

BFG SPACE COMBAT

I've already talked about 3D and scale at the start of the book, but I'd like to explain the ideas behind gunnery a little further too. In normal circumstances Battlefleet Gothic ships are 'visible' to their opponents only by their energy emissions and, at closer ranges, by being tracked visually. 'Active' detectors that work like modern radar can't pick out ships from amongst all the other gas, dust and flying meteors around, and also serve to light up their user's position like a Christmas tree. This means most of the time your captains are having to work with their best guess of where their enemies are and where they are going. Weapon batteries fire salvos which are timed to arrive in the region of the target allowing for the micro- second time delay (during which the target will have moved several hundred kilometers) This is why its easier to shoot at enemies who are closing or moving away than targets abeam. A target abeam could turn towards or away from the firer at any moment, the slightest change in its speed will reduce the effectiveness of the salvo. A target on an approaching or departing vector is considerably more predictable and hece a tighter salvo of fire can be directed against it with more potential hits as a result.