

Battlefleet 40,000

Version Beta 1

The rules for Battlefleet are nearly identical to those for X-Wing (and, in some cases, Star Trek Attack Wing) with some minor differences.

[The X-wing Core Rules are available on Fantasy Flight's website.](#)

General Rules:

Disable Tokens: While an upgrade may have more than one Disable token on it, but you may not Disable an upgrade which already has a Disable token on it.

Dorsal Weapons: Dorsal weapons which are listed as a Primary Attack may, instead of firing independently, be used to supplement one other Primary Attack in a turn. For example, if a ship has 4 Primary Attack with its Broadside weapons and 2 Primary Attack with its Dorsal weapons, then it may instead make a 6 Attack in one of its Broadside attacks.

Faction Purity: You choose a faction for your fleet when creating it. Any ships which do not match this faction cost an additional 4 points and any upgrades which do not match this faction cost an additional 1 point.

Firepower and Lances: Many ships boast Lances as well as normal Firepower-based Primary Attacks. The strength of these attacks is listed in red on a ship or weapon's card with the Firepower number first and the Lance number second. As long as they are in arc, Lances may be fired as a Secondary Attack in the same turn that you make a Firepower Primary Attack as long as they are fired at the same target. You may use your Primary Attack or your Secondary Lance Attack in any order. A ship receives no defense roll against Lance attacks.

Overlapping other Ships: The only Actions you may perform while Overlapping are Boarding Actions and Ram Attacks. You may still make attacks when overlapping another ship. This is mainly due to the massive scale involved with Battlefleet. Ships which are touching on the table may, in fact, still be kilometers distant from each other.

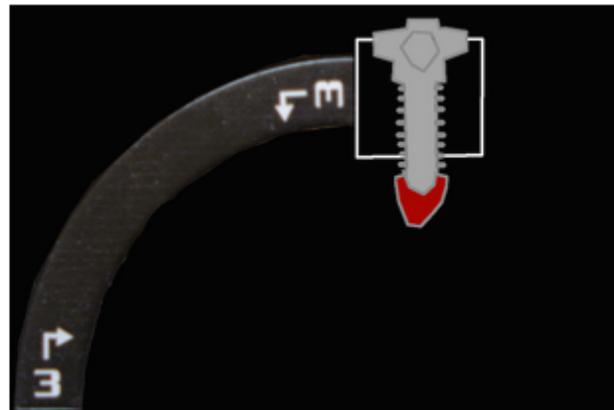
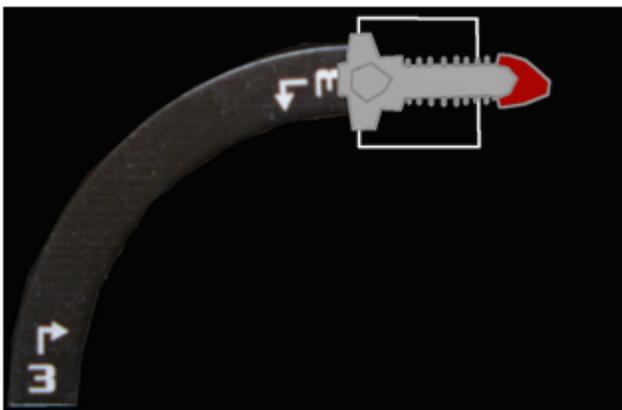
Template: Some powerful weapons such as a Nova Cannon may deal damage to multiple targets when fired and they use a 3â€ diameter circular template for this purpose. Any ship can be hit by this template, even friendly ships. The effects of a Template weapon will be listed on its card.

Maneuvers:

In this system, the goal is to try and simulate combat between the massive ships of the Warhammer 40,000 setting, not to duplicate the old rules of Battlefleet Gothic. For this reason, you may note that the ships are more maneuverable in some situations and less so in others.

When compared to X-Wing and Star Trek Attack Wing, almost all of the maneuvers are identical, however you will note that the selection of maneuvers is a bit nuanced on some of the ships. Also, there is one major change to executing one of the maneuvers.

Turns: While it is a simple matter for a ship's thrusters to quickly realign a ship during a Bank maneuver, a full turn requires the full effort of a ship's main engines to arrest. For this reason, by the end of the maneuver, larger ships usually find themselves aligned in a different direction. After a Capital ship makes a turn maneuver, it must be rotated 90 degrees in the direction it turned. For example, if a Cruiser makes a 2 right turn maneuver, place a straight-edge along its base and rotate it 90 degrees.



