

Battlefleet Gothic Advanced Campaign Rules

Based upon the game 'Battlefleet Gothic' produced by Games Workshop*

Development

Lyndon Hardy

Critical Evaluation, Feedback and Ideas

Ned Smotherman

Feedback and Moral Support

Ed Downard

Thanks to: Jadal Khaine, Xavier Requejo; Dennis Ijsseldijk, and Miguel Fidel for comments and feedback during earlier versions.

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Contents

Introduction	3	Engagements	9	Reinforcements and Rebuilding Destroyed Ships	15
Campaign Rules	3	Outcomes of Battles	9	Planetary Defences	17
First things first	3	Outcomes of Raids	10	Orbital Defences	17
Campaign Setting	3	Renown	10	Ground Defences	17
Players	4	Appeals and Refits	11	Victory	18
Major Powers	4	Planets and Resources: The Heart of the Campaign	12	Campaign Turn Overview	19
Raiders	4	Planet Types.....	12	Each Turn	19
Switching between being a Raider and a Major Player	4	Observing Systems	12	Every 5 Turns	19
Fleet Commanders	4	Resources	13	Questions and Answers	20
Ship Movement	5	Transports	14	Campaign Orders Sheet	21
Intrasystem Travel.....	5	Detecting and Eradicating Pirate Bases	14	Necron Refits (Experimental (By NecronLord))	22
Intersystem Travel.....	5	Repairs and Reinforcements	15		
Ship Orders	7	Ship Building	15		
General Orders	7	Shipyards	15		
Tyranid Ship Orders.....	8	Repairs	15		
Fighting Battles and Raids	9				

Introduction

Campaign Rules

Originally these Campaign Rules were to be a supplement to those found in the Battlefleet Gothic Rule Book (the Big Blue Book, or BBB) – you needed the BBB to understand these campaign rules and to make them work and they followed the BBB rules, but they differed in some notable areas: Movement, Attacking, and Repair Points. Like the Tyranids, they have evolved and now have a life of their own. These rules, while directly borrowing some ideas from the BBB and requiring the BBB to play, completely replace the BBB campaign rules; the main difference in these rules is that ships move independently, thus it all depends on where you send your ships, and the orders you give to them, as to what happens to your fleet during the campaign. There is an element of time in this campaign, in that it takes numbers of turns to get anywhere and numbers of turns to build and repair ships – this is something that the rulebook campaign does not address. Note that this means a campaign using these rules will not be over quickly, but if you wanted a quick campaign you would not chose advanced rules for it. Also if you do not have the models for the ships then you cannot include them in your fleet – it's entirely possible that ALL of your fleet will see battle at the same time...

The main problem with adding extra detail, however, is extra complexity, and as such these

rules may not be suitable for beginners (saying that, though, you have to learn somewhere, and this may be a good place to start).

First things first

When implementing these guidelines it would be beneficial that one player takes on the role of Campaign Manager (CM). The CMs task is to make sure that the campaign runs smoothly and that players are aware of what is happening. It would be advisable that the CM not run a fleet in the campaign – managing the campaign will be a fairly full job; it also eliminates one possible bias in the campaign and should, theoretically, make it a fair campaign that relies on the relative skill of the players to determine victory.

In many ways the task of the CM is more arduous than that of the player; the CM must keep track of what information each player has, as well as pass messages between players for the purposes of alliances, etc, and also be aware of what information the player does NOT know. It is also the CMs responsibility to make sure that players are not cheating when it comes to resource points and ship upgrades, etc, and also to make dice rolls that effect the players ships outside of battles (such as for dangers of Warp travel, etc, although this could be carried out by the players themselves with CM supervision).

The CM is the person who updates the campaign map (the players themselves may have their own copies, but these are entirely 'unofficial'), and keeps track of how the fleets of the various players are interacting. Ideally it is the CM who adjudicates the battles but this may not be entirely practical, although it's the CMs duty to supervise the outcome of those battles.

Campaign Setting

These campaign rules would work best with about 8-10 systems. The more systems, the longer the campaign will take, and the fewer the systems the harder it will be to repair ships. Each system should also have a number of planets (I would suggest a maximum of 6 planets per system, although this is entirely up to the players and CM – the more planets, the longer it will take!).

If you want a fairly easy way to deal with system generation, then Warp Storm has one on page 22 (Warp Storm, for newbies, was the precursor for the BFG Annuals and is long since out of print – try eBay if you feel lucky, but don't hold your breath for a cheap copy...). If you want a relatively 'simple' campaign then just have a single planet in each system, but I would not recommend it.

Advanced Campaign Rules

Players

Major Powers

Only the following fleets can be Major Powers: Imperial (or Space Marine with Imperial allies in accordance with the Battlefleet Armageddon fleet list), Chaos, Chaos Space Marine, Ork Waaagh, Tyranid, Tau, or Craftworld Eldar. These players start off with 2000 points worth of ships and control of one planet. The starting system for a Major Power is determined randomly, with (preferably) at least 1 system between them and the next major power; the most powerful planet in the starting system becomes the Homeworld for that player, and has its details changed to that of a Homeworld.

Raiders

Any fleet can be a Raider fleet (this adds the Eldar Corsair and Ork Pirate fleets (from the Battlefleet Gothic rulebook), as well as the Necron and Dark Eldar fleets, to the list given in Major Powers above as being available as Raiders), but unlike a Major Power fleet, Raiders start the campaign with only 1500 points of ships. Raiders have a base hidden at the system level (i.e., they are not based on a planet), although they can carry out raids at either the planet or system level. Raider Fleets operate out of Pirate Bases that are generally hidden within the Asteroid Belt of a star system, and can be located in any system on the map (including systems belonging to Major Powers). Necron fleets are different in that they are based on a planet – a Tombworld. This will be an uninhabited planet in a system with no Major Powers; while effectively a homeworld, it is more in the nature of a pirate base due to the nature of the Necrons.

Switching between being a Raider and a Major Player

Ork, Imperial, Chaos, Chaos Space Marine, Tyranid, and Tau Raider fleets may, if they gain

enough ships through reinforcement appeals, make an attempt to become a Major Power (this means that Eldar Corsair, Necron, Dark Eldar and Space Marine fleets spend the entire campaign as Raiders). To do this they must have 2500 points of ships and then attack and capture a planet. Once they have captured that planet, they have a foothold from which to launch more planetary assaults and move from being a Raider Fleet to a Major Power. For Orks, this is when a Waaagh is declared and also the point when they can start construction of a hulk. Although they may have captured a world, only those planets that start as a homeworld have the production and facilities of a homeworld – the Raider still retains his pirate base as his primary production facility.

If a Major Power suffers a number of set backs and finds that they no longer have any planets, they can attempt to set up a Pirate Base. To do so they will need to gather the resources for the building of a Space Station and begin construction of one in a system of their choosing (which has an Asteroid Belt). Once the Space Station has been constructed, the player must then go about building a Shipyard. Once the shipyard is constructed the player has a rudimentary pirate base established, and while not as good as a true pirate base (half the resource production and resource storage), this will keep him in the game. If a player already has a Space Station in an Asteroid Belt, then all he needs to do is build a shipyard around it to establish a rudimentary pirate base.

