



# New Phenomena

*Additional ways to populate your spcaescapes on the tabletop*

By Unkown!

This is an expansion of the existing Battlezone Generator from page 43 of the BFG rulebook. (Or the alternative Generator from BFG magazine 14). Instead of re-rolling the dice when a second planet is generated, you may roll a D6 to generate a special celestial phenomenon. On a roll of 1-2, roll for a Minor Hazard. On a roll of 3-4, roll for a Moderate Hazard. On a roll of 5-6, roll for a Major Hazard.

D6 Roll	Minor Hazard
1	Double Planet
2	Asteroid Belt
3	Valuables
4	Binary Star
5	Gas and Dust Belt
6	White Dwarf

D6 Roll	Moderate Hazard
1	Debris Field
2	Temporal Vortex
3	Neutron Star
4	Comet
5	Plasma Cloud
6	Black Hole

D6 Roll	Major Hazard
1	Alien Raider
2	Meteor Shower
3	Rogue Asteroid
4	Old Battlefield
5	Warp Beast
6	Supernova

## DOUBLE PLANET

Usually planets are placed quite far apart, due to various physical laws of the universe, but occasionally, particular in younger star systems, planets may appear in very close proximity to each other or may even share orbit.

**Effects:** A second planet is placed and treated as any normal planet, as described on page 45 of the rulebook.

## ASTEROID BELT

An asteroid belt, like the asteroid field, is formed out of the fragments leftover from planet collisions during the creation of star systems or the debris from the destruction of planets and moons. Asteroid belts however tend to be much larger and will often form an unbroken ring around their stars.

**Effects:** Aside from its method of placement, an asteroid belt is treated as an asteroid field in all respects, as shown on page 44 of the rulebook.

**Placement:** Use the normal pebbles and unused kitty litter to represent the asteroid belt. The belt extends in a straight line from one table edge to the opposite table edge, running parallel to the sunward table edge. It will be the normal D3x5cm in width.

## VALUABLES

Valuables represent two different results, which may be found by rolling an extra D6. On a roll of 1-3 the result is *Wreckage*, on a roll of 4-6 the result is *Hulks*. Each is described below:

### WRECKAGE (VALUABLES)

Wreckage fields are the sad remains of smashed and shattered ships of all sizes. Too battered to be considered Hulks by any standard, wreckage still presents a great deal of value to any fleet stumbling upon it.

**Effects:** Aside from its method of placement, wreckage is treated as an asteroid field in all respects, as shown on page 44 of the rulebook. In scenarios using Victory Points, wreckage fields are worth D6 x 20 VP's to the player Holding the Field at the end of the battle.

**Placement:** Wreckage can be made up from small parts of ships, metal plates, pieces of armour and the like – in fact, you can probably make a sizeable wreckage field just by using all the small items that are in the bottom of your bits box!

Nominate a point on the table and roll a scatter die. The wreckage is 5cm wide and will extend for D6 x 5cm away from this point in the direction indicated by the scatter die.

### HULKS (VALUABLES)

Although broken and burnt out, the shells of former mighty warships is still deemed a valuable prize for all sides in a conflict. Weapons and internal components may be salvageable and the scrap metal can be reused to build new ships.

**Effects:** Hulks follow the rules on page 26 of the Battlefleet Gothic rulebook. At the end of any battle that uses Victory Points to determine who won, the player who is considered to be Holding the Field, as described on page 66 of the rulebook, will receive bonus Victory Points for the Hulks. 25 points will be given for every Escort and 75 points for each Capital Ship.

**Placement:** You can model up your own Hulks if you wish, but you can freely use any spare ships you have to represent them instead. Place D6+2 Hulks, at least half of which must be Escorts, within 20cm of each other. The Hulks are stationary and will not move during the game.



## BINARY STAR

Ancient Terra orbits a solitary star, but there is a great many number of star systems, which contains two or even more stars. These stars orbit each other around mutual centres of gravity and the massive gravitational pull between these large stellar bodies often prohibits the creation of planets, although not always. Twin stars are the most common and are known as binary stars.

**Effects:** When determining which table edge is sunward, as shown on page 44 of the rulebook, roll an extra D6 to establish a second sunward edge. If the same edge is rolled again, the stars are aligned and normal rules are followed. Both sunward edges will have the same effect on shooting as described on page 47 of the rulebook.