Ship Types:

Capital Ships:

These are the standard ships of the game and are treated nearly identically to those in Star Trek Attack Wing except that you will note a few differences in firing arcs and actions. For example, most Imperial cruisers have primary arcs in their broadsides and a secondary arc in their front. Ork vessels, on the other hand, have primary arcs in the front and secondary arcs at broadsides.

Space Stations:

Space stations may choose not to move as a green maneuver. They may also move in any direction and all of their weapons may fire in their primary weapon arcs.

Escorts:

These ships fly in squadrons of three to five, represented by a single base in your fleet with multiple models on it. As the base takes damage, the squadron becomes less effective. The rules for Escorts are essentially identical to the rules for Fighters in Star Trek Attack Wing.

Fighters:

In Battlefleet, fighters are a catch-all phrase for any very small craft with between one and thirty crew. They are represented on the table by circular cardboard chits. Some Launch Bays or other Upgrades may allow you to launch unique Fighters, otherwise, they are treated as ships with 0 Captain Skill, 1 attack, 2 agility, 1 hull, and 0 shields. Fighters are allowed to move up to 2 Forward (or any fraction thereof) in any direction when the move and do not need to use a maneuver dial during the planning phase. Unless otherwise noted, Fighters may take no Actions in the Perform Actions step.

Attacks: Fighters may make their ranged Attacks to a maximum of Range 1 but may not receive bonuses to their Attack dice for any reason.

Stacking: Fighters may combine their might in stacks. The Fighter chits may be stacked atop one another by the controlling player at any time during the Fighters' Activation phase. When stacked in this manner, they are treated as one ship instead of many. Their attack value is equal to the total attack value of all the Squadrons in the Stack. The Stack's Defense is equal to the lowest defense of all the Fighters in the Stack and whenever the Stack takes enough damage to remove one or more Squadrons, the controlling player removes the chits of their choice them from the Stack. In this way you can use less powerful fighters to screen for stronger ones.

Turrets: During a ships Attack phase, it may first roll 2 attack dice against each stack of enemy fighters within Range 1. These attack dice may not be modified.

Universal Actions:

These are actions which any ship may take and does not appear on any Action Bar.

Come to a New Heading: Even the largest of space vessels have maneuvers available to them which are nearly impossible for atmospheric craft. This Action may only be performed by a ship which has made a green maneuver this turn. When executing this Action, a Capital Ship may pivot up to 90 degrees or a squadron of Escorts may pivot up to 180 degrees. A pivot need not be the full 90 or 180 degrees respectively. Place an Auxiliary Power token next to your ship if you perform this action.

Ram: If your vessel overlaps another vessel, the only Action it may take is a Ram. When you Ram another ship, you roll a number of attack dice equal to your starting Hull value. Add +1 die if you only executed straight maneuvers this turn and did not use the Come About action. You must re-roll all hits and crits before making further adjustments to the dice. The ramming ship takes half as much damage, rounded up. Damage from a ram ignores shields for both the ramming ship and its victim. The defending ship may roll Agility to avoid the damage, yet the ramming ship may not. Both ships may use Brace for Impact tokens to avoid damage, however.

Re-enable: You may use this action to remove a single Disabled token from a card.

Specific Actions:

These are actions which you must have this action on your Action Bar in order to use. Some Upgrades may grant the ability to perform these actions.

Battlestations: Discard token to convert all Battlestations results into either Hits if attacking or Evades if defending.

Boarding Actions: Some ships are manned with elite troops capable of daring ship-to-ship transfers using teleporters or short-range transports. Boarding Actions may normally only be performed when two ships are touching. This is an exception to the normal rule that a ship may not perform actions when touching another ship. When a ship performs this action, roll half its remaining hull in attack dice (rounded up) against any one ship in base contact. You do not roll your normal defense dice against these attacks. Instead, you roll half your remaining hull in defense dice (rounded up) to represent your crew responding to the threat. You may not use Brace for Impact tokens to avoid this

damage.

Brace for Impact: Place a Brace for Impact token next to your ship. These work exactly the same as Evade Tokens.