Tyranids

Tyranid fleets are a bit more of an enigma than the other fleets, since the Tyranids themselves do not behave the same as other races. Tyranids always start campaigns as Raiders, but will eventually become a Major Power as they gather their strength (this occurs when they evolve a Hive ship that can

perform an Exterminatus). More Tyranid-specific rules will occur in the relevant sections.

Fleet Commanders

The Fleet Commander is included for free in the campaign, but does not come with any special attributes (like Marks of Chaos, etc). Special attributes are gained through appeals as detailed on page 155 of the Battlefleet Gothic rulebook, and increases in leadership and rerolls are handled in the same way (with renown) as given on p.153 of the Battlefleet Gothic rulebook. The fleet commander is stationed on a set flagship, and is only involved in a battle if his flagship is present (Chaos must place the Warmaster on the greatest class of ship, as opposed to the most expensive ship, thus a grand cruiser will get the Warmaster over a heavy cruiser, and a battleship over a grand cruiser. If multiple ship classes are present in the fleet, like 3 battleships for example, then it is the players choice over which ship the Warmaster is on). To 'transfer the flag' to another ship, the new ship must be brought to the system/planet where the commanders old ship is (i.e., the ships must actually come together so that the commander can pass from one to the other); a Chaos Warmaster must transfer the flag to a larger ship if it becomes available as soon as possible after it becomes available. If the flagship is destroyed, it is assumed that the commander has survived by escaping in the nick of time – it does, however, make him absent from the campaign for 5 turns as he travels back to friendly territory; after 5 turns the commander will reappear at the nearest friendly planet/base to await a ship to retake command of his fleet.

Advanced Campaign Rules

Ships move independently from system to system, although they can move as a group at the speed of the slowest vessel. There are two areas of travel: Intrasytem (within star systems and between planets), and Intersystem (warp travel or racial equivalent).

Intrasytem Travel

The speed with which a ship travels between planets within a star system is governed by the speed the ship moves in the game (i.e., a ship with a speed of 10cm is going to travel half the distance of a ship with speed 20cm over the same period of time). Table 1 lists the time it takes for ships to travel intrasytem. Note that before a ship can travel Intersystem, it must move out of the system first, with the exception of Eldar (whose webway portals are located within star systems), and Necrons (whose Inertialess Drives allow them to automatically enter FTL travel even within a star system).

Ship Speed	Between Planets Within System (any number)	Into System (planet of choice)	Out of System
0cm	-	-	-
5cm	4	4	4
10cm	2	2	2
15cm	2	2	2
20cm	1	1	1
25cm	1	1	1
30cm	1	1	1
Eldar	1	1	1
Necron	As ship speed	0	0

Intersystem Travel

Different fleets use different methods of travelling between star systems; the most common is method is by travelling through Warp Space. Warp space (or the warp, for short) is a dimension of shifting energies and formless consciousness that coexists

Ship Movement

with normal space but is entirely separate from it; in the warp there is no time or distance, only a constantly flowing stream of immaterium. Warp travel is not instantaneous; on board a ship in the warp a single month or perceived time may go by, yet in normal space anything from six months to several years may have passed. This means that fleets and armies responding to distress calls may turn up weeks, months or even years too late to help. The warp is like an ocean, with currents, storms and tides that must either be used or avoided. Weak, short-ranged astropathic ducts and beacons are used to mark out shipping lanes and to aid navigation through dangerous areas, and it is along these ducts

and beacons, called warp channels, that the majority of ships travel. While travelling through the warp new orders cannot be issued to ships, so the only way a ship can receive new orders is for it to arrive at its destination and exit the warp.

Not all fleets use the warp for interstellar travel. Necrons use a non-warp FTL method due to all of their ships having Inertialess Drives, this makes them the fastest fleet able to go nearly anywhere in very short time. Eldar, including Dark Eldar and Craftworld Eldar, make use of the Webway: a series of interconnected tunnels or bridges through the warp; this allows them to avoid the tempestuous nature of the warp and provides them with a

Distance Between Systems (Warp Channels)	Conditions/Circumstances				
	Warp (normal)	Warp (storm*)	Necron (non-warp)	Eldar (webway)	Tau (warp dives)
1	3	4	4	3	5
2	6	8	5	5	10
3	9	12	6	7	15
4	12	16	7	9	20
5	15	20	8	11	25

Notes:
 *Warp Storms occur at the start of each turn on a 3D6 roll of 3 and last for 2D6 turns, effecting the entire map.
 Ships can stay in the warp to travel between systems - they do not have to exit (although the longer they stay in the warp the greater the risks).

Risks of Warp Travel
 A ship can spend a short time in the warp without ill effect. After a prolonged period of time, however, things start happening. After a ship/taskforce has spent 8 turns in the warp (or 4 turns during a Warp Storm), roll 3D6 for each ship at the start of each consecutive turn and look up the result on the following chart:
 3 – Lost in the Warp (Roll 1D6, ship/squadron permanently lost on a result of 1-2, otherwise ship/squadron takes D3 damage and is lost for D6 turns);
 4 – Lost in the Warp (Roll 1D6, ship/squadron permanently lost on a result of 1, otherwise ship/squadron takes 1 damage and is lost for D3 turns);
 5 – Delayed in the Warp (Ship/squadron delayed D3 turns);
 6 – Warp Beast Attack! (Create a 200 point Tyranid cruiser (BFG Mag 11 rules) and have the CM and the player fight a cruiser clash scenario with the ship/squadrons (or taskforce) attacked by the ‘Warp Beast’ – note that if the ship is part of a taskforce, then the entire taskforce fights).

Tau warp dives are relatively risk free, but if there is a Warp Storm in progress then dives can fail... Roll 3D6 for each Tau ship (treat escorts as individual ships, not squadrons) making a dive during a Warp Storm, on a result of 3-7 roll 1D6 for each ship:
 1-3 = Ship exits into the warp and is destroyed;
 4-6 = Ship exits into normal space, but is delayed D3 turns due to disorientation (i.e., the ship needs to get its bearings after exiting in the wrong location, and then the ships need to regroup).

Advanced Campaign Rules

relatively safe mode of transport. The Tau, being the proverbial new kids on the block, cannot use the warp as well as other races, having to skim their ships through the surface of the warp in short jumps known as warp dives; each warp dive skips across the barrier between the warp and real space providing a stable, if slow, means of movement.

Table 2 lists the Intersystem travel times for the various fleets, as well as the risks inherent in the different modes of transport. Note that Necron and Eldar fleets have no Intersystem travel inherent risks; and Eldar webway portals are located within star systems themselves, so are immune to system wide blockades. Necron FTL travel also makes them immune to system wide blockades.

Note that Warp Storms decrease the amount of time it takes for the dangers of the warp to become apparent, so instead of 8 continuous turns in the warp before testing for dangers, it becomes 4 continuous turns.

Examples

Taskforce Phi, currently stationed at Planet 2 in System S, consists of an Emperor class battleship (speed 15cm), 2 Lunar class cruisers (speed 20cm), 1 Armageddon class battlecruiser (speed 20cm), and 2 squadrons of 6 Cobra class destroyers (speed 30cm). To move them to System V (3 warp jumps distant), it would take TF Phi a total of 13 turns at quickest possible speed (2 turns to leave System P, 9 turns to travel in the warp to System V, and 2 turns to enter System V). Since TF Phi has spent 9 turns in the warp, they must then roll on the warp dangers table (Table 2) at the start of the 9th turn to see if anything happens...

