BATTLEFLEET GOTHIC

— REMASTERED —

FLEETS

BATTLEFLEET GOTHIC
— REMASTERED —

SPACESHIP BATTLES IN THE 41ST MILLENNIUM

INTRODUCTION

In the Rulebook, you learned how to play the basic game. The Fleets book will add the different fleets of the Warhammer 40,000 universe, and put you in command of their warships in deadly combat among the stars, though whether as Mankind's saviour or its destroyer remains to be seen.

This Fleet book is roughly divided into four sections:

The Fleet Lists give you all the rules on how to build a valid fleet list, including when and how to include commanders and squadrons, everything you ever wanted to know about reserves, allies and which races hate each other the most.

The Refits will give you a list of alternative torpedo variants that are available to every fleet; and additionally the rules for torpedo bombers and orbital mines.

The different fleets are the largest section of this book and give you every fleet and every ship that were ever officially *(and semi-officially, e.g. the 2010 Errata/FAQ)* included in the game.

Lastly, **the Planetary Defences** and **Additional Ships** give you exactly what they sound like: defences usable by most races when they are defenders in a scenario and additional ships not part of any warfleet.

CONTENTS

FLEET LISTS

Contained within this book are a number of fleet lists and vessels that enable you to collect and fight with any of the available fleets in Battlefleet Gothic. By using these lists, you can pick a fleet within certain limitations and ensure that it is balanced and fair when playing against another fleet chosen from the fleet lists.

*O*h great Machine God, we implore thee to cast your benevolent gaze upon this vessel, the Divine Right. *Let you burning power seethe through its engines. Let your undying wards lay upon its shield generators and armoured bulkheads. Let your mighty anger spit forth destruction and vengeance through the great mysteries of laser and plasma missile. Invest this mighty armoured shell with your spirit and breathe life into its power relays and conduits."*

Each fleet list is divided into the following sections:

Fleet Commander.
Your fleet can be led by a commander, e.g. an Imperial Admiral, Chaos Warmaster, Eldar Pirate Prince, Ork Warlord or Tau Kor'o.

Your Fleet Commander's leadership supersedes that of the vessel it is assigned to, even if it is lower!

The Fleet Commander can be assigned to a ship any time before the game, even after rolling up the Leadership values for your vessels. If any restrictions apply, these are noted in the fleet lists (like placing the Commander on the most expensive ship or buying upgrades for the Commander's ship) and may force you to assign the Commander during fleet list building.

A fleet with a total points value of more than 750 points must be led by a Fleet Commander unless specifically stated otherwise in the fleet list. Smaller fleets may be led by a Fleet Commander if you wish, but this is not compulsory.

Some fleets also have unique command structures which give them special bonuses. For example, having the option to take extra commanders for more re-rolls or better leadership. The different options for your Fleet Commanders are given in this section of the list.

FLEET COMMANDER RE-ROLLS

Fleet Commanders may have a number of Fleet Commander re-rolls available to them, as indicated in the Fleet Commander section of the fleet list. Each of these re-rolls can only be used once per game and allows you to re-roll a failed Command check or Leadership test for a ship or squadron in their fleet. Remember that you can only use one re-roll at a time, so it is not possible to use several re-rolls on the same Leadership test. If the Fleet Commander's flagship suffers a Bridge Smashed critical hit, any remaining Fleet Commander re-rolls are lost for the remainder of the battle.

Just like ship's captains and crews, Chaos Lords, Ork Warlords, etc. can gain experience (leadership) in a campaign. Note that improvements can only be based on the ship's or commander's natural leadership, not on any bonuses gained by the ship itself. For example, an Emperor battleship with a natural Ld 7 is effectively Ld 8 in battle because of its inherent +1 Ld bonus, but it can only gain crew skills once its natural Leadership is at least Ld 8. Crew skills can only be gained by ships, not Fleet Commanders

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.

If a Fleet Commander with particular bonuses (such as Chaos Marks or Ork benefits) moves to another ship that already has particular crew skills, they may be combined as long as they do not contradict each other. For example, a Chaos fleet commander with a Mark of Slaanesh using the 13th Black Crusade fleet list cannot use as a flagship a vessel with the Mark of Khorne. Crew skills also cannot be multiplied; an Ork Warboss Fleet Commander with Mad Meks that moves to another ship that ship already had Mad Meks gains no additional benefit from this.

Capital Ships: This section shows which, and how many, capital ships you may have in your fleet. Often, the number of larger capital ships such as battleships, Chaos grand cruisers and Imperial battlecruisers you can take is defined by the number of ordinary cruisers in your fleet. This is because such mighty vessels rarely operate independently and generally fight only in larger fleet formations.

Escorts: This shows the different types of escorts available to the fleet. There is usually no limit to the number of escorts allowed in a fleet, although the number of certain types of escorts may be restricted in some way in some fleet lists.

Ordnance: This details the various types of ordnance available to the ships of the fleet.

POINTS VALUES

Each type of vessel in Battlefleet Gothic usually has a points value, which reflects how useful it is in game terms. The higher a vessel's points value, the better it is in battle. For example, a small Imperial Cobra class destroyer is worth only 30 points, while a huge Chaos Desolator class battleship is worth 300 points – that's ten Cobras for every Desolator!

Size of game

When you fight a battle, you normally pick a fleet to an agreed points limit. For example, you may agree with your opponent to play a 1,500 points Fleet Engagement, which means you each pick a fleet worth up to 1,500 point in total. A 500-1,000 points battle can be fought in a couple of hours, while battles involving fleets from 1,500 or more points will take proportionately longer. A 3,000 points battle will probably take the best part of a day to play and if you want a larger engagement, you'd better have some sleeping arrangements sorted out!

In most scenarios, the fleets are not picked to equal points values, or have additional vessels worth a random number of points. Where this is the case, the scenario will tell you what proportion of points one side has to the other.

USING THE FLEET LISTS

When you know what size battle and scenario you are playing, you can start selecting ships. As you pick ships to include in your fleet, simply add up their points value until you reach the agreed limit. You may not spend more than this on your fleet and often you'll be a few points short because there simply isn't anything to spend those last few points on. Remember when you're picking your fleet that you must have models to represent the ships you choose. If you have a Gothic class cruiser with two lance batteries, you must have a model assembled with two lance batteries to represent it. This helps both players to remember exactly what each ship is armed with and stops players getting a nasty surprise halfway through the battle ("It's a nova cannon is it? I see ... ").

Ship class variants

In some ship entries you will see certain ships of that class which mount different weaponry to its counterparts.

You may include these ships in your fleet if you wish and often they will cost more or less points than normal. As mentioned above, remember that the ship's armaments must be represented on the model.

Unless specifically noted as unique by their fleet lists, such as the Chaos Planet Killer or the named Ork battleships, you may take multiple examples of any class variant.

FORMING UP THE FLEET

Escort ships normally must be formed into squadrons of between two and six ships each. The escorts in a squadron do not have to all be of the same class.

Escort squadrons reduced to a single escort in the midst of a battle may continue to operate singly for the duration of that battle, but afterward (in a campaign) must immediately be repaired or reinforced to include at least two escorts.

A **single escort** may be taken in a fleet as long as there are no other escorts in the fleet and no other restrictions due to the fleet list, such as a minimum of six escorts in a squadron, these restrictions cannot be ignored. If any more than one escort is taken in a fleet list, then all escorts must be formed in squadrons of at least two or whatever minimum is required by that particular fleet list. This also means if an escort squadron is limited to six ships and the fleet list has seven escorts, the escorts must be divided so no escort is operating without at least one other escort in a squadron. This rule exempts escorts that are allowed to operate alone, such as transports or Tau Messenger ships.

Cruisers, heavy cruisers and battlecruisers may be formed into squadrons of two to four ships. Battlecruisers, heavy cruisers and cruisers may be mixed together in the same squadron.

Grand cruisers and battleships may be formed into squadrons of two to three ships, but you may not mix battleships and grand cruisers in a squadron.

Fighting battles without the fleet lists
The fleet lists that follow have been written to allow players to pick a fleet that should be fairly balanced against another fleet chosen from the Fleet Lists. This means that players who have never met before, such as in a tournament, know that they should have a fair game to play.

However, if you are gaming with regular opponents, you may like to choose fleets which ignore some or all of the rules in the lists. For example, you might like to have an all-battleship clash, or allow battlecruisers, heavy cruisers and grand cruisers to be taken without having to take the specified number of cruisers first.

We have also kept the Imperial and Chaos fleets distinct from each other, to make sure that they fight differently and have their own character. However, as most Chaos ships are essentially old Imperial ships there is no reason why you couldn't mix things up a bit and include ships from the Chaos Fleet List in an Imperial fleet and vice versa. Similarly, if you wanted a pirate fleet to represent an alliance of various bands of bloodthirsty corsairs, you could collect a fleet that consists entirely of escorts, chosen from all four of the Fleet Lists to give you a mis-match of Imperial, Chaos, Eldar and Ork cut-throats.

BREAKING THE RULES

The rules of Battlefleet Gothic, including the scenarios and fleet lists, are there to help players who want to fight battles with immense starships. If you want to change something, write your own rules for guided torpedoes, invent a scenario, etc, then you should feel free to do so (the Games Design thought police won't come knocking on your door!).

The Battlefleet Gothic community still creates lots of new and exciting content. For example, take a look at the Additional Ships Compendium, Book of Nemesis, Books of the Void or Project Distant Darkness that add new ships and fleets. There are also entire homebrew rulesets that change the mechanics of the game itself like Battlefleet Gothic XR or Battlefleet Heresy.

Or if you have any ideas that you think other people will enjoy playing, why not go to the Discord server, the Facebook group, or head over to the Specialist-Arms forum and share them!

RESERVES

Any fleet chosen from one of the fleet lists may also include reserves. For every three battleships, cruisers or escorts chosen from the fleet list, you may also pick one ship of the same type from another fleet list belonging to the same race. So, for every three cruisers chosen from the Gothic Sector fleet list, you could pick one cruiser from another Imperial Navy fleet list. Only ships of the same 'type' (battleship, cruiser or escort) count for reserves purposes, so you can't pick three escorts from a fleet list and then use these to qualify for a battleship from reserves. Also, for these purposes, battlecruisers, grand cruisers, heavy cruisers, cruisers, and light cruisers all count as "cruisers", so three cruisers would allow you to choose a grand cruiser as a reserve.

Reserves are still subject to the restrictions on minimum and maximum numbers of certain types of vessels. So, for example, a Chaos Incursion fleet can have one grand cruiser for every three cruisers in the fleet. Buying three cruisers (let's say a Carnage, a Murder and a Slaughter Class) entitles you to have a grand cruiser. Since three cruisers also entitles you to one reserve cruiser (be it heavy, grand, light or whatever) you could now pick a Repulsive class grand cruiser from the Chaos Incursion fleet list, or instead pick a Retaliator or Executor class from the Thirteenth Black Crusade fleet list. You couldn't pick a grand cruiser from both fleet lists, however, since

this would leave you with three cruisers and two grand cruisers – above the maximum permitted number. Basically, the restrictions on maximum and minimum numbers of ships are determined for the fleet as a whole, regardless of whether they were purchased from the list or as reserves.

Reserve vessels may take any upgrades, refits, etc. available to either fleet list but may not take any special characters from the reserve fleet list to use with the primary fleet.

A player using the 12th Black Crusade fleet list with at least three cruisers can take a Retaliator grand cruiser as reserves from the 13th Black Crusade fleet list and upgrade it to take Chaos Space Marines, but that ship cannot take a Chaos Lord form the 13th Black Crusade list (a special character). Instead, it would have to use one of the only three Chaos Lords allotted to an Incursion Fleet list, though that Chaos Lord could have any of the Marks allowed by the Incursion Fleet List for the cost indicated on that list.

Reserve fleets are those specifically described as such in their fleet lists, not merely those identified as being capable of allying with each other. Reserve vessels taken at the start of a battle or earned as reinforcements in the course of a campaign must come from the same "race". For the purpose of the game, the races are: Imperial Navy (including

Adeptus Mechanicus), Space Marines, Chaos (including Chaos Space Marines), Eldar, Craftworld Eldar, Dark Eldar, Orks, Necrons, Tyranids and Tau (including Tau allies). Some fleet lists explicitly provide access to ships from other races. These may only be taken exactly as described on their fleet list rules and may not also be taken as reserves. See the following examples:

An Imperial Navy fleet taken from the Segmentum Solar fleet list can take Space Marine vessels as part of its fleet list, even though Space Marines are technically from another "race". However, a Gothic Sector fleet list cannot take Space Marine vessels as reserves, even though it can take as reserves other Imperial Navy vessels from the Segmentum Solar fleet list.

The Demiurg and Kroot have specific rules allowing them to be used by various other fleets as allies in the same manner those fleets can take reserves. However, the Tau Kor'vattra fleet list allows a far more liberal use of Demiurg vessels in the fleet. In this case, Demiurg vessels may be taken as provided for in the Tau Kor'vattra fleet list irrespective of limitations that would normally be placed on using reserves.

A given fleet may take ships as reserves from any number of fleet lists that are the same race that allow their vessels to be used as reserves. For example, a Gothic Sector fleet list with

six cruisers may take both a grand cruiser from the Imperial Bastions fleet list and a cruiser from the Adeptus Mechanicus fleet list. However, a given fleet list cannot take as reserves ships listed as reserves or allies to another fleet list. For example, a Chaos Repulsive grand cruiser is listed as reserves for the Imperial Bastions fleet list, and the Armageddon Sector fleet list has Space Marine vessels as allies. Because it is listed only as reserves of that list, a Repulsive grand cruiser or Space Marines strike cruiser cannot be taken as a reserve vessel for any other Imperial fleet list. In short, you cannot use a reserve of a reserve. Reserves can only ever be ships belonging to the same "race", chosen from a fleet list of the same "race".

These allowances and restrictions apply for both one-off battles and while earning reinforcements in the course of a campaign. However, ships or special characters added to a fleet list as a special reward or through special scenario or campaign driven circumstances are exempt from meeting fleet prerequisites beforehand. For example, an Imperial fleet is allowed to immediately have a single Space Marine battle barge in its fleet list in the course of a campaign with no fleet prerequisites and regardless of reserves if it expends an appeal roll against the Space Marines table on pg [???] of the rulebook and rolls a 2D6 roll of 2, even if that fleet is not from the Segmentum Solar fleet list.

ALLIES, SUBJECTS AND MERCENARIES

Some fleet lists have explicit access to ships from other races. The Tau in particular have access to ships from several different races simultaneously. These may only be taken exactly as described on their fleet list rules and may not also be taken as reserves.

Allied and reserve vessels cannot use refits and upgrades from the fleet list they are allied to unless they are of the same race or the rules for that fleet specifically allow it.

Instead of a named reserve fleet listed in the rules of various fleet lists, vessels from certain fleets may elect for whatever reason to form permanent or temporary alliances with other fleets. The outcome of the Gothic War in particular hinged on a hasty, short-lived alliance between the Imperial Navy and the Eldar. Some ships in particular have rules that allow them to ally with any number of fleets or even fleets on both sides of a battle, such as the Demiurg on pg. [???]–[???]. In all cases these follow the standard rules for reserves in that no more than one allied vessel may be taken for every three core vessels in the fleet.

Unless specifically described otherwise in a particular fleet list (such as Demiurg ships in a Tau fleet), the same restrictions that apply to reserves also apply to allies regarding ship types, (escorts, cruisers, battleships, etc.). Finally, this list does not supersede any specific ship or fleet restrictions, such as the Craftworld Eldar having access to the Corsair Eldar fleet list as reserves (and vice versa) only when the fleet is led by an Eldar Hero aboard the Flame of Asuryan, or that three Dark Eldar escorts must be taken in a fleet in order to have one Dark Eldar capital ship. Allied vessels taken in this way cannot be placed in squadrons with vessels in the core fleet unless specifically allowed to in the core fleet's list, nor can they use the core fleet's re-rolls unless specifically allowed to.

Just as a fleet can take any number of reserves as long as restrictions are followed concerning the number taken compared to the core fleet list (typically in a ration of no more than one for three unless listed otherwise in a given fleet list), the number of allied vessels the fleet takes is only limited by the rules applied to the allied fleet as long as all other restrictions concerning reserves are also followed.

In addition to these restrictions, no vessel can be allied to a fleet for which it is a natural enemy, nor can it ally itself to a fleet that already contains allies for which it is a natural enemy. In the convoluted universe of Battlefleet Gothic there are many races that are natural enemies of each other. Any fleet that is natural enemies with another given fleet will also not ally with ships allied to that fleet, even if they normally would not be enemies of that fleet. In all cases this is provided only as a guide as opposed to any requirement that such fleets must ally with each other, and it is just as plausible that any one of these will be enemies of and combat any other. It is easier to list enemies than possible allies, but in the end this list is to be treated as a guide for what fleets may ally with each other, detailed as follows:

ALLIES MATRIX

REFITS

Many of the vessels throughout this volume have their own selection of ship class refits available to them. Most of these are of course unique and restricted to a single class of vessel but there are a number of more common refits commonly found across a wide variety of different classes of vessel, even across different races. Full rules for these refits are contained in this section and may be used by most races, subject to the restrictions for individual refits described below.

I'd never seen anything like it, and Emperor knows I never want to again. It was just torpedo after torpedo streaming out of the asteroid field, heading straight for us. I saw one of the little boats out front of us get hit and just vanish, kind of fold in on itself and vanish. I don't know what could have been in there throwing out torpedoes like that. More to the point, I can't imagine what treasure's worth guarding with weapons like that. I'll warrant there's men fool enough to try finding out though."

SPECIAL TORPEDOES

There are various types of torpedo available for capital ships, which are listed below. As these are rare and fairly unusual (not to mention powerful) types of ordnance, they can't just be given to ships at will. Instead you have to make an appeal to fleet command and take your chances as to what types of special torpedo they will allocate to you. This is determined by making a roll on the Special Torpedoes table. If you're playing in a campaign and you are granted a weapons refit after a game, then you can choose to roll on the Special Torpedoes table instead of the Weapons Refit table, at the normal cost of 10% of the ship's points value. If you're playing in a one-off game, rolls on the Special Torpedoes table can be purchased for the number of points shown below.

STRENGTH	COST TO ROLL ON TORPEDO TABLE
Up to 6	20 points
7 or more	30 points

Notes: No ship may be equipped with more than one special torpedo type. Escort squadrons and defences may not be equipped with special torpedoes at all. Ork ships may only use special torpedoes if they have been upgraded to have Looted Torpedoes, but count as having a Torpedo Strength of up to 6. Eldar and Dark Eldar ships pay double points (or 20% of the ship's points value in a campaign) to use special torpedoes, as their torpedoes are pretty special to start with! The Tau, who already use their own favoured combination of guided missiles may not use the special torpedo rules at all. Likewise, Tyranids (whose torpedoes are in fact living organisms sent to consume enemy ships) cannot have special torpedoes.

D6 ROLL	TYPE AQUIRED
1	Short Burn Torpedoes*
2	Guided Torpedoes*
3	Seeking Torpedoes
4	Barrage Bombs*
5	Melta Torpedoes
6	Vortex Torpedoes

Torpedoes marked with an asterisk (*) are supplied in enough quantities to last the entire game. Ships will only be equipped with enough of the other special torpedoes to fire a single salvo of them in a game. In a campaign, vessels with one-use torpedoes will be automatically resupplied after each game.

SHORT BURN TORPEDOES

Short burn torpedoes have more powerful engines but a limited amount of fuel. They are considerably faster than ordinary torpedoes but will 'burn out' and lose engine power very quickly in comparison to ordinary torpedoes, which are designed to cruise at speed for longer periods.

Special Rules

Short burn torpedoes have an increased speed of 40 cm. However, to represent the chance of them burning out, roll a D6 for each salvo of short burn torpedoes after they have moved and made any attacks – on a roll of 6 the torpedoes run out of fuel and are replaced with a blast marker.

BARRAGE BOMBS

Barrage bombs are configured specifically for penetrating the atmosphere of a world and bombarding planetary targets. In comparison to ordinary anti-ship torpedoes, barrage bombs have a relatively diffuse blast radius, being designed to achieve maximum saturation of the target area.

Special rules

Barrage bombs can be launched while a ship is in low orbit, where they will move just like ordinary torpedoes in deep space (they are unaffected by the gravitic pull of the planet). Barrage bombs may also be launched in space, like ordinary torpedoes. Each salvo of barrage bombs which strikes a planet during a planetary assault scenario earns 1 assault point if it is strength 6 or less, 2 assault points if it is strength 7 or greater. Barrage bombs which attack ships do not ignore shields like other ordnance; instead they knock down shields and place blast markers for hits just like a direct fire attack (which can be pretty useful in its own right).

SEEKING TORPEDOES

The art of building self-guided torpedoes is almost lost to the Imperium, but they are still manufactured in tiny numbers at the great Adeptus Mechanicus temples on Mars. Logic engines and matriculators aboard the torpedoes themselves enable them to identify the attack vector most likely to result in the salvo reaching a target. The disadvantage of seeking torpedoes (other than their rarity) is that the surveyors they use to detect enemy ships are easily blinded by blasts and debris, leading to premature detonation.

Special rules

A seeking torpedo salvo will make a turn of up to 45° at the start of the ordnance phase, so that it is pointing towards the nearest enemy ship. If several enemy ships are an equal distance away, the seeking torpedoes will turn to attack the largest enemy ship. Seeking torpedoes which move through blast markers will detonate on a D6 roll of 5 or 6, instead of a 6 as is the case with ordinary torpedoes. Unlike ordinary torpedoes, the superior logic engines on board seeking torpedoes mean they will not attack friendly ships that they move into contact with.

These are one-use torpedoes. Ships will only be equipped with enough torpedoes to fire a single salvo of them in a game.

GUIDED TORPEDOES

Guided torpedoes are directed via telemetry from the ship which launched them, allowing them to be guided onto a target, even directed against a specific enemy ship amidst the confusion of battle. Although tight beam communication links are used for control from the parent ship, guided torpedoes are still vulnerable to enemy interference and jamming.

Special rules

Guided torpedoes can make a turn of up to 45° at the beginning of the ordnance phase, if the ship which launched them passes a Leadership test. If the Leadership test is failed, one enemy ship can attempt to give the torpedo salvo false instructions by passing a Leadership test. If the enemy ship is successful, the enemy player is allowed to turn the torpedoes instead!

MELTA TORPEDOES

Melta torpedoes are fitted with multiple
melta bomb warheads, which detonate into
mighty conflagrations of nuclear fire when
they impact. The fires will burn through even
the outer hull of a warship, threatening to
consume the entire vessel in a hellish inferno.

Special rules

Hits from melta torpedoes inflict no damage
points, instead each hit causes an automatic
Fire critical. If a ship which is carrying unused
melta torpedoes suffers a critical hit to its
prow (or wherever the torpedoes are launched
from) it suffers an extra D3 Fire criticals as the
torpedoes detonate!

These are one-use torpedoes. Ships will only
be equipped with enough torpedoes to fire a
single salvo of them in a game.

VORTEX TORPEDOES

Vortex torpedoes carry warheads which implode
to create a highly unstable and dangerous rift
in warp space. The damage inflicted by even
a single vortex torpedo is horrendous – whole
sections of the ship and its crew are ripped
asunder and sucked into the warp.

Special rules

Hits inflicted by vortex torpedoes will
automatically cause critical damage. If a ship
which is carrying unused vortex torpedoes
suffers a critical hit to its prow (or wherever
the torpedoes are launched from) it suffers an
extra D3 points of damage and an automatic
critical hit as the torpedoes detonate!

These are one-use torpedoes. Ships will only
be equipped with enough torpedoes to fire a
single salvo of them in a game.
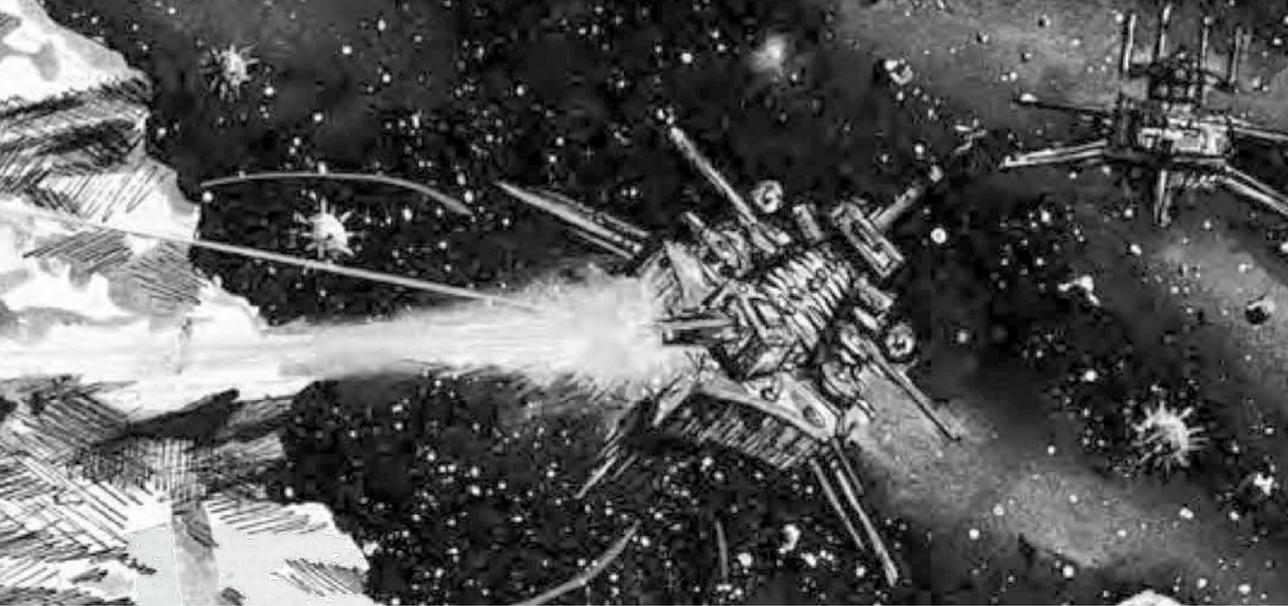
TORPEDO BOMBERS

Torpedo bombers are ordinary bombers reconfigured to carry a payload of (relatively) small anti-ship torpedoes. This gives them the ability to stand off from their target at greater range and launch an attack.

Acquisition

Any ship with launch bays can be upgraded to carry torpedo bombers at an additional cost of +10 pts per Strength point of the launch bays on the vessel. For example, a Chaos Styx class heavy cruiser would pay 60 points to carry torpedo bombers, while an Imperial Dictator class cruiser would pay 40 points.

Due to the superiority of Eldar, Dark Eldar and Tau ordnance, Eldar or Tau vessels must pay +15 points per launch bay. An Eldar Eclipse class cruiser carrying torpedo bombers would cost an additional 60 points.

Ork vessels which have a variable launch bay strength have the cost for upgrading to torpedo bombers listed in their description.

Fleets that do not normally have access to bombers also do not have access to torpedo bombers.

Ships that pay an extra cost to be equipped with torpedo bombers do not replace their bombers. When taken, they become an additional type of attack craft available to the carrier.

Attack craft that function as both fighters and bombers (such as Ork fighta-bommas) lose their fighter ability when converted to torpedo bombers and function ONLY as torpedo bombers (they are far too slow and lumbering while carrying torpedoes).

Launching

Torpedo bomber squadrons are launched just like other attack craft squadrons, they are simply differently armed. They have a speed of 20 cm and count as bombers for interception purposes.

Attacks

A torpedo bomber squadron can be replaced with a Strength-2 torpedo salvo at the beginning of any ordnance phase. The torpedoes function according to the standard torpedo rules once launched but have a more limited fuel supply, so they are removed at the end of the same ordnance phase they are launched in. A wave of torpedo bombers can combine their salvoes together in the same way as a squadron of ships.

Torpedo bombers may not launch their torpedoes (convert to a torpedo salvo marker) in the same Ordnance Phase they were launched from their parent carrier. This includes if they make contact with their target in the same turn they were launched. In such cases, use normal bombers instead if desiring to attack an enemy ship in close range.

ORBITAL MINES

During the Port Maw blockade, Chaos Raiders used Devastation and Styx class vessels to make rapid attacks to seed the primary biosphere with orbital mines fired from specially converted launch bays. Carrying mines in combat proved exceptionally dangerous and the Chaos Devastation class cruiser *Unforgivable* was eventually crippled by Sword squadrons of the Port Maw patrol when its own orbital mines detonated within its launch bays. This allowed Captain Grenfeld's *Hammer of Justice* to catch the vessel and complete its destruction at long range with nova cannon fire.

Acquisition

Any ship with launch bays can be refitted to carry orbital mines instead of attack craft at a points cost of +5 points per launch bay strength. Orbital mines completely replace all the attack craft in a ships launch bays. Only cruisers may be refitted to carry orbital mines; battleships are considered too rare and valuable to use in this way.

Launching

One orbital mine can be launched per launch bay strength, just like attack craft squadrons. This means they are launched from the ship's stem at the end of the Movement Phase and move according to the normal behaviour of Orbital Mines on pg. [???]. Note that orbital mines cannot be formed into waves.

Orbital mines are not subject to ordnance limits, just like torpedoes. There may be as many mines in play as the ship is capable of launching. However, launch bays of ships carrying mines do not count toward the total number of launch bays in the fleet for purposes of ordnance limits.

Attacks

Orbital mines are ordnance which attack and behave according to the rules on page [???]. Note that turret defences can be used against either attack craft or torpedoes and mines in a single ordnance phase, not both.

If a ship carrying orbital mines suffers a critical hit which affects the launch bays, it will take an extra D3 damage as some of the mines detonate!

Designer's note: This is really intended as a surprise tactic rather than a staple part of a fleet. As such, players should limit themselves to using at most one or two mine-armed ships in their games.

IMPERIAL NAVY

Almost every ship in the Imperium is part of the Imperial fleet controlled by the Priesthood: the relative handful of vessels that are not, belong to a few special organisations such as the Adeptus Mechanicus, Space Marine Chapters and the Inquisition, or a small number of honoured and ancient merchant families. Even Imperial Guard regiments must rely upon the Imperial fleet to transport them to distant warzones. This fleet is divided into the civilian vessels of the Merchant fleet and the warships of the Imperial Navy.
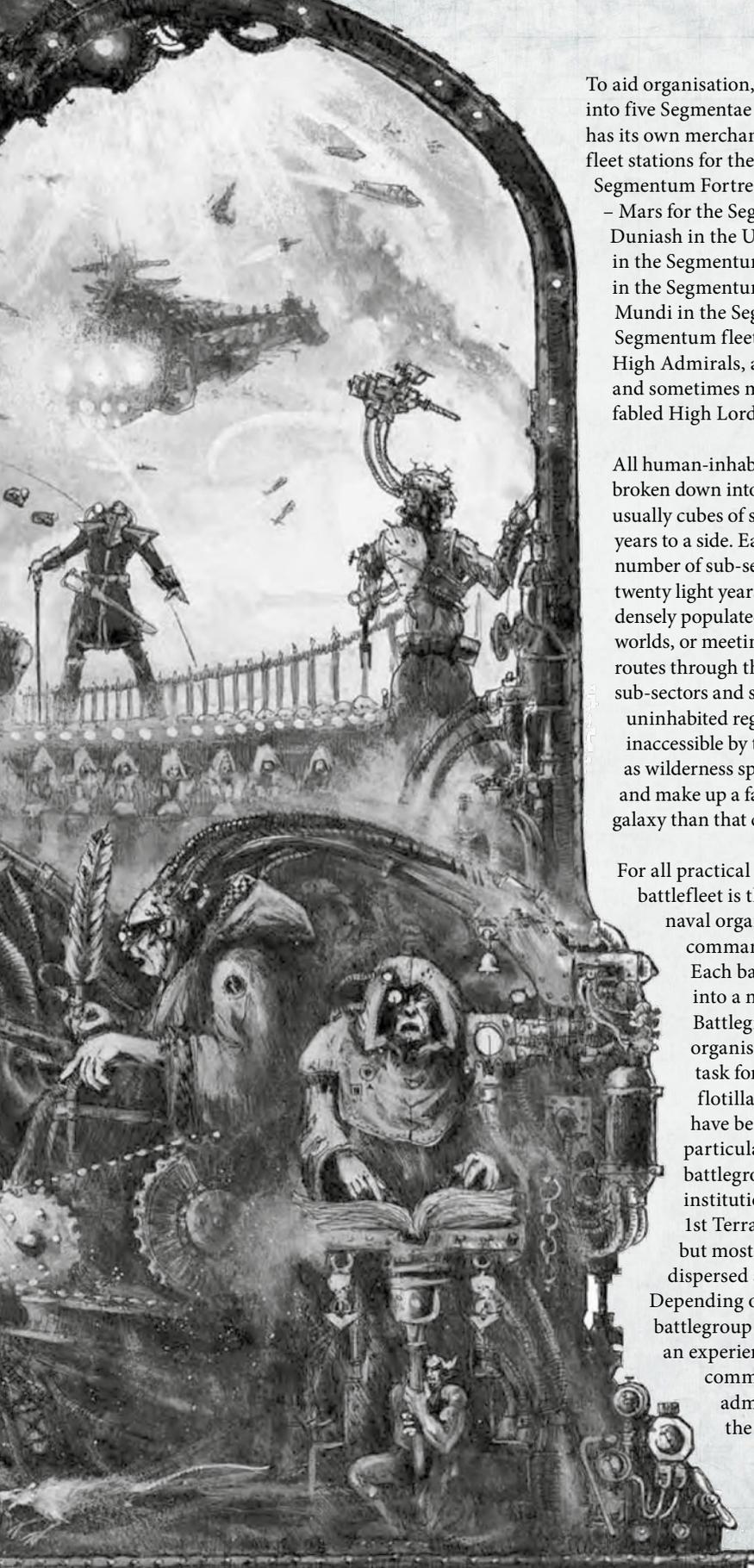
To aid organisation, the Imperium is split into five Segmentae Majoris, each of which has its own merchant and naval fleet. The fleet stations for these vessels are on the Segmentum Fortress in each Segmentum – Mars for the Segmentum Solar, Kar Duniash in the Ultima Segmentum, Bakka in the Segmentum Tempestus, Hydraphur in the Segmentum Pacificus and Cypra Mundi in the Segmentum Obscuras. The Segmentum fleet commanders, the Lord High Admirals, are powerful individuals and sometimes may even be one of the fabled High Lords of Terra.

All human-inhabited space is further broken down into sectors, which are most usually cubes of space roughly 200 light years to a side. Each sector is comprised of a number of sub-sectors ranging from ten to twenty light years in diameter, centred on densely populated star clusters, important worlds, or meeting points of various trade routes through the warp. The areas between sub-sectors and sectors – unexplored or uninhabited regions, alien empires, areas inaccessible by the warp, etc. – are known as wilderness space or wilderness zones and make up a far greater proportion of the galaxy than that controlled by Humanity.

For all practical purposes, a sector's battlefleet is the largest operational naval organisation, under the command of a Lord Admiral. Each battlefleet is then divided into a number of battlegroups. Battlegroups are not permanent organisations, but are instead task forces, convoy escorts, patrol flotillas and other fleets that have been assembled to perform particular functions. A few battlegroups are almost permanent institutions, such as the famous 1st Terran Battlecruiser Armada, but most are gathered and then dispersed as necessity dictates. Depending on its size and role, a battlegroup may be commanded by an experienced ship's captain or commodore, a fleet admiral or admiral, or sometimes even the Lord Admiral himself.

WARSHIPS OF THE IMPERIUM

Each battlefleet normally consists of between 50 and 75 warships of varying size, although in some sectors this will be more or less, according to the importance of the sector and the number of enemies it must contend with. As well as these destroyers, frigates, cruisers and battleships, a battlefleet also has access to countless smaller vessels such as transports, shuttles, messenger craft and long-range patrol craft. In addition to interstellar vessels, a sector will also be protected by numerous ships incapable of warp travel, such as system patrol ships and defence monitors. These are backed up by stationary defences – space stations, orbital defence platforms, ground-based defence lasers and missile silos, and orbital mines.

This may seem like a formidable armada, but the area they cover is huge and the navy must be ready to perform many varied and difficult tasks. An average sector, perhaps in one of the western spiral arms where humanity is most dense, can contain tens of thousands of stars and covers an area of 8,000,000 cubic light years. Within this vast wilderness, only a small fraction of systems will have planets and a small proportion of these will be inhabited, or indeed inhabitable. However, the ships of a battlefleet must constantly scour this area for enemies: protecting merchant shipping from pirates and alien attacks, transporting and escorting Imperial Guard armies, giving orbital support for planetary armies, not to mention providing exploration fleets and routine patrols.

'Rake 'em across the prow from close range! They'll not forget that in a hurry.'

– Captain Grenfield's advice during the Battle of Merlin VI
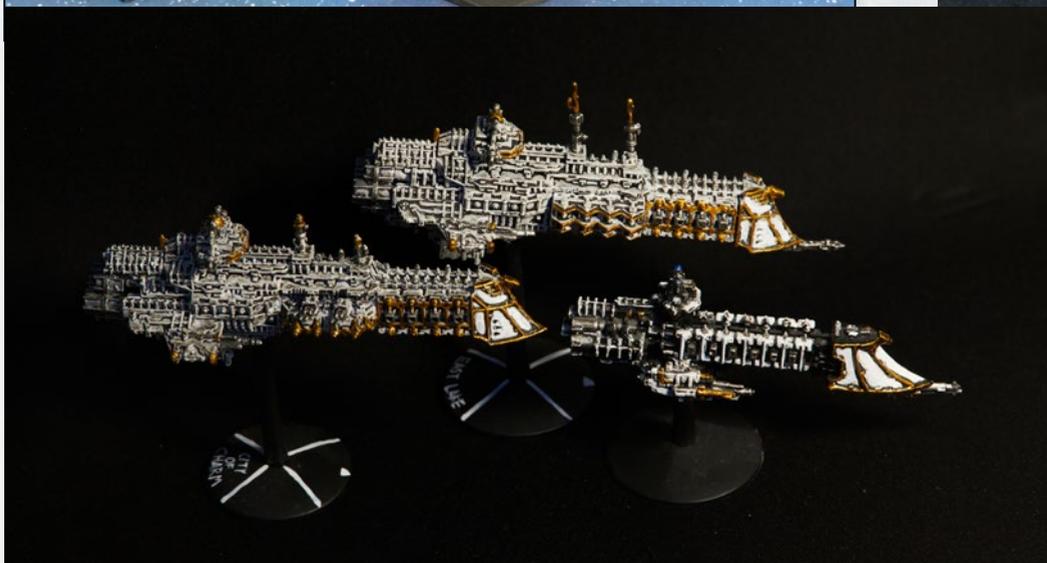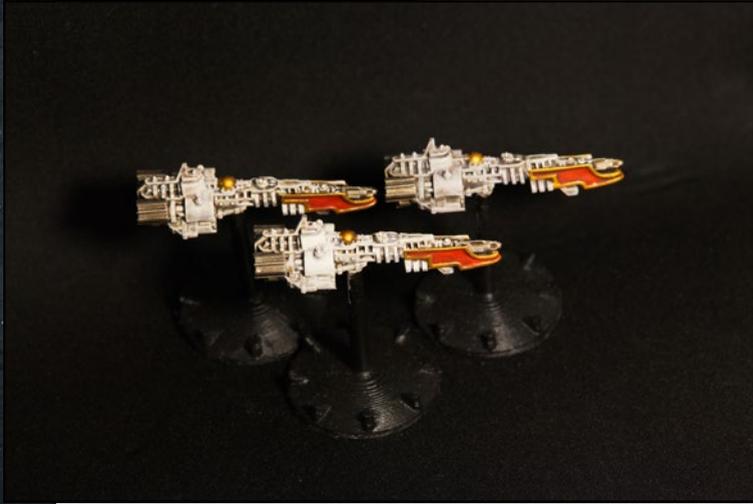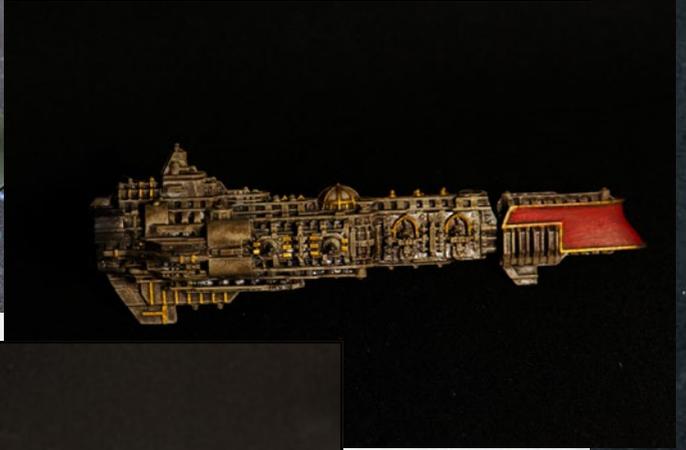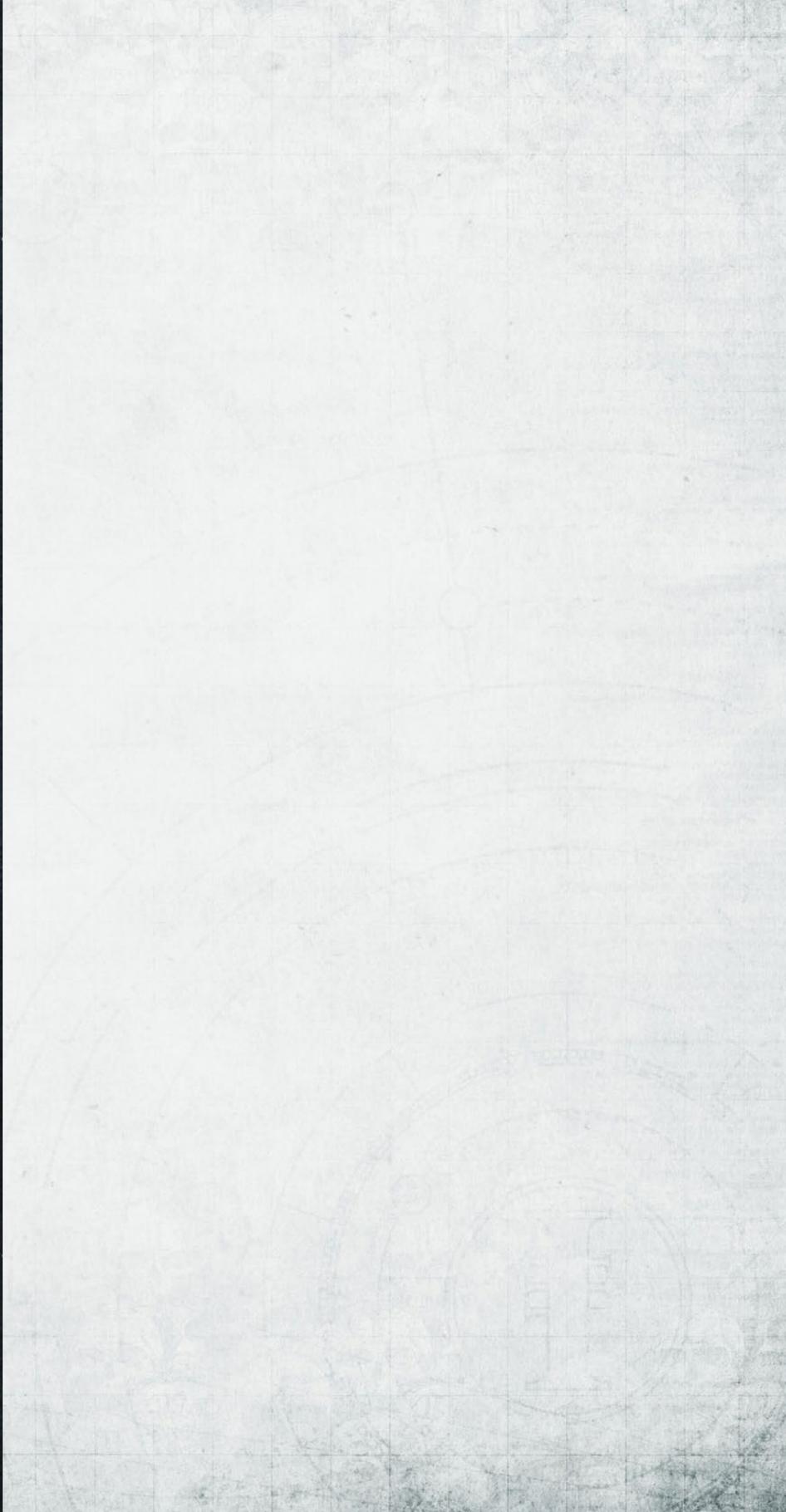
SPECIAL RULES

ATTACK RATING

The Imperial Navy have a starting attack or initiative rating of 2.

ORDNANCE

The Imperial Navy has always employed an amazing variety of light craft aboard its vessels. From brigs, dories, pinnaces, couriers and lighters for transporting personnel, materials and documents between ships, to deep-space bombers and interceptors, almost every ship has a selection of craft obtained locally from dozens of worlds or, in many cases, built by artisans aboard the ship itself. Nonetheless, the attack craft deployed by Imperial ships are categorised into broad classes of machines with similar capabilities.

Fury class interceptors are built primarily for speed and manoeuvrability, with distinctive oversized thrusters and attitude jets. Furies carry a crew of between two and four and are typically equipped with several banks of forward firing lascannon and missile bays.

Starhawk class bombers are larger, slower craft which carry a heavy payload of plasma bombs and armour-piercing missiles for attacking enemy ships. Starhawks have large crews, mainly to man their numerous short-range defence weapons.

Shark class assault boats are built around a powerful central engine and an armoured troop-carrying compartment. The base of the compartment is studded with powerful magnetic clamps and melta charges for blasting through the outer hull of a ship. Once a breach has been made, assault troops swarm into the enemy ship and attack from within its own defences.

ATTACK CRAFT	SPEED
Fury Interceptor	30 cm
Starhawk Bomber	20 cm
Shark Assault Boat	30 cm

Note that attack craft are always carried into battle by larger ships and therefore have no separate points value.

IMPERIAL NAVY IN CAMPAIGNS

The Imperial Navy uses the default rules in campaigns as presented in the Battlefleet Gothic Remastered Rulebook on pg [???].

GOTHIC SECTOR FLEET LIST

FLEET COMMANDER

0-1 Admiral

You may include 1 Admiral in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points an Admiral must be included to lead it.

Fleet-Admiral (Ld 8) .... 50 pts
Admiral (Ld 9)... 100 pts
Solar Admiral (Ld 10) .... 150 pts

Admirals get one Fleet Commander re-roll included in their points cost. If you want more you'll have to pay for them.

One extra re-roll... 25 pts
Two extra re-rolls.. 75 pts
Three extra re-rolls................................... 150 pts

CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or battlecruisers.

Emperor class battleship (pg. 51)................ 365 pts
Retribution class battleship (pg. 52)........... 345 pts

Battlecruisers

You may include up to one battlecruiser in your fleet for every two cruisers.

Mars class battlecruiser (pg. 59) .... 270 pts
Overlord class battlecruiser (pg. 64) .... 220 pts

0-12 Cruisers

Dictator class cruiser (pg. 65)..................... 220 pts
Dominator class cruiser (pg. 66)................. 190 pts
Tyrant class cruiser (pg. 67)........................ 185 pts
Gothic class cruiser (pg. 68) .... 180 pts
Lunar class cruiser (pg. 69)......................... 180 pts
Dauntless class light cruiser (pg. 75).......... 110 pts

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6.

Firestorm class frigate (pg. 77) .... 40 pts
Sword class frigate (pg. 80)........................... 35 pts
Cobra class destroyer (pg. 82)....................... 30 pts

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bombers. Some ships may carry Shark assault boats at an additional cost. Ships with torpedo tubes are armed with ordinary torpedoes.

BASTION FLEETS LIST

THE BASTION FLEETS

Even within a single segmentum, battlefleets can vary massively from sector to sector having been shaped over the course of millennia, responding to their own particular need and circumstance.

For example, Battlefleet Gothic forms a component part of the Segementum Obscurus battlefleets, as do its neighbours, Tamahl and Odessa, as well as the more distant battlefleets Cadia, Agripinaa, Scarus and Corona, among others. Even though these battlefleets all hail from the same segmentum and rely on many of the same forge worlds and naval bases, there is still great variation within them.

Battlefleets Cadia, Agripinaa, Scarus and Corona, in particular, are collectively known as the Bastion Fleets. These fleets are given over to guarding the region of space around the Eye of Terror, or the Sectors Ocular as these bordering regions are sometimes known. By their very nature, the Bastion Fleets are some of the most extensive and best equipped battlefleets of the Imperium, forced to exist in a state of near perpetual warfare against the frequent raiders from the Eye of Terror. More rarely, these battlefleets are forced to assemble into vast armadas and repel the amassed threat of a Black Crusade, and to this end maintain substantial reserve fleets ready for action when the existing Navy are.

FLEET COMMANDER

0-1 Admiral

You may include 1 Admiral in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points an Admiral must be included to lead it.

Fleet-Admiral (Ld 8) .... 50 pts
Admiral (Ld 9).. 100 pts
Solar Admiral (Ld 10) .... 150 pts

Admirals get one Fleet Commander re-roll included in their points cost. If you want more you'll have to pay for them.

One extra re-roll... 25 pts
Two extra re-rolls.. 75 pts
Three extra re-rolls... 150 pts

CAPITAL SHIPS

Battleships
You may include up to one battleship in your fleet for every three cruisers or battlecruisers.

Apocalypse class battleship (pg. 50) .... 365 pts
Emperor class battleship (pg. 51) .... 365 pts
Retribution class battleship (pg. 52) .... 345 pts

Battlecruisers & Grand Cruisers
You may include up to one battlecruiser or grand cruiser in your fleet for every two cruisers. Grand Cruisers do not count as cruisers for purposes of fielding battleships.

Exorcist class grand cruiser (pg. 57) .... 230 pts
Vengeance class grand cruiser (pg. 56) ...... 230 pts
Avenger class grand cruiser (pg. 58) .... 200 pts
Mars class battlecruiser (pg. 59) .... 270 pts
Armageddon class battlecruiser (pg. 63) ... 235 pts
Overlord class battlecruiser (pg. 64) .... 220 pts

0-12 Cruisers
Dictator class cruiser (pg. 65) .... 220 pts
Tyrant class cruiser (pg. 67) .... 185 pts
Gothic class cruiser (pg. 68) .... 180 pts
Lunar class cruiser (pg. 69) .... 180 pts
Dauntless class light cruiser (pg. 75) .... 110 pts
Endeavour Class Light Cruiser (pg. 70) ..... 110 pts
Endurance Class Light Cruiser* (pg. 72) ... 110 pts
Defiant Class Light Cruiser* (pg. 74) .... 120 pts

ESCORTS
You may include any number of escorts in your fleet in squadrons of 2–6.

Firestorm class frigate (pg. 77) .... 40 pts
Sword class frigate (pg. 80) .... 35 pts
Cobra class destroyer (pg. 82) .... 30 pts

ORDNANCE
Any ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bombers. Some ships may carry Shark assault boats at an additional cost. Ships with torpedo tubes are armed with ordinary torpedoes.

* The Endurance and Defiant class light cruisers are rare variants of the Endeavour, hence the combined numbers of Endurance and Defiant class vessels may not exceed the number of Endeavour class light cruisers in the fleet.

BATTLEFLEET CADIA

The constant turmoil surrounding the Cadian gate requires Battlefleet Cadia to be far more active than many other battlefleets. The whole sector exists in an almost perpetual state of readiness, and as such the demands on manpower and resources are huge. Vast numbers of new, inexperienced sailors frequently have to be drawn up to replace those lost in the constant fighting (many of them drawn from worlds within the Cadian system itself such as Vigilatum and Macharia). Because of this, the ships and squadrons of Battlefleet Cadia must roll two dice and pick the lowest score when determining leadership.

However, those that survive the harsh first years or military service around the Cadian Gate rapidly mature to become some of the most capable leaders in the Imperium. To represent this, Battlefleet Cadia uses the additional fleet list entry below.

0-5 Veteran Captains

You may include up to five Veteran Captains in your fleet. Each Veteran Captain must be assigned to a particular ship and improves its leadership by +1.

Veteran Captain (Ld +1)... +50 pts

You may wait until after rolling for leadership before deciding which ships to assign your veteran captains to. Ships assigned a Veteran Captain must be squadroned on the tabletop (their skills are too precious to waste on lone ships). Even escort squadrons can have a Veteran Captain assigned to them, in which case the entire squadron receives the leadership bonus. You should still mark out one particular escort as bearing the captain, and if this vessel is destroyed the bonus is lost.

A Veteran Captain gets one re-roll which is included in their points cost and can only be used on their own vessel or another vessel in their own squadron.

THE RESERVE FLEETS OF SEGMENTUM OBSCURUS

As with all highly militarised zones, it is important for the Imperial Navy to maintain substantial reserves of vessels around the Eye of Terror, ready to deploy as reinforcements should the need arise. Whilst it is possible to keep the vessels themselves ready in this manner, Battlefleet Obscura simply does not possess the manpower to keep reserve crews stationed aboard these vessels as well. Instead, whole shipyards are filled with rows of silent, inactive vessels, often representing classes of ship now outdated or scarce. In times of great need these ships will then be brought into service and crewed with sailors from destroyed or crippled vessels or even with hastily mustered new recruits, meaning the crew is unlikely to have any familiarity with their new vessel. As such a posting to a reserve fleet is an unnerving duty, forcing a sailor to enter deep into an unfamiliar vessel which may have lain dormant for centuries. Much superstition surrounds such fleets and perhaps because of this, unusual behaviour of both crew and vessel is rather too commonplace.

Reserve fleets are used only reluctantly by the Imperial Navy, and only in the most desperate of circumstances, but an invasion the size of Abaddon's Thirteenth Black Crusade without doubt qualifies as exactly that – the most dire of circumstances, the most desperate of times.

If you wish, you may use a Battlefleet Obscura Reserve Fleet, picked using the fleet list opposite. In addition, you may of course use the Reserves rule to pick other Imperial vessels not found in your own fleet list. However, since a reserve fleet also draws on very old or scarce vessels, you may also use your reserve choices to select any of the following Chaos vessels if you so wish.

- Repulsive class grand cruiser (pg. 255)
- Executor class grand cruiser (pg. 257)
- Hades class heavy cruiser (pg. 260)
- Murder class cruiser (pg. 265)
- Carnage class cruiser (pg. 263)

These 'reserve' vessels are picked in the normal manner, so for every three vessels of a given type which you choose from the main fleet list, you may pick one vessel of that type from another Imperial list, or from the above selection of Chaos vessels (but not both).

Reserve vessels use all their normal rules and keep their particular ordnance types (i.e. Chaos ordnance is used on Chaos ships picked in a reserve fleet) but you cannot pick any of the ship class variants described since these are described for vessels who have already turned traitor and hence obviously no longer in Imperial service!

Strange happenings

In a reserve fleet, all vessels are prone to certain unexpected events, such as mass panic or even mutiny amongst the crew, inexplicable noises, sensor readings and sightings or disconcerting setbacks and failure of machinery. When any ship in a reserve fleet rolls a double for a command check it becomes unreliable for the rest of the game. Unreliable ships will not continue to fight if crippled. Crippled ships will attempt to disengage every turn and run for the nearest point on the nearest table edge if they fail. If a vessel in a reserve fleet also fails the command check by rolling a double, then not only does it become unreliable but it also may do absolutely nothing during the current turn other than make its minimum move directly ahead.

Against Chaos fleets, where the followers of the dark gods are able to exert their influence to further unsettle their already nervous opponents, unforeseen events can be even more devastating. When fighting against Chaos fleets, a vessel which has already become unreliable and rolls a second double for a command check must attempt to disengage as soon as possible exactly as if they had been crippled (and will continue to do so for the rest of the game). If the second double is also a failure for the command check, the ship immediately defects and is controlled by the Chaos player for the rest of the game! In this case victory points are awarded to neither player, no matter what the ship's eventual fate.

ARMAGEDDON SECTOR FLEET LIST

FLEET COMMANDER

0-1 Fleet Commander

You may include a commander in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points a fleet commander must be included to lead it.

Fleet-Admiral (Ld 8) .... 50 pts
Admiral (Ld 9).. 100 pts
Solar Admiral (Ld 10) .... 150 pts
Master of the Fleet (Ld 10) 50pts

Your fleet commander gets a single re-roll included in his points cost, and may buy more if you wish. The cost of your re-rolls depends on the commander you choose (ie you cannot choose to buy Master of the Fleet re-rolls if your fleet is commanded by an Admiral).

Admiral Re-rolls

One extra re-roll.. 25 pts
Two extra re-rolls... 75 pts
Three extra re-rolls... 150 pts

Master of the Fleet Re-rolls

One extra re-roll.. 25 pts
Two extra re-rolls... 50 pts
Three extra re-rolls... 75 pts

Note: Command duties were shared between officers of the Imperial Navy and their Space Marine counterparts throughout the Third Armageddon War. As long as at least one Space Marine Battle barge is included you may choose a Master of the Fleet, who will always be assigned to a Battle barge and cannot be assigned to a non-Space Marine ship. As long as the fleet includes at least one Imperial capital ship it may include a fleet-admiral, admiral or solar admiral, who will always be assigned to an Imperial Navy vessel and cannot be a assigned to a Space Marine vessel.

CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or battlecruisers.

Apocalypse class battleship (pg. 50)...........365 pts
Emperor class battleship (pg. 51)................365 pts
Oberon class battleship (pg. 54)..................335 pts
Space Marine Battle barge* (pg. 102)..........425 pts

Battlecruisers

You may include up to one battlecruiser in your fleet for every cruiser.

Mars class battlecruiser (pg. 59) ....270 pts
Armageddon class battlecruiser (pg. 63)... 235 pts

0-12 Cruisers

Dictator class cruiser (pg. 65).......................220 pts
Tyrant class cruiser (pg. 67)......................... 185 pts
Gothic class cruiser (pg. 68) .... 180 pts
Lunar class cruiser (pg. 69)........................... 180 pts
Space Marine Strike Cruiser* (pg. 103)...... 145 pts
Endeavour class light cruiser (pg. 70) .... 110 pts
Endurance class light cruiser** (pg. 72) .... 110 pts
Defiant class light cruiser** (pg. 74)........... 120 pts

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6.

Firestorm Class Frigate (pg. 77) .... 40 pts
Falchion Class Frigate (pg. 78) .... 35 pts
Nova Class Frigate* (pg. 105) .... 50 pts
Rapid Strike Vessel (Firestorm)* (pg. 104) (pg. 77) 45 pts
Gladius Class Frigate* (pg. 106)..................... 45 pts
Hunter Class Destroyer* (pg. 107) .... 40 pts
Rapid Strike Vessel (Sword)* (pg. 104) (pg. 80) ... 40 pts
Rapid Strike Vessel (Cobra)* (pg. 104) (pg. 82) ... 35 pts

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bombers. Some ships may carry Shark assault boats at an additional cost. Ships with torpedo tubes are armed with ordinary torpedoes.

RESERVES

Like other fleets, Armageddon sector fleets can include reserves. However, it is important to note that despite the inclusion of Space Marine vessels in the fleet list, this is still an Imperial Navy fleet and hence may only take reserves from other Imperial Navy fleets list NOT Space Marine fleet lists. Likewise, Imperial Navy fleets choosing reserves from this fleet list cannot choose Space Marine vessels from it.

---

* Space Marine vessels may not be squadroned with non-Space Marine vessels.
** The Endurance and Defiant are rare variants of the Endeavour, and with manufacturing and refitting capabilities at a premium during the Third Armageddon War, the forge world of Voss inevitably produced far more of the Endeavour than either of its variants. No more than two of these vessels (Endurance and Defiant class light cruisers) may be taken for every 500 points (or portion thereof) in the fleet.

BATTLEFLEET BAKKA

THE SAVIOURS OF MACCRAGE DURING THE FIRST TYRANNIC WAR

SEGMENTUM TEMPESTUS

Segmentum Tempestus is one of the five Segmentae Majoris, the great administrative divisions of the galaxy. It lies to the galactic south of Segmentum Solar, between Segmentum Pacificus to the galactic west and the Ultima Segmentum to the galactic east. Here, matter is scarce and the Segmentum is mostly a dark and empty void dimly lit by scattered stars. Like the other Segmentae Majoris, it is organized into 200 light-year cubes called sectors. The naval headquarters are located in a 15 light-year cuboid, Subsector Bakka, which is located on the main galactic star arm that passes through the east of the Segmentum. It is mercifully free from proximity to a festering mass incursion from the warp, such as the Eye of Terror or the Maelstrom. As such, a Chaos incursion is usually a problem of raiders than the massed attack of a large fleet of deranged heretics. However, Tempestus is notorious for genestealer infestation as well as Ork and Eldar buccaneering. Therefore, there has

been a tendency for Tempestus battlefleets to concentrate on small flotilla and anti-piracy tactics rather than a Grand Fleet strategy. To this end the Battlefleet places a greater reliance on large numbers of older, smaller warships than is typical for most other fleets.

In the 36th Millennium, a group of Tempestus tacticians, sometimes called the Gareox Prerogative because they were based at the Gareox Sector Base, came to prominence. This 'Young School' proposed a complete change to Imperial Navy fleets based on attack-craft carriers as such tactics had proved highly effective against pirate squadrons. The arrogant Prerogative eventually gained enough political influence to control ship design and were able to order the construction of attack-carrier warships such as the ill-fated Despoiler class battleships. This action brought them into conflict with the 'Big-Gun Lobby' at Bakka. Political rivalry eventually led to outright civil war, the so-called Gareox incident (Inquisita Classificae Purgata Secrata, level sextus).

A series of fleet actions demonstrated the superiority of lance-armed warships over attack carriers and the Prerogative was purged and Gareox cleansed. In their bitterness, many of their supporters in the Fleet turned to blasphemy and fled into the warp. Only three Despoilers were built out of the fifteen originally ordered and all became traitors. This incident left for many centuries a suspicion of attack carriers in Tempestus battlefleets, and even today there is a tendency for such fleets to favour big-gun ships. This is particularly true of Battlefleet Bakka where the Big-Gun Lobby had subsequently reigned supreme.

THE FORGE WORLD OF BAKKA

Bakka is a young world, a squalling brat of a world. Left alone, it might have matured, passed through adolescence into tolerant middle age, and raised a plethora of biological children. But it never had that chance because the restless agents of mankind claimed it for their own, greedy for its abundant and available mineral wealth. The surface of Bakka consists of black island rafts of basalt and granite that float on a glowing viscous sea of cooling lava. Every so often, turbulent flows or a meteorite strike causes fresh magma to burst through the thin skin on the surface of the orange seas and throw incandescent fountains of yellow fire into the sky. The atmosphere is hot, acrid and exceedingly poisonous; oxides of nitrous, sulphur and sodium mix with ammonia in spirals of yellow, brown and red fog. Giant, tracked machines extract minerals when convective flow forces important ores near the surface of the seas. The loss rate among the ore processing workers is substantial, and commonly penitents and heretics are assigned to the duty. The punishment for a penitent and a heretic is the same. Naturally, the Emperor rejoices at the righteous remorse of a penitent but the sin must still be cleansed by punishment.

Permanent installations are built on the black rafts of basaltic rock. In the reinforced adamantium walls of the fortress-like plants, ore is processed into usable materials. Heavy laser batteries are mounted on the strengthened roofs of the squat, dark structures to blast away meteors – and the Emperor's foes, as technological developments to defend against the ever-present threat of asteroid impacts were easily applied to low-orbit and later ship-based defences. Most of the manufacturing facilities hang above the planet in geostationary orbit, and here are also found the vast sprawling dockyards of the Segmentum Tempestus Sector Naval Base.

THE FIRST TYRANNIC WAR

One of the most famous battles involving Battlefleet Bakka took place during the First Tyrannic War. Tyranids had cut a swath through the Dominion of Ultramar, the Ultramarine homeworld of Macragge itself was under heavy attack from Hive Fleet Behemoth, and the Ultramarines where being forced back, step by step, by a tide of alien horrors. Then, just when all appeared to be lost, the first squadrons of ships from Battlefleet Bakka began to arrive. In space Marneus Calgar watched in rapt attention as reality rippled in front of the shapes emerging from the warp before parting like a curtain to reveal the familiar shapes of Imperial warships. Over two hundred Imperial eagles emblazoned the hologlobe representing heavy cruisers, missile destroyers, battleships and including a gold eagle representing the huge Emperor class capital ship Dominus Astra. The sense of relief was a palpable force aboard the ships of Ultramar. Now the Tyranids were trapped with the Tempestus fleet ahead and the Ultramar fleet behind.

The hive fleet started to decelerate and turn back in-system, seeking to destroy the lesser Ultramar force behind them. The Ultramar fleet slowed and prepared to fight again as Calgar swiftly communicated with Lord Admiral Rath, commander of the Tempestus fleet and exchanged plans. he Ultramar

fleet clumped into a tight wedge to keep the Tyranids at bay with their massed batteries while the Tempestus vessels spread into a broad avellan cross. As the Tyranids engaged Calgar's ships the arms of the cross formed by Lord Admiral Rath's fleet closed in around them like the jaws of a trap.

The battle was short and brutal as the Tyranids were caught in the cross-fire of the two fleets. Though they were outnumbered by over three to one the Imperial ships blasted their way through the hive fleet and scattered the bio-ships into small groups. The Tyranids' piecemeal counter-attacks were beaten off by the awesome firepower of the heavily armored and shielded Imperial ships. Their lances of fusion fire transfixed the organic hulls of the bio-ships and clouds of Imperial Navy fighters darted in to tear apart the crippled vessels. Within an hour the remnants of the hive fleet were dead and drifting, charred hulks spinning slowly through the void.

The battle had taken its toll of the combined fleet. Calgar had lost half his remaining ships, and several Imperial ships had to be destroyed by the weapons of their compatriots because they had been boarded and overrun by the Tyranids. The tales of horror from these vessels mirrored those from the polar fortresses on Macragge all too closely. It was evident that the Tyranids were horrifying,

almost unstoppable opponents at close quarters. With the fate of the beleaguered polar garrisons pressing on his mind Calgar swiftly gathered up his fleet and turned back in-system, Lord Admiral Rath's ships swung into triumphant procession behind him. Though it would be many hours before the fleet could arrive at Macragge Calgar was determined to return in time to save his men.

Behind the two fleets the very fabric of space rippled before it was suddenly torn aside as another fleet emerged from warp space. The hologlobes were filled with ranks of red sparks as the second Tyranid hive fleet bore down on the ships of the combined Imperial fleet. This hive fleet was fresh and undamaged: hundreds of large bio-ships made up its vanguard with their smaller companions staying to the sides and rear. Calgar desperately sought an edge to exploit against this new foe. The other fleet had only been defeated because it was surprised and weakened; this new fleet was too strong to fight. The defences of Macragge were hours away, damaged by the ongoing Tyranid assault but still operational. The only other defensive point was the ringed gas-giant Circe, which they could reach within the hour.

Calgar headed back to Macragge. Lord Admiral Rath declared that too many of his ships would be caught before they reached that planet and turned away toward Circe.

As the ponderous ships of the Tempestus fleet swung their prows towards roiling Circe and its treacherous rings of rocks and dust the hive fleet smoothly divided itself. The greater part of the alien ships pursued the Imperial vessels towards the gas giant and its shining rings. The remainder dogged the Ultramar fleet with such numbers that to turn back would be suicidal. Amidst the rings of Circe the Imperial fleet turned at bay, their engines holding them at a dead halt above bands of storm that reached about the giant's circumference. The Tyranid ships swept forward in a wave which filled the monitors and gun sights with targets. Laser salvoes and plasma beams struck down the bio-ships by tens and then hundreds but the hive fleet ground forward regardless of loss. Vessels of both sides fell towards Circe's hungry pull as they were hit, tumbling down to be smashed apart in the stony rings or to send flares of incandescent gas jetting into space as they burned amidst clouds below.

One by one the Imperial vessels were grappled and overrun or torn apart by the hail of shots from a dozen foes. The rings flared with the bright flashes of Imperial ships dying in fiery wreaths of plasma. The skies above Circe were filled with the detritus of war, charred fragments of ships and bio-ships merging together to form new rings of steel, blood and bone. At the height of the battle only a

fraction of the Imperial warships remained operational, amongst them the scarred bulk of the Dominus Astra. Giving his remaining ships a final order to scatter Lord Admiral Rath swung the mighty capital' ship about and thrust forward into the heart of the hive fleet. Roaring forward on its many tails of white fire the Dominus Astra ripped through the bio-ships with its jagged ram, weapons blasting from every gun port and turret, the enemy so close that the shot and detonation of its fusion cannon were simultaneous. For a brief instant the Dominus Astra kept the horde back with the blaze of its weapons before the Tyranids swept in like a tide of bone and flesh to cover it with their numbers.

A black globe crackled and flared into existence over the spot. Real space rippled visibly and then shuddered back before the groaning warp drives of the Dominus Astra as it hurled itself into the warp. Reality contorted under the strain: mass and warp energy collided in a cataclysmic implosion of black light and impossible sound. All of the closest Tyranid ships were dragged into the Astra's displacement and were lost with it. Those further away were smashed in the swirling storm of dust, rocks and other detritus swept into the ship's wake. Great flares of incandescent gas gouted up from

Circe to incinerate the handful of surviving ships that remained in a holocaust of flame. The Dominus Astra disappeared into the warp never to be seen again. Only a dozen other ships of the proud Tempestus fleet survived the battle of Circe. These limped away towards Macragge, though the battle for the Ultramarines' homeworld would be long over by the time they arrived.

The last stand of the Tempestus fleet was visible on magnascope, the light from Circe's orbit taking seconds to catch up with the Ultramar fleet. Calgar could only helplessly watch the Imperial vessels wreathed in the flame of their weapon fire, the silent explosion of Tyranid ships as they were struck, the glittering aurora of lights as laser salvoes vaporized rings of dust. As the Dominus Astra dragged the heart of the hive fleet to oblivion the bio-ships pursuing Calgar started to split up, the smaller vessels rushing after the Ultramar ships while their larger companions turned back and left the Macragge system. In space the survivors of the Ultramar fleet easily destroyed the last wave of bio-ships. The Tyranids drove straight forward against the fleet and Macragge's defences, each successive foe was destroyed before it came anywhere near the planet. Hive Fleet Behemoth had been defeated.

DOSSIER

LORD ADMIRAL ZACCARIUS RATH

Zaccarius Rath was born on Delta Prime in the Prime Sector. His father, a man who knew his own worth, was Steward to one of the estates of the hereditary Bakka. At night, the skies over Delta Prime were coloured with the 'The Blaze', the spiral arm of the galaxy passing through the Segmentum. The young Zaccarius used to lie on his back in the cool evenings watching the cold glittering stars and dreaming. To Steward Rath's great disappointment, his only son eschewed an elegant career in the Stewardship to enlist in the Imperial Navy. Rath joined the naval cadets at Karmon College at the age of 14. He was a slightly built studious youth, and many of his instructors doubted the capability of the new cadet to survive the rough and tumble of naval life. But he did more than survive, a diamond-bright indomitable will forced him to excel. He proved adept at the epee and many a foolish, overbearing lout bore facial scars to remind them of Rath's mastery in the duelling stocks. Of course in later years, a scar received at the hand of Lord Admiral Rath became a badge of honour.

Rath was commissioned as 12th Lieutenant into the Cruiser Diomedes working steadily through the ranks. He was promoted to Damage Control Officer in the battleship Word of the Emperor and earned great respect for his organizational skills. He also won a Bakka Purity Commendation for leading a counterattack on Ork boarders, slaying the Ork Chieftain personally with a broken cutlass. While his courage was unquestioned, it was as Flag Tactical Officer for the 34th Destroyer Flotilla that Rath's strategic genius began to show. In a series of brilliant engagements, his devious mind plotted the downfall of the Eldar Pirates of the Ganzona Rift. Wherever the faster, theoretically more manoeuvrable, Eldar fled they found Cobra gunships already turning into attack runs.

From then on, the 34th were known as Rath's Marauders. The Ganzona Rift War won Rath his Flag Rank and the Azure Medallion. Rath became Battlefleet Bakka's supreme strategist. Lord Admiral Vannion claimed that Rath's presence on the bridge was worth an additional squadron of battleships. In due time Rath replaced Vannion as Lord Commander of all naval assets in the Bakka Sector. The Ultramar expedition was the largest armada of warships ever sent out of the Segmentum. There was never any doubt who would lead the force.

BAKKA SECTOR FLEET LIST

FLEET COMMANDER

0-1 Admiral

You may include 1 Admiral in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points an Admiral must be included to lead it.

Fleet-Admiral (Ld 8) .... 50 pts
Admiral (Ld 9)... 100 pts
Solar Admiral (Ld 10) .... 150 pts
Lord Admiral Rath (Ld10) ....200 pts

Admirals get one Fleet Commander re-roll included in their points cost (Lord Admiral Rath has two). Additional re-rolls may be purchased for the listed point costs (including for Admiral Rath).

One extra re-roll... 25 pts
Two extra re-rolls....................................... 75 pts
Three extra re-rolls................................. 150 pts

---

Lord Admiral Rath.................... 200 pts

An Imperial Bakka Battlefleet with 1,500 points or greater may be led by Lord Admiral Rath, who must always be placed on a battleship, though it not necessarily be the most expensive one present.

Lord Admiral Rath is Ld 10 and comes with two re-rolls as part of his point cost. His crew is honoured and inspired by the great man's presence and will fight with great courage and pride; they add +1 to their roll when defending against boarding actions. Respect for him extends to the forge world of Bakka itself, and his flagship receives one ship refit and weapon refit (rolled randomly) as part of his point cost. In a campaign, a ship so refitted must remain his flagship unless it is destroyed.

Emperor battleship *Dominus Astra*

Emperor class battleships are among the oldest to serve in Imperial Fleets and are commonly used as flagships. Only one member of this class, the venerable *Dominus Astra*, saw action against Hive Fleet Behemoth while serving as Lord Admiral Rath's flagship. The *Dominus Astra* was lost in combat at the Battle of Circe in the Macragge system when an Imperial Fleet of 200 vessels was overwhelmed by Tyranids. In order to cover the disengagement of the surviving twelve Imperial capital ships, Lord Rath ordered the battleship into the heart of the enemy fleet, ripping through their formations with all guns blazing. As the alien hordes closed around the doomed ship, the *Dominus Astr*a engaged its warp drives, tearing apart real space, dragging large numbers of the unholy foe into the immaterium and dashing many others onto the rings around the gas giant. The *Dominus Astra* was never officially seen again although rumours abound of a mysterious ghost ship that appears from the warp in time of greatest peril to hurl itself on humanity's most dangerous enemies.

As a result of the fallout subsequent to the Gareox Prerogative, this class of vessel is extremely rare in the fleets of Segmentum Tempestus. Bakka fleets may only field a single Emperor battleship, and this only as reserves unless Admiral Rath leads the fleet, in which case it must be his flagship.

CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or battlecruisers. If taken as reserves, grand cruisers do not count for this purpose. An Emperor class battleship can only be taken as reserves unless Admiral Rath leads the fleet.

(0-1) Emperor class battleship (pg. 51)....... 365 pts
Retribution class battleship (pg. 52) .... 345 pts
Victory class battleship (pg. 53) .... 345 pts
Vanquisher class battleship (pg. 55) .... 300 pts

Battlecruisers

You may include up to one battlecruiser in your fleet for every two cruisers.

Dominion class battlecruiser (pg. 60) .... 260 pts
Mercury class battlecruiser (pg. 62) .... 255 pts
Armageddon class battlecruiser (pg. 63) ... 235 pts

0-12 Cruisers

There is no restriction for the number of Endurance light cruisers taken in a Bakka fleet.

Dominator class cruiser (pg. 66) .... 190 pts
Tyrant class cruiser (pg. 67) .... 185 pts
Gothic class cruiser (pg. 68) .... 180 pts
Lunar class cruiser (pg. 69) .... 180 pts
Endeavour Class Light Cruiser (pg. 71) ..... 115 pts
Endurance Class Light Cruiser (pg. 73) ..... 115 pts
Siluria Class Light Cruiser (pg. 76) .... 100 pts

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6.

Havoc class frigate (pg. 79) .... 35 pts
Sword class frigate (pg. 80) .... 35 pts
Viper class destroyer (pg. 81) .... 35 pts

ORDNANCE

Any ship with launch bays may use any mix of Fury interceptors and Starhawk bombers. They may also take torpedo bombers for +10 points per launch bay. An Emperor class battleship may carry Shark assault boats at an additional cost of +5 points. Ships with torpedo tubes are armed with ordinary torpedoes.

THE ADEPTUS MECHANICUS OF BAKKA

Because the Bakka Forge World serves as the headquarters of Battlefleet Bakka, the Adeptus Mechanicus have a close relationship with the fleet.

In a Bakka fleet list, cruisers from the Adeptus Mechanicus fleet list may be taken instead of and in the same manner as Imperial Navy battlecruisers, counting as battlecruisers against any fleet limits in all respects. They utilize all rules for Adeptus Mechanicus vessels except as follows: they do not count as reserves, they will not disengage when crippled and they may use fleet commander re-rolls.

However, the fleet may not be led by nor take an Archmagos when used this way.

RESERVES

Ships from any Imperial fleet list may be used as reserves, with one reserve cruiser, battlecruiser or grand cruiser for every three Bakka cruisers in the fleet, one reserve battleship for every three Bakka battleships in the fleet, etc. One Rogue Trader cruiser and its attendant escorts may be taken for every 750 points in the fleet. Ships from the Bakka fleet list can be used as reserves by any other Imperial fleet list, along with their Bakka-specific refits. Reserve cruisers (not battlecruisers or grand cruisers) always count toward the twelve-cruiser fleet limit.

(0-1) Jovian class battlecruiser (pg. 61)......260 pts
One cannot take as reserves the reserves of another fleet list. As such, ships such as the Jovian that are part of the reserve fleet of Battlefleet Bakka cannot be used as reserves of another fleet list.

THE SHIPS OF BATTLEFLEET BAKKA

Segmentum Tempestus consists of relatively few inhabited systems with vast tracts of wilderness space between them. To increase the number of available ships, Bakka utilizes many older and/or smaller ship designs not commonly encountered in other fleets.

A Vanquisher battleship can easily be represented by using a Retribution hull and not installing any dorsal turrets. Siluria light cruisers may be represented if desired as easily as cutting off the prow lances of a Dauntless light cruiser. Havoc frigates may be represented with Chaos Infidel raiders, painted appropriately in loyalist colours of course! On the other hand, the unique ship classes of Battlefleet Bakka may be represented in any manner desired by the player as long as they can be easily recognized by an opponent.

STARSHIP DEFENCES OF BAKKA

A particular Bakka innovation is the fleet defence turret, developed from the remarkably effective system of low-orbit defences used to protect the Bakka forge world. Though exceedingly complex, the Mechanicus of Bakka found a way to incorporate this on starships as a long-range turret that can be used to protect other nearby vessels, and within a few millennia it could occasionally be found on Mechanicus vessels throughout the Imperium.

Adeptus Mechanicus

When used with Battlefleet Bakka, Adeptus Mechanicus capital ships may take the Fleet Defence Turrets refit instead of rolling randomly on the Mechanicus Gifts table.

Fleet Defence Turret ....+5 points

Two turrets on a ship are exchanged for fleet defence turrets capable of protecting itself or any one other vessel within 15 cm each ordnance phase, adding +2 to the turret strength of the ship it is defending (this does not alter bomber attack rolls when used to defend another vessel). These otherwise work exactly as normal turrets do in all other respects.

Imperial Navy

Battlefleet Bakka warships need to be well equipped with turrets because of the relative lack of fighter defences, but fleet defence turrets are too complex to be serviced by ratings of the Imperial Navy. A simpler solution was devised for the warships of Battlefleet Bakka.

+1 turret...+5 points

Any capital ship of Battlefleet Bakka can add this upgrade. It does not count against refits ships can take normally. Reserve vessels may not be given this upgrade, but any vessels from the Battlefleet Bakka fleet list used as reserves in other fleets may take it with them.

APOCALYPSE CLASS BATTLESHIP

365 PTS

Famous Ships of the Third Armageddon War: His Will, Triumph

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15 cm	45°	4	6+ front / 5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	30 cm	6	Left
Starboard lance battery	30 cm	6	Right
Prow nova cannon	30 – 150 cm	1	Front
Dorsal weapons battery	60 cm	6	Left/front/right

SPECIAL
- The Apocalypse class battleship cannot be given *Come to New Heading* special orders.
- If the Apocalypse is given *Lock On* special orders, it may increase the range of its lances to 60 cm for that Shooting Phase only. However, if this option is used and the lances are fired at 45 cm or greater, the Apocalypse will suffer an immediate Thrusters Damaged critical hit (but does NOT take 1 damage from the critical hit) as soon as the lances are fired.

The Apocalypse class is an ancient design that is generally believed to have been the precursor of the Retribution class battleship millennia ago. The superior technologies used to construct the multiple lance turrets on the Apocalypse have now all but been forgotten and so the small number of examples of this ship can never be replaced. The loss of even one will always be keenly felt. It has been theorised by Naval strategists that the vessel was specifically created to counter the ever-growing numbers of battleships and grand cruisers that attempted to lead Chaos raiding fleets from within the Eye of Terror. In this duty, the Apocalypse has proved itself to be everything the Imperial Navy could have wished for.

The rows of fearsome lance armament along the broadsides of the Apocalypse are its most distinctive feature. It has been noted that these lance arrays are fully capable of operating at much greater ranges by an engineering process that greatly increases the load-bearing capabilities of their main power relays. However, the array conduits themselves become notoriously unreliable when stressed this far and run-away power drains can easily start to sap energy from the ship's main drives, making the Apocalypse sluggish in the midst of battle. Thus, almost all existing Apocalypse class battleships keep their lance armament limited to medium ranges. Most Segmentum fleets have at least a few examples of the Apocalypse still in battle-worthy condition, though their numbers are gradually dwindling.