Eldar players must choose before the battle which sunward edge to use for the purpose of movement. Their delicate sails and engines must be fine-tuned to the correct stellar energies to operate properly and there is a great deal of difference between a hot blue giant star and a cold red dwarf.

## GAS AND DUST BELT

The gas and dust belt is much like an ordinary gas and dust cloud only many times larger. Often these belts are created from very violent solar flares or when old stars burn out and shed their outer atmosphere into space.

**Effects:** Aside from its method of placement, a gas and dust belt is treated as a gas and dust cloud in all respects, as shown on page 44 of the rulebook.

**Placement:** Use the normal flock or cotton wool to represent the gas and dust belt. The belt extends in a straight line from one table edge to the opposite table edge, running parallel to the sunward table edge. It will be the normal D6x2cm in width.

## WHITE DWARF

The coldest, dimmest and smallest types of stars are known as white dwarfs. They usually represent the final stage in a normal star's lifecycle, when it has used up its energy reserves and begins to burn out. Planetary systems around these stars can barely sustain life but mineral wealth or strategic locations will often ensure that settlements are present.

**Effects:** As a result of the reduced illumination from the white dwarf, the sunward edge will have no effect on shooting no matter what Battlezone the battle takes place in. Eldar movement works as normal of course.

## DEBRIS FIELD

These are areas of space not unlike asteroid fields and such like, created from leftover natural materials, fragments of past battles or a combination of both. They are however considered a lot denser and are therefore significantly more difficult and dangerous to navigate.

**Effects:** Debris fields combine the effects of both gas/dust clouds and asteroid fields, as described on page 44 of the rulebook, so a ship trying to navigate through one will suffer

all the effects of having a blast marker placed on it and will also have to make a Leadership test to avoid taking damage. If the test is failed, remember that the ship will count as having one less shield than normal, due to the gas cloud effect, so this can prove to be very deadly to Escorts.

**Placement:** Debris fields can be made from either rocks or parts of ships, surrounded by flock or cotton wool. Nominate a point on the table and roll a scatter die. The debris field is 10cm wide and will extend for D6 x 10cm away from the point in the direction indicated by the scatter die.

## TEMPORAL VORTEX

A temporal vortex is identical to a warp rift, in the sense that it is a hole in the fabric between normal space and warp space. However, in addition to the distorting effect it has to physical space, a temporal vortex may also affect time itself. Captains moving their ship into it, run the usual risk of being lost in the warp but successful navigation may bring valuable time for repairs.

**Effects:** Any ship that moves into contact with the temporal vortex, must pass a Leadership test on 3D6 to navigate it successfully. If the ship passes the test, it may repair D3 damage points and/or criticals and thereafter be turned to face in any direction. If the test is failed, the ship is lost in the warp as described under warp rifts on page 45 of the rulebook.

**Placement:** Use a round template of either paper or cardboard to represent the vortex. It is D3x5cm in diameter.

## NEUTRON STAR

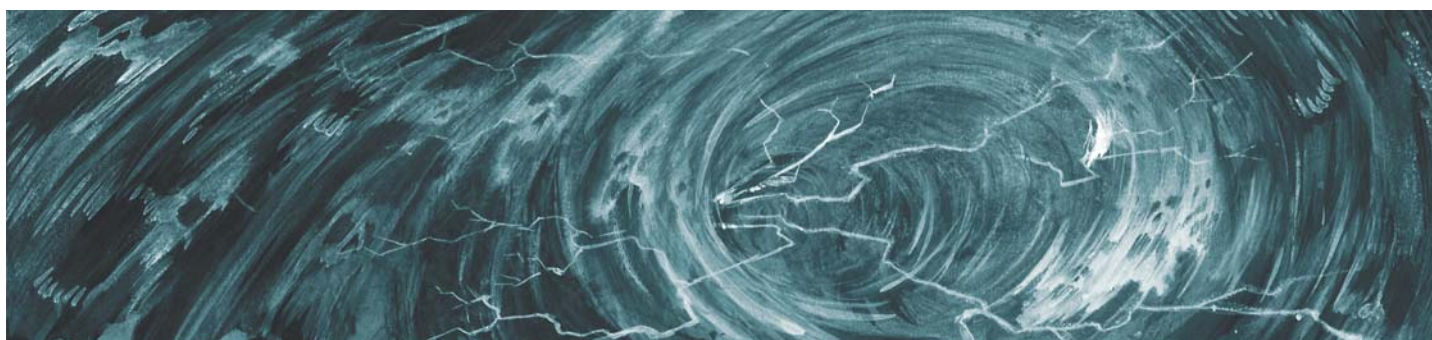
When a star explodes in a supernova, the collapsing matter in its core may coalesce and form a neutron star. A neutron star is a very small, fast rotating, extremely dense object with a strong magnetic field that emits regular and intense bursts of radiation. The frequency of such bursts naturally makes both travel and combat extremely difficult around these types of stars.