If they wanted to patrol each system along the way, and potentially receive a change in their orders, it would take TF Phi a total of 21 turns (2 turns to leave S, 3 turns to travel to T, 2 turns into T, then 2 turns out of T, 3 turns to U, then 2 turns into U and 2 turns back out, followed by 3 turns to V, and 2 turns to enter V). This way, TF Phi would also never have to worry about dangers of the warp...

Without the Emperor class battleship, TF Phi would make better time as it would only take them 1 turn to move into and out of each system, making the first example in 11 turns (still suffering 1 roll for each ship on the warp dangers table), and the second example in 15 turns...

Note: Staying in the Warp allows ships to pass by enemy held systems undetected (unless the enemy has a ship on "Observe" orders right in the Warp itself). The only danger in this is that the longer ships are in the Warp, the more likely it is that something will happen.

Tyranids and Movement

Tyranid ships move as per other fleets and use the warp, although they do not suffer from Warp Beast attacks. Only Tyranid Kraken and Vanguard Drones can operate away from a Hive ship; all other Tyranid ships must move around with at least 1 Hive ship. If the last Hive ship with a taskforce is destroyed, then the taskforce will only follow Instinctive Behaviour if it is attacked; until another Hive ship can get to them they will head directly toward the nearest planet and are unable to use resource points (so they cannot evolve, grow weapons, or generate assault points).

As the Tyranid fleet moves through the galaxy it creates a 'shadow' over the warp space around it; this shadow is caused by the effects of the Hive Mind that controls the fleet, and is thus directly related to the Hive ships. Individually, each Hive ship has minimal effect on the warp, but whenever there are three or more Hive ships in the same system, that system and its adjoining warp channels are placed under the effects of a Warp Storm brought on by the strongly psychic Hive Mind. When there are 3 or more Hive ships travelling along the same warp channel (at the same time, of course), then that warp channel, and the warp surrounding the planets that it connects, is also placed under the effects of a Warp Storm.

Ship Orders

The only way to move ships is by giving them orders. If you do not give a ship orders then all it will do is stay in its last position and continue carrying out its previous orders. Ships can be grouped together into taskforces, and these taskforces can then be given orders as if they were individual ships, although the entire taskforce moves at the speed of the slowest ship. For the sake of clarity, Orders are issued to be carried out the next turn; thus no battles can be fought in the first turn of the campaign.

General Orders

“Move”

The ship moves either between planets or between systems. Other orders cannot be given until the ship arrives at its destination. Once it arrives at its destination the ship will defend that location (if you order it to a system it will defend that system, but if you order it to a planet it will defend that planet), but will do nothing else until it receives new orders. Note: move orders do not have to be given to adjacent systems, and that a ship could be ordered to travel to the other side of the campaign map in one go (see example in ship movement above regarding this).

“Defend Planet”

Ship will defend the planet from raids and battles, but won't be drawn into an Escalating engagement unless it occurs around that planet. The ship cannot defend other planets in that system, as it cannot spend the turn travelling between planets. Ships on Defend Planet orders start any games in orbit around the planet (either high or low orbit – players choice).

“Defend System”

Ship will defend the system from battles (not raids, as they are directed at planets), but can be drawn into escalating engagements and in defence of Planetary Assaults. Ships on Defend System orders will only come to the aid of transports if nothing else is happening in the system and if the transports are unprotected – if the transports are escorted, then it would be assumed that the transports were going to be safe... and by the time it was discovered that

the escorts were outnumbered it would be too late to go to their defence.

“Escort Convoy”

Ships provide escort duty for transports. Ships can only be attacked if the transports are specifically targeted, and cannot be drawn into battle through escalating engagements. Unless otherwise instructed, warships will not carry cargo automatically. For warships to carry resources as well as the transports, the player just writes this on the Ship Orders.

“Blockade Planet”

Puts a blockade in effect around the planet preventing resources from being transported elsewhere, as well as preventing raids (lasts until the blockade is either broken, by defeating all of the ships forming the blockade, or lifted, by giving the blockading ships new orders). The blockaded planet can still use its own resources, but cannot receive any external resources until the blockade is lifted (i.e., the planet can build Planetary Defences). Generally this order is given to isolate a planet before assaulting it in force.

“Blockade System”

Puts a blockade in effect around the system, preventing enemy ships from either entering or exiting the system. Every enemy ship that enters the system must run past the blockading ships before they can do anything in the system, but once they are in the system they have a free reign. The blockade can also be put in place in order to prevent ships from leaving the system. Note that Necron and

Eldar ships ignore system blockades; they can, however, initiate blockades.

“Attack Planet”

Attacks the planet. This is the only way to capture planets, and in order to actually capture the planet for resource production the attacker must usually send along transports in order to put troops on the ground and capture the facilities, although if he has the transport capacity in his warships he may use them instead (more on this later). This is also the order for an Exterminatus (just don't send transports with the fleet). The objective of Attack Planet orders could also be the destruction of planetary defences and orbital construction facilities.

“Attack Ships”

Will attack all enemy ships at that location. If the order is given at the system level, it will force an escalating engagement for all enemy ships in the system (unless their own orders prevent it). Can be directed at transports, in which case fight a Convoy scenario (no deadfalls, however). At the planet level, treat as a Surprise Attack scenario. Can also be used to attack ships on “Observe” orders. Note that to attack specific targets, such as transports and their escorts or ships on “Observe” orders, the “Attack Ship” order must be issued specifically for that purpose, otherwise it does not effect them.

“Observe”

Ship will observe system and report back all of what happened in the system excluding in Asteroid Fields (otherwise the player will only get information about what has happened to his ships or

Advanced Campaign Rules

planets...). Ship will not get involved in Escalating engagements. This order can be reissued for use in Asteroid Fields (as detailed in Detecting and Eradicating Pirate Bases below). For more specifics on this order, see "Observing Systems" below.

"Raid Planet"

Ships carry out a raid on the system (see Raids below for more details). Warships will automatically carry Resources when on Raid orders.

Orders are issued using the campaign order sheet (included at the end of this document). Once the player has issued the orders to his ships, the Campaign Manager plots up where all of the ships have moved and collates the various orders.

Note: If multiple orders are given for a system or planet from multiple players, the player with the fastest ships has his actions first – note that Eldar players double their medium listed speed due to having two moves in a game turn (thus an Eclipse would have an effective speed of 40cm). Of course, ships on "Defend" or "Blockade" orders will always respond faster than ships just arriving at the location, as that is the exact sort of thing they are waiting for. If the ships have the same speed, use the fleets 'Attack Rating' to determine who goes first.

Note: As with naval warfare, most of the campaign will be spent manoeuvring your ships. Actual combat will not be that much...

Tyranid Ship Orders

Due to the unique style of existence, Tyranid fleets have a different, more limited, set of orders available to them:

"Move"

As normal "Move" orders above, except upon arrival at their destination, Tyranid ships will go on "Observe" orders instead of "Defend".

"Defend the Nest"

While Tyranid ships are evolving they are defenceless. As such, not all of the fleet will evolve

at the same time, thus allowing some to guard the others. Ships on this order form a defensive perimeter around the evolving ships to protect them from any invaders meaning them harm. Treat as a Blockade.

