

## **Rules Changes**

Unless otherwise stated here, use the standard BFG rules.

### **Weapons**

Flak battery – Specially designed weapons intended for targeting enemy attack craft – hit attack craft on a 4+ and leave a blast marker on each successful hit – every shot that misses creates a blast marker within D6cm of the target – these weapons are useless against anything other than attack craft and so cannot target anything else

### **Multi hit Escorts**

There are some multiple hit escorts included, in regards to damage these are to be treated like any capital ship – however if one suffers a “warp drive implosion” or “reactor explosion” when destroyed, you must half the dice rolled to determine the blast radius.

### **Game Size**

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**CQB experts** – The ship's crew are experts in boarding actions both defensive and offensive and roll an extra dice during boarding actions, teleport attacks and hit and runs – Escort size vessels only gain this bonus when boarded (unless otherwise stated) as they simply lack the number of fighting men for a true offensive.

**Enhanced sensors** – The sensors of the vessel are specially made for long range and detailed scans – The ship gains +2 to its LD when an enemy vessel is on special orders – In addition to this a scan can be made of any asteroid field or debris field within 45cm – on a roll of 6 any enemy ships **running silent** are detected and can be targeted – on a 5 the enemy ships have been detected and can be targeted, but their shields will be up – on a 4 a single enemy ship has been detected, but cannot be targeted.

**Advanced launch Bays** – The launch bays of this ship either utilise high tech equipment or have particularly skilled and well drilled crews – the ship receives +1 to its LD for reload ordinance orders

**Xenos Enhanced Weapons** – this ship has had its weapons enhanced with strange alien tech – add 2 to its weapons Battery fire power – this ship is also worth an extra 20 victory points if its hulk is captured by the opposing player

**Local Knowledge** – The ship has a number of Local spacers on board – this enables it to navigate straight through celestial phenomena (asteroids, debris fields, nebula) if the ship is a Escort size, or through the edges (no more than 4cm in) if of a Cruiser size

**Mag locked Assault Boats** – This ship has Assault boats magnetically locked to its surface (cunning eh?) – once per game the ship may launch Assault Boats, 1 marker for escorts, 2 markers for cruisers – if the ship carrying the Assault Boats is destroyed the owning player may roll a D6, on a 6 the Assault boats escaped and the markers are placed within 2cm of the ship's location. This rule DOES NOT apply if the cruiser suffered a Plasma Drive explosion or Warp Drive implosion – if the Ship carrying the Assault Boats is targeted, then the owning player must roll a D6 for each hit that gets past the shields, on a 1-4 the Assault boats have been hit and are destroyed