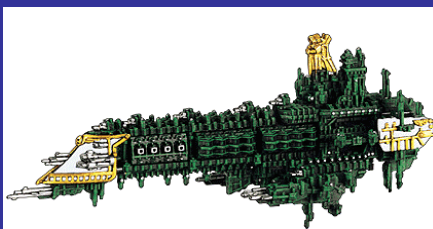


# EMPEROR BATTLESHIP



Leadership		Armor		Shields		Turrets		
<b>+1</b>		<b>5+</b>		<b>4</b>		<b>5</b>		
Speed	Turns	GUNNERY TABLE						Damage:
<b>15</b>	<b>45</b> must move 15, 1 turn	Closing	Capital		Escorts			<b>12</b>
		Moving Away			Capital	Escorts		
		Abeam				Capital	Escorts	
		Special	Def			Ordnance		
Armament	Arc	Rng/Spd	Fire/Str					
Battery	Left	60	<b>6</b>	5	4	3	2	1
Battery	Right	60	<b>6</b>	5	4	3	2	1
Launch Bay (port)			<b>4 squad</b>	Furies 30 cm, Starhawks 20 cm, Sharks 30 cm				
Launch Bay (starb)			<b>4 squad</b>	Furies 30 cm, Starhawks 20 cm, Sharks 30 cm				
Battery (dorsal)	L/F/R	60	<b>5</b>	5	4	3	2	1
Battery (prow)	L/F/R	60	<b>5</b>	5	4	3	2	1
Name:		Port Launch Bay		Starb Launch Bay		Points		
<b><i>Divine Right</i></b>						<b>350</b>		

May not use Come To New Heading special order.

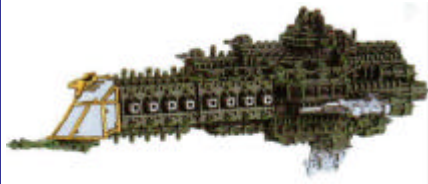
# MARS BATTLECRUISER



Leadership		Armor		Shields		Turrets		
		<b>6+/5+</b>		<b>2</b>		<b>2</b>		
Speed	Turns	GUNNERY TABLE						Damage:
<b>20</b>	<b>45</b> must move 15, 1 turn	Closing	Capital		Escorts			<b>8</b>
		Moving Away			Capital	Escorts		
		Abeam				Capital	Escorts	
		Special	Def			Ordnance		
Armament	Arc	Rng/Spd	Fire/Str					
Launch Bay (port)			<b>2 squad</b>	Furies 30 cm, Starhawks 20 cm				
Launch Bat (starb)			<b>2 squad</b>	Furies 30 cm, Starhawks 20 cm				
Battery	Left	45	<b>6</b>	5	4	3	2	1
Battery	Right	45	<b>6</b>	5	4	3	2	1
Lance (dorsal)	L/F/R	60	<b>2</b>					
Nova Cannon (prow)	Front	30-150	<b>1</b>					
Name:		Port Launch Bay		Starb Launch Bay		Points		
<b><i>Imperious</i></b>						<b>285</b>		

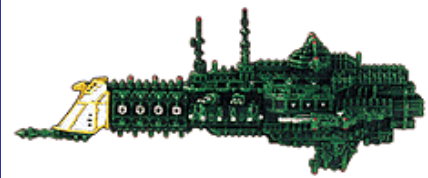
Batteries get a left column shift on Gunnery table.

# OVERLORD BATTLECRUISER



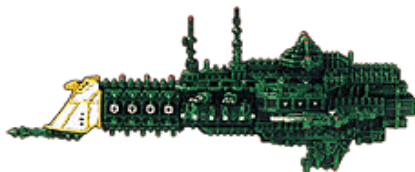
Leadership		Armor		Shields		Turrets		
		<b>6+/5+</b>		<b>2</b>		<b>2</b>		
Speed	Turns	GUNNERY TABLE						Damage:
<b>20</b>	<b>45</b> must move 10, 1 turn	Closing	Capital		Escorts			<b>8</b>
		Moving Away			Capital	Escorts		
		Abeam				Capital	Escorts	
		Special	Def			Ordnance		
Armament	Arc	Rng/Spd	Fire/Str					
Battery	Left	60	<b>8</b>	7	6	4	3	2
Battery	Right	60	<b>8</b>	7	6	4	3	2
Lance (dorsal)	L/F/R	60	<b>3</b>					
Torpedoes (prow)	Front	30	<b>6</b>					
Name:						Prow Torpedoes	Points	
<b><i>Cypra Probatii</i></b>							<b>245</b>	