"Ambush"

Tyranid ships do not set up blockades or raid planets, instead they attack enemy ships directly to gather their resources. "Ambush" orders make the Tyranid ships to attack any enemy ship or fleet passing by their position. This order is given to the ships when they are in certain locality (such as a system or planet), and whenever an enemy ship or fleet passes by that location the ambushing ships attack.

"Observe"

As normal "Observe" orders above. Can only be given to ships that can operate independently from Hive ships.

"Consume Planet"

When Tyranids assault planets, they do so with the intent purpose of consuming all biomass available (and hence this order cannot be directed at Uninhabited Worlds). In order to carry out this order, the Tyranid fleet must have a Hive ship capable of conducting Exterminatus.

"Evolve"

Ship undergoes an 'evolution', giving it refits as per the rules in BFG Mag 11 (p.22). Note that an escort that undergoes the Reinforced Carapace mutation evolves into a cruiser, and a cruiser can in the same way mature into a Hive ship. The cost of evolutions in resource points is given in the Repairs and Reinforcements section below, and take 2 turns to complete.

Note: Escorts which receive the 'Reinforced Carapace' evolution automatically become cruisers, although they remain at 2 hit points until they have used 'Reinforced Carapace' again; Mag 11 suggests that cruisers be allowed no more than 2 different

evolutions, but due to the nature of these campaign rules, cruisers can have 2 evolutions in addition to Reinforced Carapace; Hive ships, however, can only have a maximum of 3 different evolutions. As ships evolve into higher forms, they keep their original evolutions (so an escort with Mucous Membrane would not be able to evolve into a cruiser, while a cruiser with Mucous Membrane that evolved into a Hive ship would result in the Hive ship also having Mucous Membrane, thus allowing it only 2 more different evolutions).

"Prepare for Consumption"

This order is used to send in the ground troops to prepare a planet for consumption. This is in effect a planetary assault, which if successful denies territory to other players without directly benefiting the Tyranid player until he want consumes the planet. The Tyranid player can use this order to destroy a Necron Tombworld.

Fighting Battles and Raids

Engagements

This is fairly obvious – if enemy ships get together then they are going to fight. Unless the scenario is driven by ship orders (eg, Planetary Assault, Blockade Run, Exterminatus, Convoy), treat all combats as either cruiser clashes or fleet engagements unless the players or CM can think of a more exciting scenario to play it out as.

NOTE: Ignore the 'Forces' section in the scenario descriptions. The forces available are exactly what you send or have on hand. If you do not have any ships or planetary defences in a location where you are attacked, then the attacker AUTOMATICALLY succeeds. Note that with Convoy scenarios, the attacker does not use the chart on p.74 of the Battlefleet Gothic rulebook.

Tyranids and Fighting

Tyranids will only attack a planet when they have the ability to do so, otherwise they will concentrate on ambushing enemy shipping and securing resources where they can. When a Tyranid wins a battle or raid, all of the Victory Points they gain are automatically transferred into Resource Points (so if a Tyranid player received 400 Victory Points in a battle, this would be spread amongst the surviving ships up to their storage capacity as given in Table 4 in the Transports section below). Once the ship has acquired its maximum amount of resources, it will then evolve at the next available opportunity as it cannot carry any more resources.

Outcomes of Battles

Apart from 'Planetary Assault' and 'Exterminatus', which either capture the planet or destroy it respectively, the outcome of most battles is simply the destruction of the enemy fleet (or at least that is the idea behind them – it doesn't always

work out that way in reality, however). Holding the field and recovering the hulks of destroyed ships is the best part of battles as that gives an easy way to get resources. The winner of a battle gets 1 Resource Point for every 10 Victory Points they win by, as well as 10 Resource points for each hulk on the field (thus a 300 VP victory (800VPs vs. 500VPs) with 2 hulks would give the player an extra 50 Resource Points – 30 points for the victory, and 20 points for the hulks).

Note: With a 'Planetary Assault' the attacker must submit a substantial force to actually capture the planet. If the player wants success in the assault, then they must send transports with the initial attack in order to bring enough ground troops to guarantee success. Table 4 (in Transports below) gives the cargo capacities for the different ship classes; Only ships with an Assault Point (AP) capacity can aid the assault, with the victory conditions for a Planetary Assault being that the attacker must deploy more APs than the defender has in defence (see Planetary Defences below). APs are spent on a 2:1 basis, so that if the attacker has 15 APs and the defender has 5 APs, then at the end of the combat the attacker only has 5 APs left on the planet. At least 1 capital ship must remain stationed at the planet for 2 turns after the assault in order to assure that the planet is pacified. Once the planet is pacified the player receives all of its resource production, but until it is pacified the player only receives 50% of its resource production. If wanted, groundside actions can be fought out using either 40K or Epic40K, in which case each AP is worth 500 points in 40K or 200 points in Epic 40K.

Neutral planets do not require any APs to capture, although a prudent commander may take some troops in order to hold his gains...

Exterminatus

If a planet undergoes Exterminatus, then it is considered dead for the rest of the campaign regardless of the method of its demise (even if an asteroid field/belt was left by the destruction of the planet, it would be glowing hot for thousands of turns before anyone could make use of it). If a player manages to build 3 activated Blackstone Fortresses and then actually uses them against a star, then that system is dead and gone (it does, however, take 2 turns for the star to die); the downside to this mass destruction is that it makes the warp around the system very unstable, so that each turn a ship is in the warp near where the system used to be it must roll on the warp dangers table.

Note: Being near to where the system used to be means within 1 turn either side of it along the warp channel. If it takes 3 turns to get to the system and then 3 turns to get away from the system (a total of 6 turns to pass the system by), then for the 3rd and 4th turns you are near where the system used to be.

Ships designed specifically for Exterminatus (i.e., the Planet Killer), do not receive any bonus when pacifying planets for planetary assault; they are, in many ways, a political weapon akin to weapons of mass destruction in our current society, so pulling them out shows a willingness to use them, and people who use them to bluster tend to get shat on in fairly short order...

Exterminatus does have its place in the 40K universe, however, and there are multiple ways that this can be carried out. The most common method is for a ship to be rearmed with a single use Exterminatus device that it can then deploy to carry out its mission, although some ships are specially built to carry out this job (eg, the Planet Killer). A Single Use Exterminatus device (SUED) can only be placed on capital ships and replaces the prow

Advanced Campaign Rules

weapons of that ship for a single shot/salvo. SUEDs cost 200 Resource Points and take 1 turn at a shipyard to install (this cannot be done at a space station), and can only be deployed from the low orbit table; once deployed, however, they are successful on a D6 roll of 2+... Once the SUED has been fired, the ships prow weapons return to normal operation (since the SUED is effectively the 'round in the chamber').

Note: If the SUED is a torpedo, then it can still be intercepted by fighters and other torpedo salvoes. If the SUED is based on either weapons batteries or lances, then they cannot have any ship target in arc when they go to fire on the planet (otherwise a Leadership test must be made in order to fire at a target that is not the closest ship). If the ship with the SUED fires its prow weapon (with the SUED installed), before it carries out the Exterminatus attack, then it cannot carry out the Exterminatus attack as the SUED has been fired; this would mean that the player would effectively lose the Exterminatus mission, even though they may have destroyed all of the enemy ships.