Launch Fighters: All Launch Bays may launch a set number of Fighter Squadrons. The default number is 2. Each launched squadron may then immediately make a move.

Target Lock: Discard token to re-roll any dice in an attack. Also used for some secondary weapons.

Reload Ordnance: Remove all Disabled tokens from all Weapons, Launch Bays, and Tech Upgrades

Factions in Order of Initiative:

Eldar (Eldar and Dark Eldar)

Forces of Chaos

Imperium of Man (Imperial Navy and Space Marines)

Orks

Necrons

Tyranids

Cards:

Pax Imperium Capital Ship

ATTACK
2/1

AGILITY
1

HULL
6

SHIELDS
4

Action: Repair 1 Hull or shield.
A Mars Class Battlecruiser may fire its Lance Attack in its Secondary Arc.
The Pax Imperium must equip a Nova Cannon to its Weapon slot.

23

Mars Class Battlecruiser Capital Ship

ATTACK
2/1

AGILITY
1

HULL
6

SHIELDS
3

A Mars Class Battlecruiser may fire its Lance Attack in its Secondary Arc.

21

Lunar Class Cruiser Capital Ship

ATTACK
2/1

AGILITY
1

HULL
6

SHIELDS
3

A Lunar Class Battlecruiser increases its Firepower Attack by 1 at range 1.

20

Sword Class Frigate Capital Ship

ATTACK
2

AGILITY
4

HULL
2

SHIELDS
3

Action: Increase this ship's firepower on its port and starboard fire arcs by 1.

14

Imperial Blockade Runner Nauro Capital Ship

ATTACK
 0/2

AGILITY
 3

HULL
 3

SHIELDS
 2

5
 4 4 4
 3 3 3 3 3
 2 2 2
 1 1 1
 1

The Nauro may Brace For Impact as a free action and may do so multiple times in a turn. The Nauro may also fire its lances in its secondary arc.

24

Imperial Blockade Runner Capital Ship

ATTACK
 0/2

AGILITY
 3

HULL
 3

SHIELDS
 2

5
 4 4 4
 3 3 3 3 3
 2 2 2
 1 1 1
 1

18

Imperial Defense Platform Space Station

ATTACK
 2/2

AGILITY
 0

HULL
 4

SHIELDS
 2

1

An Orbital Space Station may never maneuver beyond Range 2 of a planet and, if a maneuver would carry it beyond Range 2, it stops just before that limit.

13

Haakon Gylfasson (Blackwing) Captain

After revealing his movement dial and measuring, Blackwing's ship may, instead, choose a different maneuver. This maneuver must be a green maneuver.

8 4

Jericho Class Pilgrim Vessel
Capital Ship

ATTACK 2/0
AGILITY 1
HULL 4
SHIELDS 1

4
3 3 3 3 3
2 2 2
1
1

This ship's Firepower Attack is increased by 1 in its forward firing arc.

11

Vagabond Class Merchant Trader
Capital Ship

ATTACK 2/0
AGILITY 2
HULL 3
SHIELDS 1

4
3 3 3 3 3
2 2 2
1
1

This ship's Firepower Attack is increased by 1 in its forward firing arc.

11

Hazeroth Class Privateer
Capital Ship

ATTACK 2/1
AGILITY 3
HULL 2
SHIELDS 2

5
4 4 4
3 3 3 3 3
2 2 2
1 1 1
1

This ships Lance Attack may only fire in the forward firing arc.

14

Havoc Class Merchant Raider
Capital Ship

ATTACK 2/1
AGILITY 4
HULL 2
SHIELDS 2

4
3 3 3
2 2 2
1 1 1
1

This ships Lance Attack may only fire in the forward firing arc.

16

Former Imperial Navy Captain
Captain

Reduce the costs of all crew by 1 for this ship.

7

4

Imperial Commander
Captain

All other friendly ships within range 2 may use your Captain Skill.

Action: increase your captain skill by 4.

6

4

Former Astra Militarum Officer
Captain

Before revealing your maneuver dial for this ship, you may choose one enemy ship and look at its dial. You may change your maneuver dial to any green maneuver.

5

3

Merchant Captain
Captain

If your ship has less than 6 Hull, reduce the costs of all upgrades on this ship by 1 to a minimum of 0.