# LUNAR CRUISER



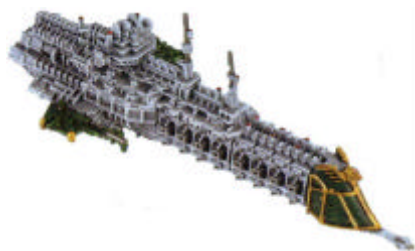
Leadership		Armor		Shields		Turrets		
		<b>6+/5+</b>		<b>2</b>		<b>2</b>		
Speed	Turns	GUNNERY TABLE						Damage:
<b>20</b>	<b>45</b> must move 10, 1 turn	Closing	Capital		Escorts			<b>8</b>
		Moving Away			Capital	Escorts		
		Abeam				Capital	Escorts	
		Special	Def			Ordnance		
Armament	Arc	Rng/Spd	Fire/Str					
Lance	Left	30	<b>2</b>					
Lance	Right	30	<b>2</b>					
Battery	Left	30	<b>6</b>	5	4	3	2	1
Battery	Right	30	<b>6</b>	5	4	3	2	1
Nova Cannon (prow)	Front	30-150	<b>1</b>					
Name:						Prow Torpedoes	Points	
<b><i>Minotaur</i></b>							<b>200</b>	

# LUNAR CRUISER



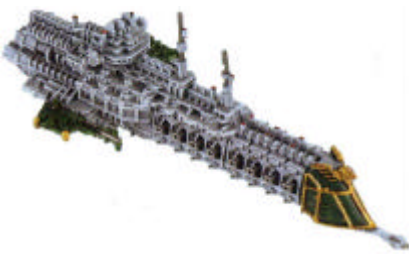
Leadership		Armor		Shields		Turrets		
		<b>6+/5+</b>		<b>2</b>		<b>2</b>		
Speed	Turns	GUNNERY TABLE						Damage:
<b>20</b>	<b>45</b> must move 10, 1 turn	Closing	Capital		Escorts			<b>8</b>
		Moving Away			Capital	Escorts		
		Abeam				Capital	Escorts	
		Special	Def			Ordnance		
Armament	Arc	Rng/Spd	Fire/Str					
Lance	Left	30	<b>2</b>					
Lance	Right	30	<b>2</b>					
Battery	Left	30	<b>6</b>	5	4	3	2	1
Battery	Right	30	<b>6</b>	5	4	3	2	1
Nova Cannon (prow)	Front	30-150	<b>1</b>					
Name:						Prow Torpedoes	Points	
<b>Lord Daros</b>							<b>200</b>	

# TYRANT CRUISER



Leadership		Armor		Shields		Turrets		
		<b>6+/5+</b>		<b>2</b>		<b>2</b>		
Speed	Turns	GUNNERY TABLE						Damage:
<b>20</b>	<b>45</b> must move 10, 1 turn	Closing	Capital		Escorts			<b>8</b>
		Moving Away			Capital	Escorts		
		Abeam				Capital	Escorts	
		Special	Def			Ordnance		
Armament	Arc	Rng/Spd	Fire/Str					
Battery	Left	45	<b>4</b>	4	3	2	1	1
Battery	Right	45	<b>4</b>	4	3	2	1	1
Battery	Left	45	<b>6</b>	5	4	3	2	1
Battery	Right	45	<b>6</b>	5	4	3	2	1
Torpedoes (prow)	Front	30	<b>6</b>					
Name:						Prow Torpedoes	Points	
<b>Dominion</b>							<b>195</b>	