A more permanent addition can be made to a ship in order for it to be able to carry out Exterminatus – this involves considerably more time refitting the ship with a specialised Multiple Use Exterminatus Device (MUED), such as mass drivers. MUEDs completely replace the prow weaponry of a ship, and then follow the rules as given in the Exterminatus scenario in the Battlefleet Gothic Rulebook (deployed from low orbit and are successful on a 4+). MUEDs take 4 turns to install on a ship and cost 500 resource points. A ship with a MUED is easily identifiable due to the weapon on its prow, and any enemy planets in a system where such a ship is suffer a 20% reduction in resource production due the fear about where the ship will be used.

Note: The Chaos Planet Killer and Space Marine Battlebarge carry Exterminatus Devices as standard, and thus do not need to pay extra

resources for them. The penalty to enemy planets still applies with these ships, however.

Tyranids and Exterminatus

As noted before, Tyranids must evolve a Hive ship capable of carrying out an Exterminatus. This takes them a single evolution that takes 5 turns to complete and costs double the normal resources for an evolution. Once the ship has evolved the appropriate facilities, the Hive ship only needs to attack the planet and start consuming its biosphere (this is done by entering the low orbit table and doing nothing else – no shooting, spore generation, etc). To completely strip a planet it takes the entire fleet (barring Vanguard drones and Krakens, which will almost always be out scouting other potential targets). Once the planet has been striped (it takes 20 turns less 2 turns for each Hive ship to a minimum of 6 turns for the fleet to do this), all ships automatically undergo 2 evolutions. If a more 'traditional' version of Exterminatus is wanted by the Tyranid player, then the Evolution "Mega-Spore Mines" for a Hive ship can be used to carry out an Exterminatus. These can only be used when within 15cm of the Planet Edge of the Low Orbit table and works on a 4+.

Ork and Necrons and Exterminatus

Orks would never think of killing a world (they would much prefer to conquer it so that they could enjoy the fight), and as such cannot use Exterminatus devices. However, because they do not fear death, they do not suffer any production penalties when a ship with a MUED installed is in the system.

Necrons are in a similar position to Orks – they are immortal and have no fears, so do not suffer penalties for MUED equipped ships being within the system. Necrons, however, view the destruction of a planet as a waste of resources; instead of carrying out an Exterminatus against the planet, the Necrons would consume the planets' star instead, thus

leaving the planet there for them to use as they will, while still achieving the result they want. They are immortal – they can wait as long as it takes to achieve their goal.

Outcomes of Raids

Raids against planets net the successful Raider 50% of that planets stored resources (or systems resources, if playing a simple campaign), as well as 50% of the resource production for that turn, or all of the resources the Raider can carry in his ships – whichever is the lesser (i.e., you cannot take more resources than you can carry, thus a smart raider may have a couple of transports in his fleet...). If multiple players raid the same planet in any one turn, then 2 things can happen:

- 1) The player with the fastest ships has the first raid, and the later (slower) raiders get what ever is left over (note that Eldar ships get to double their listed speed due to having 2 moves in the game);
- 2) Or if the speeds are the same, the raiding ships have a fight to determine who carries out the raid.

Once a raid has been carried out the raiding ships return to their pirate base, or homeworld if it is a Major Power initiating the raid, to offload their booty.

Renown

This is calculated according to the Renown Table on page 152 of the Battlefleet Gothic rulebook. Renown only affects the Fleet Commander and his immediate abilities (leadership, rerolls and appeals, as detailed on pages 153-155 of the Battlefleet Gothic rulebook). Renown does NOT effect resource generation.

If a player captures a planet but there is no battle for it, then no Renown is awarded.

Advanced Campaign Rules

Appeals and Refits

Appeals and Refits are determined in the exact same way as mentioned on p.155 of the Battlefleet Gothic rulebook, but are only available every 5 Turns. Necrons can only receive refits on a roll of 5+ and reinforcements on a 6+. The alternate appeal tables in BFG Mag 12 are, IMHO, rubbish and should not be used for this campaign – they are designed for a ‘rulebook’ style campaign, which this is not... Ork and Eldar refit tables can be found in the 2002 Annual (p.32-36), and experimental Necron refits can be found at the end of this document. Space Marine fleets use the Refits Tables in the Battlefleet Gothic rulebook, but do not have any ‘other’ appeals.

Refits are carried out at shipyards and require 1 turn to complete. For victory points purposes, each refit increases a ships points cost by 10% (so a second refit would put the points cost up by a total of 21% $((100\%+10\%)+10\%)$).

Tyranids can only get new escorts from Appeals after the start of the campaign (see Tyranids, Reinforcements and Evolutions further below). All Tyranid refits are carried out by the “Evolve” order, and do not require the use of an Appeal.

Planets and Resources: The Heart of the Campaign

Planet Types

An important aspect of the campaign is the type of planets available for the players to exploit. Generally speaking, the majority of planets are uninhabited, but this would make for a rather boring campaign (although a challenging one!). Below is a list of planet types available in the campaign; they are listed based upon how common they are, and this should be represented when making up the campaign map.

Asteroid Belts tend to be widespread phenomena and it is possible to have multiple factions hiding within one unaware of the existence of each other; as such, it is possible for Asteroid Belts to contain multiple bases (but only one from each player), that can operate without interference from each other (the asteroids are VERY far apart). Whenever a battle or raid is fought in an Asteroid Belt D3 asteroid fields must be present in each quadrant of the table (to represent the smaller debris of the Belt). Asteroid Belts have many resources, but due to the scattered nature of the asteroids the resources can be harder to extract. An Asteroid Belt can be colonised in the same way as for building a rudimentary pirate base as described in Switching between being a Raider and a Major Power, and rudimentary pirate bases are open to both Raiders and Major Powers (not that if a Major Power already has a rudimentary pirate base when he loses his homeworld, then he does not have to construct another).

Uninhabited Worlds are uninhabitable, as much as they are uninhabited. They may be sources for enriched hydrogen (i.e., gas giants), or they could be planets that have been virus bombed in the past. Their resources are still present, but are much harder to extract (ships must carry out a successful raid against the world – for the amount of resources

available, this is hardly worth it). These are also the prime locations for Necron Tombworlds (making raids a possibly risky business...).

Penal Colonies are brilliant sources of slave labour, although due to the nature of their inhabitants the resource storage facilities are definitely sub-par.

Agri-Worlds are the backbone of a sector. Without Agri-Worlds to produce the necessary foodstuffs, Hive Worlds and Forge Worlds that form the core of many sectors would starve. Agri-Worlds have minimal storage capabilities due to the constant stream of transports removing the efforts of the populace. Due to the agrarian nature of the inhabitants, Agri-Worlds are harder places to recruit soldiers for conquering other planets; as such it costs 30 resource points per AP on Agri-worlds.

Mining Worlds provide the raw materials that empires are built with. Mining Worlds have a large storage capacity and a high rate of resource production.

Civilised Worlds are the 21st Century Terra equivalents in the 41st Millennium. Superb production rates coupled with a relatively high technology base make Civilised Worlds an ideal location to get supplies.

Hive Worlds are where the bulk of a sectors population live, and due to the high level of automation and technology are only behind Forge Worlds and Homeworlds in their resource production. Due to the aggressive nature of the inhabitants of the underside of the hives, Hive Worlds make a perfect recruiting ground for soldiers; as such, it only costs 20 resource points for each AP on a Hive World.

