. Only the ship actually being attacked can apply its turret value as a negative modifier to bomber attack dice rolls.

All Hit and Run attacks are now solved immediately instead of waiting until the end phase.

### **Resilient Attack Craft and Mines**

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, 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. Any further interaction in the same ordnance phase will cause the marker to be automatically removed.

If two markers that both have a 4+ save attack each other and both remain in play, they stop movement and remain in contact until the next ordnance phase. However, if any marker that saves is attacked again in the same phase, it is automatically removed. This save is used one fighter at a time. For example, if two Thunderhawks are attacked by two Eldar fighters, and the first fighter attacks the first Thunderhawk and they both roll a 4+, the first fighter may attack the second Thunderhawk and is then automatically removed. If the second Thunderhawk rolls a 4+, it remains in play, but both Thunderhawks have now used their save and cannot roll to save against the second Eldar Fighter.

If bombers or assault boats that have a 4+ 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.

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.

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.

The minefield rules on p.143 of the rulebook are changed 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. Toward friendly ships, a minefield behaves as an asteroid field in all respects.

Friendly ships 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.

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.

### **Ramming, Boarding and Base Size**

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.

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

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.

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. If the ramming ship survives (even as a hulk), then it completes its movement.

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.

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.

### **Hit and Run Attacks, Critical and Catastrophic Damage**

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.

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.

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.

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

Bombers do not have to roll against a hulk's turret value to determine number of attacks.

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.

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 a hulk if it is not the closest target, but it must make a leadership check normally.

### **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.

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 attacks. Note that when shooting at squadrons with gunnery attacks, facing and armor values all take effect as described on p.38 of the rulebook.

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 (to be replaced normally by Brace For Impact as applicable).

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 an escort 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.

### **Disengaging**

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

If any one ship in an escort squadron disengages, the whole 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.

Capital ships in a squadron may disengage separately, relying on their base leadership to do so, not the highest leadership in the squadron.

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.

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.

Ships cannot shoot into or out of an asteroid field.

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 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.

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. This means that they cannot take on any special orders. 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 defenses but otherwise are not normally restricted to planetary defenses, such as Ork Roks, Kroot Warspheres, etc.

Planetary Defenses may attempt to Brace For Impact, using Leadership 7 to do so.

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 12<sup>th</sup> Black Crusade fleet 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 Chaos Lord earned in an appeal.

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 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 the Rulebook on p.106-107, the correct price for an Emperor battleship is 365 points, and for a Retribution Battleship is 345 points.

In the Rulebook on p.120, the correct price for a Styx heavy cruiser is 275 points.

In Armadas, the correct price for an Apocalypse battleship on p.12 is 365 points, and the correct price for an Avenger grand cruiser on p.15 is 220 points.

Warp Cannon that ignore shields and weapons that behave as such also ignore holofields and any other similar mechanisms, such as armor 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 materialized 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 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.



## Eldar and Dark Eldar Fleets

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. 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 Slannesh, 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 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.

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.

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 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 attack craft re-roll misses and enjoy any other benefits of equivalent Eldar attack

craft. Dark Eldar assault boats can only be hit by turret rolls of 6.

Dark Eldar vessels have no minimum movement before turning and are not required to use Burn Retros special orders to end their movement or remain in place.

## 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 front-firing prow weapon option for the price indicated on p.91 of Armada.

The fpr-8x30cm pyro-acid batteries firing left/front/right 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 die roll to determine number of attacks made like a true turret value. Blast markers in contact have no effect on this.

In the current rules, Tyranid ordnance is exempted from launch limits and cannot run out of ordnance.

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.

Tyranid hiveships no longer get “free” bio-plasma; their cost is exactly as listed in the profile on p.87. The broadside pyro-acid and bio-plasma profile categories should be listed as “Left/Right.” They are separate broadsides for the left and right sides of the vessel.

Tyranid 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 the nearest facing armor value separately against every ship in range. This cannot be saved against by holofields. It rolls 4+ against every separate ordnance marker in range (as opposed to against ordnance waves).

### **Ork Fleets**

In the Rulebook on p.137, the correct price for an Onslaught Attack Ship is 40 points. The firepower of its Gunz battery is D6, not D6+1.

In the Rulebook on p.138, the correct price for a Savage Gunship is 40 points. Its speed is 25cm, not 20cm.

In the Rulebook on p.138, the correct price for a Ravager Attack Ship is 40 points. Its turret value is 2, not 1.

Torpedo Bommerz 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 Bommerz.

In the special rules for the Deathdeala battleship on p.64 of Armada, Torpedo Bommerz should be +40 points.

In the special rules for the Gorbag’s Revenge battleship on p.65 of Armada, Torpedo Bommerz should be +80 points.

In the special rules for the Slamblasta battleship on p.66 of Armada, Torpedo Bommerz should be +40 points.

In the special rules for the Kroolboy battleship on p.67 of Armada, Torpedo Bommerz should be +40 points.

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

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 only roll a D3 instead of a D6 when rolling their attacks against ships. However, as they are also fighters, they get a +3 modifier when reducing the number of attacks each squadron marker makes against a target’s turret value.

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