**Effects:** A neutron star will emit an automatic radiation burst at the start of each turn. Roll as normal for the intensity of the burst and follow the description on page 47 of the rulebook.

## COMET

A comet is a huge ball of compressed ice, dirt and other light materials that originate from the fringes of star systems. They usually move in various eccentric orbits that take them from the coldness of deep space to the inner regions of star systems. When a comet gets close to a star, the increasing heat will melt away its surface, thereby creating its characteristic tail of gas and dust.

**Effects:** The comet is treated as an asteroid, as described on page 44 of the rulebook, so any ship that comes into base contact with it must pass a Leadership test to avoid taking damage. The tail is treated as a gas/dust cloud, also on page 44, with the exception that it will block line of sight due to its greater density. At the beginning of each turn, the comet will move 10cm towards the table edge furthest from its initial



placement. When this edge is reached, the comet is considered to have reached its zenith and will begin moving back the same way.

**Placement:** Use a small piece of polystyrene to represent the comet itself (you can use a ice cube, but that will quickly get messy) and flock or cotton wool to show the tail. The tail is teardrop-shaped and is approximately 20cm long and 5cm wide at the broad end, (about the same size as the flame template from 40K, which can effectively be used instead). The tail must be placed so that it touches the comet with the pointy end and pointing directly away from the sunward edge.



### PLASMA CLOUD

Though quite similar to ordinary gas and dust clouds, in terms of origin and appearance, plasma clouds presents a far greater hazard to space travel. They consist of dense superheated gasses and highly charged particles, which resemble processes taking place inside stars, albeit on a much smaller scale.

**Effects:** Plasma clouds will block line of sight due to their greater density. Any ship in base contact will count as having a blast marker and must pass a Leadership test on 2D6 to navigate it successfully or 3D6 if on All Ahead Full special order.

Escort ships may reroll the Leadership test. A ship that fails the Leadership test suffers a Fire critical hit. Torpedoes and attack craft squadrons which move through a plasma cloud will be destroyed on a D6 roll of 4+.

**Placement:** Plasma clouds are placed just like gas and dust clouds, as described on page 44 of the rulebook. Use the normal flock or cotton wool to represent the plasma cloud but paint it in a slightly different colour to offset it from standard gas and dust clouds.

### BLACK HOLE

On very rare occasions, when a super heavy star eventually dies and explodes in a supernova, the resulting collapse of its core may result in the creation of a black hole. A very small, extremely massive object with a gravity pull so strong that not even light can escape it. Any object approaching too near a black hole will find itself unable to turn back and be obliterated into its component atoms in mere seconds.

**Effects:** At the start of each turn every ship, hulk, blast marker, tabletop feature and piece of ordnance will move towards the sunward edge, which in this case is actually the edge of the black hole and considered the "point of no return". Ships and tabletop features moves 5cm pr. turn,

while hulks, blast markers and pieces of ordnance moves 10cm pr. turn. There is no change in the facing of any object moved in this manner. Any object that touches the sunward edge is considered to have been sucked into the black hole and is instantly destroyed. After the movement, the player whose turn it is, must roll on the following table to establish whether a new tabletop feature appears on the table edge opposite the black hole.

D6 Roll	Result
1	Nothing
2	Nothing
3	Nothing
4	Gas/dust cloud
5	Asteroid field
6	D3 Gas/dust clouds

Because of the immense gravity pull, any ship on the board may make a free 45° turn at the beginning and end of its move, but the turn must always be made towards the sunward edge.

