



TURN SEQUENCE

1. THE MOVEMENT PHASE
2. THE SHOOTING PHASE
3. THE ORDNANCE PHASE
4. THE END PHASE

LEADERSHIP VALUES

D6 ROLL	LEADERSHIP
1	6
2-3	7
4-5	8
6	9

1. THE MOVEMENT PHASE

Ships must move between half their speed and their total speed. They may make one turn (45° or 90° as noted on their data sheet) during their movement. A ship may go onto special orders by passing a Command check before its movement (see over).

- An escort can make one turn at any point during its movement.
- A cruiser can make one turn, but must move forward at least 10cm before doing so.
- A battleship can make one turn, but must move forward at least 15cm before doing so.

Blast Markers – page 25

If a ship moves through one or more Blast markers, its speed is reduced by 5cm (note that capital ships do not count as having moved 5cm for the purposes of turning).

2. THE SHOOTING PHASE

Weapons must shoot at the closest target within their fire arc, unless the ship passes a Leadership test to see if it can fire at another target that is further away. If the target is further away than the weapon's range then the shot automatically misses.

Weapons Batteries – page 20

Total up the firepower of the firing ship. Cross reference this with the target type and its orientation on the Gunnery table (see over). Apply any column shifts for range or intervening Blast markers. The result is the number of dice rolled to hit. Each dice that scores equal to or over the target's Armour value inflicts 1 point of damage.

Lances – page 20

Roll a D6 per point of Strength of the lance battery. Lances always hit on a roll of 4+, regardless of the target's Armour value.

Shields – page 25

Each time a ship is hit, place a Blast marker in contact with its base to show its shields are being overloaded. If it has no shields left (ie, the Blast markers in contact equal its Shields value) then each hit inflicts 1 damage point but no Blast marker is placed.

Critical Hits – page 24

For every hit that inflicts damage (ie, not stopped by shields) roll a D6. On a score of 6, roll 2D6 on the Critical Hit table (see over).

Catastrophic Damage – page 26

If a capital ship has 0 damage, roll 2D6 on the Catastrophic Damage table.

3. THE ORDNANCE PHASE

When a ship launches ordnance, place the appropriate marker/s on its base (in the direction of travel for torpedoes). Ordnance moves in both players' ordnance phases. The player whose turn it is moves theirs first. Ordnance may be fired at by ships' weapons and has an Armour value of 6. Even lances need a 6 to hit. All ordnance attacks ignore a ship's shields. Bombers and torpedoes can inflict critical hits just like shooting.

Defence Turrets – page 29

A ship hit by an Ordnance marker may roll a number of D6 equal to its current Turrets value. Roll to hit against each torpedo marker or attack craft wave. Each roll of 4+ scores a hit. Each hit against torpedoes reduces their Strength by 1. Each hit against attack craft destroys one marker. Turrets may fire at torpedoes or attack craft in a turn, but not both.

Torpedoes – page 28

Torpedoes travel in a straight line. If they touch a ship's base, roll to hit for each Strength point left in the salvo. Torpedoes that miss carry on moving.

Fighters – page 29

A fighter that moves on to an opposing Ordnance counter destroys it and is removed itself. Fighters cannot attack ships.

Bombers – page 30

Bombers that are in contact with a ship's base will attack it. Each surviving bomber marker makes a number of rolls to hit equal to D6 minus the target's Turrets value and is then removed.

Assault Boats – page 30

Each surviving assault boat marker makes one hit-and-run attack at the target and is then removed.

Hit-and-run Attacks – page 35

For each hit-and-run attack made, roll a D6. On a roll of 1, the attack has no effect. On a roll of 2 or more, look up the score on the Critical Hits table and apply the damage immediately.

4. THE END PHASE

In the end phase there are a number of actions to resolve, such as repairs, teleport attacks and boarding actions.

Damage Control – page 31

Ships can attempt to repair critical damage in either player's end phase. For each point of damage the ship has remaining, roll a D6. If the ship has Blast markers in contact, halve the number of dice rolled (rounding up). On each score of a 6, one critical damage result may be repaired. Ships may not attempt to repair lost damage points, even additional damage caused by a critical hit.

Blast Markers – page 31

In the end phase of their turn, a player must remove D6 Blast markers. Blast markers in contact with a ship's base may not be removed.

Teleport Attacks – page 35

Escorts may not make teleport attacks. Teleport attacks have a range of 10cm and can't be attempted by a ship on special orders. The target ship must have no shields at the time of the attack. A ship can't make a teleport attack against a target with more current hits than itself and can only make one teleport attack per turn. For each teleport attack, make one hit and run attack on the target ship.