Forge Worlds are where the majority of warships are constructed, and as such have superb storage facilities and resource production rates.

Homeworlds. When a player chooses his system (or has it assigned if the CM prefers), the major world in that system is replaced by a Homeworld, which has very high resource production and good storage facilities. This is the players' base for the campaign, and as such to lose it means that the player stands very little chance of winning.

Pirate Bases are secretive locations hidden within star systems. They can be hidden on moons, within asteroid belts, or even in La Grange asteroid fields. Pirate Bases have a high production rate and good storage facilities. Pirate Bases need supplies to continue, however, and the pirate player must send his ships out to raid other planets nearby.

Observing Systems

By sending ships to observe star systems, players can learn more about what is happening around them. Normally a player will only know what is happening to his ships and the planets directly under his control (i.e., what they are carrying, where they are going, if they are attacked, etc), as well as limited information about the systems his planets are in (eg, any battles in the system and who the combatants were, ships entering the system, etc); but by giving the "Observe" order a player can learn about what is happening elsewhere in the campaign sector... If a player places ships on "Observe" orders in a system, then that player will get a report each turn of what happened the previous turn in the system. Information given is at the discretion of the CM, but should include: who owns what planet, the presence of major orbital facilities (eg, Blackstone Fortresses, Shipyards, Ramilies Star Forts), the

Advanced Campaign Rules

presence of major vessels (Hulks are too large to hide, and the warp-borne scream of the presence of the Planet Killer, as well as the massive amounts of energy it generates, makes it impossible to miss), the movement of ships should also be given (with patterns such as transport movement becoming evident after a few turns of observation), any battles or raids that took place and who won (although the winner of a raid should be indeterminate). The longer the player spends observing the more detailed information he will be able to receive (eg, ship classes, quantities, etc). The other way to gather more information quickly is to use dedicated scout ships (such as the ‘Widowmaker’ Cobra class destroyer squadron (rule book p.114), or the Necron Shroud CL). More ships will also be able to get information faster, so this is left up the CM.

Note that Necron ships use many layers of stealth technology, so unless they are engaged in combat in the system during that turn, the players will not know of their presence unless directly attacked.

Example

On the first turn of Observing, an observer should be able to report what movement has been seen, what major ships/facilities are in the system, who holds each planet, what battles and raids were fought (as well as the identity of the winner of battles). On a second turn of Observing, the observer then reports the number or escort squadrons and capital ships present in the system as well as updating the information from the first turn of observing. On a third turn of Observing, the observer reports ship classes as well as updating information from the previous turns...

Resources

Each planet type generates resources at a different rate, and these resources must be gathered in order for the players to repair and build their fleets. Planet resource production is given in Table 3, and the cargo capacity of ships is given in Table 4. Planets can store resources for collection by ships, but only

transports will ‘load’ resources automatically if not actually carrying out a raid (when carrying out raids all ship will load resources up to their maximum capacity). If a transport is in orbit around a friendly planet, it will automatically load the stored resources of the planet into its cargo holds; and if it remains in orbit at the end of the turn, then it will take all of the produced resources (up to its cargo capacity, at least). Warships will only take on cargo if ordered to (except for Necrons, who do not use transports).

Planet Type	Resource Production	Resource Storage
Uninhabited	10	0
Penal Colony	10	20
Agri-world	15	90
Asteroid Field	15	60
Mining World	20	120
Civilised World	25	100
Hive World	30	120
Forge World	35	280
Pirate Base or Homeworld	30	240

Ship Type	Resource Capacity	Assault Point Capacity
Transport	50	5
Heavy Transport	100	10
Escort	5	0
Light Cruiser	5	0
Cruiser	20	2
Heavy Cruiser	20	2
Battle Cruiser	20	2
Grand Cruiser	25	3
Battleship	25	3
Tyranid Escort Drone	50	2
Tyranid Vanguard Drone	50	2
Tyranid Cruiser	100	5
Tyranid Hive ship	200	10
Ork Rok	50	4
Ork Hulk	200	20
Orbital Dock	20	1

ShipyOrk25(o)-3(ck)]TJ ET

Notes for Table 4

Ork cruisers and battleships have double the Assault Point capacity of normal ships. The Chaos Planet Killer does not carry any extra Resources or Assault Points, even though it is larger than normal – it is assumed that the Armageddon Gun takes up more space and that the PK is never going to be operating alone in a Planetary Assault (it is, after all, an Exterminatus ship).

Necrons and Resources

Necrons are the oldest of the races currently active in the universe. Their technology is superior to all, and their dislike of the living is legendary. Necrons have even learnt of a way to use their technology to satisfy two of their desires at the same time – an increase in their resources and a potential weapon to the living... they mine stars for resources.

A Necron player can set up a Solar Energy Mine (SEM), which converts solar material directly into resources they can use. The longer a SEM is operational, the more devastating its effects. A SEM costs 500 Resource Points and 10 turns to build, but produces 100 Resource Points per turn once it is completed. An SEM can store 500 Resource Points, and can be switched off at the will of the Necron player (although the side effects described below are still cumulative, so after 10 turns the penalty still becomes permanent). This is noticeable immediately as the star loses 5% of its energy output... after 10 turns of operation, the 5% reduction becomes permanent, and the star drops to 90% output; this will continue so that after 200 turns, the star drops to 0% output, and at 210 turns the star is exhausted of energy and dies completely, with the effect of a system-wide Exterminatus (with no effect on Warp travel, so the system can still be used as a staging point). As a side effect of the decrease in output from the star, all planets, and bases, within the system lose resource production at the same rate that the star loses energy (5% every 10 turns, rounding up). Once a player has noticed that

Advanced Campaign Rules

they are losing resource production due to an SEM being operational they can put a ship on “Observe” orders specifically to look for the SEM – once this is done the SEM can be targeted and attacked. The SEM is an 8 hit-point defence with a 3+ Necron save, 6+ armour, and 4 turrets, but no offensive weaponry; it is worth 400 Victory Points if destroyed. Defences can be built around the SEM at normal rates for orbital defences (see Planetary Defences below). A Necron player can build multiple SEMs around a single star, and the effects are cumulative (so 2 SEMs would reduce the stars output by 10%, and give the Necron player 200 Resource Points per turn, but the star would take a permanent 5% loss after 5 turns, and a 10% loss after 10 turns; likewise 3 SEMs would drain 15% of the stars output, provide 300 Resource Points per turn, but a permanent –5% to the star after 3, 6 and 10 turns; 4 SEMs would drain 20%, providing 400 Resource Points per turn, and a permanent –5% for the stars output after 3, 5, 8, and 10 turns, etc).

Transports

While each ship has the capacity to carry some cargo (resources), most fleets make use of fleets of transports to move their resources around. Each fleet starts with 6 transports (3 transports for Raider fleets). When it comes to Planetary Assaults, the transports need to be loaded with troops instead of resources; this can be done at any planet, and it removes APs from the planet and transfers them to the transport. A transport with APs on board cannot be used to haul resources until the APs have been unloaded (same goes for any ship with AP capacity). Transports cost 100 resource points and 1 turn to build, while Heavy Transports cost 400 resource points and 4 turns to build; they can only be built at shipyards.