### ALIEN RAIDER

Operating on its own obscure agenda, an alien raider may occasionally interfere with ships of other races and in some cases may even take part in open conflicts. For what reason is hard to fathom, but safe to say is, they bring an element of unpredictability to the already complicated situation that battles are. (There are many alien races present in the universe, so naturally there are a great many more types of raider ships than the one example described below. Any ship type can be used including Fra'al and Demiurg vessels).

**Effects:** The alien raider will move and shoot at the start of each turn by the player who is not moving his own ships. It may not go on special order and will always fire on the nearest enemy ship (enemy being in this case, the player who is not controlling the raider). Furthermore it will not disengage during the battle, if it reaches a table edge, it will automatically turn 180 degree and continue its move in the opposite direction. This particular alien raider is used by a lizard like race, known as the Sardonite. Imperial scholars has calculated their home world to be located somewhere in the sparsely populated southwestern part of Segmentum Tempestus. It has the following profile. (see below.)

The proton disruptor used by the Sardonite is a powerful weapon that fires an intense beam, alternating protons and electrons, designed to do heavy damage to a ship's electrical system.

It is fired like a Lance but on a roll of 6, all shields on the target are overloaded and shut down automatically (place blast markers to indicate as normal). Any hit will cause an automatic critical, but the roll on the Critical Hits Table is made with just a D6 instead. Against Eldar and Dark Eldar holofields/shadowfields, the proton disruptor will hit as normal but the save is only made on a 4+.

**Placement:** Any type of leftover ship that is not used in the battle can be used to represent the raider or you can scratch build your own type. The raider will face in a direction indicated by a roll of a scatter die.

ORK RAVAGER ATTACK SHIP .....40 points					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45	3	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port/Starboard Proton Disruptor		30cm	3		Left/Right
Prow Proton Disruptor		30cm	3		Front

## METEOR SHOWER

Considered to be one of the greatest natural threats to space travel, meteor showers can spell doom for any ship unlucky enough to fly into one of them. Although very similar to ordinary asteroid fields they differ by moving through star systems in random orbits that are both hard to detect and map out on the space charts. Captains are well advised to keep their distance.

**Effects:** A meteor shower is treated as an asteroid field, as described on page 44 of the rulebook, with the exception of two things. The meteor shower will move 2D6cm in a random direction at the start of each turn and any ship or squadron caught in it, must pass their Leadership test with a penalty of -1, to navigate it successfully.

Use the scatter dice to determine the random travel direction.

**Placement:** Use the normal pebbles and unused kitty litter to represent the meteor shower. It has the same size as normal asteroid fields, typically D3x5cm wide and D3x5cm long.

## ROGUE ASTEROID

Most asteroids are situated together in large groups such as rings or fields. There is however some, usually larger types, that tumbles through space alone and in very eccentric orbits. These objects are considered to be highly dangerous by spaceship captains, as their random moves can result in disastrous collisions.

**Effects:** The rogue asteroid will move 2D6cm in a random direction at the start of each turn, determined by the scatter die. Any ship base that is moved over or comes into contact with the asteroid is in danger of a collision and must pass a Leadership test to avoid being hit. If the test is failed, work out the collision as a ram attack with 8D6 damage. The asteroid will only sustain superficial damage and is not affected.

**Placement:** Use a single asteroid counter or one cut out of polystyrene on a small round base.

## OLD BATTLEFIELD

An old battlefield represents two different results, which may be found by rolling an extra D6. On a roll of 1-3 the result is a Deadfall Torpedo Salvo, on a roll of 4-6 the result is a Derelict Minefield. Each is described below:

### DEADFALL TORPEDO SALVO (OLD BATTLEFIELD)

Deadfall torpedo salvos may occur in two ways, either deliberately as traps or accidentally from misfired salvos of earlier confrontations. In the first case the deadfall is set up and hard-wired to hone in on any (preferable enemy) approaching ship. In the latter case, the salvo will lurk in wait with a minimum of fuel left, waiting for a suitable target to pass and then activate for one final time.