Boarding Actions – page 34

For full details of boarding actions refer to page 34 in the Battlefleet Gothic rulebook.

SPECIAL ORDERS

To go onto special orders, a ship must first pass a Command check by rolling equal to or lower than its Leadership on 2D6. If the check is failed, the fleet can make no more Command checks for the rest of the turn.

LEADERSHIP MODIFIERS

-1	Blast markers in contact
+1	Enemy on special orders

ALL AHEAD FULL



Speed: Max +4D6cm
Turns: None
Weapons: Half effect

BURN RETROS



Speed: Zero to half
Turns: Up to one
Weapons: Half effect

COME TO NEW HEADING



Speed: Half to full
Turns: Up to two
Weapons: Half effect

LOCK ON



Speed: Half to full
Turns: None
Weapons: Full effect + re-roll lances and weapon battery misses

RELOAD ORDNANCE



Speed: Half to full
Turns: Up to one
Weapons: Full effect, ordnance reloaded
Special: May not roll for ordnance again after rolling a double

BRACE FOR IMPACT



Speed: Half to full
Turns: Up to one
Weapons: Half effect, **Special:** Use in enemy turn, 4+ save against hits. Lasts for rest of own turn.

Navigational Orders

Combat Orders

Critical Hits Table

2D6	Extra Damage	Result
2	+0	Dorsal armament damaged. Ship's dorsal armament may not fire until it is repaired.
3	+0	Starboard armament damaged. May not fire starboard armament until it is repaired.
4	+0	Port armament damaged. Ship's port armament may not fire until it is repaired.
5	+0	Prow armament damaged. Ship's prow armament may not fire until it is repaired.
6	+1	Engine room damaged. Ship may not make any turns until damage is repaired.
7	+0	Fire! If the fire is not put out (repaired) it causes 1 point of extra damage.
8	+1	Thrusters damaged. Reduce the ship's speed by -10cm until damage is repaired.
9	+0	Bridge smashed. Ship's Leadership reduced by -3. Damage cannot be repaired.
10	+0	Shields collapse. Ship's shield strength is reduced to zero. This may not be repaired.
11	+D3	Hull breach.
12	+D6	Bulkhead collapse.

Notes: If a critical hit is rolled that cannot be applied, apply the next highest critical instead. If a ship suffers multiple critical hits to the same location they must all be repaired before the location functions again.

Catastrophic Damage Table

2D6	Extra Blast Markers	Result
2-6	1	Drifting Hulk. The wreck of the ship moves 4D6cm forward in each of its subsequent movement phases. Place a Blast marker in contact with its base after each move.
7-8	1	Blazing Hulk. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a Blast marker in contact with its base and roll on this table again after its move.
9-11	1/2 Starting damage	Plasma Drive overload. Remove the ship from play. Each ship within 3D6cm is hit by the explosion with lance shots equal to half the ship's starting number of hits. (Roll to hit as normal).
12	Starting damage	Warpdrive implosion. Remove the ship from play. All ships within 3D6cm of the imploding wreck is struck by lance shots equal to the wreck's starting damage capacity. (Roll to hit as normal).

GUNNERY TABLE

	CLOSING		CAPITAL SHIPS	ESCORTS		
	MOVING AWAY			CAPITAL SHIPS	ESCORTS	
	ABEAM				CAPITAL SHIPS	ESCORTS
	SPECIAL *	DEFENCES				ORDNANCE
FIRE POWER	1	1	1	1	0	0
	2	2	1	1	1	0
	3	3	2	2	1	1
	4	4	3	2	1	1
	5	5	4	3	2	1
	6	5	4	3	2	1
	7	6	5	4	2	1
	8	7	6	4	3	2
	9	8	6	5	3	2
	10	9	7	5	4	2
	11	10	8	6	4	2
	12	11	8	6	4	2
	13	12	9	7	5	3
	14	13	10	7	5	3
	15	14	11	8	5	3
	16	14	11	8	6	3
	17	15	12	9	6	3
	18	16	13	9	6	4
	19	17	13	10	7	4
	20	18	14	10	7	4

Notes: To save space, both cruisers and battleships are referred to as capital ships on the Gunnery table.

*Defences (for example ground based defences & satellites) and ordnance targets are not affected by orientation.

GUNNERY MODIFIERS

- < Target within 15cm – shift one column left
- > Target more than 30cm away – shift one column right
- > Target behind intervening Blast markers – shift one column right

TARGET ORIENTATION