FLEET LISTS Bastion Fleets List (pg. 34), Armageddon Sector Fleet List (pg. 38)

EMPEROR CLASS BATTLESHIP

Famous Ships of the Gothic War: Legatus Stygies, Divine Right

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15 cm	45°	4	5+	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	60 cm	6	Left
Starboard weapons battery	60 cm	6	Right
Port launch bays	Furies: 30 cm Starhawks: 20 cm (Sharks: 30 cm)	4 squadrons	–
Starboard launch bays	Furies: 30 cm Starhawks: 20 cm (Sharks: 30 cm)	4 squadrons	–
Dorsal weapons battery	60 cm	5	Left/front/right
Prow weapons battery	60 cm	5	Left/front/right

SPECIAL
- The Emperor class battleship is a slow and ponderous vessel and cannot use *Come to New Heading* special orders.
- The Emperor class dispenses with the normal armoured prow and instead carries a mass of sensor probes and forward turrets, giving it +1 to its Leadership rating.

OPTIONS
- For an extra +5 points an Emperor class ship may carry squadrons of Shark assault boats.

The Emperor class battleships serving in the Gothic Sector are amongst the oldest in Battlefleet Obscuras. The ancient hull of the *Divine Right* was recovered from the space hulk *Inculcate Evil* after its capture near the Charos system in the 36th millennium. The majority of power systems were found to be still functioning despite a sojourn in the warp estimated to be not less than ten millennia, indicating that its loss must have occurred before the Great Crusade. The salvaged vessel was recommissioned after an extensive refit at the orbital docks at Cypra Mundi and has patrolled sectors throughout Segmentum Obscuras ever since. The *Legatus Stygies* was laid down at the Stygies forge world in the Vulcanis system around the 30th millennium but was left incomplete in orbit for over two millennia after heretics seized the world and destroyed the majority of Stygies' manufacturing facilities. Work is believed to have resumed some time in the 32nd millennium, but suffered further delays due to warp storms, accidents and Chaos raids, leading to its commissioning not occurring until the very end of the 32nd millennium. Despite an inauspicious start to its career, the *Legatus Stygies* is reckoned to be a blessed ship by those who have served on it and with good reason. The vessel survived a suicidal ramming attack in the Battle of Callavell, was one of the few ships to escape destruction at the disastrous purgation of Ulthanx and destroyed the Chaos battleship *Black Pain* at Arriva.

FLEET LISTS

RETRIBUTION CLASS BATTLESHIP
345 PTS

Famous Ships of the Gothic War: Bloodhawk, Cardinal Boras

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	6+ front / 5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	60 cm	12	Left
Starboard weapons battery	60 cm	12	Right
Dorsal lance battery	60 cm	3	Left/front/right
Prow torpedoes	30 cm	9	Front

SPECIAL	• The Retribution class battleship is heavy to manoeuvre and cannot use the *Come to New Heading* special order.

The two Retribution class battleships of the Gothic Sector fleet are believed to date from the earliest days of the Imperium. The traditional armoured prow and distinctive multiple-tube plasma engines mark them as products of the Martian shipyards. The first records of the *Bloodhawk* state that it fought at the Battle of Merin where it was severely damaged by torpedoes. During the Age of Apostasy the *Bloodhawk* became cut off by the forces of the renegade Admiral Sehella while visiting the fleet bases at Hydrapbur. Through heroic efforts and several running battles the *Bloodhawk* evaded Sebella's squadrons and eventually arrived at Cypra Mundi over eight years later, where it was adopted as part of Battlefleet Obscuras. The *Cardinal Boras* is known to have led the ill-starred exploration fleet of rogue trader Ventunius into the northern rim and was one of only five ships to return. Subsequently it fought at the Battles of Callavell, Arnot's Landing and Korsk, where its bombardment forced the capitulation of the rebellious Regime of Iron. The *Cardinal Boras* is a well-travelled vessel and has been assigned to eighteen different sector fleets over the past four millennia. It was finally assigned to the Gothic Sector over four hundred years ago.

FLEET LISTS	Gothic Sector Fleet List (pg. 33), Bastion Fleets List (pg. 34), Bakka Sector Fleet List (pg. 46), Adeptus Mechanicus Fleet List (pg. 122)

VICTORY CLASS BATTLESHIP

Famous Ships: Victory, Hammer of Scaro, Argus, Warspite

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	6+ front / 5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	60 cm	4	Left
Starboard lance battery	60 cm	4	Right
Dorsal weapons battery	60 cm	6	Left/front/right
Prow nova cannon	30 – 150 cm	1	Front

SPECIAL	• Victory class battleships are slow and ponderous vessels and cannot use *Come to New Heading* special orders.

OPTIONS	• May replace its Nova Cannon with strength-9 torpedo launchers for -10 points (like the *Hammer of Scaro*).

In internal layout, the Victory class shares many similarities with the Retribution, and Imperial Navy analysts speculate the design is a byproduct of grafting lance weaponry onto the improved power conduits and relays of the Retribution template in an attempt to replicate the Apocalypse battleship class while overcoming various shortfalls inherent with that ancient design. In this respect it has proven successful, though it still is not capable of delivering the level of firepower that ancient class was capable of when the Imperium was still able to reliably fabricate its sophisticated but difficult to maintain power transfer relays. Nonetheless, the Victory makes up for firepower with its far more robust and reproducible design, and it has had many successes throughout the Tempestus and Ultima Segmentae. The Technomagi of Mars refuse all requests for access to their records of origin, and the shipwrights of Bakka have proven to be equally recalcitrant.

Four Victory class battleships serve in Battlefleet Bakka, the *Victory* being by far the oldest. The *Argus* particularly distinguished itself, leading the fleet that cleaned the Stabulo systems of the deviants that polluted various sectors along the border region between Segmentum Tempestus and Ultima. The *Hammer of Scaro* was rebuilt with prow torpedoes instead of replacing its Nova Cannon after receiving severe damage ramming the Ork Hulk *Gungedrinka* at the Battle of Lexus. All four of Bakka's Victory battleships served against Hive Fleet Behemoth, and three returned from the pivotal Battle of Circe.

FLEET LISTS	Bakka Sector Fleet List (pg. 46)

OBERON CLASS BATTLESHIP

335 PTS

Famous Ships of the Third Armageddon War: Green Lake

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15 cm	45°	4	5+	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	Furies: 30 cm Starhawks: 20 cm (Sharks: 30 cm)	2 squadrons	–
Starboard launch bays	Furies: 30 cm Starhawks: 20 cm (Sharks: 30 cm)	2 squadrons	–
Port weapons battery	60 cm	6	Left
Starboard weapons battery	60 cm	6	Right
Port lance battery	60 cm	2	Left
Starboard lance battery	60 cm	2	Right
Prow weapons battery	45 cm	5	Left/front/right
Dorsal weapons battery	45 cm	5	Left/front/right

SPECIAL	• The Oberon class battleship cannot be given *Come to New Heading* special orders. • Like the Emperor class, the Oberon dispenses with the normal armoured prow and instead carries a mass of sensor probes that it uses to direct its attack craft to the enemy. It adds +1 to its Leadership rating.
OPTIONS	• For an extra +5 points, the Oberon class may carry squadrons of Shark assault boats.

The Oberon class battleship is an incredibly rare vessel, a very early variant of the Emperor class that has been gradually phased out after the renowned successes of its more well-known predecessor. The Oberon itself was an attempt to design a battleship that could theoretically deal with all manner of threats without the constant need of all existing classes to rely on escorting vessels. Though it lacks the sheer blanket coverage of ordnance that an Emperor class can lay down, the Oberon retains all the fearsome firepower of the previous design, whilst adding two devastating long-ranged lance batteries to each broadside. Often used in dangerous armed patrols with little or no escort, the Oberon is able to utilise its superior sensor probes to allow a captain to judge the nature of potential threats long before they are aware of the battleship's own presence, a factor that makes the Oberon superior to most other ships in this role. In combat, the Oberon lacks the hard-hitting power of the Retribution and Apocalypse classes and the massive attack craft wings that an Emperor can deploy, but it has consistently proved itself to be a very capable ship of the line that has the potential to defeat any enemy it may face.

FLEET LISTS	Armageddon Sector Fleet List (pg. 38), Adeptus Mechanicus Fleet List (pg. 122)

VANQUISHER CLASS BATTLESHIP

Famous Ships: Vae Victis, Virtue of Helena

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15 cm	45°	4	6+ front / 5+	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	45 cm	4	Left
Starboard lance battery	45 cm	4	Right
Port weapons battery	60 cm	6	Left
Starboard weapons battery	60 cm	6	Right
Prow torpedoes	30 cm	6	Front

SPECIAL
- Vanquisher class battleships are slow and ponderous vessels and cannot use *Come to New Heading* special orders.

The Vanquisher class battleship is regarded by analysts as an ancient design even by the standards of the Imperial Navy. The *Vae Victis* in particular has an extensive and storied history long pre-dating its joining Battlefleet Bakka. What records survive indicate it was constructed in the orbital shipyards of Hydraphur in the late 32nd millennia, built at the request of High Lord Javor. Following its construction the battleship saw action during the Pacification of Magdellan and the Saint-Saen Crusade. Whilst on this extended crusade the vessel was recorded 'lost in warp' with all hands. Believed thrown wildly off course by warpstorms the *Vae Victis* returned some 200 years later. Records do not detail the intervening years.

The next verifiable records of this vessel come from its service in the Ultima Segmentum, where it served for a time as part of the Dominion Fleet of the Ultramarines. Over the next millennia the ship underwent an extensive refit to repair extensive damage to its lance batteries and propulsion system, but the circumstances surrounding when this damage was sustained are unknown.

Aged and suffering continued problems with its engines, the *Vae Victis* was mothballed as part of the fleet reserve in the 38th millennia and left in a stationary orbit around Drawkesd in Segmentum Tempestus along with three other vessels of this class. Weapon and shield systems where stripped for reuse. For long centuries the battleship was left to decay in a forgotten backwater. Following the Battle of Circe, increased pressure on Imperial Navy Segmentum resources led to the *Vae Victis* being recommissioned. All four surviving examples of this class are currently undergoing re-armament and crew training before resuming active service to make up for the horrific losses from that battle.

FLEET LISTS Bakka Sector Fleet List (pg. 46)

VENGEANCE CLASS GRAND CRUISER — 230 PTS

Famous Ships: The Covenanter (Battlefleet Scarus), Vigilanti Eternus (Battlefleet Cadia)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	3	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	45 cm	2	Left
Starboard lance battery	45 cm	2	Right
Port weapons battery	60 cm	10	Left
Starboard weapons battery	60 cm	10	Right

SPECIAL
- The Vengeance class grand cruiser completely ignores prow critical damage, regardless of the cause. If any critical damage rolled against the table results in a Prow Armament Damaged critical hit, it is assumed the critical damage did not take place, and it does not move up to the next higher critical damage. If the critical damage is caused by the ship taking a hit, the hit itself still counts normally.

The Vengeance class straddles the line between earlier and later Imperial ship design. The ship can be seen with the beginnings of the characteristic armoured prow, although as yet the extra armour had not been added. Today, the Vengeance remains part of the Imperial fleet reserve, regarded by most admirals as an old warhorse, past its best days. Vengeances have also been identified as part of Traitor fleets, dating back to the mass mutiny that split the Imperial fleet in half during the Great Betrayal. Since then Imperial ship design has slowly evolved, but within the warp, where time does not follow a linear path, ships can survive untold millennia as if it were only yesterday.

The active Vengeance class grand cruisers that are part of the Segmentum Obscurus fleet are generally deployed in squadrons whose ongoing mission is to patrol and defend the systems lying around the Eye of Terror in a constant vigil against Chaos incursions. Other Vengeances are scattered across Imperial fleet reserves throughout Segmentum Obscurus and Segmentum Pacificus as second-line units, replacement squadrons and mothballed as war reserves.

Several patrolling squadrons of Vengeance's have, whilst engaged in routine duties, strayed into the Eye itself, either lured there in pursuit of raiders or caught in a sudden and unpredictable flare or expansion. Such patrols are never seen again, although reports of Vengeance class grand cruisers supporting renegade raids and even Black Crusades have been on the increase.

FLEET LISTS Bastion Fleets List (pg. 34), Chaos: Black Crusade Fleet List (pg. 228), Chaos: The Sorcerous Fleet (pg. 230), Chaos: The Plaguefleet (pg. 232), Chaos: The Berzerker Fleet (pg. 234)

EXORCIST CLASS GRAND CRUISER — 230 PTS

Famous Ships: Warrior Knight (Battlefleet Agripinaa), Light of Ascension (Lost 978.M41),
Kingmaker (Battlefleet Scarus)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	3	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45 cm	8	Left
Starboard weapons battery	45 cm	8	Right
Port launch bays	Furies: 30 cm Starhawks: 20 cm (Sharks: 30 cm)	2 squadrons	–
Starboard launch bays	Furies: 30 cm Starhawks: 20 cm (Sharks: 30 cm)	2 squadrons	–

SPECIAL
- The Exorcist class grand cruiser completely ignores prow critical damage, regardless of the cause. If any critical damage rolled against the table results in a Prow Armament Damaged critical hit, it is assumed the critical damage did not take place, and it does not move up to the next higher critical damage. If the critical damage is caused by the ship taking a hit, the hit itself still counts normally.

OPTIONS
- Can be fitted with shorter range but more powerful weapons batteries. Reduce the range of the weapons batteries to 30 cm and increase their firepower to 10, at no extra points (like the *Light of Ascension*).
- May be equipped with Shark assault boats for an additional +10 points.

The Exorcist class was originally developed as a long range patrol vessel, capable of self sufficiency for long periods of time away from fleet support. Usually operating with two or three squadrons of escorts, Exorcists were often posted to the far-flung corners of the Imperium to patrol the edges of the Eastern Fringe and into the galactic halo.

Down the years the Exorcist has gradually been replaced by later ship designs, especially the Mars class. Some Exorcists were kept on by fleets on the fringes of the Imperium to plough the long lonely patrol routes into the halo. Many Exorcists were used as colonial transports. The entire penal colony of Brandt 764 was moved en masse by Exorcist grand cruisers to populate and work Tor Alpha, a world beyond the Eastern Fringe, discovered by (and named after) the famous Rogue Trader Foulway Tor. The Exorcist squadron, led by the *Light of Ascension* was then used as convoy escorts for the ore transports returning to the Imperium, and played a major part in the defence of the system when it was attacked and eventually overrun by a Tyranid hive fleet.

FLEET LISTS

AVENGER CLASS GRAND CRUISER

200 PTS

Famous Ships: Guardian of Aquinas (Martian Reserve Fleet), The Sword Infernus (Battlefleet Corona)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	3	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30 cm	16	Left
Starboard weapons battery	30 cm	16	Right

SPECIAL
- The Avenger class grand cruiser completely ignore prow critical damage, regardless of the cause. If any critical damage rolled against the table results in a Prow Armament Damaged critical hit, it is assumed the critical damage did not take place, and it does not move up to the next higher critical damage. If the critical damage is caused by the ship taking a hit, the hit itself still counts normally.

The Avenger is a hang-over from earlier days, and earlier fleet tactics. It is a gun boat, designed as a line-breaker. The squadrons of Avengers would deploy behind a shield of escort vessels or light cruisers. As the fleets closed the range they would accelerate to full speed, racing into the midst of an enemy fleet. Once in the heart of the enemy it would sit, its heavy batteries blazing left and right, trading barrages at point-blank range. The plan called for two or three squadrons of Avengers to cause (and usually take) very heavy damage, but its big batteries could out-shoot most enemies at close quarters. The disruption and damage caused by this brutal tactic of close quarters slugging would leave the enemy fleet in disarray, and easy prey to following waves who could then mop up.

As tactical doctrine changed so the Avenger's place in many Imperial fleets became redundant. The Avenger was relegated from front-line duty. Many had their batteries stripped out for use elsewhere. Some squadrons were mothballed in fleet reserves, but, when hard-pressed, the Avenger can once again be seen racing into the heart of the enemy.

FLEET LISTS   Bastion Fleets List (pg. 34)

MARS CLASS BATTLECRUISER

Famous Ships of the Gothic War: Imperious

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ front / 5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	Furies: 30 cm Starhawks: 20 cm	2 squadrons	–
Starboard launch bays	Furies: 30 cm Starhawks: 20 cm	2 squadrons	–
Port weapons battery	45 cm	6	Left
Starboard weapons battery	45 cm	6	Right
Dorsal lance battery	60 cm	2	Left/front/right
Prow nova cannon	30 – 150 cm	1	Front

OPTIONS
- Can be retrofitted with a targeting matrix. It gives its weapons batteries a left column shift on the Gunnery table and costs an additional +15 pts (like the *Imperious*, which was retrofitted with a salvaged targeting matrix after the Battle of Orar).
- May purchase a third turret for an additional +10 points.

The *Imperious* is one of the few surviving examples of the Mars class battlecruiser. Production of these vessels at the Martian shipyards was discontinued over eighteen centuries before the beginning of the Gothic War and the number of ships in service has declined steadily since then. Reckoned to be undergunned by many captains, the Mars class battlecruiser *Imperious* earned its laurels at the outset of the war during a surprise attack on the hive world of Orar. Early in the engagement the *Imperious* managed to get underway and scored a devastating hit on the Slaughter class cruiser *Soulless* with its nova cannon. While *Soulless* was still reeling from the damage a salvo of lance hits from the *Imperious* detonated its plasma core and annihilated it. A wave of Starhawk bombers from the *Imperious* crippled a second Slaughter class cruiser which was subsequently destroyed by Orar's orbital defences, breaking the back of the Chaos attack with minimal damage to Imperial forces. Captain Compel Bast of the *Imperious* was subsequently awarded the Solar Cluster for the heroic actions of his ship and crew.

FLEET LISTS   Gothic Sector Fleet List (pg. 33), Bastion Fleets List (pg. 34), Armageddon Sector Fleet List (pg. 38)

DOMINION CLASS BATTLECRUISER 260 PTS

Famous Ships: Light of Faith, Loyalty, Righteous Endeavor

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ front / 5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	Furies: 30 cm Starhawks: 20 cm	2 squadrons	–
Starboard launch bays	Furies: 30 cm Starhawks: 20 cm	2 squadrons	–
Port lance battery	45 cm	2	Left
Starboard lance battery	45 cm	2	Right
Dorsal lance battery	60 cm	2	Left/front/right
Prow torpedoes	30 cm	6	Front

The Dominion class battlecruiser was envisioned as a more modern replacement to the Mars, designed to serve as a capable fleet support vessel optimized for the role envisioned for attack craft carriers by the fleetlords of Bakka. While its launch bays and lance batteries were well-suited to provide an adjunct to the fleet manoeuvres favoured by the "big-gun" lobby, the class fared poorly in smaller engagements and suffered from many of the shortcomings of the Gothic cruiser in the kinds of raids more typically faced by the dispersed flotillas of the battlefleet. In particular, the *Light of Faith* had a rather inauspicious start to its career when it and its escorts were driven out of an uncharted system by Necron raiders during its maiden deployment. Additionally, the *Perseverance* was lost with all hands during the Stabulo campaign, and the *Ascension* disappeared together with the rest of Commodore Fyne's battlegroup during a protracted war in the Nemesis Sector.

These outcomes led the Imperial Navy to cease ordering production of these vessels after only ten hulls were constructed. Despite this, tactical analysis of these engagements shows that the Dominions had invariably performed only as well as could be expected from them in very adverse conditions, and they had incidentally displayed their considerable potential as fleet support vessels with their long-range lances and ordnance deployment capability. In fact, these ships acquitted themselves admirably during the War for Maccrage, and of the two Dominion class warships present at the Battle of Circe, the *Light of Faith* was one of the twelve capital ships that returned, redeeming in hard-won victory the honour lost from its fateful maiden deployment centuries before.

FLEET LISTS Bakka Sector Fleet List (pg. 46)

JOVIAN CLASS BATTLECRUISER

Famous Ships: Jovian

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ front / 5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	Furies: 30 cm Starhawks: 20 cm	3 squadrons	–
Starboard launch bays	Furies: 30 cm Starhawks: 20 cm	3 squadrons	–
Dorsal lance battery	60 cm	2	Left/front/right

SPECIAL

- The *Jovian* is a unique vessel. Only one may be included in an Imperial fleet. It is a reserve vessel of Battlefleet Bakka and can only be used as such by Bakka fleets and not with other fleet lists.
- The *Jovian* was fitted with an improved sensor array during its conversion to accurately control its prodigious squadrons of attack craft. It gains a +2 bonus when the enemy is on special orders instead of +1.
- Its prow Nova Cannon was never replaced after the Stabulo Campaign; if the ship suffers prow critical damage, it may ignore the result entirely instead of moving up the table.

The *Jovian* is viewed with misgivings by many authorities in Battlefleet Bakka, as history and tradition are hard to set aside in the Imperial Navy in general and by the fleetlords of Bakka in particular. With the history of the Garerox Prerogative required reading in the fleet academies, the very idea that the Imperial Navy should need a dedicated attack craft carrier is viewed as anathema. However, the horrors of the First Tyrannic War cast a negative light on Battlefleet Bakka's inherent distrust of attack craft, and while their tactics of relying on massed battery and lance fire proved effective, it was only prudent that more attack craft should be made available to support the battlefleet. While the prodigious output of a Mechanicus forgeworld can see a new cruiser put to space several times a year, this is only through economies of scale, as a single cruiser hull can take more than a decade to construct from the keel-up for even the best and most well-supplied shipyards, and many smaller shipyards take decades and the resources of an entire world to construct a single such vessel. To this end the encroaching Tyranid fleet meant Bakka had no time for such an endeavour. Salvation came in the form of the *Jovian*, a venerable Mars battlecruiser laid up after having its prow and forward battery decks smashed apart during the Stabulo Campaign. Languishing for centuries as resources were applied to more pressing matters, the process of converting its damaged battery decks into launch bays proved to be relatively straightforward. Completed with too little time even for proper space trials but with a full complement of Bakka's ablest attack craft crews, the *Jovian* acquitted itself well and was one of the twelve capital ships able to fight its way back to Bakka after the crucial Battle of Circe. Despite its success, the fleetlords of Bakka hold fast to their big-gun philosophy, and it is unlikely another ship of this class will be requisitioned by Segmentum Naval authority.

FLEET LISTS Bakka Sector Fleet List (reserve) (pg. 46)

MERCURY CLASS BATTLECRUISER
255 PTS

Famous Ships: Nemesis, Gorgon, Medusa, Long Serpent

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	6+ front / 5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	60 cm	6	Left
Starboard weapons battery	60 cm	6	Right
Port weapons battery	45 cm	4	Left
Starboard weapons battery	45 cm	4	Right
Dorsal lance battery	60 cm	2	Left/front/right
Prow nova cannon	30 – 150 cm	1	Front

SPECIAL	• Mercury class battlecruisers are fitted with up-rated engineering plants that increase its speed and provide it with greater firepower at the expense of survivability. When reduced to zero hits, it rolls 3D6 for catastrophic damage and adds the result (any roll greater than 12 counts as 12).
OPTIONS	• Can be refitted with improved weapons batteries (like the *Nemesis* and *Medusa* after the Stabulo Campaign). Its 45 cm weapons batteries increase their range to 60 cm for +10 points. • Can replace its Nova Cannon with strength 6 torpedoes for -20 points (like the *Gorgon* which had its prow severely damaged during the Stabulo Campaign).

In the waning years of Abaddon's 12th Black Crusade, the Adeptus Mechanicus Artisans of Bakka and the officers of the Tempestus battle fleets faced a dilemma. In supporting Battlefleet Obscuras, the problem with pirate bands had become acute and the lack of speed among the standard Imperial cruiser designs meant that the tactical initiative remained with the pirates. At the direction of Admiral Knight's bridge, the Tech Mages of Bakka set about to construct a new battle cruiser design fitting for the strategy and tactics of the battlefleet yet be able to meet this threat. Through a rather straightforward merging of existing technologies, the Adeptus Mechanicus were able to devise a solution in less than two centuries. It is widely believed that this is the fastest a new capital ship design has ever come to fruition in several millennia, and thus the Mercury class battlecruiser came into being. Built from the keel up to prosecute raiders, the Mercury combines a basic cruiser layout with the engineering suite normally used on a battleship. The result is a faster much more powerful cruiser with the speed to keep up with the raiders and the firepower to deal with them as an independent unit. All this improved performance came at a price. While the engines produced battleship power, the armour protection remained that of a cruiser. When hit by multiple salvoes from Chaos raiders in 467.M41, the *Scylla* suffered a powerful warp drive implosion, destroying her entire squadron of assigned escorts and heavily damaging the battleship *Mailed Fist*. The plasma drive overload that destroyed the *Medusa* also shattered the Lunar cruiser *Lord Chalfont*, leaving a convoy of transports to

FLEET LISTS	Bakka Sector Fleet List (pg. 46)

the mercies of an Ork raiding squadron.

Despite its shortcomings, many Bakka Naval officers aspire to someday lead one of these fearsome

ARMAGEDDON CLASS BATTLECRUISER   235 PTS

Famous Ships of the Third Armageddon War: Ex Cathedra, Thunderchild, Hammer of Light

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ front / 5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	45 cm	2	Left
Starboard lance battery	45 cm	2	Right
Port weapons battery	45 cm	6	Left
Starboard weapons battery	45 cm	6	Right
Prow torpedoes	30 cm	6	Front
Dorsal lance battery	60 cm	2	Left/front/right

OPTIONS
- May replace its prow torpedoes for a Nova Cannon for +20 points.

The Armageddon class was developed in an attempt to rapidly increase the number of available battlecruisers. Almost without exception, Armageddon class ships are built from the recovered hulls of crippled Lunar class vessels, making them one of the easiest battlecruisers to construct, though many fleet commanders have proved unwilling to sacrifice large numbers of their main front-line cruiser. The very first example to depart the extensive St. Jowen's Dock was the *Ex Cathedra*. Originally named the *Orion* as a Lunar class, the ship suffered heavily whilst engaging Chaos raiders above the world of Pyran and, as it limped back to the Armageddon system, the decision was made not only to repair the venerable vessel, but to upgrade it to battlecruiser standards.

Power relays were re-routed from the ship's main plasma reactors to provide a substantial increase in efficiency for the existing weapons batteries, whilst long-ranged lance turret arrays were built upon a modified dorsal spine. This alone gave the ship a much greater punch at medium ranges and the ability to engage at distance. An immediate drawback became obvious as nearly three and a half thousand extra crewmen had to be drafted in simply to man the additional weapons and to maintain the short-lived relays that powered them.

Famous Ships of the Gothic War: Flame of Purity, Cypra Probatii, Sword of Retribution

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ front / 5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	60 cm	8	Left
Starboard weapons battery	60 cm	8	Right
Dorsal lance battery	60 cm	2	Left/front/right
Prow torpedoes	30 cm	6	Front

OPTIONS
- Can have its turret array upgraded from 2 to 3 at an additional cost of +10 pts (like the *Cypra Probatii*).
- The Overlord battlecruiser is based on the Acheron heavy cruiser design and relies on systems derived from it for its targeting systems. For +15 points, its weapon batteries get a left-column shift on the gunnery table.

Based on the Acheron class heavy cruiser design, the Overlord class battlecruiser was built to provide the Imperial fleet with a cruiser-sized vessel with the long range punch of battleship weaponry. Because of difficulties in power transmission the Acheron's prow weapons batteries were replaced by standard cruiser torpedo tubes and armoured prow. However, this arrangement allowed the Overlord's dorsal lance turrets to be upgraded, giving them a range comparable to the vessel's other long-range laser batteries. Difficulties in building the Overlord class meant that only limited numbers served in the Segmentum Obscuras fleet, each vessel being painstakingly constructed at the Cypra Mundi shipyards. Three vessels served in the sector fleet during the Gothic War: the *Flame of Purity*, *Sword of Retribution* and *Cypra Probatii*. The latter was completed during the war and arrived in the Gothic Sector only after a difficult and hazardous journey through the warp. *Flame of Purity* and *Sword of Retribution* operated together for most of the war, protecting important star systems against the Chaos raiders that plagued the whole sector.

FLEET LISTS

DICTATOR CLASS CRUISER

Famous Ships of the Gothic War: Archon Kort, Fortitude, Rhadamanthine

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ front / 5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	Furies: 30 cm Starhawks: 20 cm	2 squadrons	–
Starboard launch bays	Furies: 30 cm Starhawks: 20 cm	2 squadrons	–
Port weapons battery	30 cm	6	Left
Starboard weapons battery	30 cm	6	Right
Prow torpedoes	30 cm	6	Front

Dictator class cruisers are built around Lunar class hulls, with the lance decks entirely rebuilt into launch bays for attack craft. This stop-gap measure was originally undertaken as a simple method of delivering large numbers of atmospheric craft, like the Thunderbolt fighter and Marauder bomber, to low orbit, for ground support operations. However, successive upgrades to the Dictator's communications and detection systems expanded its capabilities for launching long-range strikes against ships in deep space. They were increasingly equipped with Fury class deep space fighters and Starhawk bombers and operated as fleet support vessels and independent patrol ships throughout the Sector. A single Dictator with a handful of escorts proved an exceedingly flexible force capable of running down pirates and raiding hostile worlds with waves of attack craft. Of particular note was the *Rhadamanthine* which, in concert with the Skargul patrol, scored a series of spectacular successes against pirates in the Orar sub sector. During the Gothic War Dictators proved invaluable for escorting convoys of vulnerable transport ships through areas threatened by Chaos ships. As the demand for supporting attack craft in major actions grew, a number of badly damaged Lunar class cruisers were reconfigured as Dictators at the main fleet bases. By the end of the war, seven more Dictators were in service, more than compensating for the loss of the *Rhadamanthine* and *Archon Kort* to Abaddon's fleets.

FLEET LISTS	Gothic Sector Fleet List (pg. 33), Bastion Fleets List (pg. 34), Armageddon Sector Fleet List (pg. 38), Adeptus Mechanicus Fleet List (pg. 122)

DOMINATOR CLASS CRUISER
190 PTS

Famous Ships of the Gothic War: Hammer of Justice

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ front / 5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30 cm	12	Left
Starboard weapons battery	30 cm	12	Right
Prow nova cannon	30 – 150 cm	1	Front

OPTIONS
- Originally fitted with 45cm range weapons batteries (Firepower 6), these were later upgraded to shorter ranged but more powerful weapons as shown. The earlier version of the ship may be used for a reduced cost of -5 pts (like the *Hammer of Justice*).

The Dominator class cruiser is an unusual vessel of a class originally built to act as a fleet support unit for major engagements and planetary assaults. It was designed to hang back and use its massive nova cannon to bombard the enemy at extreme range. Dominator class cruisers are far more common to Battlefleet Ultima than Battlefleet Obscuras, the vast majority being built at the fleet base at Kar Duniash. The only Dominator class vessel serving in the Gothic Sector at the outset of the war was the *Hammer of Justice* under the command of Captain Grenfeld. Although it had always performed poorly on exercises and had an undistinguished prior history, the vessel rose to the challenge of full war and fought with vigour and resolution at every opportunity. The potency of the somewhat cumbersome nova cannon was ably illustrated by Captain Grenfeld at the Port Maw blockade and the raid on Alios. Indeed, over the course of the war a number of other vessels undertook major refits to replace their prow armaments with nova cannon.

TYRANT CLASS CRUISER

Famous Ships of the Gothic War: Lord Sylvanus, Zealous, Dominion, lncendrius

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ front / 5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45 cm	4	Left
Starboard weapons battery	45 cm	4	Right
Port weapons battery	30 cm	6	Left
Starboard weapons battery	30 cm	6	Right
Prow torpedoes	30 cm	6	Front

OPTIONS
- Can replace its 30 cm range weapons batteries with 45 cm range weapons batteries at a cost of +10 pts (like the *Zealous* and *Dominion).*
- Can replace its prow torpedoes with a nova cannon at a cost of +20 pts (like the *Zealous*).

Towards the end of the 38th millennium, the famed Adeptus Mechanicus Artisan-Magos Hyus N'dai completed a series of ship designs based around the principle of superfired plasma weaponry. The most common of these, the Tyrant class cruiser, became popular amongst the major shipyards in the 39th millennium. Its superfired plasma batteries are capable of launching a boosted salvo considerably further than comparable cruiser weapon decks, yet still deliver virtually the same weight of fire at close quarters. This had eluded ship designers since the secrets of building very long range ship weaponry had been lost after the Dark Age of Technology. In practice, however, the Tyrant's long range firepower lacks sufficient strength to make it a serious threat to anything larger than an escort-sized vessel. Two of the Tyrants assigned to the Gothic sector fleet, *Zealous* and *Dominion*, were eventually upgraded with weapons salvaged from wrecked Chaos ships. These pushed their firepower up to battlecruiser levels, making them very dangerous opponents at long range.

FLEET LISTS	Gothic Sector Fleet List (pg. 33), Bastion Fleets List (pg. 34), Bakka Sector Fleet List (pg. 46), Adeptus Mechanicus Fleet List (pg. 122)

GOTHIC CLASS CRUISER

180 PTS

Famous Ships of the Gothic War: Invincible, Emperor's Wrath, Righteous Fury, Sword of Orion
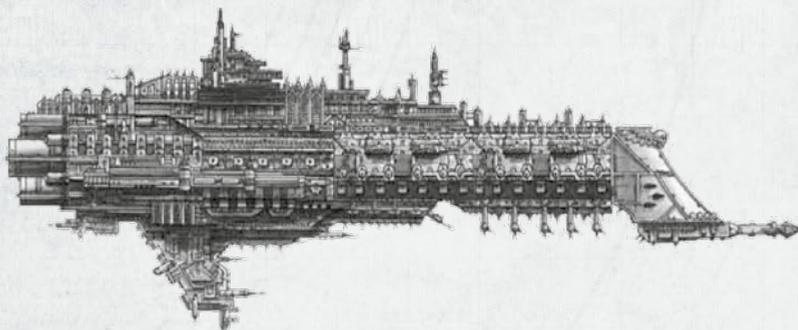
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ front / 5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	30 cm	4	Left
Starboard lance battery	30 cm	4	Right
Prow torpedoes	30 cm	6	Front

The powerful Gothic class cruiser is a familiar sight throughout the Imperium, with numerous vessels operating in each of the Segmentum battlefleets. A potent force in its own right, the class carries the heaviest lance array of any Imperial cruiser in the Gothic sector, making it a deadly adversary for enemy vessels of all sizes. However, in the course of the war it became apparent that it could only operate successfully in the company of other vessels, after two encounters between the *Righteous Fury* and the Chaos grand cruiser *Bloodied Sword*. In each case the *Righteous Fury* barely escaped after suffering severe damage and scoring only a handful of hits on the enemy vessel. Powerful as the lances were, they could not damage an opposing vessel fast enough in duels. A change in tactics, pioneered by Captain Hodge of the *Righteous Fury*, saw Gothic class ships paired with their own squadron of escorts or another cruiser. They would then engage an enemy vessel abeam, while its supporting ships circled to attack from bow or stem. This used the heavy lance armament to good effect, by knocking down the enemy's shields and allowing its consorts to attack, while preventing its enemy from moving away. Using its new tactics, the Gothic class cruiser made a valuable contribution to the war by destroying the Chaos cruisers *Cackling Hate* and *Glorious Bloodbath* in its later stages.

FLEET LISTS	Gothic Sector Fleet List (pg. 33), Bastion Fleets List (pg. 34), Armageddon Sector Fleet List (pg. 38), Bakka Sector Fleet List (pg. 46), Adeptus Mechanicus Fleet List (pg. 122)

LUNAR CLASS CRUISER

Famous Ships of the Gothic War: Iron Duke, Retribution, Agrippa, Minotaur, Justicar, Lord Daros

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ front / 5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	30 cm	2	Left
Starboard lance battery	30 cm	2	Right
Port weapons battery	30 cm	6	Left
Starboard weapons battery	30 cm	6	Right
Prow torpedoes	30 cm	6	Front

OPTIONS
- Can replace its prow torpedoes with a nova cannon at an additional cost of +20 pts (like the *Minotaur* and the *Lord Daros*).

The Lunar class cruiser forms the mainstay of Battlefleet Obscuras with over six hundred ships serving throughout the Segmentum and more than twenty ships fighting in the Gothic war. The uncomplicated design of this class ensures its enduring utility, enabling vessels to be built at hive and industrial worlds normally unable to muster the expertise to construct a capital ship. Perhaps the most remarkable example of this is the *Lord Daros*, constructed at the feral world of Unloth. The primitive tribesmen dwelling there were influenced to mine and smelt metals which were then presented for 'sacrifice' at sky temples established by the Planetary Lord. The raw materials were then lifted into orbit at each vernal equinox. After a period of eleven years the tribes were rewarded for their effort with the sight of a bright new star moving across the heavens as the *Lord Daros* boosted out-system to join Battlefleet Obscuras.

FLEET LISTS Gothic Sector Fleet List (pg. 33), Bastion Fleets List (pg. 34), Armageddon Sector Fleet List (pg. 38), Bakka Sector Fleet List (pg. 46), Adeptus Mechanicus Fleet List (pg. 122), Rogue Trader Exploration Fleet List (pg. 170)

ENDEAVOUR CLASS LIGHT CRUISER 110 PTS

Famous Ships of the Third Armageddon War: Sanctis Legate, Sword of Voss, Leonid

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20 cm	90°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30 cm	6	Left
Starboard weapons battery	30 cm	6	Right
Prow weapons battery	30 cm	2	Left/front/right
Prow torpedoes	30 cm	2	Front

SPECIAL	• Endeavour light cruisers get a +1 to their dice roll when defending against a boarding action, because the mid-ship corridor is easy to defend and restricts access to vital parts of the ship.
OPTIONS	• May increase the prow armour to 6+ for no additional cost. However, if this option is taken, the turning radius of these vessels is reduced to 45 degrees.

The Endeavour class, lacking the speed for anti-pirate operations, is preferred as a convoy flagship or a heavy escort to larger capital ships of the line. Its heavy gun batteries can almost match the firepower of larger cruisers and it is capable of holding its own in the midst of a pitched battle. Many Endeavour class light cruisers were sent to the Armageddon fleet during the latest Ork invasion, where, during fighting against Ork vessels, the Endeavour's relative slow speed for its class was not found to be a hindrance. The Endeavour, and its sister vessels, became a stable of the Armageddon fleet as replacements for lost ships.

ENDEAVOUR CLASS LIGHT CRUISER (BAKKA)   115 PTS

Famous Ships: Resolute, King Horaxe, Emperor's Shield

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20 cm	90°	1	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30 cm	6	Left
Starboard weapons battery	30 cm	6	Right
Prow weapons battery	30 cm	2	Left/front/right
Prow torpedoes	30 cm	2	Front

SPECIAL
- Their turret strength is 3 as part of their basic profile and point cost. This does not affect their ability to take an additional turret as part of Battlefleet Bakka.
- The specifications for these vessels relied heavily on a degree of compartmentalization that proved too cumbersome for later ship designs. However, this results in the Endeavour light cruisers getting a +1 to their dice roll when defending against a boarding action.

OPTIONS
- May increase the prow armour to 6+ for no additional cost. However, if this option is taken, the turning radius of these vessels is reduced to 45 degrees.

Endeavour and Endurance class light cruisers are popular as convoy flagships and are commonly seen paired together in Battlefleet Bakka. The most famous convoy leader in Battlefleet Bakka is the *Resolute*. This ship has accounted for more than 17 pirate ships and 204 attack craft in its 400 year career. It particularly distinguished itself at Heaven's Split where, with only two under-strength squadrons of Cobras, it fought off continuous waves of Ork attack craft for two days until the escort squadron *Silver Wolves* drove off the greenskins. Admirals have also found these classes effective as fleet escorts, and it has become common practice to pair battleships and light cruisers in Battlefleet Bakka. Because of the role these ships fulfil within the fleet, many of the Fleet Defence turrets constructed at the Bakka shipyards have been requisitioned for these ubiquitous vessels. Despite horrific losses, these warships served with great valour during the First Tyrannic War.

FLEET LISTS   Bakka Sector Fleet List (pg. 46)

Famous Ships: Ad Liberis

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20 cm	90°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	30 cm	2	Left
Starboard lance battery	30 cm	2	Right
Prow weapons battery	30 cm	2	Left/front/right
Prow torpedoes	30 cm	2	Front

SPECIAL	• Endurance light cruisers get a +1 to their dice roll when defending against a boarding action, because the mid-ship corridor is easy to defend and restricts access to vital parts of the ship.
OPTIONS	• May increase the prow armour to 6+ for no additional cost. However, if this option is taken, the turning radius of these vessels is reduced to 45 degrees.

The Endurance class is an Endeavour with its weapons battery refitted to carry lances. A common tactic amongst fleet admirals is to pair up Endeavours and Endurances for mutual protection, and a fearsome combined firepower. Given that the Endurance is produced in less numbers, a lack of Endurances does not always make this possible. It is more likely that a mixed squadron will contain two or three Endeavours and a single Endurance in support. Operating in this manner, the *Ad Liberis* was responsible for the destruction of nine Ork escorts as the War for Armageddon began above the high-g world of Pelucidar during a savage three-hour engagement, before their withdrawal was ordered by Admiral Parol.

FLEET LISTS	Bastion Fleets List (pg. 34), Armageddon Sector Fleet List (pg. 38), Adeptus Mechanicus Fleet List (pg. 122)

ENDURANCE CLASS LIGHT CRUISER (BAKKA)   115 PTS

Famous Ships: Imperial Ghost, Dux Cornovi

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20 cm	90°	1	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	30 cm	2	Left
Starboard lance battery	30 cm	2	Right
Prow weapons battery	30 cm	2	Left/front/right
Prow torpedoes	30 cm	2	Front

SPECIAL
- Their turret strength is 3 as part of their basic profile and point cost. This does not affect their ability to take an additional turret as part of Battlefleet Bakka.
- The specifications for these vessels relied heavily on a degree of compartmentalization that proved too cumbersome for later ship designs. However, this results in the Endeavour light cruisers getting a +1 to their dice roll when defending against a boarding action.

OPTIONS
- May increase the prow armour to 6+ for no additional cost. However, if this option is taken, the turning radius of these vessels is reduced to 45 degrees.

The Endeavour light cruiser is one of the most widely-encountered capital ship classes throughout the Imperium, and it appears in a great diversity of hull patterns that vary in a number of respects from similar class vessels from other fleets. Endeavour and Endurance class light cruisers of Battlefleet Bakka are typically deployed in solitary patrols or in pairs throughout the wilderness space of Segmentum Tempestus, or as "flak ships" in support of fleet formations.

FLEET LISTS

DEFIANT CLASS LIGHT CRUISER

120 PTS

Famous Ships: Forebearer, Archangel

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20 cm	90°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	30 cm	1 squadron	–
Starboard launch bays	30 cm	1 squadron	–
Prow lance battery	30 cm	2	Left/front/right

SPECIAL	• Defiant light cruisers get a +1 to their dice roll when defending against a boarding action, because the mid-ship corridor is easy to defend and restricts access to vital parts of the ship.
OPTIONS	• May increase the prow armour to 6+ for no additional cost. However, if this option is taken, the turning radius of these vessels is reduced to 45 degrees.

The Defiant is the least common of the Voss triumvirate but it is the last piece in the jigsaw. A capable carrier, the Defiant is regarded as too vulnerable to operate without support. Lacking any guns for self defence, the Defiant is usually relegated to a support role, operating behind the main fighting ships, out of the line of fire.

A relatively recent development of the Endeavour, the light carriers of this class proved to be vital linchpin of the Imperial fleet's desperate struggle to stem the relentless tide of destruction and death that accompanied the Orks' massive invasion force into the Armageddon sector. Being more agile than the much larger Ork kroozers arrayed against it, these vessels were able to push deeply into the vast greenskin host before unleashing their bombers upon the capital ships of the invasion fleet. Though the *Forebearer* and *Archangel* were lost above St. Jowen's Dock when they were overrun while struggling valiantly to refuel and rearm their beleaguered attack craft in the heat of battle, their brave pilots were responsible for destroying the kill kroozer *Grimzag's Ammer* and crippling two Terror ships.

FLEET LISTS	Bastion Fleets List (pg. 34), Armageddon Sector Fleet List (pg. 38), Adeptus Mechanicus Fleet List (pg. 122)

DAUNTLESS CLASS LIGHT CRUISER

110 PTS

Famous Ships of the Gothic War: Abdiel, Uziel, Vigilant, Baron Surtur, Havock, Guardian

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30 cm	4	Left
Starboard weapons battery	30 cm	4	Right
Prow lances	30 cm	3	Front

SPECIAL	• Improved thrusters (+D6 cm on *All Ahead Full* special orders).
OPTIONS	• Can replace their prow lances with prow torpedoes (Strength 6) at no additional points cost (like *Vigilant* and *Havock*).

Light scouting cruisers like the Dauntless class have always been a feature of Imperial fleets throughout the Imperium. An ideal light cruiser carries enough firepower to drive off opposing escorts and enough fuel and supplies to remain away from bases for months at a time. The Dauntless is a popular class, as fast and manoeuvrable as a frigate but with a ferocious frontal lance armament. During the Gothic War, the light cruisers *Uziel* and *Baron Surtur* were the first to detect Warmaster Khuzor's fleet near the Formosa cluster and their accurate information allowed Admiral Sartus to bring the foe to battle.

SILURIA CLASS LIGHT CRUISER 100 PTS

Famous Ships: Vanguard, Thebes

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30 cm	6	Left
Starboard weapons battery	30 cm	6	Right
Prow weapons battery	30 cm	2	Left/front/right

SPECIAL	• Siluria light cruisers go an additional +1D6 cm when on *All Ahead Full* special orders.

The Siluria class light cruiser is a much older design than the Endeavour or Dauntless, but a small number continue to serve the space lanes of Segmentum Tempestus. The Siluria is best suited to supporting battle fleets rather than undertaking missions on its own. However, a full broadside from one of these ships is more than capable of causing great damage, so these vessels tend to be well screened until the time to unleash its weapons arrives. During the Phillipa campaign, the Siluria cruisers *Vanguard* and *Thebes* served with particular renown.

FLEET LISTS	Bakka Sector Fleet List (pg. 46), Rogue Traders (optional) (pg. 168), Rogue Trader Exploration Fleet List (optional) (pg. 170), Rogue Trader Pirates and Wolf Packs (optional) (pg. 172)

FIRESTORM CLASS FRIGATE

Famous Squadrons of the Gothic War: Patrol Group Erinyes, Lexus Squadron, Costa Barbarus Patrol
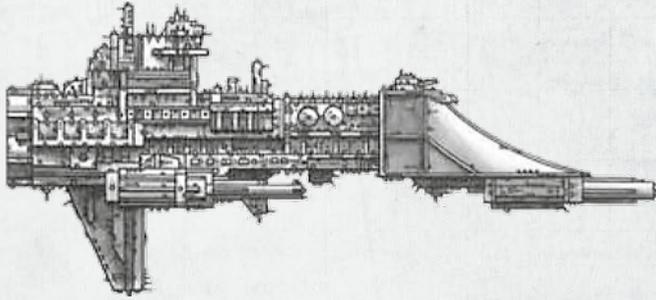
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow lance	30 cm	1	Front
Weapons battery	30 cm	2	Left/front/right

Firestorm class frigates are a comparatively recent innovation within Battlefleet Obscuras. The design was created in an effort to balance the manoeuvrability of escort class ships with the hitting power of a lance armament. The Firestorm is built around a Sword class hull with major reconfiguration of the central laser cores to direct power to a prow-mounted cannon. Only five squadrons of Firestorms served in the Gothic war and these were all understrength in most of the engagements they fought, due to a lack of available replacement ships. The most noteworthy action fought by Firestorms was by *Gold Squadron* at the Battle of Veras. The two Firestorms intercepted a group of Infidel raiders flanking the main fleet to attack the Emperor class battleship *Intolerance*. Three of the raiders were destroyed for the loss of one Firestorm, enabling the *Intolerance* to complete the despatch of twenty four bomber wings against the Chaos Desolator class battleship *Eternity of Pain*.

FALCHION CLASS FRIGATE

35 PTS

Famous Squadrons of the Third Armageddon War: The Initiates of Monglor, The Rhomphaian Squadron
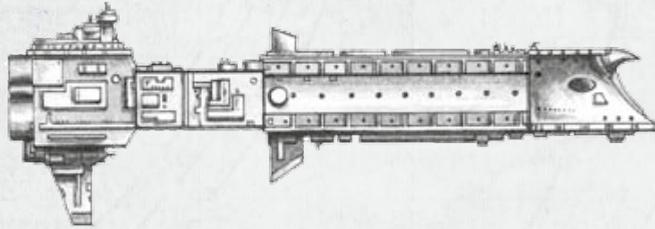
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow weapons battery	30 cm	3	Left/front/right
Prow torpedoes	30 cm	1	Front

The Voss pattern ship design has also been used on an escort vessel, the Falchion class. When traitors made off with the designs for a larger escort ship to fulfil the role for the Cobra destroyer from the Monsk forge world in 761.M40, the Magos set about reconstructing the records of its design with what little information was left behind, and brought it to Voss.

By 261.M41 the first operational escort squadrons based on this new design began to ply the stellar void. Though this design is slowly being distributed throughout the domains of the Adeptus Mechanicus, dissemination has been slow and many fleets still go without a single example of this type. Only two squadrons were operational during the early years of the Armageddon War, the *Michaelis Fire Squadron* and the *Torchbearer Patrol*.

An all round escort much in the mould of the widely built Sword class, the Falchion is versatile. It is used for patrolling, convoy escorting and as close escorts to the light cruisers, guarding its larger cousins' rear in battle. Like all the Voss pattern ships, being unique to that forge world, it is not commonly distributed throughout fleets but those that are equipped with Falchions find them a worthy substitute for the common Sword class.

FLEET LISTS Armageddon Sector Fleet List (pg. 38), Space Marine Dominion Fleet List (pg. 98), Adeptus Mechanicus Fleet List (pg. 122)

HAVOC CLASS FRIGATE

Famous Squadrons: Sons of Ogala, 125th Ghost Wing
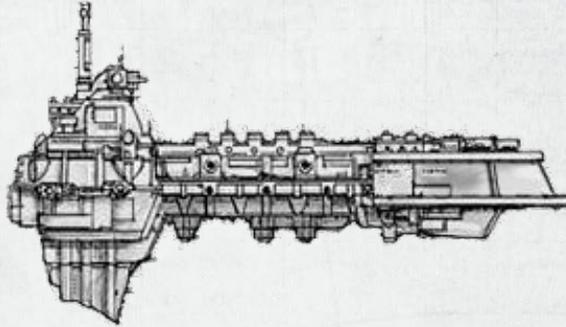
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Dorsal weapons battery	30 cm	3	Left/front/right
Prow weapons battery	30 cm	2	Front

Like the Siluria class light cruiser, the Havoc frigate is an old design harking back to a time when classes such as itself and the Preator class destroyer were not yet superseded by newer and now ubiquitous escort classes like the Sword and Cobra. Even among the fleets of Segmentum Tempestus the class is not commonly encountered, and the vessel is more often found in the company of Rogue Traders than in the service of the Imperial Navy. Unfortunately, this aspect has also made it a favourite of raiders as well, and a number of these ships had to be hunted down and destroyed after falling in the hands of pirates and renegades. It nonetheless was an important escort in its time, and aspects of its design were later incorporated in both the Sword and Falchion frigate classes.

SWORD CLASS FRIGATE   35 PTS

Famous Squadrons of the Gothic War: Blue Squadron, Red Squadron, Omega Squadron
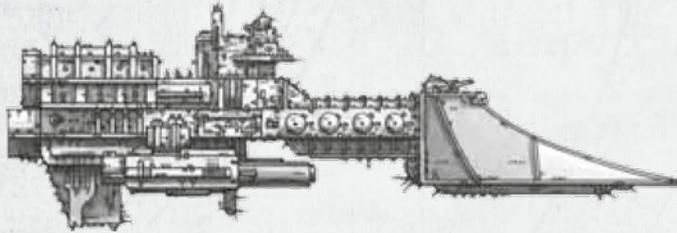
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	30 cm	4	Left/front/right

The venerable Sword class frigate has ably served Battlefleet Obscuras for thousands of years. Every part of the vessel's design and construction has been tried and tested in innumerable engagements. The Sword's laser-based weapons batteries and substantial turret array have an exceptional ready level of 88.2 %. Its plasma drives are simple, sturdy units copied many times on other ships and can be serviced by artificers with minimal training. A classic escort vessel in every respect, few battleships fight without at least a pair of Swords to guard their backs against enemy destroyers and attack craft.

FLEET LISTS	Gothic Sector Fleet List (pg. 33), Bastion Fleets List (pg. 34), Armageddon Sector Fleet List (Rapid strike vessel) (pg. 38), Bakka Sector Fleet List (pg. 46), Space Marine Codex Astartes Fleet List (pg. 95), Space Marine Dominion Fleet List (pg. 98), Adeptus Mechanicus Fleet List (pg. 122)

VIPER CLASS DESTROYER

Famous Squadrons: Rat Runners, 76th Silver Spears
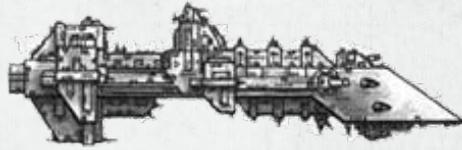
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	90°	1	4+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow torpedoes	30 cm	3	Front

During the Gareox Prerogative, many Cobra destroyers were converted to carry boarding torpedoes. Their main weapon battery was removed and extra torpedo launch tubes added. The experiment was not a success; escorts could not carry large enough crews to man the torpedoes properly and fly the ship. These ships have proven to be poor convoy escorts but have been surprisingly successful in fleet support flotillas. As such, most Vipers have been retained in this capacity and continue to be constructed, though they no longer use boarding torpedoes.

FLEET LISTS   Bakka Sector Fleet List (pg. 46)

COBRA CLASS DESTROYER

30 PTS

Famous Squadrons of the Gothic War: 24th Widowmakers

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	90°	1	4+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow torpedoes	30 cm	2	Front
Weapons battery	30 cm	1	Left/front/right

OPTIONS
- Squadrons can carry experimental long range detection gear. This doubles the Leadership test bonus for enemy contacts (ie, enemy on special orders) from +1 to +2 but removes the squadron's weapons batteries (like the 24th Destroyer Squadron *Widowmakers*). Can only be taken by escort squadrons where more than half the escorts are Cobras, and all the Cobras in the squadron must take the refit. Only Imperial escort squadrons may take this refit, not pirates, Chaos renegades, etc.

Cobra class escorts form a significant proportion of Battlefleet Obscuras, their versatility making them a favoured vessel for scouting, patrolling and raiding. The main asset of the Cobra is its great speed, enabling it to catch the light, fast craft favoured by pirates. This was most famously illustrated in the Gothic sector by Captain Walker's Skargul patrol, which destroyed seventeen pirate vessels in the twelve months prior to the Gothic War.

FLEET LISTS

TRANSPORT

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15 cm	45°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Dorsal weapons battery	15 cm	2	Left/front/right

SPECIAL

- Transports do not have the powerful drives routinely fitted to warships. Transports using *All Ahead Full* orders only add +3D6 cm to their speed.
- They also reduce their randomly rolled Leadership by one, so they will have a Leadership value of between 5 and 8.
- Transports have 'Special' for their points value as they are usually only used as objectives in missions or as fire ships for planetary defence purposes.

Hundreds, perhaps thousands, of transport ships participated in the Gothic War. The vast majority were chartered merchantmen pressed into service to move war materials to systems under blockade, while many others were Imperial Navy support vessels used to resupply the fleet and form temporary repair bases in isolated systems. The crews of these small vessels, despite being untrained in the arts of battle, struggled valiantly against often impossible odds and paid a heavy price in blood for their efforts. Most transport ships carry some weapons to protect themselves against pirates and other raiders, but without decent sensors and fire control by experienced officers, the chances of getting a shot at the enemy is miniscule. One exception was the *Son of John*, a Tarask class merchant that was part of a convoy moving into Port Maw in the early part of the war. When the convoy came under attack by a Slaughter class Chaos cruiser that had slipped past the escort screen, the *Son of John* engaged the ship from close quarters and succeeded in distracting it for long enough for the other transports to escape. Its puny guns firing to the last, the Imperial vessel was destroyed, but its heroism and sacrifice shone like a beacon in the dark days that followed.

SPACE MARINES

When Gulliman set about the long and arduous task of preparing Codex Astartes, the role of space vessels amongst the Adeptus Astartes proved a particular sticking point. For an Imperium still reeling from internecine Heresy that almost tore it apart, the division of power was a vitally important consideration. Of the most extreme options on offer, it was ventured by some that the Space Marines should be denied any vessels at all, barring intra-system transports for movement between homeworlds and attendant moons. Corax, amongst others, protested strongly that in fact had the Space Marines been better equipped with fleets of their own his own Legion might not have been so horrendously decimated when trapped on Istvaan V by Horus and the newly revealed traitors. Instead, a compromise was reached which limited the Space Marines to vessels whose primary role was that of transport, delivery and suppression designed to facilitate planetary assault. Only the smallest of vessels would be permitted to act exclusively as gunships, with the larger battle barges and strike cruisers remaining predominantly as aids to invasion, ensuring the Space Marines would never present a threat to the Imperial Navy proper. Inevitably, the wrangling over interpretation of a ship's 'primary role' leads to some chapters possessing rather more versatile fleets than the Imperial Navy is entirely comfortable with.
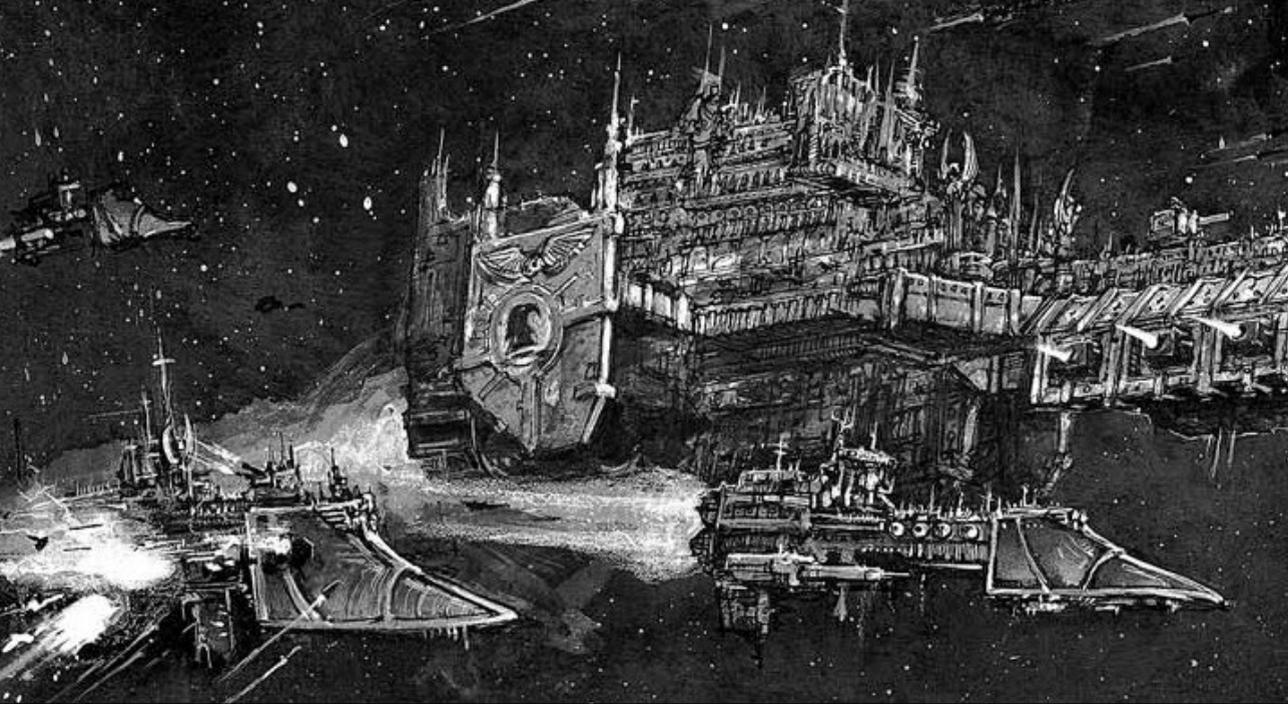
Unlike the vessels of the Imperial Navy, a Space Marine ship has a relatively small crew. A Space Marine is far too valuable to waste in manning a gun or watching a surveyor screen, and so only the officers aboard a vessel are likely to be Space Marines, as well as the few Techmarines who oversee the engines and perform other mechanical duties. Almost all the ship's systems are run and monitored by servitors; half-human cyborgs who are wired into the vessel's weapons, engines and communications apparatus. There are also a few hundred Chapter serfs to attend to other duties, such as routine cleaning and maintenance, serving the Space Marines during meal times and other such honoured tasks. These serfs come from the Chapter's home planet or the enclave they protect, many of them Novitiates or applicants who have failed some part of the recruiting or training process. These serfs are fanatically loyal to their superhuman masters, and indoctrinated into many of the lesser orders of the Chapter's Cult. Although human, they still benefit from remarkable training and access to superior weaponry than is usually found on a naval vessel, making them a fearsome prospect in a boarding action – even without the support of their genetically modified lords.

FLEET ORGANIZATION

Usually, one of the Chapter's Captains will be appointed Master of the Fleet with overall responsibility for the Chapter's entire fleet. This will place at his disposal all the pilots, gunnery officers, command crews and navigators in the Chapter. These additional crewmen will not join the Master of the Fleet's own company, for they themselves are not Space Marines. Most Chapters include several Cults dedicated to the Fleet or to the vessels within it, and it is the rarefied honour of admission to these Cults which the serfs aspire to when recruited into the fleet, for despite all their specialization they will always remain subservient to their Space Marine masters, no matter how much the fleet might actually rely upon them. While these serfs make up the vast bulk of crews aboard Space Marine vessels, the Master of the Fleet also has a number of Space Marines under his command, who act as high-ranking officers aboard the fleet's capital ships, providing captains for individual vessels, leading specialized boarding parties, or otherwise overseeing the dedicated serfs who provide the bulk of a vessel's manpower.

The exact organization of those Space Marines tasked with crewing the fleet varies from Chapter to Chapter. In some cases, it will be the Master of the Fleet's own company that
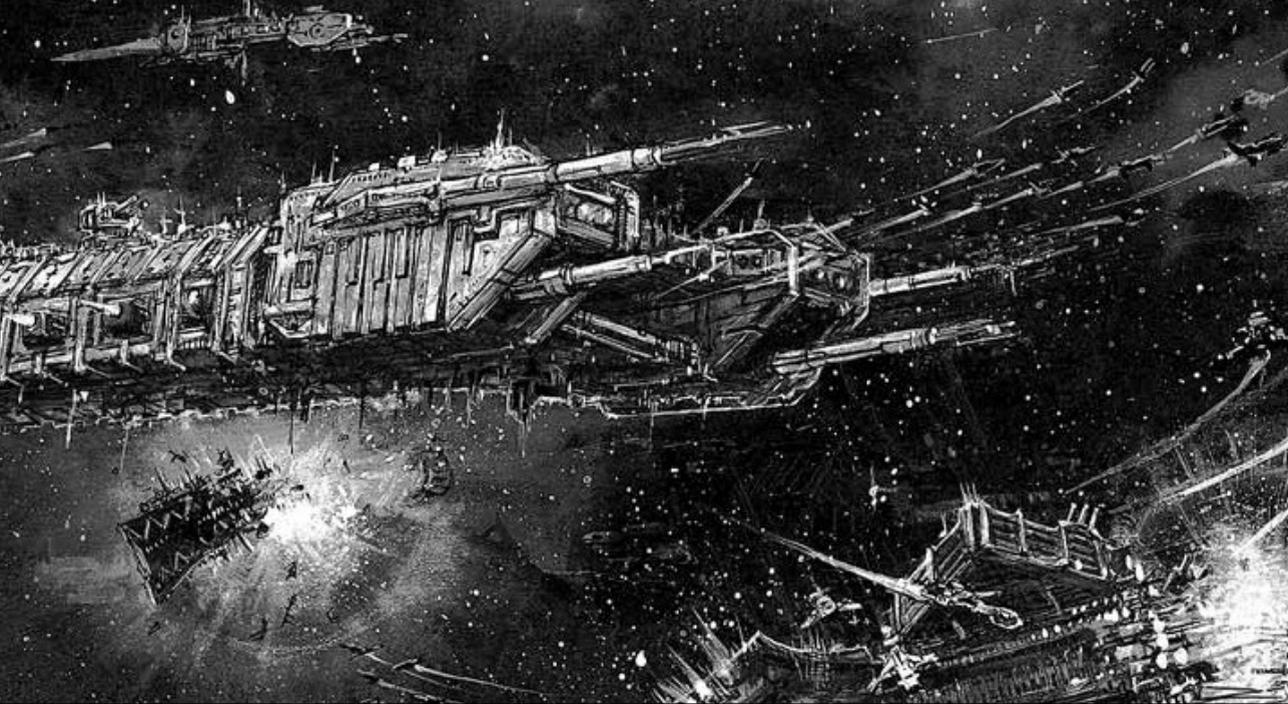
provides these Marines, with each of his veteran captains acting as captain to a different vessel within the fleet while their own squad members each man a different vital area within that same vessel. In other cases, squads from different companies within the Chapter may be charged with manning the fleet, serving under the command of the Master of the Fleet in the same way that a Space Marine battleforce may be made up of squads drawn from several companies across the Chapter under the command of a single, nominated force commander. At an absolute minimum, a Master of the Fleet typically needs eighty to a hundred Thunderhawks and its landing craft, and most Chapters have measures in place to ensure that a standing force of this size is permanently available to the Master of the Fleet.

As with all specialized roles which a Space Marine might be honoured, serving in the fleet brings with it a variety of different titles and ranks. While the Master of the Fleet retains overall control of the entire fleet, Space Marine Chapters frequently find themselves dispersed among several warzones all over the galaxy, and so the command of individual fleets or even lone vessels frequently falls to individual Captains. In this manner, a Space Marine force commander may well find that he is charged with command of both the battleforce and the transporting fleet, earning him additional honorifics, such as Regent of the Fleet, Commander at Sail and so on. A Marine's heraldry and personal armour markings may well bear emblems of his service within the fleet, additional honours and titles gained there, or other emblems signifying their role within the fleet.

FORTRESS MONASTERIES

Several Chapters, most notably the Dark Angels and the Fire Hawks, operate from mobile space fortresses. These gigantic craft contain sufficient accommodation, workshops, training areas and dock facilities for the entire Chapter and operate as a mobile base for Chapter operations. While their defensive/offensive capabilities are alleged to be equivalent to a Ramilies class star fort, they are not only mobile but warp-capable. The warp drives for these structures must be enormous, far exceeding those of our own Emperor class battleships. However the loss of the Fire Hawk's fortress Raptorus Rex during a standard jump from Piraeus to Crow's World in 963 may indicate that these craft are dangerously unstable. Allegedly no Chapter possesses more than a single fortress, on this basis I would estimate that there are between two and five of these behemoths operating in the entire Segmentum, and at most one in the Gothic Sector.

BATTLE BARGES

Battle barges have been reported in conjunction with nearly all major Astartes operations, most recently in the Scylla incident. In this engagement a battle barge of the Harbingers Chapter identified as the Unrelenting Fury intercepted the Scylla and delivered a series of punishing salvoes against it. The Unrelenting Fury was observed to suffer severe engine damage from repeated attack-craft attacks but was otherwise unharmed. If the Unrelenting Fury is a typical example of an Astartes main fleet unit the following conclusions can be drawn: As might be expected the vessel is configured for close support of planetary landings and carries numerous bombardment turrets and torpedo tubes. A considerable amount of hull space is given over to launch bays for light intra-system craft and drop pods, observations indicating that up to three companies can be deployed simultaneously.

The vessel is extremely heavily armoured and well shielded, presumably so that it can breach planetary defences without harm coming to its cargo. The Unrelenting Fury was apparently "slow and very stately in its movements" indicating that engine strength is comparatively low in relation to mass, although this may have been due to damage from the fighter attacks. In ship-to-ship combat I would rate this vessel as comparable to an Emperor class battleship, its lower acceleration and closer ranged weapons weighing off against superior armour and shields. Naturally the battle barge would make a frightening opponent in any situation where boarding is involved.

I have been unable to find any definitive information about numbers of battle barges in operation but I have located twenty eight separate reports of incidents involving them in the Segmentum over the last 20 years. From these reports I have identified eleven different craft, five appearing in the Gothic sector.

STRIKE CRAFT

Strike craft are fast, lightly-armed vessels whose mass is slightly less than our own Dauntless class light cruisers. Their primary function seems to be that of rapid response, reports indicating that they are invariably the first craft to arrive at a threatened planet. Strike craft vary in configuration but share common features of large bays for deploying ordnance and powerful warp engines. Strike craft appear to carry approximately one full company of Space Marines (including support vehicles) and have been observed to deploy them within twenty minutes of arrival in orbit. The sheer numbers of reported sightings of strike craft indicate that they also perform patrol and pursuit functions across a vast area of space. I would estimate that there are approximately one hundred craft of this class operating in the segmentum as a whole, of which twenty to thirty appear in the Gothic sector on a regular basis.

ORDNANCE

In addition to standard missiles and torpedoes the Adeptus Astartes utilise three main types of ordnance; drop pods, boarding torpedoes and Thunderhawk gunships. Drop pods are basic ablative capsules which descend to a planet in a rapid drop controlled by a ring of retro burners, closely resembling a simple ship's life pod in operation. Drop pod shells examined on Larras Landing show they carry five to ten warriors in exceedingly spartan conditions.

Boarding torpedoes are large self-guiding missiles which appear to carry a similar number of troops and are used for ship to ship boarding actions. The tip of the boarding torpedo contains magnetic clamps, shock absorbers and explosive charges for breaching a target vessel's hull. With both drop pods and boarding torpedoes the troops in transit would be vulnerable during the transport period but detection of these small craft would be very difficult, limiting any defensive measures to the last moments of their approach.

Thunderhawk gunships are employed as intra-system transports moving troops, supplies and ammunition between ships and planets or between planets, moons or asteroids within a star system. Thunderhawks also carry a substantial armament of missiles, rockets and cannon for their size and are used to give direct fire support to the Space Marines once they are on the surface. Though Thunderhawks are relatively ponderous, their heavily armoured heat shielding and flexible weaponry make them a prickly proposition when it comes to interception. Most Astartes strike craft appear to carry at least three Gunships, which between them is sufficient to transport a company of Space Marines simultaneously. Battle barges are thought to carry at least nine Thunderhawks each and fortress monasteries might be able to carry thirty or more.

MODUS OPERANDI

Despite their impressive fleet assets the Space Marine's naval assets are primarily directed at transportation, supply and support of ground forces. A typical offensive against a rebel or alien-held planet begins with the arrival of strike craft which engage and clear away defending system ships and may establish a hidden base located within an asteroid field or on a small moon if a protracted campaign is being undertaken. The strike craft then move on to neutralise any orbital defences, ground-based defence laser silos and missile bunkers. Orbital defences are boarded and captured (as occurred on Larras Landing, Bray, Magdelon, Vanaheim and many others) and then turned against ground defences or simply destroyed. Surviving ground defences are sabotaged by scout forces or captured by main force assault troops inserted via drop pods. By preference, if the system defences are weak or still under friendly control, the Space Marines will deploy directly onto the planet's surface, often directly into the midst of a decisive engagement to take advantage of the considerable shock of their arrival.

In addition to the delivery and support of ground forces Astartes vessels will undertake patrol operations to secure a system against pirates or raiders for a limited duration. However they obviously view this as a role which should fall to the Imperial fleet and Chapter Master Verchen of the Iron Fists even went so far as to pass comment on the number of raiders which have recently penetrated the Purgatory system and the blockade around Dudzus.

In conclusion I would surmise that the Adeptus Astartes commands powerful fleet forces, capable of overwhelming even a heavily defended system. In a fleet action they would be at a disadvantage in comparison to Imperial vessels due to their special adaptations for planetary assaults. However it is hard to imagine that the Adeptus Astartes would accept a ship to ship fight on any but the most favourable terms, instead operating against shipping lanes, dock facilities and other vulnerable assets. I only pray that they remain on our side.
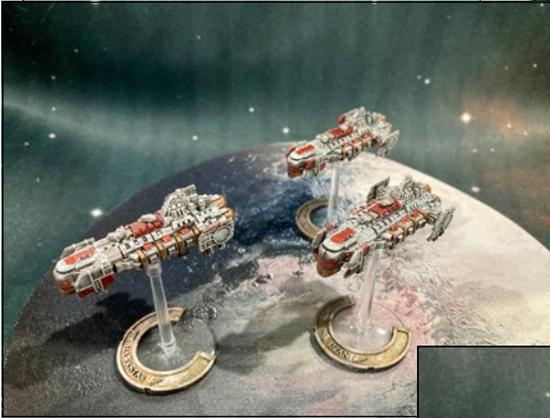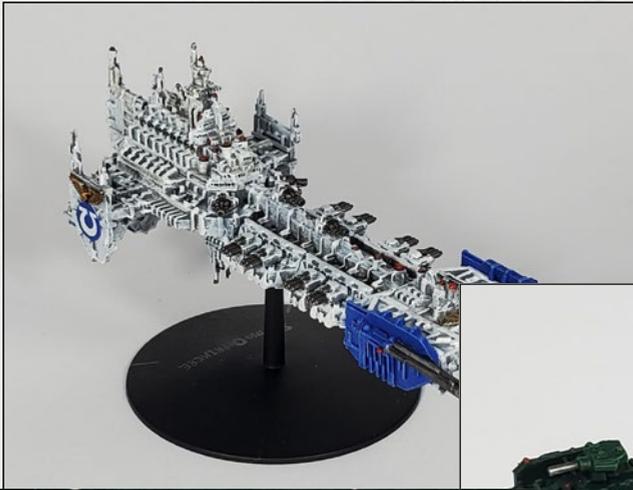
SPECIAL RULES

SPACE MARINE LEADERSHIP

Space Marines are highly organised, efficient and disciplined, allowing them to out-perform their enemy in almost any situation. When randomly generating the Leadership value for a Space Marine ship, use the table here.

D6 ROLL	LEADERSHIP
1-2	Ld 8
3-4	Ld 9
5-6	Ld 10

ATTACK RATING

Space Marines have a starting attack or initiative rating of 3.

BOARDING ACTIONS AND HIT-&-RUN ATTACKS

Space Marines are the supreme fighting force of the Imperium, and excel at ship-to-ship boarding actions, where their skill is paramount and their lack of numbers irrelevant. To represent this, Space Marine ships add +2 to their D6 roll when they fight in a boarding action and +1 when they make any hit and run attack.

Enemy hit-and-run attacks against a Space Marine ship deduct 1 from their dice rolls, i.e. to succeed, a 3+ is required against capital ships, and a 5+ against escorts.

PLANETARY ASSAULTS AND EXTERMINATUS

Space Marines excel at planetary landings and attacking enemy-held systems. Their entire organisation and the weapons and ships at their disposal are designed solely for the purpose of reclaiming or destroying planets that have fallen into enemy hands.

In a Planetary Assault scenario, Space Marine strike cruisers and battle barges earn 2 Assault points for every turn they spend landing troops or bombarding the planet, rather than 1 point as is normal. In an Exterminatus scenario, a battle barge can be used as an Exterminator, unchanged from the following data sheet (battle barges are equipped with virus bombs and cyclotronic warheads as standard). In addition, once a battle barge is in position to exterminate the planet, you need to roll a 3+ to do so rather than a 4+.

SPACE MARINE WEAPONS

Some weapons function differently on Space Marine vessels, as described below.

Bombardment Cannon

Space Marine battle barges carry a heavyweight battery of bombardment cannons as part of their main armament. Bombardment cannons are huge, turret-mounted linear accelerators, capable of launching a salvo of heavy magma bomb warheads. As their name implies, bombardment cannons are used primarily for pounding planetary defences into rubble and giving devastating orbital support to Space Marine landing forces. Bombardment cannons are equally devastating in ship-to-ship combat, capable of blasting apart any capital ship in just a few salvoes.

Bombardment cannons fire in the same way as weapon batteries with two exceptions:

1. Bombardment cannons always hit on a 4 or more, regardless of the target's armour (even vs ordnance).
2. Bombardment cannons inflict critical hits on a roll of 4 or more, rather than just on a roll of 6.

ORDNANCE

Rather than the bombers and fighters employed by Imperial Naval forces, the Adeptus Astartes make exclusive use of the Thunderhawk gunship. They also make use of other types of ordnance not widely used in the Imperial Fleet.

Space Marine vessels may fire boarding torpedoes instead of ordinary torpedoes, as detailed in the Ordnance rules in Battlefleet Gothic. Remember that as these are Space Marines, they will have a +1 bonus to their hit and run attacks if they hit an enemy ship.

Thunderhawk Gunships

Thunderhawk gunships combine the abilities of assault boats and fighters, and move like any other attack craft, with a speed of 20 cm. A Thunderhawk counter that is intercepted by enemy fighters or moves onto an enemy ordnance marker removes the enemy as fighters would. However as they are extremely resilient, roll a dice when this happens. On a score of 4+, do not remove the Thunderhawk marker (However, Thunderhawks can only remove one enemy marker in any given ordnance phase and stop moving as soon as they intercept an enemy. Also, if a Thunderhawk marker uses its save to remain in play and comes into contact with another ordnance marker in the same ordnance phase, it is removed normally.). Note that against Eldar fighters, which also have this ability, it is possible that you end up with neither marker being removed! If this happens, either marker is free to move away in their next turn, or they can stay in place and attempt to remove their enemy again.

When a Thunderhawk marker moves into contact with an enemy ship's base, they are treated exactly like assault boats (with the +1 bonus to their hit and run attack for being Space Marines). Using its 4+ save does not prevent it from attacking a ship if in base contact with one when stopped. Once a Thunderhawk marker has made its hit and run attack, it is removed from play.

Any vessel that earns or pays for a refit to carry Thunderhawks may then ONLY carry them, and its launch bay capacity is reduced by half (rounding up when applicable). This also applies for those earned when rolling a 7 against the Space Marines table on p.157 of the rulebook. Escort carriers may never be upgraded to carry Thunderhawks!

Thunderhawk Annihilator

The Thunderhawk Annihilator is a specialized gunship employed only by crusading Chapters. Forsaking its transport capability in favour of a powerful Annihilator cannon, it provides crusading Chapters with the kind of thunderous firepower normally provided by the bombers of the Imperial Navy or the Battle Titans of the Adeptus Mechanicus.

Thunderhawk Annihilators combine the abilities of bombers and fighters, and they move like any other attack craft with a speed of 20cm. They can no longer be used as assault boats.

A Thunderhawk counter that is intercepted by enemy fighters or moves onto an enemy ordnance marker removes the enemy marker exactly the same way fighters would. However, they are extremely resilient and follow all special rules for Thunderhawks described on the previous page.

When a Thunderhawk Annihilator comes in contact with an enemy ship's base, they attack it like bombers as described for bombers on [???] of the Remastered Rulebook, even if they have used their resilience to remain in play.

As they behave as both fighters and bombers, they apply a bonus to turret suppression by adding +1 attack for each marker in the wave after attacks are modified by turrets – meaning each ordnance marker that survives against turrets will be able to conduct at least one attack and will not have a minimum of zero attacks.

When a wave of Thunderhawk Annihilators attacks a ship, you must decide beforehand if any of the markers will forgo their attack runs in favour of turret suppression. Every one that does so cannot make any attack rolls but adds an additional +1 bonus attack to any surviving Thunderhawk Annihilators when rolling their attacks. Thunderhawks used in this manner cannot contribute more bonus attacks than the defending ship actually has turrets or the number of surviving Thunderhawk Annihilators, whichever number is lower. NOTE: In either case, at least one Thunderhawk Annihilators has to survive against turrets for the wave to attack in this manner.

Once they complete their attack, they are removed normally.

Drop Pods

All Space Marine capital ships are equipped with drop pods. These add nothing to their profile and are not treated as ordnance in any respect. Drop pods enable Space Marine capital ships to quickly deploy Space Marines to the surface and impart +2 assault points for each capital ship during a planetary assault instead of +1.

Honour Guard

Most Chapters maintain special bodies of honoured Space Marines with extraordinary experience, given over to form the personal retinue of company captains, great heroes within the Chapter or even the Chapter Master himself. Once per turn you may use the Honour Guard, if your fleet list includes them. All the normal rules for teleport attacks apply, except that they may be used in addition to a normal teleport attack that turn. The player may roll two dice and choose which one to use as the result, including the normal +1 bonus for being Space Marines.

Terminator Boarding Parties

Taken from the elite First Company and wearing the heaviest armour known to man, Terminators are the greatest ship-to-ship fighters in the galaxy. Once per turn a vessel equipped with Terminator boarding parties may use them when conducting a hit and run teleport attack. They roll two dice for its hit and run attack and apply both results, including the normal +1 bonus for being Space Marines. Terminators may be used in addition to a normal teleport attack that turn.

SPACE MARINES IN CAMPAIGNS

In a campaign, the Space Marine fleet has access to the same refits and crew skills as Imperial fleets on [???] of the rulebook. Space Marines may roll appeals against the Space Marines table on [???] if desired. Ships earned as a result of rolling against this table are considered to be "for free" and do not count against fleet restrictions. For example, a 1,500-point Space Marine fleet with two battlebarges that rolls a 2D6 roll of 2 against this table may waive the point restrictions and gain a third battlebarge, provided the owning player actually has three battlebarge models to represent it. Ships not able to take a particular refit rolled randomly may re-roll the result.

CODEX ASTARTES FLEET LIST

FLEET COMMANDER

0-1 Master of the Fleet

You may include 1 Master of the Fleet. If your fleet includes any battle barges, he must be assigned to a battle barge in preference to a strike cruiser. If the fleet is worth over 750 points, the Master of the Fleet must be included to lead it.

Master of the Fleet (Ld 10) .... 50 pts

You may buy Fleet Commander re-rolls for your Master of the Fleet.

One re-roll..+25 pts
Two re-rolls ....+50 pts
Three re-rolls..+75 pts

In addition, the Master of the Fleet's ship may carry a Terminator boarding party:

Terminator boarding party....................+50 pts

CAPITAL SHIPS

0-3 Battle Barges

You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet. The fleet can include a single Venerable battle barge (counting as one of the three allowed), chosen from any available Imperial or Chaos battleship, grand cruiser, battlecruiser or heavy cruiser at the listed cost, plus an additional +35 points for its Space Marine crew.

