

# BATTLEFLEET

## GOTHIC 1.5

### THE DEFINITIVE LIST OF QUESTIONS AND ANSWERS

#### REVISION 4

This list of rule clarifications answers nearly all of the Frequently Asked Questions that have come up on Game Workshop's BFG Forum as well as the Yahoo group BFG-List. It consolidates and clarifies all rule changes and updates that appeared in Warp Storm and the 2002 Annual. Everything listed as experimental rules have not yet been incorporated into the existing rule set but neatly solve recurring problems with the current rules and may be incorporated into a future release of Battlefleet Gothic. This list has been cleared by Matt Keefe 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.
- Any ship or squadron that through a combination of effects is reduced to Ld1 or less can no longer shoot and can only attempt to disengage or move toward the closest table edge.
- 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 has its leadership superseded by that of the embarked fleet commander.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!
- 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.
- 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.
- 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).

- Brace For Impact does NOT halve turret values (note that being crippled does).
- Brace For Impact is the only special order that halves a ship's ability to launch ordnance, provided the launching vessel is already reloaded.
- Under the current rules for reloading ordnance, you may use a re-roll (if available) to roll the special order again if you roll a double, even if the double roll passed the leadership check. The second roll stands.
- All Ahead Full and Burn Retros halves firepower and lance strength but not torpedo or attack craft launch capability.
- 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, 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 but not critical damage caused by hits that were not saved against normally.
- 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.

## **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.
- A ship fired upon by weapons that affect shields counts as being in contact with a blast marker regardless of what arc the firing ship is in relation to the target vessel. A blast marker can be placed in contact with up to three vessels in base contact with each other, but they cannot be stacked.
- Blast markers in base contact with a ship taking 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 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.
- 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.
- 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. 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.

- Blast markers affect leadership, movement, shooting and ordnance regardless of where the blast marker actually contacts the ship's base.
- 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).

### **Nova Cannon (including Experimental Rules)**

- The experimental Nova Cannon rules published on p.45 of the 2002 Annual completely replace those published in the rulebook.
- When firing the Nova Cannon, place the template anywhere between 30cm and 150cm away from the firing vessel in the forward arc. The whole template must initially be placed between these two ranges. The nearest enemy ship must be at least partially under the template unless the firing ship makes a leadership check first. If the template is within 60cm of the firing ship, roll a scatter die and 1D6 to determine scatter distance in cm. If the target is greater than 60cm, roll a scatter die and 2D6 to determine scatter distance. A "Hit" roll on the scatter die means the shot did not deviate and the template remains where it is placed. Any scatter moves the template so that the hole touches the center of the point the shot scattered to. Any vessel whose base is under the hole at the center of the template takes D6 hits. Any vessel whose base touches the template at all takes 1 hit.
- 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 now fired normally "per ship" as is any other weapon system instead of all Nova Cannon firing together in the original rules.
- A defending player must decide whether or not to brace ships or squadrons BEFORE the scatter die is rolled.
- Holofields 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 in a similar manner are also not affected by such obstructions, nor are catastrophic events such as Warp Drive implosions, Solar Flares, etc.

### **Ordnance**

- Ordnance markers in a wave must be spread in base contact 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 a single torpedo or attack craft marker.

- 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 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). In other words, a fighter squadron may not ignore a small torpedo salvo in contact to attack a larger one nearby, or an attack craft wave may not ignore an escort in contact 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.
- 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, and guided torpedoes may be steered away from them.
- Attack craft that function as both fighters and bombers lose their fighter ability when converted to torpedo bombers and have their speed reduced by -5cm.
- MASSING TURRETS: A ship not under Brace For Impact special orders or crippled can mass one of its turrets with any ship it is in base contact with that is under attack by ordnance. 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.
- If bombers or assault boats that have this 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. Mines purchased separately count for victory points when destroyed.
- 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.
- Friendly ships may traverse a minefield normally. Foolhardy enemy vessels may attempt to do so using a leadership check as when traversing an asteroid field.
- 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.

- The minefield rules on p.37 of the 2002 Annual completely replace those in the rulebook. The changes are mainly 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.

### **Experimental Ordnance Rules**

- When attempting to reload ordnance, ordnance no longer runs out on a double. However, except where specifically annotated on a fleet list, no more attack craft can be in play than the fleet has available launch bays. This must take into account ships that reduce their number of bays from being crippled or suffer critical damage.
- If a carrier is crippled, lost in battle or suffers un-repaired critical damage when attack craft are still in play, that player may not launch additional attack craft until the number in play is less than the reduced number of available launch bays.
- When declaring ordnance before the shooting phase, attack craft can be removed from play and changed out by different attack craft set on the launching carrier's base.
- The maximum size of a given wave cannot be larger than the numbers of launch bays on the launching carrier (or number of carriers in base-to-base contact).
- Ships with random bays (such as Orks) may count maximum number of bays to determine number of attack craft that can be in play.