5

4

Former Inquisitor
Captain

Action: Put a Disabled token on a Crew or Captain card of any enemy ship.

4

4

Former Administratum Official
Captain

You may remove an auxilliary token from your vessel if you make a white OR a green maneuver this turn.

3

2

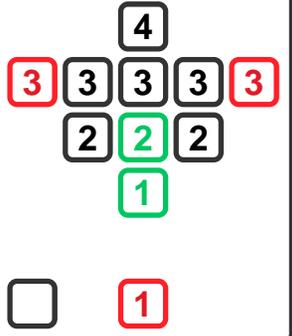
Killfrenzy
Capital Ship

ATTACK
4/2

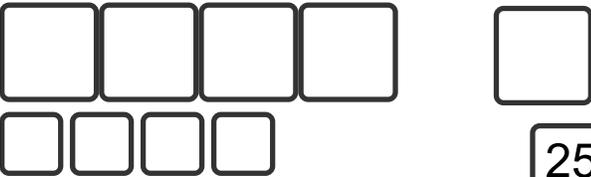
AGILITY
1

HULL
5

SHIELDS
4



Action: The Killfrenzy broadcasts a disturbing message to nearby ships. All enemy vessels within Range 3 receive an Auxilliary Power token unless they disable a Crew upgrade.
A Slaughter Class Cruiser may fire the Lance portion of its Primary Attack in its Secondary Arc.



25

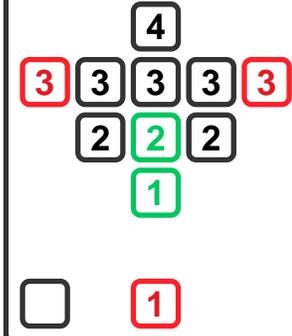
Slaughter Class Cruiser
Capital Ship

ATTACK
4/2

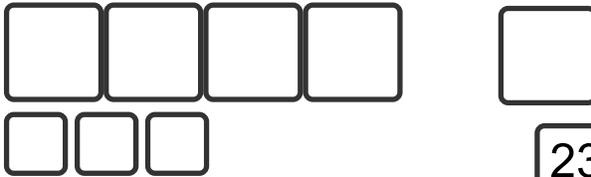
AGILITY
1

HULL
5

SHIELDS
3



A Slaughter Class Cruiser may fire its Lance Attack in its Secondary Arc.



23

Murder Class Cruiser

Capital Ship

ATTACK 5/2

AGILITY 1

HULL 5

SHIELDS 3

A Murder Class Cruiser may fire its Lance Attack in its Secondary Arc **only**.

23

Apostate Class Heavy Raider

Escorts

ATTACK 0/5

AGILITY 0

HULL 1

SHIELDS 1

This squadron starts with 4 ship tokens. For each ship token removed, decrease its Attack by 1 and increase its Agility by 1.

23

Idolator Class Raider

Escorts

ATTACK 3/3

AGILITY 1

HULL 1

SHIELDS 1

This squadron starts with 4 ship tokens. For **every other** ship tokens removed, decrease its Attack by 1. For **every** ship token removed, increase its Agility by 1.

This squadron may not fire its lances beyond range 2.

24

Infidel Class Raider

Escorts

ATTACK 3/0

AGILITY 1

HULL 1

SHIELDS 1

This squadron starts with 4 ship tokens. For **every other** ship tokens removed, decrease its Attack by 1. For **every** ship token removed, increase its Agility by 1.

This squadron may not fire its Firepower beyond range 2.

21

Chaos Torpedoes
Secondary Weapon

This is a Strength 5 weapon which only fires from a ship's forward firing arc.

4

Imperial Torpedoes
Secondary Weapon

This is a Strength 4 weapon which only fires from a ship's forward firing arc. During the Modify Dice step, you may flip one blank result to a hit result.

4

Doomwing Fighters
Launch Bay

ATTACK
1/0

AGILITY
2

HULL
1

SHIELDS
0

3
2
1

This ship's Launch Bay may launch up to 3 of these Fighters per turn.

0

4

Swiftdeath Fighters
Launch Bay

ATTACK
1/0

AGILITY
2

HULL
1

SHIELDS
0

3
2
1

This ship's Launch Bay may launch up to 3 of these Fighters per turn.