(0-1) Venerable battle barge (pg. 100) .... varies
Battle barge (pg. 102) .... 425 pts

0-10 Cruisers

Strike cruisers (pg. 103)................................ 145 pts

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6.

Nova class Frigate (pg. 105) .... 50 pts
Gladius class Frigate (pg. 106)....................... 45 pts
Hunter class Destroyer (pg. 107) .... 40 pts
Rapid strike vessel (Firestorm) (pg. 104) (pg. 77) . 45 pts
Rapid strike vessel (Sword) (pg. 104) (pg. 80) .. 40 pts
Rapid strike vessel (Cobra) (pg. 104) (pg. 82)... 35 pts

ORDNANCE

Any ship with launch bays carries Thunderhawk Gunships. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes.

CRUSADE FLEET LIST

SPACE MARINE CRUSADE FLEETS

The Crusade Fleet List represents all the most aggressive, zealous and insular Space Marine Chapters, most notably the Black Templars. They do not rule over great swaths of the Imperium as other Chapters might, and few of them even have a homeworld of their own. Instead, these crusading armies endlessly roam the galaxy, engaged in near constant warfare with the Emperor's enemies (or in some cases, in endless pursuit of their own ancient foes). This same zeal breeds in them a great distrust of non-Space Marines, indeed a distrust even of other Chapters, who they believe incapable of the same purity which they themselves make a virtue, meaning they will seldom, if ever, seek the aid of other arms of the Imperium.

As well as true Crusade Chapters, the fleet list above is ideal for representing fleet-based Chapters, particularly those that operate from a fortress-monastery, such as the Fire Hawks or Dark Angels. While not strictly a Crusading Chapter, this list is particularly suited to the Dark Angels, since it represents their famously secretive method of operation. Other Chapters, such as the Imperial Fists, the Crimson Fists and so on, occasionally launch Crusades though not exclusively, so they can be equally well represented by this fleet list or the Codex Astartes fleet list on [???] of Armada.

FLEET COMMANDER

0-1 Master of the Fleet

You may include 1 Master of the Fleet. If your fleet includes any battle barges, he must be assigned to a battle barge. The Master of the Fleet may be assigned to a venerable battle barge or fortress monastery if one is present, but does not have to be. If the fleet is worth over 750 points, the Master of the Fleet must be included to lead it.

Master of the Fleet (Ld 10) .... 50 pts

You may buy Fleet Commander re-rolls for your Master of the Fleet, that can be used by the entire fleet.

One re-roll...+25 pts
Two re-rolls..+50 pts
Three re-rolls...+75 pts

In addition, the Master of the Fleet's ship may carry a Terminator boarding party:

Terminator boarding party....................+50 pts

FORTRESS-MONASTERY

0-1 Fortress-Monastery

If your fleet is worth at least 2,000 points, it may include one Fortress-Monastery.

Fortress-Monastery (pg. 108).....................1000 pts

As the base of operations for the entire Chapter, the fortress-monastery may purchase re-rolls, which it may use for its own command checks only. If the Master of the Fleet is assigned to a fortress-monastery, its re-rolls are added to those of the Master of the Fleet and may be used by the entire fleet.

One re-roll...+25 pts
Two re-rolls..+50 pts
Three re-rolls...+75 pts

CAPITAL SHIPS

0-3 Battle Barges

You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet. The fleet must be worth at least 1,000 points to include a single Venerable battle barge (counting as one of the three allowed), chosen from any available Imperial or Chaos battleship, grand cruiser, battlecruiser or heavy cruiser at the listed cost, plus an additional +35 points for its Space Marine crew.

(0-1) Venerable battle barge (pg. 100) .... varies
Battle barge (pg. 102) .... 425 pts

0-10 Cruisers

Strike cruisers (pg. 103)................................. 145 pts

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6.

Nova class Frigate (pg. 105) .... 50 pts
Gladius class Frigate (pg. 106)....................... 45 pts
Hunter class Destroyer (pg. 107) .... 40 pts

ORDNANCE

Any ship with launch bays carries Thunderhawks and Thunderhawk Annihilators. Ships with torpedo tubes are armed with ordinary and boarding torpedoes. All Space Marine capital ships are equipped with drop pods. Any battle barge or strike cruiser in the fleet may be equipped with an Honour Guard for +10 points per ship. A fortress-monastery is equipped with Terminator boarding parties and an Honour Guard as part of its point cost.

ATTACK RATING

A Space Marine Crusade Fleet has an attack rating of 3. If the fleet includes a fortress-monastery, it has an attack rating of 1; even Space Marines find it difficult to launch a surprise blitz with a billion tons of fortress monastery in tow!

RESERVES AND ALLIES

A Space Marine Crusade fleet will not take ships from or provide ships to any other fleet list as reserves or allies, including Imperial Navy, Rogue Trader or Adeptus Mechanicus fleet lists.

SCENARIOS

A Space Marine Crusade fleet with a fortress-monastery will always be the defender in a scenario. Players should use any method desired to pick a scenario, assigning the Crusade fleet as the defender. An alternative is to determine the attacker and defender normally with the Space Marine player electing if desired to use the fortress monastery if selected as the defender. Like the rules for a Ramilies Star Fortress, the fortress-monastery should only be used as a defence or in some scenarios substituting for the planet itself.

DOMINION FLEET LIST

SPACE MARINE DOMINION FLEETS

The Master of each Space Marine Chapter is its leader and spiritual head. He leads his troops in battle and acts as the figurehead for the entire Chapter. As some Chapters rule entire planets or even sub-sectors of space, a Chapter Master may well act as the head of government as well, effectively as the Imperial Commander of a whole planet or system. Particular examples are the Ultramarines, who rule over the dominion of Ultramar, and the Salamanders, which enjoy close ties with the people of Prometheus.

Where this is the case, other local military assets, though not strictly subservient to the Chapter and with their own command structures in place, will nonetheless find themselves more often under the sway of their superhuman neighbours than might other independent regiments and fleets from regions not ruled by Space Marines. Any contact with Space Marines strikes a mixture of fear and awe in the hearts of mortal men, and such preeminence occurs naturally wherever man and Marine stand side by side. In such circumstances Space Marine commanders will assume overall control for the defence of a region, though they are inevitably too few in number to enact such plans themselves. Where a Chapter holds sway over such a dominion, Space Marine fleets and vessels of the Imperial Navy will often be found acting in concert.

FLEET COMMANDER

0-1 Master of the Fleet

You may include 1 Master of the Fleet. If your fleet includes any battle barges, he must be assigned to a battle barge. If a Venerable battle barge is included in the fleet, the Master of the Fleet must be assigned to it. If the fleet is worth over 750 points, a Master of the Fleet must be included to lead it.

Master of the Fleet (Ld 10) .... 50 pts

You may buy Fleet Commander re-rolls for your Master of the Fleet.

One re-roll...+25 pts
Two re-rolls...+50 pts
Three re-rolls...+75 pts

In addition, the Master of the Fleet's ship may carry a Terminator boarding party:

Terminator boarding party....................+50 pts

Space Marine Captains

Aside from the Space Marine vessels themselves, certain important Imperial Navy vessels within a Dominion Fleet may well have Space Marine commanders assigned to them. Any Imperial Navy battleship, grand cruiser or battlecruiser may have a Space Marine Captain assigned to it. Space Marine Captains roll against the Space Marines leadership table instead of the normal leadership table. Except for this bonus, Imperial Navy ships led by a Space Marine Captain do not benefit from any of the Space Marines special rules concerning boarding, hit and run attacks, ordnance, etc.

Space Marine Captain............................... 25 pts

In addition, a ship led by a Space Marine Captain may carry Honour Guard.

Honour Guard.. +10 pts

CAPITAL SHIPS

0-3 Battle Barges

You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet. The fleet must be worth at least 1,000 points to include a single Venerable battle barge (counting as one of the three allowed), chosen from any available Imperial or Chaos battleship, grand cruiser, battlecruiser or heavy cruiser at the listed cost, plus an additional +35 points for its Space Marine crew.

(0-1) Venerable battle barge (pg. 100) .... varies

Battle barge (pg. 102) .... 425 pts

0-10 Cruisers

Strike cruiser (pg. 103) .... 145 pts

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6.

Nova class Frigate (pg. 105) .... 50 pts

Gladius class Frigate (pg. 106)........................ 45 pts

Hunter class Destroyer (pg. 107) .... 40 pts

Rapid strike vessel (Firestorm) (pg. 104) (pg. 77) . 45 pts

Rapid strike vessel (Falchion) (pg. 104) (pg. 78) .. 40 pts

Rapid strike vessel (Sword) (pg. 104) (pg. 80) ...... 40 pts

Rapid strike vessel (Cobra) (pg. 104) (pg. 82) ...... 35 pts

ORDNANCE

Any ship with launch bays carries Thunderhawks gunships. Ships with torpedo tubes are armed with ordinary and boarding torpedoes. Imperial Navy vessels are equipped with their own standard ordnance (even if they have Space Marine Captains) and cannot be given any form of Space Marine upgrade. This includes those listed on the table on [???] p.157 of the rulebook.

ATTACK RATING

A Space Marine Dominion Fleet has an attack rating of 3. This is reduced to 2 if the fleet has any Imperial Navy, Mechanicus or Rogue Trader vessels at all.

RESERVES AND ALLIES

A Space Marine Dominion Fleet has close ties with nearby Imperial Navy forces. Contrary to the normal rules, a dominion fleet can take Imperial Navy vessels as normal reserves and reinforcements, including Adeptus Mechanicus and non-xenos Rogue Trader vessels. For purposes of choosing reserves, battle barges count as battleships, and strike cruisers count as cruisers for the selection of any cruiser (battlecruiser, etc.) type. When reserves are taken in this manner, the fleet can have up to twelve cruisers. However, in the course of a campaign, a Dominion Fleet cannot take reinforcements from the Space Marines table listed on [???] of the Battlefleet Gothic rulebook.

A battle barge is not a class of vessel, but rather it is the name given to any vessel configured to fulfil the role of battle barge. Because of this, it is theoretically possible for any large capital ship to fulfil this role, although the battle barges specially designed for the Space Marines by the Adeptus Mechanicus are the most common example. However, some older Chapters, particularly those dating back to the First Founding, maintain much more ancient and revered vessels dating back to a time when the Adeptus Astartes and the Imperial Navy were more closely united than they are now and commonly employed reconfigured Navy vessels as battle barges. Such vessels are completely unique; indeed, some of them were later used as the basis for new Imperial Navy ship classes, and as such are greatly venerated by the Space Marines.

Some Chapters rely on truly unique vessels imparted upon them for a specific role or to meet some dire threat. Others simply retain vessels they received millennia ago or gained through other means. The Space Wolves, a traditionally minded Chapter, is more immersed in the customs of its homeworld of Fenris than most Chapters and has access to only the most rudimentary of shipyards, and they are perhaps the best known example of this, relying as they do on an Emperor class battleship to fulfil the role of battle barge.

Choosing a Battle Barge

In addition to their fleet list, any Space Marine fleet may include a single – meaning only one! – Venerable battle barge, which may be any Imperial or Chaos (painted appropriately of course!) battleship, grand cruiser, battlecruiser or heavy cruiser (with the exception of any of the unique vessels like the *Terminus Est*). This replaces one of the battle barges allowed in the fleet. The normal cost must be paid for the ship, plus an additional +35 points for the cost of the Space Marine crew. This vessel represents an ancient, revered icon or a vessel granted with special dispensation. It is worth 100 % victory points if crippled or 150 % victory points if destroyed.

A Venerable battle barge benefits from all the Space Marine special rules, but since it is already heavily reconfigured to make it into a battle barge, it may not be given any of the optional refits or upgrades listed in its profile – it must be used exactly as is, in its basic form. For example, a Mars battlecruiser taken as a Venerable battle barge may not be given a salvaged targeting matrix and can only earn such a refit in the course of a campaign normally. The only exceptions to this are the special refits that the Space Marines themselves make to their battle barges, as follows:

Launch Bays and Thunderhawks

Any launch bays on a Venerable battle barge have their launch capacity halved (rounding up). For example, an Imperial Mars battlecruiser with two launch bays each side is reduced to one each side, and a Chaos Styx heavy cruiser with three launch bays on each side is reduced to two each side. The launch bays are configured to carry Thunderhawks following the rules detailed beforehand and on [???] of Armada, and they cannot be used to launch any other form of attack craft. This is a compulsory refit that applies to all Venerable battle barges equipped with launch bays. A Venerable battle barge not equipped with launch bays cannot take Thunderhawks.

Prow Weapons and Boarding Torpedoes

Any Venerable battle barge equipped with a prow weapon (regardless of what it is) may, if desired, replace it with strength-6 torpedo tubes (speed: 30 cm) for no change in cost. As with all Space Marine vessels, these tubes may also be used to launch boarding torpedoes. These boarding torpedoes are manned by Space Marines and get a +1 to their hit and run attacks when they hit an enemy ship.

> **FLEET LISTS**   Codex Astartes Fleet List (pg. 95), Crusade Fleet List (pg. 96), Dominion Fleet List (pg. 98)

SEDITIO OPPRIMERE, VENERABLE BATTLE BARGE   450 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	6+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port bombardment cannon	30 cm	8	Left
Starboard bombardment cannon	30 cm	8	Right
Dorsal bombardment cannon	30 cm	8	Left/front/right
Prow launch bays	Thunderhawk: 20 cm	2 squadrons	–
Prow torpedoes	30 cm	6	Front

SPECIAL
- The *Seditio Opprimere* cannot use *Come to New Heading* special orders.
- The *Seditio Opprimere* represents a venerable battle barge as-is and does not need to pay +35 points for having Space Marines. It can easily be modelled by constructing a Space Marine battle barge normally but substituting two lance batteries on each side instead of the normal gun decks.

First recognized for the threat it was in 745.M41, Hive Fleet Behemoth ravaged the Imperial worlds of Ultima Segmentum until it began encroaching upon the Ultramar sub-sector, dominion of the Ultramarines Chapter. The *Seditio Opprimere* was reduced to a near hulk at the Battle of Prandium as the Tyranids reduced to a barren wasteland what was once a fertile and lush garden world, the "Jewel of Ultramar." Despite the great Imperial victory defeating Behemoth in the Ultramar home system above the rings of Circe, the Imperial Navy faced staggering losses, and the Ultramarines faced little resistance when the Mechanicus Adepts of Calth rebuilt it as a powerful gunship with the weapons fit and defences to burn through the miasma of spore clouds when fighting the Tyranids. Designing such improvements into the vessel proved difficult, and some launch bay capacity had to be sacrificed for the additional magma bomb magazines and energy conduits for its upgraded defences.

FLEET LISTS   Codex Astartes Fleet List (pg. 95), Crusade Fleet List (pg. 96), Dominion Fleet List (pg. 98)

SPACE MARINES
BATTLE BARGE

Famous Ships: Punisher (Exorcists), Redeemer (Exorcists), Sword of Truth (White Consuls)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	3	6+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45 cm	12	Left
Starboard weapons battery	45 cm	12	Right
Prow launch bays	Thunderhawk: 20 cm	3 squadrons	–
Prow torpedoes	30 cm	6	Front
Dorsal bombardment cannon	30 cm	8	Left/front/right

SPECIAL
- A battle barge cannot use *Come to New Heading* special orders.

Most Space Marine Chapters control two or three battle barges. They are very brutal vessels, with only one purpose behind their design.

As might be expected, a battle barge, is configured for close support of planetary landings and carries numerous bombardment turrets and torpedo tubes. A considerable amount of hull space is given over to launch bays for intra-system craft and drop pods, observations indicating that up to three companies can deploy simultaneously.

The vessel is extremely heavily armoured and well shielded, presumably so that it can breach planetary defences without harm coming to its cargo. Naturally the battle barge would make a frightening opponent in any situation where boarding is involved.

STRIKE CRUISER
145 PTS

Famous Ships of the Gothic War: Titus (Imperial Fists), Hermes (White Consuls), Eternal Faith (White Consuls), Captain Augusta (Exorcists), Eternal Defiance (Exorcists), Hunter (Exorcists), Holy Execution (Red Talon), Claw of Justice (Red Talons)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	6+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30 cm	4	Left
Starboard weapons battery	30 cm	4	Right
Prow launch bays	Thunderhawk: 20 cm	2 squadrons	–
Prow bombardment cannon	30 cm	3	Left/front/right

SPECIAL
- At a minimum, as many strike cruisers in the fleet must be armed with their basic weapons as listed above as all other variants (with replaced launch bays and/or prow bombardment cannon) combined. Every strike cruiser may take an additional shield.

OPTIONS
- May replace its launch bays for strength-6, speed: 30 cm torpedo tubes, which may fire normal or boarding torpedoes.
- May replace its launch bays for a firepower-5, range 30 cm (front arc only) bombardment cannon battery for no change in cost.
- May replace its prow bombardment cannon for a strength-1, range: 30 cm lance firing Left/Front/Right for +20 points.
- May take an additional shield for +15 points.

While a Space Marine Chapter only rarely employs the might of its battle barges, Adeptus Astartes strike cruisers are a more common, although still rare, sight. Often the arrival of a Space Marine strike cruiser is enough to quell a rebellious system. The Space Marines are quick to act if their enemies' surrender is not immediately forthcoming.

Strike Cruisers are fast, lightly-armed vessels which mass slightly less than the Imperial Navy's Dauntless class light cruisers. Their primary function seems to be that of rapid response, reports indicating that they are invariably the first craft to arrive at a threatened planet.

Strike cruisers appear to carry approximately one full company of Space Marines (including support vehicles) and have been observed to deploy them within twenty minutes of arrival in orbit.

FLEET LISTS Imperial Navy Armageddon Sector Fleet List (pg. 38), Codex Astartes Fleet List (pg. 95), Crusade Fleet List (pg. 96), Dominion Fleet List (pg. 98), RT Pirates and Wolf Packs (pg. 172)
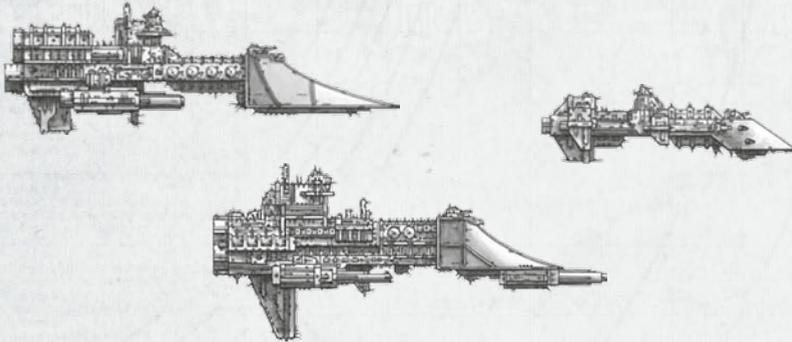
| SPECIAL | • There are many different types of rapid strike vessel, and their design can vary from Chapter to Chapter. Space Marine Fleets may represent these various rapid strike vessels by using escorts from other fleet lists, with the additional Space Marine special rules, at the points cost indicated in the Space Marine fleet lists. As you will see from these fleet lists, these vessels cost an additional 5 points, due to the additional Space Marine special rules.
• Rapid strike vessels must be painted in the appropriate chapter colours – you can't just take your Imperial Navy escorts and say that they are rapid strike vessels! |
|---|---|

All Space Marine Chapters make use of ships known collectively as rapid strike vessels. These ships are mainly used for patrols through the Space Marines' domains, and for providing a mobile escort for the battle barges and strike cruisers. Rapid strike vessels are crewed by the Chapters' serfs, overseen by a cadre of Techmarines and other specialists.

FLEET LISTS	Imperial Navy Armageddon Sector Fleet List (pg. 38), Codex Astartes Fleet List (pg. 95), Dominion Fleet List (pg. 98)

NOVA CLASS FRIGATE 50 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35 cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Lance battery	30 cm	1	Left/front/right
Weapons battery	30 cm	2	Left/front/right

Of all the vessels in the service of the Adeptus Astartes, the Nova class frigate is commonly the single class to which the Imperial navy take the most exception. It lacks sufficient size to really fulfil the deployment and assault roles for which Space Marine ships are primarily intended and its lance armament and speed make it a menacing gunboat in its own right. As such, the Nova remains rare in most Space Marine fleets, a trend the Imperial Navy, the Inquisition and other institutions perpetually concerned by the balance of power would dearly love to see continue.

GLADIUS CLASS FRIGATE
45 PTS
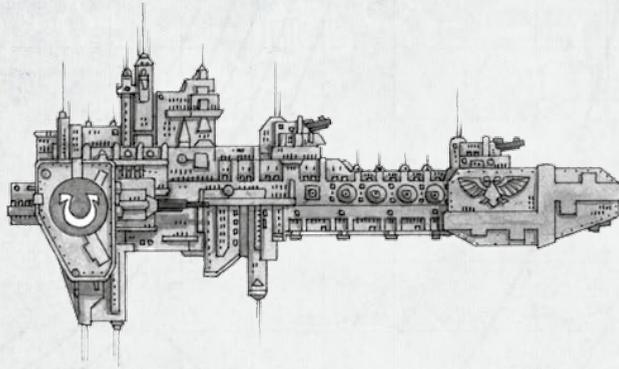
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	90°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	30 cm	4	Left/front/right

Invariably the Gladius is the most numerous escort within a chapter-fleet, being one of the few escorts in relatively uniform usage across the chapters. The vessel, although larger than any genuine gunboats likely to be in use, is relatively small by Space Marine standards, seldom carrying much more than a single squad of Space Marines who are invariably spread across its decks and control centres supervising the much more numerous chapter serfs upon whom the chapter relies for actual operation of its vessels. As such, the Gladius lacks the genuine punch of other Space Marine vessels, and is of little use in their favoured planetary assaults, but instead earns itself an admirable place as the foremost ship of the line when it comes to more mundane border patrols and deep space blockades.

HUNTER CLASS DESTROYER
40 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35 cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Torpedoes	30 cm	2	Front
Weapons battery	30 cm	1	Left/front/right

The Hunter class destroyer, although based on a design long available to almost all Space Marine chapters, was pioneered primarily by the Dark Angels, whose deep distrust of other factions within the Imperial hierarchy made acquisition of vessels from shipyards and forgeworlds far more problematic than for most other chapters. As such, the Dark Angels chose the Hunter class destroyer as the most viable counterpart to the Imperial Navy's cobra and maintain large flotillas of the vessel in all their battlefleets.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/12 (quadrant)	0 cm	0°	4 (quadrant)	6+	4 (quadrant)

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
QUADRANT WEAPONS			
Weapons battery	60 cm	18	Quadrant
Lance battery	45 cm	3	Quadrant
Launch bays	Thunderhawk: 20 cm	3 squadrons	–
BASILICA WEAPONS			
Weapons battery	60 cm	8	All round
Torpedo silos	30 cm	9	All round

SPECIAL
- A Fortress-Monastery follows all rules for the Ramilies Class Star Fortress detailed on pg. 480 except as specifically outlined here. It's probably a good idea to read the Ramilies rules first.

Some Chapters possess no homeworld at all, and instead operate from mobile space fortresses. These gigantic craft contain sufficient accommodation, workshops, hangars, training areas and dock facilities for the entire Chapter and operate as a semi-mobile base for Chapter operations. While they may take any number of forms, fortress-monasteries are immensely powerful, with firepower equivalent to that of the mighty Ramilies Star Fortress in many respects. Additionally, they are not only mobile but warp-capable, and it is not unknown for some Space Marine Chapters to actually utilize a suitably modified Ramilies Star Fortress allocated to them for this express purpose. No Chapter possesses more than a single fortress, and as the base of operations for the entire Chapter they are guarded just as ferociously as a homeworld would be.

FLEET LISTS   Crusade Fleet List (pg. 96)

QUADRANTS

Quadrants function the same way they do for Ramilies Star Fortresses in all respects.

HIT-AND-RUN RAIDERS

Remember that the fortress-monastery is a Space Marine installation, and as such hit-and-run attacks will deduct -1 from their dice roll.

BOARDING

At times, an entire Space Marine Chapter may be found aboard a fortress-monastery, along with an untold number of their highly-trained serfs and retainers. Attempting to board one of them would be equivalent to trying to capture an entire city or even a small planet – tens of thousands of troops would be needed. As with the Ramilies, remember that only Space Hulks may attempt to board fortress-monasteries. Additionally, the fortress-monastery has a +2 modifier for being Space Marines before any other modifiers are taken into account.

THUNDERHAWKS

While a fortress-monastery has sufficient launch bays to unleash great swarms of Thunderhawks, these large and complex gunships are in limited supply. This means it doesn't provide twice the launch bay number to the launch limit the way a Ramilies Star Fort does. Use the value listed in its profile.

SHIELDS AND BLAST MARKERS

Shields and blast markers work exactly the same way they do for a Ramilies Star Fort, meaning, a single round of shooting from a ship or squadron cannot place blast markers in base contact with more than one other quadrant besides the quadrant it is shooting at (for two in total).

LEADERSHIP

Fortress-Monasteries have a base leadership of 10; they are the home to the command staff of an entire Space marine Chapter, after all!

SPECIAL ORDERS AND RE-ROLLS

Fortress-monasteries can undertake special orders in the same manner as a Ramilies Star Fortress. It may also purchase re-rolls at the cost listed in its fleet list. These re-rolls are usable only by the fortress-monastery itself. Fleet Commanders may be placed aboard a fortress, in which case their own leadership value is used (even if less!). If used in this manner, re-rolls purchased by the fortress-monastery are added to the commander's own re-rolls and can be used by the entire fleet.

TELEPORT ATTACKS

Fortress-monasteries contain numerous teleport chambers, both for dispatching troops to other vessels in the fleet and delivering them into combat, be it on a nearby planet or as a devastating hit and run attack against enemy vessels. Each quadrant not crippled allows the fortress-monastery to launch one teleport hit and run attack in the normal manner, with all teleport attacks benefiting from a +1 bonus for being Space Marines. In addition, one of the teleport attacks made by the fortress can be conducted by Terminator boarding parties. This is included in the fortress-monastery's point cost and does not have to be purchased extra. This extra attack can be made once per turn.

ADEPTUS MECHANICUS

The Cult Mechanicus believes knowledge to be the manifestation of divinity, and holds that anything embodying or containing knowledge is holy because of it. The supreme object of devotion is therefore the omniscient Machine God (also known as the Deus Mechanicus or Omnissiah), an eminent and omnipotent spirit governing all machinery and knowledge. Generally, this deity is held to be either subordinate to or an aspect of the God-Emperor (or, most commonly within the Cult itself, both are held to be aspects or faces of the same divine being). The Omnissiah is believed to be friendly to humanity, and to be the originator of all human technological and scientific knowledge. Subservient to the Omnissiah are the pantheistic Machine Spirits, minute fragments of the Machine God that are believed to inhabit all machinery and which must be appeased before a piece of technology is used or repaired, lest the machinery fail.

The Cult Mechanicus holds a virtual monopoly on technology, its own tenets and beliefs permeating through their rituals into the common superstition of Imperial citizens. The Adeptus Mechanicus is vitally important to humanity because the Imperium, despite its technologically advanced state, has a very limited scientific knowledge of how its technology actually functions. This has only reinforced the prevailing Imperial view that the building and use of advanced machinery is almost a magical or religious act, fraught with ritual and inviolable instructions. The Adeptus Mechanicus, with its inherent understanding of the Machine Spirit and the Machine God, has a near-monopoly on Standard Template Construct (STC) designs and other advanced Imperial technological knowledge, and consequently wields a tremendous amount of power in the Imperium. The vast foundries of the Adeptus Mechanicus are solely responsible for providing to the Imperium of Man all technical devices and machinery from mundane farm equipment to vast interstellar warships.

THE FORGE WORLDS

Although often held to be planet-spanning factories, as much as half of a forge world owned by the Adeptus Mechanicus is primarily given over to huge repositories of technical knowledge. These immense libraries and databanks of information are highly eclectic and disorganized, so that one may find a crystal storage device containing information on biogenetic engineering next to a scroll covered with designs for steam locomotives. Techpriests are a holy order that worships the Machine God and the intimate knowledge of technology that he holds. They jealously guard their independence, and even the Inquisition will not lightly interfere with or recklessly investigate the Mechanicus on one of their own forge worlds. It is ordered in a strong hierarchy, but details on what form this takes are not made widely available to those who have not been so indoctrinated. Generally, more highly positioned techpriests are expected to have more seniority and knowledge than lower ones, and are consequently more important as greater repositories of knowledge.

To the Techpriests, flesh is merely an inconvenience; weak and frail in comparison to the mighty pistons, gears and chains of machinery. It must be sustained artificially beyond a certain point and, if one is to make most use of it, much of it needs replacing by newly grown parts or, more preferably, manufactured limbs, organs and systems. Their brains incorporate devices known as memo chips, ingrams or electrografts, which allow their memories to store an incredible amount of information and access it quickly. They are often fitted with a variety of neural plugs which allow them to "jack in" to the network of a terminal or machine, becoming part of its operating or control system. It is not uncommon for the most senior Techpriests to have entire limbs replaced with more functional devices, such as lifting arms, augur arrays and weapons. The most aged of the Adeptus Mechanicus are many, many centuries old, kept alive by horrifically produced anti-agapic elixirs which nourish the few parts of mortal flesh left on their bodies, although the wealth of knowledge and experience crammed into their brains has entirely divorced them from reality and driven them mad.

The lowest ranks of Techpriest have mainly maintenance and construction duties, but as a Tech-adept progresses and acquires greater knowledge, he is relieved from day to day tasks to study ancient texts and learn the greatest mysteries and techniques. Thus, the Adeptus Mechanicus endeavors to maintain this position of absolute knowledge and authority, and a Techpriest who feels that this is threatened will go to any lengths to protect his power, including murder, extortion, kidnapping, sabotage and terrorism. After many decades of service, techpriests may be elevated to the rank of Magos, from where they may begin service in one of the many sub-sect Divisios and factions within the Cult. It is the Fabricator-General that is the highest-ranking member of the Adeptus Mechanicus on any given forge world, serving as its de-facto planetary governor. His authority is exceedingly great, and in fact the Fabricator-General of Mars holds a permanent seat among the High Lords of Terra. However, among the lower ranks of Techpriests, held in highest regard are the Magos Explorator.

THE QUEST FOR KNOWLEDGE

The Cult Mechanicus follow Sixteen Universal Laws, which define their existence. Possibly the most revealing is the Eighth Universal Law: The Omnissiah knows all, comprehends all, the Omnissiah is the Supreme Being, the entity able to comprehend all knowledge in the universe. To fully understand the Machine God is the ultimate, overarching goal of the Adeptus Mechanicus, and so they strive to attain enlightenment through their studies

'May your weapons be guarded against malfunction, as your soul is guarded from impurity. The Machine God watches over you. Unleash the weapons of war.'

– Chant for the Prevention of Malfunction

and biological/mechanical symbiosis. The communal and personal attempt at this form of enlightenment is known as the Quest for Knowledge. The Cult believes that all knowledge already exists in the universe, and it is primarily a matter of time before it can be gathered together to complete the Quest. Much of this lost knowledge is widely believed to reside in the form of the now-lost STC's, and no effort will be spared to pursue any lead that may reveal the existence of an even partially-functioning STC system. The Cult is therefore disinclined to perform much basic research and development. Despite this, some original scientific research does continue on Mars and the other Forge Worlds of the Imperium, enough to keep Imperial technology advancing steadily, if extremely slowly.

To this end it is the Magi Explorators that seek out this information. Obsessed with the Quest for Knowledge, they search high and low across the known galaxy for lost Standard Template Constructs and ancient archeotech. They view this endeavour as paramount as and more important than any other concern, and is considered by them to be among the most vital missions of its space fleet. A breed apart from regular techpriests, any Explorator or member of his team will willingly walk into forgotten catacombs, even at risk of death, for snippets of long-forgotten knowledge. Toward this end the Adeptus Mechanicus have at their disposal a large fleet of starships. Because the Quest for Knowledge can involve long, arduous forays into unexplored space, it is important that they be heavily armed and armoured. This is not only for their own protection from those who covet their technology but to engage in combat when necessary to secure vital data or artefacts that may prove crucial to the Quest. Though the total number of ships the Adeptus Mechanicus has at its disposal dispersed among its many forge worlds is far outnumbered by that of the Imperial Navy, it goes without saying that those responsible for all starship construction reserve for themselves among the most powerful and best-equipped warships encountered anywhere in the Imperium.

Adeptus Mechanicus vessels follow all rules for Imperial Navy vessels except specifically as outlined by the following.

LEADERSHIP

While the Adeptus Mechanicus have dedicated starship crews, they are led by senior Tech Magi of their order rather than the nobility of the Imperial Navy. They follow a hierarchy as completely different from the Navy as is the Adeptus Astartes. Consequently, they use a leadership table different from other fleets. To determine base leadership for a given vessel, roll a D6 against the following table:

D6 ROLL	LEADERSHIP
1	Ld 7
2-3	Ld 8
4-6	Ld 9

Any vessel that rolls a 6 when determining base leadership may select any one desired refit from the Mechanicus Gifts table instead of rolling for it randomly (this does not mean you get an extra one!). This option cannot be used if the vessel embarks an Archmagos Veneratus.

ATTACK RATING

The Adeptus Mechanicus have a starting attack or initiative rating of 2.

BOARDING ACTIONS AND HIT-AND-RUN-ATTACKS

While Mechanicus vessels have companies of Skitarii Troopers embarked aboard in place of Naval armsmen, the vast majority of their crews will be made up of techpriests with little combat experience and servitors hardwired to their posts. Though they may conduct hit and run raids normally, the attacker may re-roll the dice if desired during boarding actions as well as Hit and Run attacks against Mechanicus vessels, but the second roll stands. Mechanicus vessels (including battleships) do not normally utilize assault boats or boarding torpedoes.

FIRING UPON FRIENDLY HULKS

Every attempt will be made to recover a Mechanicus vessel that is lost. However, they will not allow their holy technology and precious knowledge fall into enemy hands. Unlike other fleets, Mechanicus vessels can take a leadership check to fire upon their own vessels that have been hulked to deny them to the enemy. This rule only applies to Mechanicus vessels shooting at Mechanicus drifting hulks, and not Imperial Navy, reserve or allied vessels in the fleet.

VESSELS OF THE ADEPTUS MECHANICUS

As the ability to efficiently produce long-range lance weaponry by Mars was perfected in late M37, the need to reserve these complex and expensive weapons for only a relatively small number of their own hulls no longer existed. To avoid raising the concern of the Imperial Navy, The Adeptus Mechanicus does not utilize any battlecruisers in their own fleets, though they still produce them for the Imperial Navy as required.

These improvements are already included in the point cost assigned in the Adeptus Mechanicus Fleet List.

Every Mechanicus cruiser (not light cruiser) is equipped with a single 60 cm range dorsal lance battery firing left/front/right.

GIFTS OF THE OMNISSIAH

Adeptus Mechanicus vessels represent the very apex of Mankind's technical prowess, and they have access to resources and technology unavailable to the vast majority of the Imperium.

All Mechanicus capital ships add +1 to a given vessel's original turret value.

Mechanicus capital ships must also roll a D6 once against the Mechanicus Gifts table. These improvements are already included in the point cost assigned in the Adeptus Mechanicus Fleet List. Re-roll any refit that is not applicable to the vessel.

D6 ROLL	MECHANICUS GIFT
1	**Emergency Energy Reserves:** When crippled, the ship only reduces turrets, shielding and weapons by 25% rather than 50%. The vessel still counts as crippled in every other respect.
2	**Advanced Engines:** The ship gains +5cm speed, as well as +1D6 when on All Ahead Full special orders.
3	**Repulsor Shielding:** Ignore all negative effects of having a blast marker or gas clouds in contact with the ship's base as it applies to leadership, movement and repairing critical damage. This effect goes away if the ship suffers "Shields Collapsed" critical damage.
4	**Fleet Defence Turrets:** Up to two turrets on the ship are exchanged for fleet defence turrets capable of protecting itself or any one other vessel within 15 cm each ordnance phase, adding +2 to the turret strength of the ship it is defending (this does not alter bomber attack rolls when used to defend another vessel). These otherwise work exactly as normal turrets do in all other respects.
5	**Gyro-stabilized Targeting Matrix:** Ship weapons are reduced to 75% instead of 50%when on All Ahead Full, Come To New Heading or Burn Retros special orders. Nova Cannon still cannot fire.
6	**Augmented Weapon Relays:** Weapon batteries shift left on the gunnery table before all other modifiers are applied. Lance hits count double on rolls of a 6.

THE QUEST FOR KNOWLEDGE

Quick to incorporate recently-rediscovered technology before it is approved for widespread use, Adeptus Mechanicus vessels place great reliance on archaeotech that have much higher power requirements and correspondingly smaller overload tolerances and redundancy than those equipping comparable Imperial Navy vessels. Their ships are crewed with a very high proportion of repair servitors and tech adepts intimately familiar with the workings of their vessel. Mechanicus vessels always add +1D6 to their rolls when attempting to repair critical damage. However, because these ships are commonly relied upon to test untried and sometimes Xenos technology for extended periods of time, Mechanicus vessels will on occasion suffer adverse, unanticipated consequences that in some cases may endanger the entire ship and its crew. In addition to any subplots that may be taken

D6 ROLL	QUEST FOR KNOWLEDGE
1	**Extended Duty:** The Quest for Knowledge can be long and arduous, sometimes seeing the fleet deep in unexplored space far away from logistical support for exceedingly long periods. Roll a D6 for each Mechanicus capital ship. On a 1 it takes D3 damage, on a 2 it suffers -1 Ld to take *Lock On* or *Reload* special orders. Rolls of 3+ have no effect. You must destroy or cripple more enemy ships than you lose. (+1/0 renown)
2	**Xenos Logic:** Due to unforeseen phenomena, the complex workings within the capital ships of the Adeptus Mechanicus have become unreliable at best and catastrophic at worst. Roll a D6 for each Mechanicus capital ship in the fleet. On a 1, 2 or 3, roll against the critical damage table. (+2/-1 renown)
3	**Mimic Drive:** The Adeptus Mechanicus encounter partial STC plans for a drive capable of imitating the signature of a capital ship. Add a cruiser to the fleet, keeping its identity a secret. This vessel actually has all the characteristics of a transport ship and is worth zero victory points. If it is fired upon by the enemy, then the mimic drive is proven to be effective. (+1/-1)
4	**Sacred Vessel:** The ship is an example of or contains much valued archaeotech and must be protected at any cost. Choose one Mechanicus capital ship in your fleet. This vessel cannot be crippled or destroyed. (+1/-1)
5	**The Prize:** Reliable sources have confirmed that an enemy ship contains an extremely valuable example of archaeotech, or possibly remnants of a working STC system! Even if the ship is only crippled, it will grant an easier venture to capture it. Nominate one enemy capital ship. You must cripple or destroy it. If the ship explodes, no renown is gained or lost. (+1/-2)
6	**Experimental Ship:** Recovered ancient technology or alien artefacts are sometimes retrofitted to a ship to change its performance in one way or another. Sometimes the results are beneficial, but very rarely can such devices be accommodated without significant cost or sacrifice to the vessel. Pick one cruiser in the fleet. This vessel has been recently fitted with an experimental system that has not yet been tested operationally. These modifications are in addition to any refits taken normally by a Mechanicus vessel. Roll a D6 on the following two tables to see how the ship has been altered (Re-roll any result that cannot be applied to the vessel). This ship must not be crippled or destroyed so that it can be examined to review its performance. (+1/-1)

D6 ROLL	IMPROVEMENT
1	All weapons (except ordnance) increase maximum range by +15 cm.
2	The ship gains +1 Shield.
3	All turrets re-roll misses when defending against ordnance.
4	The ship can turn an additional +45 degrees.
5	All friendly vessels within 15 cm gain an additional +1 leadership when the enemy is on special orders (max 10).
6	Dorsal or prow lances ignore shields on a roll of 6.

D6 ROLL	SIDE EFFECT
1	Weapons battery firepower and lance strength reduced by 50% (rounding up).
2	The ship loses 2 hit points.
3	The ship loses 2 turrets (this is after adding the +1 turret all Mechanicus capital ships are equipped with).
4	The ship must move an additional 5 cm before it can turn.
5	The ship loses 5 cm speed.
6	Dorsal or prow lances can only hit targets on a roll of 6.

normally as desired, a fleet including any Adeptus Mechanicus capital ships must roll a single D6 against the following subplot table:

WEAPONS OF THE ADEPTUS MECHANICUS

The Forge Worlds of the Adeptus Mechanicus have at their disposal weapon fabrication techniques too complex and difficult to maintain for widespread deployment throughout the Imperial Navy, though they are far less restricted from applying these special weapons to their own vessels.

All Adeptus Mechanicus cruisers (not light cruisers) with armour 6+ prows can replace their prow torpedoes with a Nova Cannon for +20 points, even if this option is not normally provided for a given cruiser class (such as the Gothic). A Mechanicus Retribution battleship can make this trade for +10 points.

Adeptus Mechanicus cruisers that would normally be equipped with 30 cm Weapon Batteries can incorporate plasma-boosted batteries that increase their range to 45 cm for +10 points. With the exception of choosing between prow torpedoes or Nova Cannon, Mechanicus vessels can take any combination, all or none of these improvements as desired.

Adeptus Mechanicus Endeavour and Endurance light cruisers may replace their prow torpedoes with a single 30 cm range dorsal lance battery firing left/front/right for no cost. They can also upgrade their prow armour to 6+ at no cost. However, if this option is taken, their turning radius is reduced to 45 degrees.

ESCORTS

You may have any number of Adeptus Mechanicus escorts in the fleet, chosen from the fleet list on the next page. Note that these are taken from both the Imperial Navy and Space Marines fleet lists, but they must be taken for the point costs listed on the fleet list and not from their basic profiles. These vessels count as Mechanicus vessels and use all rules that Mechanicus vessels do, but do not have access to the Mechanicus Gifts table, nor do they get any boarding action bonuses Space Marine escorts may have. Unlike their capital

ships, Mechanicus escorts do not have the +1 turret as part of their point cost and do not get this refit automatically.

They however may each purchase +1 turret for +5 points.

If taken, all the escorts in a squadron must take this refit, not just individual escorts in the squadron. Escorts must be painted to match the Mechanicus fleet to be of the Adeptus Mechanicus; you cannot take Imperial Navy or Space Marine vessels painted for another fleet and call them Mechanicus vessels!

RESERVES AND ALLIES

Adeptus Mechanicus vessels can be used as reserves in any Imperial Navy or Space Marine fleet list. Contrariwise, Imperial Navy vessels from any fleet list can be used as reserves in a Mechanicus fleet, following all normal rules for these vessels. No more than one reserve vessel can be taken for every three capital ships in the fleet. For every three cruisers, one reserve cruiser-class, battlecruiser or grand cruiser may be taken. For every three battleships, one battleship-class vessel may be taken. Vessels taken as reserves count respectively toward the total number of cruisers and battleships allowed in a Mechanicus fleet. Ships that can be allied with Imperial Navy vessels, such as the Demiurg and Rogue Traders can also ally themselves with Mechanicus vessels normally, even if reserves are also used.

Space Marines can also be used as reserves in a Mechanicus fleet that does not include regular Imperial Navy capital ships or alien vessels of any type. They can be taken in the ratio of one strike cruiser for every three Mechanicus capital ships, and one battle barge for every three strike cruisers.

Mechanicus vessels cannot be placed in squadrons with Rogue Trader, regular Imperial Navy or Adeptus Astartes vessels. Mechanicus re-rolls cannot be used on these vessels, and other fleet commander re-rolls cannot be used on Mechanicus vessels.

An Adeptus Mechanicus fleet commander can only be embarked on a Mechanicus ship.

Mechanicus starships are rare and precious vessels, and they will not be expended lightly, regardless of the circumstances. When used as reserves in other fleets, Mechanicus vessels that are crippled will attempt to disengage whenever possible, otherwise they will move toward the closest table edge. Those in capital ship squadrons will disengage when half or more of the vessels in the squadron are crippled. There are no restrictions on how many reserve Imperial Navy, Space Marine or Rogue Trader escorts are included in an Adeptus Mechanicus fleet, as long as Xenos vessels and reserve Space Marine vessels are not included in the same fleet. Escorts taken in this manner must be taken from the same fleet list reserve capital ships are being drawn from.

CAMPAIGNS

The Mechanicus refit that ships earn at the start of a campaign are the ones they keep until they are destroyed. In the course of a campaign, Mechanicus vessels can only earn additional refits from the standard Imperial Navy refit table or the Space Marines reinforcement table. They cannot continue to gain refits from the Mechanicus Gifts table. Adeptus Mechanicus vessels are far too rare and precious to be carelessly expended in the fires of war. However, those vessels so engaged will always receive priority when requiring repair or rework at shipyards throughout the Imperium. When calculating repair points at the end of a battle, the Adeptus Mechanicus fleet will always have +1 Repair point for every 10 renown or portion thereof the fleet commander has earned. When rolling appeals, Adeptus Mechanicus vessels get a +1 roll modifier to earn refits but a -1 roll modifier to earn reinforcements or Space Marines. Space Marines can be earned in this manner in a fleet that contains regular Imperial Navy vessels, but not one that contains alien vessels of any type.

Even the most junior tech-adepts are typically far more familiar with the workings of their vessel and the capabilities of its weapon and defensive systems than comparable Imperial Navy officers and ratings, though this does not necessarily correlate to how well their vessels are utilized in combat. Because even senior Mechanicus techpriests tend to approach challenges in terms of engineers rather than tacticians, it is sometimes difficult for them to appreciate the finer aspects of tactical discipline in the heat of battle. However, the resources they are able to call upon when repairing and refitting their vessels are the envy of even the most senior Imperial Navy commanders. Additional refits earned by renown in the course of a campaign as listed on the following table are at no cost to the vessel they are applied to, and they are separate from refits earned by appeal, which must be paid for normally. Unlike normal refits, these free refits may be taken from the Mechanicus Gifts table if desired (this is the only way a ship can ever earn more than two refits form the Mechanicus Gifts table). However, they can only be applied to the fleet commander's flagship, they must be rolled randomly, and no refit can be used more than once (re-roll the result). Should that vessel be lost, those refits are lost as well and do not follow the fleet commander to his new flagship. However, Mechanicus fleet commanders still have access to the number of refits they earned, and can roll randomly against the Mechanicus Gifts table the number of refits they are entitled to and apply them to their new flagship.

MECHANICUS PROMOTIONS			
Renown	Title	Ld	Notes
1-5	Explorator Techpriest	7	1 re-roll
6-10	Magos Errant	8	1 re-roll, 1 refit
11-20	Magos Explorator	8	2 re-rolls, 1 refit
21-30	Aspiring Archmagos	9	2 re-rolls, 1 refit
31-50	Archmagos Explorator	9	3 re-rolls, 1 refit
51+	Archmagos Veneratus	10	3 re-rolls, 2 refits

FLEET LIST

FLEET COMMANDER

0-1 Mechanicus Archmagos

You may include 1 Mechanicus Archmagos in your fleet, which must be assigned to a capital ship and replaces its Leadership with the value shown. If the fleet is worth 1,000 points or more, a Mechanicus Archmagos must be included to lead it. A Mechanicus Archmagos must be embarked on an Ark Mechanicus if one is included in the fleet.

Archmagos Explorator (Ld 8)... 50 pts
Archmagos Veneratus (Ld 9) .... 100 pts

A Mechanicus Archmagos can elect up to any one desired item from the Adeptus Mechanicus refit table for their own ship as part of their point cost, in addition to (and before) the refit the ship rolls for normally. If the second refit rolled is identical to the one selected, the commander can select the second refit as well! The benefit a Mechanicus Archmagos brings with it cannot be combined with a refit selected because the ship rolled a 6 when determining base leadership, meaning in one-off games a ship will never have more than two refits from the Mechanicus Gifts table. If you wish to give a Mechanicus Archmagos any fleet commander re-rolls, you'll have to pay for them.

One re-roll... +50 pts
Two re-rolls .... +125 pts

CAPITAL SHIPS

The Adeptus Mechanicus will only use warships from the following classes, applying all the rules described beforehand. The cost listed below replaces the original cost for these vessels when used as Adeptus Mechanicus ships. The *Omnissiah's Victory* may not take any Mechanicus Gifts refits, as its Mechanicus Gifts are already included in its point cost and special rules.

Battleships

You may include 1 battleship for every three cruisers in the fleet.

(0-1) *Omnissiah's Victory* (pg. 124) .... 415 pts
Emperor class battleship (pg. 51) .... 400 pts
Retribution class battleship (pg. 52) .... 380 pts
Oberon class battleship (pg. 54) .... 370 pts

Cruisers

Dictator class cruiser (pg. 65) .... 255 pts
Tyrant class cruiser (pg. 67) .... 220 pts
Gothic class cruiser (pg. 68) .... 215 pts
Lunar class cruiser (pg. 69) .... 215 pts
Endeavour class light cruiser (pg. 70) .... 125 pts
Endurance class light cruiser (pg. 72) .... 125 pts
Defiant class light cruiser (pg. 74) .... 130 pts

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6, taken from both the Imperial Navy and Space Marines fleet lists for the point costs listed below but otherwise unmodified from their normal profiles.

Nova Class Frigate (pg. 105) .... 45 pts
Firestorm Class Frigate (pg. 77) .... 40 pts
Gladius Class Frigate (pg. 106) .... 40 pts
Sword Class Frigate (pg. 80) .... 35 pts
Falchion Class Frigate (pg. 78) .... 35 pts
Hunter Class Destroyer (pg. 107) .... 35 pts
Cobra Class Destroyer (pg. 82) .... 30 pts

ORDNANCE

Attack carriers may use any combination of Fury interceptors and Starhawk bombers. They may not use assault boats, even if their Imperial Navy counterparts may have access to this type of ordnance (such as Emperor battleships). Mechanicus vessels equipped with launch bays may also take torpedo bombers for +10 points per launch bay. All Adeptus Mechanicus capital ships that utilize torpedoes use ordinary torpedoes (not boarding torpedoes) and can be equipped with refitted torpedoes as described in their rules on pg. 19.

OMNISSIAH'S VICTORY, ARK MECHANICUS
415 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	6+ front / 5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	60 cm	10	Left
Starboard weapons battery	60 cm	10	Right
Port lance battery	60 cm	2	Left
Starboard lance battery	60 cm	2	Right
Dorsal lance battery	60 cm	2	Left/front/right
Prow nova cannon	30 – 150 cm	1	Front

SPECIAL

- The *Omnissiah's Victory* is a slow and ponderous vessels and cannot use *Come to New Heading* special orders.
- The *Omnissiah's Victory* is a unique vessel; only one may ever be present in the fleet.
- In no case can more than one Ark Mechanicus ever be used in a fleet.
- The *Omnissiah's Victory* can only be taken in place of one battleship in an a fleet that totals 1000 points or greater and is made up primarily of Adeptus Mechanicus vessels.
- The *Omnissiah's Victory* must be the flagship and embark a Venerated Archmagos for the cost listed in the fleet list.
- The *Omnissiah's Victory* is equipped with Repulsor Shields and Augmented Weapon Relays as part of its point cost.
- The *Omnissiah's Victory* cannot take any refits (from the Mechanicus Gifts table or from elsewhere) except the one described in the options below. In a campaign it can earn other refits normally.

OPTIONS

- The *Omnissiah's Victory* represents only one of several unique Arks Mechanicus that ply the void. Though more common Mechanicus battleships normally reprise the role of Ark Mechanicus in a fleet, there are a few other unique vessels that do not fit into any normal classification. Using the exact profile above and all special rules listed for the *Omnissiah's Victory*, an Ark Mechanicus may exchange its broadside lance batteries for strength-2 launch bays for +10 points.

FLEET LISTS   Adeptus Mechanicus Fleet List (pg. 122)

Over many millennia, a large number of starships of various sizes, fitting no specific classification, have been seen bearing the insignia of the Adeptus Mechanicus. Many of these ships are incredibly ancient vessels, possibly recovered space hulks, re-commissioned so as to examine their characteristics under normal operation. A notable few of these are the unimaginably vast, almost mythical Ark Mechanicus vessels, said to endlessly ply the stellar main in the Quest for Knowledge. Led by a Venerated Archmagos Explorator, they will follow up any lead that may result in discovering a working Standard Template Construct, the revered holy grail of the Cult Mechanicus.

These vessels are rarely encountered by others as they perform their missions in the service of those who give life to these behemoths of the stars. One such vessel is the *Omnissiah's Victory*, said to predate even the Great Crusade. While this cannot be proven, it is known to have taken part in the Noloptis Crusade as far back as M33. Some have suggested that aspects of its design were lent to both the Retribution battleship as well as the Victory battleship most commonly encountered in Segmentum Tempestus. While the Adeptus Mechanicus have not been forthcoming regarding the veracity of this information, records exist of the *Omnissiah's Victory* spending a considerable amount of time in the vicinity of Bakka and its surrounding forge worlds.

INQUISITION

Far underneath the bedrock of Antarctica on Holy Terra exists the citadel of an organization that acts as the secret police of the Imperium of Man, hunting down any and all threats to the stability of the God-Emperor's realm. The most shadowy and mysterious of the Emperor's organizations, it is responsible for defending against perils of heresy, possession, alien dominance and rebellion. It is they who stand between all mankind and the phantoms of fear and terror lurking in the darkness between the stars.

THE ORDOS MAJORIS

From beginnings shrouded in mystery and dating back to the Horus Heresy, it is believed that the Inquisition coalesced into the beginnings of its current form by the beginning of M32, 800 years after the Heresy, although its essential components and apparatus, such as the League of Blackships and the "Witch Hunters" of the Sisters of Silence were active before the Heresy began. While it is believed the Ordos were riven with various factions almost since its inception, as a whole it existed as a single unified organization charged with examining and hunting down all the myriad threats to the Imperium, from the corruption caused by Chaos, heretics, mutants and rebels, to assaults from vicious alien species like the Tyranids, Orks or Dark Eldar, with only the Ordo Malleus existing as a separate entity to police the Inquisition itself. Though not expounded upon even among other Inquisitors not so initiated, its other, secret purpose was dealing with the threat of Chaos to the Imperium as a whole and in particular to those within the Inquisition that may be drawn to it for whatever purpose, whether malign or with the best of intentions.

It was only after the Age of Apostasy brought about by High Lord Goge Vandire and his Reign of Blood early in M36 that significant changes came about to the Inquisition. The Ordo Malleus was rent in two under a powerful new mandate, becoming one of what became three Ordos Majoris in its own right, each one tasked with a specific area of concern in defence of the God-Emperor and his Imperium.

THE ORDO HERETICUS: THE THREAT WITHIN

Rather than serve merely as the internal investigators of the Inquisition itself, the Ordo Hereticus was made responsible for protecting the Imperium from itself and guarding its future so that never again would it be threatened by those entrusted with its protection. Hereticus Inquisitors are the most feared members of the Inquisition, as their focus is on mankind itself against the witch, the heretic and the mutant, and they are pitiless with those who fail the Emperor. The arrival of an Ordo Hereticus Inquisitor on a world is met with fear and awe, as no one but the Inquisitor himself knows where his attentions will fall. As part of this mandate, it is to this Ordo falls responsibility for investigating the psyker taint, and it is in this capacity that they arouse the most fear and suspicion.

The dread starships that make up the fleet of the League of Blackships are under the express jurisdiction of the Adeptus Astra Telepathica, but the very nature of a Blackship's mission makes strict oversight by the Inquisition a necessity. As these titanic barges ply the atramentous void on routes between heavily populated worlds and Holy Terra seeking out psykers for examination, it is common for

Inquisitors of the Ordo Hereticus to travel on board, as this gives them the opportunity to investigate a planet's potential for psychically-based corruption. To this end they are also captained by senior Inquisitorial agents and embarked by a ship-based defence force of Inquisitorial Storm Troopers or Sisters of Battle. Those few found strong-willed and sane enough to undergo the rigorous training and indoctrination required to become a Sanctioned Psyker or Astropath are selected, with a number of these eventually coming into the services of the Inquisition itself. Far more are found unfit for whatever reason, and these are taken from their homes and worlds whether willing or not, bound for Holy Terra and the soul-binding that draws away their life force to feed the ravening maw of the Astronomican, the artefact upon which the entire Imperium depends for its very survival.

The members of the Ordo Hereticus also monitor the Wars of Faith inspired by the Ecclesiarchy, to ensure they remain within the objectives assigned by the Ecclesiarch and the other High Lords of Terra. They ensure that the teachings preached by priests of the Imperial Cult remain true to the spirit of the Emperor's will. They regulate the wealth and territory claimed by members of the Ecclesiarchy, to prevent higher members of

the institution from gaining more power than is appropriate. Recognizing that no one was infallible and even a High Lord could turn away from the Emperor's Light, the Ordo Hereticus is also called upon to monitor other Imperial organisations for internal threats, including the Adeptus Arbites, the Space Marines, and even the other Ordos of the Inquisition itself. Only the Emperor himself is beyond the gimlet gaze of their jurisdiction. Vandire's "Brides of the Emperor" became the

Adepta Sororitas, in keeping with the letter of the law (if not its intent) set down by Sabastian Thor's Decree Passive stating the Ecclesiarchy would not maintain an organization of "men under arms." Their mandate and goals in this manner are congruent to that of the Ecclesiarchy, and as a check against the Priesthood's ability to subvert the Imperium's delicate political balance, it was natural that the Adepta Sororitas would become its Chamber Militant.

THE ORDO XENOS: THE THREAT WITHOUT

The beginnings of the Ordo Xenos harken back to a time at the very beginning of the Emperor's Great Crusade when the threat posed by the myriad races populating the greater galaxy had to be ascertained to mitigate their ability to interfere with the Imperium's rapid early expansion. It was not until after the Horus Heresy that this function was integrated into the then-nascent Inquisition, where its mandate continued to be the investigation and study of alien races to eliminate any alien threat to the Imperium they identified. Armed with the best human and alien technology available, extremely knowledgeable about their foe, and filled with hatred for non-human species, the Ordo Xenos can respond to any alien threat. Their tactics vary depending on the situation and level of alien taint revealed. Where the threat is subtle, they will use guile and stealth, wielding their power as if it was a scalpel used to cut out a cancer.

The Ordo Xenos is well known for either being extremely ponderous or extremely quick to act. A major example of their slowness to act was when the Tau first made contact with Imperial planetary governors on the eastern fringe of the galaxy, and these aliens' technology was allowed to penetrate all the way to Holy Terra itself. However, at times the Ordo Xenos can truly bring the hammer of the Emperor down on the foul alien, a prime example of which was seen during the Damocles Gulf Crusade in which an Ordo

Xenos-headed Imperial Navy battle group penetrated deep into Tau space, although progression slowed to a halt when they reached Dal'yth, one of the core sept worlds of the Tau Empire. It is worth noting that, with the arrival of Hive Fleet Behemoth, the Damocles Crusade was forced to withdraw from their siege of Dal'yth to attend to other matters.

When the alien menace is great, the Inquisitor can enlist the aid of entire regiments of Imperial Guard and the special contingent of Space Marines drawn from every existing Chapter who are specifically attached to the Ordo Xenos and are known as the Deathwatch. The Deathwatch are squads made up of elite Space Marines from all of the Space Marine Chapters. All Deathwatch members wear black power armor except for one shoulder plate which bears the colors of their original Chapter (so as not to dishonor their power armor's Machine Spirit) and the other is emblazoned with the Icon of the Deathwatch. Certain Chapters make for great Xeno-hunters, like the Ultramarines with their experience against Tyranids, or the Crimson Fists with their experience against Orks. Deathwatch teams may specialize in defending or attacking any known alien race, including the Tau, Tyranids, Necrons, Orks or even Eldar; it depends upon the experience of the team. When a Battle-Brother leaves the Deathwatch after his term of service to return to his original Chapter, he gains the honor of keeping his armored left arm plate with the symbol of the Deathwatch.

THE ORDO MALLEUS: THE THREAT BEYOND

Originally formed to serve in the role now undertaken in large part by the Ordo Hereticus, it traces its roots to the Horus Heresy. It is the specific task of the Inquisitors and their acolytes of the Ordo Malleus to destroy the physical manifestation of Chaos, Daemons, in the physical universe as well as any other agents of Chaos who threaten the Imperium's worlds. The Ordo Malleus concerns itself with the daemonic threat that faces the Imperium and for thousands of years has waged a covert war for humanity's continued survival against the insidious forces of the Ruinous Powers of Chaos. Besides being the Daemonhunters of the Imperium, they yet remain a secretive inner order of the Inquisition, controlled by a council of 169 Masters, whose authority extends even to the Master of the Inquisition. The Ordo's organization is divided into Chambers, each controlled by an Inquisitor Lord called a Proctor. The number of Inquisitors in a Chamber can vary from a few score to hundreds. They maintain at their disposal Inquisitorial Storm Troopers, tasked with security of their primary redoubt on Holy Terra as well as the Inquisitions string of Fortresses scattered throughout the galaxy, some hidden, some extremely well-known and the object of numerous dark legends.

While their Inquisitional Storm Troopers serve as a highly trained and heavily armed ready security force for the Inquisition as a whole, the Chamber Militant detailed specifically to the Ordo Malleus are the Grey Knights. Their founding is unique of all the Space Marine legions, and like everything else about them, much of their past is shrouded in secrecy. Some say their gene-seed is not based on a Primarch but from the Emperor of Mankind himself, while others postulate that they are created from a cocktail of the eight loyalist Space Marines from the Traitor Legions rumored to have been among those presented to the Emperor by Malcador the Sigilite as part of the Inquisition's founding. Unlike other Space Marines Chapters, they are permanently attached to the Ordo Malleus. While their Fortress Monastery lies buried deep underneath the frigid wastes of Titan, Saturn's moon in the system of Holy Terra, their duties take them throughout the Emperor's Realm. The Grey Knights maintain small, secret redoubts throughout the galaxy, and it can be many decades, if ever, before a Grey Knight returns to that hallowed place where he first donned his aegis helm and took up his nemesis force halberd. Of all Space Marines Chapters, they are the only one made up entirely of psykers. Only they are indoctrinated in the knowledge of the dark secrets of Chaos - they alone completely know of and understand the existence of demons and of their appearance in the real universe, and they alone are best equipped to battle and defeat mankind's most terrible enemy. While other Chapters and Imperium forces have some knowledge of daemons and how to fight them, only the Grey Knights are privy to the darkest, deepest secrets that the Ordo Malleus possesses on these creatures and how to defeat them. Despite this immense and terrible burden, in the Space Marines' long history the Grey Knights hold the highest honor of all: Not one Grey Knight has ever turned to Chaos or betrayed the Emperor.

THE ORDOS MINORIS

The three Ordos Majoris serve distinct roles within the Inquisition, but they are not mutually exclusive. It is not unheard of for an Ordo Xenos Inquisitor and his Deathwatch Space Marines kill-team to assist one from the Ordo Hereticus that discovered a group of mutants have collaborated with foul aliens to bolster their weaponry. Inquisitorial Storm Troopers are at times charged to complement the protection and security force of the infamous Blackships, accompanying an Ordo Malleus Inquisitor aboard as she makes her purity checks for the taint of Chaos on worlds along its route. An Ordo Hereticus Inquisitor and his retinue may investigate a well-placed government official suspected of collusion with dark forces drawing Chaos demons against a deployed Grey Knights squad. The Inquisition's shrouded history is replete with such examples.

For recurring threats or missions of grave import, a number of minor Ordos were created, such as the Ordo Sicarius, tasked with investigating and controlling the Officio Assassinorum, and the Ordo Sepulturum, one of the smallest of the Ordos Minoris. Formed during the 13th Black Crusade, their particular focus is the relatively new threat presented to the Imperium by the emergence of the Nurgle-spawned Zombie Plague. There are a number of other such minor Ordos, some so deeply secretive they are known only by their members and the Inquisitor Lords that lead them. Individuals and even groups of Inquisitors may be of differing and in some cases even conflicting philosophies and factions with names such as the Thorians or the Istvaanists, and these allegiances as often as not cross the already ill-defined lines between Ordos. Because of this and the enormous authority each Inquisitor wields, such collaboration and interdependency is the only manner an organization beholden to no-one is able to police itself.

THE EMPEROR'S INQUISITION

USING VESSELS OF THE INQUISITION

The Inquisition has no fleet list on its own. Instead, there are various ways to add an Inquisitor or Inquisitorial ships to the Imperial factions. Choose the way that fits your fleet and play style best, but make sure you adhere to all restrictions.

Accompanying a fleet

Throughout its long and shrouded history, the Inquisition has used its authority to requisition the construction of various cruisers from the Adeptus Mechanicus. The purposes of some are clearly evident, such as special-designed warships to fulfil the needs of the Ordo Xenos, while others were constructed for missions and purposes more obscure in nature. An inquisitor may be content to use such vessels to merely accompany a fleet under the command of another authority, or they may even travel in obscurity aboard a Rogue Trader vessel or merchant transport.

A single Inquisitorial cruiser led by an Inquisitor can be taken as reserves by any Imperial Navy, Space Marine or Adeptus Mechanicus fleet; or an Inquisitor and his retinue may be embarked on a single Rogue Trader cruiser.

Leading a fleet

An Inquisitor Lord may called forth to lead a fleet at times of great duress, during which his or her word is law and authority is absolute. However, even unquestioned loyalty may come in many shades, and such vagaries are only magnified by the authority and power one wields. Even one as august a personage as an Inquisitor will have his thoughts and goals coloured by his training, experiences and philosophy. While there are many factions and allegiances within the Inquisition, only how an Inquisitor's affiliation leans between the Puritans and the Radicals can visibly affect his or her decisions at the scale of Battlefleet Gothic.

FLEET COMMANDER

0-1 Inquisitor Lord

Any Imperial or Space Marine fleet 750 points or greater may be led by an Inquisitor Lord.
They must be aboard an Inquisitorial Cruiser if one is included, otherwise they must be on an Inquisition Blackship if one is included. If none of these ships is present, they have to be placed on the most expensive ship in the fleet.
Inquisitor Lord (Ld 9) .... 75 pts

An Inquisitor Lord gets one re-roll, which may be used for any ship in the fleet. A second re-roll can be purchased for +25 points.

CAPITAL SHIPS

(0-1) Inquisitorial Cruiser (pg. 144)........ **270 pts**
Any Imperial or Space Marine fleet may include a single Inquisitorial Cruiser in the fleet, which takes the place of a battlecruiser or strike cruiser in the fleet.

(0-1) Inquisition Blackship (pg. 142) ...... **300 pts**
A fleet may include a single Blackship, which as a special vessel does not count toward or against other ship limits in the fleet.

Grey Knights Strike Cruiser (pg. 145) .... **165 pts**
If an Inquisitor Lord is leading the fleet, up to one Grey Knights Strike Cruiser may be taken for every 500 points in the fleet.

(0-1) Grey Knights Battle barge (pg. 141)..... **440 pts**
A Space Marine fleet led by an Ordo Malleus Inquisitor including at least 1000 points of Inquisition vessels and Grey Knights strike cruisers may include a single Grey Knights battle barge.

ATTACK RATING

An Imperial Navy or Adeptus Mechanicus fleet led by an Inquisitor Lord has an attack rating of 2. A Space Marine fleet led by an Inquisitor Lord has an attack rating of 3 unless a Blackship is accompanying the fleet, in which case its attack rating is 2.

ORDNANCE AND UPGRADES

If an Imperial Navy or Adeptus Mechanicus ship embarking an Inquisitor is equipped with launch bays, it must replace its attack craft with Thunderhawks, with its launch bay strength divided in half (rounding down).

Ships with torpedo tubes are armed with ordinary and boarding torpedoes, and for no cost or modification can also act as Exterminatus vessels.

SCENARIOS

Scenarios may be rolled normally in any agreed-upon fashion. If a Convoy Run scenario is rolled and the defending fleet list includes an Inquisition Blackship, this vessel may be used as the objective in the same manner as a transport convoy, counting as eight transports for purposes of deciding escorting forces. A single Inquisitorial Cruiser may be included as part of the escorting fleet if desired and the points are available, keeping in mind that the point value of the Blackship counts against the escorting fleet!

SUB-PLOTS

Inquisitors are almost always in pursuit of some higher objective that may be obscured by the current conflict at-hand. In addition to any sub-plots rolled normally, the fleet led by an Inquisitor must take a Secret Ploys sub-plot rolled randomly from [???] p.84 of the Battlefleet Gothic Rulebook.

RESERVES AND ALLIES

Any one of the Imperial Navy, Adeptus Mechanicus and Space Marine fleets led by an Inquisitor may always take ships from the other two as reserves in the normal manner.

Imperial Navy and Adeptus Mechanicus fleets may also take a single Rogue Trader cruiser. If taken, a Rogue Trader escort squadron may accompany it, but Xenos vessels may not be used.

Space Marine Chapters are fiercely independent and will only grudgingly submit to having their leadership usurped by an Inquisitor Lord, regardless of his renown. While a Space Marine Captain or Fleet Master may agree to parley at an Inquisitor's side, they will not countenance adding insult to injury by actively serving alongside Xenos or potentially renegade vessels of any stripe!

INQUISITORS OF THE ORDOS

If desired, vessels with an embarking Inquisitor may gain special characteristics, depending upon the Ordo the Inquisitor leading the fleet is affiliated with. This will typically (though not necessarily) be related to the enemy the fleet is facing. For example, an Ordo Hereticus Inquisitor may lead a fleet to perform Exterminatus on a planet subsumed by a witch-cult, an Ordo Xenos Inquisitor and her kill-team may be sent to clear a derelict Space Hulk of a Tyranid infestation, etc. However, these shadowy agents of the Imperium are only called upon in dire need, usually only when a threat to the Imperium has gained a significant foothold in a system, or a war threatens to turn for the worse.

The listed cost is added to that of the Inquisitor Lord, and its benefits apply to the ship they are embarked upon.

ORDO HERETICUS INQUISITORS

By their nature, this Ordo tends to be made up the most conservative and Puritan members of the Inquisition.

Ordo Hereticus Inquisitor Lord.........+25 pts
A vessel embarking an Ordo Hereticus Inquisitor Lord is accompanied by a mission of Adepta Sororitas and/or platoons of Inquisitorial Storm Troopers that serve as their personal bodyguard and assault force.

The ship adds +1 to its leadership (max. 10).

It also adds +2 to its roll during a boarding action.

Hit and Run attacks from this ship add +1 to their roll, and such attacks against this ship subtract -1 from their roll.

If a Blackship is used as an Exterminatus vessel, a Hereticus Inquisitor must lead it.

Reserve/allies
An Imperial Navy or Adeptus Mechanicus fleet led by an Inquisitor that does not include Space Marine vessels has no additional restrictions or changes to their reserve and allies rules, although Rogue Traders will be regarded with particular suspicion, though a single Rogue Trader and its attendant escorts may still accompany the fleet.

ORDO XENOS INQUISITORS

While Inquisitors of this Ordo know they must be fully cognizant of Xenos races in order to defeat them, radical Inquisitors of this Ordo that follow the philosophies of the Istvaanists and Xeno Hybrists actively cultivate accommodation with aliens and seek their technology for the Imperium's benefit.

Ordo Xenos Inquisitor Lord ....+30 pts
A vessel embarking an Ordo Xenos Inquisitor Lord is accompanied by a Deathwatch kill-team that serves as their personal bodyguard and assault force.

The ship adds +1 to its leadership (max. 10).

It also adds +2 to its roll during a boarding action against alien vessels, during which Xenos ships subtract -1 from their roll.

Hit and Run attacks from this ship add +1 to their roll, and such attacks against this ship subtract -1 from their roll.

Rolled saves by holofields, shadowfields or any similar rule against a boarding action or hit and run attack succeed on a 3+ instead of a 2+.

An Ordo Xenos Inquisitor will only be called when an alien threat significantly exceeds a given Sector Stabilis mandate. The enemy Xenos fleet adds D6×50 points of escort vessels to its fleet for free.

The vessel upon which the Inquisitor Lord is embarked may roll once against the following table and apply it to the ship. Alternatively, the refit may be selected for +5 points.

D6 ROLL	IMPROVEMENT
1	**Long Range Sensors:** The vessel adds +1 to its base leadership (max. of Ld 10).
2	**Targeting Matrix:** The vessel counts all targets as closing when using the gunnery table within 30cm and ignores all right-shift modifiers for shooting greater than 30cm.
3	**Advanced Shielding:** The vessel increases the strength of its shields by +1.
4	**Ship Defence Grid:** The vessel increases the strength of its turrets by +1.
5	**Advanced Drive Technology:** The vessel adds +5 cm to its speed as well as +1D6 when undergoing *All Ahead Full* special orders.
6	**Gravitic Thrusters:** The vessel doubles the maximum rate of its normal turn.

Reserve/allies
An Imperial Navy or Adeptus Mechanicus fleet led by an Inquisitor that does not include Space Marine vessels may has the following addition to its reserves and/or allies rules.

A fleet led by an Ordo Xenos Inquisitor may be accompanied by a single Demiurg capital ship, Corsair Eldar cruiser or Tau cruiser. If taken, the Inquisitor's ship loses its Deathwatch contingent along with their leadership and boarding value bonus.

ORDO MALLEUS INQUISITORS

Inquisitors of this Ordo are more knowledgeable of the dire threat Chaos poses to all of humanity than virtually anyone in the Imperium. Some radical Inquisitors of this Ordo come to believe they can actually control this to an extent, turning Chaos against itself to humanity's benefit.

Ordo Malleus Inquisitor Lord............+25 pts
A vessel embarking an Ordo Malleus Inquisitor Lord is accompanied by several squads of Grey Knights Space Marines that serves as their personal bodyguard and assault force.

The ship adds +1 to its leadership (max. 10) and +2 to its roll during a boarding action.

Hit and Run attacks from this ship add +1 to their roll, and such attacks against this ship subtract -1 from their roll.

This ship or one Grey Knights vessel may board a Grey Knights terminator boarding party for +50 points.
Once per turn a vessel equipped with Terminator boarding parties may use them when conducting a hit and run teleport attack. They roll two dice for its hit and run attack and apply both results, including the normal +1 bonus for being Space Marines. Terminators may be used in addition to a normal teleport attack that turn.

Every Grey Knights vessel in the fleet may embark an Honour Guard for +10 points. Once per turn you may use the Honour Guard. All the normal rules for teleport attacks apply, except that they may be used in addition to a normal teleport attack that turn. The player may roll two dice and choose which one to use as the result, including the normal +1 bonus for being Space Marines.

This ship and every Grey Knights vessel in the fleet mounts hexagrammic wards throughout its hull and ignores any Chaos marks or Daemonship effects affecting leadership or boarding actions. Marks of Slaanesh do not affect the leadership of this vessel, Marks of Khorne do not double boarding values against this ship, etc. Rules for Chaos Space Marines still apply normally, and any other special rules and effects such as the Forces of Chaos listed on p.158 [???] of the Rulebook remain unaffected.

An Ordo Malleus Inquisitor will only be called when intense demonic activity threatens to overrun an entire Sector. The enemy Chaos fleet may add one Mark of Chaos or upgrade a cruiser to a Daemonship at no cost, and may also do so again as many times as there are Grey Knights strike cruisers in the fleet.

Reserve/allies
An Imperial Navy or Adeptus Mechanicus fleet led by an Inquisitor that does not include Space Marine vessels may has the following addition to its reserves and/or allies rules.

For no change in their cost, a fleet led by an Ordo Malleus Inquisitor may take as reserves any Chaos ship listed in the Bastion Fleet List on p.29 [???] of Armada. These vessels are free of the "Strange Happenings" special rule as long as the Inquisitor's ship remains in play, but the fleet may not take any Grey Knights vessels, and the Inquisitor's ship loses its Grey Knights contingent along with their leadership, boarding value and other bonuses. Likewise, Chaos opponents gain no benefits, as the Grey Knights are absent.

GREY KNIGHTS BATTLE BARGE

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	3	6+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45 cm	12	Left
Starboard weapons battery	45 cm	12	Right
Prow launch bays	Thunderhawk: 20 cm	3 squadrons	–
Prow torpedoes	30 cm	6	Front
Dorsal bombardment cannon	30 cm	8	Left/front/right

SPECIAL
- A battle barge cannot use *Come to New Heading* special orders.
- Grey Knights vessels do not have access to Thunderhawk Annihilators.
- Grey Knights are fearsome warriors even among other Space Marines; they may re-roll any boarding action result (the second roll stands).

FLEET LISTS The Emperor's Inquisition in other fleets (pg. 136)
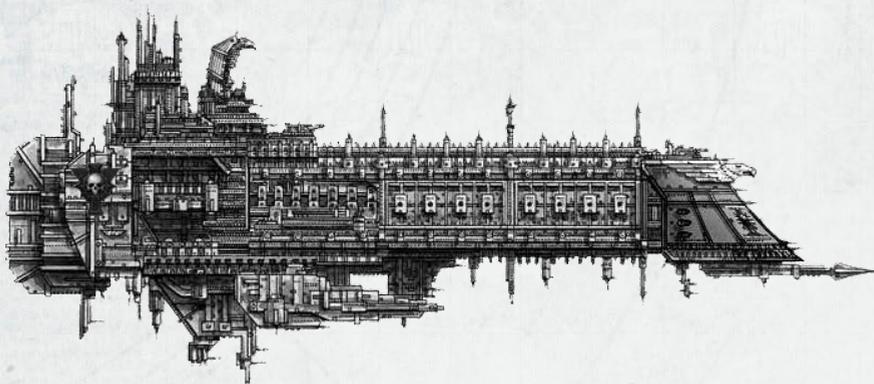
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	5	6+ front / 5+	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30 cm	10	Left
Starboard weapons battery	30 cm	10	Right
Dorsal lance battery	30 cm	2	Left/front/right
Prow torpedoes	30 cm	6	Front

SPECIAL

- Inquisition Blackships are ponderous vessels and cannot use *Come To New Heading* special orders.
- They will never attempt to board an enemy vessel, but their embarked Adepta Sororitas Mission and platoons of Inquisitorial Storm Troopers adds +2 to their roll when defending against a boarding action.
- Hit and run attacks of any type suffer a -1 modifier.
- Even when used in fleets with Space Marines, they are not crewed by Space Marines and do not get additional Space Marine benefits.
- **Gellar Field:** The ship is sheathed in an especially powerful Gellar Field to shield the presence of its cargo of untrained psykers from the ravages of the warp. If the ship takes a Shields Collapsed critical hit, roll a D6. On a 4+, the Gellar Field is also damaged and must be repaired before the ship departs the table or disengages, or the ship counts as being destroyed! The Gellar Field is repaired normally as would be any other repairable critical damage, though this does not repair the Shields Collapsed critical.
- **Special Objective:** These vessels are especially rare and fulfil one of the most important missions in all the Imperium. They are as carefully protected by Imperial forces as they are prized by the Emperor's enemies, and it is not uncommon that they in and of themselves will be the object of a battle. This vessel counts as 500 victory points if destroyed. However, it provides the owning player +3 Renown if it survives the battle (+2 Renown if crippled).

FLEET LISTS   The Emperor's Inquisition in other fleets (pg. 136)

Blackships are typically incredibly ancient vessels, and it is a rare sight to see one of these foreboding starships enter a planetary system. Even rarer is to have one of these built to replace inevitable losses incurred by the very nature of their mission, as vital to the Imperium as it is fraught with danger. Due to the exacting standards and particular specifications required to construct a Blackship, usually this is undertaken nowhere else but at the shipyards of Mars itself, though records indicate a small number were constructed at Kar Durniash and Cypra Mundi.

For all its imposing bulk and the abject fear mere mention of this ship brings, each one is little more than a gigantic transport vessel and high-security prison, albeit fitted with a heavily augmented and carefully-tuned Gellar Field to shroud the beacon-bright imprint so many psykers in such close vicinity would have upon the warp during a Blackship's transit. Additionally, such vessels always embark a large contingent of Untouchables, those cursed with the Pariah gene that appear as psychic nulls to the warp, along with a mission of Adepta Sororitas to keep order aboard the ship and to serve as a final line of defence against enemy boarders. Because of the enormous bounty such a cargo would represent to Chaos or the Dark Eldar, Blackships mount weapons comparable to front-line warships, and it is rare that a Blackship ever plies the void without being under heavy escort.

REPRESENTING AND USING AN INQUISITION BLACKSHIP

An Inquisition Blackship can be represented by a Retribution or Adeptus Mechanicus battleship, which ideally should be painted black! If desired, the rearmost weapon spaces can be filled with lance bits that leave the turrets removed and filled in to represent the cramped decks and compartments at the heart of the ship used for embarking its cargo of untrained psykers bound for Terra.

INQUISITORIAL CRUISER

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	6+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	60 cm	8	Left
Starboard weapons battery	60 cm	8	Right
Dorsal bombardment cannon	30 cm	6	Left/front/right
Prow launch bays	Thunderhawk: 20 cm	2 squadrons	–

SPECIAL
- In addition to the profile listed above, Inquisitorial cruisers follow special rules specific to the Ordo they serve under.
- Inquisitorial cruisers do not have access to Thunderhawk Annihilators, even if included in a Space Marine Crusade Fleet.

OPTIONS
- An Inquisitorial cruiser may replace its launch bays for strength-6, Speed: 30 cm torpedo tubes for no change in cost. Torpedo tubes may fire normal or boarding torpedoes.
- If the torpedo refit is taken, the ship does not have to be modified to serve as an Exterminatus vessel in the same manner as Space Marine battle barges, as they are always equipped with virus bombs and cyclotronic warheads as standard. As such, when in position to exterminate a planet, it may do so on a roll of 3+ instead of 4+.
- An Inquisitorial cruiser may replace its dorsal bombardment cannon for strength-2, range: 45 cm lances firing Left/Front/ Right for +15 points.

On occasion Inquisitors will utilize one of their own organization's specially-constructed warships. The Inquisition can summon vast resources, and its seat on Terra enables the relatively few vessels they actually possess to call upon all the technological advances and fabrication methods available to the shipwrights and fleets of Mars itself. While a few standard patterns are used by the Inquisition, they are just as often purpose-constructed and optimized for a particular requirement. Inquisitors and their retinues must be prepared for any contingency, and these ships are faster, better armed and better protected than warships typically utilized by the Imperial Navy. While not specifically Blackships per se, Inquisitors are not above referring to them as such precisely because of the awe and fear the mere mention of such vessels incur. Inquisitors will typically utilize these ships only as required for their mission, though some may have such vessels and their crews detailed to them for extended periods of time. Inquisitor Lord Torquemada Coteaz is but one of a number of Inquisitor Lords that have an Inquisitorial Cruiser permanently detailed at their express disposal.