### **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.
- 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.
- While movement when ramming is measured stem to stem, 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. 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.
- Imperial and Chaos grand cruisers use a large size base. Any vessel can elect to use a large base and is considered to have Tractor Fields for free.
- The Repulsive cruisers sold with a small base may be used with the small base at the price in the Blue Book, if converted to a large base they may add a third shield for +15 points.

### **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.

## 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.
- 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 individual ships, squadrons can only undergo one special order.
- 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.
- 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.
- A vessel in a capital ship squadron may make a leadership check under its own leadership value to withdraw from a squadron before the movement phase. If it successfully does so, it may then and in every following turn ONLY attempt to disengage by either leadership check or by moving toward the closest table edge. It may also not undergo any special orders, including Brace For Impact.

## Disengaging

- A vessel that moves off of the table edge during play for any reason counts as being disengaged.
- If any one ship in a squadron disengages, the whole squadron must then immediately and in subsequent turns attempt to disengage following normal rules. This applies to any squadron, but in particular it 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. This does not apply to capital ships in a squadron ONLY if they have successfully withdrawn from the squadron.
- A ship that disengages counts as 10% destroyed, or 25% destroyed if it is crippled. 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. A player only earns 50% victory points (+1 renown) 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.
- Ships cannot shoot into or out of an asteroid field. However, opposing vessels that are BOTH in an asteroid field may shoot at each other if they are not braced or crippled, but all weapons are at half strength/firepower and have a maximum range of 10cm. Torpedoes and Nova Cannon may not fire.
- 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.
- 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. This means that they cannot take on any special orders, including Brace For Impact. 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., unless they are specifically being used as planetary defenses if allowed for by their Fleet Lists.
- [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 two 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.](#)

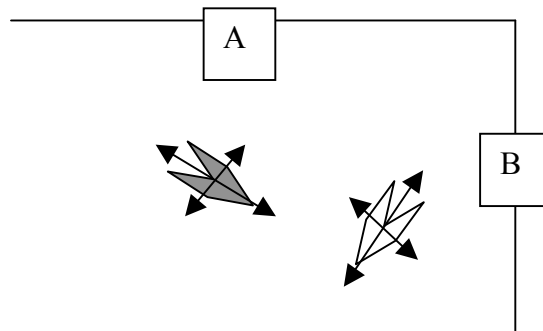
## Imperial, Space Marine and Chaos Fleets

- 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 to replace one that was aboard a ship lost in battle.
- 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 current rules do NOT provide for Space Marine Thunderhawks to be used in a torpedo bomber role. This may be addressed in a future release of the game, as fluff describes the existence of the Thunderhawk Annihilator used by some Space Marine Chapters.
- [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 may not use Come To New Heading special orders, regardless of any normal refits they may be equipped with.
- Imperial cruisers with 6+ prow armor that mount a prow ram may upgrade it for a Power Ram that imparts +1HP damage in addition to any other hits rolled when ramming for +5 points.

- The correct price for an Apocalypse battleship is 365 points, and for an Avenger grand cruiser 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.

### 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 gunnery, 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.
- When determining the sunward edge in relation to Eldar sails, sunward to the ship is established using cardinal points instead of arcs. Where two points face sunward count the one that is furthest from either of the corners of the sunward edge. See the following example.



- Example: If table edge A were sunward Grey has it to its rear, White to its side. If B were sunward Grey would have it to its front and White would have it to its side.
- If under Lock-On special orders, Eldar ships cannot turn for BOTH their movement phases.
- 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 bombers re-roll misses and enjoy any other benefits of Eldar bombers.
- Dark Eldar vessels have no minimum movement and are not required to use Burn Retros special orders.
- Eldar and Dark Eldar weapons that always count as closing count as defenses against any target that for any reason counts as defenses.

### 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 prow weapon option for the price indicated on p.91 of Armada.
- The fpr-8x30cm pyro-acid batteries 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 have no effect on this.
- In the current rules, Tyranid ordnance is exempted from launch limits and cannot run out of ordnance. Using the experimental rules, Tyranids are exempt from being limited to the amount of ordnance they can launch.
- 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, exactly as listed in the profile on p.87. The broadside pyro-acid and bio-plasma profile categories should be listed as "Left/Right."
- 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 armor separately against every ship in range. It rolls 4+ against every separate ordnance marker in range (as opposed to against ordnance waves). This cannot be saved against by holofields.
- Necron weapons that always count as closing count as defenses against any target that for any reason counts as defenses.

## Ork Fleets

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