When defending against any secondary weapon attack, you may remove any number of Swiftdeath Fighter tokens which are within range 1 of your ship in order to add 1 evade result each.

0

5

Firelord Bombers Launch Bay

ATTACK
2/0

AGILITY
1

HULL
1

SHIELDS
0

2

1

This ship's Launch Bay may launch up to 2 of these Fighters per turn.
This ship may also equip Doomwing Fighters even if doing so would exceed its Launch Bay upgrade capacity.

0 5

Dreadclaw Drop Pods Launch Bay

ATTACK
1/0

AGILITY
1

HULL
1

SHIELDS
0

3

2

1

This ship's Launch Bay may launch up to 2 of these Fighters per turn.
When performing a Boarding Action, you may remove any number of Dreadclaw tokens within Range 1 of the defending ship in order to add a +2 dice each to the attack.

1 4

Fury Interceptors Launch Bay

ATTACK
1/0

AGILITY
2

HULL
1

SHIELDS
0

3

2

1

This ship's Launch Bay may launch up to 3 of these Fighters per turn.

0 4

Starhawk Bombers Launch Bay

ATTACK
2/0

AGILITY
1

HULL
1

SHIELDS
0

2

1

This ship's Launch Bay may launch up to 2 of these Fighters per turn.
This ship may also equip Fury Interceptors even if doing so would exceed its Launch Bay upgrade capacity.

0 5

Shark Assault Boats
Launch Bay

ATTACK
1/0

AGILITY
1

HULL
1

SHIELDS
0

3
2
1

This ship's Launch Bay may launch up to 2 of these Fighters per turn.
When performing a Boarding Action, you may remove any number of Shark tokens within Range 1 of the defending ship in order to add a +2 dice each to the attack.

2 **4**

Caestus Assault Ram
Launch Bay

ATTACK
2/0

AGILITY
3

HULL
1

SHIELDS
1

3
2
1

When performing a Boarding Action, you may remove any number of Caestus tokens within Range 1 of the defending ship in order to add a +4 dice each to the attack.
Alternatively, the Caestus may initiate its own Boarding Action with a base of 3 dice.

3 **6**

Militarum Tempestus Boarding Parties
Crew

This ship adds Boarding Actions to its Action bar.

3

Space Marine Boarding Party
Crew

This ship adds Boarding Actions to its Action bar
Before rolling the dice for a Boarding Action, discard this card to receive +2 dice.

4

Maelific Boarding Actions

Crew

Add +1 to the attack when initiating boarding actions.

3

Khorne Berserker Boarding Party

Crew

Before rolling the dice for when initiating a Boarding Action, discard this card to receive +3 dice.

3

Craven Imperial Navy Captain

Captain

You may perform a Brace for Impact order as a Free Action each turn.

Action: discard this card to add +2 Firepower or +1 Lance attack this turn.

5

4

Renowned Imperial Navy Captain

Captain

You may perform any action on your Action Bar as a Free Action each turn.

8

6

Khorne Lord
Captain

When attacking, increase your ship's Firepower Attack by 1 (even if it is 0). When defending, you must re-roll 1 successful defense die.
Action: discard this card at any time to add +2 hit results to a Boarding Action.

4

4

Nurgle Lord
Captain

Whenever a Crew would be discarded, you may Disable this card instead.
When defending, you may reroll 2 defense dice.

5

5

Tzeench Lord
Captain

After revealing your maneuver dial, you may change it to any green maneuver on your dial or white maneuver on the nearest enemy ship's dial.

7

5

Sorcerer's Tower
Weapon or Crew

Action: Make a single Lance Attack against any target within range 3, in any arc.

4

Warpsmith
Crew

Action: Repair a single Hull damage.

2

Iron Warriors Warpsmith
Crew

Action: Repair a single Hull damage.
Action: Roll 3 Attack Dice. For every crit, deal 1 Hull damage to your ship. For every hit, repair 1 Hull damage.

3

Mechanicum Damage Control Team
Crew

Action: Repair a single Hull damage.

3

Ingenius Techpriest
Crew

When you repair Hull damage, you repair an additional Hull point.
Action: remove 1 Critical Hit.

2

Keep checking back for more ships and upgrade cards. The last update was on April 4, 2015.