FLEET LISTS

GREY KNIGHTS STRIKE CRUISER

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	2	6+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30 cm	4	Left
Starboard weapons battery	30 cm	4	Right
Prow bombardment cannon	30 cm	3	Left/front/right
Prow launch bays	Thunderhawk: 20 cm	2 squadrons	–

SPECIAL
- Grey Knights strike cruisers roll +5D6 when on *All Ahead Full* special orders.
- Grey Knights vessels do not have access to Thunderhawk Annihilators.
- Grey Knights are fearsome warriors even among other Space Marines; they may re-roll any boarding action result (the second roll stands).
- Up to half of the Grey Knights strike cruisers in a fleet may replace their launch bays with one of the refits listed below, in any mix desired.

OPTIONS
- May replace launch bays for strength-6, Speed: 30 cm torpedo tubes for no change in cost. May fire normal or boarding torpedoes.
- May replace launch bays for a firepower-5, range 30 cm (front arc only) bombardment cannon battery.

Like other Space Marine Chapters, the Grey Knights' primary mode of transportation is the strike cruiser class of Imperial starship that is exclusive to the Chapters of the Adeptus Astartes. However, the Grey Knights' starships are specially modified in several ways. One is the hexagrammic and anti-daemonic wards that are built into the entire ship from bridge to landing struts and every bulkhead in between, similar to those that are placed under the skin of the Grey Knights themselves. These wards lend the ship added protection from the forces of Chaos. Also, the Grey Knights' strike cruisers are constructed with significantly more advanced armour than the starships of other Chapters. This is to allow them to close with more powerful foes and reach their destination safely, since the Grey Knights must fight more powerful enemies than the standard Adeptus Astartes Chapters. Finally, the landing and drop pod bays are enlarged to be able to deploy larger numbers of Marines faster. The crew of Grey Knights strike cruisers are all strictly mind-wiped to prevent the possible taint of Chaos corruption, and are given a key word which will kill all the crew members on a Grey Knights strike cruiser and destroy the ship should it fall into the hands of the forces of Chaos. The modifications to the Grey Knights' ships are made possible by two factors. The first is their fortress monastery's location on Titan, a moon of Saturn and in close proximity to Mars, the greatest Forge World in the Imperium of Man. This provides access to technology, materials refinement and fabrication techniques that were forgotten or are impossible to replicate anywhere else in the Imperium,

FLEET LISTS The Emperor's Inquisition in other fleets (pg. 136)

which also explains the high quality of all Grey Knights equipment. Secondly, these efforts are made possible by the prodigious resources the Ordo Malleus provides the Grey Knights due to their position as its

ROGUE TRADERS

**Fabric of the Imperium:
Rogue Traders, Wolfpacks and the
Merchant Fleets of the Imperium**

It is a given fact that through the might and
valour of the Imperial Navy, the raging tides
of foul aliens and vile heretics that infest the
galaxy have been stayed from overrunning the
millions of worlds that over the millennia have
come under the Emperor's beneficent rule.
While these hulking, powerful warships are
the most notable representation of mankind's
command of the stars, it is actually through
the millions of humble merchant freighters,
lumbering heavy transports and sleek fast
clippers making up nearly 90% of Mankind's
interstellar spacecraft that its vast domain is
held together. Only a very small fraction of the
incalculable worlds upon which the children
of Man tread can truly be called self-sufficient.
Most rely on a brisk interstellar trade for a
steady stream of foodstuffs and raw materials
to maintain their productivity and way of life.
A vast majority of Imperial worlds may go
decades or even centuries without a single visit
from an Imperial warship. On the other hand,
the sight of ordinary passenger liners and cargo
transports in an infinite variety of types and
patterns are a common occurrence in even the
most remote frontier worlds. With the Navy
constantly stretched thin defending its vast
domain from grave threats from within, without
and beyond, it falls to the slow, ill-equipped
and poorly-armed merchant vessels to keep the
lines of commerce and communication open in
a vast, uncaring universe filled with many grave
dangers to both the bodies and souls of Man.

All merchant vessels are operated solely under the auspices and at the pleasure of the Imperial Navy, as it is rare indeed that the Navy lightly countenances private ownership of interstellar vessels. However, the Navy is far too busy to relegate its trained officers and crews to operating such craft. While the Navy does maintain a number of transports for its exclusive use, the vast majority of transport vessels that ply the stellar main are civilian-operated. This is expressed in the form of Charters, which grant varying rights and freedoms to the trade guilds, syndicates and merchant families that own and operate merchant vessels and fleets. These hereditary Charters are granted by the Administratum and registered through the Segmentum Fortress that holds authority over the vessel's intended operating area. Though they can be revoked at any time by Imperial authority, they are hereditary in nature and in some cases date back hundreds or even thousands of years. Nearly all of the more lucrative trade routes are also managed through route licenses, purchased by merchant vessel operators for unrestricted or even exclusive rights to handle shipping to a particular world, system or small group of systems. The most valuable (and expensive) of these govern operation over long-established and highly profitable routes between primary worlds, and it is not uncommon for several competing consortia to operate simultaneously on the busiest routes.

Route Licenses and their attendant fees, while usually effective for a hundred years but in some cases for far longer and even in perpetuity, can be wildly exorbitant and firmly out of reach for many smaller operators. Most are fortunate enough to acquire less profitable licenses to operate as Chartist Captains between the more sparsely populated secondary worlds of the many thousands of sub-sectors scattered throughout the stellar main. Still other small corporations, mercantile families and individual Free Traders operate under charter but without a route license at all, forced to eke out a livelihood operating one, or at most a very small number of vessels for cargo manifests that come what may, heading to dangerous or remote locations in the hopes of generating enough income to recover the heady expenses of operating interstellar craft.

If that were not enough, Chartist Captains at any time may find their ship and its cargo conscripted by an Imperial Navy task force needing logistic support or an Inquisitor or other such notable needing conveyance, a passing inconvenience considering they may just as easily blunder into a rampaging pack of Ork brigands, Eldar corsairs, alien pirates or the foul minions of Chaos, never to be seen again, befalling fates far more terrible than the grim comfort of mere death...

ROGUE TRADERS: THE GOOD, THE BAD AND THE UGLY

By a vast percentage, most merchant captains rarely veer far from their established transport routes plied over generations, reluctant to take on assignments chartist masters elect to remain where profits may be slim, but the course is well travelled and at least as relatively free of danger as can be expected from the stellar void. There are a rare few however who after a time reject this meagre existence, choosing instead to embark on grand quests through wilderness space to seek out new worlds ripe for colonization, to boldly go where no human has gone before. While many of these intrepid adventurers are never heard from again, the annals of the Imperium's long history is replete with stories of merchant captains and their crews coming across worlds teeming with indescribable riches beyond compare, lush virgin prairie worlds suitable for agricultural harvest, or worlds inhabited by man lost to the Imperium for millennia, ripe for re-indoctrination into the Imperial Creed as a ready workforce of willing servants of the Emperor. Still others bring back tales of encounters with alien races and strange new technology, rare and precious artefacts presented to the Adeptus Mechanicus for bountiful reward.

These brave souls with the courage and wherewithal to undertake such adventures and live to tell the tale are known as Rogue Traders. To limit the moral pollution caused by contact with alien and non-Imperial human cultures in millennia past, the Adeptus Terra outlawed trade and dealings beyond the Imperium. Only those individuals with Warrants of Trade or similar documents are allowed to explore planets not yet under Imperial control, encounter alien civilizations and regressed human societies, and claim barren worlds rich in minerals or other resources. Typically these are awarded to retired Naval officers, scions of noble families and the like, sometimes on the condition that a mission of particular import be undertaken with the Warrant as its reward. Operating beyond Imperial control, they are a law unto themselves. Some are highly pious individuals, bringing the Emperor's light beyond his beneficent rule. Others are nothing more than glorified pirates and scoundrels. Not all who claim to be Rogue Traders actually are; many Warrants of Trade are centuries old – handed down through family generations, exchanged in high-stakes gambling dens, stolen from rightful owners or have otherwise fallen into the hands of those who might abuse the power they bestow. Despite their generally well-deserved shady reputations and colourful personal histories, Rogue Traders as a whole have done much to advance the influence of the Imperium. Individually they have been
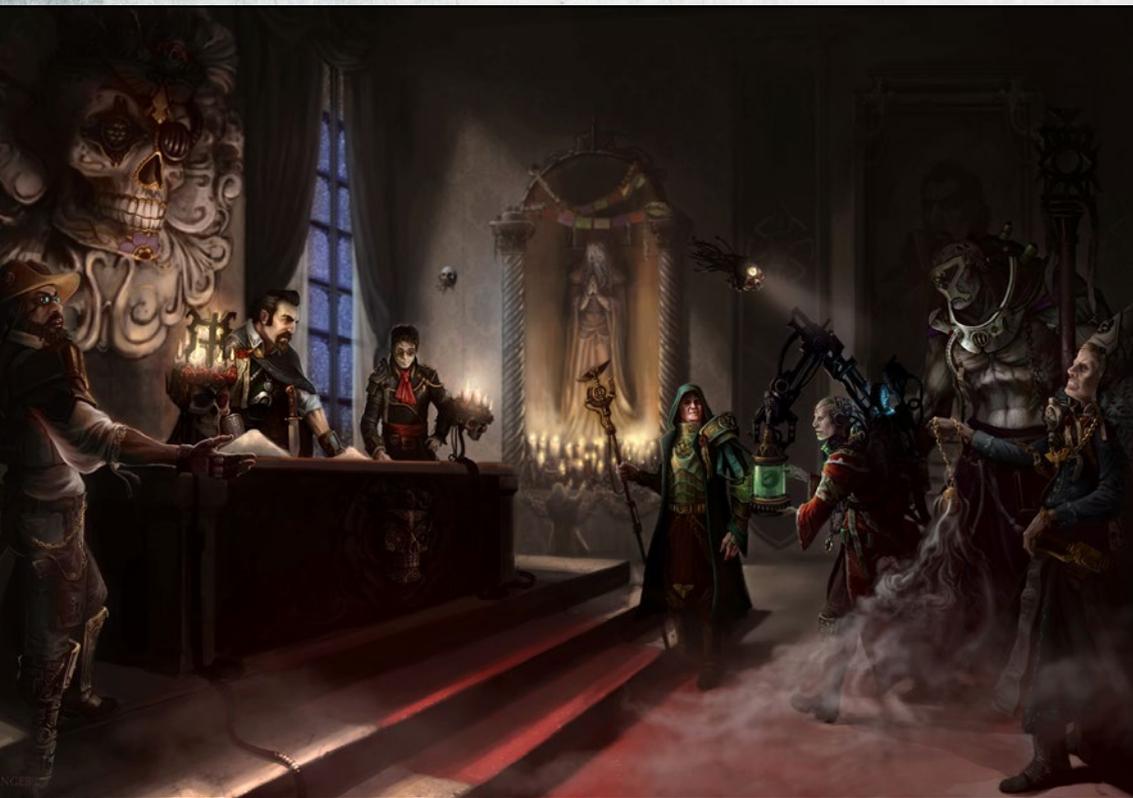
known for various idiosyncrasies and excesses not normally tolerated by the more stringent Ordos. As they provide a priceless resource of information outside normal channels for agents of the Inquisition, these are normally tolerated to an extent, and in some cases even condoned by willingly blind eyes.

Rogue Traders exude confidence; they are highly charismatic, often charming and roguish, skilled diplomats (some would say confident tricksters) and hardened killers when the situation demands. Rogue Traders will often gather an entourage of hangers on and companions much like an Inquisitor does, and this may contain alien warriors, mutants and other undesirables, which many Inquisitors would take to marking the Rogue Trader out as a heretic. Many Rogue Traders have highly unstable personalities; some have been known to destroy worlds on a whim or experiment with alien species out of macabre curiosity. Rogue Traders often dress extravagantly and flamboyantly; like Inquisitors each one has their own style and manner. They carry the best weapons and

equipment they can acquire, including all manner of alien weapons and gadgets. Jokaero digital weapons are popular; miniature lasers and needlers that are worn as rings but contain the same power as a pistol. They might be carrying C'tan phase weapons that can bypass armour, Ha'Kaidan neuro-stars, or one of a million other pieces of strange and bizarre wargear.

It is not uncommon for a Rogue Trader to have once been a high ranking member of the Adeptus Terra, perhaps ousted from power and falling back to trading and using his or her contacts to regain their position and authority. Such Rogue Traders often wear the finery of Imperial aristocracy mixed with garments from worlds beyond the Emperor's rule, often sporting a weapon from military service such as a Naval cutlass or Officer's sabre. They might also carry ornate duelling pistols in lacquered holsters, ancient looking hunting rifles slung rakishly across the shoulder, or other such items that are as lavish to behold as they are deadly effective weapons.

ROGUE TRADER FLEETS

Rogue Traders travel by a variety of means – as passengers aboard military vessels or as the guests of distant, non-Imperial cultures, but most of all they enjoy the freedom to travel of their own free will. They must journey vast distances, and hence they are granted the right to maintain their own vessels, and on occasion entire fleets numbering up to several dozen or more starships. As befits their maverick nature, Rogue Traders employ an incredible variety of vessels. Rights of Requisition allow Imperial Navy ships, while others use their vast wealth and power, and other dubious means, to acquire vessels from a variety of sources – custom-built ships, refitted merchant vessels, captured ships or even craft acquired from non-Imperial worlds. Rogue Trader vessels are unique, exotic things, often exhibiting many signs of their colourful histories, subject to constant adornment, much of it ancient or even alien in origin.

Though their business is their own, from time to time a Rogue Trader may be accompanied by, or even granted command of, an entire fleet at the behest of the Priesthood. On such missions a Rogue Trader's authority is all, beyond the bounds of the Imperium where any could bring censure to them and in places so alien, so unknown that their uncanny leadership must be followed to the letter if any of their number hope to survive. Likewise,

though a Rogue Trader himself maintains no army, he may well be granted Imperial Guard or even Space Marine forces, if it is felt that his mission warrants it. On such occasions the Rogue Trader will turn his business to battle, leading the armies of the Emperor to worlds unknown, bringing war to the enemies of Mankind, even beyond the reach of the Imperium itself. Very few Rogue Traders do so altruistically however, for even in war or death a canny Rogue Trader will find profit and prize.

LUKURIUS VANLESSA AND THE LOOT OF A THOUSAND WORLDS

Sometimes a consortium of several especially wealthy Rogue Traders will organize an expedition into wilderness space with Imperial sanction, usually with the support of the Adeptus Mechanicus. More often than not these run into trouble that is far above and beyond its worth, and little (if any) profit is made from the venture. Occasionally though such expeditions encounter unimaginably vast riches and opportunity for wealth, and even after the Navy and Mechanicus assess exorbitant fees and charges for their support, a tidy sum still remains to be had. While such tales abound in history and lore, none is more spectacular than that of Lukurius Vanlessa. While leading a fleet of eleven ships, the heavy transport Santissima Terra captained by Ingio Portfell became separated in the warp
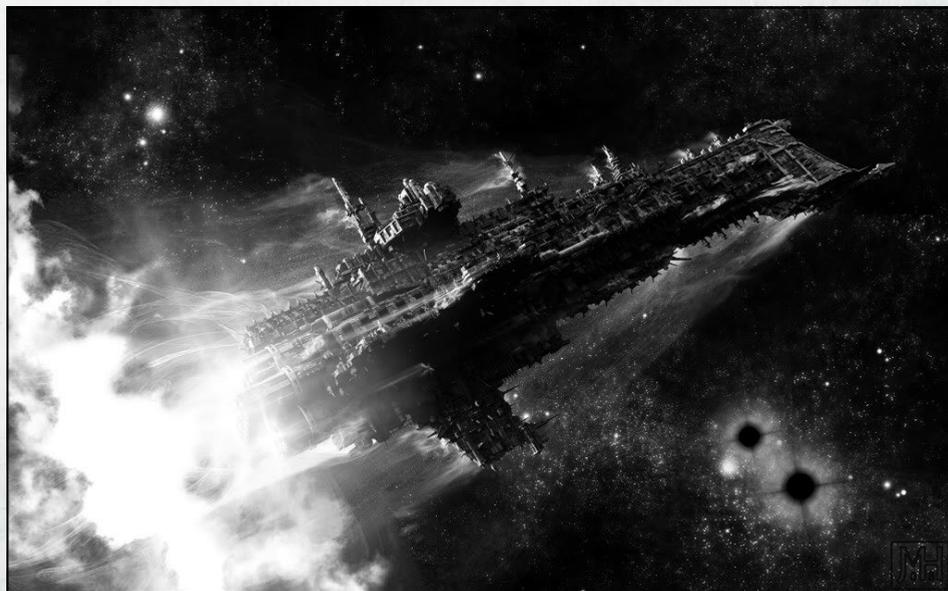
and re-entered real space in an uncharted system on the Eastern Fringe. A quick survey revealed a volcanic death world of absolutely incomparable riches near the Mercurial Zone, with fist-sized rough diamonds simply littering the surface along vast, exposed veins of gold, platinum and other treasures. Over the course of four months, Portfell flew his cargo shuttles to destruction to fill his ship to capacity with gems and precious metals, resorting to cladding the exterior of his ship with gold and platinum when the holds were full. So in excess was the mass of this vast treasure that the ship required a week of successively higher orbital swings just to break free from the planet's gravity. Afraid to send any message even by astropath, it was more than another two months before they were able to re-join their fleet, which had suffered badly during an encounter with Ork pirates. Betrayed by traitors who made off in one of the fleet's escorts, Lukurius Vanlessa led a valiant struggle over the course of four years to lead his ragtag, harried and always under-gunned fleet, sometimes remaining in hiding for weeks on end orbiting remote backwater

worlds with all systems shut down to avoid detection from prowling renegades and pirates of every stripe. Even an attempt to sanction aid from the Imperial Navy proved disastrous when a cruiser captain betrayed the flotilla in a play at capturing the Santissima Terra for himself. When the flotilla finally broke through to Terra, this time under heavy guard from every vessel that could be purchased or contracted by their guild house, Ingio Portfell still took no chances. In an unbelievably daring move, he landed the heavy transport on the hereditary lands of the guild, nearly destroying part of a city despite effecting a soft landing that left most of the vessel intact. Even after all fines, fees and other recompense was made, the guild house was so enriched by the vast hoard recovered that its stature and wealth was elevated to that of even the greatest conglomerates in the entire Imperium, ranking even among those of the vital Corporate Sector. It is said that to this day, buried somewhere among the sprawling cities of Vanlessa Hive on Terra, much of the hull structure of the original Santissima Terra remains.

LIVING THE ADVENTURE: THE EXPLOITS OF SIMONIES KNOCKE

While undreamt-of riches can be found in the depths of space, treasure quests in their various forms are not the only way (or even the most common way) to make a lucrative profit in the void between the stars. Many Rogue Traders that by chance or necessity acquire one or a small number of armed vessels find themselves now and again hired not for the capacity of their cargo ships but for the aim of their guns. With the Navy stretched as thin at it is, it is not uncommon for more reputable Rogue Traders to be taken under contract to escort transport convoys through wilderness space, taking an escort squadron in tow detailed from regional fleet authority while freeing capital ships for more pressing duties. Others may function as privateers, operating with a Letter of Marquee to harass enemy shipping behind the lines, once again freeing regular Navy units for active combat operations. Some Rogue Traders develop quite a knack for this kind of work, and a few rely almost exclusively on it to cover their expenses and earn a profit.

Simonies Knocke was renowned for his loyalty and courage from the Eastern Fringe to the border worlds of Segmentum Obscurus, and after a short stint as an explorer and transport vessel operator, he amassed a vast fortune as a hired gun for the various trade guilds that operate the lucrative Laurentina-Heraklion route. It has been speculated by some that he pre-arranged much of the Ork activity that harassed shipping lanes in the system along the route less than two years before he became renowned for his convoy escort services, though this is for the most part dismissed as little more than disparaging slander by envious competitors and guild houses unwilling or unable to meet the stiff fees for his services. What brought him Inquisitorial attention however were not his activities in this regard, but his association with an alien race Ordo Xenos records identified as the Pthuxutl.

While aboard his light cruiser Knocke Bootës, the Rogue Trader expedition he was accompanying was caught in a fierce warp storm near the Hell-Stars of the Garon Nebula in Segmentum Tempestus that foundered and destroyed most of the fleet. After a valiant struggle that killed his best Navigator, his ship was tossed back into real space with only two transports, two of his own escorts and a single Firestorm frigate in attendance. They came upon a previously undiscovered system and blundered into a firefight between Ork raiders and an unidentified Xenos fleet of escort-class vessels. The battle was going poorly for the strange aliens, and the remains of Knocke's fleet was in no condition for battle, but they were discovered by the Orks before they could make good their withdrawal. With the only option for survival being in a hasty alliance at the end of a gun with the unknown Xenos and unable to even communicate his intent to them, he manoeuvred his tattered flotilla behind the alien escorts and fired into the Ork fleet. Together they were able to defeat the Orks, and Knocke was able to forge the unlikely partnership into a lasting one.

Continuing contact revealed this race to be called the Pthuxutl, a race of traders that while warp-capable, did not have any interest

in extensive colonization and appeared content to subsist as nomadic traders. In gratitude for his support, Knocke was welcomed to accompany them long enough to effect full repairs of all his remaining ships, and he invited the aliens to detach a number of their vessels to join his fleet. In successive decades, Knocke has expanded his fleet to include two full cruisers, all it is said from profits gained almost entirely on his various convoy-escorting enterprises. While he has a number of quite powerful ships at his disposal, it is extremely rare to ever see him abroad without at least two or three vessels of the Pthuxutl accompanying his starships.

WOLFPACKS:
FROM PRIVATEER TO PIRATE

The difference between a privateer and a pirate is sometimes only in the eye of the beholder, and as often as not Rogue Traders are little more than pirates that manage to keep getting away with it. On occasion these individuals will take on contracts to harass shipping not from competent authority, but from a rival shipping magnate or other interested party. While such operations are patently illegal, the floating debris of blasted hulks tell no tales, and it can be years or decades before such privations are brought to the attention of the Imperial Navy. Indeed, the best means by which to draw near their intended targets is in the façade of decency. Roguish privateers may well and often do engage in sanctioned, lawful activity as the mood takes them, only to use the freedom of movement this gives them to expand their raiding activities. The Tau in particular are masters of such duplicity, and many a human Rogue Trader has heeded well this lesson and taken it onboard for his or her own after furtive dealings with this mendacious Xenos race, taking on letters of marquee from them to attack, cripple and claim bounty from any vessel they can find for reward and protection from their so-called "commerce protection fleets." However, many Imperial agents with little contact with the Tau behave little better, and outright piracy visited upon each other between merchant families and trade guilds is certainly no rare thing. These activities can also be good for business; a carefully-orchestrated "attack" on merchant shipping interrupted by the timely arrival by a Rogue Trader cruiser with its guns blazing can do much to generate contracts for escort and protection by grateful transport guilds and vessel owners. By the very nature of their business, pirates must stalk near to their prey's most common haunts. The immeasurably vast, desolate void of space offers little to a pirate who chooses simply to wander blind through it in the hope of coming upon some potential target entirely unawares. Such a pirate will almost certainly find nothing at all and be as unsuccessful as a lone predator in a barren wilderness. However, to simply prowl brazenly through the richest of hunting grounds – the bejewelled docks and ports of the most vibrant trading regions – would invite nothing more than swift destruction by the guns of the Imperial Navy. So it is that like the foul Xenos raiders they emulate, pirates must be cunning and come upon their intended targets at their most vulnerable.

Sometimes the quest for profit and adventure takes a dark turn. On the opposite extreme of cunning rogues who engage in piracy only by contract or when the opportunity presents itself, there are the opportunistic wolfpacks who stalk cargo-laden merchant vessels at all the most vulnerable points of their journey. There are recorded instances of Rogue Traders bending individual ships or even their whole fleets toward purposes that are not in the interest of Mankind. Casting off their sacred vows of duty and service to the Imperium, they freely hunt down and capture any hapless transport convoy that may come their way, sharks hungrily prowling well-travelled routes to plunder transports, keeping or selling off their cargoes and crews as booty, slaves or worse in a manner emulating such infamous Xenos pirate scum such as the inhuman Eldar raider Yriel or the notorious and savage Jolly Ork freebooter Grubsnikk. Human pirates have an advantage over Xenos reavers in that they can easily emulate their prey, unlike the strange, alien forms Eldar vessels take or the cumbersome, rattletrap and easily-identifiable attack ships favoured by the Orks. Particularly unsavoury characters hide under the guise of being Rogue Traders only as a ruse, assuming the title of such an august personage under dubious (and typically illegal) means simply as a cover for their primary "trade." Such Rogue Traders no longer deserve the title, subsisting solely as pirates and gathering around themselves a ragtag fleet and whatever Xenos they can ally themselves with. Such vermin are little more than a pack of raiders skulking from the dark corners of remote systems, seeking only to pillage all those unfortunate enough to cross their path. Unfortunately, many Xenos races flock to such disruptions as flies to carrion, and it is quite common to find human pirates operating in close association with one or even several Xenos races acting in concert.

Ships translating from warp must do so in deep space, for to do so within the confines of a system is unimaginably hazardous for all but the most skilled pilots and navigators. From these far reaches they must follow a long

journey fraught with risk to the destination planet or outpost, the entire time at sub-light speed, and it is during this time that wolfpacks frequently strike. The vagaries of the warp can lead to a merchant convoy and its armed escort (if any) emerging form the warp some time apart. Indeed ships within the same convoy may re-enter real space anywhere from minutes to hours apart in normal space-time, and if caught undefended in this manner, merchant vessels will prove easy pickings for roving pirates. Likewise, ships are only able to enter the warp with any degree of safety some distance outside systems, and routes leading from

manufacturing worlds, mining colonies and other sources of great wealth to the nearest warp gate are tempting targets to most pirates. Commensurate with that, such routes are usually heavily defended, but as with all resources, the protection of the Imperial Navy is an expensive luxury which the badly overstretched Imperium cannot afford to offer all. Many places of mineral or other material wealth lie in the loneliest and most desolate regions of the galaxy, and without nearby colonies to supply men or provide a genuine need for security, many of these distant mines, colonies and outposts must fend for themselves. Here too privateers profit, and pirate may well turn protector if the merchant families operating the shipping lanes or the guilds operating the mining worlds, manufactorums and refineries decide it is in their interest to employ the would-be raiders rather than face them.

Even having safely made it to warp and once under sail, merchant vessels are far from safe. Locating other starships within the warp is exceptionally difficult, and few pirates would attempt to unleash their ambushes amidst the hideous, roiling confusion of the immaterium, but few ships are able travel directly to their destination via the warp. In many cases a viable warp route simply will not exist, and ships must translate to real space and travel some distance through connecting regions of space, perhaps many hundreds of light years from their destination in order to avoid some of the greater vagaries of warp travel. Where such departure or transit points become known, pirate wolfpacks inevitably flock to them as flies around carrion.

RESPONSES TO PIRACY

By their very nature, pirates risk defeat and capture with their every action. Space is a vast gulf where billions of cubic miles of space lie undisturbed by even a single speck of matter. Pirates cannot simply roam through this void in search of prey; they must lurk close by the haunts of their targets and wait there ready to strike. What this means is that pirates must, for the most part, linger in a region for many months or years, and once pirate activity is noted in an area, the Administratum can be almost certain the threat will remain for quite some time to come. Under such conditions,

THE MAELSTROM

No one knows how or when the Maelstrom came into existence. Like the Eye of Terror, it may have been born of some tremendous cataclysm, though it could be the byproduct of the same forces that shaped the universe itself.

There are worlds within the Maelstrom, though whether they could be described as planets is debatable, as few of them orbit any kind of sun or obey laws ascribed to astral bodies. Instead, they appear to be spontaneous aggregates of solid matter, drawn together and sustained by forces impossible to understand. Unlike the Eye of Terror whose celestial landscapes exhibit visible corruption form the warp, the Maelstrom appears to exist in a unique third state, with its origins not in the material universe or the warp but rather a congress of the two.

A region of such uncertain properties is immensely difficult to chart or navigate, offering easy refuge to those who wish their actions go unseen. At least two dozen Ork empires, pirate kingdoms and other populations exist within the Maelstrom, all of them black-hearted cutthroats who frequently wander out into nearby space to wreak havoc. The Maelstrom offers easy access to the warp, and many of the shortest routes cross this region of space, making the threat of piracy from within all the greater.

pirates and those who would seek them out and destroy them are constantly engaged in a dangerous game of brinkmanship with gutsy pirate captains remaining in a lucrative region for as long as their possibly can all the while aware that dallying there too long may well allow local forces the time they need to muster and defeat them.

Pirates cannot be dealt with as soon as their presence becomes known, however. The galaxy is a dangerous place, and piracy is far from the greatest threat faced by the societies which occupy it. Pirates may operate relatively undisturbed for considerable lengths of time if war or a greater or more urgent threat continues to occupy available forces nearby. Conversely, however, pirate activity cannot be overlooked entirely, even in times of war, since to do so invites disruption and breakdown, the like of which could very well prove fatal to even the largest of forces. Again, it is a contest. The wiliest pirates know full well that limiting their predations can keep the eyes of their enemies averted, but in doing so may well limit their own ambition. The opposing forces must also attempt to maintain a risky balance – valuable fleet and army assets must be used where they are most needed, without allowing apparently minor threats like piracy to escalate to the point where piracy itself becomes the greatest threat. This was especially apparent when the disarray caused during the Accursed One's 12th Black Crusade made the entire Gothic Sector particularly ripe for plunder. Pirates of all kinds crawled out from every moonlet and hole in space to take advantage of the precarious situation the Imperial fleet found itself in at the start of the war. To make matters worse, a few Imperial units assigned to some Rogue Traders willingly threw in their lot with their charges, not in any support for the Chaos hordes that assailed the sector, but purely for personal gain at the expense of others. At first these pirate scum limited their predations to the occasional single transport or remote monitoring station, but as the war dragged on, even the most heavily trafficked trade routes went without military patrols for longer and longer periods of time. Soon individual pirates and renegade captains began to form small bands and then even larger groups, each lending to the cause only as long as it was to each owns personal

advantage. These raiders held allegiance to no one and freely hunted the ships and convoys of anybody and everybody. Only a dedicated search and destroy campaign by a large battlefleet led by Admiral Mourndark was able to set a trap for and root out the worst of these scourges, at one point engaging and destroying three pirate cruisers and over fifty raiders during a single battle in the Barbarus Costa system.

To prevent piracy from becoming so widespread that it impedes a war effort or threatens to destabilize an entire region of space, threats are monitored by a series of Sector Stabilis Mandates which define at what point a threat becomes so great it must be dealt with. When used effectively, these mandates become a trigger mechanism by which the most prominent and dangerous of pirates are dealt with, both eliminating the problem and serving as warning to aspiring troublemakers in a region. Under the Sector Stabilis Mandates, separate attacks from different sources increase the sector's threat level only minimally, since a sector may well be assailed by a variety of smaller enemies, such as a cluster of alien races around its borders, without its stability really suffering (as long as those enemies themselves do not unite, that is). Repeated or coordinated attacks thought to be the work of a single group or alliance are used as a factor of multiplication when calculating threat levels, and so pirates responsible for multiple attacks are far more likely to find themselves brought to the attention of the authorities than those who strike only irregularly or without a coordinated plan.

Threat levels are measured in both degree and urgency, so certain factors may mean a relatively minor threat has to be dealt with immediately, while the tackling of other, seemingly much greater, threats maybe safely be delayed until proper preparation is made. When a threat exceeds the maximum level of tolerance prescribed by that own sector's Stabilis Mandate, action must be taken. Of course, individual commanders, planetary governors or other officials can act within their power well before this point, but are certainly not obliged to do so. Once the maximum threat level is exceeded, however, there are few servants of the Imperium who

THE CRADLE

The Cradle is a gargantuan, seething nebula deep within the galactic core. It is so known for the prolific rate at which the nebula births new stars, making the region one of the most densely-populated with stars in the entire galaxy. The astronomical energies and gravity fields at play here make the Cradle one of the richest sources of precious metals, ores and forms of energy anywhere in the galaxy. Because of this, it is certainly no coincidence the Cradle is virtually the only area of human-controlled space from which the Demiurg are frequently reported, that race being expert and insatiable miners and harvesters of the universe's resources.

For other races, not least the Imperium itself, the Cradle is a vital resource, and many of the galaxy's most lucrative trade routes are found in this region. Though heavily defended and patrolled, it is not without risk, however. The vast quantities of matter present there mean the call of the warp is weak, even to the most sensitive Astropaths. Vessels may become becalmed for weeks or even months while their Navigators search for the faintest of warp tides on which to set sail. A ship is in great danger when this happens, for it is forced to spend a great length of time in normal space traveling at only sub-light speeds. All manner of pirates lurk around the Cradle's most lucrative mining and fuel production systems, ready to pounce upon becalmed vessels forced to travel in normal space before taking their booty and withdrawing to the depths of the nebula, where rampant energies make sensory detection unlikely.

while in more serious cases a battlegroup may be assembled with express orders to hunt down the pirates and undertake no other duties until they have done so. Even with such steps as these to tackle piracy, it remains the case that most privateers find their ultimate end to be of their own doing. Cocky rogues become reckless or greedy, preying upon targets far beyond their means to overcome, or wantonly attacking the Emperor's forces to prove their might. Others find themselves the slightly unfortunate, if not undeserving, victims of mishap or ill timing. Privateers taking advantage of a strife-ridden area of the galaxy (perhaps engulfed in war or fallen under the shadow of an encroaching hivefleet) frequently find themselves swept away alongside their intended victims as events quickly escalate and attract vast forces, a foe well beyond the measure of even the mightiest privateer.

For all its risk, it goes without saying that the galaxy is rife with pirates, both human and alien. While the reasons men and women with the wherewithal to command starships turn to piracy are as varied as pirates are themselves, in the end the lure of easy wealth becomes the largest motivator. Even the mightiest and most steadfast of Mankind's defenders are not immune to its appeal. It is only natural for the Emperor's subjects to hold Space Marines with a mixture of awe and fear. With a powerful warship beneath a Space Marine's feet and nothing in between its Captain and a hapless transport convoy but empty space, it is not unknown for protectors to become predators, and in the Imperium's long history, more than one entire Space Marine Chapter has descended down this path. Once Master of the Astral Claws Chapter of Space Marines, Huron Blackheart turned against the Imperium and declared himself Tyrant of Badab, his Chapter's original homeworld. The resultant crusade against him began badly for the Imperium, as a further three Chaters defected and took up with Huron. Retaliation was swift, though at first it was all the Imperial Navy could do to maintain the shipping lanes upon which Huron and his traitor Marines had begun to prey.

can ignore the call. Indeed, only the Adeptus Astartes and the Inquisition are entirely free of standing obligations in the Mandate.

Even once a decision is taken to tackle a particular nuisance, responses will of course vary. Some regions will simply be granted increased patrols in light of privateer activity,

Huron was strong, and with four entire Chapters behind him, the Imperium faced a long hard struggle to bring him down.

But even Huron could not match the might
which was brought to bear against him and
eventually he was driven from Badab, where
he and his followers fled into the nearby
Maelstrom, a convoluted, swirling area of gas,
dust and titanic energies hundreds of light
years across, where the warp and the material
universe intermingle in a manner not unlike
the Eye of Terror. Many of those Marines who
had sided with Huron during the uprising
realized the error of their ways and returned
to the Emperor's fold (albeit with much
penitence to serve). There were, however,
many who remained disgruntled with the
Imperium and joined Huron in his flight into
the Maelstrom. With his homeworld lost,
Huron and his Astral Claws obliterated all
traces of their former allegiance, covering
their armour with a gruesome red hue to hide
the symbols of the Emperor they once served,
becoming the Red Corsairs. Since that day
Huron and his Red Corsairs have continued
to prey upon shipping lanes, commerce
worlds and other wealthy regions around
the Maelstrom. Clearly some considerable
allure still surrounds Huron, and bands
of human reavers still continue to flock
to this flag, bolstering his corsairs. More
worryingly, it would appear that members of
the Adeptus Astartes still continue to defect
to the Maelstrom to take up a place at Huron's
side. Small bands or even individual Marines
have all been known to turn and take up
with Huron, symbolically reddening their
armour to assume the Blackheart's colours.
Why a traitor and a renegade like Huron
would appeal to so many of the Emperor's
most righteous servants is, worryingly,
unexplained.

It is an unspeakable enough a crime to eschew
one's vows for personal gain, but this is not
the worst offense a pirate can commit. The
absolute worst offenders are those who truck
with heretics and traitors, freely allying
themselves with the minions of Chaos,
preying on Imperial shipping of any sort not
merely for profit, but to actively bring harm
to the Imperium and its citizenry. While the
allure of Chaos is as varied as the many men
and women who fall under its shadow, the
typical pirate turns to Chaos for the same
incentives that motivate all such immoral
villains: greed. Even the most casual alliance
with a Chaos Lord brings with it relatively
quick access to replacement escort raiders,
reinforcements and supplies. Such wolf packs
quickly find the Swords and Cobras among
their number quickly supplanted by escorts
more typical of Hereticus fleets, along with
advantages in speed and weaponry that
only come by dabbling with warp-tainted,
forbidden technology. This was especially
prevalent during the Gothic War, where a
number of pirate bands such as the Carrion
Squadron freely allied themselves with Chaos
in order to more easily facilitate their raids
against merchant convoys supporting the
war effort. Thankfully these scum who turn
their back upon the trust provided them by
the Imperial Navy and the rest of Mankind to
serve the Dark Powers are believed to be few

THE STRAITS OF HALK

The Straits of Halk form the northwestern border of the region of Ultramar, dominion of the Ultramarines. The straits are nigh un-crossable and in no small way contribute to Ultramar's relative independence from other arms of the Imperium's authority, though of course the Ultramarines' own might remains the deepest root of their dominance. For millennia the straits offered little to would-be privateers, since all trade in the region fell under charter of the Regent of Ultramar and thus benefited from protection from the Ultramarines themselves – an enemy too great for any pirate to contemplate an attack upon.

The coming of Hive Fleet Behemoth changed all this. The arrival of the Tyranids drew the Ultramarines' attention and the bulk of their forces southeastward. Though the initial invasion was repelled at great cost, the continuing grave threat posed by the Tyranids means that Ultramar must always keep a watchful eye to the east, and the resultant drain on overtaxed and finite resources effectively ended all patrols of the straits. The powerful warp shadow cast by the approaching hive fleet also made navigation difficult in many of the outlying areas of Ultramar, forcing new trade routes to be opened away from the blighted areas. Many of these new routes pass close to the Straits of Halk, providing an enticement too great to ignore for the dozens of privateer bands and nearby Xenos races that lurk there.

and far between. When identified, they are mercilessly hunted down and destroyed with maximum prejudice by whatever resources can be arrayed to the task.

XENOS THREATS

An unknown number of nominally space-faring alien races in the immeasurable void between the stars survived the righteous pogroms of the Great Crusade when the Horus Heresy postponed the beneficent Emperor from his most holy work. This is especially true along the remote systems of the Eastern Fringe and Northern Rim where the distances involved make it extremely difficult to detail warships of the Imperial Navy in any significant numbers from much more pressing concerns. Certain intelligentsia of the Explorator Biologis has postulated that not all sentient Xenos species encountered by the Imperium represent a threat, but prudence dictates based on long, grim history that no chance can be taken, nor any quarter given.

It is true that some encounters with alien races have resulted in mutual gain to a limited extent. However, whenever possible, every single one of these instances have been carefully examined by the Ordo Xenos to ensure there is no contact with forbidden technology, nor is any of humanity's blessed technology transferred to those who may one day use it against them. This becomes particularly important where contact with alien races is sanctioned by the Inquisition on a limited, conditional basis. In the region of space referred to as the Cradle, contact with the reticent Demiurg is almost unavoidable, but they have shown an unusual pacifism around Imperial ships and have even allowed themselves to be contracted against the enemies of humanity on occasion, particularly against the foul Orks, against which they show particular utility. This is tolerated merely because the Adeptus Mechanicus dearly seeks to obtain an example of their vessels, an opportunity that so far has not availed itself. Even in this case contact must be maintained only with careful awareness; long experience with the major alien races that occupy Imperial space have demonstrated that they can only be met with vigilance and hostility. Eldar raids can only be met by increasing security patrols in a given region of space, since only a fool would actually attempt to hunt down or pursue such a swift race. Orks, conversely, are normally dealt with somewhat more directly, since their brutish nature allows them to be confronted more easily. Indeed, often Ork pirates raid convoys primarily with the intention of drawing nearby forces into a decent scrap. Even the Demiurg with all their relative indifference to humanity is not entirely blameless. It is

well documented that they share a unique and well-cultivated relationship with the Tau, and it is not too farfetched an idea that the same Demiurg ships contracted to accompany an Imperial task force one year will have any compunctions against selling whatever information they glean to that upstart race the next.

The galaxy is strewn with minor alien races that at one time or another have lured the occasional Rogue Trader into dealing with them for mutual gain or profit without proper guidance from the Ordo Xenos. More often than not these arrangements are ignored, for it is few and far between when a previously-unknown Xenos reveals itself to be of any significant threat to the Imperium. Unfortunately, despite endless centuries of vivid lessons concerning how an unknown Xenos should be approached, there are Rogue Traders who look upon these serious concerns for mankind's safety with disdain and even outright contempt. Some Rogue Traders fully throw in their lot with these real or potential enemies of Mankind, offering aid and assistance to foul Xenos races for little more than access to alien trade routes and the promise of riches and forbidden archaeotech. For instance, the Rogue Trader Darius Pluto aboard the Route Less Apparent surrendered his allegiance to conspire with the Fra'al, betraying to them critical details concerning Imperial convoy routes, schedules and escorting force strengths. For many years he operated with these vermin before he was run down and eliminated by a punitive expedition led by the Emperor battleship Divine Right in the Tamahl Sector in 518. M37. Before his demise, it is documented that he often accompanied small wolf packs of Fra'al vessels on raids against remote outposts and transport convoys, purposely destroying all escorting vessels before plundering every transport one by one. The damage done by this rank perfidy goes far beyond the actions of one mere person; many centuries after the destruction of the Route Less Apparent, Fra'al raids continue throughout an ever-widening area in Segmentum Obscurus at a pace that shows little abatement.

While a small number of minor races encountered by the Emperor's subjects have like the Yu'vath shown unrelenting hostility and required righteous purgation, many more recognize the futility of such a course against the immeasurable might and majesty of the Imperium of Man and like the Demiurg and Nekulli have sought accommodation. The Tau however are another matter entirely. Never before has a single race managed to entice so many Imperial servants to set aside their concern for humanity for the raw profit that comes from dealing in alien artifacts, and examples of Tau technology actually made their way to Holy Terra itself before the Ordo Xenos and the Priesthood began to investigate

KAR DURNIASH: TRADER'S HAVEN

Being the Segmentum Fortress of the Ultima Segmentum, Kar Durniash is a favoured departure point for countless voyages to the Eastern Fringe, the largest of the vast, unexplored tracts of wilderness space in the galaxy with its promise of adventure and undiscovered riches. Accordingly, it is also the return destination of many traders once their business in the Fringe is complete, and over the millennia has established itself as a welcome haven for exhausted traders and crews who may well have been beyond Imperial-controlled space for many years.

Rogue Trader cruisers take an infinite variety of forms, all based on standard Imperial cruiser patterns. The form these vessels take may vary greatly, based primarily on what particular forge world either constructed the vessel itself or leased its approved design template to the shipyard that constructed it. Thus, while Rogue Trader cruisers are generally recommissioned hulls of many different patterns, the most typical cruiser pattern utilized by Rogue Traders are those constructed at Kar Durniash and its surrounding systems. Conversely, for this same reason the pattern is also common to various Imperial Navy cruiser classes that operate throughout the Ultima Segmentum, such as the Lunar, Tyrant, Dominator, etc.

the matter in earnest.

One Rogue Trader of considerable renown that succumbed to their promise of easy riches under their guise of "Greater Good" was Memet Poralius. A true privateer, Poralius was born the son of Urbit Poralius, planetary governor of the world of Moracre on the Eastern Fringe. Memet grew restless in the long years waiting to succeed his father, and so a wanderer was born. Poralius travelled far, and was soon introduced to the emergent Tau empire. Poralius struck many illicit deals with the aliens and soon founded a trade route from Tau space all the way to his homeworld of Moracre. Thereafter, Poralius's wealth and fame grew immeasurably as he flooded the markets and bazaars of Moracre with all manner of illicit goods supplied by the distant Tau. Still not content, Poralius used his wealth to fund a rebellion against his own father, overthrowing the old man and assuming the throne with the blood still fresh on his hands. With his hold on power complete, Poralius turned to open allegiance with the Tau, and for a time great prosperity fell upon Moracre, as the youthful Tau eagerly exploited their newly forged alliance. But such ill-gotten gains could not last. Poralius' truck with aliens brought him to the attention of the Priesthood at a time when the Imperium was readying itself for war with the Tau, and Moracre would serve as a fine example to those who chose alien over brother-man at this dangerous time. Battlefleet Artemis was dispatched to the regions, and swiftly severed the trade links which had for so long been the source of Poralius' wealth. With orbital supremacy secured they deployed three dozen Imperial guard regiments to the planet's surface and Poralius' fate was sealed. Or so it would have appeared, but Poralius had escaped, and to this day an embittered and vengeful Memet Poralius labors faithfully in the service of the Tau empire, commander of the Tau's most notorious commerce protection fleet, the Akunavash (a crude title, taken from one of the less eloquent races of the empire, many of whom serve alongside Poralius' fellow human exiles in his fleet). Poralius remains a dangerous man. No compassion for his fellow man remains in Poralius – an alien a good a friend or ally to him as men are hated foes and betrayers, and he has been known to travel as far afield as the Straits of Halk

with Tau cruisers in attendance, pursuing his own bitter agenda. Where many of the Tau's privateers genuinely believe themselves to be nothing more than protectors of the Tau's trade rights, this is little more than an excuse to Poralius. One that allows him to frequently venture to within the Imperium's borders and, at the slightest hint of danger, unleash a remorseless and vengeful attack against his former people.

THE TREACHERY OF DURANDAL GROHE

Memet Poralius was only one of many Rogue Traders and privateers that found an alliance with the Tau to be more appealing than maintaining their loyalty to the Imperium. While the freedom afforded Rogue Traders has led on some occasions to such abuses that later needed to be rectified with varying degrees of prejudice, never has the actions of any single Rogue Trader betrayed the Imperium more gravely than the fall from grace of Durandal Grohe. Wealthy and renowned in star systems throughout the Ultima and Obscurus Segmentae, Durandal Grohe over a number of decades amassed a vast fortune that included continent-sized tracts of land and mineral rights on worlds in several different systems. First making his fortune while accompanying the lucrative Rogue Trader expedition to the Almonries sub-sector far in the Eastern Fringe in 709.M41, he over time gained possession of seven transports as well as the fast clipper Durandal's Bliss he utilized as his personal conveyance. After coming across a large trove of Xenos artefacts which he gladly turned over to the Adeptus Mechanicus for a tidy sum, he arose the suspicion of the Inquisition, but Techmagos Brunt Carnivrir personally vouched for his integrity, and through subtle machinations a possible inquest was set aside. Grohe later brought several other artefacts from an undisclosed location to Techmagos Carnivrir, but never revealed from where he received them except to say it was from a dead world located deep in the Obscurus Segmentum near the Tamahl Sector. When information came to him that there was fortune to be made across the uncharted Damocles Gulf, he was one of dozens of Rogue Traders that began to encounter the expanding race the Imperium now widely knew as the Tau, but few repeated the months-

long perilous voyage as often as he did, first in his fast clipper accompanied by armed escort vessels he appropriated by special dispensation through his many contacts, and later on in a re-commissioned cruiser he acquired for this express purpose. His voyages across the Damocles Gulf did not abate when the Imperium waged war with this upstart race in the decade of 740.M41, and for a while he was regarded as a valuable source of information, with some of his reports reaching Cardinal Esau Gurney himself.

As word reached fleet headquarters at Kar Durniash in the years following the Damocles Gulf Crusade that the Tau were seen to be fielding new vessels with a rapidly-evolving level of technology that steadily approached levels of Imperium warships, fleetlords dispatched Inquisitor Ibrahim Matthias to investigate the probable cause. A cursory investigation led Matthias to believe that Durandal Grohe was somehow responsible, and invoked a formal inquest to have the Rogue Trader explain his dealings with the upstart race. Grohe disappeared soon afterward, and for many years not a trace of any one of the nearly dozen vessels under his ownership were discovered save the considerably modified armed freighter Corrigan traveling with three merchant escorts built with obvious Xenos influence in the Birr system. These vessels refused to haul about when hailed to receive a boarding party, and they were ruthlessly hunted down and destroyed by the Lunar cruiser Lord Krevoss and its escorts as it attempted to flee.

More than five years later, Inquisitor Matthias received word from another Rogue Trader that a massive Tau fleet had crossed the Perdus Rift and was moving parallel to the Damocles Gulf traveling beyond what had become known as the Farsight Enclaves. When pressed, the Rogue Trader was unable to tell him the numbers or intended destination of this fleet, but that it was rumoured that it sought to make contact with other "displaced races" in the larger galaxy, and that it was being guided by a Rogue Trader who had a sizable number of extensively-modified Imperial-pattern vessels under his own command. Convinced that this could be none other than the now unquestionably traitorous Grohe, he sent word to the Kar Durniash fleetlords that a large flotilla must be dispatched with great haste to intercept and destroy this unknown host. However, it was about this time in 750. M41 that the massive swarms of Hive Fleet Behemoth were pressing hard upon the sectors of the Eastern Fringe near the home systems of the Ultramarines, and with much of the available fleet thus committed, only thee cruisers, an Inquisition cruiser accompanied by two under-strength escort squadrons led by the Mars battlecruiser Emendable were able to give chase. Headed by Inquisitor Matthias, for nearly a year they doggedly pursued the "missing fleet," but they could not find any trace of their whereabouts. They received a lucky break early the next year when arriving in the Koressa system to replenish stores, where they found the citizenry unusually hostile to their presence and a large number of artefacts and technology that were unmistakably Tau in origin. An inquest of the planetary governor and her family quickly revealed that more than thirty Xenos capital ships had departed the system only five months before and that Grohe certainly was guiding them. Apparently the fleet had a large number of Merchant-class transports and Hero-class cruisers, as well as several alien vessels identified as possible Demiurg and Kroot warships, along with unusual escort-displacement vessels of a class never previously encountered. Inquisitor Matthias ordered the planetary governor and her family executed in the Square Korestii before the capital city's population. As word spread of the executions, rioting ensued as planet-wide protests erupted against the inhumane brutality of their Imperial oppressors. With the Ultramarines occupied on the front against the Tyranids thousands of light years distant and no other Chapter available for proper cleansing, Inquisitor Matthias declared the population Excommunicate Tratoris and had the planet virus-bombed before the fleet moved out of orbit.

Having spent most of his life plying the space lanes between Segmentum Obscurus and Segmentum Ultima and having to avoid the predations of various alien races, it is easy for Durandal Grohe to hide from a fleet whose operating methods he knows so well. More time has passed with no sign of the missing fleet, though evidence seems to point to it taking a circuitous route toward some

undisclosed point toward the Galactic North. Analysts are at a loss to explain for what purpose such a large Tau fleet would attempt to range so deep into Imperial space while managing to avoid contact with any elements of the Navy, but such can be nothing less than an exceedingly grave threat to the Imperium as a whole. For five more years Inquisitor Matthias relentlessly drove his haggard task force forward in pursuit of this "missing fleet" until contact with the Emendable was lost in the warp early in 756.M41.

ROGUE TRADERS SHOWCASE
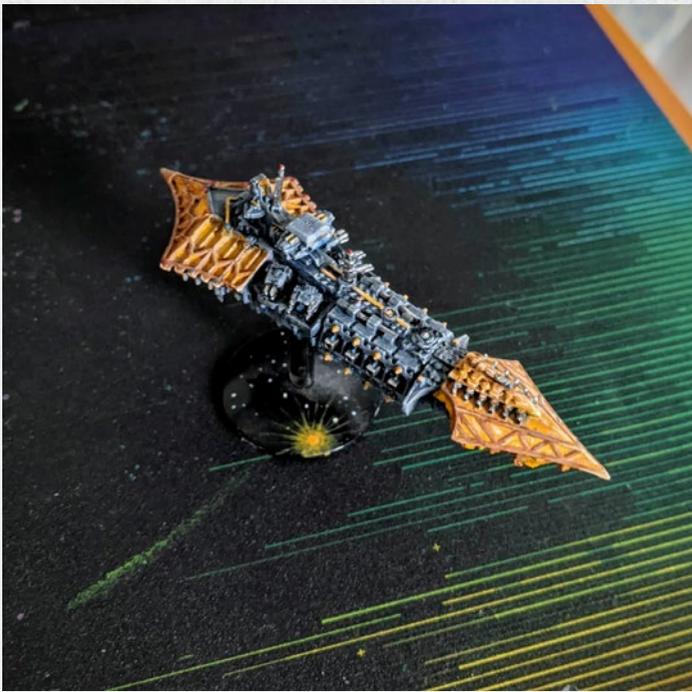
ROGUE TRADERS

COMMANDER

0-2 Veteran Rogue Traders

A Veteran Rogue Trader may lead each Rogue Trader cruiser in a fleet. If a fleet has more than one Rogue Trader cruiser or also includes more than one squadron of transports, a Veteran Rogue Trader must be assigned to a Rogue Trader cruiser.

Veteran Rogue Trader (Ld 9) .... 50 pts

A Veteran Rogue Trader gets one re-roll, which may be used for his vessel or an accompanying Rogue Trader escort squadron.

NOTES FROM NATE MONTES

Siluria Class Light Cruisers and Havoc Class Frigates are older, outdated ships, and much more commonly seen outside of the Imperial Navy.

If both players agree before the game, these ships can be included in a Rogue Trader fleet, as a cruiser and an escort respectively.

Siluria Class Light Cruiser (pg. 76) ..100 pts
Havoc Class Frigate (pg. 79) ....35 pts

CAPITAL SHIPS

Any fleet except Necrons or Tyranids may include a single Rogue Trader capital ship. Tau, Demiurg and Imperial fleets may include one Rogue Trader cruiser for every 750 points or part thereof in their fleet. If a second Rogue Trader cruiser is taken, it may be any Rogue Trader cruiser variant listed on the Exploration Fleet List. Rogue Trader cruisers always count against cruiser restrictions in any fleet list that has such restrictions. Heavy transports may not be in squadrons with other transport types.

Rogue Trader Cruiser (pg. 174).................... 185 pts
Dauntless Class Light Cruiser (pg. 75)....... 125 pts
Endeavour Class Light Cruiser (pg. 175).... 110 pts
Heavy Transport (pg. 176) .... 40 pts

ESCORTS

A single squadron of 2-6 Rogue Trader escorts and auxiliary vessels may accompany each Rogue Trader capital ship in a fleet, in any mix desired. Separately, it may also be accompanied by any number of cargo ships of any type (whether or not the scenario requires transports), organized in squadrons of 2-6 ships, but these squadrons can only contain cargo ships and always count against their full cost against the total points in the fleet. Xenos vessels cannot be used in fleets that include Space Marine ships.

Xenos Vessel (pg. 178) .... 50 pts
Recommissioned Escort (pg. 183) .... 30 pts
Iconoclast Destroyer (pg. 184) .... 30 pts
Cargo Vessel (pg. 186) .... 20 pts
Auxiliary vessels (pg. 185) .... varies

XENOS ALLIES

Experienced Rogue Traders will develop special relationships with other spacefaring races that have similar trade interests. For every 750 points in the fleet, Rogue Traders may be accompanied by a single Demiurg or Kroot vessel unless the fleet is using auxiliary ships that cannot be allies with the Demiurg or Kroot (such as Space Marines).

SUB-PLOTS

Rogue Traders by nature are far from altruistic. Their presence in a fleet indicates they have something to gain by forming a temporary alliance. Whether their own goals actually benefit their erstwhile comrades is usually debatable. Any game that includes a Rogue Trader cruiser must include a sub-plot from [???] p.82-84 in the Rulebook. This can be imagined as representing the Rogue Trader's own vested interest. As such, if the owning player fails the sub-plot, the enemy earns victory points as if the Rogue Trader cruiser was crippled (in addition to any renown gained or lost normally). If the Rogue Trader was actually crippled in addition to failing the sub-plot, it counts as if being destroyed. The enemy gains no additional bonus for actually destroying the Rogue Trader cruiser except that for renown purposes that the owning player automatically fails the sub-plot. However, if the Rogue Trader cruiser survives the game (even if crippled) and the owning player succeeds in the sub-plot, the owning player gains +1 renown in addition to any gained normally.

If the Rogue Trader disengages and you complete the sub-plot, the enemy gains no victory points for the Rogue Trader cruiser, regardless of its condition. However, if it disengages and the owning player fails the sub-plot, it counts as being destroyed for purposes of victory points, though it may remain on the owning player's fleet list if used in a campaign.

THE BEST MONEY CAN BUY

Rogue Trader capital ships and escorts commonly bear refits of uncertain origin. Even the vessel's crew are unlikely to be anything as straightforward as regular spacers, since Rogue Traders have a knack for acquiring crowds of followers and hangers-on, and tend to be rather indiscriminate in who they take on to crew their vessels. Their command crews however tend to be deeply seasoned after many years in space, and successful Rogue Traders tend to be as experienced as the most veteran Naval captains. To represent this each Rogue Trader cruiser and escort squadron may roll one random crew skill on [???] in the Remastered Rulebook for +10% point value. In addition, each Rogue Trader vessel may roll randomly against the Xenotech System table below for +15 points per cruiser or +5 points per escort. For an additional +5 points per ship, the player can select the desired technology instead of rolling randomly for it. Auxiliary vessels in a Rogue Trader escort squadron can only use these refits if they are in a squadron that includes at least three Rogue Trader escorts.

D6 ROLL	XENOTECH SYSTEMS
1	**Long Range Sensors:** The vessel adds +1 to its base leadership (max. of Ld 10).
2	**Targeting Matrix:** The vessel counts all targets as closing when using the gunnery table within 30cm and ignores right-shift modifiers for shooting greater than 30cm.
3	**Advanced Shielding:** The vessel increases the strength of its shields by +1.
4	**Ship Defense Grid:** The vessel increases the strength of its turrets by +1.
5	**Advanced Drive Technology:** The vessel adds +5cm to its speed as well as +1D6 when undergoing *All Ahead Full* special orders.
6	**Gravitic Thrusters:** The vessel can double the maximum rate of its normal turn.

EXPLORATION FLEET LIST

USING THE EXPLORATION FLEET LIST

Attack Rating
When used with this fleet list, Rogue Traders have an attack (initiative) rating of 3.

Xenos Allies
The rules listed on this fleet list take the place of those listed on [???] concerning incorporating Kroot or Demiurg vessels into a fleet accompanied by a Rogue Trader cruiser.

Sub-plots
A Rogue Trader fleet more often than not operates in wilderness space far from support or assistance should the need arise. Any game using the Rogue Trader fleet list must include a sub-plot from [???]-[???] of the Remastered Rulebook.

The Best Money Can Buy
The Xenotech Systems refits listed on [???] can only be used by Rogue Trader cruisers and escorts, not by other reserves or allied vessels in the fleet. Over the course of a campaign, Rogue Trader cruisers cannot earn additional refits from the Xenotech list and must use the refit tables listed on [???] of the Remastered Rulebook. Rogue Traders that join the fleet over the course of a campaign may start by taking one refit from the Xenotech list for the appropriate point cost for rolling randomly or selecting it.

FLEET COMMANDER

Veteran Rogue Traders
A Veteran Rogue Trader may be present for every two Rogue Trader cruisers in a fleet. At least one Veteran Rogue Trader must be assigned to a Rogue Trader cruiser in the fleet.
Veteran Rogue Trader (Ld 9) .... 50 pts

A Veteran Rogue Trader gets one re-roll, which may be used for his vessel or an accompanying Rogue Trader escort squadron.

CAPITAL SHIPS

Your fleet may include no more than twelve capital ships, at least half of which must be Rogue Trader Cruisers and/or Endeavour light cruisers, following the basic profile for this ship.
Lunar class cruiser (pg. 69) .... 195 pts
Carnage class cruiser (pg. 263) .... 195 pts
Rogue Trader cruiser (pg. 174).................... 185 pts
Tyrant class cruiser (pg. 67)........................ 185 pts
Murder class cruiser (pg. 265)..................... 185 pts
Dauntless class light cruiser (pg. 75).......... 125 pts
Endeavour class light cruiser (pg. 175)....... 110 pts

NOTES FROM NATE MONTES
Siluria Class Light Cruisers and Havoc Class Frigates are older, outdated ships, and much more commonly seen outside of the Imperial Navy.

If both players agree before the game, these ships can be included in a Rogue Trader fleet, as a cruiser and an escort respectively.

Siluria Class Light Cruiser (pg. 76) ..100 pts
Havoc Class Frigate (pg. 79) ....35 pts

ESCORTS

A single squadron of 2-6 Rogue Trader escorts, Rogue Trader cargo ships and auxiliary vessels may accompany each Rogue Trader cruiser in a fleet, in any mix desired. Besides Xenos vessels, auxiliary vessels from only one race can be taken in a fleet. Any race can be used to provide auxiliary vessels except Orks, Dark Eldar, Necrons and Tyranids. Xenos vessels cannot be employed if Space Marine escorts are used as auxiliary vessels.

Xenos Vessel (pg. 178) .... 50 pts
Recommissioned Escort (pg. 183) .... 30 pts
Iconoclast Destroyer (pg. 184)........................ 30 pts
Cargo Vessel (pg. 186)...................................... 20 pts
Auxiliary vessels (pg. 185) .... varies

TRANSPORTS

The fleet must include at least one squadron of escort-sized cargo ships of any type (whether or not the scenario requires transports), in a squadron of 2 to 6 ships. Any number of cargo ships beyond this number may be taken and organized in squadrons that only contain cargo ships. These count their full cost against the total points in the fleet, and regular transports are not free. Heavy transports may also be taken but not in squadrons with other transport types. No more than 1/3 of the fleet's total transport value can be made up of heavy transports.

Escort Carrier (pg. 501).................................... 60 pts
Q-Ship (pg. 502).. 60 pts
Heavy Transport (pg. 176) .... 40 pts
Cargo Vessel (pg. 186) .... 20 pts
Armed Freighter (pg. 503) .... 20 pts
Cargo Transport (pg. 83) .... 10 pts

Transports taken for the fleet can be used for any scenario that actually requires transports.

RESERVES AND ALLIES

Up to one cruiser from any fleet except Orks, Necrons and Tyranids can be taken for every three Rogue Trader cruisers in the fleet. Capital ships taken count against the cruiser limit, they can only be from one fleet and cannot be from a fleet list differing from that used to provide escort squadron auxiliary vessels. If the fleet is large enough that three reserve or allied capital ships are taken, a single (0-1) allied battleship may also accompany the fleet for its regular point cost without counting against cruiser limits. Reserves and Allied vessels do not have access to the Veteran Rogue Trader re-rolls, but allied vessels may purchase up to one special character from its own fleet list (if available).

The Demiurg

At least one Demiurg vessel of any class may be taken for every three Rogue Trader cruisers in the fleet. This is separate from and in addition to any reserve or allied cruisers taken, but each Demiurg vessel taken still counts against the twelve-cruiser limit, and no more than one Stronghold may be taken. Demiurg vessels may not be employed if Space Marines are taken as reserves, allies or escort squadron auxiliary vessels.

Stronghold Commerce Vessel (pg. 468) ..... 350 pts
Bastion Commerce Vessel (pg. 469) .... 255 pts
Citadel Commerce Vessel (pg. 470) .... 185 pts

The Kroot

A single Kroot Warsphere may be taken if there are at least three Rogue Trader cruisers in the fleet. This is separate from and in addition to any reserve or allied cruisers taken, and the Kroot Warsphere does not count against the twelve-cruiser limit. A Kroot Warsphere may not be employed if Space Marines are taken as reserves, allies or escort squadron auxiliary vessels.

Kroot Warsphere (pg. 474) .... 145 pts

USING THIS FLEET LIST

Pirate fleets make it their business to attack relatively soft targets such as transport convoys, remote space stations or isolated settlements. They will whenever possible avoid fleet actions or any engagement that will result in substantial losses with little material gain. However, large pirate bands with a substantial fleet at their disposal may elect to actually raid larger planetary colonies.

Leadership

A human pirate requires great charisma and leadership ability just trying to keep his or her grip on the bands of criminals, mutineers and other such unsavory characters that make up a pirate fleet. All pirate vessels suffer a -1 leadership modifier, meaning their unmodified starting leadership will be from 5 to 8.

Attack rating

Pirate fleets have an attack or initiative rating of 3.

Pirates in scenarios

When selecting scenarios, Pirates always roll against the Raid table on [???] of the Rulebook. However, if the Pirate fleet is the attacker and has a fleet of 1,500 points or greater, they may elect to play a Planetary Assault on a D6 roll of 6.

Pirates in campaigns

For campaigns, pirate fleets operate from a pirate base as described on [???] of the Rulebook. They have very limited access to formal shipyards and cannot earn refits in the course of a campaign, but they may instead earn crew skills in the manner other fleets earn refits, in addition to earning them normally.

FLEET COMMANDER

0-3 Pirate Captains

A Pirate Captain may be embarked on a cruiser for every 500 points or portion thereof in a fleet. If a pirate fleet has more than 750 points of ships, a Pirate Captain must lead it.
Pirate Captain (+1 Ld)................................ 50 pts

A Pirate Captain gets one re-roll, and may purchase up to two more re-rolls for +25 points each. He (or she!) must be placed aboard the most expensive vessel in the fleet (or vessels if more than one Captain is present). Pirate Captains may use their re-rolls on any vessel or escort squadron in the fleet, but no individual Pirate Captain may use more than one re-roll per turn.

CAPITAL SHIPS

Pirate fleets do not ally with any race, as they are only in business for themselves and consider any ship they encounter and can easily defeat a target of value and opportunity. A human pirate fleet may have up to one cruiser for every 500 points of ships in the fleet or portion thereof.
A Pirate Cruiser may consist of a Rogue Trader cruiser or any cruiser from the Imperial or Chaos fleet lists worth 185 points or less. It may also include a single Space Marine strike cruiser! Special variants, refits and Nova Cannons cannot be used. Otherwise there are no restrictions on how many Chaos and/or Imperial cruisers are in a single pirate fleet.

(0-2) Fra'al Battleship (pg. 188).................... 250 pts
These count as cruisers for fleet building.

ESCORTS

At least one squadron of 3–6 escort vessels must be included for each cruiser in the fleet, organized in any mix desired. While transports of various types are typically not included in a raiding fleet once they have been plundered, they can be used if desired but are never free. Note: Pirate bands do not have ready access to complex weapon systems. The number of escort vessels that utilize ordnance or lance weaponry may not outnumber those that rely solely on weapon batteries. Xenos vessels of all types don't count toward this total.

Escort Carrier (pg. 501).................................... 60 pts
Q-Ship (pg. 502)... 60 pts
Xenos Vessel (pg. 178) .... 50 pts
Idolator Raider (pg. 141) .... 45 pts
Infidel Raider (pg. 268) .... 40 pts
Firestorm Frigate (pg. 77)............................... 40 pts
Sword Frigate (pg. 80) .... 35 pts
Falchion Frigate (pg. 78)................................. 35 pts
Cobra Destroyer (pg. 82)................................. 30 pts
Recommissioned Escort (pg. 183) .... 30 pts
Iconoclast Destroyer (pg. 184)...................... 30 pts
Cargo Vessel (pg. 186)..................................... 20 pts
Armed Freighter (pg. 503) .... 20 pts
Cargo Transport (pg. 83)................................. 10 pts

---

NOTES FROM NATE MONTES

Siluria Class Light Cruisers and Havoc Class Frigates are older, outdated ships, and much more commonly seen outside of the Imperial Navy.

If both players agree before the game, these ships can be included in a Rogue Trader fleet, as a cruiser and an escort respectively.

Siluria Class Light Cruiser (pg. 76) ..100 pts
Havoc Class Frigate (pg. 79) ....35 pts

XENOS FREEBOOTERS, CORSAIRS AND BRIGANDS

The desire to pillage the riches of others for reasons both obvious and more obscure is not a uniquely human trait. The general confusion and disarray caused by a successful pirate campaign against a given system or group of systems attracts the baser elements of all races, all eager for quick riches, slaves or the more subtle rewards that come from a life of plunder. Up to 10% of a pirate fleet may be made up of alien escorts from any race except Tyranids, Necrons or vessels that require support from a capital ship of their race, such as Nicassar Dhows or Tau Orcas. They can be organized in squadrons of two to six ships, but vessels of different races may not combine with each other into a single squadron, nor can they combine into squadrons with human (Imperial, Chaos or Rogue Trader) vessels. In other words, a squadron of three Eldar escorts and a squadron of three Ork escorts may both be part of the same pirate fleet, but they can only squadron with themselves and NOT with each other or with any Idolators, Swords, etc. The only exception to this is Rogue Trader Xenos Vessels, which represent minor alien races seeking to expand their influence or pursue some other obscure agenda. They may freely ally themselves with any other race and join with them in pirate raider squadrons.

Xenos freebooters and corsairs have no allegiance to the human pirates they serve alongside. They may not use any of a Pirate Captain's re-rolls, and will automatically attempt to disengage if the escort squadron is crippled (reduced to half their starting number). They are not restricted to nor benefit from the leadership values of human pirates and must use the unmodified leadership from the fleet lists of their respective races.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ front / 5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45 cm	6	Left
Starboard weapons battery	45 cm	6	Right
Port weapons battery	30 cm	4	Left
Starboard weapons battery	30 cm	4	Right
Prow torpedoes	30 cm	4	Front

SPECIAL
- At least half the Rogue Trader cruisers in an Exploration fleet must be of the basic profile listed above.

OPTIONS
- Rogue Trader cruisers in an Exploration fleet may also be of the following Imperial or Chaos ship classes: Lunar, Tyrant, Carnage or Murder (even if used as a loyalist ship), for their normal point cost, +15 points if the ship is equipped with lances or 60 cm weapons due to the additional expense maintaining such weapons, as reflected in the fleet list. Chaos vessels used as loyalist ships must be painted as such, and no special variants in the notes of these ships' profiles can be used. For example, the Tyrant can't take boosted batteries or a Nova Cannon, etc.

Imperial cruisers are gigantic constructions, most of them centuries or even millennia old. Those few that are constructed anew are often the result of years of toil by the population of an entire world – enormous shipyards that might produce a single vessel every few decades. Even the mighty Forgeworlds with their unimaginably vast, serried ranks of orbital docks and laying yards may only complete one of these behemoths every year or so despite easily having a dozen or more of them in varying stages of construction at any one time. Such gargantuan efforts are beyond the ken of even Rogue Traders. Rather, most Rogue Traders rely on vessels built (and often owned) by others. Many cruisers are in fact part of the warrant of trade itself, an undeniably powerful aid gifted to the Rogue Trader by the Administratum as a bequest to their agent abroad. Other vessels are loaned to Rogue Traders more temporarily, perhaps being themselves Navy vessels given over to a Rogue Trader for a time where Imperial command thinks it beneficial.

Rogue Trader vessels are unique, exotic things, often exhibiting many signs of their colourful adventures. Although typically based around the hulls of the more common Imperial cruiser classes, Rogue Trader vessels are subject to constant refit and adornment, much of it alien in origin, creating truly unique vessels. The business of a Rogue Trader can take him all over the galaxy and, while his vessel's class or hull pattern

may be common in its sector of origin, it may be virtually unknown in those which he travels, meaning a relatively standard cruiser may stand well apart in appearance from its Imperial Navy counterparts. This

ENDEAVOUR CLASS LIGHT CRUISER 110 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20 cm	90	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30 cm	6	Left
Starboard weapons battery	30 cm	6	Right
Prow weapons battery	30 cm	2	Left/front/right
Prow torpedoes	30 cm	2	Front

SPECIAL
- Rogue Trader light cruisers may be used interchangeably in the same manner as Rogue Trader cruisers in any fleet or scenario that allows them.
- Pirates and raiders are the bane of Rogue Traders, and they will be even more ready for such a threat than most. For this the cramped decks and confined spaces of Endeavour light cruisers are especially favoured; these ships add +1 to their dice roll when defending against a boarding action.

OPTIONS
- May increase the prow armour to 6+ for no additional cost. However, if this option is taken, the turning radius of this vessel is reduced to 45 degrees.
- Instead of the Endeavour, Rogue Traders may use a lance-armed Dauntless light cruiser for +15 points due to the additional expense incurred maintaining such weapons. This is already reflected in the point cost in the fleet list. The use of Dauntless light cruisers by Rogue Traders is not restricted to the Exploration Fleet List and they may be taken in the same manner as other Rogue Trader cruisers.

The Imperium is a vast domain, and throughout its history, the Imperial Navy has been stretched thin simply trying to maintain lines of communication as well as the countless patrols and show of presence required in a galaxy beset by treachery and conflict form within and without. To do this, the Imperium has relied on a countless number of light cruisers to conduct these lonely patrols. As capital ships, such vessels tend to be lighter and more agile than their larger cousins, and they are easier and cheaper to construct as well. As a consequence, while there are only several dozen different approved patterns throughout the Imperium from which all the various cruiser and battlecruiser classes utilized by the Imperial Navy are derived, there are literally hundreds of different Imperial light cruiser patterns constructed throughout the galaxy.

While many Rogue Traders aspire to acquire the vast behemoth that a cruiser-displacement vessel represents, others find that a light cruiser is more suited to the kinds of missions they undertake and the operating expenses they can absorb. The Endeavor is one of the oldest and most common of the many light

cruiser classes operating throughout Imperial space. As such, there is a great surplus of decommissioned Endeavor light cruisers in a large variety of patterns available throughout the Imperium, and it is not

HEAVY TRANSPORT 40 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	15 cm	45°	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	15 cm	3	Left
Starboard weapons battery	15 cm	3	Right
Prow weapons battery	15 cm	2	Left/front/right

SPECIAL

- Despite their size and complexity, heavy transports have little in common with true warships. Like other normal cargo ships, they only move +3D6 when under *All Ahead Full* special orders.
- They are worth four assault points (two if crippled) in planetary assault scenarios when within 30 cm of the planet edge and have the value of two regular transports (one if crippled) in scenarios that require transports.
- Many specialized heavy transports provide unique abilities to a given fleet, like the Repair Tender and the Super-Heavy Transport variants below. Unfortunately, they are particularly sought out by enemies and if those variant options are taken, they must always be present in scenarios requiring transports.

OPTIONS

- When included in a Rogue Trader fleet in a campaign or one-off game, they may take one refit from the Xenotech systems table for +10 points.
- **Fuel Tanker:** For no extra cost or change in profile a heavy transport can be a fuel tanker. In addition to the special rules above, fuel tankers suffer critical damage on a roll of 5+ instead of a 6 normally. If a fuel tanker is reduced to zero hits, it rolls 3D6 on the catastrophic damage table instead of 2D6, adding the result of all three dice together. These vessels are especially critical to a Rogue Trader and the operations of a given fleet in general; every one that survives at the end of the game without disengaging earns +1 renown to the owning player, even if crippled.
- **Repair Tender (+50 pts):** Augmented by personnel and servitors of the Adeptus Mechanicus, these ships are vital for quickly repairing and refitting warships close to the battlezone. Purchasing a repair tender adds +1 renown or two repair points to the owning player at the end of every battle (even if crippled), but the enemy gains +1 renown for crippling or +2 renown for destroying it.
- **Super-Heavy Transport (+50 pts):** Some heavy transports are extraordinarily vast behemoths of the stars, serving the core worlds of the Imperium as supertankers or as bulk ore carriers bound for the foundries of Mechanicus worlds. Such vessels add +4HP to their profile and count as three normal transports (two if crippled). However, they turn like battleships and are mounted on a large base. Their profile and special rules are otherwise unchanged.

FLEET LISTS

Across the Imperium there are a vast array of different space faring vessels, any of which can be pressed into service of the Imperial Navy at need. Typically, heavy transports are used as bulk ore, fuel or grain carriers, and damaged vessels have been converted into supply bases, hospital vessels and forward repair facilities for fleets operating in isolated or primitive systems.

Every Imperial fleet is supported by hundreds of chartered or commandeered merchant vessels used to transport supplies between embattled systems. While heavy transports not normally used in this role, each heavy transport is capable of carrying tens of thousands of men and thousands of vehicles. They are also used by Adeptus Mechanicus Titan Legions for moving their huge war machines or enough munitions to supply an entire army. Most fleet commanders assign dedicated escort vessels to a squadron of heavy transports, as the loss of one of these vessels during a planetary assault can have huge long–term effects on a campaign.

Representing Heavy Transports

Across the millions of worlds of the Imperium of Man, there are far more merchant vessels and heavy transports than there ever will be warships of the Imperial Navy. Heavy transports in particular are of almost every size and shape, and they are typically constructed so that form follows function. For example, transports designed to carry bulk ores or foodstuffs will appear noticeably different from those designed to carry compartmentalized, containerized cargo, ammunition or spare attack craft for fleets operating near war zones. Even tankers need not necessarily wield dangerous or flammable cargoes; on desert worlds, water is as precious and valuable a commodity as any rare gems.
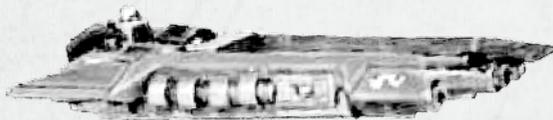
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery*	45 cm	2	Left/front/right
Lance battery*	30 cm	1	Front

SPECIAL

- The profile above represents a whole variety of alien vessels that may be found in a Rogue Trader's personal escort. Since Rogue Traders tend to choose vessels for certain specific purpose, many of the Xenos vessels employed as mercenaries will be similar, though never entirely identical. For this reason, a single ship profile is used, but to better represent the great variety of Xenos vessels that may be encountered in the 41st millennium, each Xenos vessel also has one selected xenotech system as described in the Rogue Trader special rules. This system does not cost extra points and may be selected by the owning player for free, whether they are used in a Rogue Trader fleet, as pirate raiders or even their own, independent squadron of Xenos warships. However, all Xenos Vessels of the same type or race must all use the same refit, though multiple types or races may be in the same fleet, each easily identified by distinctly different models.
- The following pages feature a few of those variants with distinct names, all of them cost 50 points and have chosen one of the xenotech systems that is already included in their profile.
- *Xenos vessel weapon systems, like the vessels themselves, represent a wide variety of technologies. While the weapon systems may take any form and be described in any manner desired, their behavior will be as the weapons indicated in the Xenos Vessel profile. It can only be modified by one of the Xenotech systems described on [???]

Contact with alien races is without doubt the habit for which Rogue Traders gain the most norteriety. Their exploration and trading missions necessarily take them to regions of space beyond Imperial control, sometimes for years at a time. In these regions there is every chance of finding thriving, spacefaring alien cultures, even alien empires spanning several systems. Rogue Traders can gain much of value and interest from these races, and are certainly not above employing them as mercenaries when the situation demands.

Far from home, where the protection of the Imperial Navy is but a hopeless dream, many Rogue Traders instead hire out vessels and their crews from among the alien races they encounter. These vessels often provide much-needed local knowledge, as well as the ability to overcome cultural or linguistic barriers

along with a healthy dose of firepower when required. Particularly bold Rogue Traders will, from time to time, journey back into Imperial space with their alien operatives still in tow, perhaps keen to make continued use of the exotic weaponry that their vessels provide. Rogue Traders typically favor hiring races that have vessels that make use of advanced energy technology, since the huge power supplies and impossibly difficult upkeep needed for the Imperium's own lance weaponry generally makes them unsuitable by Rogue Traders, isolated as they often are for years at a time, far from Imperial docks or repair facilities.

Representing Xenos Vessels

There is any number of spacefaring minor alien races spread across the galaxy. Some of these are virtually unknown to the Imperium, while others are frequent raiders whose names have come to be cursed by spacers the galaxy over. This incredible variation means that you can represent Xenos vessels in pretty much any way you want. The Pthuxutl, Fra'al and Nekulli provided in the text are only three of any number of examples that can be used; the galaxy of the 41st millennium is filled with many other minor alien races such as the Psy-Gore, Q'Orl, and Tallerians. Xenos vessels provide an ideal opportunity to convert or scratch-build vessels to your own taste. With each new vessel or group of vessels you build, you should make a name for the alien race, and perhaps a little bit of your own background. You might even like to choose to accurately represent on your models which xenotech system the ship possesses and write some background explaining why the race in question possesses the particular advancements that they do.

PTHUXUTL WAR CRUISER

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	45 cm	2	Left/front/right
Disruptor Cannon	30 cm	1	Front

SPECIAL	• The Pthuxutl disruptor cannon is an inefficient and cumbersome but easily-duplicated weapon system. It functions as a standard lance in all respects. • Pthuxutl war cruisers cannot be used in any fleet allied with the Orks.
OPTIONS	• The Pthuxutl War Cruiser has a Xenotech: Ship Defense Grid (turrets +1) already included in its profile.

Ordo Xenos Dossier: The Pthuxutl

The Pthuxutl hail from a remote system in Segmentum Tempestus extremely difficult to reach via the warp. They are fiercely isolationist, and by nature they are extremely reclusive and prefer to completely shun contact with other races. Despite this, they have made themselves known to the Imperium of Man, and it is only by subtlety, their relatively unimpressive level of technology and the limited threat they represent that they have managed to escape close Imperial scrutiny. Until encountered by the Rogue Trader Simonies Knocke, it is widely believed that their only contact with other races has been with the Orks, with whom they maintain a nearly incessant state of conflict. It is speculated by some that they have had or currently maintain contact with both the Demiurg and the Eldar, though this has not been confirmed.