# TYRANT CRUISER

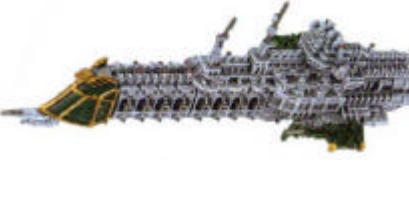


Leadership	Armor	Shields	Turrets
	<b>6+/5+</b>	<b>2</b>	<b>2</b>

Speed	Turns	GUNNERY TABLE						Damage:
<b>20</b>	<b>45</b> must move 10, 1 turn	Closing	Capital	Escorts	Capital	Escorts	<b>8</b>	
		Moving Away		Capital	Escorts	Capital		
		Abeam			Capital	Escorts		
		Special	Def			Ordnance		
Armament	Arc	Rng/Spd	Fire/Str					
Battery	Left	45	4	4	3	2	1	
Battery	Right	45	4	4	3	2	1	
Battery	Left	45	6	5	4	3	2	
Battery	Right	45	6	5	4	3	2	
Nova Cannon (prow)	Front	30-150	1					

Name:	Prow Torpedoes	Points
<b><i>Zealous</i></b>		<b>215</b>

# DOMINATOR CRUISER

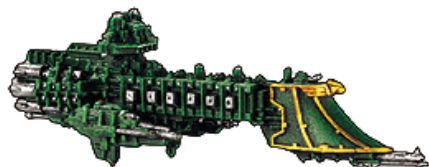


Leadership	Armor	Shields	Turrets
	<b>6+/5+</b>	<b>2</b>	<b>2</b>

Speed	Turns	GUNNERY TABLE						Damage:
<b>20</b>	<b>45</b> must move 10, 1 turn	Closing	Capital	Escorts	Capital	Escorts	<b>8</b>	
		Moving Away		Capital	Escorts	Capital		
		Abeam			Capital	Escorts		
		Special	Def			Ordnance		
Armament	Arc	Rng/Spd	Fire/Str					
Battery	Left	45	6	11	8	6	4	
Battery	Right	45	6	11	8	6	4	
Nova Cannon (prow)	Left	30-150	1					

Name:	Points
<b><i>Hammer of Justice</i></b>	<b>185</b>

# DAUNTLESS LIGHT CRUISER



Leadership	Armor	Shields	Turrets
	<b>5+</b>	<b>1</b>	<b>1</b>

Speed	Turns	GUNNERY TABLE						Damage:
<b>25</b>	<b>90</b> must move 10, 1 turn	Closing	Capital	Escorts	Capital	Escorts	<b>6</b>	
		Moving Away		Capital	Escorts	Capital		
		Abeam			Capital	Escorts		
		Special	Def			Ordnance		
Armament	Arc	Rng/Spd	Fire/Str					
Battery	Left	30	4	4	3	2	1	1
Battery	Right	30	4	4	3	2	1	1
Torpedeos (prow)	Front	30	6					

Name:	Points
<b><i>Vigilant</i></b>	<b>110</b>

Add extra 1D6 cm to All Ahead Full special order.

# DAUNTLESS LIGHT CRUISER



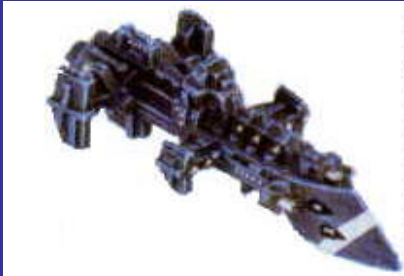
Leadership	Armor	Shields	Turrets
	<b>5+</b>	<b>1</b>	<b>1</b>

Speed	Turns	GUNNERY TABLE						Damage:
<b>25</b>	<b>90</b> must move 10, 1 turn	Closing	Capital	Escorts	Capital	Escorts	<b>6</b>	
		Moving Away		Capital	Escorts	Capital		
		Abeam			Capital	Escorts		
		Special	Def			Ordnance		
Armament	Arc	Rng/Spd	Fire/Str					
Battery	Left	30	4	4	3	2	1	1
Battery	Right	30	4	4	3	2	1	1
Torpedeos (prow)	Front	30	6					

Name:	Points
<b><i>Havock</i></b>	<b>110</b>

Add extra 1D6 cm to All Ahead Full special order.