Necrons do not use transports due to their ships not needing much in the way of life support systems, so their ships have four times the cargo capacity and automatically load resources when possible (or

unload them at shipyards). Note that Tyranids cannot transfer resources between ships, so once they have reached their maximum the only way they can carry more resources is to evolve or convert them to AP; also note that Tyranid ships are not restricted like other fleets, and can carry both Resource Points and APs.

Detecting and Eradicating Pirate Bases

Both rudimentary and true Pirate Bases are considered hidden, but they can be detected if a player searches an Asteroid Field well enough. Asteroid fields are large – the primary asteroid belt in our Solar System, for example, is approximately 100,000,000km wide and goes entirely around the orbit of the sun (admittedly the asteroids are roughly 10,000,000km apart, although there are areas within that are more densely populated – not as populated an asteroid field in the game would make us believe, of course, but dense enough to warrant mining). In order to thoroughly search an asteroid field, the player would have to set a ship on ‘Observe’ orders inside the asteroid field itself (instead of in the system); the player must then wait until an enemy ship actually arrives in the asteroid field and docks with the base – once this has happened 5 times (only 1 per turn counts, however, so it will take a minimum of 5 turns), then the player will have enough information to know the location. You cannot capture a pirate base, but you can destroy it. To destroy a pirate base the attacking player must initiate a planetary assault against the base, which is considered successful if the space station and shipyard are destroyed (Note: the shipyard, in this case, will generally be a hollowed out asteroid that will be very close to the station, although any shipyard type model will do).

Necron Tombworlds can be detected in a similar manner, except due to Necron stealth systems it takes twice as long (so a minimum of 10 turns if a Necron ship was to go to the Tombworld each turn), except that they are usually discovered by accident

more than by purpose. Note: If a player carries out a raid against an uninhabited world in order to get resources, he may find that he bites off more than he can chew... If the uninhabited world is a Tombworld, then the Necron player should be able to defend it. Tombworlds can be either overrun by troops via a Planetary Assault (although the surviving troops must then be evacuated as the planet cannot be kept), or the Tombworld can be killed by Exterminatus.

Eldar players (Dark Eldar, Eldar Corsairs, and Craft World Eldar with Pirate Bases – NOT rudimentary pirate bases), have a special survival mechanism for their Pirate Bases... If the Pirate Base is threatened, they can send their Pirate Base into the Webway; it stays there for 5 turns before reappearing in an adjacent system, whereby they start again. They lose any stored resources, as all of the stored resources are used to activate the defence mechanism, and while in the Webway no resources are produced. If they have no stored resources, then they cannot perform this action.

Repairs and Reinforcements

Ship Building

Unlike the Battlefleet Gothic Rulebook campaign where repairs can be carried out anywhere and reinforcements arrive as if by magic, these rules involve building ships from scratch. Table 5 lists the facilities available for planets during the course

of the campaign.

Shipyards

Shipyards are 20 hit points, 5+ armour, 6 turrets, but no offensive weaponry or shields, and take 10

Advanced Campaign Rules

the total amount of resources needed equivalent to (resources needed/turns needed), thus a 600 point Ork Hulk would need $1200/30 = 40$ resource points per turn, while a 500 point Tombship would require $1500/25 = 60$ resource points per turn

If the planet where the ship is being built is attacked before construction is finished, then each successful raid against the planet delays the build process by 1 Turn; each defended battle also delays the process by 1 Turn, while a lost battle for the planet results in the destruction of the item being constructed and the striking of it from the fleet registry (it's a case of never letting ships and resources fall into enemy hands if at all possible).

All reinforcements or rebuilt ships enter the campaign with Ld 6 and no refits.

Note: The Reinforcement appeal says that you can receive an escort squadron of up to 5 ships. For the purposes of these campaign rules, all escort squadrons are at their maximum (i.e., 6 ships for most races, and up to 12 for Tyranids). Remember – it depends on how many Resource Points you have as to how many ships you can build – it's entirely possible that none of your squadrons will EVER be at full strength...

Note that Transports can be built for 50 Resource Points in 2 turns (25 points per turn), or Heavy Transports for 100 Resource Points in 4 turns.

Tyranids, Reinforcements and Evolutions

As noted before Tyranids can only get escorts as reinforcements. These are 'birthed' from Hive ships at a cost of 50 resource points for a Kraken, 20 resource points for an Escort Drone, and 40 resource points for a Vanguard Droneship. A Hive ship can 'birth' up to 4 ships per turn. Weapons on Tyranid ships must be paid for in Resource Points – for escorts this is paid at the time of their 'birth' at twice the points cost of the weapon in Resource Points (so that a Kraken with Feeder Tentacles would cost 60 Resource Points). When an escort evolves into a cruiser its weapons are converted back into resource

points for it to spend on 'cruiser' weapons; and when a cruiser evolves into a Hive ship, its weapons are converted into resource points to spend on 'Hive ship' weapons. Note that the Resource Points generated in this manner cannot be used for evolutions. If after the evolution a ship has weapon slots with no weapons in them, these can be 'grown' at twice their points cost in resource points, up to the limits for the ships as described in Mag 11. Weapons grown in this way take 1 turn to grow.

Tyranid evolutions are a primary motivation for them – the Hive wants to be bigger and stronger, so to do that their ships must grow and become stronger. Evolutions take 2 turns to complete, and during that time the Tyranid ship is defenceless. Each evolution costs 50 resource points, and raises the points cost of the ship (for victory points purposes), by the amount indicated in BFG Mag 11. Escorts in squadrons must all have the same evolutions, otherwise they are independent ships (as allowed in the Tyranid fleet list on p.17 of Mag 11).

Note: Escorts can only receive 1 Evolution, and if they receive the 'Reinforced Carapace' evolution, they automatically become cruisers, although they remain at 2 hit points until they have used 'Reinforced Carapace' again (thus cruisers can receive Reinforce Carapace until they get to 10 hits, when they become Hive ships); Mag 11 suggests that cruisers be allowed no more than 2 different evolutions, but due to the nature of these campaign rules, cruisers can have 1 evolution in addition to Reinforced Carapace (or 2 evolutions other than Reinforced Carapace if the player wishes them to remain at 2 hit points); Hive ships, however, can only have a maximum of 3 different evolutions (including Reinforced Carapace). As ships evolve into higher forms, they keep their original evolutions (so an escort with Mucous Membrane would not be able to evolve into a cruiser, while a cruiser with Mucous Membrane that evolved into a Hive ship would result in the Hive ship also having Mucous

Membrane, thus allowing it only 2 more different evolutions).

Note: Tyranid Kraken do not undergo evolutions.

The majority of Evolutions are not suitable for being used multiple times, so unless the Evolution is mentioned in Mag 11 as being able to be issued to a ship more than once, each Evolution can only be issued once per ship (i.e., once a ship has a Mucous Membrane, it cannot have another...). Thus the only Evolutions that can be applied more than once are: Extra Spore Cysts (2 times maximum), Reinforced Carapace (up to normal Hive ship +4 hits).

Note: If a ship evolves into a higher form (i.e., escort to cruiser, or cruiser to Hive ship), and it has an Evolution that it can no longer make use of, then it is out of luck – it cannot unevolve an Evolution.