While they refer to their combat vessels by a term that roughly translates to "space cruiser of war," their largest warships are in a displacement range similar to most Imperial frigate classes. Continuing Ork raids have fostered a siege culture among the Pthuxutl, and they maintain a significantly large number of these vessels throughout their home system. Their ships are nominally warp-capable, but they rarely venture out into the greater galaxy beyond the small number of systems they inhabit, typically using small flotillas of their war-cruisers on patrols against threats their homeworld may face. This has increased significantly since encountering Imperial Rogue Traders, which may be an attempt by them to determine the sphere of influence of Mankind's domain. They have been known on occasion to provide their services to Rogue Traders as particularly effective "flak escorts" protecting against enemy ordnance, and the Rogue Trader Simonies Knocke in particular retains a number of their unique and strangely designed vessels as a permanent part of his fleet. The Adeptus Mechanicus has expressed a passing fascination for these vessels, but as they possess no new technological advances of real significance, demand for them has not proven lucrative enough to warrant an expedition to capture more.

A detailed survey of a Pthuxutl "war cruiser" revealed that while they posses a unique disruptor cannon as their primary weapon, it is complex and inefficient when compared to Imperial plasma lance designs of similar range and destructive power. However, their attempts to counter Ork attacks resulted in a turret design fully integrated with its primary laser batteries that is the most comprehensive ever encountered in a vessel of its displacement. It is speculated that based on their level of technology, this particular system may have been developed with unknown Xenos influence.

FRA'AL RAIDER   50 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	45 cm	2	Left/front/right
Lance battery	30 cm	1	Front

SPECIAL	• Fra'al utilize a complex targeting matrix that greatly improves the accuracy of their weapon batteries at long range; they treat all targets less than 30 cm as closing and do not suffer a column shift for firing at targets greater than 30 cm. • The Fra'al will not ally themselves with fleets that include loyal Imperial Navy or Space Marine vessels.
OPTIONS	• The Fra'al Raider has a Xenotech: Targeting Matrix, see the special ability above.

Ordo Xenos Dossier: The Fra'al

Unlike a great many minor alien races that plagued Mankind throughout the galaxy during the Dark Age of Technology until purged during the Emperor's Great Crusade to liberate Mankind, the Fra'al managed to avoid the Emperor's attention and remain in relative obscurity. Some have speculated that their system's proximity to the Eye of Terror is the primary reason for this. It is unknown exactly where their system or small cluster of systems are located, the only fact that stays them from the Emperor's wrath. While many of the Ordo Xenos and Ordo Biologis have debated where they may originate from, the fact that they tend to cluster their raids in the Artemis, Tamahl and surrounding sectors bordering the eastern quadrant of the Eye Of Terror suggests that they must originate from somewhere nearby. Rumours persist however that occasional Fra'al sightings have occurred as far away as the Northern Rim and along the border of Segmentum Ultima, though these have not been adequately substantiated.

Precious little is known of this Xenos race, as every single contact with Imperial elements, regardless of how benign, has resulted in combat until one side or the other was destroyed or forced to withdraw. Believed to be warp-worshippers like the Xenarch, every fact gleaned on this violently reclusive race was gained by extensive analysis of the blasted hull of one of their exceedingly rare capital ships identified in their guttural dialect as the Sharak-Fraka, hulked by the Divine Right during the battle of Fraga'Tral in 312.M39. Analysis revealed little in the way of technology that surpasses comparable Imperial designs, though rumours persist that the Adeptus Mechanicus was not entirely forthcoming with the results of their examination.

One remarkable trait is their seeming attraction to wildly asymmetric designs and configurations. Even their largest starships bear no symmetry along any axis, constructed utilizing a bizarre series of intricate patterns maddening to behold by even the most stoic of veteran starship crews. It has been speculated that these unusual shapes are somehow attuned to the warp, which has been postulated as an explanation for how they can so easily slip away from pursuers even in the midst of a heated engagement. This foul Xenos has been declared Horrificus Abomini by the Ordo Xenos, and it is only a matter of time before it meets its end like the Yu'vath, righteously exterminated during the Angevin Crusade in M39.

NEKULLI WHIP 50 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	45 cm	2	Left/front/right
Whisperlance Cannon	30 cm	1	Front

SPECIAL	• While highly efficient, a whisperlance cannon behaves as a lance battery in all respects.
OPTIONS	• The Nekulli Whip has a Xenotech: Advanced Shielding (shields +1) already included in its profile.

Ordo Xenos Dossier: The Nekulli

Extremely little is known about the Nekulli, with reports about this race coming to the attention of the Ordo Xenos early in M41 through the glowing reports of a Rogue Trader who was later sanctioned and interrogated by the Inquisition. Based on available evidence, they are believed to be refugees from a group of systems far on the Eastern Fringe overrun by the Tyranids. A small number of Nekulli hulls, translated as "Whips," were recovered from the Space Hulk Allure and examined by the Adeptus Mechanicus after 770.M41. While their vessels are outwardly unremarkable, the Nekulli utilize a little-understood but powerful energy source for their ships and weapon systems in general and their whisperlance technology in particular.

RECOMMISSIONED ESCORT   30 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	30 cm	2	Left/front/right
Prow torpedoes	30 cm	1	Front

Being the opportunistic individuals they invariably are, it is not uncommon for Rogue Traders to 'acquire' decommissioned Navy vessels or those relegated to a Segmentum's reserve fleet. Despite typically being in poor condition, it is well within most Rogue Trader's means to refit and restore such a vessel, sometimes using systems and technology quite unlike its original components.

Due to the weapons mounted by such vessels such as torpedo tubes, an experienced crew is needed to man true warships such as this. Rogue Traders will typically recruit mercenaries, retired Naval ratings and able spacers or even deserters and mutineers.

ICONOCLAST CLASS DESTROYER · 30 PTS
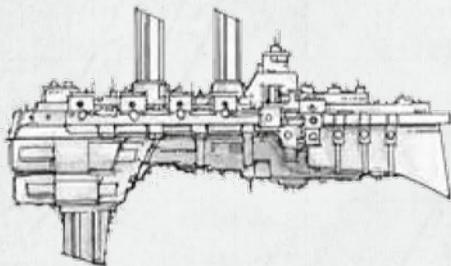
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	90°	1	4+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	30 cm	3	Left/front/right

This class is a ubiquitous, easily reproducible design encountered in many patterns and long since superseded by more advanced escort types by the Imperial Navy. The same characteristics that make it favourable to Chaos and pirate fleets make it a mainstay for even the most loyal Rogue Traders in that it is simple to maintain and can be crewed by personnel with only minimal training.

Using Iconoclasts in a loyalist fleet:
Iconoclast destroyers can be used in a loyalist Rogue Trader fleet like any other escort in a Rogue Trader squadron, but it must be suitably painted as such. You cannot simply take Iconoclasts painted for a Chaos fleet and call them loyalist!

AUXILIARY VESSELS
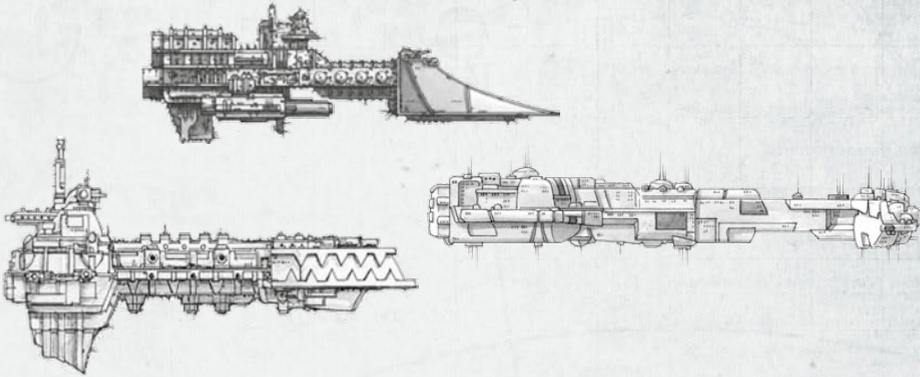
SPECIAL	• When a Rogue Trader fleet is accompanying another fleet, up to half the escorts in the Rogue Trader fleet may be vessels picked from the fleet list the Rogue Trader is accompanying, at the normal cost. For example, if accompanying a Gothic Sector Imperial fleet, up to half the escorts in the fleet can be picked from the Gothic Sector Imperial Navy fleet list. These can be mixed in squadrons (up to 6 ships) with Rogue Trader escorts in any manner desired.
	This restriction is not in place in an Exploration Fleet list.

Rogue Traders will commonly petition for the use of a fleet's vessels as part payment for their services, and on occasion may even retain the vessels permanently. Most fleet commanders are more than happy to have a small number of their own ships acting in concert with any Rogue Traders in their employ, not least because they are likely to trust their own escort officers and crews rather more than they trust Rogue Traders.

FLEET LISTS	Rogue Traders in other fleets (pg. 168), Exploration Fleet List (pg. 170)
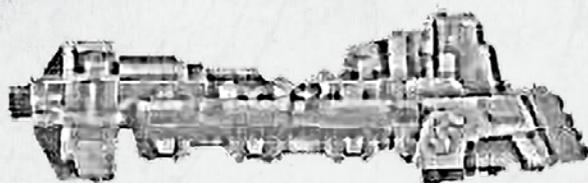
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	45°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	30 cm	1	Left/front/right

SPECIAL	• Rogue Trader cargo vessels have more in common with true warships than typical freighters, giving up a significant portion of their cargo capacity to mount warship-grade weapons and engineering plants. They move +4D6 when under *All Ahead Full* special orders as warships do. • They are worth one assault point in planetary assault scenarios when within 30 cm of the planet edge and count as a half-transport (rounding DOWN) in scenarios that require transports. This means that if it is the only one remaining in a convoy scenario, it counts as zero. • When included in a Rogue Trader escort squadron and not being used as a transport in scenarios that require them, it offers +1 Ld to *Reload Ordnance* by ensuring escorts have a ready supply of torpedoes before the battle. This effect is not cumulative if there is more than one Rogue Trader cargo vessel in the escort squadron.
OPTIONS	• **Fast Clipper:** Instead of taking a refit normally, for no extra cost this vessel type can be converted to a fast clipper by entirely removing its primary battery armament for the Advanced Drive Technology refit on [???]

Rogue Traders necessarily make use of a wide range of freighters and other cargo ships to transport their wares back to Imperial space as well as to serve as personal conveyances as needs arise. The danger Rogue Traders face on their journeys into wilderness space and beyond the Imperium's borders is significant enough that they will commonly upgun their cargo ships where capacity permits. Such alterations are rarely permanent, and Rogue Traders will often abandon some of their escort's weaponry or additional power generating systems to make space for more lucrative cargoes as and when they chance upon it or the need arises. However, where a Rogue Trader's business calls for him to actively engage in combat, armed cargo ships are likely to be a common feature of his personal escort.

FLEET LISTS	Rogue Traders in other fleets (pg. 168), Exploration Fleet List (pg. 170), Pirates and Wolf Packs (pg. 172), Tau Commerce Protection Fleet List (pg. 436), Demiurg and Kroot Xenos Fleet List (pg. 468)

An incredible variety of different vessels are used as armed cargo ships, but such is the limited space, power supply and support systems of these vessels that no matter what their original design, most are likely to bear the same simple arrangement of weaponry, turrets and shields. In fact, the crew of an armed cargo ship is likely to be the same merchant spacers responsible for its operation even when unarmed or when its mission-specific equipment is removed. As such, the weapons with which the vessel can be equipped are limited to those which the crew can be hastily trained to use.

Representing Armed Cargo Vessels

Rogue Trader armed cargo vessels represent a variety of specialized merchant transports with upgraded engines, modified armament and other technological advances incorporated by Rogue Traders as required. Feel free to use any freighter or clipper type ship model with a few additional guns glued on to represent armed cargo ships.

FRA'AL BATTLESHIP

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10	20 cm	45°	3	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45 cm	14	Left
Starboard weapons battery	45 cm	14	Right
Dorsal lance battery	30 cm	3	Left/front/right
Prow lance battery	30 cm	3	Front

SPECIAL
- The Fra'al utilize a complex targeting matrix that greatly improves the accuracy of their weapon batteries at long range. They treat all targets less than 30 cm as closing and do not suffer a column shift for firing at targets greater than 30 cm.
- Fra'al battleships cannot use *Come To New Heading* special orders.
- When taken in a pirate fleet list, they may not use any fleet re-rolls, and they will attempt to disengage when crippled (+1 Ld bonus when doing so).

OPTIONS
- The Fra'al are exceedingly xenophobic and will not lightly countenance risking their few capital ships in an alliance with any race. While they may well each be accompanied by a squadron of their escorts in larger raids, they can just as well operate singly or in pairs. Using only the profile above, they may be used as a substitution for an enemy in any scenario where the chosen or randomly selected threat is a ship worth up to 250 points.
- Up to two ships in a pirate fleet may be Fra'al battleships, rolling for leadership normally and counting as cruisers against the fleet list.

FLEET LISTS   Pirates and Wolf Packs (pg. 172)

NOTES FROM NATE MONTES

If both players agree before the game, the Fra'al Battleship can exchange its Prow lance battery for +20 pts for the Ether Cannon it had originally in Battlefleet Gothic Magazine #1.

Ether Cannon

The Ether Cannon has 60 cm range, 2 strength and a Front firing arc. When fired, roll 1D6 for each point of strength.

A roll less than or equal to the target vessel's shield strength causes 1 point of hull damage; the shields remain intact.

Rolls higher than the target vessel's shield strength causes 1 point of hull damage; the target's shields are also overloaded and knocked down – mark it with the appropriate number of blast markers.

Against vessels without shield strength, the Ether Cannon needs a 3+ to hit and causes 1 point of damage.

Vessels with holo-fields or shadowfields need a 5+ to be hit. No further save for the holo-fields/shadowfields is allowed.

The Fra'al are an enigmatic race, one of a very few of the minor alien races that have managed to maintain a near-constant state of hostilities against the Imperium yet persistently manage to avoid complete extermination under the weight of superior technology and vastly greater numbers. The first detailed records by the Ordo Xenos of the Fra'al as a distinct threat date back to 420.M37, though sensor log pict-captures indicate they have harassed Imperial shipping for at least a millennium beforehand. They are consummate pirates of the basest character, managing to eke out an existence by slinking away to new hunting grounds at the merest hint of comparable firepower arrayed against them. This was not always the case, and at one point their predations were severe enough to surpass Stabilis Mandates and warrant Imperial sanction, culminating in the Battle of Fraga'Tral in 312.M39 that saw the destruction of a number of their vessels.

After centuries of few recorded raids and relatively little contact, pirate activity by the Fra'al once again s urged through much of Segmentum Obscurus during the Gothic War, as is typical of Xenos freebooters whenever a region of space is embroiled in strife. At the conclusion of that conflict when pirate scum of all races were hunted down for extermination, the Fra'al dispersed over an ever-widening area of space approaching the Northern Rim and Eastern Fringe in small flotillas, led by at most one or two of their battleships serving as pirate mother ships of a sort. Dispersed in this way they have become difficult to pin down and have never again exceeded Stabilis Mandates in any one sector. These powerful ships deploy sparingly and raid infrequently, though Fra'al activity has once again increased during the 13th Black Crusade.

STRYXIS CARAVAN VESSEL   80 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/8	10 cm	Special	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Ghost-Light Macrobattery	45 cm	10	All round
Ghost-Light Lance	30 cm	3	All round

SPECIAL

- The Stryxis rely on weapon technology called "Ghost-Light" that when striking unshielded vessels inflict horrific crew casualties while only minimally affecting a ship's hull. In damage terms they function as standard weapon batteries and lances in all respects but will not roll for or inflict critical damage.
- Stryxis caravan vessels are unique constructions and follow the special movement rules outlined below.
- The Stryxis are bitter enemies of the Eldar and cannot ally with any fleet that contains Eldar vessels.

The Stryxis have only been encountered among the sectors in the vicinity of the Koronus Expanse, where their nomadic caravans of dilapidated ships are open to anyone willing to barter something of value. It is unknown from what system the Stryxis hail from, and they are reticent about all but the most basic details of their enigmatic race. Vaguely canine in appearance, they have an eccentric and obscure culture, but by nature they are voracious traders that will not hesitate to make contact with other races. While they are a useful resource for a cunning Rogue Trader, their allies today may be foes tomorrow. They sell their goods and services to the highest bidder, having few scruples and no loyalty. They salvage any hulks they encounter and have developed weapons optimized for capturing rather than merely destroying enemy vessels.

USING STRYXIS CARAVAN VESSELS

The Stryxis are aggressive merchants that are quick to salvage or trade for whatever technology they encounter, which they gather into their caravan vessels, essentially hollowed-out asteroids they travel abroad in caravans that function both as capital ships and impromptu trading posts. Using only this profile, two or three may be used as a substitution for an enemy in any scenario where the chosen or randomly selected threat is a capital ship of a given point limit. Additionally, up to four ships in a Rogue Trader or pirate fleet may be Stryxis Caravan Vessels, rolling for leadership normally. They do not count as cruisers against their respective fleet lists, but they may not use any fleet re-rolls.

Caravan Vessels utilize powerful tractor fields to stay together and must always be grouped in a straight line (not necessarily aligned with their direction of movement) no more than 10cm apart. Caravan Vessels so grouped may only separate if at least one of their number is destroyed. A Rogue Trader fleet accompanied or allied with Space Marines may not take Stryxis Caravan Vessels.

MOVEMENT

Because they are basically large lumps of rock with engines studded all over them, Caravan Vessels don't move in the same way as normal ships. In their Movement phase Caravan Vessels travel 10cm forward in a straight line, no more, no less. Caravan Vessels may not turn or use Burn Retros or Come to New Heading orders. On All Ahead Full orders Caravan Vessels move an extra 2D6cm in any direction at the end of their move. If this causes them to move 10cm or more in a different direction to the one they are travelling in, this becomes their new direction of travel. This is seen more clearly in the diagrams to the right.

Due to their low speed and considerable momentum, Caravan Vessels which are crippled or moving though Blast markers do not reduce their speed. Caravan Vessels in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit.

They may undergo All Ahead Full special orders for free.

SUCCESSFUL COURSE CHANGE

All Ahead Full roll = 10 cm

10 cm

Direction of travel · 10 cm

The vessel moves 10 cm to its right and continues along this new course

UNSUCCESSFUL COURSE CHANGE

All Ahead Full roll = 8 cm

Direction of travel

8 cm

Direction of travel · 10 cm

The vessel moves 8 cm to its right but its direction of travel is unchanged
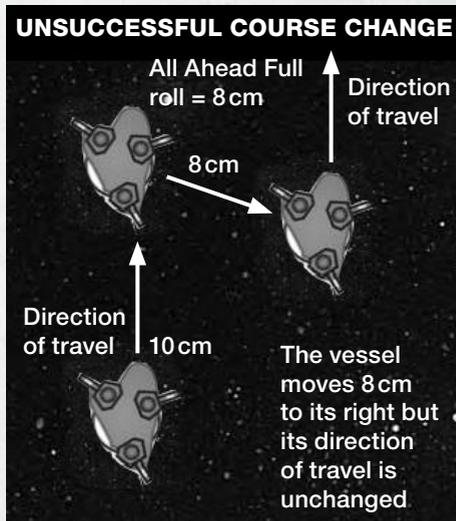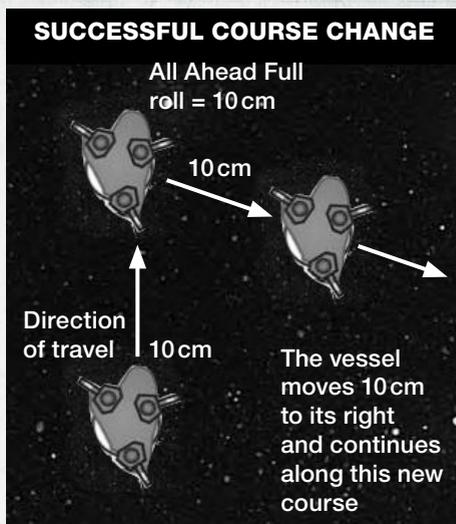
CRITICAL HITS

Caravan Vessels lack the complex systems of true spacecraft, so critical hits are not rolled on the Critical table. Instead each critical hit inflicts +1 point of damage.

CATASTROPHIC DAMAGE

When a Caravan Vessel is reduced to 0 Damage it breaks up. Do not roll for Catastrophic Damage, instead the vessel is replaced by four Blast markers.

ROGUE TRADER SCENARIOS

In the depths of space, Rogue Traders never know what kinds of threats they will encounter. Additionally, while they may be contracted by an Imperial Commander to escort a given convoy in good faith, as often as not such vessels and their intrepid captains end up being used as fodder to flush out the nature and scope of a given threat in a contested system before the Imperial Navy allocates suitable forces for the task. While this pragmatically husbands the overstretched resources of the Imperial Navy, it brings no profit to the hapless Rogue Trader!

The following threat tables are intended for use as alternatives with the **Convoy** scenario on [???] in the Remastered Rulebook. If used, the defending player may add up to +50 points worth of ships to whatever point value is allowed in the scenario to defend the convoy for every two normal transports (or their equivalent) taken.

THE CRUISER TRAP

This table represents a stronger force of attacking capital ships being in the area the convoy is traversing. This table may be used in lieu of any table used to determine the attacking fleet in a convoy run scenario.

D6 ROLL	RESULT
1	Two attack craft or deadfall torpedo counters.
2	Three attack craft or deadfall torpedo counters.
3	A squadron of escort ships worth up to 150 points.
4	One capital ship worth up to 185 points.
5	One capital ship worth up to 210 points.
6	One capital ship worth up to 250 points.

STALKERS OF THE ABYSS

History is replete with stories of varying authenticity of daemon ships, void-swimming leviathans and other such malevolent denizens of the warp. Much of it is likely a consequence of the Tyranids' continuing expansion into the galaxy, as evidence indicates their cruisers will continue to subsist when disconnected from the hive mind. However, a number of sobering reports describe events and circumstances that defy explanation. Some regions of space over the centuries have gained a reputation of being haunted by warp beasts and other mysterious threats, particularly the Bhein-Morr subsector, other regions near the Eye of Terror or Maelstrom, and entire sectors of space near the Northern Rim. Warp beasts always attack the closest defending ship in range, cannot undergo any special orders (including Brace For Impact), and automatically pass all tests they must make against celestial phenomena. Each warp beast (3 to 5) rolled on the below table is worth a flat 100 victory points.

When activated, daemon mine counters are replaced by D3+2 daemon mines, which function as orbital mines in all respects except that they move an extra D6cm each time they move, and they have a 4+ save when attacked by fighters. Each is worth 10 victory points when destroyed for any reason.

D6 ROLL	RESULT
1	One daemon mine counter.
2	Two daemon mine counters.
3	Warp Beast! A squadron of 2D6 Tyranid drone escorts equipped with feeder tentacles.
4	Warp Beast! A Tyranid cruiser equipped only with prow massive claws and thorax feeder tentacles.
5	Warp Beast! A denizen of the warp that is Defence/4, Armour 6+, 2 turrets, 2 shields. It has no weapons and moves 10cm in any direction per turn, no more or less. When it comes in base contact with any ship, it and the ship immediately disappear! Ships taken count as destroyed. It reappears in D3 turns in the same manner as Chaos daemonships, centring the template where it disappeared.
6	One Chaos daemonship worth up to 250 points total, including any Chaos Marks.

THE OLD MINEFIELD

This table represents a convoy being routed through a gap between old minefields, an obvious place for a clever enemy to lay a trap for passing merchantmen. Orbital mine counters are replaced by D3+2 orbital mines when activated.

D6 ROLL	RESULT
1	One orbital mine counter.
2	Two orbital mine counters.
3	One orbital mine counter and one attack craft or deadfall torpedo counter.
4	A squadron of escort ships worth up to 150 points.
5	A squadron of escort ships worth up to 180 points.
6	One capital ship worth up to 210 points.

THE WOLF PACKS

This table represents an attacking fleet that relies heavily on raiders and other escort warships. This is more representative of the renegade "wolf packs" which preyed on all sides in the Gothic War.

D6 ROLL	RESULT
1	One attack craft or deadfall torpedo counter.
2	Two attack craft or deadfall torpedo counters.
3	A squadron of escort ships and/or Xenos vessels worth up to 100 points.
4	A squadron of escort ships and/or Xenos vessels worth up to 150 points.
5	A squadron of escort ships and/or Xenos vessels worth up to 200 points.
6	One capital ship worth up to 250 points.

MERCHANTMEN'S FOLLY

Far from controlled space, a Rogue Trader accompanies a large formation of heady explorers and hastily-contracted merchantmen to a newly-colonized world. Such a ragtag fleet is difficult to keep disciplined and is ripe for the picking by unscrupulous pirates and bandits of every stripe, but they may not be as helpless as they seem…

FORCES

Attacking Forces: Attacking forces are randomly generated and set up first. To determine the total strength of the attacking forces, make D3+5 rolls against the table below from the attacker's fleet list. Alternatively, the attacker may use one of the alternate threat tables on [???]

D6 ROLL	RESULT
1	One attack craft or deadfall torpedo counter.
2	Two attack craft or deadfall torpedo counters.
3	Three attack craft or deadfall torpedo counters.
4	A squadron of escort ships worth up to 100 points.
5	A squadron of escort ships worth up to 150 points.
6	One capital ship worth up to 200 points.

Defending Forces: The convoy must include the value of 10 regular transport ships, no more, no less. Up to 100 points worth of ships may be taken to defend the convoy for every two normal transports (or their equivalent) taken, or 150 points if the attacker uses one of the alternate tables on [???] p.83. Before any escorting vessels are taken, at least two each of armed freighters and Q-ships from [???] p.159-160 of Armada as well as two Rogue Trader fast clippers must be included in the fleet, with each pair of armed freighters or fast clippers counting as the value of a single regular transport (rounding down normally). Q-ships follow all their special rules, can be disguised as regular transports if desired and do not have to be revealed until they are fired

upon. No more than two heavy transports may be taken, with each costing 40 points and replacing two regular transports. Any of the alternate transport variants listed on the Rogue Traders fleet list or in [???] Armada may be taken, but Q-ships and escort carriers have zero transport value. After all transport variants are selected, any remaining available points may be spent normally on fleet warships to escort the convoy. All transports and civilian vessels must individually roll for leadership, they suffer -1 leadership, and they must roll for special orders and against leadership separately. They cannot be placed into squadrons.

BATTLEZONE

The convoy can be attacked near a planet or out in deep space so set up celestial phenomena in any mutually agreed-upon fashion.

SET-UP

Set-up for both the attacking and defending players are in the same manner as described in the *Convoy* scenario on [???] of the Remastered Rulebook.

FIRST TURN

The defending player takes the first turn in the same manner as described on p.74 of the Battlefleet Gothic Rulebook. The defending player may decide how many ships start the first turn on his or her short table edge, and how many enter on the start of the second turn.

SPECIAL RULES

The rules for this scenario are as described on [???] p.74 of the Battlefleet Gothic Rulebook. In addition, at the beginning of each defending player's turn after the first turn, the defending player rolls 2D6 against the following table. Unless otherwise stated, special orders called for by this table are assumed to have automatically passed and must be taken for that turn.

2D6	RESULT
2	Two regular transports (or a heavy transport if one is present) have engine trouble and lose 5 cm speed for one turn.
3	A regular transport has engine trouble and loses 5 cm speed for one turn.
4	An armed freighter turns normally towards the nearest enemy contact and travels full distance to engage the enemy!
5	The convoy maintains formation discipline and follows your commands.
6	An armed freighter and a Q-ship turn normally towards the nearest enemy contact and travel full distance to engage the enemy!
7	The convoy maintains formation discipline and follows your commands.
8	Two armed freighters and a Q-ship turn normally towards the nearest enemy contact and travel full distance to engage the enemy!
9	The convoy maintains formation discipline and follows your commands.
10	A fast clipper panics, and uses *Comes to new Heading* to turn directly away from the nearest enemy contact and travels full distance.
11	A fast clipper panics and immediately goes *All Ahead Full*.
12	PANIC! All transport ships test for *All Ahead Full* special orders, even if some ships fail. Roll leadership checks for each ship separately with no re-rolls allowed.

GAME LENGTH

The battle continues until the last transport leaves the opposite table edge or is destroyed. If a transport leaves one of the long table edges for any reason, it counts as destroyed, though ships that don't count as transports (such as Q-ships and escort carriers) only count as disengaged.

VICTORY CONDITIONS

Victory conditions are similar to those described on [???] p.75 of the Battlefleet Gothic Rulebook. However, use instead the table below to determine victory conditions. The point value of each transport that escapes is applied to the defender's tally when calculating victory points.

ESCPAING TRANSPORTS	RESULT
0–1	**Attackers Major Victory** (+1 Renown)
2–3	**Attackers Victory**
4–5	**Convoy Victory**
6+	**Convoy Major Victory** (+1 Renown)

THE HUNTER AND THE PREY

Sometimes Rogue Traders are contracted by the Imperial Navy or other, less forthright organizations merely for their firepower. Instead of escorting hapless merchantmen and cargo freighters, they are sent out into pirate-infested space to clear the space lanes for legitimate mercantile traffic. While some Rogue Trader captains have enough skill to subsist entirely on this kind of work, it is not uncommon for some to find themselves biting off more than they can chew, and the hunters can quickly become the hunted…

45 cm

SUNWARD TABLE EDGE
HUNTERS DEPLOYMENT ZONE

30 cm

30 cm

RAIDERS
DEPLOYMENT AREA

30 cm

30 cm

30 cm

FORCES

Choose a point value for the hunting fleet. The raiders choose a value of up to 50% of the hunting fleet.

Hunting Fleet: The hunting fleet may not contain any battleships, and at least half the point value of the hunting fleet must consist of escorts, which can be organized in any mix of between two to six vessels.

Raiding Fleet: The raiding fleet may not contain any battleships, and at least half the point value of the raiding fleet must consist of escorts, which can be organized in any mix of between two to six vessels. This fleet is then split as evenly as possible, labelled Force 1 and Force 2. In addition to the 50% of the hunting fleet available to the raiders, they

may purchase up to D6×10 orbital defences from [???] p.141-144 of the Battlefleet Gothic Rulebook.

BATTLEZONE

This scenario takes place near a pirate haven in the vicinity of two small planets or moons in close proximity to each other. Randomly determine the sunward edge on one of the two short table edges. Place two small planets closest to the opposite short table edge, no closer than 30 cm to any table edge or to each other. Place D3 asteroid fields on every table quadrant, no closer than 15 cm to either small planet. Additional celestial phenomena may be placed if desired in any mutually agreed-upon fashion.

SET-UP

The raiding player sets up first. Roll randomly to determine which of the two forces is on guard. Place a contact marker face down for every cruiser or escort squadron of at least two vessels in the guard force. Counters must be placed at least 30 cm apart and may not be within 45 cm of the sunward table edge. If all of the counters cannot fit on the table, counters may be stacked one on top of the other so that they are otherwise still at least 30 cm apart. The other force is on standby and is docked in low orbit at one of the two small planets – the raiding player secretly notes which one contains the secret pirate base. The raiders orbital defences may be placed anywhere on the table which is not within 45 cm of the sunward table edge. Place a face-down counter to represent each of the raider's defences. This is not dependent on being 30 cm apart from other markers. The Hunting fleet then sets up and must be deployed within 15 cm of the sunward table edge.

FIRST TURN

The hunting player takes the first turn.

SPECIAL RULES

The raiders' face-down counters are activated by a hunting vessel moving within 30 cm of them. Turn the activated counter face-up immediately as soon as the hunter vessel moves within 30 cm and then completes its movement. Once the hunting player's movement phase is complete, the raider deploys ships for any counters activated. Any turn after the first turn, the raider may voluntarily activate one counter at the start of its own movement phase, or two counters if the defender is on special orders.

Activated Escort Squadrons: Place one ship from the squadron directly on top of the counter. Place the rest of the ships no closer to the hunters and as close as possible to the first ship (they do not have to be in base contact). They can face in any direction the raider player chooses but must all face the same direction.

Activated Capital Ships & Orbital Defences: Place the ship, defence, minefield (rolling normally for size) on top of the counter facing in any direction the raider player chooses.

Raiders Docked in Low Orbit: Vessels in low orbit are on standby and may not move out of low orbit until they pass a leadership test. This is not a command check such as for special orders, and ships that fail do not prevent others from testing. Units moving out of low orbit cannot take special orders in the same turn except *Brace for Impact*.

GAME LENGTH

The battle continues for ten turns or until one side's fleet is destroyed or disengages.

VICTORY CONDITIONS

Both hunters and raiders score standard victory points for destroying and crippling ships, but the hunter receives no victory points for raider vessels disengaging. However, the hunter earns additional victory points equal to the value of his or her ships that are in low orbit of the raiders' planet at the end of the game, as they can quickly attack and capture the raider base. The raider scores bonus victory points equal to 10% of the points value of any raider ships that disengage by the end of the game (unless crippled).

THE GAUNTLET

In wilderness space, just traversing from one star system to another can be a hazard in and of itself. It is not unheard of for a Rogue Trader cruiser and its attendant fleet to jump out of the warp and back into normal space just to find themselves in the midst of a firefight or at the wrong end of a hostile fleet. In such situations there is not enough time to fleet back into the warp, and Rogue Trader captains must rely on their wits, the skill of their crews and the aim of their guns to see their way through.
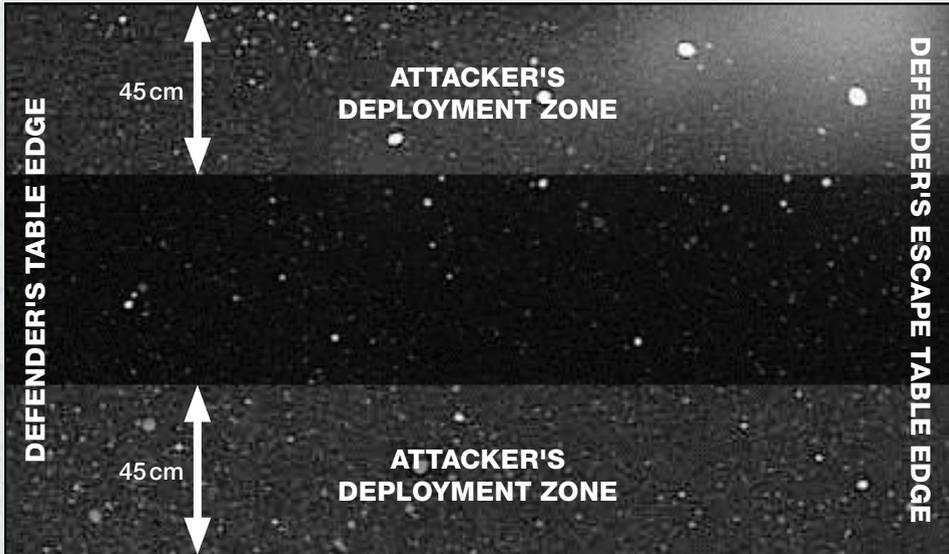
FORCES

Defending Forces: A single Rogue Trader cruiser and no more than three escorts are selected by the defending player.

Attacking Forces: Forces are selected as desired by the attacking player, but the total point value must not exceed the total value of ships selected by the defender. These forces can only be made up of escort squadrons of at least two ships each. All attacking ships must be divided into at least two units, but can be more if desired.

BATTLEZONE

This scenario takes place out in deep space near a point where ships typically jump into and out of the warp. Use the deep space celestial phenomena generator, ignoring any result that produces a planet.

SET-UP

The attacking player divides his or her fleet into two or more units and represents each of them with face-down contact markers, which can be placed anywhere desired within 45 cm of the table edges. When all attacker contact markers are laid down, the defending player rolls a D2 to determine which short table edge it will be entering from, then places his or her ships against one short table edge, no closer than 45 cm from any long table edge.

FIRST TURN

The defending player takes the first turn by moving off the defender's table edge. All defending units move off the table edge during the first turn.
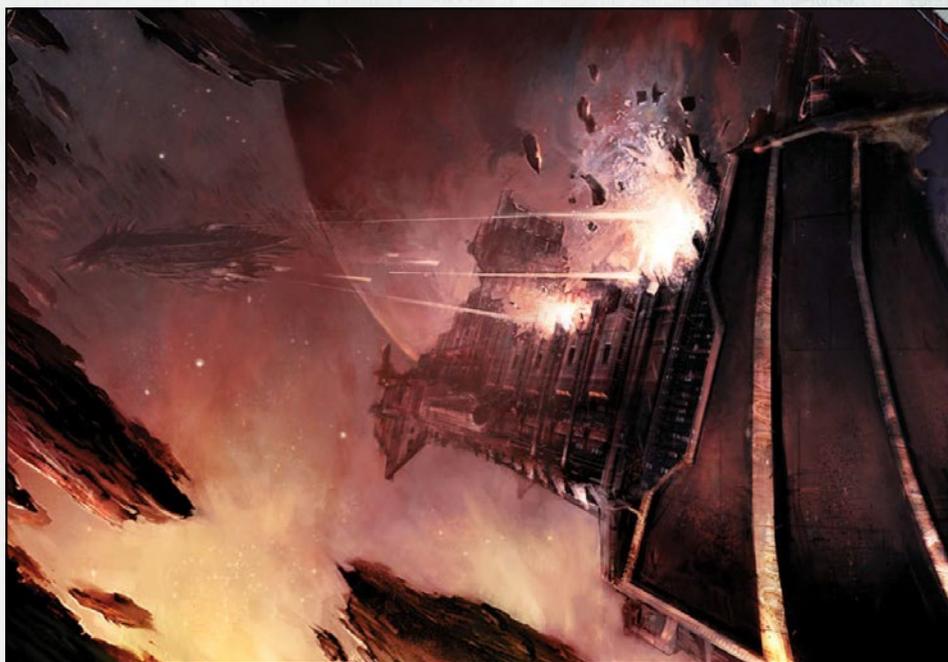
SPECIAL RULES

The attacker's face-down contact markers are activated by any of the defender's ships moving within 30 cm of them. Any turn after the first turn, the attacker may voluntarily activate one counter at the start of its own movement phase, or two counters if the defender is on special orders.

GAME LENGTH

The battle continues until all of the defender's ships either escape off the opposite short table edge or are destroyed.

VICTORY CONDITIONS

Victory points are calculated normally. In addition, the defender earns a major victory (+1 renown) if the cruiser departs the opposite short table edge without being crippled. The attacker earns a major victory (+1 renown) if the cruiser is destroyed.

Note: This scenario is particularly well-suited for experimenting with new homebrew ship designs. If you are wondering what your new ship design and profile is worth in points, send it through the gauntlet and see how it fares, ideally against ships from several different fleet lists! If it handily defeats all arrayed against it, you guessed its point value too low. If it routinely gets destroyed in one or two turns, you guessed too high.

EXPLORER'S PRIZE

Every once in a while, a Rogue Trader occasions upon or ascertains the approximate location of a relatively intact starship hulk, either through information dearly traded for, contacts developed through their many travels or just by sheer dumb luck! The Adeptus Mechanicus will pay handsomely for such a prize, particularly if it should be Xenos in origin or possess some manner of archaeotech. Unfortunately, finding it is only the beginning of the problem; Rogue Traders may find they aren't the only souls seeking out such a valuable treasure, and just capturing and keeping the derelict vessel may result in having a fight on one's hands!

30 cm

ASTEROID FIELD

15 cm

OPPONENT'S DEPLOYMENT ZONE

OPPONENT'S DEPLOYMENT ZONE

15 cm
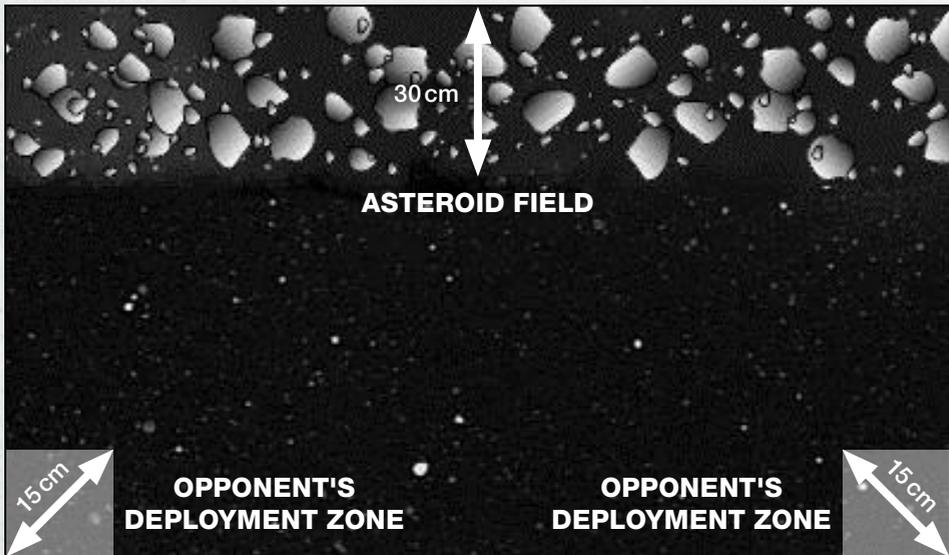
FORCES

Both sides have an equal point value as determined by the applicable fleet list. In addition, there is a derelict ship that at the start of the game does not belong to either player.

Derelict Ship: This ship can be a cruiser-type vessel from any fleet except Necrons or Tyranids agreed upon by both players or rolled for randomly.

BATTLEZONE

This scenario takes place in the outer reaches. In lieu of generating celestial phenomena normally, determine the sunward edge randomly, then place a single asteroid field no more than 30 cm wide down the full length of one long table edge.

SET-UP

Decide by initiative roll which fleet will set up first. Both fleets set up no more than 15 cm from opposing short table corners on the other side of the table from the asteroid field. Additional celestial phenomena may be placed if desired in any mutually agreed-upon fashion, ignoring any result that produces a planet.

FIRST TURN

First turn can be determined by initiative roll normally.

SPECIAL RULES

Besides the obvious objective of slugging it out with your opponent, the derelict ship must be located, boarded and escorted off the table. At the beginning of each player's turn, the player must roll a leadership test normally for any ships in contact with the asteroid field. The owning player rolls a number of D6 for every ship the player had in the asteroid field for one full turn. To this roll add +1D6 for every three attack craft markers (or portion thereof) in the asteroid field for one full turn. On the first roll of 6, the derelict ship is discovered! The owning player may elect which ship actually discovered the derelict, then roll a scatter dice and 3D6. Ignore any "Hit" rolls and place the derelict ship 3D6 away from the ship that discovered it in the direction pointed to on the scatter dice, facing any direction the discovering player desires. Ignore any roll result that sends the derelict ship off the table edge or outside the asteroid field – it will end up no farther than just inside the asteroid field or just before the far table edge.

The first capital ship or escort squadron of at least four vessels that makes base contact with the derelict ship is considered to board it for free. Teleporters and assault boats cannot be used for this initial boarding action because they cannot bring enough of the required crew and equipment aboard. The ship begins with -1 Ld of the highest leadership of what ships or escort squadrons first boarded it, and the boarding ship or escort squadron loses -1 Ld for the amount of crew and officers required for the boarding party. Normal boarding rules apply for any subsequent opposing boarding action, with the derelict ship taking -1 in addition to any other modifiers, though race modifiers for the crew that boarded it apply normally (such as Chaos or Space Marines). The ship begins on standby and must make a leadership test to be activated. Both shields and turrets (or equivalent) are functional, and when it is finally activated it may move normally, but it starts off with one port, starboard, prow and dorsal critical damage (or equivalent). This must be repaired normally before any weapon systems can be used, and it may not use any attack craft even if its launch bays are repaired.

Once the ship is activated, the owning player may immediately begin navigating it out of the asteroid field. Because it is being carefully monitored by both sides, it cannot disengage normally and must make its way to the opposite long table edge to make good its escape!

GAME LENGTH

The battle continues until the derelict ship leaves the opposite long table edge or is destroyed.

VICTORY CONDITIONS

Victory points are calculated normally. In addition, the player that captures the derelict ship and navigates it off the table earns a major victory (+2 renown), even if it is crippled, along with victory points equal to the starting value of the ship. Neither side earns any victory points for the derelict ship if it is destroyed, though its value as a capital ship hulk remains unchanged if one player holds the field at the end of the battle.

SPACE HULK!

Every Rogue Trader dreams of discovering the holy grail of prizes – a space hulk! Riches beyond imagining and all manner of archeotech can be found among the conglomerated wrecks of derelict starship hulls, but the promise of untold wealth comes fraught with many dangers. Many such space hulks are almost inevitably infested with Orks or worse, and only a complete and utter fool would hazard his or her self and ship by exploring such a prize without help – a LOT of help…

45 cm

ATTACKER'S DEPLOYMENT ZONE

SPACE HULK'S ESCAPE TABLE EDGE

45 cm

ATTACKER'S DEPLOYMENT ZONE
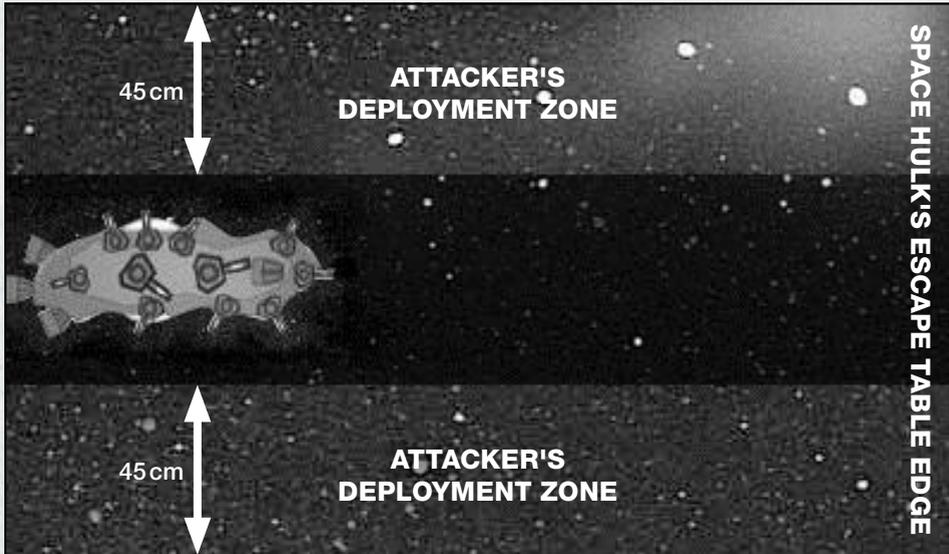
FORCES

Defending Forces: The defending fleet has a Space Hulk it recently captured and is still in the process of securing. The Space Hulk starts the game with Ld 6, 2D6 hits subtracted from its starting damage (40 HP) and has working turrets and shields, but all weapon systems are off-line. It is being escorted by a Rogue Trader cruiser, an allied battleship, at least three allied cruisers, and escorts in any mix desired. The entire escorting fleet cannot exceed 1200 points (not including the Space Hulk). All escorting capital ships are at -1 Ld for the amount of crew and equipment they have aboard the Hulk.

Attacking Forces: Attacking forces are randomly generated. Do not use the alternate attacker threat tables on p.83 [???] for this scenario. To determine the total strength of the attacking forces, make D3+5 rolls against the table below from the attacker's fleet list.

D6 ROLL	RESULT
1	Three attack craft or deadfall torpedo counters.
2	A squadron of escort ships worth up to 100 points.
3	A squadron of escort ships worth up to 150 points.
4	A squadron of escort ships worth up to 200 points.
5	One capital ship worth up to 210 points.
6	One capital ship worth up to 250 points.

BATTLEZONE

The Space Hulk can be attacked near a planet or out in deep space so set up celestial phenomena in any mutually agreed-upon fashion.

SET-UP

The Space Hulk must be present on the table at the start of the game. Ships of the escorting force may start the game on the table with the Space Hulk or may enter the table at the start of the second turn in any mix and order desired. The attacking player sets up in the same manner as described on p.75 [???] of the Battlefleet Gothic Rulebook.

FIRST TURN

The defending player takes the first turn in the same manner as described on [???] p.74 of the Battlefleet Gothic Rulebook. The defending player may decide how many ships start the first turn on his or her short table edge, and how many enter on the start of the second turn.

SPECIAL RULES

The Space Hulk must survive to travel off the opposite table edge. In addition, at the beginning of each defending player's turn after the first turn, the defending player rolls 2D6 against the following table. The roll result takes effect immediately.

2D6	RESULT
2	**Chaos!** The boarding teams run into a squad of Chaos renegades, and a firefight takes place aboard the Hulk, causing D3 damage.
3	No effect.
4	One dorsal lance battery strength is brought on-line (max. 4, then re-roll result).
5	Three weapons batteries are brought on-line (all four quadrants).
6	Two torpedo launchers are brought on-line (all three quadrants).
7	**Orks!** The boarding teams run into a mob of Orks, and a firefight takes place aboard the Hulk, causing D3 damage.
8	Two torpedo launchers are brought on-line (all three quadrants).
9	Three weapons batteries are brought on-line (all four quadrants).
10	One dorsal lance battery strength is brought on-line (max. 4, then re-roll result).
11	No effect.
12	**Tyranids!** A brood of Genestealers are encountered aboard the Hulk, and that entire section must immediately be cleansed, causing D6 damage. Note how many times this result is rolled. If this result is rolled three times in the game, the Space Hulk is deemed too dangerous to be recovered and must be destroyed!

GAME LENGTH

The battle continues until the Space Hulk leaves the opposite table edge or is destroyed. If the Space Hulk leaves one of the long table edges for any reason, it counts as destroyed.

VICTORY CONDITIONS

Victory points are calculated normally. In addition, if the Space Hulk is safely navigated off the opposite table edge, the defending player earns a major victory (+1 renown) regardless of how many hits are remaining, along with victory points equal to the starting value of the ship (50% if crippled). If the defender must destroy the Space Hulk, it gains +1 renown for any recovered technology but only gains victory points if the Hulk is destroyed. If the Space Hulk is destroyed for any reason, it is a major victory for the attacker (+1 renown).

THE VOID MALEVOLENT

Rogue Traders rarely if ever are graced with a Warrant of Trade with the power and authority it bestows based solely on their wealth or social station. More often than not, a Warrant is granted on condition that a critical task or mission be performed, such as escorting a vital convoy through pirate-infested space or cleansing a given system or group of systems of some minor alien menace. However, ancient evils stalk the abyss, against whom all they encounter are little more than prey to be consumed or foes to be destroyed.
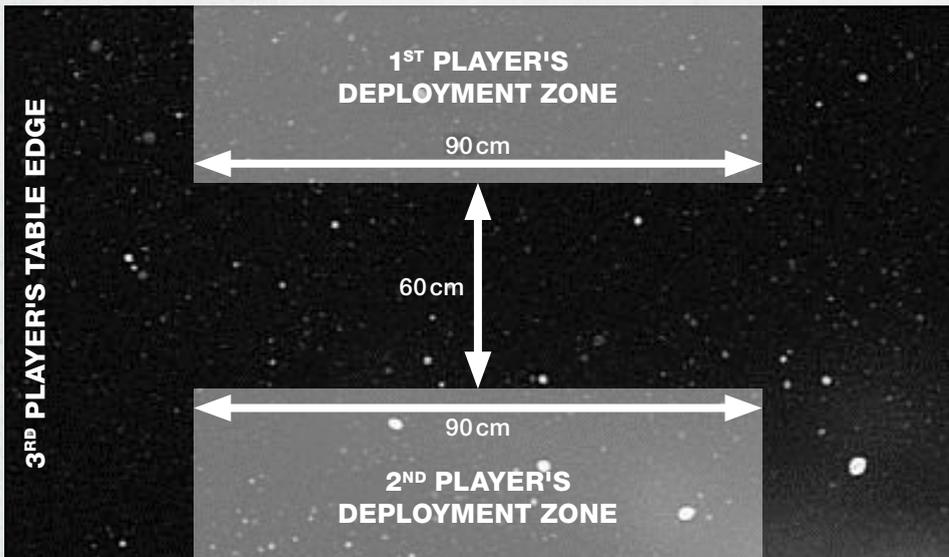
FORCES

This is a three-player battle. Two sides have an equal point value as determined by their applicable fleet lists. In addition, there is a third fleet that plays the Foe Malevolent.

Foe Malevolent: This fleet is 1.5 times larger than the point value of either one of the two primary opponents. Ideally this fleet would be Dark Eldar, Necrons or Tyranids, but it can be any fleet desired as long as it is played as an enemy of the other two fleets.

BATTLEZONE

The Foe Malevolent may have been hiding in the glare of a nearby sun, in low orbit of a planet or lost in the clutter of swirling asteroid fields. Set up celestial phenomena in any mutually agreed-upon fashion.

SET-UP

Both primary fleets set up on opposite long table edges in the same manner as the Cruiser Clash scenario on [???] p.68 of the Battlefleet Gothic Rulebook. The third fleet does not set up for D3 turns. When it does set up, it does so anywhere along a random short table edge.

FIRST TURN

The two primary opponents determine first turn using initiative rolls or any other agreed-upon manner. After D3 turns, game play stops as the third player sets up any desired portion of his or her fleet along the randomly-rolled short table edge. The third player then goes first for the remaining turns of the game (see special rules). Any ships not set up at the beginning of the third player's turn must enter the game along the same table edge at the beginning of the third player's next turn.

SPECIAL RULES

The third player moves his or her ships in any desired fashion or order as prescribed by its given fleet list. Only the closest enemy ships may be targeted for shooting by the third fleet, though ordnance (if applicable) may target enemy ships in any manner or fashion allowed. With the exception of only shooting the closest targets, all normal and special rules available to the third fleet may be used as applicable.

Because ordnance movement can be complicated by the introduction of a third player, the order of play after the third player sets up is outlined on the following table and continues on in the same order and sequence for all following turns.

PLAYER	SEQUENCE
3rd Player	Moves ships, conducts shooting, launches ordnance. 2nd Player then moves ordnance a second time. 1st Player ordnance remains in place.
2nd Player	Moves ships, conducts shooting, launches ordnance. 3rd Player then moves ordnance a second time. 2nd Player ordnance remains in place.
1st Player	Moves ships, conducts shooting, launches ordnance. 1st Player then moves ordnance a second time. 3rd Player ordnance remains in place.

GAME LENGTH

The battle continues for eight turns or until all but one fleet disengages or is destroyed.

VICTORY CONDITIONS

Victory points are calculated normally. Escorts count for victory points individually instead of per squadron. Capital ships count normally. However, their full value in victory points only goes to a player if they reduce a ship from zero damage to zero remaining hits without any assistance from another player. If another opponent causes even one HP damage upon a capital ship, then its victory points must be split equally between the two opponents that caused damage to or helped destroy the capital ship.

Players #1 and #2 determine victory by gaining the most victory points, provided they earn more victory points than they lose before the end of the battle. Player #3 only wins the battle if both other players lose more victory points than they earn.

CHAOS

Although the warp is a distinct dimension, generally separated from the material realm, there are a few areas in the galaxy where the boundaries of the warp and realspace are broken and the two intermingle with each other. These regions are roiling tempests of destructive energy, where the laws of physics are broken and the raw energy of the warp spills forth into our realm.

The Eye of Terror is the largest of these, a tempestuous area where nature and nightmare are found side by side – worlds with seas of blood and skies of fire; moons that scream into the ether; stars that roam across the heavens, clashing together in gigantic supernovae.

The Eye of Terror is the strongest fastness of the followers of Chaos, renegades who have turned from the Emperor and bargained their souls with ancient and evil gods in return for power and immortality. From the Eye of Terror these twisted traitors make forays and attacks, ever questing to bring about the downfall of the Imperium, to sweep away law and order and replace them with disorder and anarchy.

THE CHAOS POWERS

There are many paths to damnation, and over its long, sorry history Mankind has trodden all of them. The four greatest are Khorne, Nurgle, Slaanesh and Tzeentch, each a component fragment of Chaos and a route to Mankind's ultimate damnation. Khorne is the Blood God, in whose name men kill. Nurgle is the Lord of Decay, by whose will men hide from the mortality they deserve. Slaanesh is the Prince of Pleasure, in whose empty promises men find escape from the sorrows of the world. Tzeentch is the Changer of Ways, by whose gifts men unwisely hope to change the inevitable fate which befalls them. Each of these routes to damnation, and many more, may be followed, often by men who begin with good intents. To wish to escape death is perhaps understandable, yet it sorely overlooks the true destiny of man and entirely neglects to consider that a man, a creature born mortal, must surely pay for immortality. To bring change, to better oneself, is perhaps equally understandable, but when that change is wrought by lies, trickery and manipulation it is change unjustified, unearned and illegitimate, and thus not Man's true entitlement – merely a costly lie for which he must ultimately pay. So on leads the path to damnation.

Marks of Chaos

Once a man begins down the path to damnation, he is marked by it. Slightly at first, but marked nonetheless. A man might escape death, might survive the most virulent of plagues, but the boils and sores which strike at his flesh will scar him, mark him, nonetheless. These are physical marks, and perhaps nothing more than the marks made upon all men by the lives they lead, but once a man comes to know the path he is upon – once he can call its name, and the name of the power that leads him down it – then the mark may become something more. It becomes as a badge, a mark not merely inflicted upon him scar-like and accidental, but passed to him by the gods, taken and embraced knowingly, held up as a mark of devotion, of desire and of damnation. To have reached such a point is to no longer question one's own path, or one's reason for being upon it, and so damnation in itself becomes an end or a goal, not merely a risk run by men of good heart doing their best. So it is then that their mark becomes a mark of damnation, a mark, indeed, of pure Chaos. With such a mark of favour comes many gifts – gifts the unwary may well believe they can use to their own ends: to escape death, to change the things they hate about the world, to bring them the joy they deserve and so on. Each of the Gods of Chaos has their own mark, each a totem of that god's will and bringing with it the most unique gifts of that god. The effect of these gifts is far from uniform. Some may be random and uncertain, perhaps even unwelcome, the blessing of Chaos pure and undivided. Others are brought about by favour of one particular, or patron, god and so will take a form pleasing to the god and rewarding to the servant. The form of such patronages depends entirely on the chosen god and their unholy will.

The Shape of Change

Just as the powers of Chaos visit their warped and twisted blessings upon those followers who prove themselves worthy, so too do their

gifts fall upon the great and aged machines devoted to them. A ship's form, its very materials, may be warped by the touch of Chaos to take on a form ever more pleasing to its patron. So it is that a ship might come to truly bear the mark of its god. It is not merely the will of a god that can alter a ship, though. A dedicated and worshipful crew will lavish much time on their vessel, reshaping it in their god's image, branding great runes all across it, covering it in colours, symbols, substances or geometries favoured by their god as testament to their fervoured devotion. By weird enchantments and dark rituals, daemons, spirits and other entities likewise in their service of their patron may be summoned up, or even gifted whole areas of the ship, invited to dwell within its engines, sustained in the material realm by the same bound psykers and warp engines that once allowed the ship safe passage through the Immaterium. Alone amongst the material creations of man, his magnificent starships are designed to travel both the material and the immaterial, and so offer a sanctuary to daemons which cannot be found elsewhere. These beings of Chaos might slumber within a ship's guns, launching fire from them with an unnatural fury; sweep formlessly throughout the ship's decks like a wailing ghost, driving off would-be boarders; or even lurk deep within the hull of the vessel itself, binding their own ancient malice with the intangible, yet no less resolute, will of the aged machine, birthing a vessel with a true heart of Chaos.

The powers of Chaos, and likewise their fleets, are myriad. Abaddon may have led a fleet of Chaos Undivided during the Gothic War and the 13th Black Crusade, but there are nonetheless numerous fleets dedicated solely to the service of one of the Great Powers of Chaos – Khorne, Nurgle, Slaanesh and Tzeentch.

KHORNE

When the tribes of Man first travelled abroad upon the lands and seas of ancient Terra, when first they met their distant kin, their first words were not of peace and brotherly love. They were of anger, hatred and rage. This is the tragedy and saddest irony of Mankind; that in a universe poised to destroy him at every turn, in a world where his only friend is his brother; Mankind is as likely to turn his weapon upon his fellow man as upon his enemy. Khorne is the manifestation of this violent, irrational aspect of human nature. He is the living embodiment of every hate-fuelled blow, every brutal killing, every pointless murder ever committed in the long, sad history of the Human race. The Blood God sits upon a brass throne atop a mountain of skulls. The remains are those of his victims and his champions both, for he cares not whose blood is shed in his name. The skull mount forms an island amidst a vast ocean of blood: the living sacrificial essence of every victim of violent death throughout the ages. Khorne is generally the dominant Chaos god, for he draws on the rawest, most elemental forces of human nature. His armies heave with those ensnared by notions of courage, honour, martial pride and revenge: all such concepts lead ultimately to the base of the Blood God's throne.

On every one of the million and more worlds that make up the Imperium there exist bodies of armed men. From the smallest garrison to the most populous fortress-world guarding an entire sector, warriors gather and train. Amidst these groups grow elite cadres, warrior-cults for whom martial pride and honour is all. Honour may give these men strength on the field of battle, but against Khorne it will prove their undoing, for pride becomes conceit in the Realm of Chaos, and from conceit it is but a short step to tyranny. The Imperium of Man is driven by war. Upon thousands of worlds, a billion warriors strive for nothing more than slaughter. Amidst bloodshed on such a scale Khorne finds his followers, for when war has stripped a man of all decency, compassion and humanity, then his soul is open wide to the howling, hate-driven oaths of the Blood God.

The antithesis of Khorne is Slaanesh. The Blood God rails against his rival's decadence and love of luxury. Where a follower of Khorne conquers through the application of crude, brutal force, a champion of Slaanesh delights in each delicate stroke of the blade, only releasing his victims from his attentions when they are wasted and used.

Khorne also finds an opposite in Tzeentch, the Lord of Sorcery, whose elaborate scheming

and use of magic he scorns as cowardly.

Chariots to Slaughter

To all but the blindest and most deranged of Khorne's followers, the need for ships to transport them across the stars is obvious, though beyond such cold utility even the most ancient of vessels deserves little more reverence. To Khorne's followers, such vessels are little more than steeds, chariots even, to take them to slaughter. Where other gods might visit their blessing equally upon their followers both man and machine, Khorne cares little for the beasts of steel, and it is instead upon the deranged and bloodthirsty warriors that slay in his name that Khorne's blessing falls. Khorne's lust for blood eschews as cowardly and unworthy long-ranged guns of many traitor vessels. Even a perfectly well-armed and equipped warship of Khorne may forgo all firing as its frenzied crew instead plough furiously forwards, impatient to fall upon their enemy hand-to-hand. With little love of magic or arcane technology, followers of Khorne are often equally loathe to rely upon such tricks as teleportation and instead enact the will of their god with their frenzied boarding actions. So insanely devoured by the lust for blood are some that they forsake any form of shooting entirely, and instead populate drifting hulks, from where they can fall upon enemy fleets, or even worlds, in an unstoppable tide of boarding actions. Khorne is not blind to the need for firepower, though he gives no favor to it, and his fleets remain rigidly utilitarian in this regard, willing only to utilize those weapons and those tactics which will ultimately bring them closer to their target, closer to the slaughter.

SLAANESH

The hearts of mortals harbour the darkest of desires, and it is in Slaanesh that these desires find expression. Every culture imposes limits and standards on its peoples: Slaanesh is the manifestation of the desire to stretch these limits to breaking point, to exceed them, and to wallow in the act of violating ever more of civilized society. Slaanesh is the youngest of the Chaos gods, having burst into being some ten thousand years ago at the moment of the Fall of the Eldar. Eldar society had, over the course of many centuries, regressed to a state of hedonism and self-indulgence, where every whim could be satisfied in an instant. The very nature of the Eldar race made them susceptible to excess. In one cataclysmic climax, almost the entire race was destroyed and Slaanesh was born with such force that the Eye of Terror came into being and the warp storms isolating Terra were driven away.

Slaanesh whispers to Man in many different voices; each whisper attuned to the most secret desires of the listener. Many desire perfection, whether in the intellect, the body or in ability, and Slaanesh will grant these individuals the power and drive to hone their desires to the utmost excellence. The artist will produce works beyond Human comprehension, the narcissist hones their visage so that other mortals are driven insane with desire, and the warrior develops such abilities that a casual gesture may decapitate the mightiest of foes. To the followers of Slaanesh, the material world is a riot of color, sound and sensation. However, their senses soon become accustomed to these levels of stimulation and they are driven to extremes in search of the slightest fulfilment. The followers of Slaanesh often exhibit the utmost physical perfection to the naked eye, and on the exterior it may be true that no mortal is capable of such beauty. But the soul of each follower screams in eternal torment, as the gifts bestowed by the Prince of Chaos are purchased at a price as high as that demanded by any other Chaos god: eternal damnation.

Slaanesh may appear as male, female, hermaphrodite or androgynous. Whichever form he takes, his physical beauty is such that no mortal may look upon him and resist the urge to submit. Slaanesh is the rival of Khorne, who he sees as crude and unsophisticated. The Prince of Chaos does not have the resources to seriously challenge the Blood God; the very nature of his power is such that it will ultimately expend itself long before Khorne's hordes have satisfied their bloodlust.

The Floating Palaces of Slaanesh

Those vessels favored by Slaanesh are nothing short of palatial – the finest and most delicately crafted of galleons, carefully maintained and lovingly restored, their every inch bedecked in the most precious metals and glittering gems, smothered in the

richest and most extravagant of dressings, details and iconography, decorated with the most exquisite portraiture, sculpture and art, invariably portraying acts of the most perverse kind of beauty. Within the followers of Slaanesh slumber in a malaise of ecstasy, drawing themselves into action only to further their exhausting pursuit of pleasure. Such are the delights within that these Palaces of Slaanesh are as beacons of seduction to those that look upon them. Vessels nearing them might find their comm-links bombarded not by the expected hails of identification, allegiance and intent, but rather by a cacophony of giggles, screams, moans and gasps, both disorienting and enchanting, broadcast by the fickle followers of Slaanesh, seemingly uncaring, perhaps even unknowing, who watches them in their revelry. For those whose inadvertent frequency scanning or attempts at communication open up such a channel, it is a voyeuristic gaze at pleasure beyond comprehension and an aural enticement that would bring the weak to their knees. But pain is pleasure also, as the incautious should not forget. To turn their guns upon the entranced crews of nearby ships is as much ecstacy to the followers of Slaanesh as it is agony to their victims. To board their vessels and take what captives may be found for purposes that may not be spoken is, to Slaanesh, not remotely a betrayal of the apparently harmless sensation which first proved so alluring to those same unwary victims. Such is the fate of any fool enough to stray close to the screaming Palaces of Pleasure which are the vessels of Slaanesh.

TZEENTCH

Tzeentch weaves the threads that connect every action, plot and subtle intrigue in a galaxy-wide game of manipulation and subterfuge. At the end of each of these threads writhes the ensnared soul of a Human puppet; his servants and agents who believe they serve the Lord of Sorcery in mutually beneficial pacts. The truth is that Tzeentch's every action is planned with its ultimate goal as his own establishment as the pre-eminent power in the Warp. Of course, the very nature of the Lord of Entropy is such that, were he to attain this goal, he would still strive for turmoil and change. Tzeentch exerts his influence in the mortal realm through subtle manipulations

and devious ploys. His victims are sorcerers drawn by the promise of forbidden knowledge, politicians lured by the power to outmaneuver their opponents. His power is sorcery, and as all sorcery flows from the fount of the Warp, so too is Tzeentch the master of that twisted medium. Tzeentch embodies mutability and change, the drive to evolve and manipulate. This spirit is present in the essence of every living creature from the first division of cells within the womb to the ultimate craving for survival. It is in the hearts of those with the strongest desire to prevail that Tzeentch whispers his insidious promise; offering a means to life eternal to those unwilling to accept death and oblivion as inevitable.

The main rival of the Lord of Sorcery is Nurgle. Where Tzeentch seeks to build and evolve, the Lord of Decay desires only to break down and dissolve. On innumerable occasions Tzeentch's intricate plots have been foiled by Nurgle's malign influence, and the two gods' servants clash as often with each other as with their mutual enemies. Despite Tzeentch's rivalry with Grandfather Nurgle, he is nonetheless the god with the most influence over the others. At times, the Chaos gods must unite and act in concert if their individual plans are to reach fruition, and it is always Tzeentch who brokers these alliances. However, Tzeentch never acts out of altruism, and it can be guaranteed that every time he moves to unite the powers of Chaos he does so ultimately with his own unfathomable goals in mind.

Warp Entities

Alone amongst the Dark Gods, Tzeentch cares little to bring the vessels of Man under his service. The Warp is as much home to these vessels as the material universe, for they must travel through it at great length, and at greater peril, and cunning Tzeentch knows that it is here his power lies. Within the Warp exist countless writhing entities, beasts of the Warp, born there or forged there by powers unspeakable. It is Tzeentch's great gambit that in his service these beasts are changed into the forms by which men might know them and fear them most – great, hungry leviathans and all-consuming serpents are the pets of Tzeentch, creatures born from the hellish depth Man has conceived of ever since first his eyes gazed out upon the great oceans of

Terra and knew that something truly terrible must lie beneath. That Man's own origins and birth lie also in such murky waters only adds to the instinctive dread and insurmountable fear such monstrousities awaken. When his power is at its greatest, and when his loyal followers offer conduit and sacrifice enough that it might travel beyond the Immaterium, Tzeentch sends such beasts forth into the material universe itself, riding upon the tides of Chaos which surround the warfleets of Chaos, buoyed along by the surging waves of magick and eddies of unreality which Tzeentch's followers bring in their wake. Given form for a time, these leviathans fall upon Tzeentch's enemies like great predators, rending metal, flesh and soul apart with equal ease. The only mercy, perhaps, of such horrors is the inescapable impermanence of such Warp-spawned nightmares.

NURGLE

Death is the only constant in the realm of Man, and with death comes decay. Nurgle is the embodiment of disease and deterioration, the elemental forces that hold in check the energies of progress and evolution. There exists within every mortal the desire to let all around him rot, and to exult in the processes of disease and decomposition. Nurgle empowers those who would see every accomplishment of Mankind reduced to mouldering ruin. He is the Lord of Decay, and his servants spread disease and contagion throughout the mortal realm in the name of their festering master. Yet Nurgle's power embodies, by its very nature, the notion of the eternal cycle of life. Decay is inevitable, but so too is rebirth. The form that rebirth may take is, of course, rarely the ideal and if Nurgle has his way then it will take a form loathsome to Man. Nurgle's appearance is the most abhorrent of the Chaos gods. His bloated body is home to every form of corruption imaginable, and his skin is covered in weeping sores. Foul Nurglings cavort amongst Nurgle's exposed organs, giggling with insane delight at the latest pestilence inflicted upon Mankind by their master. Nurgle's followers suffer under the burden of his 'gifts' as much as they benefit from them. These gifts often take the form of repulsive diseases and hideous deformations which, while useful in spreading Nurgle's contagions,

may often lead to the death of the carrier. The servants of Nurgle cry out to him to rid them of the gifts they so blatantly invited when they turned to worship him, and he takes great sport in prolonging their suffering through the granting of yet more of his marks. Nurgle's power within the pantheon of the Chaos gods is inextricably linked to his workings in the mortal realm. When disease and pestilence are rife, then the Lord of Decay's influence is at its height. The very nature of Nurgle's power is such that it will inevitably consume all of its victims and leave few survivors to perpetuate the contagion. At this point the Plague God's might wanes and his plans falter. But one thing is certain: the plague is never truly eradicated, and its spores are often spread far and wide before exploding into yet another epidemic, when once again Nurgle's legions are swelled with the grotesque living dead.

The only power that can oppose deterioration and decay are those represented by Tzeentch: change and evolution. The two gods are engaged in a galaxy-wide struggle of opposing forces, and whichever wins, the inhabitants of the material realms will be the ones who pay the highest price.

The Plaguefleets of Nurgle

Ships who met their end through disease and decay are the most pleasing sacrifices to Nurgle. Ships are cramped, claustrophobic places at the best of times, and the air which feeds their living crews is a commodity that must be endlessly recycled and filtered back into the vessel. Such lifeless air as this often becomes stale, and the stench of sweat and grime hangs heavy in it. Under this mask of filth, Nurgle and his dedicated followers find little difficulty in spreading something rather more virulent throughout a vessel. Such plagues aboard ships are not uncommon and Nurgle laughs gleefully at such works. A ship's entire crew may ail and weaken beneath this malady, and in such desperation they will turn to Nurgle for protection – and so a plagueship is born, its crew spared the sorrow of death, but instead gifted an eternity beset by the same plague which first laid them low. But decay does not affect merely the living. Nurgle beams all the more proudly to see the creations of Man broken down by decay. The most virulent of his ills do not only strike at

flesh, but also bring with them a noxious, stinging acidic feel to the air which can sicken even the metal of a warship. Like the bloated and pocked carcasses of his human followers, Nurgle plagueships bear these scars of disease like a badge of worship – liquefied rust running like blood across the hull of his plagueships, cankered and broken power supplies, plasma coils and radiation conduits seeping their magmas like pus while cracked, broken and pulped metals so utterly robbed of their shape as to appear masses of contorted, strangled flesh rise like sores from the once sturdy hull...
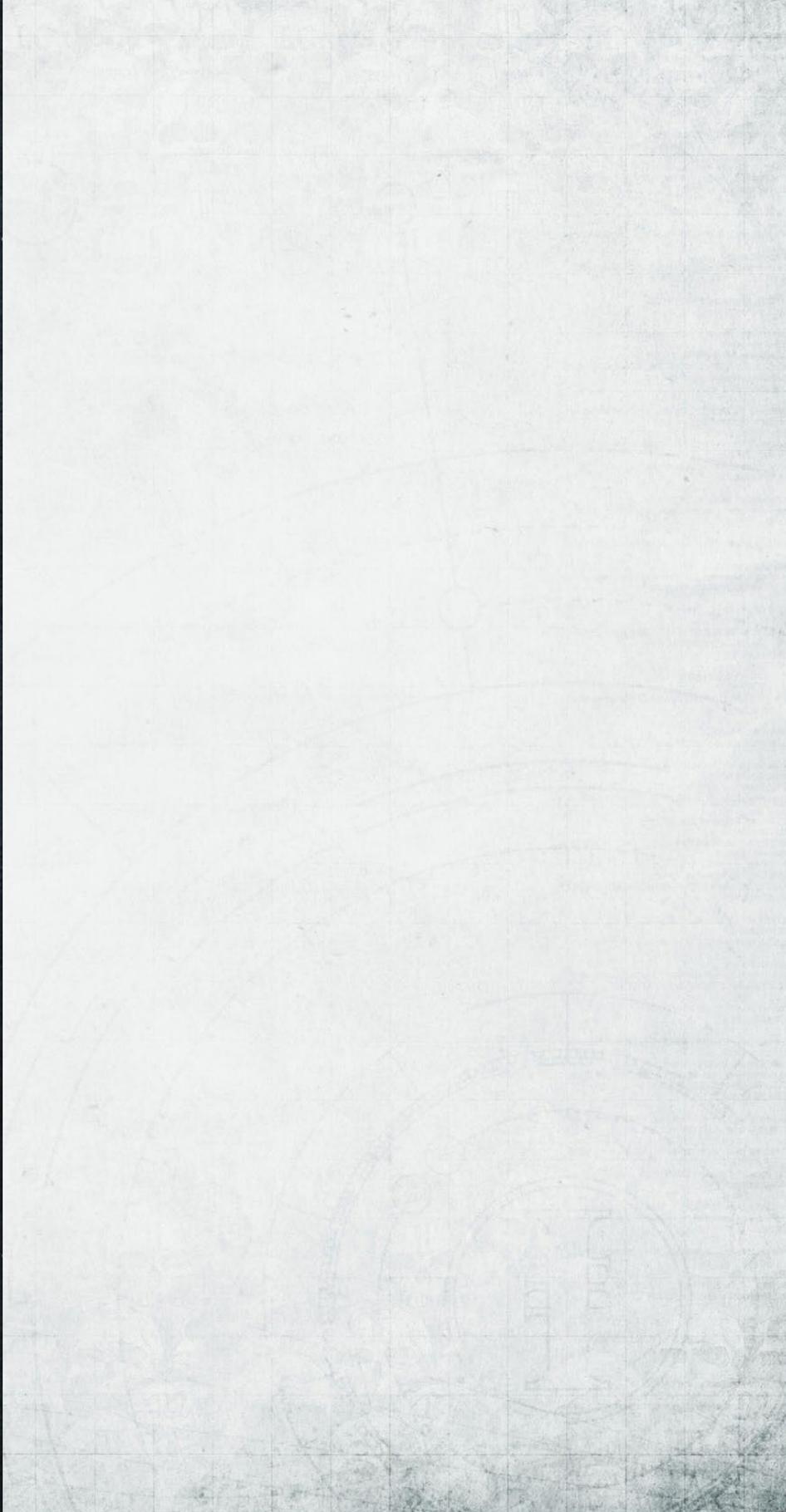
SPECIAL RULES

ATTACK RATING

Chaos fleets have a starting attack or initiative rating of 2.

CHAOS COMMANDERS

A Chaos Warmaster (as opposed to a Lord) must always be used as a fleet commander in any Chaos fleet list that requires the use of a fleet commander. Under no circumstance can a Chaos Lord be placed on the same ship as a Warmaster.

BOARDING ACTIONS

Chaos has a +1 boarding modifier. The Chaos Space Marine upgrade replaces this, providing them with a total +2 boarding modifier (before all other modifiers are applied normally).

RENEGADE IMPERIAL VESSELS

The Imperial Navy has taken great pains after the 12th Black Crusade to ensure that its warships do not fall into the foul hands of Chaos. While only the most seasoned and august of ship captains command the Emperor's battleships and battlecruisers, this is not always the case for its escorts and second-line warships. For every 1,500 points in a Chaos fleet, one cruiser from any Imperial Navy fleet list up to 185 points and/or up to six Imperial Navy escorts may be taken. Special weapon rules, Nova Cannon, Chaos Lords, Chaos Space Marines, Chaos ordnance or Daemonship upgrades may not be taken for Imperial Navy vessels used in this manner, and cruisers suffer -1Ld for going renegade. Imperial Navy escorts need not be in a single squadron and may be interspersed within other Chaos escort squadrons if desired. These vessels do not count as reserves; they count as Chaos vessels in all respects.

ORDNANCE

During the Gothic War, Chaos forces employed a variety of attack craft.

The most common were the fighters code-named Swiftdeaths. These proved invaluable in picking off torpedoes, given the preponderance of torpedoes in the Imperial Navy.

The deadly Doomfire bombers were the plague of many Imperial escorts and even capital ships, and it was a wave of Doomfires that delivered the killing blow to the battlecruiser *Cypra Probatii* during the Battle of Gethsemane.

The Dreadclaw assault craft were also much feared, carrying contingents of fanatical and crazed Chaos devotees, or even renegade Space Marines of the Traitor Legions. Using ancient phase-field generator technology, the Dreadclaws were able to burn through the thickest hull in minutes, deploying their raiding parties before any organised defence could be mustered.

ATTACK CRAFT	SPEED
Swiftdeath Figther	30 cm
Doomfire Bomber	20 cm
Dreadclaw Assault Boat	30 cm

Note that attack craft are always carried into battle by larger ships and therefore have no separate points value.

CHAOS SPACE MARINES

THE TRAITOR LEGIONS

Long ago, when the Emperor of Mankind led his Space Marine Legions across the stars in what was to become known as the Great Crusade, Primarchs captained his armies. Each Primarch commanded not only a Legion of Space Marines but also vast fleets of warships and innumerable armies of Guardsmen. The military might at the disposal of each of them was immense. Then came the Horus Heresy and fully half the Primarchs rebelled against the Emperor. The history of the Heresy is well-known, it was a dark and terrible time in which civil war almost destroyed the Imperium. In its aftermath it was clear to the High Lords that too much power had been at the disposal of the traitor Primarchs. The Codex Astartes of Roboute Guilliman was the main reform. The huge Space Marine Legions were broken down into Chapters of a thousand warriors and equipped with specialist barges and strike cruisers. The fleet was reorganised into battlefleets dispersed between the major worlds of each Segmentum. The Imperial Guard was reorganised to more clearly define who could authorise the formation and deployment of additional regiments. The measures were successful insofar that although there have been rebellions since the Heresy they have always lacked the capacity to tear the Imperium apart as Horus almost did.

The defeated Traitor Marines were never a part of these reforms however. When the Ultramarines were spawning numerous successor Chapters the Black Legion, the World Eaters and all the others were establishing territories in the Eye of Terror using all the forces they had managed to salvage from the defeat on Terra. To this day Chaos fleets are subordinate to the Lords of the Chaos Space Marine Legions.

CHAOS SPACE MARINES IN BATTLEFLEET GOTHIC

The Chaos Space Marine Legions have never needed to build specialist battle barges and strike cruisers. To them any capital ship with the capacity to launch Dreadclaws or boarding torpedoes is potentially a battle barge and any fast cruiser might be used to move small forces around. Chaos Space Marines are relatively rare however and a great many Chaos fleets will be made up of renegade captains and their ships with not a Traitor Marine in sight. The degree of fealty rogue captains extend to their Chaos Marine masters is variable and some pirate fleets that ostensibly serve Chaos have probably never seen a Chaos Space Marine so it is perfectly acceptable to use a Chaos fleet without including members of the Traitor Legions, which you can do using a fleet selected from the Chaos Incursion fleet list.

USING CHAOS FLEET LISTS

The Chaos Incursion fleet list covers Abaddon's fleets in the Gothic Sector War. This war was primarily fought in space and Abaddon had no need to gather the Lords of the Traitor Legions around him. The Black Crusade fleet list represents where the object is to transport Chaos Space Marines to conquer and destroy Imperial worlds.

CHAOS SPACE MARINE CREWS

Any capital ship can be designated as having a Chaos Space Marine crew at the points cost indicated in the army list. The ship will be subject to the Chaos Space Marine special rules. If the ship contains the Warmaster or a Lord then you can assume that he is also a Chaos Space Marine (this is for narrative only and has no impact on any rules).

Leadership

A vessel with a Chaos Space Marine crew will have +1 Leadership (in addition to any other bonuses due to there being a Chaos Warmaster or Chaos Lord on board). Furthermore the maximum Leadership of the vessel is increased to 10.