# COBRA DESTROYER



Leadership	Armor	Shields	Turrets
	<b>4+</b>	<b>1</b>	<b>1</b>

Speed	Turns	GUNNERY TABLE				Damage:
<b>30</b>	<b>90</b> Escort, 1 turn	Closing	Capital	Escorts		<b>1</b>
		Moving Away		Capital	Escorts	
		Abeam			Capital Escorts	
		Special	Def		Ordnance	
Armament	Arc	Rng/Spd	Fire/Str			
Torpedoes (prow)	Front	30	2			

Name:	Prow Torpedoes	Points
<b>24th Destroyer Squadron (Widowmakers)</b>		<b>30</b>

**Leadership Test bonus for Enemy Contacts +2.**

## *Rules for Dave's DataFaxes for BattleFleetGothic*

I love BattleFleet Gothic, but I just don't like the Fleet Register pad or the format in which the ships are listed in the book. I created these DataFax cards as a user-friendly substitute. Once you have them printed out and glued onto cardboard from cereal boxes, you may never go back to the Fleet Register!

**First, the setup.** You will want to download and print out one DataFax for each capital ship, escort, or squadron of escorts you plan to use. You must also download and print the counters and cards from the "Cards1.pdf" file. You may wish to make multiple copies of some of the pages from "Cards1.pdf." The Datafaxes work best when mounted on thin cardboard such as from cereal boxes or poster board or matting board. (Yes I know that cereal comes in bags in more environmentally savvy parts of the world. If you are really stumped for cardboard, write to an American landfill. I am sure they can fix you up!)

**Game setup.** While your peers are busily squinting at the rulebook and filling out their fleet registers, whip out your stack of DataFaxes. Throw the cards for your fleet down on the table with a flourish. Arrange them in a row or two at your side of the table. Next, roll up your leadership values for each ship or squadron and place a crew counter with the leadership value in the leadership box on each DataFax. Place an Admiral card and a re-roll card for each re-roll you are purchasing on your flagship. Finally, signify that the launch bays and torpedo tubes on each ship are loaded by placing the appropriate ordnance counters on each card in the empty ordnance boxes. You are ready to play. Sound the red alert and brace for impact!

**Using the DataFaxes during the game.** Use these procedures during play:

1. When you give a ship a special order, place a yellow special order card on the ship's card. You can still use the special order dice if you want or if it helps your opponent. Remove the special order card as you would remove the special order dice at the beginning of your next turn. Note that there is an "Out of Ordnance" special order card that stays on your ship's card permanently after you through a double on a reload attempt.
2. When you launch ordnance, remove the ordnance counter from the ship's card and place it on the game table. You know that your bays or tubes are empty now because there is no ordnance on the ship's card. When you reload, place a new ordnance counter on the ship's card.
3. When you use an Admiral's re-roll, remove a re-roll card from your flagship.
4. When you take damage, place a suitable marker on your ship's DataFax for each point of damage. I use the stones from collectible card games. (You could also use buttons, washers, bolts, or Citadel fantasy shields.) A d10 would also make a reasonable counter.
5. When your ship takes a Critical Hit, is crippled, or suffers Catastrophic Damage, place the appropriate red card on your ship's DataFax. Place multiple Critical Hit cards if you suffer more than one Critical Hit to the same location. Remove one Critical Hit card for each successful repair during the end phase.

**A note on Weapons Batteries.** I have included the columns from the Weapons Batteries table on each ship's DataFax for easy reference. However, if you are firing Batteries in combination or firing a squadron in combination, you will need to look up the number of dice on the regular table. If you add the firepower and look up the number of dice on the regular table, you get a different number from what you get if you resolve each Battery separately using the table on the DataFax card. In order to be compliant with the rules, you must use the regular table if you are firing Batteries in combination or firing a squadron in combination.

**Campaigns.** If you are playing in a campaign you will need to retain the information from your DataFaxes from game to game. To accomplish this I recommend that you place DataFaxes (without cardboard backing) for your campaign force in clear plastic sheet protectors. Place the sheet protectors in a three-ring binder for convenient storage and reference. Instead of using cards and counters for damage and leadership, write these values on the sheet protector using china marker/grease pencil/dry erase marker.

**The Disclaimer.** BattleFleet Gothic, DataFax, and a slew of other terms are copyright Games Workshop and are used herein with all due reverence. This material is intended as a free players' aid for BattleFleet Gothic. It may not be sold or charged for. Most of the images used in this material are copyright Games Workshop and remain the intellectual property of Games Workshop.

I hope that you enjoy using this players' aid as much as I do, and that it takes some of the toil out of your gaming.

David Peterson ([peterston@vigyan.com](mailto:peterston@vigyan.com)), October 13, 1999