Planetary Defences

Orbital Defences

Planetary Defences can be built on any planet that a player has captured with a planetary assault providing the required amount of resources are available to build the defence(s). Defences are built in the same way as ships except that all of the resources must be present before construction begins. Planetary defences are considered undetectable until very close range, so the only way to find out what a planet has in defence is to either attack it or raid it...

Ork Orbital Defences are called Roks. They don't build anything else.

Ground Defences

Another form of Planetary Defence that is ignored in most campaigns is the troops on the ground. In order to represent this, resource points may be used to build additional ground defences with 25 resource points being equal to 1 AP; this can be done anywhere, although Agri-Worlds suffer a penalty and require 30 resource points to build 1 AP, and Hive Worlds only require 20 resource points to build 1 AP. Each AP takes 1 turn to build.

Each planet may build up to 2 Planetary Defences at any one time, and that includes ground troops. There is no limit on the number of planetary

defences that a planet can build, either in troops or in defence installations.

Unlike most Pirate Bases, Necron Tombworlds are always defended by Necron troops, and as such Necron players can build APs (at a cost of 30 resource points per AP).

Tyranids can also carry APs for when they have to "Prepare for Consumption" – these cost them 20 resource points per AP.

Advanced Campaign Rules

Victory

This can be whatever you and your group want. It may be the first fleet to 5000 points of ships (for Major Powers, 3750 points for Raiders); it may be the player with the highest renown after 50 turns (or

more or less turns); it may be the last man standing (my preferred method). Whatever turns your dial is what I recommend you should use as victory conditions. If desired, the CM could work out a

victory condition for each player (such as “amass 20 APs on world xyz”), and the first player to achieve those conditions is the winner – as I said, what ever turns your dial.

Campaign Turn Overview

Each Turn

Players give their ships orders, and decide how to spend their resources generated from the previous turn;
CM collates various player orders and 'moves' the ships on his/her campaign map;
CM informs players of information concerning their ships and planets, including where there will be action;
Players fight actions;
CM calculates player resources and renown for the next turn.

Every 5 Turns

Players get to make appeals;
Players give their ships orders, and decide how to spend their resources generated from the previous turn;
CM collates various player orders and 'moves' the ships on his/her campaign map;
CM informs players of information concerning their ships and planets, including where there will be action;
Players fight actions;
CM calculates player resources and renown for the next turn.

Questions and Answers

Q) Once a world is pacified, can the assault points be removed and then move onto another world?

A) Yes, although I would not want to leave a planet undefended totally undefended...

Q) You say when Tyranids successfully strip a world of all it's biosphere, all ships automatically undergo evolutions. Wouldn't this leave the Tyranids without any escorts? I may not use them much, but I know the bugs do have uses for small ships.

A) Not at all. Not all of the evolutions take the ships to the next stage (i.e., not all evolutions will take an escort into a cruiser, or a cruiser into a Hive ship). There are other things that the Tyranids can evolve other than Reinforced Carapace.

Q) How close must a ship be to the planet on the Low Orbit table for them to deploy their Exterminatus weapon?

A) MUEDs must be within 30cm of the planet edge of the Low Orbit table (special ship rules, such as the Armageddon Gun on the Planet Killer, override this), while SUEDs depend on the range of the weapon system it is that is being used to fire it (i.e., torpedoes can be over 30cm, but that increases the chance of them being intercepted by enemy ordnance, and weapons batteries or lances can be up to 60cm – the exception is Nova Cannons, which MUST be over 30cm, but must also still be on the Low Orbit table).

Necron Refits (Experimental (By NecronLord))

Engine Refit	D6	Engine Refit
	1	Secondary Drives Secondary Drives The ship's additional power generators allow it to put on a small additional burst of speed for short length of time. The ship gains an extra 10cm once per game when on All Ahead Full special orders.
	2	Evasive Jets The hull of the ship is studded with powerful short burn engines, which allow it to drastically turn to avoid incoming fire. At the start of the enemy shooting phase, the ship may make a Leadership test. If it is passed the ship may make a 45-degree turn immediately, however it may not go onto special orders next turn.
	3	Manoeuvring Thrusters Additional thrusters along the crescent of the ship allow it to turn much more quickly. The ship reduces the distance it needs to move before turning by 5cm
	4	Momentum Shifter The ship possesses a high capacity momentum transfer unit that allows it to transfer some of its momentum to nearby stars. When attempting to <i>Burn Retros</i> or <i>Come to New Heading</i> special orders, the ship may add +1 to its leadership
	5	Additional Power Nodes The ship contains additional power distribution nodes leading to its drives, allowing more power to be routed to them. The ship gains +5cm movement
	6	Enhanced Guidance The ship is skilled at navigating celestial phenomena. When traversing an asteroid field the ship rolls 3D6 and selects the lowest two dice.

Ship Refit	D6	Ship Refit
	1	Enhanced Sensors The ship possesses a system, which locates almost any artificial electromagnetic emissions nearby. When taking leadership tests to go onto special orders, the ship gains +2 for enemy ships on special orders. Note, Sepulchre equipped ships must roll again as they already possess a superior system.
	2	Scarab Cloud: The ship is surrounded by a cloud of scarab machines many kilometers thick that attacks incoming projectiles, and is so dense it affects incoming fire. The ship gains +1 to its save when not on Brace for Impact. (So that a Tombship would have a 3+ save.)
	3	Improved Self-Repair Instincts The vessel's living metal has a highly developed sense of self, and acts to repair injuries with more effort than it normal would. The ship may roll an additional dice when attempting to repair critical damage.
	4	Dense Hull The ship's hull is constructed of dense exotic matter, and gains 25% (rounding up – scythes become Battlecruiser/10, Tombships become Battleship/15) additional damage, but its increased mass reduces its speed by 5cm and now uses the All Ahead Full rules in the Necron.
	5	Improved Stealth Hull The ship is an especially stealthy vessel. Its hull is a further refinement of the normal Necron design, which is even harder to detect. As long as it is not crippled it will never activate orbital mines or grant the enemy bonuses to their Command rolls if it is on special orders. Shroud Class Cruisers reroll this refit.
	6	Gravatic Shifter The ship contains a modified phase shift device that renders it immune to the gravitational pull of celestial phenomena. It is not pulled towards a planet when on the Low Orbit Table. It still however suffers column shifts as normal. It will still crash if it hits the surface.

Weapon Refit	D6	Weapons Refit
	1	Enhanced Turrets The vessel's turrets are more effective than normal turrets. The ship adds +1 to its turrets value.
	2	Enhanced Lightning Arcs The Lightning Arcs aboard this ship are particularly powerful, and do not suffer a right column shift when firing through blast markers.
	3	Energetic Lightning Arcs This ship's lightning arcs are more active in hunting targets than normal, and benefit from a left column shift on the gunnery table.
	4	Additional Portals The ship gains +1 portal, even if it previously had none.
	5	AI Fire Control The ship is able to run an artificially intelligent system in its weapons designed to track targets more effectively. The ship adds +1 to its leadership when attempting the <i>Lock On</i> special order.
	6	Velocity Compensation A system much like AI fire control activates when the ship is moving rapidly to compensate for the effects on fire control. If the ship is on <i>All Ahead Full</i> , <i>Burn Retros</i> or <i>Come to New Heading</i> special orders, its firepower and lance strength is reduced by 25% rather than halved.