Boarding & Hit-&-run

The superior fighting skills of the Chaos Space Marines are most apparent in boarding actions. A ship with a Chaos Space Marine crew adds +2 to its roll when performing boarding actions and enemy conducting hit & run attacks against them subtract -1 from their hit & run result. Hit and run attacks launched by boarding torpedoes, Dreadclaws, Thunderhawks or teleportation originating from such a ship add +1 to their result.

Planetary Assault

Ships with Chaos Space Marine crews in a Planetary Assault mission score two Assault Points for every turn they spend landing troops.

Terminator Teleport Assault

For an extra 10 points battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may roll two dice when conducting hit and run teleport attacks and select which one they wish to count. They will add one as normal. This represents them unleashing their Chosen Terminators in a teleport assault.

MARKS OF CHAOS

A ship with a Chaos Space Marine crew may have a Mark of Chaos, even if a Warmaster or Lord does not captain it. However there are some restrictions on exactly which Mark it can have based on the Chaos Space Marine Legion that controls it. Even if a Warmaster or Lord captains a ship, if it has a Chaos Space Marine crew the choice of Mark of Chaos is limited as well. The options are shown in the table below.

OWNING LEGION	MARKS
World Eaters	May have Mark of Khorne only
Emperor's Children	May have Mark of Slaanesh only
Death Guard	May have Mark of Nurgle only
Thousand Sons	May have Mark of Tzeentch only
Black Legion	May have any one Mark
Others	May not have any Mark

Legion Fleets

If the Warmaster's ship has a Chaos Space Marine crew then all other ships in the fleet that have Chaos Space Marine crew must be of the same legion, unless a Chaos Lord captains them.

Rivalry

Members of the Emperor's Children and the World Eaters cannot be combined in the same fleet. Similarly members of the Death Guard and Thousand Sons may not be combined in the same fleet.

Capital ship squadrons

If capital ships are grouped as squadrons then each squadron may only contain a single Warmaster or Lord and that ship must lead the squadron. Similarly a squadron may not include ships with different Marks of Chaos.

Example: A fleet Warmaster's ship has a Chaos Space Marine crew of the Death Guard. His ship has the Mark of Nurgle. His fleet contains six other cruisers, three ships have Chaos Space Marine crew and one of these also has a Chaos Lord. The two Chaos Space Marine ships without Lords must be crewed by the Death Guard and must therefore have the Mark of Nurgle. The ship containing the Lord can be Death Guard as well but doesn't have to be as it could represent an allied force from another legion. Because the fleet contains members of the Death Guard the Lord's ship may not be crewed by the Thousand Sons but may be represent any other legion. Let's assume it is the Emperor's Children and therefore has the Mark of Slaanesh.

When organising these ships into squadrons the Warmaster and Lord's ships may not be in the same squadron and each must command any squadron they do join. The Chaos Lord's squadron may not contain any ships with a Mark other than that of Slaanesh and the Warmaster's squadron may not include any ships with a Mark other than that of Nurgle.

DAEMONSHIPS
POSSESSED VESSELS OF CHAOS

Who can say how the Daemon ships came to be? Some say they are created when ship's crews sacrifice themselves to the Dark Gods, seeking immortality in return for daemonic servitude. Alternatively, it is argued that they are ships of the damned, condemned by acts so heinous as to defy description, their crews and captains in thrall to the Dark Gods forever. Those who know something of the Warp claim that Daemonvessels are ships lost in the Warp. For centuries or even millennia, they disappear from the real universe only to re-emerge with a crew of Daemonkind.

Tales of Daemon ships go back to the earliest days of the Imperium. Often the ships are mere manifestations, appearing to spread terror but disappearing as quickly with no tangible evidence that they were really there. The great orbital space dock above Sorraspair 3 was said to be plagued by such an apparition prior to its destruction by the Thousand Sons in M.37. The legend says the apparition took the form of a great battleship built in an ancient style, which circled the station, its hull wreathed in bale fire, transmitting a continual plea for admittance.

There are rumours exchanged by Navigators of spectral ships that ply the Warp. The Navigators perceive these ships both as twisted parodies of normal ships and as convocations of Daemons. There are tales of these Daemon ships pursuing their prey back to the material universe. This has led to the theory that Daemon ships can only leave the Warp by following in the wake of another vessel and that at other times they are trapped in an endlessly shifting ocean of madness. Typically, there has never been enough reliable evidence to confirm any hypothesis.

Although most of the tales of Daemon ships describe them as lone hunters captured renegade navigators have, under close interrogation, suggested that pacts can be made with any of the Daemons of the Warp. Normally, the time that a Daemon can spend in real space is severely limited. Without the power of the Warp to sustain it, then it will be diminished, gradually losing its stability before translating back to where it came from. This process can be prevented by ritual worship or by binding the Daemon in an object or living thing. To know exactly how this is done is forbidden knowledge but it stands to reason that possessing a great ship would give a daemonic host greatly enhanced stability. In time of war, one could expect the sorcerers of Abaddon to add to the strength of his fleets with such apparitions if they are able to.

The incidence of sightings of Daemon ships has been tenuously linked to the incidence of flares of the warp storms comprising the Eye of Terror. If this connection is verifiable it gives great cause for concern for no less than seven warp storms are currently in flare, the most for centuries. If ever it were possible for such monstrosities to be bound to the service of renegades and heretics then that time is now.

Building Daemon ships
Daemon ships are best modelled by replacing various sections of the original vessel – such as bridges, prows, broadside batteries – with suitably twisted Daemonic components. These changes don't affect the ship's profile –they are simply to denote which vessels are Daemon ships. [???]The colour section of this book contains examples of Daemon ship models, and some useful notes on how to model them.

USING DAEMON SHIPS

The basic profile of a ship, which is upgraded to a Daemon ship remains unchanged. It does not matter what broadside weapons you replace with Daemon ship components the ship's profile is not changed.

The points cost to upgrade a capital ship to a Daemon ship is as follows:

Battleship ....+50 pts
Grand cruiser ....+30 pts
Heavy cruiser...+25 pts
Cruiser ....+20 pts

A Daemon ship may not be commanded by a Warmaster or a Chaos Lord even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemon ship may not have a Chaos Space Marine crew. Any number of capital ships can be upgraded to Daemon ships subject to these limitations.

Daemon ships cannot carry Exterminatus weapons and do not score any points for landing troops in a planetary assault (the Daemons are bound within the hull of their vessel, whilst able to board enemy ships normally in the context of a BFG game they would become unstable if holding a planetary objective for any length of time).

Daemonships cannot be used in squadrons.

Any Daemon ship may have a single Mark of Chaos with the same effects and cost in points as described on pg. 226.

Daemon ship Leadership is rolled as normal (ie, 1=6, 2,3=7, 4,5=8, 6=9).

WARP TRANSLATION

A Daemonship may be kept off table at the start of a game. The rest of the fleet is deployed as stated in the rules for the mission being played. The Daemonship(s) are actually lurking in the Warp waiting to either be summoned by one of the on-table Chaos ships or drawn to the ripe souls aboard an enemy ship.

In the End phase of any Chaos turn, after the first, they may enter play from the Warp as follows: Select a friendly or enemy Capital ship; only a Capital ship contains enough supplicants or victims to draw a Daemonship from the Warp. Position the Daemonship within 20 cm of the chosen vessel facing in any direction desired by the Chaos player controlling it. Next, roll 4D6 and a Scatter dice and reposition the Daemonship accordingly, keeping the ship on the same heading.

A Daemonship cannot be forced to disengage by a scatter roll that places it off the table. If a Daemonship scatters off the table when deploying, place the Daemonship so that its base is completely on the table on the point of the table edge indicated by the scatter dice, facing any direction desired by the Chaos player.

If a 'Hit' is rolled on the Scatter dice, then the Daemonship arrives on target.

The arriving Daemonship is unaffected by celestial phenomena and does not trigger attack by ordnance markers it may happen to land on. If it would appear in contact with an enemy vessel, reposition it by up to 1 cm so that it is out of contact.

SPECTRAL DAEMONSHIPS

The Daemonship has now pierced the fabric of real space and has started to manifest itself. It is not entirely present in real space, however, although it is real enough for enemy vessels to track its location and react to its presence. It is in effect a spectre. Any enemy vessel attempting a special order when within 15 cm of it is at -1 Leadership (if the ship also has a Mark of Slaanesh the penalties are cumulative). It cannot move, shoot, board or conduct any action in any way, though any Marks it may have still take effect immediately. It also may not be shot at, boarded, rammed or have any action done to it while spectral.

At the end of any subsequent Chaos End phase it may complete the translation to real space. It does not have to and may remain a spectral, haunting presence as long as the Chaos player wishes. When the decision is made to translate to real space roll a D6 – on a roll of 2 or more it becomes solid. This final translation cannot be made if the Daemonship is in contact with an enemy vessel. No actions can be undertaken in the End phase during which final translation occurs (no sneaky teleport boarding attacks or suchlike). From this point on the Daemonship is solid and fights like a normal ship.

If a Daemon 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. However, if it materializes in an asteroid field, it may then attempt to avoid damage by making a leadership check normally.

HAUNTING

A Daemonship may disengage at the end of any Chaos Movement phase without having to make any dice roll. It simply drops back into the Warp leaving no trace.

A disengaged Daemonship may re-enter play on any Chaos turn following the one in which it disengages. This is done following the translation rules detailed above.

When a Daemonship is 'haunting' or is spectral it can still suffer damage from fire critical hits.

If it was damaged when it disengaged it may be repaired when it returns, roll a D6:

D6 ROLL	RESULT
1, 2, 3	No change
4, 5	+1 hull point
6	+2 hull points

Add +1 to the roll if it is a battleship.

Add +1 for each full turn the Daemonship spent in the Warp.

In addition to repairing damage, they may repair critical hits while in the warp rolling normally, repairing critical damage on a 4+ as opposed to a 6. However, Daemonships may not make repair rolls in the end phase they are first deployed when returning into play.

If Daemonships repair enough hits while "haunting" to no longer be crippled, they will still count as disengaged for purposes of victory points but will no longer count as crippled.

A returning Daemonship cannot come back with more hits than it could normally have. At the end of the game a Daemonship which disengaged (even just once) will count as having disengaged for Victory points purposes, unless of course it is destroyed or crippled when the normal rules apply.

DAEMONSHIPS IN CAMPAIGNS

Daemonships do not automatically regain hits after each battle. They have to be regained either in a game by warp translation or by expending repair points, or they can be withdrawn normally.

CHAOS IN CAMPAIGNS

CHAOS PROMOTIONS

Renown	Title	Ld	Notes
1-5	Chaos Champion	8	1 re-roll
6-10	Exalted Chaos Champion	8	1 re-roll, 1 Mark of Chaos
11-20	Tyrant	9	1 re-roll, 1 Mark of Chaos
21-30	Chaos Lord	9	1 re-roll, 2 Mark of Chaos
31-50	Overlord	10	1 re-roll, 2 Mark of Chaos
51+	Warmaster	10	1 re-roll, 3 Mark of Chaos

FORCES OF CHAOS (OTHER APPEALS)

The forces of Chaos constantly assail the Imperium and attack the servants of the Emperor.
If your request for aid is heard, roll on this table to see what is put at your disposal.

2D6 roll	Result
2	You implore the Chaos gods for their unholy gifts, but the dark powers smite you for your impudence. At the start of the next battle, roll once on the Critical Damage table and apply the result to your Warmaster's ship!
3	The Chaos gods show you a glimpse of the future. You may re-roll the dice when deciding who has the initiative in the next campaign turn. The second roll stands.
4	The Chaos gods send a force of Daemonic entities that swirl about one of your ships and attack nearby vessels. Nominate one capital ship in the next battle. A single enemy ship within 15 cm during your end phase is attacked. Roll a D6: this is the number of dice you can roll to hit against the target's Armour (shields have no effect).
5	A mighty Champion of the Dark Gods agrees to join your retinue of followers. You may add a Chaos Lord (with a Mark of Chaos if you wish) to your Fleet Registry.
6	A Chaos Space Marine battle force will act as your personal bodyguard. Your flagship may add +1 to all boarding actions it is involved in.
7	The Chaos Legions gather to your side. Your flagship and any ship with a Chaos Lord aboard may add +1 to all boarding actions it is involved in for the rest of the campaign.
8	The Legions of Chaos grow strong and your fleet is aided by many deadly warriors such as Berzerkers of Khorne, Noise Marines and the dreaded Chaos Terminators. Any one ship in your fleet may add +2 to all boarding actions it is involved in for the rest of the campaign.
9	Piratical renegades flock to your cause. One ship in your fleet may be equipped with boarding torpedoes and/or Dreadclaw assault boats.
10	With their cabalistic rites and blood sacrifices to the ancient gods, your Sorcerers bestow the gifts of Chaos onto one of your ships. In your next battle, one ship in your fleet may be given a Chaos Reward for free, as if the Warmaster or a Chaos Lord was on board (this can be combined with the Chaos Rewards of a Warmaster or Chaos Lord).
11	The Chaos gods use their foul magicks to create a ward of Chaos about your fleet. Nominate one of your capital ships in the next game. Any enemy shooting at this ships suffers a right column shift on the Gunnery table (before any other shifts for range or Blast markers).
12	The Chaos gods use their fiendish powers to create a swirling vortex of Chaos about one of your ships. Nominate one capital ship in your fleet. In the next battle, any enemy ship within 15 cm of this vessel counts as having one Blast marker in contact with its base.

ABADDON THE DESPOILER
SCOURGE OF THE GOTHIC SECTOR

Abaddon is known to be the driving force behind the Black Crusade which ravaged the Gothic sector between 142.M41 and 160.M41. What means he used to bring together the fleets of so many different Chaos Lords and Warmasters is unknown, but even his unholy gift of leadership must have been stretched to the full coordinating the attacks of such an anarchic coalition. Abaddon's own warfleet was the most powerful in the sector and one of the last to be defeated. This was in no small part due to the awesome power of the Planet Killer at his command, to say nothing of the Blackstone Fortresses he succeeded in corrupting to the service of the Dark Gods.

Abaddon was once a Space Marine, a captain of the Lunar Wolves' 1st Company during the Great Crusade, over 10,000 years ago, conquering distant stars in the name of the Emperor. The Lunar Wolves battled across uncounted worlds to free them from alien tyranny or the taint of Chaos, and Abaddon was ever at the fore. But at the time of the Great Heresy, Abaddon chose to betray the Emperor and join with the forces of his Primarch, the Warmaster Horus, in his attack on Earth. Upon Horus' defeat, Abaddon rallied the remnants of the hordes which had fought on Earth and fled to the Eye of Terror, where the powers of Chaos welcomed him as their champion.

For ten millennia Abaddon has continued to harry the Imperium at every opportunity, raining fire and destruction on the empire of Mankind that he helped to build. The Gothic War is one of the most recent of his terrible works, but his history of bloodshed extends as far back as the Imperium itself. During the Gothic War, Abaddon took personal command of the Planet Killer in many engagements, although he escaped its destruction at Kharlos II.

SPECIAL RULES

The following special rules apply to Abaddon:

Boarding Actions

Abaddon is accompanied by his company of Black Legion Traitor Marines aboard the ship he is commanding. This, combined with his own abilities, means the ship doubles its value in boarding actions and gains an extra +1 Boarding modifier.

Hit-&-Run Attacks

Abaddon will have his own ship sealed tight against hit-&-run raiders (he knows every trick in the book). Therefore, hit-&-run raids deduct -1 from their dice roll against Abaddon's ship. If Abaddon's vessel makes any hit-&-run teleport attacks, add +1 to the dice roll for the attack as it will be undertaken by elite Black Legion Terminators. Boarding torpedoes and assault boats from Abaddon's ship will be manned by more mundane minions and do not receive this modifier.

"You have failed me for the last time…"

Abaddon the Despoiler does not tolerate failure, as many of his followers have discovered to their cost. If Abaddon's re-roll is used for a Command check or Leadership test on another ship or squadron and the test is failed a second time, he will become angry – very, very angry! In the Chaos Shooting phase Abaddon will direct at least half the available firepower and lance strength of the ship he is commanding against the weaklings who have failed him (assuming the worthless scum are within range and fire arc). Resolve the attack as normal, just as if Abaddon's vessel were an enemy.

The victims of his wrath (assuming they survive) will be suitably chastised and gain a +1 Leadership increase for the remainder of the game. The Leadership bonus will only take effect once (after that the crews are working as hard as they can!). If the object of Abaddon's wrath is not in range and/or fire arc he will leave them to their fate – Abaddon's re-rolls may no longer be used on it. This means that no further Commander re-rolls may be used on the ship or squadron unless it is carrying its own Chaos Lord with a Mark of Tzeentch.

Should this dreadful failure occur on Abaddon's own ship, it will lose one Damage Point as the Black Legion massacre those who failed him. No Leadership increase is gained.

FLEET COMMANDER

1 Chaos Warmaster

You must include a Chaos Warmaster in your fleet, even if it is worth 750 points or less. He must be assigned to the biggest (ie, most expensive) ship and improves its Leadership to the value shown below.

Chaos Warmaster (Ld 8)............................ 50 pts
Chaos Warmaster (Ld 9).......................... 100 pts

Chaos Warmasters get one re-roll.

In addition they may be given up to four Marks of Chaos as shown below (no Mark may be taken more than once).

The Mark of Slaanesh ....+25 pts
The Chaos Warmaster is accompanied by the dissonant, siren cry of the Daemons of Slaanesh, the prince of pain and pleasure. Enemy ships within 15 cm of any ship with a Mark of Slaanesh suffer -2 to their Leadership value. This is an area effect that is not affected by line of sight obstructions.

The Mark of Khorne ....+20 pts
The Chaos Warmaster and his followers chant their prayers to Khorne as they await the opportunity to spill blood in hand-to-hand conflict. The Chaos Warmaster's ship doubles its value in boarding actions and adds +1 to any rolls for inflicting critical damage in a boarding action.

The Mark of Tzeentch ....+30 pts
The Chaos Warmaster benefits from the patronage of the Changer of Ways, his Daemonic prescience giving him command of the Fates. The Chaos Warmaster gains an extra re-roll.

The Mark of Nurgle ....+35 pts
The Chaos Warmaster's ship is rank with putrescence and his followers bear the awful marks of morbidity and decay. The Chaos Warmaster's ship gains 1 damage point and may not be boarded.

0-3 Chaos Lords

You may include up to three Chaos Lords in your fleet. Each Chaos Lord must be assigned a ship and improves its Leadership rating to the value shown.

Chaos Lord (Ld 8) .... 50 pts

A Chaos Lord may be given up to one of the following Marks of Chaos.

The Mark of Slaanesh ....+25 pts
Enemy ships within 15 cm of any ship with a Mark of Slaanesh suffer -2 to their Leadership value. This is an area effect that is not affected by line of sight obstructions.

The Mark of Khorne ....+20 pts
The Chaos Lord's ship doubles its value in boarding actions.

The Mark of Tzeentch ....+30 pts
The Chaos Lord gains a re-roll.

The Mark of Nurgle ....+35 pts
The Chaos Lord's ship gains a damage point and may not be boarded.

CAPITAL SHIPS

0–1 Chaos Space Hulk
You may include up to one Space Hulk in the fleet. See it's profile for restrictions and how to include it.
Chaos Space Hulk (pg. 272).......................... 650 pts

Battleships
You may include up to one battleship in your fleet for every three cruisers or heavy cruisers.
Chaos battle barge (pg. 252) .... 410 pts
Despoiler class battleship (pg. 252) .... 400 pts
Desolator class battleship (pg. 253) .... 300 pts

Grand Cruisers
You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.
Repulsive class grand cruiser (pg. 255) ...... 230 pts

Heavy Cruisers
You may include up to one heavy cruiser in your fleet for every two cruisers.
Styx class heavy cruiser (pg. 254) .... 260 pts
Hecate class heavy cruiser (pg. 259)........... 230 pts
Hades class heavy cruiser (pg. 260)............. 200 pts
Acheron class heavy cruiser (pg. 261)......... 190 pts

0-12 Cruisers
Devastation class cruiser (pg. 262) .... 190 pts
Carnage class cruiser (pg. 263) .... 180 pts
Inferno class cruiser (pg. 264)..................... 180 pts
Murder class cruiser (pg. 265)..................... 170 pts
Slaughter class cruiser (pg. 266) .... 165 pts

ESCORTS
You may include any number of escorts in your fleet in squadrons of 2–6.
Idolator class raider (pg. 267)........................ 45 pts
Infidel class raider (pg. 268) .... 40 pts
Iconoclast class destroyer (pg. 269).............. 30 pts

ORDNANCE
Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers or Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

BLACK CRUSADE FLEET LIST

FLEET COMMANDER

0-1 Chaos Warmaster

You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 9.
Chaos Warmaster (Ld +2) .... 100 pts

Chaos Warmasters get one re-roll. In addition they may be given a single Mark of Chaos.

The Warmaster may be given an extra re-roll at a cost of +25 points.

Abaddon

You may include Abaddon the Despoiler as the Warmaster in any Chaos Fleet worth more than 1,000 points.
Abaddon (Ld 10) .... 195 pts

Abaddon receives one re-roll per turn, in addition see his special rules on pg. 72[??]

Chaos Lords

Any capital ship, apart from that of the Warmaster, may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.
Chaos Lord (Ld +1) .... 25 pts

A Lord may be given a re-roll (which he can use for his own ship or squadron only) at +25 points. A ship commanded by a Lord may be given a single Mark of Chaos.

The Mark of Slaanesh .... +25 pts
The ship is full of the sensation-craving followers of Slaanesh and their siren cries extend into the minds of the crews of nearby enemy ships. Enemy ships within 15 cm of any ship with a Mark of Slaanesh suffer –2 to their Leadership value. This is an area effect that is not affected by line of sight obstructions.

The Mark of Khorne .... +20 pts
Crewed by the homicidal followers of Khorne, the ship is extremely dangerous in boarding actions. It doubles its value in boarding actions.

The Mark of Tzeentch .... +25 pts
The Captain can call upon the power of precognition as well as formidable magics to control his vessel. This ship has an extra re-roll.

The Mark of Nurgle .... +35 pts
The vessel is rank with putrescence and the many plagues of the Lord of Decay. It gains 1 Damage Point and may not be boarded.

CAPITAL SHIPS

0-1 Planet Killer

A fleet of 1,000 points or more may include the Planet Killer. If you include the Planet Killer, Abaddon does not have to be present, but if he is he must be aboard the Planet Killer. The Planet Killer also counts as a battleship when working out how many heavy cruisers and cruisers the fleet requires.
Planet Killer (pg. 252)................................... 505 pts

0–1 Chaos Space Hulk

You may include up to one Space Hulk in the fleet. See it's profile for restrictions and how to include it.
Chaos Space Hulk (pg. 272)......................... 650 pts

Battleships

You may include up to one battleship in your fleet for every three cruisers or heavy cruisers.

Chaos battle barge (pg. 252) .... 410 pts
Despoiler class battleship (pg. 252) .... 400 pts
Desolator class battleship (pg. 253) .... 300 pts

Grand Cruisers
You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.
Retaliator class grand cruiser (pg. 255) ...... 260 pts
Repulsive class grand cruiser (pg. 255) ...... 230 pts
Vengeance class grand cruiser (pg. 56) ...... 230 pts
Executor class grand cruiser (pg. 255) .... 210 pts

Heavy Cruisers
You may include up to one heavy cruiser in your fleet for every two cruisers.
Styx class heavy cruiser (pg. 254) .... 260 pts
Hecate class heavy cruiser (pg. 259) .... 230 pts
Hades class heavy cruiser (pg. 260) .... 200 pts
Acheron class heavy cruiser (pg. 261) .... 190 pts

0-12 Cruisers
Devastation class cruiser (pg. 262) .... 190 pts
Carnage class cruiser (pg. 263) .... 180 pts
Inferno class cruiser (pg. 264) .... 180 pts
Murder class cruiser (pg. 265) .... 170 pts
Slaughter class cruiser (pg. 266) .... 165 pts

CHAOS SPACE MARINE CREWS
Any capital ship can be designated as having a Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules on pgs. 218–219.

Remember, a ship with a Chaos Space Marine crew may have a Mark of Chaos, even if a Warmaster or Lord does not captain it, but is subject to the restriction on pg. 219.

For +10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include Chosen Terminators.

DAEMON SHIPS
Any number of capital ships in your fleet may be upgraded to a Daemon ship at the additional points cost shown, based upon the type of vessel chosen.

Battleship ....+50 pts
Grand cruiser ....+30 pts
Heavy cruiser..+25 pts
Cruiser ....+20 pts

A Daemon ship may not be commanded by a Warmaster or a Chaos Lord even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemon ship may not have a Chaos Space Marine crew. Any number of capital ships can be upgraded to Daemon ships subject to these limitations.

Any Daemon ship may have a single Mark of Chaos with the same effects and points cost.

ESCORTS
You may include any number of escorts in your fleet in squadrons of 2–6.
Idolator class raider (pg. 267).......................... 45 pts
Infidel class raider (pg. 268) .... 40 pts
Iconoclast class destroyer (pg. 269) .... 30 pts

These vessels may not contain a Chaos Warmaster, a Chaos Lord or have a Chaos Space Marine crew, neither can they be given Marks. You should feel free to paint and model them to be consistent with the rest of your fleet, it will not have any game effect however.

ORDNANCE
Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers and Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

A ship with a Chaos Space Marine crew may be equipped with Thunderhawk Gunships but if so it may only carry Thunderhawks and may not launch any other attack craft. Furthermore the launch capacity of the ship's bays' is halved (round down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks.

OF TZEENTCH

FLEET COMMANDER

0-1 Chaos Warmaster of Tzeentch

You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 10.
Chaos Warmaster (Ld +2) .... 100 pts

Chaos Warmasters get one re-roll. The Warmaster may be given an extra re-roll at a cost of +25 points. The Warmaster must take the Mark of Tzeentch.

Chaos Lords

Any capital ship apart from that of the Warmaster may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.
Chaos Lord (Ld +1) .... 25 pts

A Lord may be given a Mark of Tzeentch, providing a re-roll (which he can use for his own ship or squadron only) for +25 points. A ship commanded by a Lord may only be given a Mark of Tzeentch.

The Mark of Tzeentch .... +25 pts
The vessel is given command of the Fates by its patron god and gains +1 re-roll.

CAPITAL SHIPS

0-1 Planet Killer

A fleet of 1,000 points or more may include the Planet Killer. If you include the Planet Killer, Abaddon does not have to be present, but if he is he must be aboard the Planet Killer. The Planet Killer also counts as a battleship when working out how many heavy cruisers and cruisers the fleet requires.
Planet Killer (pg. 252).................................... 505 pts

0–1 Chaos Space Hulk

You may include up to one Space Hulk in the fleet. See it's profile for restrictions and how to include it.
Chaos Space Hulk (pg. 272)......................... 650 pts

Battleships

You may include up to one battleship in your fleet for every three cruisers or heavy cruisers. A fleet 1,000 points or more may include the Scion of Prospero *as one of its battleships, subject to normal restrictions.*
0-1 *Scion of Prospero* (pg. 252) .... 450 pts
Chaos battle barge (pg. 252) .... 410 pts
Despoiler class battleship (pg. 252) .... 400 pts
Desolator class battleship (pg. 253) .... 300 pts

Grand Cruisers

You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.
Retaliator class grand cruiser (pg. 255) ...... 260 pts
Repulsive class grand cruiser (pg. 255) ...... 230 pts
Vengeance class grand cruiser (pg. 56) ...... 230 pts
Executor class grand cruiser (pg. 255) .... 210 pts

Heavy Cruisers

You may include up to one heavy cruiser in your fleet for every two cruisers.
Styx class heavy cruiser (pg. 254) .... 260 pts
Hecate class heavy cruiser (pg. 259)............ 230 pts
Hades class heavy cruiser (pg. 260)............. 200 pts
Acheron class heavy cruiser (pg. 261)......... 190 pts

0-12 Cruisers

Devastation class cruiser (pg. 262).............. 190 pts
Carnage class cruiser (pg. 263) .... 180 pts
Inferno class cruiser (pg. 264)...................... 180 pts
Murder class cruiser (pg. 265)...................... 170 pts
Slaughter class cruiser (pg. 266) .... 165 pts

CHAOS SPACE MARINE CREWS

Any capital ship can be designated as having a Thousand Sons Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules on pgs. 218–219.

A ship with a Thousand Sons Chaos Space Marine crew may have a Mark of Tzeentch.

For +10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include Chosen Terminators.

DAEMONSHIPS

Except for the flagship or the Scion of Prospero *(if included), any number of the capital ships in a Sorcerous Fleet may be upgraded to Daemonships at the additional points cost shown, based upon the type of vessel chosen.*

Battleship	+50 pts
Grand cruiser	+30 pts
Heavy cruiser	+25 pts
Cruiser	+20 pts

A Daemonship may not be commanded by a Warmaster or a Chaos Lord, even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemonship may not have a Chaos Space Marine crew.

Daemonships in a Sorcerous Fleet may only take the Mark of Tzeentch, paid for separately.

FORCES OF CHAOS

Warp Beasts...+25 pts
The garish, terror-spawned leviathans of the warp are but playthings to Tzeentch, and he can bind these creatures to the hulls of vessels to be unleashed in a torrent of coruscating fire and nightmare colour.
Up to two capital ships (including the flagship) can have daemonic entities and warp beasts swirl about its hull, including daemonships. Once per battle, a single enemy ship within 15 cm takes D6 hits in the end phase (shields have no effect).

Strand of Fortune...............................+25 pts
Tzeentch may offer glimpses of the future to his servants, even those serving his chosen champion. Any ship led by a Lord of Tzeentch (and not the Warmaster!) may be granted a Strand of Fortune. Once per battle it automatically passes a command check or leadership test – no roll required.

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6.

Idolator class raider (pg. 267)	45 pts
Infidel class raider (pg. 268)	40 pts
Iconoclast class destroyer (pg. 269)	30 pts

These vessels may not contain a Chaos Warmaster, a Chaos Lord or have a Chaos Space Marine crew, neither can they be given Marks. You should feel free to paint and model them to be consistent with the rest of your fleet, it will not have any game effect however.

ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers and Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

A ship with a Chaos Space Marine crew may be equipped with Thunderhawk Gunships but if so it may only carry Thunderhawks and may not launch Swiftdeaths, Doomfires and Dreadclaws. Furthermore the launch capacity of the ship's bays' is halved (round down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks.

THE PLAGUEFLEET

OF NURGLE

FLEET COMMANDER

0-1 Chaos Warmaster of Nurgle
You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 10.

Chaos Warmaster (Ld +2) .... 100 pts

Chaos Warmasters get one re-roll. The Warmaster may be given an extra re-roll at a cost of +25 points. The Warmaster must take the Mark of Nurgle.

Chaos Lords
Any capital ship apart from that of the Warmaster may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.

Chaos Lord (Ld +1) .... 25 pts

A Lord may be given a re-roll (which he can use for his own ship or squadron only) for +25 points. A ship commanded by a Lord may only be given a Mark of Nurgle.

The Mark of Nurgle ....+35 pts
The vessel is rank with putrescence and the many plagues of the Lord of Decay. It gains 1 Damage Point and may not be boarded.

CAPITAL SHIPS

0-1 Planet Killer
A fleet of 1,000 points or more may include the Planet Killer. If you include the Planet Killer, Abaddon does not have to be present, but if he is he must be aboard the Planet Killer. The Planet Killer also counts as a battleship when working out how many heavy cruisers and cruisers the fleet requires.
Planet Killer (pg. 252)....................................505 pts

0-1 Chaos Space Hulk
You may include up to one Space Hulk in the fleet. See it's profile for restrictions and how to include it.
Chaos Space Hulk (pg. 272)..........................650 pts

Battleships
You may include up to one battleship in your fleet for every three cruisers or heavy cruisers. A fleet 1,000 points or more may include the Terminus Est *as one of its battleships, subject to normal restrictions.*
0-1 *Terminus Est* (pg. 248) ....430 pts
Chaos battle barge (pg. 252) .... 410 pts
Despoiler class battleship (pg. 252) ....400 pts
Desolator class battleship (pg. 253) ....300 pts

Grand Cruisers
You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.
Retaliator class grand cruiser (pg. 255) ......260 pts
Repulsive class grand cruiser (pg. 255) ......230 pts
Vengeance class grand cruiser (pg. 56) ......230 pts
Executor class grand cruiser (pg. 255)........ 210 pts

Heavy Cruisers
You may include up to one heavy cruiser in your fleet for every two cruisers.
Styx class heavy cruiser (pg. 254) ....260 pts
Hecate class heavy cruiser (pg. 259)............230 pts
Hades class heavy cruiser (pg. 260).............200 pts
Acheron class heavy cruiser (pg. 261)......... 190 pts

0-12 Cruisers
Devastation class cruiser (pg. 262).............. 190 pts
Carnage class cruiser (pg. 263) .... 180 pts
Inferno class cruiser (pg. 264)...................... 180 pts
Murder class cruiser (pg. 265)...................... 170 pts
Slaughter class cruiser (pg. 266) .... 165 pts

CHAOS SPACE MARINE CREWS

Any capital ship can be designated as having a Death Guard Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules on pgs. 218–219.

A ship with a Death Guard Chaos Space Marine crew may have a Mark of Nurgle.

For +10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include Chosen Terminators.

DAEMONSHIPS

Up to a third of the capital ships (not the Terminus Est or flagship) in a Plaguefleet may be upgraded to Daemonships at the additional points cost shown, based upon the type of vessel chosen.

Battleship .... +85 pts
Grand cruiser .... +65 pts
Heavy cruiser... +60 pts
Cruiser .... +55 pts

A Daemonship may not be commanded by a Warmaster or a Chaos Lord, even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemonship may not have a Chaos Space Marine crew.

All Daemonships in a Plaguefleet must take the Mark of Nurgle, which is already included in the cost to upgrade them to Daemonships.

FORCES OF CHAOS

Hives of Nurgle .... +10 pts
Pustules, hives, and sores fester upon the ship's cankered hull, seeping an obscuring haze of corroded debris, waste and filth out into space. Any capital ships with the Mark of Nurgle may also take Hives of Nurgle. The murky haze distorts the ship's silhouette; vessels within 15cm do not benefit from a left column shift when firing at it.

Ark of Pestilence .... +5 pts
During the Gothic War, hulks were found to be relatively intact but with their entire crews slain and their bodies rotted by horrific disease.

Up to three capital ships with the Mark of Nurgle (including the flagship) may also become Arks of Pestilence. Ships boarded by them are also infected by plague in addition to all damage inflicted normally, affecting it the same way as if it suffered a single Fire critical (repaired normally). Ships hulked in this manner do not remain "on fire" and roll normally on the catastrophic damage table.

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6.

Idolator class raider (pg. 267)........................ 45 pts
Infidel class raider (pg. 268) .... 40 pts
Iconoclast class destroyer (pg. 269).............. 30 pts

These vessels may not contain a Chaos Warmaster, a Chaos Lord or have a Chaos Space Marine crew, neither can they be given Marks. You should feel free to paint and model them to be consistent with the rest of your fleet, it will not have any game effect however.

ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers and Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

A ship with a Chaos Space Marine crew may be equipped with Thunderhawk Gunships but if so it may only carry Thunderhawks and may not launch Swiftdeaths, Doomfires and Dreadclaws. Furthermore the launch capacity of the ship's bays' is halved (round down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks.

THE BERZERKER FLEET

OF KHORNE

FLEET COMMANDER

0-1 Chaos Warmaster of Khorne
You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 10.

Chaos Warmaster (Ld +2) .... 100 pts

Chaos Warmasters get one re-roll. The Warmaster may be given an extra re-roll at a cost of +25 points. The Warmaster must take the Mark of Khorne.

Chaos Lords
Any capital ship apart from that of the Warmaster may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.

Chaos Lord (Ld +1) .... 25 pts

A Lord may be given a re-roll (which he can use for his own ship or squadron only) for +25 points. A ship commanded by a Lord may only be given a Mark of Khorne.

The Mark of Khorne ....+20 pts
Crewed by homicidal, blood-crazed followers of Khorne, it doubles its value in boarding actions.

CAPITAL SHIPS

0-1 Planet Killer
A fleet of 1,000 points or more may include the Planet Killer. If you include the Planet Killer, Abaddon does not have to be present, but if he is he must be aboard the Planet Killer. The Planet Killer also counts as a battleship when working out how many heavy cruisers and cruisers the fleet requires.
Planet Killer (pg. 252).................................... 505 pts

0–1 Chaos Space Hulk

You may include up to one Space Hulk in the fleet, which must be the flagship if chosen. Bezerker Fleets led by a Space Hulk may have more than two battleships, but other restrictions remain unchanged.
Chaos Space Hulk (pg. 272).......................... 650 pts

Battleships
You may include up to one battleship in your fleet for every three cruisers or heavy cruisers. A fleet 1,000 points or more may include the Slaverer as one of its battleships, subject to normal restrictions.
Chaos battle barge (pg. 252) .... 410 pts
Despoiler class battleship (pg. 252) .... 400 pts
0-1 *Slaverer* (pg. 250) .... 380 pts
Desolator class battleship (pg. 253) .... 300 pts

Grand Cruisers
You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.
Retaliator class grand cruiser (pg. 255) ...... 260 pts
Repulsive class grand cruiser (pg. 255) ...... 230 pts
Vengeance class grand cruiser (pg. 56) ...... 230 pts
Executor class grand cruiser (pg. 255)........ 210 pts

Heavy Cruisers
You may include up to one heavy cruiser in your fleet for every two cruisers.
Styx class heavy cruiser (pg. 254) .... 260 pts
Hecate class heavy cruiser (pg. 259)............ 230 pts
Hades class heavy cruiser (pg. 260)............. 200 pts
Acheron class heavy cruiser (pg. 261)......... 190 pts

0-12 Cruisers
Devastation class cruiser (pg. 262).............. 190 pts
Carnage class cruiser (pg. 263) .... 180 pts
Inferno class cruiser (pg. 264)..................... 180 pts
Murder class cruiser (pg. 265)..................... 170 pts
Slaughter class cruiser (pg. 266) .... 165 pts

CHAOS SPACE MARINE CREWS
Any capital ship can be designated as having a World Eaters Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules on pgs. 218–219.

A ship with a World Eaters Chaos Space Marine crew may have a Mark of Khorne.

For +10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include Chosen Terminators.

DAEMONSHIPS

Up to a quarter of the capital ships (not battleships or the flagship) in a Berzerker Fleet may be upgraded to Daemonships at the additional points cost shown, based upon the type of vessel chosen.
Grand cruiser ....+50 pts
Heavy cruiser...+45 pts
Cruiser...+40 pts

A Daemonship may not be commanded by a Warmaster or a Chaos Lord, even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemonship may not have a Chaos Space Marine crew.

All Daemonships in a Berzerker Fleet must take the Mark of Khorne, which is already included in the cost to upgrade them to Daemonships.

FORCES OF CHAOS

Berzerker Tide...Free
Bloodlust drives a ship's crew forward in a battle frenzy, ignoring their own vessels' defences. Carriers flush their bays of attack craft to meet their foe as crews leave their posts en-masse to board the enemy.
Any ships with the Mark of Khorne conducting a boarding action may roll D3 extra critical damage rolls if desired, but then it may not take any special orders (including

Brace for Impact) in the next turn. Carriers with this Mark may launch up to D3 more attack craft markers of any type if within less than 20 cm of their target. If they do so, they must *Reload Ordnance* and not launch in the next turn.

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6.
Idolator class raider (pg. 267)........................ 45 pts
Infidel class raider (pg. 268) .... 40 pts
Iconoclast class destroyer (pg. 269).............. 30 pts

These vessels may not contain a Chaos Warmaster, a Chaos Lord or have a Chaos Space Marine crew, neither can they be given Marks. You should feel free to paint and model them to be consistent with the rest of your fleet, it will not have any game effect however.

ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers and Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

A ship with a Chaos Space Marine crew may be equipped with Thunderhawk Gunships but if so it may only carry Thunderhawks and may not launch Swiftdeaths, Doomfires and Dreadclaws. Furthermore the launch capacity of the ship's bays' is halved (round down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks.

OF SLAANESH

FLEET COMMANDER

0-1 Chaos Warmaster of Slaanesh
You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 10.

Chaos Warmaster (Ld +2) .... 100 pts

Chaos Warmasters get one re-roll. The Warmaster may be given an extra re-roll at a cost of +25 points. The Warmaster must take the Mark of Slaanesh.

Chaos Lords
Any capital ship apart from that of the Warmaster may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.

Chaos Lord (Ld +1) .... 25 pts

A Lord may be given a re-roll (which he can use for his own ship or squadron only) for +25 points. A ship commanded by a Lord may only be given a Mark of Slaanesh.

The Mark of Slaanesh .... +25 pts
The ship is full of the sensation-craving followers of Slaanesh, and their siren cries extend into the minds of nearby enemy ships. Enemy ships within 15 cm of any ship with a Mark of Slaanesh suffer -2 to their leadership value.

CAPITAL SHIPS

0-1 Planet Killer
A fleet of 1,000 points or more may include the Planet Killer. If you include the Planet Killer, Abaddon does not have to be present, but if he is he must be aboard the Planet Killer. The Planet Killer also counts as a battleship when working out how many heavy cruisers and cruisers the
fleet requires.
Planet Killer (pg. 252) .... 505 pts

0–1 Chaos Space Hulk
You may include up to one Space Hulk in the fleet. See it's profile for restrictions and how to include it.
Chaos Space Hulk (pg. 272) .... 650 pts

Battleships
You may include up to one battleship in your fleet for every three cruisers or heavy cruisers. A fleet 1,000 points or more may include the Wage of Sin as one of its battleships, subject to normal restrictions.
0-1 *Wage of Sin* (pg. 246) .... 430 pts
Chaos battle barge (pg. 252) .... 410 pts
Despoiler class battleship (pg. 252) .... 400 pts
Desolator class battleship (pg. 253) .... 300 pts

Grand Cruisers
You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.
Retaliator class grand cruiser (pg. 255) ...... 260 pts
Repulsive class grand cruiser (pg. 255) ...... 230 pts
Vengeance class grand cruiser (pg. 56) ...... 230 pts
Executor class grand cruiser (pg. 255) .... 210 pts

Heavy Cruisers
You may include up to one heavy cruiser in your fleet for every two cruisers.
Styx class heavy cruiser (pg. 254) .... 260 pts
Hecate class heavy cruiser (pg. 259) .... 230 pts
Hades class heavy cruiser (pg. 260) .... 200 pts
Acheron class heavy cruiser (pg. 261) .... 190 pts

0-12 Cruisers
Devastation class cruiser (pg. 262) .... 190 pts
Carnage class cruiser (pg. 263) .... 180 pts
Inferno class cruiser (pg. 264)...................... 180 pts
Murder class cruiser (pg. 265)...................... 170 pts
Slaughter class cruiser (pg. 266) .... 165 pts

CHAOS SPACE MARINE CREWS
Any capital ship can be designated as having a Emperor's Children Chaos Space Marine crew at

+35 points. The ship will be subject to the Chaos Space Marine special rules on pgs. 218–219.

A ship with an Emperor's Children Chaos Space Marine crew may have a Mark of Slaanesh.

For +10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include Chosen Terminators.

DAEMONSHIPS

Up to half of the capital ships (not the Wage of Sin or the flagship) in a Pleasurefleet may be upgraded to Daemonships at the additional points cost shown, based upon the type of vessel chosen.
Battleship .... +75 pts
Grand cruiser .... +55 pts
Heavy cruiser .... +50 pts
Cruiser .... +45 pts

A Daemonship may not be commanded by a Warmaster or a Chaos Lord, even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemonship may not have a Chaos Space Marine crew.

All Daemonships in a Pleasurefleet must take the Mark of Slaanesh, which is already included in the cost to upgrade them to Daemonships.

FORCES OF CHAOS

Veil of Lust .... **+20 pts**
The dissonant noise becomes so palpable, even the sensors and auguries of enemy vessels are affected. Any ships with the Mark of Slaanesh may take and be obscured by a Veil of Lust. Ship firing on this vessel using the gunnery table suffers a right column shift before any other modifiers are applied.

Siren's Summon .... **+25 pts**

Vivid sounds and images of unspeakably dark pleasures permeate the hulls of enemy vessels and enrapt entire crews to inaction.
Up to two capital ships with the Mark of Slaanesh (including the flagship) may take the Siren's Summon. While within 15 cm of a vessel with Siren's Summon, enemy ships cannot take special orders or make leadership checks of any type, including *Brace For Impact.*

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6.
Idolator class raider (pg. 267) .... 45 pts
Infidel class raider (pg. 268) .... 40 pts
Iconoclast class destroyer (pg. 269) .... 30 pts

These vessels may not contain a Chaos Warmaster, a Chaos Lord or have a Chaos Space Marine crew, neither can they be given Marks. You should feel free to paint and model them to be consistent with the rest of your fleet, it will not have any game effect however.

ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers and Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

A ship with a Chaos Space Marine crew may be equipped with Thunderhawk Gunships but if so it may only carry Thunderhawks and may not launch Swiftdeaths, Doomfires and Dreadclaws. Furthermore the launch capacity of the ship's bays' is halved (round down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/14	20 cm	45°	4	5+	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow weapons battery	60 cm	12	Left/front/right
Port weapons battery	60 cm	6	Left
Starboard weapons battery	60 cm	6	Right
Dorsal lance battery	60 cm	6	Left/front/right
Prow torpedoes	30 cm	9	Left/front/right
Armageddon gun	90 cm	See rules	Front

SPECIAL
- The Planet Killer is notoriously slow to manoeuvre and so cannot use the *Come to New Heading* special orders.

The origins of the massive stellar vessel known simply as the Planet Killer are a mystery to Naval authorities. It bears no resemblance to any Imperial ship design and is assumed to have been constructed within the Eye of Terror by Abaddon's forces, just prior to the Gothic War – in fact several of the Adeptus Mechanicus doubt whether its construction would have been physically possible outside of warp space.

Only one Planet Killer is known to have been built and that was used as the personal flagship of Abaddon the Despoiler during much of the Gothic War. Built around a central energy cannon of immeasurable magnitude, the Planet Killer is also studded with numerous long range lances, weapons batteries and torpedo launchers. Well armoured and protected by a plethora of shield generators, the Planet Killer's only weakness seemed to be its ponderous speed.

It was this lack of pace which was to lead to its eventual downfall, as it was destroyed by salvo after salvo of torpedoes, fired at extreme range by the Lunar class cruisers of battle group Omega, shortly after the destruction of Kharlos II.

THE ARMAGEDDON GUN

The Armageddon gun may not be fired if the ship has been crippled or is on *Burn Retros*, *All Ahead Full* or *Brace For Impact* special orders.

The Armageddon gun can only be fired directly ahead of the ship. To fire the Armageddon gun, place the nova cannon template so that it is touching the Planet Killer's stem then move it 90 cm directly ahead. If the hole in the centre of the template passes over a ship's base (friend or foe!), that ship suffers D6 automatic hits. If any other part of the nova cannon marker moves over a ship's base then the ship suffers one automatic hit. Hits take down shields exactly as normal. Ordnance touched by the template is destroyed. Once the Armageddon gun has fired, it must build up another charge of energy and you must use *Reload Ordnance* orders before it can fire again. If you roll a double 6 for a *Reload Ordnance* check, then the Armageddon gun has disastrously malfunctioned, inflicting a critical hit on the Planet Killer and rendering the Armageddon gun useless for the rest of the battle. On a roll of any other double, the Armageddon gun can be fired once more before it must be shut down to prevent overloading. Note that as the Planet Killer also has torpedoes, it is possible that you will need to use *Reload Ordnance* orders for these at the same time as for the Armageddon gun. In this case, only make one Command check.

The Armageddon gun 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.; a swirling jumble of million-ton rocks will disrupt even the awesome power of this weapon. However, place D6 blast markers at the point the Armageddon gun template contacted the asteroid field, moon, etc. for the vaporized rock left in its wake.

Armageddon Overcharge

The Planet Killer can build up a charge of energy mighty enough to deal the deathblow to a planet.

The Planet Killer must declare it is charging over three consecutive turns. No leadership check is required, but the ship may not turn, shoot or go on any special orders, including *Brace For Impact*. Once started, the process cannot be stopped and during which time the ship gains +2 shields.

Place a charge counter (a penny will do fine) next to the Planet Killer, and another counter at the start of each following turn. Once 3 counters have been accumulated the gun must immediately fire after the movement phase of the third turn, by moving the Nova Cannon template 60 cm (**not** 90 cm) directly ahead of the vessel. If any part of the template touches any ship's base, that ship is completely destroyed, no saves allowed. The first planet or moon touched by the centre hole is removed on a 2+ in D3 turns and replaced by a 2D6 × 2D6 asteroid field.

This shot can fire through asteroid fields but will not remove them by doing so. After firing this shot, the Planet Killer must pass a *Reload Ordnance* special order for two turns to bring the Armageddon Gun back online, during which time it may not fire any weapons at all but moves normally.

FIRING THE ARMAGEDDON GUN
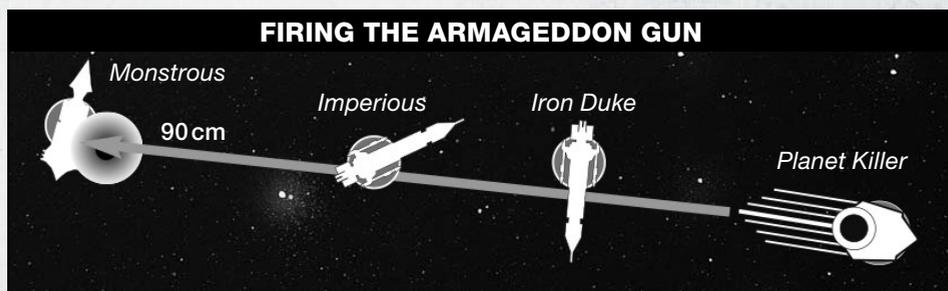
Example: The nova cannon template moves 90 cm directly ahead of the Planet Killer*. The hole passes over the* Imperious*, while the outer edge passes over the* Iron Duke*. Unfortunately for the Chaos player, the template also passes over the* Monstrous*. The* Imperious *suffers D6 hits, and the* Iron Duke *and* Monstrous *suffer 1 hit each.*

THE PLANET KILLER IN EXTERMINATUS

The Planet Killer, as its unsubtle name suggests, is designed to attack worlds. This makes it particularly appropriate for the Exterminatus scenario. If the Chaos fleet is attacking, it can include the Planet Killer instead of using modified exterminators or a Blackstone Fortress. The Planet Killer does not lose any of its weapons for being an exterminator, but if the Armageddon gun cannot be used for any reason then it can no longer act as an exterminator and the Chaos player loses the battle automatically. The Planet Killer can either use the Armageddon Overcharge or enter low orbit to fire a planet-killing shot like other vessels; it then has a range of 60cm and does not need to roll a 4+ to destroy the planet.

INCLUDING THE PLANET KILLER IN BATTLES

The Planet Killer isn't particularly suited to general fleet engagements and is much more appropriate for special scenarios or certain types of games. In fact, the Planet Killer is very likely to be the whole reason for a battle. For example, you could play Scenario three: The Raiders, with the Chaos fleet defending the Planet Killer. Instead of the normal victory conditions, the attacking player must cripple or destroy the Planet Killer.

Another variation on the 'destroy the Planet Killer' scenario is to use Surprise Attack. Rather than orbiting a world, the defending Chaos fleet is stationed around the Planet Killer (perhaps it is undergoing repairs or something similar). The defender does not have to pay any points for the Planet Killer, but it starts the battle on standby like the other defending vessels. As such it cannot move or shoot until active, though turrets and shields work as normal. The attackers must cripple the Planet Killer to win.

Similarly, you could fight a Convoy scenario, with the Planet Killer counting as eight transports. The Planet Killer's unwieldy size will make it difficult to manoeuvre in the dense celestial phenomena, offsetting its far greater offensive capabilities. If the Planet Killer moves off the opposite table edge undamaged then the Chaos player wins. If it is crippled before it escapes it is a marginal attacker win and if it is destroyed the attacker gains a major win.

CHAOS BATTLE BARGE — 410 PTS

Famous Ships: Inexorable Ruination (Word Bearers), Throne of the Underworld (Sons of Horus), Breakspear (Sons of Horus), Stonebreaker (Iron Warriors), Warbreed (Iron Warriors)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	60 cm	6	Left
Starboard weapons battery	60 cm	6	Right
Dorsal lance battery	60 cm	3	Left/front/right
Port launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	3 squadrons	–
Starboard launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	3 squadrons	–
Prow launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	2 squadrons	–
Prow lance battery	30 cm	4	Front

SPECIAL
- Chaos battle barges are ponderous vessels and cannot use *Come To New Heading* special orders.

OPTIONS

Pre-Heresy battle barges were widely emulated in several variants by the Mechanicus Adepts of Mars during the Great Crusade. What remains of these rare vessels may have changed hands and crews in the intervening millennia.
- Chaos battle barges can be led by a Chaos Lord having +1 leadership for +25 points. This is an alternative to the Chaos Lord of the Incursion Fleet list.
- Can embark Chaos Space Marines for +35 points.
- If Chaos Space Marines are taken, it may embark Chosen Terminators for +10 points.

A number of Primarchs, and even renowned Battle-Captains ordered subtle modifications to their ships under their command during extended stays in port between times at the speartip of the Great Crusade.
- For no change in cost, Chaos battle barges may exchange their port and starboard weapons battery for range 45 cm, firepower 8 weapons battery.
- For no change in cost, Chaos battle barges may exchange their port and starboard weapons battery for range 30 cm, firepower 10 weapons battery.
- Can exchange the prow lance battery for Strength 8 torpedo tubes for +10 points.
- Can exchange the dorsal lance battery for range 45 cm, strength 4 for +10 points.

FLEET LISTS
Chaos Incursion Fleet List (pg. 226), Black Crusade Fleet List (pg. 228), The Sorcerous Fleet (pg. 230), The Plaguefleet (pg. 232), The Berzerker Fleet (pg. 234), The Pleasurefleet (pg. 236)

Representing a Chaos battle barge: A Chaos battle barge may be represented by a Despoiler battleship model, using the profile and point cost shown here.

Horus Lupercal, one of the twenty gene-children of the Emperor, is believed by some to have been the first Primarch rediscovered after they were scattered across the galaxy. Horus was found on the planet of Cthonia, a world close enough to Holy Terra that it was within reasonable reach of non-FTL spacecraft. For thirty years, Horus was the only Primarch-son of the Emperor, and during this time they, together with the Sixteenth Space Marine Legion, known as the Luna Wolves, began the Great Crusade and forged the initial expansion of the Imperium of Man. In these days of the Great Crusade when the Emperor of Mankind still walked among mankind, vast legions of Space Marines sallied forth to take possession of the galaxy, subduing all that stood before them and exterminating any alien Xenos encountered to make way for his divine Manifest Destiny. The Emperor and his first Primarch saved each other's lives on several occasions, and it was said that there was a great affinity between them. In these heady days all of mankind stood united, and with their fealty sworn fully to the Emperor as their Omnissiah, many wondrous and terrible creations did the Adeptus Mechanicus construct to carry forth his edict. Among these vessels was a new kind of warship derived from their most treasured Ark Mechanica and dating back from the Dark Age of Technology, these vast and powerful ships, one of unbelievably vast dimensions equipped with all the firepower of a battleship but capable of transporting and delivering vast numbers of men and materiel directly to the battlefield. This new type of ship served as the chariots that carried forth the Emperor and his Primarchs to conquer the galaxy. Designated a Battle Barge, no other ship type came to be as feared and respected as these, and just their arrival would often result in the quick surrender of a contested system.

When the Emperor divined the presence of the second Primarch, he left Horus in full command of the Great Crusade. As more Primarchs were discovered and reunited with their Legions of Space Marines, Horus was often granted overall strategic command. Horus relished this position as head of his legion and its attendant 63rd Expeditionary Fleet consisting of several battle barges making up the speartip of many hundreds of warships and attendant vessels. He proved his skill time and time again while winning the respect of the Emperor and the admiration of the other Legions. The Luna Wolves Legion reveled in the glory of being the personal guard of the greatest Primarch, sharing Horus' belief in fighting to be the best. The Luna Wolves were always at the forefront of the campaigns, striving to conquer more than any other force in the Imperium. Often, the Legion would swoop in, smash the centres of resistance, and move on, leaving other forces to secure the planet and provide garrison forces. Considered to be the greatest campaign of the Great Crusade, the Luna Wolves' defeat of a massive Ork empire resulted in many awards heaped on the Legion by the Emperor, most notably the promotion of Horus himself to the rank of Warmaster, supreme commander of the Luna Wolves and the Emperor's Armies. As Warmaster, whatever Horus required from the Adeptus Mechanicus was treated as edict from the Emperor himself, and the Adeptus Mechanicus gladly poured their resources into building entire fleets of these new ships along with other, even more potent and terrible behemoths of

the stars, bent on bringing the Emperor's light to all reaches of the galaxy.

It was at this time the Emperor also suggested the Luna Wolves be renamed to the Sons of Horus, though this did not occur until about three years later. The wording of the Emperor's proclamation, claiming the glory of Horus' victories on Ullanor as his own, was the usual rhetoric for such announcements, but it seemed to awaken a deep seated resentment in Horus. In the Primarch's eyes, the Emperor spent his time safe in his palace on Terra, where he returned after the Ullanor Crusade, while Horus created his Imperium for him. After returning to the campaign, Horus was wounded on the moon of the world of Davin by Eugan Temba, a former Imperial Army Lord Commander who had been left behind to govern Davin after the Luna Wolves' conquest but had been corrupted by the Chaos God Nurgle. Temba used an alien sword infused with Chaos energies to badly wound Horus. When his apothecaries were unable to treat Horus' Chaos-infested wounds, he was taken by Erebus of the Word Bearers and the Mournival, high-ranking members of the Sons of Horus, to the lodge on Davin to be healed. It was during this time that Horus was first corrupted by Chaos, and it was then that Magnus the Red first recognized the threat to the Imperium and attempted to intercede. Not believing Horus would betray him, the Emperor rebuked Magnus for his effort, setting the stage for the Horus Heresy and the unimaginable atrocities that followed.

The Sons of Horus took part in many of the campaigns of the Horus Heresy, from the betrayal at Istvaan V right through to the Siege of the Emperor's Palace. Nearly half of the Adeptus Mechanicus swore fealty to Horus and his promise of access to forbidden archaeotech, and it was in the all-consuming fires of the Horus Heresy that battle barges proved themselves as both the bane and saviour of Mankind. Countless worlds were reduced to rubble and seas of radioactive glass under the withering fire of its many rows of weapon batteries, and countless of these vessels were lost defending loyal worlds against the vile host of the Betrayer's warfleets. When the Emperor slew Horus over the skies of Terra, Chaos was defeated. Nearly all of these titanic ships were lost or destroyed during and immediately after the Horus Heresy as the traitor warfleets and their Dark Mechanicus sycophants fled to the Eye of Terror. The remaining loyalist Space Marine Legions were subsequently reorganized into the many Chapters that have thereafter existed for millennia.

Few of these vessels are still confirmed to exist, though these vessels still rightfully command deep respect and fear. The Inexorable Ruination, a Word Bearers Battle Barge, has been engaged several times by the Imperial Navy during the Achilus Crusade in the Jericho Reach. The Throne of the Underworld and Breakspear, Battle Barges known to be of the Sons of Horus Legion during the Horus Heresy, have been sighted intermittently during Abbadon's many Black Crusades. Others are only known from speculation and conjecture, and several may still ply the unassailable reaches of the Maelstrom and Eye of Terror. Persistent rumours abound that one such vessel, the Stonebreaker of the Iron Warriors, took part in overrunning a remote but critically important Adeptus Mechanicus facility just before Abbadon's 13th Black Crusade, but this has been categorically denied by Imperial authorities.

SCION OF PROSPERO, THOUSAND SONS BATTLE BARGE   450 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45 cm	9	Left
Starboard weapons battery	45 cm	9	Right
Dorsal lance battery	45 cm	4	Left/front/right
Port launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	3 squadrons	–
Starboard launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	3 squadrons	–
Prow launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	3 squadrons	–
Prow torpedoes	30 cm	6	Front

SPECIAL
- The *Scion of Prospero* is a unique vessel; only one may ever be in a Chaos fleet.
- It is a ponderous vessel and may not use *Come To New Heading* special orders.
- **Mark of Tzeentch:** This ship bears the Mark of Tzeentch as part of its point cost; it does not have to be paid for separately by the ship's commander.
- **Flagship:** If chosen, the *Scion of Prospero* must be used as the fleet's flagship and have its Warmaster placed aboard it unless the Planet Killer is also present, in which case a Chaos Lord must lead it. This vessel may only bear the Mark of Tzeentch. It cannot be used in any fleet that has Death Guard Chaos Space Marines or any vessels bearing the Mark of Nurgle unless the fleet is being led by Abaddon the Despoiler, as there is ageless enmity between the servants of the Bringer of Change and those of the Lord of Decay.
- **Vortex of Chaos:** Favoured horrors of Tzeentch writhe and cavort amidst the very bulkheads and girders, and a swirling vortex of Chaos surrounds this vessel. At the end of each Movement Phase, any ship within 15 cm of this vessel (friend or foe!) must place a blast marker in base contact with it.
- **Vagaries of Fate:** The Changer of Ways provides for command of the Fates, affording its auguries snatched glimpses of the future. The ship is gifted with an additional re-roll added to that from the Mark of Tzeentch, but the daemons bound to the hull are easily enraged by a commander's inability to use this foresight and inflict 1 damage if this ship's or its Lord's re-rolls fail for any reason.

FLEET LISTS   The Sorcerous Fleet (pg. 230)

When the infant Primarchs were scattered across the galaxy, the child that came to be known as Magnus the Red landed on the world of Prospero. He was fortunate, as normally a grotesque cyclopean being would have been slain at once by superstitious locals. As it was, Prospero was home to an exiled commune of human psykers who saw Magnus as one of their own. Magnus became a ward to the community. He quickly exhibited the psychic traits common to the commune, and by the time he reached physical maturity, his power had grown so much that he surpassed every single person on the planet, possibly the greatest that ever existed other than the Emperor. He believed his intellect could master any discipline and his maxim, above all others, was 'Knowledge is power'.

The Emperor of Man was attracted to the world of Prospero by the psychic beacon that was one of his lost sons. Magnus was granted command of the 15th Space Marine Legion, the naming of the Legion as the Thousand Sons was recognition that only a thousand original Marines were created from Magnus' genetic material. It was a reunion that could not have come at a better time for the Legion. Formed from Magnus' gene-seed, the Legion contained a high number of Marines who had undergone psychic mutation. Very few survived the mutation, of the few who did, many became the greatest psykers of the era, at a time when factions within the Imperium were calling for the extermination of all mutants and psykers. Magnus bent his intellect towards training the Thousand Sons Legion in the way of the psyker.

During this time Prospero gained immeasurable wealth, its capital city of Tizca becoming a beacon of vast pyramidal towers of gleaming silver and gold, becoming a City of Light in the most literal sense. It is during this time that many believe the Thousand Sons passed the point of scholarly pursuit and began to dabble in sorcery. Finally the Emperor himself held a council on the planet Nikaea. The proposal was made that while the education of psykers to best serve humanity should be made a priority, the conduct of arcane sorcery would be outlawed as an unforgivable heresy. This compromise was made law without a provision for rebuttal, and the Edicts of Nikaea have stood for ten thousand years as official Imperial policy.

The result of the Council of Nikaea served to mask other, darker betrayals, as Warmaster

Legion's greatest sorcerers to convey the news of the impending civil war to the Emperor himself. The Emperor was furious to see that Magnus had broken his oath and was more willing to believe Magnus was the traitor rather than his favored Horus. Leman Russ, Primarch of the Space Wolves Legion, who had always been averse to such witchcraft, was ordered by the Emperor to bring Magnus to Terra to account for his actions, but en-route Russ was convinced by Horus to destroy Magnus's legion rather than let the Emperor forgive Magnus. Accompanying the Space Wolves was a full contingent of his own personal bodyguard and his elite witch-hunting units, the anti-psyker (pariah gene-bearing) Sisters of Silence, originally known as Null Maidens.

Landing in a surprise assault on Prospero, the Space Wolves destroyed Tizca and with it much of the knowledge carefully collected by the Thousand Sons. Magnus appeared defeated, but fate had something else in mind for the cyclopean Primarch. Turning to the power of sorcery once more in order to save himself, his Legion and all the knowledge he had accumulated, Magnus, in his anger at the Emperor and at his brother Primarch crossed over to the side of Chaos in vengeance, he and his Legion becoming the pawns of the Chaos God Tzeentch in exchange for a mighty work of magic that transported the City of Light into the Eye of Terror. Prospero was destroyed that day, and the next time the betrayed Thousand Sons were seen in combat, they were on the side of Horus. The Thousand Sons retreated to the Eye of Terror after Horus' defeat by the Emperor, after which Tzeentch began bestowing his 'blessings', random physical mutations, on members of the Thousand Sons. A cabal of the legion's strongest sorcerers attempted to counter the warping corruption. Led by Azhek Ahriman, their chief Librarian, they secretly laid the foundations of a mighty spell, afraid that their Primarch would disapprove of their risky actions. The Rubric was both a total success and a total failure. The Thousand Sons were no longer susceptible to mutation, because there was nothing left to mutate. The flesh of the Space Marines was turned to dust, their souls trapped within armor that had become completely sealed. Magnus was enraged, as the Legion he had sacrificed so much for had been destroyed, and he summoned Ahriman to account for his actions. Realizing the Architect of Fate, Tzeentch itself, had orchestrated the entire event, Magnus spared

WAGE OF SIN, EMPEROR'S CHILDREN BATTLE BARGE   430 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	25 cm	45°	4	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	45 cm	4	Left
Starboard lance battery	45 cm	4	Right
Dorsal weapons battery	60 cm	6	Left/front/right
Port launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	3 squadrons	–
Starboard launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	3 squadrons	–
Prow torpedoes	30 cm	9	Front

SPECIAL

- The *Wage Of Sin* is a unique vessel; only one may ever be in a Chaos fleet.
- It is a ponderous vessel and may not use *Come To New Heading* special orders.
- **Mark of Slaanesh:** This ship bears the Mark of Slaanesh as part of its point cost; it does not have to be paid for separately by the ship's commander.
- **Flagship:** If chosen, the *Wage Of Sin* must be used as the fleet's flagship and have its Warmaster placed aboard it unless the Planet Killer is also present, in which case a Chaos Lord must lead it. This vessel may only bear the Mark of Slaanesh. It cannot be used in any fleet that has World Eaters Chaos Space Marines or any vessels bearing the Mark of Khorne unless the fleet is being led by Abaddon the Despoiler, as there remains unforgivable animosity between the World Eaters and the Emperor's Children dating from the Battle of Skalathrax.
- **Palace of Pleasure:** The glittering domes and spires of this ancient vessel are dedicated to every perverse and extreme form of stimulation imaginable, and a retinue of Noise Marines have made it their permanent conveyance. This ship always counts as being crewed by Emperor's Children Chaos Space Marines (included it its cost), following the rules on pg. 217.

FLEET LISTS   The Pleasurefleet (pg. 236)

The Emperor's Children derive from what was once the resource-poor world of Chemos. Dependent on interstellar trade for food and cut off from the rest of the galaxy by ferocious warp storms, strict rationing and improvisation could not prevent the slow death of its people before the arrival of Fulgrim. Named after a long-abandoned god of the people, Fulgrim was beautiful, pale to the point of albinism, with eyes so dark as to be almost entirely pupil and with shimmering white hair, and he soon became a legend in his own right. He quickly grew to understand the technology he had to work with and began to modify it, increasing efficiency dramatically. By the time he was fifteen years of age, Fulgrim became one of the Executives ruling the settlement of Callax. As Chemos continued to deteriorate, Fulgrim decided that he would save his world. Under Fulgrim's leadership, teams of engineers travelled far from their factory-fortress, reclaiming and repairing many of the far-flung mining outposts. As recycling efficiency grew to the point where Chemos was producing a surplus for the first time in years, Fulgrim began to foster a re-emergence of art and culture, aspects of humanity sacrificed in the struggle for survival. Fifty years after arriving on Chemos, Fulgrim was its sole leader.

When the Emperor first arrived on Chemos, Fulgrim swore fealty to him instantly, and was placed at the head of his Legion. From the Emperor, Fulgrim learned of the distant world of Terra and of the Great Crusade to reclaim the sundered galaxy. An accident destroyed the majority of the gene-seed designated for his legion, and without their Primarch, replacing it was a slow and laborious process. Fulgrim came to address the two hundred Space Marines of his Legion, and the words he spoke were said to inspire the Emperor so much that he named the legion the Emperor's Children, allowing them to bear on their power armor the sign of the Aquila, the double-headed eagle that was the Emperor's personal symbol. Fulgrim was anxious to add his contribution to the Great Crusade, but the comparatively small size of his Legion meant that the Emperor's Children were placed under the command of Horus and his Luna Wolves. Horus and Fulgrim grew close to one another while pacifying the Eastern Fringe. Eagerly continuing his pursuit of perfection, he commissioned his chief apothecary Fabius Bile to tamper with the Legion's gene-seed, enhancing marines like Eidolon far beyond their original abilities but creating monstrous

When Horus declared that he would no longer follow the Emperor, seven full Legions were sent to challenge the Warmaster. Fulgrim met Horus in person, where Horus was able to sway him to his cause. Fulgrim's respect for Horus allowed Chaos to find its way into Fulgrim's heart, destroying his loyalty to Terra and replacing it with burning desire to destroy the man who held humanity back from the perfection Fulgrim desired. Slaanesh whispered to Fulgrim, and he accepted the promises of his new god. Perfection became perfect hedonism. When the loyalist legions arrived in the Istvaan system, the Emperor's Children were at the forefront of the fighting, aiding in the massacre of their former brethren.

All trace of decency amongst the Emperor's Children had vanished by the time they partook in the Siege of Terra. While other Traitor Legions assaulted the Imperial Palace, the Emperor's Children embarked upon a spree of terror and gratification amongst the helpless citizenry of Terra. Billions of defenseless civilians were used as experimental subjects in the effort to create ever-more powerful stimulants and pleasure-inducing chemicals, used to summon daemons, raped in countless cases, or were simply tortured and killed to sate the bloodlust of the Legion. When Horus was defeated by the Emperor, the Emperor's Children left a trail of depopulated worlds in their wake as they fled towards the Eye of Terror. As their supply of slaves was exhausted, they resorted to raiding the other Traitor Legions for fresh meat, and in the end were crushed by their angry brethren in a series of bloody wars, culminating in the disastrous Battle of Skalathrax, where the Emperor's Children were shattered into bands of hedonistic fanatics. Despite this, a number of bands have managed to maintain a semblance of structure approaching company strength, and Commander Eidolon in particular still maintains a large retinue of Noise Marines by force of will alone aboard his surviving battle barge. Codified Wage of Sin, it has maintained a close relationship with the Black Legion since the days of the Heresy, and while it has ranged far afield in a never-ending pursuit of more slaves to feed the ravenous appetites of its crew, it has accompanied Abbadon's personal fleet during most of the many Black Crusades he has waged against the Imperium.

TERMINUS EST, DEATH GUARD BATTLE BARGE　　430 PTS
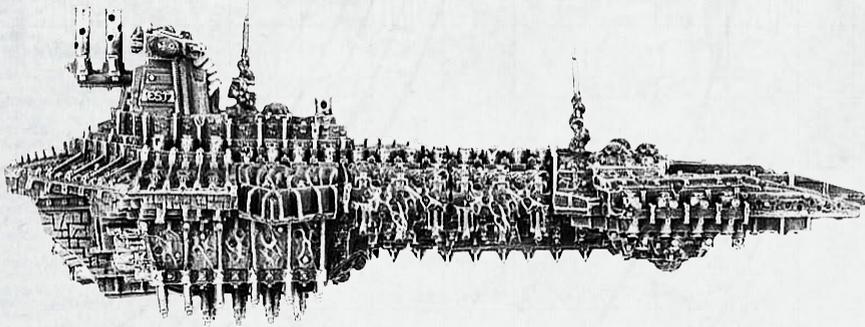
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/13	20 cm	45°	4	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Hives of Nurgle	30 cm	6	Left
Starboard Hives of Nurgle	30 cm	6	Right
Dorsal lance battery	45 cm	4	Left/front/right
Port launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	3 squadrons	–
Starboard launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	3 squadrons	–
Prow launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	3 squadrons	–
Prow lance battery	30 cm	4	Left/front/right

SPECIAL
- The *Terminus Est* is a unique vessel; only one may ever be in a Chaos fleet.
- It is a ponderous vessel and may not use *Come To New Heading* special orders.
- **Mark of Nurgle:** This ship bears the Mark of Nurgle as part of its point cost; it does not have to be paid for separately by the ship's commander. The extra hit is already included in its profile.
- **Flagship:** If chosen, the *Terminus Est* must be used as the fleet's flagship and have its Warmaster placed aboard it unless the Planet Killer is also present, in which case a Chaos Lord must lead it. This vessel may only bear the Mark of Nurgle. It cannot be used with any fleet that has Thousand Sons Chaos Space Marines or vessels bearing the Mark of Tzeentch unless the fleet is being led by Abaddon the Despoiler, as there is ageless enmity between the servants of the Bringer of Change and those of the Lord of Decay.
- **Miasma of Pestilence:** The *Terminus Est* is surrounded by vast swarming clouds of the same Warp-spawned flies which buzz and howl through its interior and first transformed Typhus into the Host of the Destroyer Hive. This miasma permeates outwards from the ship through blisters, boils and fractures in its surface or through corroded discharge tubes and weapon barrels. It replaces the ship's turrets and works in exactly the same way as turrets against attack craft but has no effect against torpedoes. The miasma is so thick that it obscures and distorts the shape of the *Terminus Est*, meaning that vessels within 15 cm do not benefit from a left column shift when firing at it.

FLEET LISTS　The Plaguefleet (pg. 232)

The Terminus Est was one of the first capital ships assigned to the Death Guard by the Emperor. It was of a unique design that pre-dated the Great Crusade and which was copied in M36 as part of the Gareox Prerogative to create the Despoiler class. As might be expected the older vessel was considerably more powerful than the later copy. Nothing definite is known of the pre-Heresy configuration of Terminus Est. References exist that suggest it was primarily employed as a planetary assault ship. This is not unusual as it conforms with the role assigned to the vessels of the Space Marine Legions. Many of the vessels used in the Great Crusade were, however, handicapped by system failures that the Imperium lacked the ability to repair. Often this would result in many systems being replaced with less efficient but more easily maintained alternatives. The role of Terminus Est during the Heresy is better known. At Istvann the Terminus Est engaged and destroyed Shadow of the Emperor, the flagship of the Raven Guard. It is argued that this engagement was the earliest recorded conflict between battleships specialised to carry attack craft. The engagement was swift and deprived the embattled loyalist forces of any air support in the massacre that followed.

When Terminus Est was sighted as part of the armada that followed Horus to Terra it had changed. The Mark of Nurgle was upon it and all the other vessels of the Death Guard. When Mortarion led the assault on the Lion Gate starport Typhus controlled the Plaguefleet and it is suspected actually began the orbital bombardment of the Emperor's Palace. Following Horus' death and the arrival of loyalist reinforcements the Terminus Est's formidable reserves of attack craft were expended as a rearguard while the Death

Guard were evacuated back to their ships. Along with the rest of the Traitor Legions the Death Guard fled to the Eye of Terror and disappeared from Human knowledge for centuries. In the Eye it is suspected that the Traitor Legions fought amongst themselves. It is the boast of the Death Guard that their Primarch-turned-Daemon Prince Mortarion conquered a mighty empire within the Eye and transformed it to his own tastes.

Typhus and the Terminus Est were among the first of the Death Guard to be sighted again when they brought plague to the Agripinaa system in M35. The success of the Terminus Est in defeating the battlegroups sent against it had a major effect on the thinking of the Imperial Navy. In M36 an Adeptus Mechanicus expeditionary force succeeded in finding schematics of its design on the perdita world of Barabus and began building the Despoiler class. Little were they to know that the core architecture and design of the class' warp shields hid a fundamental flaw. Only when in the following centuries the vessels of this class were either lost in the Warp or turned renegade did the realization strike home. The Terminus Est and Typhus did not assume a central role in the Gothic War. A single sighting near Anvil 206 was the only evidence of their presence. However, considering the later incidents traced back to Anvil 206 it is clear that a particular mission was accomplished. In M41 the Terminus Est is one of the oldest ships known to the Imperium, the power of Nurgle holding its ancient hull together while the most virulent plagues seethe through its dank corridors. The Terminus Est is a part of Nurgle's realm given license to travel the stars, spreading death at the behest of its damned captain. There will be no rest for the Imperial Navy until it is finally hunted down and cleansed forever.
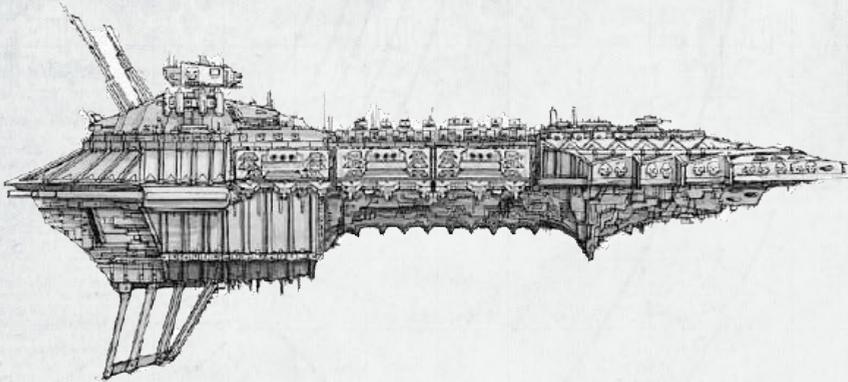
SLAVERER, WORLD EATERS BATTLE BARGE
380 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	25 cm	45°	4	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	30 cm	3	Left
Starboard lance battery	30 cm	3	Right
Dorsal weapons battery	45 cm	8	Left/front/right
Port weapons battery	30 cm	12	Left
Starboard weapons battery	30 cm	12	Right
Prow torpedoes	30 cm	9	Front

SPECIAL

- The *Slaverer* is a unique vessel; only one may ever be in a Chaos fleet.
- It is a ponderous vessel and may not use *Come To New Heading* special orders.
- **Mark of Khorne:** This ship bears the Mark of Khorne as part of its point cost; it does not have to be paid for separately by the ship's commander. If it is not the flagship, a Chaos Lord must lead it.
- **Berzerker Horde:** As part of its cost, it embarks Chaos Space Marines with the Mark of Khorne, following all rules for Chaos Space Marines on pg. 217. It also embarks a retinue of Khorne Berzerkers, giving it a boarding modifier of +2 in addition to its improved boarding value. It is embarked with Chosen Terminators and may roll 2D6 and pick the highest D6 when conducting a teleport Hit and Run attack each turn.
- **Chariot of Slaughter:** This vessel may only bear the Mark of Khorne. If chosen, it does not have to be used as the fleet's flagship unless it is the most expensive vessel present. It cannot be used in any fleet that has Emperor's Children Chaos Space Marines or any vessels bearing the Mark of Slaanesh unless the fleet is being led by Abaddon the Despoiler, as there remains unforgivable enmity between the World Eaters and the Emperor's Children.

NOTES FROM NATE MONTES

The *Slaverer* replaces the *Conqueror* as a named World Eaters ship, as the *Conqueror* has been retconned to a Gloriana battleship in the official lore. In all respects, the rules for the *Slaverer* are identical to the *Conqueror* rules from the 2010 Compendium. The ship's description has been changed to represent this infamous vessel.

FLEET LISTS   The Berzerker Fleet (pg. 234)

As a boy, Angron was found by a slaver who recognized he had great promise and had him implanted with bio-neural circuitry used to increase a warrior's aggression and strength. Angron was then inducted into the ranks of the planet's numerous slave-gladiators. After only a few months in the largest arena of the planet's capital, Angron came to be known as a proud warrior of fearsome skill, and quickly became a crowd favourite. He killed hundreds of gladiators, in both single and multiple combats, but spared those who had fought well. Angron trained several of the gladiators he had spared, and at the height of the largest gladiatorial event on the planet, Angron and his followers turned on the crowd, slaughtering everyone and fighting their way free in a display of psychotic, implant-augmented fury. They prepared themselves for the final battle as five vastly superior armies surrounded the slaves' camp. It was at this time that the Emperor revealed himself. Angron was offered leadership of his own Legion, but Angron refused, believing his place to be with the army he forged and led. The Emperor teleported him to his own ship against Angron's wishes, abandoning his troops to certain defeat and death.

Angron eventually took command of the World Eaters, but never forgave the Emperor for his abduction, and for what he saw as a betrayal of martial honor. This bred resentment that eventually contributed to Angron's joining the Traitor Marines' rebellion against the Emperor that was led by the Warmaster Horus. Knowing firsthand how effective the surgery inflicted on him could be, Angron ordered the Legion's Techmarines to replicate the implants and processes, using himself as a template. Soon the entire Legion was modified, and initially the enhanced Companies of the World Eaters were highly successful, gaining a reputation as effective terror troops. The shipyards at his disposal did not hesitate to incorporate refits that optimized his battle barges for the combat doctrine and fighting style of his Legion, favoring high speed and serrated ranks of close-ranged batteries that encouraged close-quarters battles instead of the speartip formations and ranged combat doctrines developed over the course of the Great Crusade. No mercy was offered by the World Eaters, only bloody death at the end of a chain-axe, and entire systems would surrender unconditionally in attempts to avoid suffering this fate shortly after one of his battle barges arrived.

Eventually, the Legion's use of implants was discovered, and the Emperor ordered Angron to cease modifying his soldiers. Unsurprisingly, Angron disobeyed, ordering his Techmarines to continue the surgeries in secret. Capitalizing on the Legion's ranks of raving warriors and bloody rituals, it took little effort for them to be corrupted into the worship of Khorne, and they were the first to side with Horus when his betrayal was made public. As part of a bloody sacrifice to their new master, the Librarians of the World Eaters were hunted down and killed by their brother Marines, as Khorne despised all practitioners of the sorcerous (psyker) arts. After Horus's defeat and their retreat to the Eye of Terror, Angron was elevated to daemonhood, becoming Khorne's greatest daemon prince. Soon afterward, the World Eaters ceased to exist as a unified Legion due to the actions of Khârn the Betrayer during the Battle of Skalathrax in 021.M31, and what vanishingly few battle barges remained of the World Eaters likewise faded to obscurity.