**Effects:** A deadfall torpedo salvo will have a random strength of D6+2. Any ship or squadron, but not hulks, approaching within 30cm of the counter will be immediately targeted. Move the counter directly towards the ship in the next ordnance phase and resolve the attack as for normal torpedoes. Thereafter, the counter will move 30cm in a straight line at the start of every ordnance phase.

**Placement:** Use one torpedo counter, with a random strength as detailed above.

### DERELICT MINEFIELD

Derelict minefields may be centuries old and are most often uncharted remains of former defences long forgotten. In some cases they may even have been laid out by a race no longer present in the area. As can be expected, derelict

minefields are as dangerous to any ships approaching it, due to its lack of maintenance.

**Effect:** A derelict minefield works in much the same way as a normal minefield, as described on page 143 of the rulebook, except that any mines released from it will track the nearest ship of any fleet.

**Placement:** As the rules dictate, the derelict minefield must be placed near to another tabletop feature, so the players must decide randomly which one. If no other feature has yet been rolled for, pick the first one that comes along. Use the scatter die to determine the direction of its final placement. It will cover the usual area of D3x5cm by D3x5cm.

## WARP BEAST

There are many horrors that stalk the empty void of space and even though space is vast, it happens once in a while that an unlucky ship attracts the attention of a hungry or angry space monster. When tales of such warp beasts are reported and linked with certain areas of space, most captains will go to great lengths to avoid these places altogether.

Occasionally though captains will have little choice when battle commences. (Warp beasts vary a great deal in size, appearance and demeanour, so naturally there is a great many more than the one example described below. For more ideas, check out the article on warp beasts in Warp Storm).

**Effects:** Roll a D6 at the start of each turn, on a roll of 6 the beast appears and will move towards the nearest ship at the start of each subsequent turn including the turn were it appears. It can turn freely and will ignore all types of other celestial phenomena. This particular beast is known as The Horned Monstrosity of Talmanos. It appeared in the Talmanos system more than 20 years ago but has so far managed to evade all attempts by the imperial navy to hunt it down and destroy it. The beast has the following profile and a special Huge Horn attack.

Type/Hits	Speed	Armour
Cruiser/6	25cm	6

**Huge Horn:** If the Horned Monstrosity of Talmanos moves into base contact with a ship it will attempt to ram it with the massive horn that juts from its bone encrusted forehead. Roll a D6, on a roll of 4+ the horn skewers the unfortunate target. Roll 6D6 to see how much, if any, damage is inflicted. For the purpose of the ramming attempt itself, the Horned one is always considered to be on All Ahead Full special order.

**Placement:** Any monster type of creature can be used although the size shouldn't be more than what can be placed on a small round base. The beast will appear in the middle of a random table edge.

## SUPERNOVA

When a very large super heavy star nears the end of its life, its massive centre will collapse in on itself and self-destruct spectacularly, instantly vaporizing any and all planets orbiting it. This event, known as a supernova explosion, is one of the most destructive natural occurrences in the universe and the resulting interstellar shockwave can have a profound negative impact on all life in the vicinity of several light years. (These rules are meant to cover the supernova shockwave effect in neighbouring star systems, as any ships caught in the actual supernova blast would be blown to smithereens, creating a very boring battle).

**Effects:** Both players must roll a D6 at the start of each turn. If the result is a double, the shockwave of a nearby supernova explosion has reached the battlefield. Roll a D6 to determine from which table edge the shockwave originates. All ships are

automatically placed on Brace for Impact special order and all shields will overload and shut down (place blast markers to indicate). Each ship will also receive a hit on a roll of 4+ on a D6 (which it may try and save with the Brace) and all ordnance is automatically destroyed. Furthermore, the intense radio interference will reduce both players Leadership value by half, (rounding fractions up). Fortunately once the shockwave has passed it will not happen again and no further rolls are made.

**Note:** On some (hopefully) rare occasions, the above phenomena's may result in contradictory situations, but in most cases players should be able to solve these problems easily with a little imagination. For example in one game, we rolled up both a Binary Star, which was not on opposite table edges, and an Asteroid Belt. We simply decided to bend the asteroid belt 90 degrees halfway down the table so that it only touched the two table edges that were not sunward.

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### **ABOUT THE AUTHOR**

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