While it is known that several World Eaters battle barges survived the Heresy, only one such vessel, the Slaverer, is confirmed to still be harrying the empyrean between the stars. Adorned with row upon row of white, leering skulls in dedication to the throne of Khorne, it is known to have changed hands several times in the intervening centuries, as the servants of the blood god see their starships as little more than a means of transport from one opportunity to slaughter for Khorne to the next. During the Accursed One's 12th Black Crusade in the Gothic Sector, it accompanied the large fleet of ships under Warmaster Heinrich Bale that successfully maintained a blockade of Port Maw itself for more than three years and laid waste to many Imperial ships in the Port Maw sub-sector. It was part of the very last war fleets to withdraw in defeat in the closing stages of the Gothic War, only doing so while engaging in a titanic series of running battles during which many of its accompanying warships were destroyed, usually only after engaging at close range and attempting to board their enemies rather than retreat. Once again the infamous vessel escaped and disappeared from the record, only to emerge as part of the Despoiler's fleet during the 13th Black Crusade that attacked the Forge World Agripinaa. During that battle, it notably engaged the Imperial Navy Retribution Battleship The Throne's Divine Demands, though the Slaverer's final fate is unknown.

DESPOILER CLASS BATTLESHIP
400 PTS

Famous Ships of the Gothic War: Merciless Death, Damnation's Fury, Fortress of Agony

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	4 squadrons	–
Starboard launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	4 squadrons	–
Port weapons battery	60 cm	6	Left
Starboard weapons battery	60 cm	6	Right
Dorsal lance battery	60 cm	3	Left/front/right
Prow lance battery	30 cm	4	Front

SPECIAL	• May not use Come to New Heading special orders.
OPTIONS	• Can replace its prow lances with Strength 8 torpedoes at a cost of +10 points (like *The Damnation's Fury*).

The Despoiler class battleships were developed as part of the Gareox Prerogative in the mid-36th millennium. A belief in the strength of attack craft as the ultimate weapons in space warfare pervaded the Battlefleet Tempestus and plans were made for fifteen Despoiler class battleships. However, as history shows, the true battleship was not outmoded by attack craft and the program was ended after the construction of just three vessels. The Despoilers originally saw little combat, being used on long-range patrols through largely uncontested systems. Roughly two hundred and fifty years after being laid down, the *Merciless Death* went missing whilst on extended tour through the Amerikon Sector. Thirty years later, it reappeared during the Banardi Conflict, surprising and destroying a convoy of sixteen unprotected Imperial transports en route to Banardi Prime. The ship was then involved in numerous engagements, each progressively nearer to the Eye of Terror, until it disappeared again in the early 39th millennium. Soon after its second disappearance, the other two Despoilers were also reported absent, after firing on friendly vessels and then escaping into the warp. With the advent of the Gothic War, rumours of the *Merciless Death's* exploits and sightings of its sister ships began afresh.

FLEET LISTS	Chaos Incursion Fleet List (pg. 226), Black Crusade Fleet List (pg. 228), The Sorcerous Fleet (pg. 230), The Plaguefleet (pg. 232), The Berzerker Fleet (pg. 234), The Pleasurefleet (pg. 236)

DESOLATOR CLASS BATTLESHIP

Famous Ships of the Gothic War: Torment, Eternity of Pain

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	25 cm	45°	4	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	60 cm	4	Left
Starboard lance battery	60 cm	4	Right
Dorsal weapons battery	60 cm	6	Left/front/right
Prow torpedoes	30 cm	9	Front

SPECIAL
- May not use Come to New Heading special orders.

The Desolator class battleship dates back to the very founding of the Imperium and utilises technology long since lost to the Adeptus Mechanicus. None now remain in Imperial service, but it is known that at least five Desolators defected from the Emperor's light between the 31st and the 34th millennium. Of these, the *Eternity of Pain*, renamed by its traitorous captain, is perhaps the most infamous. At least seven Imperial battleships are known to have fallen to its immensely powerful lances and long range gun decks since it turned renegade in 453.M33. Countless smaller vessels are also no more, due to this potent behemoth of the stars. The *Torment*, older still than the *Eternity of Pain*, was captured by renegade pirates during the Spartan War, after its engines were destroyed and it drifted helplessly into a mined asteroid field. Seventy-eight years after its capture, the *Torment* was instrumental in obliterating the orbital defences of Ghori VI, prior to that planet's invasion by Eldar pirates. The *Torment* has been spotted as far afield as the Ultima Segmentum and even participated in an attack on an Imperial convoy in the Jobe Sector on the northern rim.

FLEET LISTS   Chaos Incursion Fleet List (pg. 226), Black Crusade Fleet List (pg. 228), The Sorcerous Fleet (pg. 230), The Plaguefleet (pg. 232), The Berzerker Fleet (pg. 234), The Pleasurefleet (pg. 236)

RETALIATOR CLASS GRAND CRUISER

260 PTS

Famous Ships: Foebane

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	3	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30 cm	6	Left
Starboard weapons battery	30 cm	6	Right
Port lance battery	45 cm	2	Left
Starboard lance battery	45 cm	2	Right
Port launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	2 squadrons	–
Starboard launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	2 squadrons	–

SPECIAL	• The Retaliator class grand cruiser completely ignores prow critical damage, regardless of the cause. If any critical damage rolled against the table results in a Prow Armament Damaged critical hit, it is assumed the critical damage did not take place, and it does not move up to the next higher critical damage. If the critical damage is caused by the ship taking a hit, the hit itself still counts normally.
OPTIONS	• Can be equipped with improved thrusters and may move 5D6 cm when on *All Ahead Full* orders (like the *Foebane*). This costs no extra points.

The Retaliator class was part of the Galan V garrison fleet that mutinied against Imperial rule in M35. After a two day pitched battle around the planet's three moons which saw four of the traitor vessels destroyed, taking three Imperial cruisers with them, the rebel squadron disengaged, fled out of the system and made the jump into the Warp, led by the squadron command vessel, *Foebane*. Since the Treachery of Galan the squadron (which has now taken its command ship's name) has been identified as part of the raiding fleets of three renegade Warmasters, and has been involved in fleet actions in Segmentum Obscurus, Segmentum Solar and Ultima Segmentum. The *Foebane* and her sister ships were last positively identified during the Raid on Magdellan Prime, now over 100 years ago, which destroyed fifty percent of the planet's orbital defences.

REPULSIVE CLASS GRAND CRUISER

Famous Ships of the Gothic War: Bloodied Sword, Foe-Reaper, Bringer of Despair

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	2	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45 cm	14	Left
Starboard weapons battery	45 cm	14	Right
Dorsal lance battery	30 cm	3	Left/front/right
Prow torpedoes	30 cm	6	Front

OPTIONS
- Can be equipped with ancient targeting systems which increases the range of its dorsal lances to 45 cm at an additional cost of +10 pts (like the *Bringer of Despair*).
- May have a third shield for +15 pts, when modelled on a large 60 mm base.

The grand cruiser was a precursor to the battlecruisers which are now more prevalent in most Imperial fleets. Almost rivalling battleships in its ability to withstand damage and lay down a barrage of fire, the grand cruiser fell out of favour when the means for constructing sufficiently powerful engines was lost (more recently built engines were incapable of attaining a useful combat speed). A few ancient grand cruisers can still be found in reserve fleets of the Segmentum Obscurus and Segmentum Pacificus, but they are largely obsolete. Of the twenty five grand cruisers believed to have abandoned the Emperor since their inception in the 34th millennium, roughly a dozen have yet to be recaptured or destroyed. Of those still at large, the *Foe-Reaper* is the most active, having been sighted in over a score of major fleet engagements in the twenty-three centuries since her corruption by the Dark Powers. Most infamously, it was the *Foe-Reaper* which destroyed the Adeptus Mechanicus facility on AFR-74, killing fifty thousand Adepts within a few heartbeats, when a salvo of specially modified torpedoes shattered the eco-shield protecting the inhabitants from the metha-nitrous atmosphere of that satellite.

FLEET LISTS Chaos Incursion Fleet List (pg. 226), Black Crusade Fleet List (pg. 228), The Sorcerous Fleet (pg. 230), The Plaguefleet (pg. 232), The Berzerker Fleet (pg. 234), The Pleasurefleet (pg. 236)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	3	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	45 cm	2	Left
Starboard lance battery	45 cm	2	Right
Port weapons battery	60 cm	10	Left
Starboard weapons battery	60 cm	10	Right

SPECIAL
- The Vengeance class grand cruiser completely ignores prow critical damage, regardless of the cause. If any critical damage rolled against the table results in a Prow Armament Damaged critical hit, it is assumed the critical damage did not take place, and it does not move up to the next higher critical damage. If the critical damage is caused by the ship taking a hit, the hit itself still counts normally.

The Vengeance class straddles the line between earlier and later Imperial ship design. The ship can be seen with the beginnings of the characteristic armoured prow, although as yet the extra armour had not been added. Today, the Vengeance remains part of the Imperial fleet reserve, regarded by most admirals as an old warhorse, past its best days. Vengeances have also been identified as part of Traitor fleets, dating back to the mass mutiny that split the Imperial fleet in half during the Great Betrayal. Since then Imperial ship design has slowly evolved, but within the warp, where time does not follow a linear path, ships can survive untold millennia as if it were only yesterday.

The active Vengeance class grand cruisers that are part of the Segmentum Obscurus fleet are generally deployed in squadrons whose ongoing mission is to patrol and defend the systems lying around the Eye of Terror in a constant vigil against Chaos incursions. Other Vengeances are scattered across Imperial fleet reserves throughout Segmentum Obscurus and Segmentum Pacificus as second-line units, replacement squadrons and mothballed as war reserves.

Several patrolling squadrons of Vengeance's have, whilst engaged in routine duties, strayed into the Eye itself, either lured there in pursuit of raiders or caught in a sudden and unpredictable flare or expansion. Such patrols are never seen again, although reports of Vengeance class grand cruisers supporting renegade raids and even Black Crusades have been on the increase.

FLEET LISTS Bastion Fleets List (pg. 34), Chaos: Black Crusade Fleet List (pg. 228), Chaos: The Sorcerous Fleet (pg. 230), Chaos: The Plaguefleet (pg. 232), Chaos: The Berzerker Fleet (pg. 234)

EXECUTOR CLASS GRAND CRUISER

Famous Ships: Blood Royale

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	3	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	30 cm	4	Left
Starboard lance battery	30 cm	4	Right
Port lance battery	45 cm	2	Left
Starboard lance battery	45 cm	2	Right

SPECIAL	• The Executor class grand cruiser completely ignores prow critical damage, regardless of the cause. If any critical damage rolled against the table results in a Prow Armament Damaged critical hit, it is assumed the critical damage did not take place, and it does not move up to the next higher critical damage. If the critical damage is caused by the ship taking a hit, the hit itself still counts normally.

Today the Executor is no longer in Imperial service. Few were ever constructed, mostly in the ship yards of Hydraphur and its surrounding forge worlds. The Executor was a lance boat, and as such was much liked by fleet commanders as a counter foil for other more heavily gunned cruisers.

Over the years the Executor's numbers dwindled as each was lost in battle. One of the last remaining squadrons, under the command ship *Blood Royale*, was stationed as part of the massive fleets defending the Cadian Gate. During a fleet action against Chaos vessels raiding from the Eye of Terror, the Executor class *Blood Royale* and her sister ships where part of the pursuit force. Having held the line and forced the raiders to disengage, the *Blood Royale* and a dozen other vessels gave chase. None where ever seen again, their fate remained a mystery. Most believed they had been drawn into a trap and destroyed. Five centuries later three of the missing vessels, including the *Blood Royale*, were identified as part of the renegade fleet of Warmaster Arca Vilespawn. They are thought to be the only Executors left.

| FLEET LISTS	Black Crusade Fleet List (pg. 228), The Sorcerous Fleet (pg. 230), The Plaguefleet (pg. 232), The Berzerker Fleet (pg. 234), The Pleasurefleet (pg. 236)

STYX CLASS HEAVY CRUISER
260 PTS

Famous Ships of the Gothic War: Horrific, Heartless Destroyer

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	3 squadrons	–
Starboard launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	3 squadrons	–
Dorsal lance battery	60 cm	2	Left/front/right
Prow weapons battery	60 cm	6	Left/front/right

The Styx class heavy cruiser was used throughout the Segmentum Obscurus and in many fleets of the Ultima Segmentum during the 32nd and 33rd millennia. In most fleets they were later phased out, in favour of the new battlecruisers being constructed on Mars. Mustering a considerable array of long range weapons batteries to complement its sizeable launch bays, the Styx is even more formidable than its considerable tonnage would suggest. There are seven recorded instances of Styx class heavy cruisers fighting against the forces of the Emperor in the Segmentum Obscuras before the Gothic War. During that conflict, this figure rose to thirty-nine major fleet battles involving Styx class ships, demonstrating the value the followers of the Ancient Powers placed on their capabilities. Although there were at least five ships of this class ranged against the Imperium during that campaign, only two were identifiable: the *Horrific* and the *Heartless Destroyer*. Both laid down in the Cypra Mundi dockyards in the early 33rd millennium, the *Heartless Destroyer* and *Horrific* were frequently in action together. In 299. M35 the *Heartless Destroyer*, the older of the two vessels, withdrew from an engagement against traitorous raiders, leaving its companion ship to be reduced to a hulk and captured. Until their reappearance during the Gothic War, there had been no more reports of either ship. Certain incidents when the two vessels fought together indicated there was still a great deal of enmity between them and in the Battle for Duran, the *Horrific* repaid the earlier treachery. It abandoned the Chaos fleet during the final assault of that battle and the *Heartless Destroyer* was crippled. The badly mauled heavy cruiser was then eventually destroyed when it drifted into range of planetary defence platforms.

HECATE CLASS HEAVY CRUISER

Famous Ships: Blade of Fury, Erebus, Reign of Terror, Lustful

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	2 squadrons	–
Starboard launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	2 squadrons	–
Port weapons battery	45 cm	4	Left
Starboard weapons battery	45 cm	4	Right
Dorsal lance battery	60 cm	2	Left/front/right
Prow weapons battery	45 cm	6	Left/front/right

As the Styx began to fall out of favour late in M33, the Hecate was seen as a more fitting and well-rounded replacement for fleet engagements and solitary patrols. The shipyards at Cypra Mundi were only beginning to construct these in any quantity when newer hull designs by the shipyards of Mars were deemed more suitable for the Imperial Navy. Most were decommissioned by late M35, though the *Blade of Fury* was used in fleet exercises as part of the Gaerox Prerogative as late as M36. By this time a number of similar vessels had turned renegade, and fearing some inherent design flaw that made these ships susceptible to corruption, the Imperial Navy fleetlords at Cypra Mundi acted swiftly to decommission the remainder of these ships in favour of the new Mars-type hull design.

Only one of these vessels was known to have turned renegade before the Gothic War, though it is unknown with any certainty if it was present during that conflict. However, at least three of these ships were captured very early during Abaddon's 13th Black Crusade, including the *Blade of Fury*, *Erebus* and *Admiral Foster*. The *Blade of Fury* was subsequently seen accompanying the traitor battle barge *Wage of Sin* on several occasions, particularly during the razing of Belisimar and for several raids on the orbital docks of Belis Corona. The *Admiral Foster* was most active of the four. Renamed *Reign of Terror* by its captain, it participated in numerous engagements at Ormantep and Thracian Primaris and was among the fleet present at the destruction of Urthwart by the mighty Planet Killer.

HADES CLASS HEAVY CRUISER

200 PTS

Famous Ships of the Gothic War: Malignus Maximus, Injustice, Warmaker
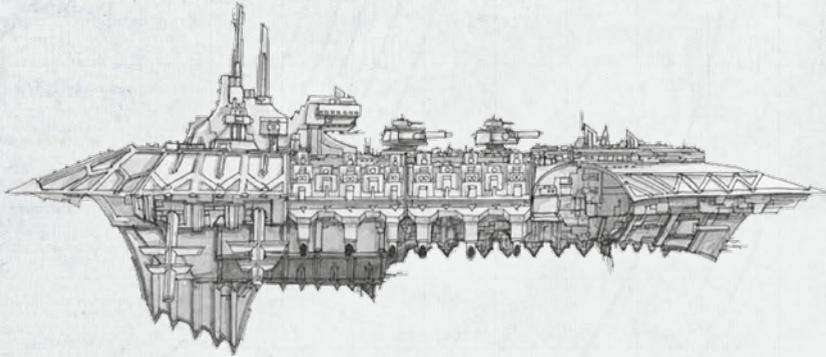
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45 cm	10	Left
Starboard weapons battery	45 cm	10	Right
Dorsal lance battery	60 cm	2	Left/front/right
Prow lance battery	60 cm	2	Front

The *Warmaker* was once one of the most highly praised vessels in the Gothic fleet, but is now numbered amongst its most hated enemies. Before the Gothic War, the *Warmaker* acted as a fleet training vessel, having been retired from active duty following thirteen highly praised centuries as flagship to the 4th Heavy Cruiser Flotilla. Who can say how long the foul grip of Chaos had festered within its armoured hull, how many promising naval officers were taught false ideals in the midst of the *Warmaker*'s corruption, before being spread to every comer of the fleet to promulgate their despicable beliefs amongst their crews. This base treachery was only discovered with the outbreak of the Gothic War, when the *Warmaker* opened fire on Jamu Orbital Station, shortly after breaking from dock. The wreckage of the space station fell onto Jamu Capital, killing nearly three and a quarter million Imperial citizens in the resulting mass conflagration. The *Warmaker* easily outdistanced the few vessels in position to give pursuit and was next sighted accompanying a fleet of marauders blockading the Slavonis system. To this date, the *Warmaker* has eluded capture or destruction, twice being crippled, but managing to limp to safety under the cover of its escorts.

ACHERON CLASS HEAVY CRUISER

Famous Ships of the Gothic War: Chaos Eternus

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	60 cm	2	Left
Starboard lance battery	60 cm	2	Right
Dorsal lance battery	45 cm	2	Left/front/right
Prow weapons battery	45 cm	6	Left/front/right

The *Chaos Eternus* is unusual in many respects. As far as records can show, there was only ever one vessel of the Acheron class, constructed as a test bed for new weapons systems devised by analysis of ancient, possibly alien, vessels discovered in Sector 51 (which also contains the ill-famed Portis Cthulhus). Whether the vessel's subsequent defection during the Gothic War was related to this in any way is a matter of much conjecture amongst naval scholars. Incidentally, the *Chaos Eternus* originally had no name, designated BF/67-A and was dubbed the *Chaos Eternus* by Admiral Grove when the ship escaped his fleet for the fourth time, during the Scharnhorst Conflict.

DEVASTATION CLASS CRUISER
190 PTS

Famous Ships of the Gothic War: Deathbane, Unforgivable

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	2 squadrons	–
Starboard launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	2 squadrons	–
Port lance battery	60 cm	2	Left
Starboard lance battery	60 cm	2	Right
Prow weapons battery	30 cm	6	Left/front/right

The *Unforgivable* earned its title during the 37th millennium, during an engagement that came to be known as the Mordian Incident. Formally known as the *Righteous Fury*, the vessel was accompanying fourteen Navy transports (carrying thirty-two thousand Imperial guardsmen, fifteen hundred battle tanks and over ten thousand auxiliary staff and vehicles) alongside the *Justus Dominus*, an Oberon class battlecruiser and six escorts of varying designation. The *Righteous Fury* reported a presence on its long range surveyors and launched its fighters and bombers to intercept. However, this was nothing more than a devious ploy for the *Righteous Fury* to launch all of its bomber wings. As they passed alongside the *Justus Dominus*, the attack craft suddenly altered course, perpetrating a devastating bombing run against the battlecruiser. Crippled by this surprise attack, the *Justus Dominus* was unable to assist when the *Righteous Fury* turned its guns on the smaller escorts, destroying four and forcing the two survivors to withdraw. The transports were helpless against the traitorous cruiser and after thirteen hours of successive attack runs from its bombers, the *Righteous Fury* had destroyed all fourteen transports. Only three thousand men survived by escaping in saviour pods and ether rafts and the loss of the army led to the fall of Gestenbal to Ork invaders. Renamed the *Unforgivable*, the rogue cruiser continued a rampage of wanton attacks that lasted for three millennia, until its destruction by the *Hammer of Justice* under Captain Grenfeld during the Port Maw Blockade of the Gothic War.

FLEET LISTS Chaos Incursion Fleet List (pg. 226), Black Crusade Fleet List (pg. 228), The Sorcerous Fleet (pg. 230), The Plaguefleet (pg. 232), The Berzerker Fleet (pg. 234), The Pleasurefleet (pg. 236)

CARNAGE CLASS CRUISER 180 PTS

Famous Ships of the Gothic War: Initiate of Skalathrax, Wanton Desecration, Excessive, Anarchic Vendetta

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45 cm	6	Left
Starboard weapons battery	45 cm	6	Right
Port weapons battery	60 cm	4	Left
Starboard weapons battery	60 cm	4	Right
Prow weapons battery	60 cm	6	Left/front/right

The Carnage class cruisers were designed as fleet support vessels, utilising their long range guns to stand off and provide supporting fire for other ships. It was to be an ill-fated design, marred by the technical difficulties of powering such long-ranged weapons and the cause of much division within the Battlefleet Obscura. The first Carnage class cruiser (*Relentless*) went into battle during the Skalathrax Landing, supporting six transports as they attempted to establish a bridgehead on the contested world. However, as traitor vessels moved in on the convoy, the *Relentless* turned its guns on the transports, destroying three. The remaining transports reached the surface but found that their drop site had been compromised and they were quickly overwhelmed by renegades. Renamed the *Initiate of Skalathrax*, this vessel survived three millennia of blockades and convoy attacks until it was finally destroyed by Imperial agents whilst it was docked at the rebellious stronghold of Darkstation in the Priam Sector. Several other Carnage class cruisers have rebelled against the Imperium, among them the so-called *Anarchic Vendetta*, which was taken over following a mass mutiny of the crew, who left the butchered remains of their officers aboard Station 26/A, violently breaking from dock and causing considerable damage before they were forced to disengage by the intervention of the Apocalypse class battleship *Duke Helbrecht*.

INFERNO CLASS CRUISER

180 PTS

Famous Ships: Havoc, Pillager, Apostate, Rampage, Cerberus, Tartarus, Emasculator

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	45 cm	2	Left
Starboard lance battery	45 cm	2	Right
Port weapons battery	45 cm	4	Left
Starboard weapons battery	45 cm	4	Right
Prow weapons battery	60 cm	6	Left/front/right

The Inferno is believed to be an early design and a later counterpart of the Carnage. However, it was marred by technical difficulties and not entirely successful in overcoming many of the shortcomings experienced by the Carnage in maintaining and powering its long-range batteries. The Inferno was quickly supplanted in front line units by more modern types. Even the Bastion fleets have not had an example of this class for many centuries, though several were known to be maintained by the Adeptus Mechanicus as experimental platforms and other such uses. A small number were known to have turned renegade before the class was entirely removed from service by M35. None were known for certain to have been present during the Gothic War, though the *Havoc* and *Cerberus* are both known to have operated throughout Segmentum Obscuras and the Northern Rim. The *Pillager* and *Rampage* on the other hand have spent little time in Segmentum Obscuras since going renegade, and for many centuries their whereabouts were unknown until scattered reports concerning these two vessels surfaced in the vicinity of the Maelstrom in M37.

Several vessels of this class were reported in various engagements at Cadia, Kantrael and Agripinaa. While only the *Pillager* was identified with any certainty, at least two or three of these ships must have participated in the war for the vast distances between systems they were sighted in.

MURDER CLASS CRUISER — 170 PTS

Famous Ships of the Gothic War: Doombringer, Deathblade, Steel Fang, Monstrous, Unholy Dominion, Plagueclaw, Despicable Ecstasy

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45 cm	10	Left
Starboard weapons battery	45 cm	10	Right
Prow lance battery	60 cm	2	Front

OPTIONS
- Can replace its Firepower 10 weapons batteries with Firepower 4 weapons batteries and Strength 2 lance batteries (all 45 cm range, with port and starboard arcs each) for no extra points (like the *Plagueclaw* and *Despicable Ecstasy*).
  This variant is more uncommon than the standard Murder; no more than two of this variant may be used per 750 points (or any part thereof) in a Chaos fleet.

Before being replaced by Lunar class cruisers, the Murder class cruiser was the mainstay of Battlefleet Obscurus. Almost five hundred were built between the 33rd and 37th millennia but a proportionate number turned renegade, joining the forces of Chaos. Armed with several decks of the best plasma cannon batteries ever produced by the Adeptus Mechanicus, this class is a formidable opponent at long range, with engines powerful enough to keep out of range of lesser armed enemy ships. Several of these vessels combined can cripple the largest battleships and it was a force formed from the *Doombringer*, *Steel Fang* and *Monstrous* that destroyed the Imperial battleship *Relentless Persecution* (brought in from the Ardekka Sector) during the closing actions of the Gothic War.

FLEET LISTS   Rogue Trader Exploration Fleet List (pg. 170), Chaos Incursion Fleet List (pg. 226), Black Crusade Fleet List (pg. 228), The Sorcerous Fleet (pg. 230), The Plaguefleet (pg. 232), The Berzerker Fleet (pg. 234), The Pleasurefleet (pg. 236)

# SLAUGHTER CLASS CRUISER 165 PTS

Famous Ships of the Gothic War: Deathskull, Killfrenzy, Soulless, Heathen Promise
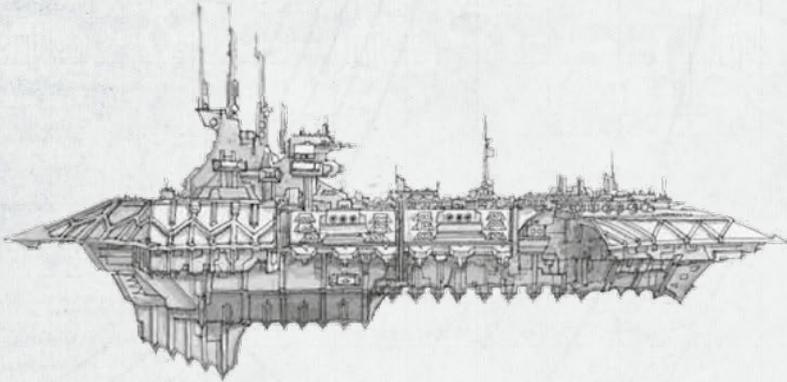
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	30 cm	45°	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	30 cm	2	Left
Starboard lance battery	30 cm	2	Right
Port weapons battery	30 cm	8	Left
Starboard weapons battery	30 cm	8	Right
Prow weapons battery	30 cm	6	Left/front/right

SPECIAL
- Improved thrusters: moves +5D6 on *All Ahead Full* special orders.

The Slaughter class cruiser utilises a Scartix engine coil, that provides the ship with a thrust considerably more powerful than any other vessel's. When the *Dutiful*, a Slaughter class cruiser, laid down in 126.M34, turned renegade and bombarded the Sethelan forge world, the design for the Scartix coil was destroyed. Some think the attack had the sole purpose of preventing the construction of any more vessels of this design. The *Dutiful* was re-named the *Soulless* by Admiral Dorez for this despicable deed and was mercilessly hunted across Imperial space for the next seven millennia. It was finally destroyed during the Orar Raid, when its plasma drives were wrecked by the *Imperious*, a Mars class battlecruiser. The *Killfrenzy* has a fearsome reputation and is so named because of its peculiar broadcasts. In every encounter, the vessel has transmitted a single continuous message across all frequencies – KILLFRENZY KILLFRENZY KILLFRENZY ... The ship's captain, believed to still be Abraham Thurst, shows an incredible disregard for the safety of his ship, continuing to fight in several battles despite suffering crippling damage.

IDOLATOR CLASS RAIDER — 45 PTS

Famous Squadrons of the Gothic War: Retaliators, Purgators, Unclean Ravagers, Khome's Disciples

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	90°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	45 cm	2	Left/front/right
Lance battery	30 cm	1	Front

SPECIAL
- Does not suffer a column shift for firing over 30 cm.

The Idolator class raider is something of an enigma. Little is known of the whereabouts of its construction, though rumour has it that they are built on the excommunicated forge world of Xana II near the Eye of Terror. Idolators incorporate many systems and features which are of obviously non-human origin, probably bought or stolen from other space-faring races, such as the Kroot mercenaries and the Fra'al raiders. They show remarkable gunnery at long range and it is speculated that they benefit from some kind of improved targeting system which cannot be widely replicated by the Adeptus Mechanicus. Squadrons of Idolators are a constant menace to shipping near the Eye of Terror and it is not uncommon for three or four of these vessels to slip through the blockade of the Cadian Gate and wreak havoc on Imperial convoys before escaping back into the depths of the void.

INFIDEL CLASS RAIDER 40 PTS

Famous Squadrons of the Gothic War: Fellclaws, Damnators, Exterminators
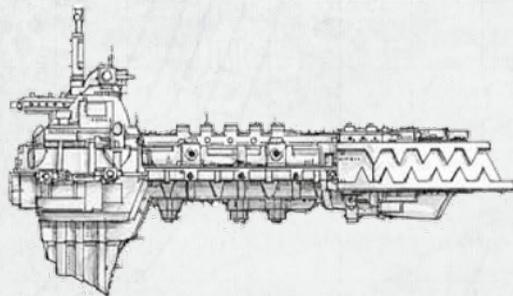
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	30 cm	2	Left/front/right
Torpedoes	30 cm	2	Front

Designs for a larger escort ship to fulfil the role of the Cobra destroyer disappeared from the Monsk orbital shipyard in the late 40th millennium. Several years later, vessels of a remarkably similar configuration began raiding Imperial outposts and convoys. The first attacks took place in the Damacles sector, only 780 light years from Monsk. However, over the last two centuries, these attacks have been perpetrated in an ever widening area. It is widely believed that squadrons of these vessels are responsible for many of the attacks on the Imperium's scattered outposts throughout the Segmentum Obscuras, and many have been reported as far afield as Alphon in the Segmentum Solar and Xanthus on the northern rim. Named Infidel class raiders by the naval hierarchy, these ships were used in great numbers during the Gothic War, most notably in several surprise attacks against ships in orbit awaiting refitting and rearmament. In particular, a 4-strong squadron proclaiming themselves as the *Exterminators* took part in the ill-fated Orar Raid during the Gothic War and were to reappear on thirteen other occasions, despite losing a total of twenty ships or more.

ICONOCLAST CLASS DESTROYER

Famous Squadrons of the Gothic War: Fearmongers, Lost Souls, Carrion Squadron, Inculpators of Harok
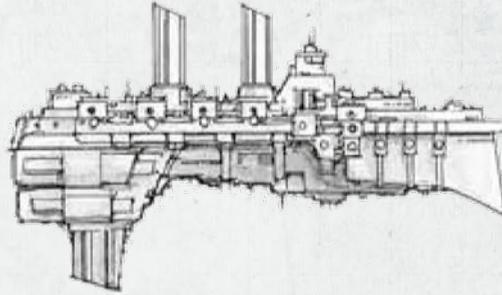
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	90°	1	4+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	30 cm	3	Left/front/right

Roving squadrons of Iconoclast class destroyers have been a constant peril to shipping. Mainly used by pirates and other lawless bands, the Iconoclast is similar in design to a variety of small escort ships turned out by almost every shipyard. Although compact, they carry a fearsome amount of firepower for their size and when encountered in numbers can be a threat to even a capital ship. In fleet actions, they mainly engage enemy escorts, gun down attack craft and destroy incoming torpedoes. The *Carrion Squadron*, a band of renegades operating off the Duran moon, became infamous for their skill at convoy attacks, daringly darting amongst the convoy's defence vessels to destroy the transports before escaping. The *Lost Souls* also achieved notoriety for their part in the Faustus Assault. It was their vicious hit and run attacks that destroyed half of Faustus' orbital defences, allowing the *Excessive* and *Plagueclaw* to bombard that world in preparation for the subsequent landing.

FLEET LISTS   Rogue Traders in other fleets (pg. 168), Rogue Traders Exploration Fleet List (pg. 170), Rogue Traders Pirates and Wolf Packs (pg. 172), Chaos Incursion Fleet List (pg. 226), Black Crusade Fleet List (pg. 228), The Sorcerous Fleet (pg. 230), The Plaguefleet (pg. 232), The Berzerker Fleet (pg. 234), The Pleasurefleet (pg. 236)
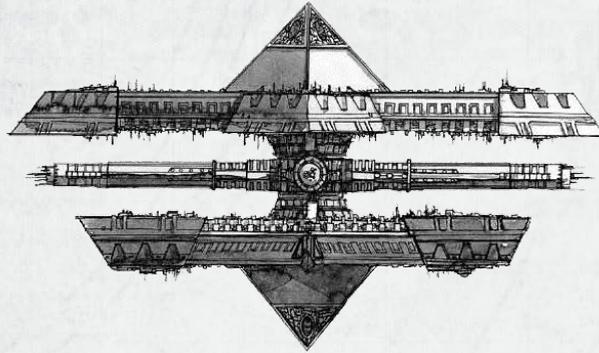
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/16	10 cm	Special	6	6+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Warp cannons	90 cm	8	All around

SPECIAL

- Only one Activated Blackstone Fortress may be fielded for every FULL 750 points of other ships in a Chaos fleet. No more than three may be taken.
- A Blackstone Fortress cannot go onto special orders but is assumed to automatically pass all other Leadership tests it is required to make.
- The Blackstone Fortress can move up to 10 cm in any direction in the movement phase: it does not turn like a normal ship.
- It has no crew and so does not add a D6 to its boarding score during a boarding action.
- A Blackstone Fortress' warp cannons roll 1 dice per point of Strength and require a 4+ to hit, like a lance. However, all hits will affect a ship directly, and ignores shields, holofields and any other similar mechanisms, such as reactive armour saves, spores, etc. Warp cannons do not ignore any *Brace for impact* saves or any reactive armour modifiers while braced!
- **Super-Mega-Death Shot:** The Blackstone Fortress is capable of channelling its energy into a single shot of extraordinary magnitude if not crippled. To do so, it must build up its energy by not moving or firing its weapons for two turns. In the next turn, it must remain still and immediately fire its weapon in the shooting phase. Trace a straight line 90 cm from the stem of the Blackstone Fortress in any direction desired with the Nova Cannon template. Any ship, friend or foe, that touches the template with its stem (not its base!) takes 8 lance shots, ignoring shields or any similar mechanism (spores, holofields, etc.). Any ship that touches the centre of the template with its stem is immediately destroyed!

  This same shot can also be used in Exterminatus if the Blackstone Fortress reaches the low orbit table, in which case the planet is destroyed on a roll of 2+.

  Multiple Blackstone Fortresses (no more than 3) can combine this shot together if they are all never further apart than the diameter of a Nova Cannon template. The shot centres from the template placed in the middle of the Fortresses and cannot cross the stem of any one Fortress. Every additional Fortress combined in this way increases the range by 90 cm and the number of lance shots on the template by 8. While charging, any ordnance or escorts touching the area between the Fortresses is immediately destroyed. However, capital ships may disrupt the charging process by doing so, taking 8 lance shots for every Fortress charging, that ignore shields and cannot be braced for. If this happens, each Fortress automatically takes D6 hits, cannot move or shoot in the next turn and must recharge again before firing.

It is an unspeakable irony that much of what is known about the Blackstone Fortresses was only ascertained after they were lost to the Imperium during the Gothic War. Now believed to be millions of years old, they were originally known by the ancient Eldar as the Talismans of Vaul. The Fortresses were equipped with a warp-cannon that could create a devastating rip in space and an eruption of energy out of the Immaterium. Long dormant, they were easily boarded, claimed by the military forces of the Imperium of Man, modified and integrated into the defence infrastructure of their star systems. However, during the Gothic War, Abaddon the Despoiler came into possession of ancient artefacts known as the Eye of Darkness and the Hand of Night, which he somehow used to activate and control three of these behemoth constructs. Once awake they were able to shed their grafted-on Imperial equipment and glide slowly through space under their own power, using their original warp-cannon in place of the turrets and fighter bays the Navy had built onto them. Each was capable of destroying worlds, and the three together proved capable of destroying an entire star system, causing the star Tarantis to go nova. At the end of the Gothic War, a combined force of Imperial Navy and Eldar forces destroyed one of the three in Abaddon's possession, at which time the remaining three still in Imperial hands self-destructed as well.

For centuries, there was no sign of the two Blackstone Fortresses Abaddon managed to escape with back to the Eye of Terror. That all changed at the beginning of the 13th Black Crusade, when the Accursed One used them to great effectiveness to batter the planet of Cadia, holding the entire system in thrall until once again a combined fleet of Imperial and Eldar warships forced it and its escorts to withdraw. There are reports that the second remaining Blackstone Fortress was destroyed during a surprise attack by Necron raiders, but this has not been confirmed.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/40	10 cm	Special	3	4+	6

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45 cm	12	Left
Starboard weapons battery	45 cm	12	Right
Port launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	4 squadrons	–
Starboard launch bays	Swiftdeaths: 30 cm Doomfires: 20 cm Dreadclaws: 30 cm	4 squadrons	–
Port torpedoes	30 cm	8	Left
Starboard torpedoes	30 cm	8	Right
Dorsal lance battery	60 cm	8	All around
Prow weapons battery	45 cm	12	Front
Prow lance battery	30 cm	4	Front
Prow torpedoes	30 cm	8	Front
Aft weapons battery	45 cm	12	Rear

Space hulks are gigantic agglomerations of ancient wrecked ships, asteroids, ice and other such flotsam and jetsam that are cast together after millennia of drifting in and out of warp space. How and why space hulks appear from the Warp and are then drawn back to it is unknown, although there is plentiful evidence for some being controlled or navigated by their inhabitants or some external force. While Tyranid Genestealers are known for using Space Hulks to transit across the stars as a vanguard seeking habitable worlds for the Hive Mind, most are simply empty ghost ships, plying the void for eternity. Tales of greedy scavengers meeting horrible fates aboard space hulks are told throughout the Imperium, but there are just as many tales of vast fortunes made from the ancient technology they carry.

Bands of Chaos renegades and traitor Space Marines have been known to make Space Hulks their base of operations, as they serve a convenient mobile headquarters as well as a source of salvageable technology to repair or refit their ancient starships.

The World Eaters in particular are known for using Space Hulks not merely as a hidden pirate base but as a jumping-off point for dark crusades in their own right. Angron is known to have used a Space Hulk as the centrepiece of his fleet for the centuries-long Dominion of Fire in M38, a conflict spanning across seventy sectors that took four entire Space Marine Chapters, two Titan Legions and thirty Imperial Guard regiments to finally put down. More recently, he used the Space Hulk *Devourer Of Stars* in 474.M41 to lead his World Eaters traitor Marines and hordes of daemonic creatures to scour the land during the First Armageddon War. After much of the planetary defence force turned traitor and sided with the Ruinous Powers, the remaining loyalists were quickly routed from Armageddon Prime. Only intercession by the Space Wolves prevented the world from falling to Chaos, and several dozen Grey Knights gave their lives to cast Angron back into the Warp in a ward that bound him from returning to the material plane for a hundred years.

LEADERSHIP

Due to their enormous size, Chaos Space Hulks always impart a -1 Ld modifier. This is applied after all other modifiers and bonuses, including the Warmaster's base leadership, having Chaos Space Marines embarked, etc.

SPECIAL ORDERS

A Space Hulk may not use *Come to New Heading* or *Burn Retros* special orders. Due to their enormous capacity, space hulks may launch up to twice as many attack craft as the number of remaining launch bays the Hulk has available, instead of being limited to the same number as their surviving launch bays.

MOVEMENT

Chaos Space Hulks must move 10 cm in a straight line each turn, no more, no less. Space hulks likewise do not have their speed reduced by Blast markers or damage.

Turning

A space hulk may turn up to 45° and only in every second Movement phase. The turn must be taken at the end of the space hulk's 10 cm movement. This can be seen more clearly in the diagram below.

Gravity Wells

If a hulk is within the gravity well of a planet or moon at the end of its movement it can make a single 45° turn towards the planet or moon, regardless of whether it turned in its last movement phase. Also, the enormous size and mass of a space hulk means that it creates its own gravity well extending 5 cm from the edges of its base. This affects other ships in exactly the same way as a planetary gravity well and means that other ships can take up a stationary orbit around the hulk. Objects orbiting the hulk are moved along with it until such time as they break orbit. A ship deciding to break orbit must do so before the Space Hulk moves. In other words, no free moves!

SPACE HULK TURNING

10 cm

First move (may not turn).

10 cm

Second move (may turn up to 45° at the end).
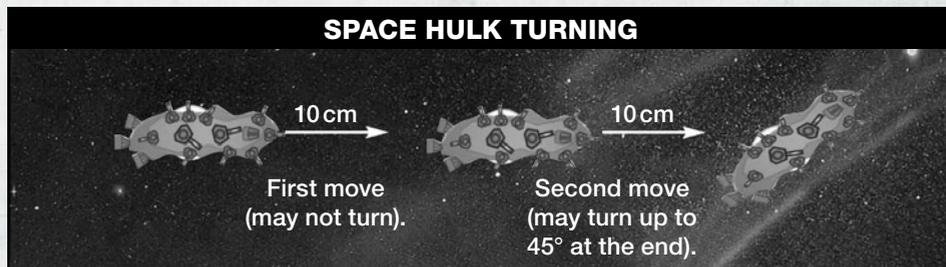
DAMAGE

Chaos Space Hulks are so massive that damage applies to them a little differently than to other ships.

Critical Hits

Due to their massive size and lack of complex systems, roll for the effects of critical hits on the following table instead of using the normal Critical Hits table.

CHAOS SPACE HULK CRITICAL HITS TABLE	
When receiving critical damage, roll a D6 against the following table:	
D6 Roll	**Result**
1-2	**Target high energy systems!** Roll a D6. • **1-2:** -1 prow and dorsal lance • **3-4:** -1 shield • **5-6:** 1 turret strength
3-4	**Target weapons clusters!** Roll a D6, affecting only the firing arc the attack originated from: • **1-2:** -1 launch bay (except prow/aft) • **3-4:** -1 torpedo strength (except aft) • **5-6:** -2 weapons battery firepower
5-6	**Target thruster assemblies!** In order to turn, the Space Hulk must roll a D6 and score higher than the number of thruster damage criticals it has suffered.

Damage rolled that does not apply for any reason immediately assumes the next higher level damage on the table.

For example, a Weapons Cluster roll of 2 against the prow doesn't apply and would instead count as a 3.

Space Hulks cannot repair any critical damage in the course of a battle.

Crippled

Space hulks are not crippled by damage like ordinary ships. They are so big that they must be gradually eroded by enemy fire.

Catastrophic Damage

When a space hulk is reduced to 0 Hp Damage roll on the Catastrophic Damage table. The drifting and blazing hulk results remain unchanged. A plasma drive overload result indicates the Space Hulk is torn apart by internal explosions, no damage is scored on ships nearby, instead the hulk breaks up into

asteroid field D3 × 5 cm wide and long. On a warp drive implosion result the hulk is hurled back into the Warp. Replace the hulk with a Warp rift (Celestial Phenomena, Remastered Rulebook, pg. <?>) [???]. Any ships caught in the rift are affected immediately.

USING CHAOS SPACE HULKS

A Chaos fleet of any size may include one Chaos Space Hulk. If taken, it must serve as the flagship. It may not be taken in a fleet that has the Planet Killer, an Activated Blackstone Fortress or ships that must be used as flagships such as the *Terminus Est*. It may not take any Chaos Marks, but other ships still can.

A Chaos fleet including a Space Hulk may have no more than two other battleships. However, there is no minimum point requirement or ship prerequisite for fielding a Chaos Space Hulk, and if desired it may even be taken by itself or only with escorts. It counts as a battleship for purposes of taking another so in order to take a second battleship, the fleet must already have six cruisers and/or heavy cruisers.

Following the restrictions above, there isn't any reason a Chaos fleet cannot use a space hulk in the same manner as a pirate base in the course of a campaign. It could also be the objective of a convoy run scenario where the Space Hulk is caught alone while its fleet was away, counting as ten transports for purposes of selecting an attacking fleet.

TRANSPORT

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15 cm	45°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Dorsal weapons battery	15 cm	2	Left/front/right

SPECIAL
- Transports do not have the powerful drives routinely fitted to warships. Transports using *All Ahead Full* orders only add +3D 6cm to their speed.
- Transports reduce their randomly rolled Leadership by one, so they will have a Leadership value of between 5 and 8.
- Transports have 'special' for their points value as they are usually only used as objectives in missions or as fire ships for planetary defence purposes.

Although, to our knowledge, the Chaos forces did not build merchant transports of their own during the Gothic War, they did make ready use of captured Imperial vessels. Often these merchant ships showed signs of hasty repairs to damage suffered during their capture, while towards the end of the Gothic War, hijacked vessels that had been in the service of Chaos for many years began to show signs of the warping influence of the Dark Gods. These vessels were mostly crewed by pirates, cultists and renegades and were generally poorly manned. One can only surmise that the followers of Chaos were loathe to take part in such passive activities as transporting weapons, slaves and foodstuffs to the Chaos fleets.

ELDAR

The Eldar race is an ancient one and their ships are amongst the most sophisticated in the galaxy. In addition, the captains and crews of the ships are arguably the best trained and most naturally able spacefarers of any race. Eldar ships move by capturing stellar energy through their sails and using this to power their movement. The amount of energy they can capture and therefore the distance they can move, depends on their facing with regard to the nearest star. Their ships are graceful and extremely manoeuvrable, allowing them to dart in and launch an attack and then pull back before their slower moving enemies have a chance to react. Eldar ships are protected by holofields which distort targeting sensors and make them very hard to hit, rather than offering any physical protection. However, attacks that do strike home tend to cause considerable damage to their sophisticated but fragile vessels.

As a race, the Eldar are highly accomplished raiders. They use rapid hit-and-run attacks to eliminate isolated pockets of the enemy, utilising their speed and manoeuvrability to hit where he is weakest. However, if the enemy is able to bring sufficient force to bear, Eldar ships are not sturdy enough to withstand the furious bombardment of a full fleet engagement. Therefore, strength in numbers and a compact defence have always been the best tactics to use against an Eldar attack.

Although Eldar Corsairs are a constant threat to merchant shipping, they very rarely pose a major threat to Imperial battlefleets. The same cannot be said of the dozens of fleets of Eldar ships that protect each Eldar Craftworld. Each of these Craftworld warfleets is a deadly and highly potent force that is capable of laying waste to an entire sub-sector.

THE CRAFTWORLDS

The Eldar are an incredibly ancient race, who once ruled a vast empire across the stars. Then came the hideous times of the fall, when the Eldar were consumed by their own decadence and fell from power. The few who survived were scattered across the stars in their vast Craftworlds – vessels as large as worlds which now stand as the Eldar race's last remaining havens. It is impossible to say with certainty how many Craftworlds there are. They were built many millennia ago in great urgency and in times of unimaginable peril. The turmoil and confusion which preceded the destruction of the Eldar worlds was great. All higher government had long since ceased to operate, and it was only thanks to the heroic actions of a few far-sighted individuals that the Craftworlds were built at all.

THE ELDAR PATH

Aware that it was the ineffable power of their own whims and desires which had so wantonly brought about their downfall, the survivors, the Eldar of the Craftworlds, have developed a way to control their own inner natures. Every Eldar chooses for himself a discipline which he then makes it his task to master. It may take years to successfully accomplish this, perhaps more than a single human lifetime. Each discipline is rightly called a path, and each path may necessitate further choices and specialisations. For example, the Path of the Warrior has many Aspects, and whilst all enable the Eldar to master the skills of combat, each Warrior Aspect brings with it its own special techniques and abilities. Other paths include that of the Bonesinger, as the psycho-technicians who craft wraithbone and other psycho-plastic materials to fashion the material artifacts of the Eldar, or the Path of the Mariner, the calling of those that crew and eventually lead starships. There are innumerable paths, some chosen but rarely, each offering its followers a complete way of life.

OUTCASTS & THE PATH

Sometimes the rigid constraints of the Eldar path are intolerable even for an Eldar to bear; such individuals leave their Craftworlds and become known as Outcasts. Many Eldar spend years or decades as Outcasts before they return to the Eldar path. Outcasts must bear the terrible burden of their heightened Eldar consciousness without the protection of the Eldar path. Set free within the universe they are dangerously vulnerable. Only Eldar of especially strong character can survive for long as Outcasts. After years of adventure and wandering, or sailing the seas of space aboard the pirate fleets, most Eldar eventually return to the sanctuary of the Eldar path. Eldar Pirates are outcasts – Eldar who have turned away from the Path and abandoned their craftworld. These Eldritch Raiders live quite apart from the orderly, disciplined Eldar of the Craftworlds forming ravenous bands of pirates, corsairs and raiders. As with other outcasts, some of these eventually return to the Path, or may retain some ties to their original craftworld. However, the wilful and unaccountable actions of the Outcasts stand far apart from the carefully scryed and considered actions of the Craftworld Eldar, and for the most part the Farseers show great reluctance for their own peoples to mix with the wayward and dangerous Outcasts.

THE CRAFTWORLD OF IYANDEN

Thousands of years ago Eldar civilization was all but destroyed in a catastrophe brought about by their own decadent hedonism, the only survivors fleeing from their planets in giant space vessels known as Craftworlds. Iyanden was the largest of all of the Eldar Craftworlds and its people the most numerous. It drifted serenely through the void of space, far away from the inhabited planets of other races.

Craftworlds, though spacecraft, are vast beyond comprehension. They are not merely huge capital ships ploughing through space with a surrounding escort of smaller vessels. They are not even akin to vast cities, as some of the largest star forts of the Imperium might be considered, but rather are immense spacefaring worlds accompanied by vast armadas, the likes of which might otherwise be set aside to defend an entire system or even sub-sector. Whole battlefleets cluster around key points and stations all across the thousands of miles of the Craftworld's exterior as smaller, nimbler craft rush and surge across its surface in a constant shimmering patrol. Beneath this dizzying tide of vessels, under clear crystalline domes through which ground and stars might gaze upon one another, the Eldar live their lives aboard these spaceborne worlds. Since the Fall of their race and the decline of their empire, those Eldar who seek to continue their ancient way of life have done so aboard these Craftworlds, on an aeons long course across the galaxy, as much in flight as in search of any kind of destination, for the Eldar race is a dying one, and even the exodus of these great Craftworlds will do little to avert that.

THE CRAFTWORLD AT WAR

It is possible for an Eldar to simply traverse the Webway on foot, moving directly from a Craftworld to a wraithgate on some far distant world. Such portals, however, are invariably far too small to quickly deploy an entire army, and hence such methods are used by few amongst the Eldar – only the Rangers, the Harlequins and other distant wanderers tread these slender paths. On occasion however, the Eldar's destiny will draw them to fight on a world disconnected from the Webway by the millenia of tragedy which have befallen the Eldar. The Eldar warhosts may be dispatched aboard vast wings of Eldar attack craft – Vampire Raiders and the like – which are able to ferry susbstantial forces rapidly via the Webway. At other times, a force so vast may be required that the aircraft and skimmers of the Eldar army itself are insufficient. It is at such times that the Eldar battlefleets will be readied. The warhosts of the Eldar will assemble aboard the fleet, which will then depart the Craftworld, itself using the webway. As such, a Craftworld's docks are not really simple holding areas for its fleet, but rather they are immense wraithgates attached to the Craftworld itself from where the fleet may enter the Webway. Such a fleet is then able to exit the Webway by another point elsewhere in the depths of space using the largest of the Eldar's wraithgates – portals so sizeable that whole fleets may emerge from them when activated.

These journeys may bring a fleet into orbit directly around their chosen destination, or it may be necessary for them to emerge some distance away, but either way the pace of which Eldar vessels are capable of moving means they will descend upon their target very swiftly indeed. Eldar fleets employ the Webway in this manner in order to launch horrifyingly sudden attacks upon unsuspecting enemy vessels, emerging from the Warp while their enemy remains unready and ill-prepared for battle. When it is the Eldar's will to attack a world, the emerging fleet will take up position around their chosen planet as quickly as possible. The largest craft in an Eldar warfleet possess internal wraithgates, through which they can swiftly deploy their armies to the ground while at the same time providing orbital support and further landings from their notoriously fast attack craft. If the world to be attacked no longer possesses any viable warp portals, the Eldar will instead descend upon it in a howling flock of Vampire Raiders, Phoenix bombers and Nightwing fighters, tearing apart their enemies so rapidly that defence is all but an impossibility.

A Craftworld's course is also aided greatly

by the many wraithgates spread across the stars. As a Craftworld's Seers scrye out its course, small shoals of Shadowhunters move far ahead through the Webway, hunting out potential enemies and scouring the way clear. If encountered, enemy fleets or patrols who may present a danger to the Craftworld's safe passage will likely find themselves the unsuspecting targets of the Eldar's powerful warships long before even becoming aware of the Craftworld's imminent arrival.

THE ELDAR WARFLEETS

The sheer size of a Craftworld means that each individual vessel possesses several full battlefleets, stationed at convenient points along the Craftworld as it journeys through space. Each fleet might typically number from ten to twenty warships and is commanded by an Eldar Admiral, though it will inevitably also rely greatly on advice and counsel from the Craftworld's Seers. The vessels themselves are crewed by those Eldar who have chosen the Path of the Mariner, symbolized by the blue and white feathered birds of Eldar myth who guide the Eldar southward and westward over the seas. Helmsmen and Wayfarers,

dedicated specialists within this path, each provide their own valuable skills as part of a vessel's crew, allowing the Eldar to navigate the Webway with a mastery unknown to most. The Shadowhunter patrols usually remain independent of these battlefleets, moving to and fro about the Craftworld as they please. These smaller vessels lack the dedicated crews of the larger capital ships and are often crewed by those Guardians who were once embarked upon the Path of the Mariner. The compact size and customary agility of these sleek escorts allows them to approach much closer to the Craftworld than would be expected for true spacecraft. Shadowhunters put these unique traits to good use as they defend the Craftworld's delicate wraithbone exterior from encroaching asteroids or space junk which might be attracted by the force of gravity, blasting such interlopers into pieces small enough to rain harmlessly down on the Craftworld below. At other times the Shadowhunters can be seen playfully stalking the Eldar fighters which patrol the Craftworld's lower atmosphere, tracking and chasing the smaller vessels with a precision unthinkable for escort sized vessels. As need dictates, small groups of Shadowhunters will

eschew their normal role, band together and join their larger counterparts in defence of the Craftworld.

YRIEL'S RAIDERS

Yriel had once led the Iyanden fleet as its Autarch, the supreme commander of an Eldar war host, having an exceptional understanding of the art of war and also the many Eldar paths. Unlike an Exarch, an Autarch is not obsessed with and lost to conflict, instead favoring command roles. The Autarch is responsible for coordinating the numerous elements of the war host. Despite this tactical role, the Autarchs are also highly skilled in combat, being able to call upon the vast armory of the Eldar for weapons of war. In this role Yriel earned many accolades, and though he was considered one of the greatest Eldar naval tacticians to have ever lived, his character was flawed by the sin of pride. When Iyanden had been threatened by a Chaos space fleet raiding out of the Eye of Terror, Yriel had led the Eldar fleet on a pre-emptive attack on the Chaos Fleet's flagship, leaving the Iyanden Craftworld unprotected. He only returned just in time to stop a suicide attack by a small flotilla of Chaos raider ships, who nonetheless managed to damage the Craftworld. Expecting to be feted and honoured for his victory, Yriel was deeply angered when he was called upon to defend his course of action. Claiming that his record should speak for itself, Yriel refused to enter into the debate, leaving his old friend Kelmon no choice but to elect a new High Admiral in his place. Bitter with rage, Yriel vowed that he would never set foot on Iyanden again. He and a small band of followers left the Craftworld and formed an Eldar raider company that became the single most powerful Eldar pirate force operating in the galaxy.

THE TYRANID INVASION OF IYANDEN CRAFTWORLD: 992.M41

More than fifty years later, from out of the darkness of intergalactic space exploded the Tyranids, and lyanden became the scene of the Eldar's first encounter with the Tyranid Swarm, the all-consuming menace whose locustlike advance through the galaxy has since enveloped hundreds of human worlds. The first warning the Eldar of Iyanden had of their fate was brought by the Craftworld's far roaming Rangers, Eldar whose instincts drive them to a life of exploration and danger, and who secretly monitor the planets and alien races near their Craftworld. The news that the Rangers brought was dire: a Tyranid hive fleet of immense proportions was heading towards the Iyanden Craftworld. Already over a dozen Imperial planets had been consumed in the Tyranid's advance and, although the Imperium was mounting furious counter-

attacks as and when it could, it would be months until a major Imperial taskforce could be mobilised to deal with the threat. By then Iyanden would have been overrun. Farseer Kelmon, leader and spiritual head of the Craftworld, called together the Eldar of Iyanden and warned them of the impending Tyranid assault. Each Eldar Craftworld has a great hall, known as the Place of Answering, which is capable of holding every member of the Craftworld. At times of crisis the Eldar meet there, so that all may know of the peril that faces their Craftworld, and so that any Eldar may voice an opinion on the course of action that should be taken. Only once all views have been debated, and a consensus of opinion reached, will the Craftworld's Farseer decide on the course of action to be taken.

The debate on the action to take against the Tyranid hive fleet was heated and prolonged. The more conservative elements of the Craftworld argued for a policy of isolation, shielding the Craftworld behind a powerful psychic shield in an attempt to avoid all contact with the Tyranids. The more aggressive elements wanted to attack the Tyranids immediately, dispatching the fleet to destroy the Tyranids before they reached the Craftworld. Both courses of action were deeply flawed, however, because they took no account of the sheer size of the Tyranid Swarm. It took a powerful speech from the

Ranger Irilith, who had seen the hive fleet at first hand and understood the terrible threat that it represented. For over an hour she drove home to all present that the hive fleet was too large to hide from, or for the Eldar fleet to defeat on its own. It would take the combined efforts of every Eldar on Iyanden to have any chance of turning back the Tyranids. Even then they might not succeed in defeating the alien menace. A hush fell on the Hall as Irilith finished her speech. No more needed to be said, for all the Eldar present now realised the sheer enormity of the task ahead. Farseer Kelmon rose and ordered that the Eldar prepare the defences of lyanden Craftworld. All elements of the fleet would be recalled, and every single Eldar must take on the Warrior Aspect of Warlock, Guardian or Aspect Warrior. The entire gigantic Craftworld would be fortified, for there could be no doubt that the Tyranids would breach their outer defences and land on the ship. Help must be requested from the other Eldar Craftworlds. The Avatar, the embodied spirit of the Craftworld's War God, must be awakened to take part in the battle. And, most terrible of all, every one of the Craftworld's ancient spirit stones must be plucked from their resting places and implanted in metal fighting bodies to battle as Ghost Warriors. When an Eldar dies their spirit is released into a gem known as a spirit stone, which is grafted into the very structure of their Craftworld

to preserve the dead Eldar's consciousness. Thus, each Craftworld is a living thing which preserves a little of the once great Eldar civilisation. By risking the destruction of the Craftworld's spirit stones, Kelmon risked the destruction of Iyanden's culture and racial memory. It was a grave chance to take, but Kelmon knew that the Ghost Warriors could make the difference between victory and defeat in the struggle that was coming.

The first Tyranid Hive Swarms attacked Iyanden just twenty days later. By then the Craftworld had already been isolated for over a week by a Tyranid psychic blockade which made it extremely difficult for the other Eldar Craftworlds to send help. Apart from a few scattered units that made it through, Iyanden would be fighting the Tyranids on its own.

Nonetheless, the first Tyranid waves were dealt with easily and efficiently by the Eldar fleet. The Eldar's spacecraft were faster, more manoeuvrable and had longer ranged weapons than their opponents. In battle after battle the Eldar spacecraft destroyed the lumbering hive ships while only suffering minimal casualties themselves. For a while it looked as if the fleet might be able to hold off the Tyranids on its own, as wave after wave of Tyranids were wiped out. But Farseer Kelmon was not convinced. Already the ability of the Craftworld's forges to replace destroyed Eldar spacecraft was being outstripped by the casualties being suffered in the deep space battles that raged around the Craftworld. The Eldar fleet was being ground down in a massive battle of attrition; a battle that only the Tyranids could hope to win.

As if to confirm Kelmon's worst fears the next Tyranid wave was massive, very nearly twice the size of any that had hit the Craftworld so far. The Eldar fleet suffered terrible casualties in its attempt to hold the Tyranids off, and for the first time was unable to stop them landing on the Craftworld. Although the landing was wiped out before any serious damage was done, the Eldar fleet as a large-scale fighting force had ceased to exist. Still there was hope, especially if the wave had represented the Tyranid's main assault force. Eldar spirits were raised even more as the next wave turned out to be tiny in comparison to what had come earlier. Although the weakened fleet couldn't keep all of the swarms away from the Craftworld, the landings that were made were easily isolated and destroyed. For a short while it seemed that the Eldar had weathered the storm. Then Iyanden was hit by two huge attacks in succession. The pitiful remnants of the Eldar fleet opposed the Hive Swarms as best they could, but were swept aside by a tide of alien spacecraft. Iyanden was all but engulfed as horde after horde of Tyranid Warriors, Genestealers, Gaunts and Carnifexes were disgorged onto the Craftworld. Huge battles erupted all over Iyanden, the fighting bitter and close ranged with enemy forces often only separated by the width of a corridor of wraithbone wall, as the Eldar desperately attempted to beat off the alien invaders. Often they succeeded, but the Fortress of Tears, Shrine of Asuryan and, most terrible of all, the ancient Forests of Silence, all fell to the Tyranid hordes. The Eldar counter-attacked, the raging figure of the Avatar leading the Craftworld's Aspect Warriors and Ghost Warriors in a berserk orgy of destruction which recaptured the Forests of Silence from the Tyranids. It is said that the Eldar Warriors wept tears of rage and sorrow to see the damage inflicted on the ancient forest domes of their Craftworld. Slowly the Eldar managed to turn the tide on the Tyranids and gain the upper hand, forcing them back onto the defensive. And then another huge Tyranid wave arrived, the third in succession, and the largest yet. As swarm after swarm flickered into existence on the Eldar's scanners, Kelmon knew that, barring a miracle, the Iyanden Craftworld was doomed...

prepared to sell their lives to the last in order to turn back the next wave of Tyranids. On the bridges of the Craftworld and of the circling Eldar ships vigilant eyes watched the scanners, waiting for the first tell-tale blip that would indicate the direction of the next assault. Minutes passed, then hours, and with a growing sense of wonder the Eldar realised that no more Tyranid Swarms were coming – the assault was over. The hive fleet had been destroyed! But on Iyanden Craftworld the war went on. The Tyranid hordes that had been fighting a tenacious rearguard action awaiting the aid of the rest of the hive fleet now turned like cornered rats and hurled themselves at the Eldar. Caught by surprise the Eldar staggered back, desperately trying to hold the suicidal Tyranid onslaught. The Fortress of the Red Moon fell to a surprise attack, and for a moment it seemed that with victory within their grasp the Eldar would be defeated. But, for the second time, Yriel led his Raiders to the rescue of the Craftworld. Disembarking from their orbiting spacecraft the Raiders joined with the battered defenders of Iyanden Craftworld and, yard by yard, step by step, forced the Tyranids back. A final wild charge led by the Tyranid Hive Tyrant was annihilated by the combined efforts of the Avatar, Yriel and the Ghost Warriors, and then in a series of vicious one-sided battles the last of the Tyranids were hunted down and destroyed. The Tyranid attack on Iyanden Craftworld was over.

The Tyranids had been defeated. But the victory was a hollow one. Though the Eldar had repulsed the invaders, the cost was enormous. Their once-proud world stood in ruins, and four-fifths of the inhabitants were dead or lay dying in its shattered halls. Iyanden's mighty space fleet was a pitiful shadow of its former self; the blasted remains of its majestic spacecraft and their brave crews hanging silent and weightless in space. But all this could be rebuilt, maybe not for hundreds of generations, but one day in the distant future. What was lost forever were the souls of the Eldar whose spirit stones had been destroyed in the battle against the Tyranids. The massive destruction wrought upon the people and Ghost Warriors of Iyanden dealt the Craftworld a blow from which its culture would never fully recover.

THE HERO RETURNS

When he heard of the Tyranid's assault on Iyanden, Yriel did his best to ignore the terrible peril that threatened his old Craftworld. But proud though he was, righteously angry though he was, Yriel could not leave Iyanden to its fate in this, its very darkest hour. Battling his way through the Tyranids' psychic blockade, Yriel swept to the aid of his people and arrived just in time. Like a thunderbolt from the blue Yriel and his raider fleet smashed into the Tyranid Hive Swarms. He was quickly joined by the few remaining craft of Iyanden's fleet, and together the combined Eldar space fleets tore the Tyranid Swarms apart. Two more waves of Tyranid Hive Swarms attacked the Craftworld, only to meet the same fate. Not a single Tyranid ship reached the Craftworld, though the cost to the Raiders was dear. Bloodied but unbowed the Raiders

ELDAR SPECIAL RULES

ELDAR LEADERSHIP

All Eldar ships add + 1 to the Leadership score generated on the Leadership table on pg. [???] of the Remastered Rulebook, giving them a Leadership value between 7 and 10.

ELDAR ATTACK RATING

An Eldar fleet containing any Craftworld Eldar vessels has an attack (or initiative) rating of 3.

An Eldar Corsair fleet containing no Craftworld Eldar vessels has an attack (or initiative) rating of 4.

CRAFTWORLD & CORSAIR VESSELS

Outright alliance between fleets acting on the will of a Craftworld's Seers and the more volatile, self-serving Eldar Corsairs is relatively rare, but certainly not unknown. It does, however, usually only occur when a knowledgeable leader of great influence is present, able to both satisfy the careful measured desires of the Seers yet at the same time prove his might to the more aggressive pirates. Such leaders, like the legendary Yriel, are rare, but the fleets they command are invariably powerful.

Ordinarily, Craftworld Eldar fleets cannot use the Reserves rules to pick ships from a Corsair fleet (nor vice versa). To use a mixed Craftworld and Corsair fleet, you must first choose to use ONE particular Eldar fleet list. In place of that fleet's normal Fleet Commander option, you must then choose an Eldar Hero. The presence of an Eldar Hero then entitles your fleet to take ships from the 'other' Eldar list (i.e. reserve Corsair ships if your fleet is a Craftworld Eldar fleet, reserve Craftworld Eldar ships if your fleet is made up of Corsairs).

ELDAR SHIP MOVEMENT

The movement rules below replace the normal movement rules for Eldar ships. Assume anything not modified below applies normally to the Eldar. Eldar ships move in their movement phase and in the ordnance phase of

their own turn. Note that they do not move in the ordnance phase of the enemy's turn.

Before an Eldar ship moves, it may turn to face any direction. It always turns before it moves and then remains facing in that direction until the start of its next move.

Work out the speed an Eldar ship can move at after it has turned. Its speed depends on its facing towards the sunward table edge. All Eldar ships have three speeds (for example, 10/20/30). The first is used if the sunward table edge is in the Eldar ship's front fire arc; the second is used if the sunward table edge is in its rear fire arc; and the third is used if the sunward table edge is in its left or right fire arcs. If the sunward table edge lies on the line between two fire arcs, the Eldar player may choose which he uses.

An easy way to determine a ships facing in relation to the sunward edge is to place a bearing compass over the ship and draw the shortest possible line from the ships stem to the sunward edge. The arc this line passes through is the sunward facing, or sunward arc.

Eldar ships have no minimum move distances. They move from zero up to the maximum distance allowed by the direction of the sun. After their initial turn they travel in a straight line and may not make additional turns as they move. If under *Lock-On* special orders, Eldar ships cannot turn for BOTH their movement phases.

Craftworld and Corsair Eldar vessels follow similar movement rules. Here a Hellebore class Corsair escort has Speed 10/20/30. At the start of its move, it turns in the direction shown, so that the sunward table edge is in its left fire arc. This gives it a speed of 30 cm. It can then move up to 30 cm straight ahead.

As noted above, the Eldar move twice in each of their turns. The second move is made in the ordnance phase after any ordnance is moved, but apart from this all the rules described for Eldar movement will apply.

Celestial Phenomena
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 2D6 cm.

This ability only applies to celestial phenomena, not explosions from catastrophic damage, nova cannon, etc. It also does not affect negative leadership modifiers caused by radiation bursts. Leadership checks against asteroid fields are unchanged from those for other fleets.

Blast Markers and Gravity Wells
Eldar are affected by Blast markers in the same way as other ships without shields – they will take a point of damage on a D6 roll of 6 and reduce their speed by 5 cm that turn. Eldar have to make a test after each of their two movements in which they encounter blast markers . Gravity wells allow Eldar to curve their normally straight line move around the planet and so the ship may make a free turn towards the planet at the end of its move (since it can turn in any direction at the start, there is no additional benefit at the start of its move).

SPECIAL ORDERS
Due to their unique method of movement, the Eldar may not use the following special orders: *All Ahead Full*, *Burn Retros* and *Come To New Heading*. Note: because Eldar ships cannot use *All Ahead Full* special orders, they also may not ram.

If under *Lock-On* special orders, Eldar ships cannot turn for BOTH their movement phases. When locked-on, Eldar Pulsars re-roll EACH miss until either up to three hits is scored or a miss is missed again.

HOLOFIELDS
Against attacks that use the Gunnery table, the holofields cause one column shift to the right, in addition to any other column shifts for range or Blast markers. Against any other form of attack (ALL strength-based weapons, Nova Cannon shots, any ordnance attacks and any kind of hit and run attacks, ramming and boarding), roll to hit an Eldar ship as normal, but the Eldar player may then make a saving roll for his holofields:

D6 ROLL	RESULT
1	**Hit!** Score a hit on the Eldar ship.
2-6	**Missed!** Place a Blast marker in contact with the ship.

Note that holofields do not negate hits or effects from moving through blast markers, area effects, exploding ships and celestial phenomena. They do, however, work against ordnance hits, hit-and-run raids, boarding actions, teleport attacks, ramming or nova cannon.

Against ramming and boarding, they save once against the ramming or boarding attempt, NOT against any damage suffered if this save fails.

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 Slaanesh, etc.

Holofields save against the shell hit of the nova cannon, meaning both a direct hit from a Nova Cannon where the hole is over the base as well as against the single automatic hit for coming in base contact with the blast template.

If this save is successful the effect of the Nova Cannon is negated, and a Blast Marker is placed normally for the save.

If the vessel fails to save, it must immediately take as many hits as the damage roll allocates. Holofield saves can't be taken against the subsequent damage rolls, but if it braced beforehand, this works normally.

Eldar must determine if they wish to brace against damage they may face BEFORE rolling their holofield save. This includes damage from scatter weapons such as Nova Cannon fire.

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.

ELDAR WEAPONS
Eldar ships carry three main weapon systems which are described below.

Pulsar Lance
Pulsar lances fire volleys of high energy laser bolts. These count as lance shots, and hit on a 4+ no matter what the target's armour. However, if a pulsar lance shot hits, then you may roll to hit again and you may keep on rolling to hit until you miss or the lance has scored a total of 3 hits.

Shadow Lance
Although larger capital ships employ the powerful Pulsar lance, the vast energy arrays required to power such weaponry are far too large to be mounted on the necessarily swift and nimble Shadowhunters. Instead, smaller Eldar vessels are armed with the Shadow lance – a less powerful version of the same Eldar laser technology. Shadow lances count as typical lances in every respect (ie. no multiple shots).

Weapons Batteries
Eldar weapons batteries are short-ranged weapons that unleash a torrent of fire. They employ sophisticated targeting systems which make them very accurate even at extreme angles of attack. To represent their accuracy, Eldar weapons batteries count all targets as 'closing' on the Gunnery table, no matter what the target's actual aspect is (defences are still targeted as such). This aside, all the normal rules apply.

ORDNANCE
For various lore reasons described below, all Eldar Ordnance can only be hit by defensive turrets on a roll of 6, rather than on a roll of 4, 5, or 6 as is normally the case. This includes attack craft, any torpedo types, assault boats and orbital mines.

When orbital mines are used, they completely replace all other attack craft used by the launching carrier, with one orbital mine per launch bay.

As Eldar vessels do not actually have turrets, enemy bombers do not get any bonus against turrets from escorting fighters.

Torpedoes
Eldar torpedoes use sophisticated targeter scrambling systems to make themselves virtually undetectable until they strike and have highly accurate targeting sensors.

Any torpedo that comes in contact with a ship and misses the target on the first attempt must re-roll the hit roll, even if the ship is already destroyed.

Attack Craft
Eldar attack craft benefit greatly from the Eldar's grasp of technology and the skills of their crews.

ATTACK CRAFT	SPEED
Nightwing / Darkstar fighters	30 cm
Phoenix / Eagle bombers	20 cm
Vampire Raiders	25 cm

Eldar Nightwing and Darkstar fighters are resilient, meaning they get a 4+ save once per ordnance phase whenever they come in contact with enemy ordnance.

Eldar Phoenix and Eagle bombers have highly accurate targeting sensors which allows you to re-roll the dice to determine the number of attacks they make (the second roll stands).

Additionally, for the cost listed in their special rules, certain vessels with launch bays may be equipped with Vampire raiders, which serve as assault boats.

ASPECT WARRIOR HOSTS
Unlike Eldar Pirates, who rely on the same self-serving rogues who crew their ships to conduct raids and boarding actions, Eldar Craftworld vessels are able to go to war carrying hosts of Eldar Aspect Warriors who form fighting contingents aboard their ships. Many of the Aspect Warrior shrines excel at the kind of rapid assaults which are ideally suited to teleport and other hit-and-run attacks and hence specialize in attacking enemy vessels in this manner.

Certain ships in an Eldar fleet are permitted to carry Aspect Warrior Fighting Crews as chosen from the fleet list, adding +2 to their dice roll when fighting in a boarding action, or +1 to the dice roll when conducting a hit-and-run attack.

BOARDING

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.

ELDAR CRITICAL HITS

Any hit on an Eldar ship causes critical damage on a D6 roll of 4+, rather than the usual 6+. Roll 2D6 on the following Eldar Critical Hits table, rather than the standard Critical Hits table.

CRITICAL HITS TABLE		
2D6 Roll	Extra Damage	Result
2	+0	**Infinity circuit damaged:** The ship's infinity circuit, which aids control and internal communications, is damaged by the hit. The ship's Leadership is reduced by -1 until the damage can be repaired.
3	+0	**Keel armament damaged:** The keel armament is taken off line by the hit and may not fire until it has been repaired.
4	+0	**Prow armament damaged:** The ship's prow is ripped open. Its prow armament may not fire until it has been repaired.
5	+0	**Mast lines severed:** The systems that allow the ship to alter the angle of the sails and turn swiftly are broken by the hit. Until the damage is repaired, the ship may only turn up to 90° before it moves.
6	+1	**Mainsail scarred:** The ship's main solar sail suffers surface damage, reducing the amount of energy it can store. Each of the ship's speeds is reduced by 5cm until the sail is repaired.
7	+1	**Superstructure damaged:** The hit tears into the ship, causing a small breach. Excess strain on the ship's hull could increase the damage. Until the damage is repaired, roll a dice every time the ship turns over 45°. On a roll of 1, the ship suffers 1 extra point of damage.
8	+0	**Mainsail shredded:** The solar cells of the mainsail are torn to tatters by the hit. The ship cannot move in the ordnance phase until the damage is repaired.
9	+1	**Infinity circuit smashed:** The fine crystal matrix of the infinity circuit is shattered by the hit. The ship's Leadership is reduced by -3. This damage may not be repaired.
10	+0	**Holofield generators destroyed:** The holofield generators are smashed beyond repair by the hit. The ship no longer benefits from its holofields. This damage may not be repaired.
11	+D3	**Hull Breach:** A huge gash is torn in the ship's hull, causing carnage among the crew.
12	+D6	**Bulkhead Collapse:** Internal pillars buckle and twist, whole compartments crumple with a scream of tortured metal. Just pray that some of the ship holds together!

GHOSTSHIPS
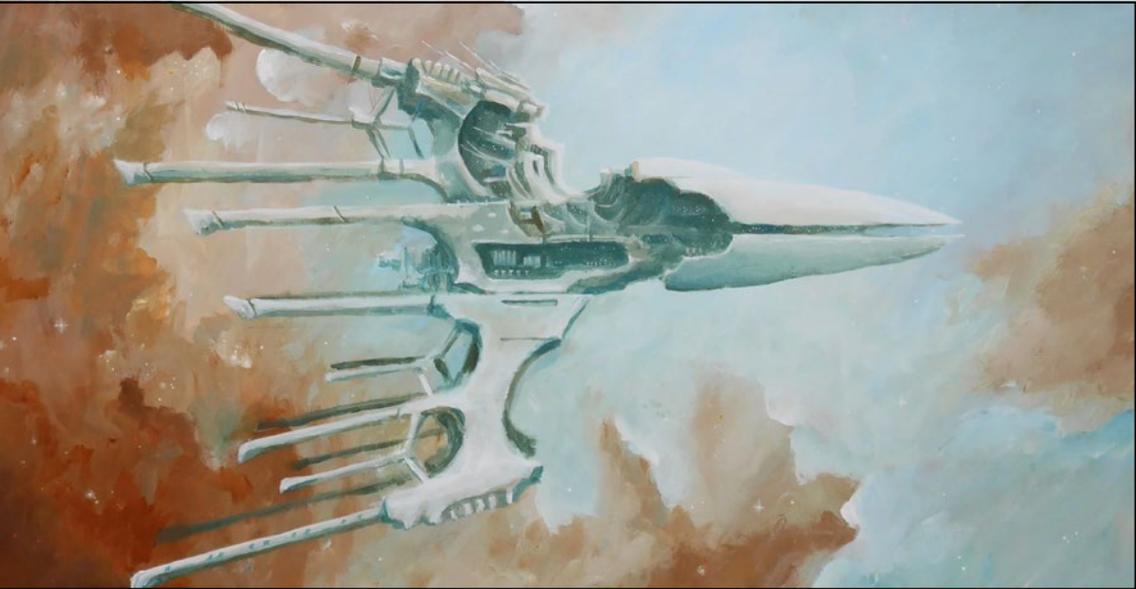
Ghostships are those vessels which, through the long slow dying-years of the Eldar race, have reached the point of near-abandonment through loss of crew. Into these vessels the Seers of Iyanden incorporate spirit stones – sacred reliquaries bearing the souls of those Eldar already lost in the struggle for survival. Sometimes Ghostships will be entirely without living crew, perhaps even embued with the spirit stones of their original pilots, gunners and navigators, continuing to guide their race through the stars even beyond death. Sometimes the Ghostships will bear spirit stones of much older Eldar, some perhaps even with memories of the Fall, unceremoniously denied peace by the desperate hardship their people still face. For the living crew of Ghostships, the presence of these ineffable ancestor-souls creates an equally daunting and empowering burden of expectation.

These spirit stones bring sentience to the living, but otherwise unthinking, wraithbone from which all Eldar vessels are constructed – a curious amalgam of the living, the inanimate and the undying. The spirit stones allow the Ghostships to function with an impossibly tiny number of crew and, when combined with the living wraithbone of their vessels, make Ghostships exceptionally resilient. Their formless thoughts are far harder to destroy than the frail bodies of living pilots, able to simply flit from one transient vein to another. They are at complete freedom within these wraithbone skeletons, diverting both reliance and function to almost any location on the ship should any given system become damaged. But the reliance which the Eldar of Iyanden have to come to place upon Ghostships is not without difficulty. Spirit stones are already ancient and possess the temper of souls that should already be at rest, seemingly winsome and vacant, distant and communing unresponsive if left to simply wander the infinity circuits away from the will of the living Eldar Seers who bind and direct them in unlife.

In order to function, a Ghostship must always be commanded by a Spiritseer – a powerful Eldar psyker who has chosen to dedicate his powers to communing with the dead. Spiritseers are some of the loneliest and most sinister members of a craftworld, required, as they frequently are, to spend periods of time alone aboard Ghostships, surrounded by nothing more than the souls of the reluctant dead.

USING GHOSTSHIPS

Ghostships do not represent a particular class of vessel, but rather they are those vessels which are substantially controlled by spirit stones, having only a small or even non-existent living crew. The use of Ghostships is strongly disliked by the Eldar, since it requires disturbing the spirits of the dead and forcing them to return once more to battle that they might aid their living kin. It is for this reason that the vessels are known as Ghostships, representing an undeniably powerful entity which straddles the boundary between life and death, yet equally represents a force that the Eldar would be wise to leave undisturbed in all but the most dire of circumstances. The Tyranid invasion and the ensuing decimation of the population make Ghostships an abhorrent necessity to the Eldar of Iyanden, however, and they are a far more common component of the Craftworld's fleets than the Eldar would wish.

Any vessel in an Iyanden fleet may be converted to a Ghostship. Ghostships use the following special rules:

Leadership: Ghostships have normal Eldar leadership.

Special Orders: Ghostships are able to go onto special orders and use re-rolls in just the same manner as other vessels, however there is always a danger that the spectral and deathly manner in which these vessels interact with the real universe will distract them and turn their attention away from the battle at hand. If a Ghostship fails a Command check for a special order, it not only fails to go onto the special order, but may also do nothing except move this turn.

You may not make any further Command checks for other Ghostships during the same turn. You may, however, continue to give special orders to other 'crewed' vessels in the fleet (until, of course, you fail a Command check with one of them as well).

If the failed Command check is as a result of attempting to go onto Brace for Impact orders, the Ghostship may still attempt to Brace for Impact but may do nothing except move during its next turn instead.

Deathless: Ghostships require none of the more delicate systems required to support a living crew, and the ease with which the interred spirits move throughout the wraithbone arteries of the vessel means that even when badly damaged the vessel is still able to function effectively. By the normal fragile standards of the Eldar, Ghostships present a fairly sturdy proposition. Ghostships, unlike other Eldar vessels, only suffer a critical hit on a roll of a 6 (not a 4, 5 or 6 as is usually the case with Eldar vessels).

Uncrewed: Since Ghostships are piloted by the spirits of long-dead Eldar warriors, their crews are either small or non-existent. For this reason:

- Ghostships may not contain Aspect Warrior fighting crews.

- Ghostships may not be armed with launch bays.

- Ghostships may not initiate boarding actions or hit-and run attacks of any form.

- Enemies boarding a Ghostship gain a +1 modifier in the boarding action, in addition to other modifiers.

- Enemies making a hit-and-run attack against Ghostships add +1 to their dice roll. Ghostships roll only half the normal number of dice when undertaking damage control in the End phase (before halving it again for Blast markers, if appropriate).

ELDAR IN CAMPAIGNS

In a campaign, an Eldar fleet commander earns promotions (re-rolls) in the following manner:

ELDAR PROMOTIONS (ALL TYPES OF ELDAR)			
Renown	Title	Ld Bonus	Notes
1-5	Captain	+0	1 re-roll
6-10	Lord	+1	1 re-rolls
11-20	Shadow Lord	+1	2 re-rolls
21-30	Prince	+2	2 re-rolls
31-50	Shadow Prince	+2	3 re-rolls
51+	King	+2	4 re-rolls

This crew skills table is for use by the Haven, any capital ships or escort squadrons in a Corsair Eldar or Craftworld Eldar fleet. The refit table on the next page is for use by any capital ships in a Corsair Eldar or Craftworld Eldar fleet. It is not for use by escorts. Eldar Havens may earn ship or weapon refits but not engine refits. Ships that cannot use the refit or crew skill rolled for whatever reason may re-roll the result, such as not being equipped with weapon batteries, attack craft, etc.

ELDAR ELDAR CREW SKILLS	
Over the course of a campaign, a ship's crew develops experience that only comes from serving together in the crucible of war. Roll on the following table:	
D6 roll	**Skill**
1	**Expert Gunnery:** The ship's gun crews are amongst the finest in the whole sector, able to lay down a devastating barrage. When the ship attempts to make Lock-On Special Orders, you may roll 3D6 and discard the highest D6 before comparing the roll against the ship's leadership.
2	**Warlock:** A renowned Seer accompanies the vessel, disclosing fragments of possibility to the ship's captain. This vessel may always attempt to go on Special Orders, even if another ship or squadron in the fleet has failed a command check this turn.
3	**Excellent Pilots:** Even the bomber pilots assigned to this ship number several 'Aces' amongst its crew. Bombers launched by this vessel may survive being intercepted by enemy fighters utilizing the 'Resilient Attack Craft' 4+ save rule in the same manner as Eldar fighters. As they are not fighters themselves, they still ignore other types of ordnance normally. Fighters from this vessel are always moved before enemy attack craft in the ordnance phase. Re-roll this result if the ship does not carry attack craft.
4	**Battle Stance:** Aspect Warriors or even the dreaded Harlequins have been enticed to join your vessel. This ship may re-roll the dice in a boarding action. The second roll stands (even if less!). This benefit can be combined with having an embarked Aspect Warrior Host.
5	**Disciplined Crew:** Whenever this ship checks leadership or attempts to go on Special Orders, you may roll 3D6 and discard the highest D6 before comparing the roll against the ship's leadership.
6	**Elite Command Crew:** Once per battle the ship may automatically pass a Leadership test or command check – there is no need to roll any dice. This may be used even if another ship or squadron in the fleet has failed a command check this turn.

ENGINE REFIT

The ship's engines are fitted with additional systems or improvements have been made to the power generators and energy relays in some fashion. Roll on the following table.

D6 roll	Engine Refit
1	**Celestial Dragon Engine:** The standard manoeuvring thrusters have been augmented, allowing breathtaking turns. The vessel may choose to turn up to 90º at the end of its movement instead of turning normally at the beginning of its movement.
2	**Polarization Field:** A low-level energy bubble surrounds the ship, channelling the debris of space around the vessel. The ship does not suffer a hit for moving through blast markers and ignores all effects of solar flares.
3	**Drunken Weave:** An intricate system of particle flow rudders and graviton impellers are fitted to the vessel, allowing for drastic evasive manoeuvres. The ship gains a 6+ save on a D6 against any damage it takes without requiring a Command Check. This does not count as being braced, but the ship may not use this save when on Brace For Impact Special Orders or attempt to go on Brace For Impact special orders against any round of shooting or event of taking damage if this save fails.
4	**Phoenix Sails:** Hyper-efficient materials of exceeding purity are used to replace the mainsails, squeezing extra energy from the solar wind, adding +5 cm to all speed bands.
5	**Moon Gossamer Rigging:** A Bonesinger has spent many hours re-splicing the ship's control mechanisms. Instead of turning to any facing at the start of its movement, it may choose to make a single 45º turn at any point along its movement.
6	**Stream Flow Enhancers:** A dramatic re-rig of the ship's sails and control surfaces give the captain much greater control over his or her vessel. When the ship is facing the sun, it counts as having the sunward edge in its rear. If the sun is in the rear arc, it counts as on its side.

SHIP REFIT

The structure of the ship is improved in some way, new equipment is installed, or better trained or specialised crew members are brought in. Roll on the following table.

D6 roll	Ship Refit
1	**Crystal Web:** A sizable colony of crystal spiders have been introduced to the hull, greatly enhancing the ship's chances of survival. If the ship has no critical damage, roll a number of D6 equal to the number of hits it has remaining, recovering 1HP if any rolls of 6 are made. No more than 1HP can be regained in this manner per turn, regardless of how many rolls of 6 are made.
2	**Bonesinger:** A much-respected Bonesinger has joined the ranks of the crew. The ship only suffers critical damage on a 5+ instead of a 4+.
3	**Mask of the Laughing God:** Special psychic dampers and cross-spectrum jammers hide the intentions of the crew. Enemy vessels do not gain +1 Leadership for this vessel going under Special Orders.
4	**Gestalt Spirit Stone:** The ship is incredibly ancient, even by Eldar standards, and its spirit has literally aeons of experience. The vessel ignores all penalties to leadership tests, such as blast markers, Marks of Chaos, etc.
5	**Netherfield:** A refined holofield design coupled with an absorptive masking layer make this ship nearly impossible to target. It grants an additional right column shift to the vessel against all weapons that use the gunnery table (no additional modifier is granted past the far right of the gunnery table).
6	**Structural Purity:** The cores of the ship's wraithbone supports are partially replaced by a fluidic medium that dissipates damage throughout the hull. Before the battle begins, the vessel gains +1HP to its starting damage capacity.

WEAPONS REFIT

The ship has been upgraded with additional or more sophisticated weapons systems, greatly enhancing its battle effectiveness. Roll on the following table:

D6 roll	Weapons Refit
1	**Talons:** Both the outer hull and the ship's airlocks are lined with psychically charged scatter-shard point defences. Enemy ships attempting to board the vessel or perform a hit-and run attack suffer a -2 modifier.
2	**Distortion Charges:** The vessel has been fitted with a weapon system which ejects a Warp Distortion charge into its wake (usable once per game). This D-charge must be placed at the same time the player places the rest of the fleet's ordnance on the table, in the ship's aft firing arc. When launched, it moves 10 cm toward the nearest enemy vessel every ordnance phase. If it comes in contact with an enemy ship's base, the enemy vessel may attempt to shoot it down with turrets, hitting on a roll of 6. If the D-charge is not destroyed, place a warp rift marker at the point of impact using a Nova Cannon template. Any vessel touching the template suffers the effects of coming in contact with a warp rift! At the beginning of each subsequent Eldar turn roll a D6. On a roll of 6 the rift closes and is removed from play.
3	**Rune-Assisted Targeting Nodes:** The fire control systems are linked by a complex sensor array. Ships fitted with lance-type weapons may re-roll their first miss each turn.
4	**Gravitic Accelerators:** An extra boost is provided to torpedoes and attack craft. When first launched, ordnance receives an extra +10 cm to its movement.
5	**Anomaly Clarification Stones:** The ship's scanners are able to compensate for local spatial distortions. Blast markers do not cause a column shift when the ship's weapon batteries fire through them.
6	**Enhanced Crystal Focusing:** Rare ultra-pure crystals and a delicate realignment of the firing mechanisms raise the power transfer ratio of the ship's weapons, significantly increasing their range. Add +15 cm range to the ship's weapon batteries and lance-type weapons.

CRAFTWORLD ASSAULT

Direct attacks against a craftworld are exceedingly rare not least because, despite their immense size, craftworlds are extremely elusive prey, rarely sighted by non-Eldar. However, when the Tyranid swarms of Hivefleet Kraken descended upon the galaxy, they did so in such numbers that Iyanden could not help but cross their path and in so doing find itself in the greatest peril of its history…

FORCES

Both fleets are of equal points. The defender (Eldar) does not spend extra points on planetary defences – these are included in the special rules for the craftworld instead (see below). Since the attackers are Tyranids, they do not gain any extra transport models (since all Tyranid ships are 'transports' in effect), but if you want to replay this scenario with another attacker, they may take two free transports for every 500 points (or part) in his fleet.

Reserves: Any number of Eldar ships (including the flagship!) may be purchased against the fleet's total at 50% cost, but they count as reserves and start off the table. Ships may not use their re-rolls if they are not yet in play. How vessels counting as reserves deploy is explained in the Craftworld special rules.

BATTLEZONE

Craftworlds will typically avoid being too close to stars but can otherwise be found just about anywhere in space. Determine the battlezone normally using a D3 for a Primary Biosphere, Outer Reaches or Deep Space result. Determine the sunward edge and set up celestial phenomena normally or in any mutually agreed-upon fashion, ignoring any outcome that results in a planet.

SET-UP

The Craftworld template is placed on the table in the same manner as a planet using the Planetary assault rules on [???] p.76 of the Rulebook. The defender can choose to place ships and squadrons either on patrol or on standby in high orbit, or within the craftworld's gravity (low orbit table). Roll a D6 for each defending ship/squadron (except Shadowhunters) on patrol: on a 1-3 the attacker may set up the ship/squadron, on a 4-6 the defender may set it up.

Ships on patrol may be set up anywhere that is not within 30cm of a table edge or within an area of celestial phenomena. The defender always decides the facing of ships, regardless of who set them up. The attacker deploys his fleet within 15cm of the short table edge furthest from the planet. You will also need a separate low orbit table.

Shadowhunter Patrols

Shadowhunters are quite simply the most nimble patrol vessels in the galaxy, and so must always be set-up on patrol, but no dice roll is required, and they are always deployed by the defender.

THE CRAFTWORLD

In this scenario, the craftworld is considered to be the target of an attack, in the same manner as a planet would be in a planetary assault. The Tyranid assault of Hive Fleet Kraken targetted Iyanden, which is a very large craftworld (about 25cm in diameter). However, if you are refighting this scenario with another craftworld as the target, or if you want to introduce some degree of randomness into the game, you can always vary the size of the craftworld, or roll on a dice: 1 = small (no more than 15cm) , 2-5 = medium (no more than 20cm, 6 = large (no more than 30cm). Craftworlds follow all the rules for planets, since their immense size means they create their own gravity wells, etc. However, they do not roll for moons, rings, etc.

Small craftworlds have a gravity well of 10cm, medium craftworlds of 15cm and large craftworlds of 20cm. The craftworld is placed no more than 150cm from one of the short table edges. Whilst craftworlds do actually travel through space, their progress is so remarkably slow that during the course of a battle they will exhibit no noticeable movement, and hence the template representing the Craftworld itself does not move, in just the same way as planets do not move during a battle, despite their actual movement in orbit of the nearest star. Instead of planetary defenses in the normal sense, individual areas of the Craftworld are purpose-constructed to provide for its collective defense. In the particular case of Iyanden, these roles are fulfilled by three areas – the Spear of Light, the Fortress of Tears, and the Fortress of the Red Moon. Whilst other craftworlds may vary in their defenses, you can safely use the following rules as standard for all craftworlds.

Fortress of Tears & Fortress of the Red Moon

Both these fortresses are designed to repel invaders from Iyanden, utilizing powerful

THE IYANDEN CRAFTWORLD

Gate of Dreams
Forest of Silence
Forge of Lost Souls
Fortress of Tears
Spear of Light
Gate of Nightmares
Shrine of Asuryan
Forge of the Singers
Fortress of the Red Moon
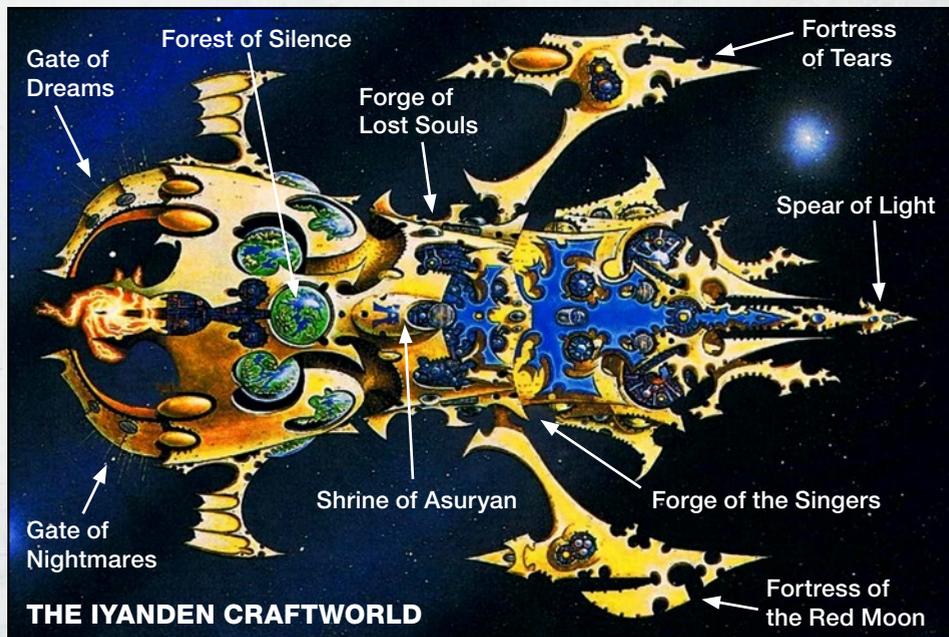
but indirect plasma shots to disrupt and scatter any enemy which manage to evade the craftworld's cruiser patrols. At full effect the fortresses are designed to act as the defences for the end the entire eastern and western halves of the craftworld respectively. Each time an Assault Point is scored (or 'landed' on the Craftworld), roll a dice. On a score of a 4 or more, one of the fortresses damages the attacking wave so heavily that the landing is essentially ineffective and no Assault Point is scored.

The fortresses also allow the craftworld to repel ships in low orbit. During the Eldar player's Shooting phase, the two fortresses each unleash one 45cm pulsar lance against each escort squadron or capital ship on the Low Orbit table. These cannot be redirected or "stacked" on a single or group of targets; each enemy escort squadron or capital ship can receive no more than two pulsar lance shots that roll to hit in the normal manner pulsar lances are used.

There is always the danger that the fortresses themselves will fall. During each End phase, roll one dice for each Assault Point already scored on the craftworld. If any of these score a '6' one of the fortresses are damaged, and the chance of destroying enemy Assault Points, or scoring a hit on ships in low orbit, is reduced by 1 (ie, to a 5+ the first time, then to a 6+, then they are destroyed completely). No matter how many 6's are rolled, only a single –1 reduction can apply in each End phase, meaning only a single Fortress can be affected by a single -1 reduction each end phase. When a Fortress is destroyed completely, it can no longer fire upon enemy vessels in low orbit. The number of pulsar lances fired at each enemy ship in low orbit is reduced by 1 for every Fortress destroyed.

Spear of Light

While the Spear of Light is essentially another heavily armed redoubt constructed for the defence of the entire Craftworld, it is most renowned for the Spear of Light, a titanic linear accelerator bearing its name and capable of hurling plasma charges at nearly the speed of light. Its primary purpose is to eliminate dangerous objects in its path, such as recalcitrant moonlets! However, when the defence of the Craftworld is at stake, it can be re-purposed as a weapon with poor accuracy by Eldar standards but horrifying destructive power. The Spear of Light functions as a single Nova Cannon in all respects. Like the fortresses, one dice must be rolled during each End Phase for each Assault Point already scored on the craftworld. If any of these score a '6' the Spear of Light is damaged, and a Reload Ordnance special order must be passed each time the weapon is used again. If a '6' is rolled again in a subsequent End Phase, the Spear of Light is considered destroyed for the rest of the battle. The Spear of Light is used against targets at range and has no effect against vessels on the Low Orbit table.

Forge of the Singers and Forge of Lost Souls

A craftworld's Bonesingers have at their disposal the means to construct and service an entire Battlefleet of Eldar vessels. Indeed, their construction and fabrication techniques are so efficient, they can quite literally have at their disposal more starships than there are Eldar crew to man them. While even this prodigious capacity serves little utility in the heat of battle, it can in an emergency aid a vessel in dire straits. Any Eldar capital ship in low orbit can dock with the Craftworld by "landing" on the surface without requiring a leadership check. Unlike when coming in contact with a planet's surface, the vessel does not count as destroyed by doing so, though it must subsequently remain in place for one full turn. It gains +4D6 to repair critical damage in the End Phase and may regain up to 1Hp damage for every roll of 6 not used to repair critical damage (all critical damage must be repaired before this benefit can be taken). Additionally, it counts as passing a Reload Ordnance special order for free. However, it may not move, shoot or launch ordnance while docked, critical damage that cannot normally be repaired during a battle (such as holofields damaged) still remains damaged, and while docked to the Craftworld the ship counts as defences for purposes of being fired upon using the gunnery table. Holofields work normally against gunnery-based weapons, and the ship benefits from an additional right column shift and may ignore blast markers while docked, as it is inside the sheath of the craftworld's powerful polarization field.

Gate of Dreams and Gate of Nightmares

Like virtually all craftworlds, Iyanden has a series of webway portals scattered throughout its structure. The two largest of these are the Gate of Dreams and the Gate of Nightmares. Each one of these is capable of opening vast portals sizable enough for even the largest of the Eldar's war machines. Together, they create a single portal at the rear of the Craftworld large enough for traversing starships. Beginning turn 2, after the Eldar fleet moves roll a D6. On a 5+, D3 capital ships and/or escort squadrons of the owning player's choice held in reserve at the start of the game now appear along the table edge closest to the Craftworld no more than 30cm away from it. Eldar ships cannot move or shoot in the same turn they appear.

FIRST TURN

The players roll a D6, with each player adding their fleet's initiative (attack rating) to the roll. Whoever got the highest may take either the first or second turn.

SPECIAL RULES

Attacking ships must move within 30cm of the craftworld table edge (which obviously replaces the planet edge) on the low orbit table to send troops to the surface and bombard enemy positions. Remember that since the attackers are most likely Tyranids, you should follow the special scenario considerations for Tyranids, as presented in Armada. However, should you wish to vary the attackers, the following basic rules apply:

For each turn an attacking capital ship spends within 30cm of the craftworld edge, the attacker scores 1 Assault Point. For each turn an attacking transport spends within 30cm of the craftworld edge, the attacker scores 2 Assault Points. A ship deploying troops or bombarding the craftworld may not do anything else that turn.

GAME LENGTH

The game lasts until one fleet is destroyed or disengages, or the attacker has scored 10 or more Assault Points.

VICTORY CONDITIONS

Add up the Assault Points earned by the attacker and add +1 to the total for every 500 Victory Points (rounding down) scored by the attacker for destroying or crippling ships and planetary defenses. Deduct -1 Assault Point for every 500 Victory Points (rounding up) scored by the defender. Look up the adjusted Assault Point total on the table below:

ASSAULT POINTS	RESULT
0-1	**Defender's Victory (+1 Renown)** The attacking forces achieved almost nothing. The pitiful amount of assaulting troops that reached the craftworld will be quickly annihilated.
2-5	**Defender's Marginal Win** The assaulting forces are prevented from making a substantial landing on the craftworld. Nonetheless, enemy detachments will now have to be hunted down and destroyed.
6-9	**Attacker's Marginal Win** The assault dropped enough troops, etc, to capture a large part of the craftworld's resources. Ongoing battles for control of the world will rage for months, even years.
10+	**Attacker's Victory (+1 Renown)** The attackers succeeded in sweeping aside the defending forces and staging decisive landings at key points all over the craftworld. Within a few weeks of mopping up, the attackers will have complete control of the craftworld.

ELDAR CORSAIRS FLEET LIST

FLEET COMMANDER

0-1 Pirate Prince

You may include 1 Pirate Prince in your fleet, who must be assigned to a ship and adds +2 to its Leadership, to a maximum of 10. If the fleet is worth over 750 points a Pirate Prince must be included to lead it.

Pirate Prince (+2 Ld) .... 100 pts

You may purchase Fleet Commander re-rolls for your Pirate Prince by paying the cost listed below.

One re-roll...+25 pts
Two re-rolls ....+50 pts
Three re-rolls..+100 pts

Eldar Hero

Your fleet may be led by an Eldar Hero, in place of its normal fleet commander. Only a fleet led by an Eldar Hero may take reserves from the Craftworld Eldar fleet list.

Eldar Hero (Ld 10) .... 100 pts

You may purchase Fleet Commander re-rolls for your Eldar Hero by paying the cost listed below.

One re-roll...+50 pts
Two re-rolls ....+75 pts
Three re-rolls..+100 pts

CAPITAL SHIPS

0-12 Cruisers

Eclipse class cruiser (pg. 307)......................250 pts
Shadow class cruiser (pg. 308) .... 210 pts

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6.

Hellebore class frigate (pg. 311) .... 65 pts
Aconite class frigate (pg. 312) .... 55 pts
Hemlock class destroyer (pg. 313) .... 40 pts
Nightshade class destroyer (pg. 314) .... 40 pts

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Darkstar fighters and Eagle bombers. Ships with torpedo tubes are armed with Eldar torpedoes.

RESERVES AND ALLIES

An Eldar Hero must lead the fleet in order to use Craftworld Eldar vessels as reserves. Following this, one Craftworld Eldar *Flame of Asuryan*, Dragonship or Wraithship may be taken for every three cruisers in the fleet. Craftworld Eldar Shadowhunters may be taken in the same ratio of no more than one for every three escort vessels in the fleet. Corsair Eldar escorts and Shadowhunters may not be in the same squadron. If the *Flame of Asuryan* is taken, the Eldar Hero must be embarked aboard it.

ELDAR CORSAIRS FLEET LIST

FLEET COMMANDER

0-1 Pirate Prince

You may include 1 Pirate Prince in your fleet, who must be assigned to a ship and adds +2 to its Leadership, to a maximum of 10. If the fleet is worth over 750 points a Pirate Prince must be included to lead it.

Pirate Prince (+2 Ld) .... 100 pts

You may purchase Fleet Commander re-rolls for your Pirate Prince by paying the cost listed below.

One re-roll..+25 pts
Two re-rolls...+50 pts
Three re-rolls..+100 pts

Eldar Hero

Your fleet may be led by an Eldar Hero, in place of its normal fleet commander. Only a fleet led by an Eldar Hero may take reserves from the Craftworld Eldar fleet list.

Eldar Hero (Ld 10) .... 100 pts

You may purchase Fleet Commander re-rolls for your Eldar Hero by paying the cost listed below.

One re-roll..+50 pts
Two re-rolls ....+75 pts
Three re-rolls..+100 pts

CAPITAL SHIPS

Battleships

Your fleet may include up to one battleship for every full 1,000 points it contains. Therefore, if you have between 0 to 999 points, you cannot field any battleships, while from 1000 to 1,999 points you can include one, and so on.

Void Stalker class battleship (pg. 306) .... 380 pts

0-12 Cruisers

Eclipse class cruiser (pg. 307)....................... 250 pts
Shadow class cruiser (pg. 308) .... 210 pts
Aurora class light cruiser (pg. 309) .... 140 pts
Solaris class light cruiser (pg. 310) .... 130 pts

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6.

Hellebore class frigate (pg. 311) .... 65 pts
Aconite class frigate (pg. 312) .... 55 pts
Hemlock class destroyer (pg. 313)................. 40 pts
Nightshade class destroyer (pg. 314)............. 40 pts

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Darkstar fighters and Eagle bombers. Ships with torpedo tubes are armed with Eldar torpedoes.

RESERVES AND ALLIES

An Eldar Hero must lead the fleet in order to use Craftworld Eldar vessels as reserves. Following this, one Craftworld Eldar *Flame of Asuryan*, Dragonship or Wraithship may be taken for every three cruisers in the fleet. Craftworld Eldar Shadowhunters may be taken in the same ratio of no more than one for every three escort vessels in the fleet. Corsair Eldar escorts and Shadowhunters may not be in the same squadron. If the *Flame of Asuryan* is taken, the Eldar Hero must be embarked aboard it.

IYANDEN CRAFTWORLD FLEET

FLEET COMMANDER

0-1 Autarch

You may include one Eldar Autarch in your fleet, who replaces the ship's Leadership with his own. If the fleet is worth over 750 points, an Autarch must be included to lead it.

Eldar Autarch (Ld 9) .... 75 pts
Iyanden Bearer of the Flame (Ld 10) ..... 100 pts

The fleet commander may purchase a re-roll, at the cost listed below:

One re-roll..+25 pts

Eldar Hero

Your fleet may be led by an Eldar Hero, in place of its normal fleet commander. Only a fleet led by an Eldar Hero may take reserves from the Corsair Eldar fleet list.

Eldar Hero (Ld 10).................................. 100 pts

You may purchase Fleet Commander re-rolls for your Eldar Hero by paying the cost listed below.

One re-roll..+50 pts
Two re-rolls..+75 pts
Three re-rolls...+100 pts

0-3 Farseers

You may include up to three Farseers in your fleet, each of whom must be assigned to a capital ship (including the flagship if desired) and gives the vessel a re-roll which may be used on itself, another capital ship in the same squadron or an escort squadron within 15 cm.

0-3 Farseers...+30 pts

PRINCE YRIEL, BEARER OF THE FLAME, AUTARCH OF IYANDEN

Before becoming one of the most feared corsairs in all of the Imperium, he was the Autarch of Iyanden, supreme commander of its war host and battle fleet. Unlike an Exarch, an Autarch is one that has the ability to step away from the Path of the Warrior, seek out other disciplines and assume a leadership role. Despite his considerable martial prowess and tactical acumen, it was along the Path of the Mariner that he found his true calling.

Prince Yriel................................150 pts

Prince Yriel has at his disposal the very finest weaponry and resources available to the Iyanden Eldar. Treat this character as an Eldar Hero with the following additions as part of his point cost: he is accompanied by the fiercest members of Yriel's own pirate warband, which count as an Aspect Warrior host. His vessel is equipped with Vampire raiders. He has one re-roll as part of his point cost, but a second or third re-roll can be purchased at +25 points each.

Prince Yriel must be embarked on a Dragonship equipped with launch bays, even if he is leading a Corsair fleet. A fleet led by him has an attack rating of 4, even if it includes Craftworld vessels. He must be embarked aboard the *Flame of Asuryan* if it is present, in which case his cost is 125 points.

CAPITAL SHIPS

Dragonships

Your fleet may include up to one Dragonship for every two Wraithships included in the fleet. If your fleet is led by an Autarch, you may include a single Dragonship as his flagship which does not count against this limitation. In order to take the Flame of Asuryan, an Eldar Hero must lead the fleet and be embarked aboard it.

(0-1) *Flame of Asuryan* (pg. 315).................. 320 pts
Dragonship (pg. 316) .... 260 pts

Wraithships

Your fleet may include any number of Wraithships.
Wraithship (pg. 317) .... 160 pts

Ghostships

Any capital ship in the fleet may be upgraded to a Ghostship. Such a vessel may not also include a Farseer or Aspect Warrior crew.
Ghostship (pg. 292)...Free

ASPECT WARRIOR HOST

Any capital ship in the fleet may be equipped with Aspect Warriors, serving as the ship's fighting crew.
Aspect Warrior Host (pg. 290).....................+20 pts

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6.
Shadowhunter (pg. 318)................................. 40 pts

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Nightwing fighters and Phoenix bombers. Ships with torpedo tubes are armed with Eldar torpedoes.

Attack craft carriers may also be equipped with torpedo bombers for +15 points per launch bay, with these functioning the same way as other Eldar torpedoes.

RESERVES AND ALLIES

An Eldar Hero must lead the fleet in order to use Corsair Eldar vessels as reserves. Following this, one Corsair Eldar cruiser or light cruiser may be taken for every three Dragonships and / or Wraithships in the fleet. Corsair Eldar escort vessels may be taken in the same ratio of no more than one for every three Shadowhunters in the fleet. These may be organized in squadrons in any mix desired, but Corsair Eldar escorts and Shadowhunters may not be in the same squadron. Up to one Void Stalker may be taken in the fleet as long as the fleet is at least 1000 points and at least three Corsair Eldar cruisers and / or light cruisers are already present in the fleet.

VOID STALKER CLASS BATTLESHIP

Famous Ships of the Gothic War: Bright Star, Forge of Vaul
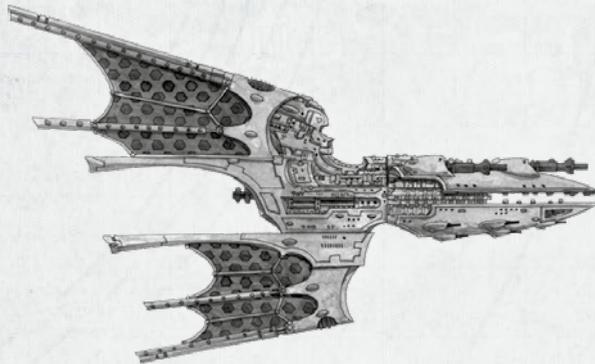
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10	10/20/25 cm	Special	Holofields	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Keel launch bays	Darkstar: 30 cm Eagle: 20 cm	4 squadrons	–
Keel weapons battery	45 cm	8	Left/front/right
Prow pulsar lances	45 cm	2	Left/front
Prow pulsar lances	45 cm	2	Front/right

For almost the entirety of the Gothic War, Eldar fleets were composed mostly of Escort ships accompanied by a few Cruisers. However, after the battle of Gethsemane and the alliance of many of the Eldar pirate fleets with Lord Ravensburg, a new terror was to hunt across the stars. The Void Stalker is the pinnacle of Eldar stellar technology, combining strong armament with high speed and manoeuvrability; the match of any ship in the Gothic Sector.

The *Bright Star*, which it was later found was the flagship of the Executioners corsair band, was first sighted leaving the area around the Graildark Nebula, but was shortly after seen, with an attendant number of escorts and Cruisers, wiping out a raiding fleet across the Gothic sector in the Lysades sub-sector. The *Bright Star* was also instrumental in lifting the Lethe blockade, destroying the Grand Cruiser *Unstoppable Rage* and several escorts, and crippling two Chaos cruisers. It is claimed by the Eldar that before, during and after the Gothic war, the *Bright Star* has never been defeated in battle.

Another Void Stalker was most frequently seen pursuing some personal vendetta against the Orks of the Cyclops Cluster. Several times this mysterious vessel appeared during Imperial bombardments of Ork ground positions, using its sophisticated weapons to level whole greenskin settlements. Rumours have it that the ship was eventually destroyed when it attempted to single-handedly take on an Ork Hulk (later codified as the *Misery of Platea*).

FLEET LISTS Eldar Corsairs Fleet List (late war) (pg. 303)

ECLIPSE CLASS CRUISER

Famous Ships of the Gothic War: Silent Warrior, Asuryan's Chosen, Stardeath, Eliarenath's Gift
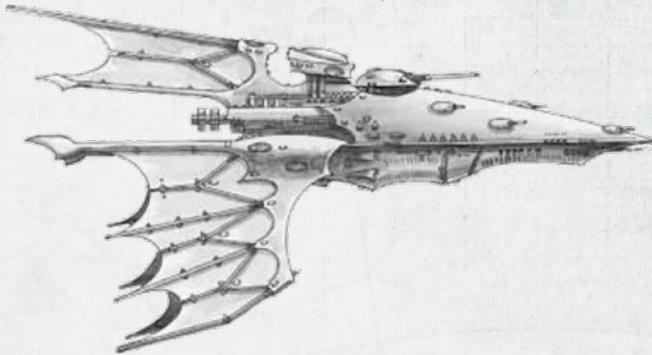
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25 cm	Special	Holofields	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Keel launch bays	Darkstar: 30 cm Eagle: 20 cm	4 squadrons	–
Prow pulsar lance	30 cm	2	Front

The Eclipse is perhaps one of the most effective attack craft carriers in the Gothic sector. While most carrier-type vessels must maintain considerable distance from the enemy, thus increasing the amount of time fighters and bombers spend approaching their target, the Eclipse can deploy its Darkstar fighters and Eagle bombers within striking distance and then use its great speed and agility to withdraw from the firing line. Couple this with the extraordinary proficiency of Eldar attack craft, and it can be seen why Eclipse class cruisers were the bane of Imperial convoy commanders throughout the Gothic sector. In particular, the *Stardeath* caused the destruction of at least fourteen convoys, accounting for over twenty eight merchant and military vessels itself. The *Stardeath* was eventually caught and eliminated by the frigates of the Skargul patrol when its holofields were destroyed by a fortuitous torpedo hit, after a dogged three day chase through the Graildark Nebula. The *Silent Warrior* gained much notoriety in the Port Maw region after the Walpurgis Attack, during which its piratical crew boarded and captured the *Vigilant*, which was on station to escort several Penal Legion transports to the Imperial Guard fighting on Lethe. The Eldar corsairs forced the *Vigilant*'s captain to transmit the all-clear signal and as the undefended transports left the planet's atmosphere for the rendezvous, they were mercilessly destroyed by Eagle bombers from the *Silent Warrior*'s launch bays.

SHADOW CLASS CRUISER

210 PTS

Famous Ships of the Gothic War: Black Star, Child of Khaine, Celestial King, Chariot of Mathurir, Fhianna Rethol (untranslatable), Bright Claw
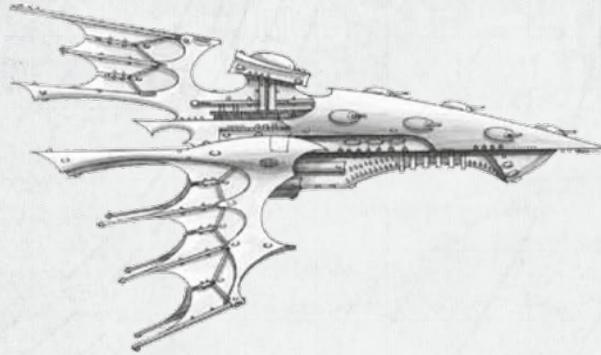
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25 cm	Special	Holofields	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Keel torpedoes	30 cm	4	Front
Prow weapons battery	30 cm	12	Front

The Shadow class cruiser is typical of all Eldar capital ships. Its multiple solar sails give it tremendous speed and manoeuvrability, able to outrun even the escort ships of other races. The most infamous Shadow class cruiser to fight in the Gothic War was the *Black Star*. Commanded by the so-called Prince Conanmaol of the Executioners, the *Black Star* accounted for several Imperial capital ships and the loss of a considerable tonnage of Imperial merchant shipping. The *Black Star* eluded destruction for the entirety of the Gothic War and continues to lead attacks from the depths of the Graildark Nebula to this day. The *Fhianna Rethol* is noted as the first Eldar ship in the Gothic system to be captured relatively intact. However, even as the hulk was being studied at Argante Station, a flotilla of Eldar escorts struck. Punching through the few system defence ships, the Eldar launched several torpedo salvoes at the docked vessel, obliterating it entirely, before disengaging at high speed.

AURORA CLASS LIGHT CRUISER

Famous Ships: Wind Runner, Storm Chaser

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15/20/30 cm	Special	Holofields	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Keel torpedoes	30 cm	4	Front
Prow pulsar lance	30 cm	2	Front

Like the rest of the Eldar ships classified by the Imperial Navy very little is known of the Aurora class. The vessel mimics the design of the larger cruisers with the same sail configuration and hull design. As a light cruiser, logic dictates that the Aurora fulfils the same purpose as the Dauntless serves in the Imperial fleet. Even though Eldar cruisers are fast, the Aurora has the added benefit of the speed and manoeuvrability of an escort but carries firepower to match a cruiser.

The most noted example of the deployment of the Auroras came during the closing stages of the Gothic War. An uneasy alliance was formed between the Imperium and the many Eldar pirate fleets of the sector after the Battle of Gethsemane. This seemed to spur the appearance of many previously unseen Eldar vessels such as the mighty Void Stalker and Aurora light cruisers. The Aurora's first significant engagement recorded in Imperial annals was during an encounter between a fleeing Traitor fleet and a large (and rare) Eldar-Imperial battlegroup deep in the Graildark Nebula. As the Imperial and Traitor fleets ponderously closed in on each other, the Eldar typically peeled off and sped past the Chaos fleet. Admiral Vortigue, who was controlling the Imperial force, was convinced they had done a runner! Shortly after the first long ranged lances began to fire the Eldar reappeared. The majority of the Eldar fleet was directly behind the Traitor ships, however, roughly a third (containing a number of escorts but mainly Auroras) attacked from the flank. The flanking force sped into action flying straight at the Chaos barges, making suicidal strafing runs against the Chaos cruiser hulls. The Chaos fleet was thrown into confusion, ships began to break off formation as their corrupted captains began to take evasive action. A second Eldar squadron approaching from behind then opened fire. Caught facing the oncoming Imperial fleet the Chaos ships could not return fire. Unlike the flanking force a third Eldar squadron held in the rear did not engage up close but maintained a perimeter, to make sure the more manoeuvrable Chaos ships could not turn and escape. Vortigue took his cue and presented his broadsides to the now shambolic Chaos fleet and crossed the 'T' to deadly effect.

The Traitor fleet was trapped between two fleets and with a fast and manoeuvrable force taking the Chaos ships close up it was only a matter of hours before the Traitors were utterly destroyed.

FLEET LISTS   Eldar Corsairs Fleet List (late war) (pg. 303)
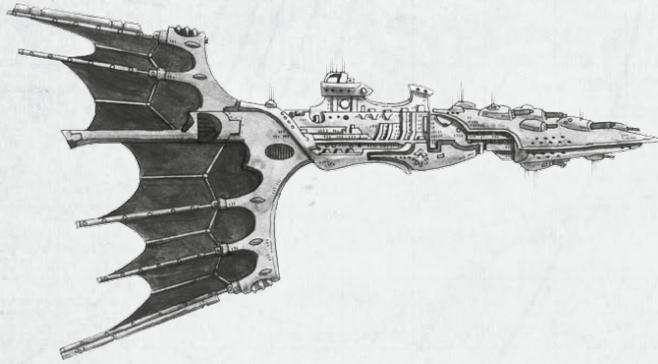
SOLARIS CLASS LIGHT CRUISER

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15/20/30 cm	Special	Holofields	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow weapons battery	30 cm	8	Front

The Solaris was first identified by the Imperial Navy during anti-pirate operations in the Yurol Nebula. The offensive was designed to drive the pirate fleet of Prince Ilmarth of the Soul Reavers out of the nebula and into the waiting guns of a second Imperial fleet. From the start the operation was in trouble.

Several Solaris class vessels were involved in running skirmishes with Imperial escort vessels as they swept through the dense asteroid belts of the Arikar system. The Imperial escort squadrons found themselves heavily outgunned in short, intense gun duels fought at very close range. Three Imperial vessels were lost and three heavily damaged before the escort vessels were ordered out of the Arikar belt to the relative safety of the main fleet. The huge asteroid fields provide the pirates with too many hiding places and too great an advantage in mobility. The Imperial Admiral was unwilling to risk the larger vessels needed to match the Solaris' firepower in such treacherous conditions.

Changing plan, a blockade was constructed against the Arikar system, but the speed of the pirate vessels allowed them to slip through the cordon with ease, out-running Imperial patrol vessels. After an unproductive year the operation was deemed a failure and eventually called off. To this day Ilmarth of the Soul Reavers is still at large in the Yurol Nebula.

Later analysis of the failed operation identified a squadron of three Solaris, led by the *Void Serpent*, supported by six smaller vessels holding the Arikar system.

The Solaris has much in common with its sister ship, the Aurora, and is often misidentified as such by inexperienced captains. Faster than the larger cruisers, they are used in combination with Eldar escorts to launch high-speed raids, or to add weight and firepower to the first wave of a larger Eldar attack.
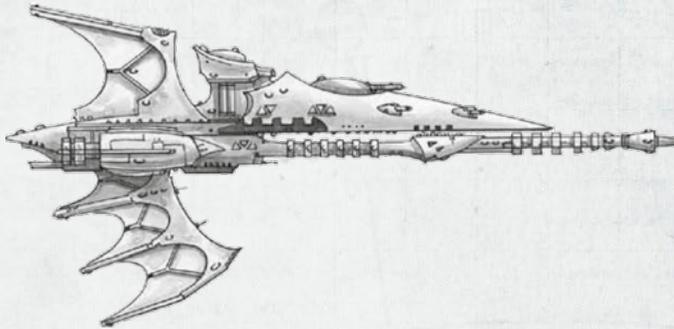
FLEET LISTS   Eldar Corsairs Fleet List (late war) (pg. 303)

HELLEBORE CLASS FRIGATE

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	10/20/30 cm	Special	Holofields	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow pulsar lance	30 cm	1	Front
Keel torpedoes	30 cm	2	Front
Prow weapons battery	30 cm	1	Front

Perhaps the most heavily armed escort ship of the Gothic sector, the Hellebore is the embodiment of Eldar ideals and technological supremacy. Although unable to withstand much damage, it carries enough weaponry to match even an Imperial light cruiser and to inflict horrendous damage on larger vessels. When deployed in squadrons, the Hellebore is a lethal combination of speed, flexibility and hitting power, combining the long-range capabilities of torpedo launchers with the solid firepower of a pulsar lance and laser battery. Hellebores excel at ambush attacks, are able to disrupt the enemy formation with their torpedo attacks and then attack in strength against any stragglers thus created. This tactic was employed very successfully on many occasions during Imperial forays into the Graildark Nebula. In fact, it was a squadron of three Hellebore frigates that reduced the *Fortitude* to a hulk and crippled the *Sword of Orion* during the abortive Picus Offensive in the final years of the Gothic War.

FLEET LISTS   Eldar Corsairs Fleet List (early war) (pg. 302), Eldar Corsairs Fleet List (late war) (pg. 303)
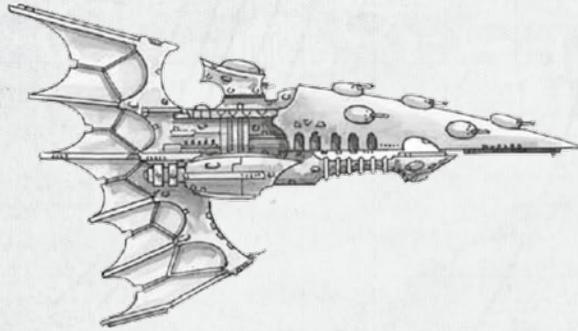
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	10/20/30 cm	Special	Holofields	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow weapons battery	30 cm	5	Front

The Aconite class frigate utilises the best Eldar laser technology, giving it a powerful punch which far surpasses that expected of a vessel this size. Usually operating in squadrons of three or four ships, they can level a fusillade of fire which can match the broadside batteries of a battleship – and then slip away before the enemy can fire back. In particular, Aconites often use their great manoeuvrability to get behind a larger vessel where it cannot return fire. If enemy escorts change course to drive the Aconites off, they can quickly move away from danger and attack elsewhere. This tactic was employed regularly over the course of the Gothic War, and was responsible for the loss of at least three Imperial capital ships and several Chaos vessels, including the *Unholy Dominion*.

HEMLOCK CLASS DESTROYER

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15/20/30 cm	Special	Holofields	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow pulsar lance	30 cm	1	Front

SPECIAL	• A Hemlock class destroyer cannot initiate boarding actions. A ship that boards a Hemlock class destroyer gains a +1 modifier in addition to any other modifiers.

The Hemlock is notable for its simplicity of design. It consists of a powerful pulsar lance, highly efficient drives, and little else. Admiral Grove once described the Hemlock as "... more of a mobile gun than a proper starship". With the power needed for the stellar drives and pulsar lance, even considering advanced Eldar engine technology, the Hemlock probably cannot generate a stable interior environment for much more than the crew members needed for steering the ship and firing the pulsar. This makes it especially vulnerable to boarding actions from enemy escorts – if they can get close enough to board.

NIGHTSHADE CLASS DESTROYER
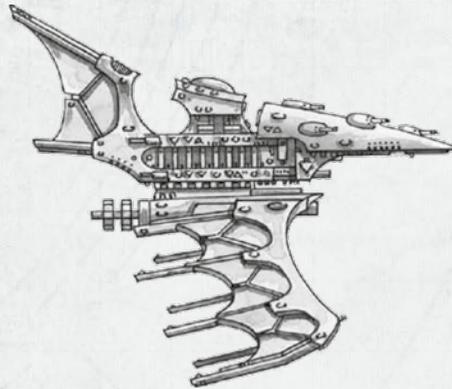
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15/20/30 cm	Special	Holofields	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Keel torpedoes	30 cm	2	Front
Prow weapons battery	30 cm	1	Front

The greatest strength of the Nightshade class destroyer is its ability to deploy ordnance at close range and then swiftly elude retribution. Eldar torpedoes have highly sensitive target acquisition and final approach control systems and are also often armed with highly volatile neutron or vortex warheads. The Adeptus Mechanicus have theorised that this makes them almost twice as likely to inflict damage on an opposing ship as standard Imperial plasma torpedoes. When this considerable armament is placed on a rapidly moving vessel, such as the Nightshade, then you have a weapon that can strike at virtually any target at will. This was amply demonstrated during the Eldar attack on Naxos, when the Chaos battleship *Damnation's Fury* was crippled by three successive torpedo runs from a three-strong Nightshade squadron, despite the protection of several other capital ships and escort vessels.

FLEET LISTS Eldar Corsairs Fleet List (early war) (pg. 302), Eldar Corsairs Fleet List (late war) (pg. 303)

FLAME OF ASURYAN, YRIEL'S FLAGSHIP   320 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	10/20/25 cm	Special	Holofields	5+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Keel launch bays	Nightwing: 30 cm Phoenix: 20 cm Vampire: 25 cm	4 squadrons	–
Prow weapons battery	30 cm	16	Front
Keel pulsar lance	30 cm	1	Left/front
Keel pulsar lance	30 cm	1	Front/right

SPECIAL	• It is a unique vessel, only one may ever be included in the fleet. • The *Flame of Asuryan* embarks the most fearsome members of Yriel's own pirate warband, which count as an Aspect Warrior fighting crew.

At the heart of Iyanden lies the Shrine of Asuryan. It is here that the most powerful and wise of Iyanden's leaders gather for all talk of war and it is here that the armies of Iyanden muster when the time comes. There is no place more sacred, nor more heavily guarded within the entire Craftworld. At the centre of this great shrine burns a constant flickering fire, the Flame of Asuryan itself – a beacon, a symbol of hope to the Eldar of the Craftworld. It is said that the Flame of Asuryan is the burning fire with which the Eldar will claim victory over all who would attack the Craftworld, though it is also said that should the flame ever go out, Iyanden's light will diminish also. When Yriel led the Craftworld's fleet, he was considered to be the favoured of Asuryan, and amongst his many great titles earned himself the honorific of 'Bearer of the Flame', and duly renamed his flagship the *Flame of Asuryan* accordingly. The *Flame of Asuryan* is magnificent, even by the standard of Dragonships. It bears three great sails – one borne upon its long elegant spine, and another pair each mounted atop the great outriggers to its flanks, both of which also bear deadly pulsar lances. The *Flame of Asuryan* bore Yriel to many great victories at the head of the Iyanden fleet and he would give little thought to parting with the vessel once his own rank was lost and his own place amongst the Craftworld taken from him. Instead, he and his most loyal followers departed, Yriel himself still aboard his mighty flagship. By such means did the *Flame of Asuryan* come to depart the Craftworld of Iyanden.

When Hivefleet Kraken descended upon Iyanden, Yriel made no attempt to aid his former home, but when the Tyranids overran Iyanden and threatened the Shrine of Asuryan itself, he could no longer ignore its calling. Returning at the head of a mighty fleet of raiders who he had gathered about him in his years of exile, Yriel smashed aside the Tyranid fleet.

FLEET LISTS	Iyanden Craftworld Fleet (pg. 304)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25 cm	Special	Holofields	5+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Choose one of the following prow weapons:			
Prow weapons battery	30 cm	14	Front
Prow pulsar lance	30 cm	3	Front
Choose one of the following keel weapons:			
Keel launch bays	Nightwing: 30 cm Phoenix: 20 cm	4 squadrons	–
Keel torpedoes	30 cm	8	Front

SPECIAL	• Choose one prow and one keel weapon options for each Dragonship in the fleet as part of its point cost.
OPTIONS	• Dragonships equipped with launch bays may take Vampire raiders for +10 points.

Dragonship is the collective name given to the larger classes of Eldar vessel. The term Dragonship does not refer to any particular armament or configuration, but rather to a variety of vessels adhering to the same basic principles, designed for the same basic roles. Within this larger grouping, individual configurations or combinations of weapons give individual classes their proper name – always a variation on the phrase 'Dragon', representing different aspects of the creature of the same name from Eldar myth. Those Dragonships which are piloted in large part, or even exclusively, by spirit stones, for example, are referred to as Ghostdragons, while larger vessels which have been designed to operate away from the craftworld for great lengths of time are often referred to as Void Dragons. Different styles of Dragonship can vary greatly, with different numbers of sails, different armaments and even variations in size.

FLEET LISTS	Iyanden Craftworld Fleet (pg. 304)

WRAITHSHIP

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25 cm	Special	Holofields	5+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Choose one of the following prow weapons:			
Prow weapons battery	30 cm	8	Front
Prow pulsar lance	30 cm	2	Front
Choose one of the following keel weapons:			
Keel launch bays	Nightwing: 30 cm Phoenix: 20 cm	2 squadrons	–
Keel torpedoes	30 cm	4	Front

SPECIAL
- Choose one prow and one keel weapon options for each Wraithship in the fleet as part of its point cost.

Like all the starships of the Eldar, Waithships are made from wraithbone, a material drawn as raw energy from the Warp and shaped into matter by psychic craftsmen known as Bonesingers. The wraithbone forms the living skeletal core of the spaceship around which its other structures are arranged. The wraithbone also provides channels for psychic energy. This facilitates internal communication, transmits power and enables the spaceship to act as an organically integrated whole. The wraithbone core of a spaceship is surrounded by a structure which is literally grown into the required shape by Bonesingers. These Eldar use their psychomorphic talents to shape bulkheads, walls, floors and conduits into a shell that completely surrounds the wraithbone core and forms the hull and major internal divisions of the spaceship. Most of a spaceship's operating systems are connected directly to the wraithbone core. The many thousands of systems draw power through the wraithbone and are constantly monitored and controlled through it.

Because of the unique practices of Eldar psychic engineering, Eldar spaceships resonate with sympathetic psychic energy. The wraithbone core provides a psychic channel through which an Eldar can control mechanical functions. In this way, Eldar attuned to the very essence of their spaceship guide it, making countless minute adjustments to the trim of the great solar sails to draw every fraction of energy from the solar winds. This is also the key to the legendary elegance and almost birdlike agility of the Eldar Wraithships. Their pilots literally feel the solar wind on the ship's sails, they sense the flex of the ship's structure, the tension and movement of its wraithbone skeleton. Like a hawk soaring on a thermal or diving to clutch at its prey, a Wraithship can turn in the wind, circling and swooping to hunt its own prey – the spaceships of its enemy.

FLEET LISTS   Iyanden Craftworld Fleet (pg. 304)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15/20/30 cm	Special	Holofields	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Choose one of the following prow weapons:			
Prow weapons battery	30 cm	3	Front
Prow shadow lance	30 cm	1	Front

SPECIAL
- Shadowhunters are so nimble that they can even pursue attack craft with ease, harrying the smaller vessels with an agility impossible for other escorts. When coming in base contact with any attack craft, they may re-roll a failed holofield save (the second roll stands). This effect only works against attack craft, and markers that behave only as fighters are still ignored normally.
- Due to their extremely small size and crew complement, Shadowhunters cannot initiate boarding actions.
- A ship that successfully boards a Shadowhunter gains a +1 modifier in addition to any other modifiers.
- All hit and run attacks against Shadowhunters add +1 to their roll.

OPTIONS
- Choose one prow weapon option for each Shadowhunter in the fleet as part of its point cost. An escort squadron may consist of Shadowhunters armed with different armaments.

Shadowhunters are the smallest type of vessel employed by Iyanden, operating in vast shoals which shimmer and weave a short distance above the craftworld's surface as it ploughs through space. These Shadowhunter packs function as a constant patrol, guarding the approach of friendly vessels coming into dock, or spinning and bobbing around the craftworld with horrifying speed to drive off would-be attackers at a proximity where larger vessels would find it difficult to function effectively. Because of this defensive role, Shadowhunters have a very limited range, designed as they are to repel attackers which manage to actually approach the craftworld itself. Weapons and power systems on the Shadowhunters are correspondingly compact, making the Shadowhunter one of the nimblest and most agile of vessels, even by Eldar standards. Shadowhunters are so nimble, in fact, that they are capable of pursuing their enemy so closely that even enemy attack craft find it hard to evade them. During the Tyranid invasion of Iyanden, Shadowhunters typically formed a last line of defence close to the craftworld, while the larger vessels broke down the main Tyranid waves in deep space. The scattered remnants of these waves which were able to pass the Eldar cruisers and approach the craftworld were then easy pickings for the nimble Shadowhunters. As more and more waves of Tyranids descended on the craftworld, however, the Eldar fleet was overwhelmed by sheer weight of numbers, forcing the Shadowhunters to disperse and join their larger counterparts in fighting desperate counteractions in the depths of space.

FLEET LISTS   Iyanden Craftworld Fleet (pg. 304)

TRANSPORT

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	10/10/15 cm	Special	Holofields	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	15 cm	1	Front

SPECIAL	• Though Eldar transports are like their other starships in that they are crewed by those who have elected the Path of the Mariner, these ships are generally led by Craftmasters that are less experienced than those who pilot true warships and thus suffer a -1 modifier against the Eldar leadership table.
	• Eldar transports are reserved for scenarios that require transports, for which they have the value of a full transport or two assault points.

Eldar craftworlds are largely self-sufficient, and travel through the Webway obviates the need for a large fleet of dedicated transport vessels. However, such conveyance is nonetheless required for quickly transiting supplies and personnel to Eldar Haven Spires, and occasionally to contested worlds without ready access to a webway portal of sufficient size.

While it is exceedingly rare that the Eldar would stoop toward open trade with the mon-keigh besides the occasional Rogue Trader, it is not too uncommon for them to use these vessels to effect trade with other, more august races, or with those they determine would be advantageous to their own mysterious ends.

Occasionally, small groups of these vessels will ply the stellar main under escort by a contingent of warships, though like everything else about the Eldar, these are usually for reasons much more inscrutable than appearances may indicate. Nonetheless, they are not immune to the predations of the galaxy, and the Dark Eldar in particular consider such vessels a particularly battle-worthy prize.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/8	–	–	Holofields	5+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	60 cm	8	All around
Launch bays	Darkstar: 30 cm Eagle: 20 cm	5 squadrons	–
Pulsar lances	45 cm	3	All around

SPECIAL
- **Netherfield:** imparts an additional right column shift (in addition to that imparted by holofields) for all weapons that use the gunnery table.
- **Polarization Field:** does not risk suffering a hit for being in contact with blast markers and ignores all effects of solar flares.

Haven Spires are the most elusive of outposts, existing in remote regions of space, moored near a lonely webway portal far from a nearby star. However, it is not unknown for these stations to be concealed near celestial phenomena in the outer reaches of systems frequented by other races oblivious to the threat hiding in their midst. Stories exist of the Biel-Tan Haven *Rash Nieaed* standing silent watch over the seemingly abandoned forest world of Cyclonea, only to awaken as the bastion of a mighty Swordwind host at the presence of Ork invaders or a human exploratory fleet. Several have become shrouded in darkness as domains of the Dark Eldar. Any unfortunate soul finding itself brought prisoner within the twisted spires of such a damned place is assured only a demise filled with agonies the likes of which cannot be imagined in one's worst nightmares.

As often as not, Eldar Haven Spires will have a small contingent of warships detached to it. It is believed that the An-Iolsus and Ulthwé Craftworlds in particular have several of these stations scattered throughout the sectors surrounding the Eye of Terror, and these stations may also explain how the Dark Eldar have managed to conduct their piratical raids throughout much of the known galaxy.

DOMAINS OF THE ELDAR

For millions of years after the disappearance of the Old Ones, the Eldar, as the oldest of the Young Races, built a galaxy-spanning empire long before humans had even mastered fire. Their command of the galaxy and the Webway that gave them access to it filled them with an arrogant belief that there was nothing they couldn't overcome. Over time their exploration of all without and within led to ever more extreme and perverse pleasures, eventually resulting in the Fall and their near-extermination in the 30th Millennium as the Chaos god Slaanesh was born. As the Warp tore into real space and much of the Webway was shattered, only the vast Craftworlds that fled before the Fall and the many Eldar Havens that served as island harbours among the vast sea of stars survived the ensuing holocaust.

Scattered across the galaxy, Havens were only designed to be way stations serving as frontier ports for repair and re-supply as the Eldar travelled through the Webway across their unimaginably vast domain. Though heavily armed and stoutly constructed in memory of the titanic wars that gripped the galaxy in the Eldar race's youth, their best defence was their stealth, and jealously guarded were the secrets of their locations. A vast number of these were left cut off and isolated with nothing but the meagre fleets that happened to be nearby during that great cataclysm, and many of these stations resorted to piracy to maintain their existence. Most faded away in an unforgiving universe as they were systematically discovered and destroyed by other races, especially by the krork and the upstart mon-keigh as they expanded their influence in the galaxy, filling the void left by the Eldar's demise. A precious few however still remain the island havens they always were, situated near a Webway portal in deep space or near an Exodite World as a remote outpost for one of the few vast craftworlds that still ply the stellar main.

Other Havens survive as undiscovered pirate bases populated by corsair bands and outcasts, most infamously the never-revealed pirate base of Prince Yriel's Eldritch Raiders after his forces defeated and combined with those of the notorious corsair Shadow Prince Xian. These pirate redoubts are keenly sought after by the Imperium, but at worst they are little more than bastions for the outcasts that prey on targets of opportunity for little more than to meet their own selfish ends. Of far greater danger to the galaxy at large are those perverted citadels of the Dark Eldar, the Eldar's druchii kin, ancient pirate renegades descended to the very depths of depravity with no act of unmitigated malice too evil for their doing. Rather than merely subsist on piracy, they actively seek out the terror and wanton murder that such activities bring, and even the Eldar corsairs steer clear of these malevolent caitiffs unless battle is inevitable.

LEADERSHIP

An Eldar Haven rolls for leadership following Eldar rules. An Eldar or Dark Eldar fleet commander can lead the battle aboard it instead of a ship.

SPECIAL ORDERS

An Eldar Haven can attempt Special Orders as ships do, though it may only attempt to *Lock On*, *Reload Ordnance* or *Brace For Impact*.

CHARACTERISTICS

Eldar Havens are more solidly built than their agile but relatively delicate starships. They are armour 5+ and take critical damage on a 5+ instead of 4+ like Eldar vessels. They also have much larger power reserves than Eldar vessels do, and their weapons have significantly longer range. As with Eldar vessels, Eldar Haven weapon batteries always count as closing.

NETHERFIELD

A refined holofield design coupled with an absorptive masking layer make the Haven nearly impossible to target. On the Haven it imparts an additional column shift (in addition to holofields) for all weapons that use the gunnery table.

POLARIZATION FIELD

A low-level energy bubble surrounds the Haven, channelling the debris of space around the station. While not a propulsion system, it allows the Haven to maintain its position in the vicinity of celestial phenomena to a fine degree. It does not risk suffering a hit for being in contact with blast markers and ignores all effects of solar flares.

LARGE DEFENCE

Like other large defences, the Eldar Haven removes D6 blast markers in base contact at the end of each turn separately from the D6 blast markers removed from play normally.

DOCKING

Due to the Eldar's superior manoeuvrability, Eldar ships can dock with a Haven using a simple leadership check and do not need to be on special orders to do so. Any of the owning player's capital ships that dock with the station for one full turn gain +2D6 to repair critical damage in the end phase and are considered to have reloaded ordnance for free. Ships doing so cannot move, shoot or launch ordnance in that turn, though holofields continue to work normally, and they can attempt Special Orders if desired. The Haven may reserve its extra +2D6 capability to repair critical damage for itself if there are no ships docked to the station any time during the turn.

WEBWAY PORTAL

Many Eldar Havens are situated in deep space or near one of the Exodite Worlds, usually near a Webway Portal large enough for starships to traverse. The owning player may use the Webway to summon additional warships to its aid. Any number of ships may be purchased against the fleet's total at 50% cost, but they count as reserves and start off the table. Beginning turn 2, after the Eldar fleet moves roll a D6. On a 5+, one capital ship or escort squadron appears along the table edge closest to the Eldar Haven. Eldar ships cannot move in the same turn they appear.

In a campaign, a player counts as having a pirate base for purposes of repair points for every Eldar Haven on the player's fleet list. Its value counts against the fleet list in individual battles in which it takes part, but it does not count toward the starting point limit a fleet has, as it remains hidden at the start of the campaign and can only be attacked if the opposing player discovers it. An Eldar fleet may start a campaign with one, but may only earn up to two more in the course of a campaign by an Eldar commander with eleven or more renown by expending a dedicated appeal, needing a roll of 5+ to succeed. Should an Eldar Haven be revealed and come under attack, the owning player can attempt to retreat the station back into the Webway to prevent further attacks on it. To do so, the owner must roll a D6. On a roll of 1 it is lost in the Webway and must be struck from the roster. On a 2+, the Haven has been re-situated successfully and must once again be located by an opponent before it can be attacked.

DARK ELDAR PIRATE BASE

An Eldar Haven may be used as a Dark Eldar pirate base. When used as such, trade bombers for assault boats and Pulsar Lances for Shadow Lances at no change in cost. All other characteristics remain unchanged.

CRITICAL HITS TABLE		
2D6 Roll	**Extra Damage**	**Result**
2	+0	**Infinity circuit damaged:** The station's Infinity Circuit aiding control and internal communications is hit. Leadership is reduced by –1 until repaired.
3	+0	**Weapon Batteries Off-line:** The weapon battery targeting node arrays are damaged. Weapon batteries may not fire in any arc until repaired.
4	+0	**Pulsar Lances Off-line:** Power couplings to the lance crystals are hit. Pulsar Lances may not fire in any arc until repaired.
5	+0	**Launch Bays Damaged:** Explosions rock the ordnance bays. Ordnance may not be launched until repaired.
6	+0	**Mainsail scarred:** The main solar sails suffer surface damage. All weapon systems are reduced to 50% effectiveness until repaired.
7	+1	**Superstructure damaged:** The hit tears into the station, causing a small breach. Until the damage is repaired, roll a D6 at the beginning of each turn. On a roll of 1, the station takes an additional hit.
8	+0	**Polarization Field Off-Line:** The station loses ability to maintain position in space. Until repaired, the station drifts 5cm toward the nearest celestial phenomena and loses the ability to ignore blast marker or solar phenomena effects.
9	+1	**Infinity circuit smashed:** The fine crystal matrix of the infinity circuit is shattered by the hit. The ship's Leadership is reduced by -3. This damage may not be repaired.
10	+0	**Holofield generators destroyed:** Smashed beyond repair, the station no longer benefits from its holofields. This damage also affects its Netherfield and may not be repaired.
11	+D3	**Hull Breach:** A huge gash is torn in the station's hull, causing carnage among the crew.
12	+D6	**Bulkhead Collapse:** Internal pillars buckle and twist, whole compartments crumple with a scream of tortured wraithbone.

DARK ELDAR

The Dark Eldar operate as raiders, pirates and slave merchants, uncaring for either the practicalities or aesthetics of ship design that so obsess their craftworld kin. Instead, the Dark Eldar construct their ships only to be ever more horrifying and devilish to observe, ever more destructive to oppose. In pursuit of torture, murder and desecration, the Dark Eldar construct all manner of perverse and obscene vessels, designed only to help them fulfil their insane lust for brutality. Ships bearing nothing but corridor after corridor of torture chambers echoing to the shrill cries of the enslaved, vast 'arboretums' exposed to the stars where row upon bloody row of impaled captives are leeched of their life by the hungry dark vacuum of space, huge cavernous hells surrounded on all sides by void in which captives are left to descend into madness, and all manner of other such horrors are known amongst the fleets of the Dark Eldar raiders.

As such Dark Eldar fleets, whilst looking apparently alike, actually comprise a vast collection of uniquely outfitted raiding vessels, each tailored to best cater to the particular fetishes of the ship's own captain. Classifying such ships is difficult, and though many long and arcane treatises do attempt to exhaustively classify these ship's configurations, each new contact with the Eldar Raiders invariably invalidates many of the previous theories.

However, whilst such pedantry may suit the mindless drones of the Administratum, out on the front line, the practical needs of Imperial captains familiar with the nightmare of raids by these pirates has led them to refer to these ships by two broad designations – the Torture class cruiser, and the escort-sized Corsair.
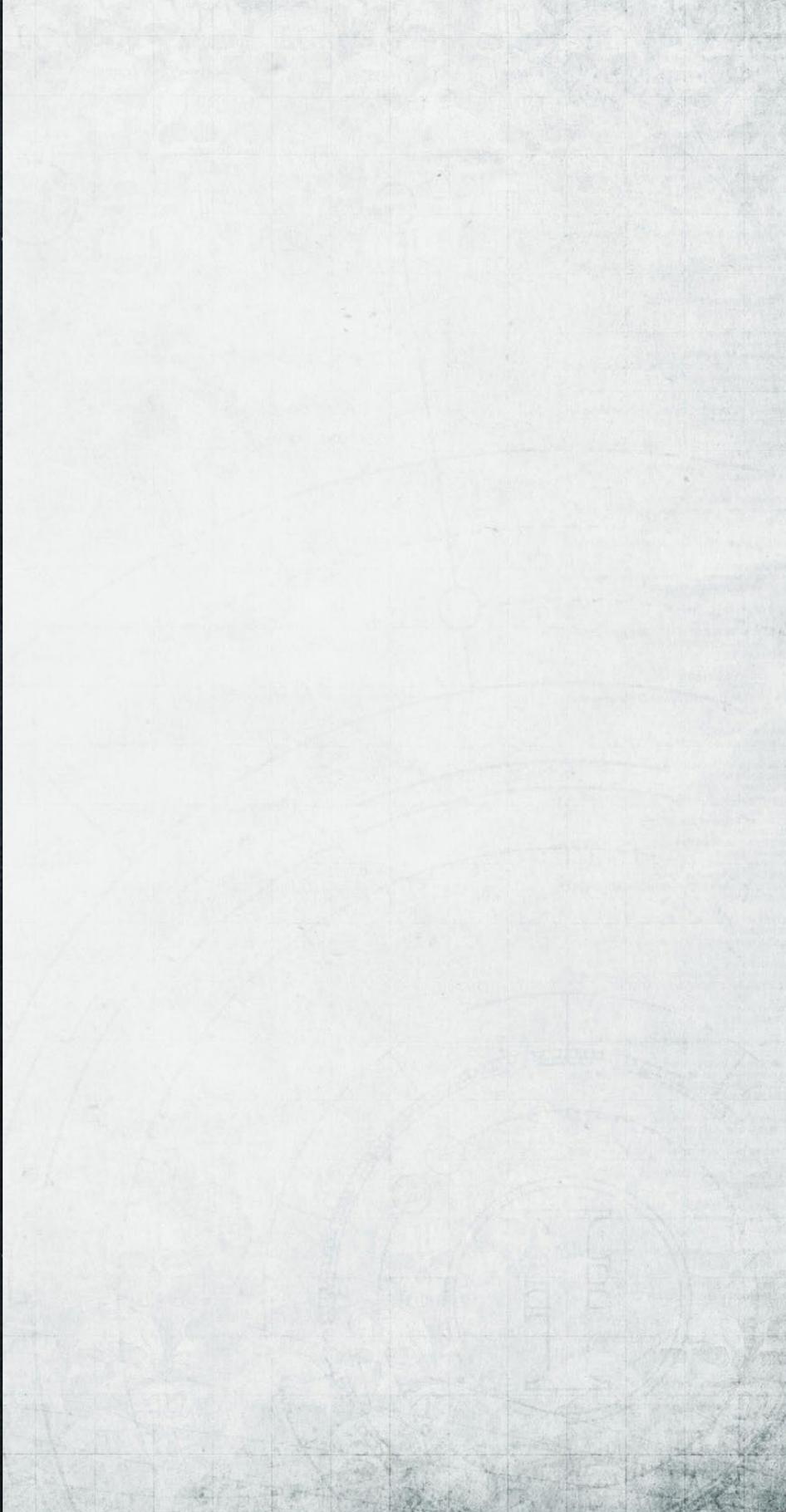
DARK ELDAR SPECIAL RULES

The Dark Eldar use the following special rules. Note: unless specifically stated otherwise, the Dark Eldar do NOT use any of the special rules for Eldar Corsairs. Where the Dark Eldar do use such rules, these are re-printed below to avoid confusion.

DARK ELDAR MOVEMENT

Dark Eldar vessels are incredibly sleek and agile, bearing arrays of delicate fins and operating sophisticated manoeuvring systems which allow them to turn with an ease horrifying to the crews of Imperial vessels, leaden by comparison. Because of this, Dark Eldar ships do not need to pass a Command check in order to use Come to New Heading special orders and count as automatically passing any Command check to do so. In addition, Dark Eldar cruisers have no minimum required movement, even before turning, but are unable to use the Burn Retros special order. Note: All Eldar ships still fall under the restriction that if a ship moves less than 5 cm it counts as a defence for shooting purposes.

DARK ELDAR LEADERSHIP

All Dark Eldar ships add +1 to the Leadership score generated on the Leadership table on [???] page 10 of the Battlefleet Gothic Rulebook, giving them a leadership value of between 7 and 10.

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.

This ability only applies to celestial phenomena, not explosions from catastrophic damage, nova cannon, etc. It also does not affect negative leadership modifiers caused by radiation bursts. Leadership checks against asteroid fields are unchanged from those for other fleets.

BOARDING ACTIONS

The Dark Eldar are furious and brutal pirates, fanatical in the pursuit of violence and the hunt for captives. Their all-consuming blood lust can often overcome them, leaving them in an uncontrolled frenzy. Dark Eldar receive a bonus +1 modifier in the first round of any boarding action and a -1 modifier in any subsequent rounds.

SHADOWFIELDS

Dark Eldar ships are not protected by the vast energy shields which surround the vessels of other races, but rather employ the form-altering shadowfields. These create an eerie and uncertain fog around Dark Eldar vessels through which little information can be ascertained. Pinpointing the exact location or speed of a Dark Eldar vessel behind shadowfields can prove very tricky indeed. Against attacks that use the Gunnery table, the shadowfields cause one column shift to the right, in addition to any other column shifts for range or Blast markers. Against any other form of attack (ALL strength-based weapons, Nova Cannon shots, any ordnance attacks and any kind of hit and run attacks, ramming and boarding), roll to hit an Dark Eldar ship as normal, but the Dark Eldar player may then make a saving roll for his shadowfields:

D6 ROLL	RESULT
1	**Hit!** Score a hit on the Dark Eldar ship.
2-6	**Missed!** Place a Blast marker in contact with the ship.

Note: Shadowfields do not negate hits from moving through blast markers, exploding ships and celestial phenomena. They do, however, work against ordnance hits, hit-and-run raids, boarding actions, teleport attacks, ramming or nova cannon.

Against ramming and boarding, they save once against the ramming or boarding attempt, NOT against any damage suffered if this save fails. 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 Slaanesh, etc.

Shadowfields save against the shell hit of the nova cannon, not the subsequent damage rolls. For example, if an Dark Eldar vessel is hit and fails to save, it must immediately take as many hits as the damage roll allocates unless it successfully braced beforehand.

Dark Eldar must determine if they wish to brace against damage they may face BEFORE rolling their shadowfield save. This includes damage from scatter weapons such as Nova Cannon fire.

When protecting against damage (except against weapons that use the gunnery table), shadowfields 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.

HIT-&-RUN

The Dark Eldar receive a +1 to any Hit & Run attacks including those from Slavebringer assault boats (meaning they will normally succeed automatically) but excluding Impaler Assault Modules.

SLAVETAKING

Slavetaking may be performed instead of any Hit & Run, including teleporter and Impaler attacks. This reflects the desire of the Dark Eldar to take captives, often when to do so is tactically foolish.

They may forgo rolling on the Hit & Run Critical Hit table in return for +10 Victory points.

When using Impalers for slavetaking, they collect +30 victory points instead of +10 points.

Brace saves may be taken against Slavetaking.

Slavetaking cannot be conducted against Necron or Tyranid fleets.

Any escort-sized ship is in addition considered destroyed if 30 or more victory points are collected from it by slavetaking.

MIMIC ENGINES

A Dark Eldar vessel equipped with mimic engines is able to assume the apparent dimensions of enemy ships, thus allowing the Dark Eldar to sneak up on their prey unseen. The Dark Eldar are able to mimic Imperial, Eldar, Ork, Chaos and Tau ships, but not Tyranid or Necron vessels, so the mimic engine has no effect against either of these fleets.

A Dark Eldar ship equipped with mimic engines approaches closer to the enemy before the threat is realised and so may make one normal move immediately after deployment, but before either side has taken a turn.

In addition, if a mimic engine-equipped vessel is more than 30 cm from the enemy at the start of the game (after making its extra move) it may NOT be targeted by enemy ships at all during the first turn of the game, until it itself has attacked another vessel or launches any ordnance that attacks enemy ordnance or ships. If its ordnance does not attack during the first turn, enemy ordnance must assume it is friendly and cannot attack it, though enemy ships that move in base contact with it in the first turn will still be attacked normally.

In the second and subsequent turns it is assumed that the exchange of information between vessels in the opposing fleet will uncover the impostors, meaning the Dark Eldar can be targeted normally.

DARK ELDAR CRITICAL HITS

When a Dark Eldar ship suffers a critical hit, roll 2D6 on the Dark Eldar Critical Hits table, rather than the normal Critical Hits table. Note: Dark Eldar suffer a critical hit only on a roll of a 6, as is normal for all other fleets, not on a 4+ as is the case with Eldar Corsairs.

2D6 Roll	Extra Damage	Result
CRITICAL HITS TABLE		
2	+0	**Weapons Systems Damaged:** None of the ship's weapons may fire until the damage is repaired.
3	+0	**Prow Armament Damaged:** The ship's main prow armament (not its weapons batteries) are damaged and may not fire until it has been repaired.
4	+0	**Manoeuvring Systems Damaged:** The ship's steering fins, turning thrusters and manoeuvring sensors are damaged. The ship must pass a Command check in order to come to new heading until the damage can be repaired.
5	+0	**Weapons Batteries Damaged:** The vessel's integral weapons batteries are damaged and may not be fired until repaired.
6	+0	**Turning Fins Dented:** The ship's sleek shape is distorted by the damage, reducing its manoeuvrability. Until the damage is repaired, the ship may only make turns of up to 45°.
7	+0	**Engines Damaged:** The ship's speed is reduced by 10cm until the damage is repaired.
8	+1	**Superstructure Damaged:** Roll a dice every time the ship attempts to go on to special orders. On a score of a 1 the ship suffers 1 additional damage point.
9	+0	**Commanders Slain:** A number of the ship's commanders are killed in the explosions, reducing the ship's leadership by 1. This damage may not be repaired.
10	+0	**Shadowfield Generator Destroyed:** The ship's shadowfields cease to work. This damage may not be repaired.
11	+D3	**Hull Breach:** A huge gash is torn in the ship's hull, causing much damage.
12	+D6	**Bulkhead Collapse:** Substantial portions of the ship buckle under the strain of increasing damage. If you're lucky, enough of the ship will hold together at least a while longer.

DARK ELDAR WEAPONS

Dark Eldar vessels make use of the following weapons.

Dark Eldar Weapons Batteries

As pirates adept at striking with the utmost speed, Dark Eldar specialise in rapid, ultra-accurate attacks before their relative fragility forces them to withdraw. Because of this, Dark Eldar rely on sophisticated targeting technology which allows them to count all targets as 'closing' on the Gunnery table, no matter what the target's actual aspect is. Other than this, the weapons batteries fire as normal.

Phantom Lance

This is the Dark Eldar equivalent of the pulsar, using dark matter powered lasers. Roll a dice for each point of the Phantom lance's strength when firing, with the following effects:

D6 ROLL	EFFECT
1-3	No hits
4	1 hit
5-6	2 hits

ORDNANCE

All Dark Eldar Ordnance can only be hit by turrets on a 6. This includes attack craft, any torpedo types, Impalers and orbital mines.

When orbital mines are used, they completely replace all other attack craft used by the launching carrier, with one orbital mine per launch bay.

As Dark Eldar vessels do not actually have turrets, enemy bombers do not get any bonus against turrets from escorting fighters.

Attack Craft

Dark Eldar attack craft consist of Raptor fighters, Razorwing bombers and Slavebringer assault boats.

Raptor fighters are resilient, meaning they get a 4+ save once per ordnance phase whenever they come in contact with enemy ordnance.

Razorwing bombers have highly accurate targeting sensors which allows you to re-roll the dice to determine the number of attacks they make (the second roll stands).

ATTACK CRAFT	SPEED
Raptor Fighter	30 cm
Razorwing Bomber	20 cm
Slavebringer Assault Boat	30 cm

Impaler Assault Module

The Impaler is a specialised form of prow mounted attack craft, a little like an assault boat, but large enough to carry enough Dark Eldar assault troops to potentially overwhelm an entire ship.

Although a form of ordnance are not counted alongside other ordnance for purposes of launch limits or similar rules that affect ordnance. In these respects Impalers follow their own special rules.

An Impaler is launched like an assault boat, and moves in the same way during the ordnance phase. Fighters which attack the Impaler do not automatically remove it from play. Instead the Impaler rolls a D6 and remains in play on a 4+. The Impaler can only use this save once per ordnance phase, but if it does so against a fighter in base contact with a ship and subsequently survives turret fire, it may then attack that ship normally. Turrets may fire at the Impaler, in the same way as against ordnance.

When the Impaler successfully moves into contact with an enemy ship, it makes a special Hit & Run attack. Roll a D6. On a score of a 1 the Impaler's boarders are defeated and the module may not be used for the remainder of the game. On a 2-6 the Impaler causes a critical hit, but instead of just looking up the rolled score on the Critical Hits table, you roll 2D6 and look up this added score instead. Against escorts, this added score needs to be an unmodified 4+ to destroy the escort.

Against Tyranids, you must roll 2D6 twice and take the lowest roll.

Impalers are far larger than most attack craft, and hence require substantial amounts of fuel. Because of this, their range is somewhat shorter than that of smaller attack craft. At the beginning of each of the Dark Eldar player's turn he must remove any Impalers from the table (these are assumed to have been forced to return to their parent ship due to lack of fuel). He may of course attempt to reload ordnance during the turn in order to relaunch said Impalers (i.e. he reloads ordnance as quickly as possible to 'turn around' the Impalers and their crew just as soon as they arrive back at their parent ship).

You may not launch additional Impalers if you already have a number of Impalers in play equal to the number of Impaler armed vessels in the fleet. Impalers are not deployed from launch bays in any way, shape or form, so the overall number of launch bays in a fleet does not affect the number of Impalers which you are permitted to launch or have in play.

If the Impaler is removed (either by turrets, enemy ordnance, attack craft and so on), the Dark Eldar vessel must reload ordnance as normal before being able to fire it again (it is assumed that a damaged module limps back to its parent vessel and must await hurried repairs or else take time for its crew to transfer to a replacement). An Impaler can only be completely destroyed by a failed Hit & Run attack (a roll of 1 on the initial attack as described above), which would leave it useless due to the loss of its crew.

When Impalers from an escort squadron are lost, the owning player decides which ship from the squadron loses its Impaler. This does mean you have to keep track of which Impalers come from which squadron.

Leech Torpedoes

Dark Eldar ships armed with torpedoes may use leech torpedoes at no extra cost. These must be loaded with a specific Reload Ordnance roll, although a ship may start the scenario with them in the tubes by writing a note on the ship sheet. Leech torpedoes cause no damage other than a single, automatic critical hit (do not roll against armour). Brace for Impact can be used against this normally. Escorts are not automatically destroyed by this critical hit.

Do not roll for the effect of this critical hit, instead the leech torpedo immediately causes a -10 cm speed reduction on its target. A leech torpedo hit also prevents the target from executing any All Ahead Full special orders. Only one -10cm speed penalty applies regardless of the number attached – the effect is not cumulative. However, all leech hits on a ship must be repaired before the movement penalty is removed (e.g. if a ship suffers 5 leech hits, it remains at a reduced speed until all 5 hits have been repaired). Escorts can also repair this effect with a roll of 6 in the same manner capital ships repair critical damage.

When not firing leeches, Dark Eldar ships equipped with torpedo tubes use the rules for Eldar torpedoes from the Battlefleet Gothic rulebook instead.

TRANSPORTS

Dark Eldar fleets may use Imperial transports (of all types) in scenarios that call for transports where the Dark Eldar are playing the defender. This represents captured and looted merchant ships they are returning to their lair.

ELDAR HAVEN

An Eldar Haven (pg. 320) may be used as a Dark Eldar pirate base. When used as such, trade bombers for Slavebringer assault boats and Pulsar Lances for Shadow Lances at no change in cost. All other characteristics remain unchanged.

DARK ELDAR IN CAMPAIGNS

In a campaign, a Dark Eldar fleet commander earns promotions (re-rolls) in the same manner as the Eldar as listed on pg. [???] of the rulebook.

ELDAR PROMOTIONS (ALL TYPES OF ELDAR)

Renown	Title	Ld Bonus	Notes
1-5	Captain	+0	1 re-roll
6-10	Lord	+1	1 re-rolls
11-20	Shadow Lord	+1	2 re-rolls
21-30	Prince	+2	2 re-rolls
31-50	Shadow Prince	+2	3 re-rolls
51+	King	+2	4 re-rolls

The crew skills table is for use by the Haven and any capital ships or escort squadrons in a Dark Eldar fleet. The other refit tables are for use by any capital ships Dark Eldar fleet. It is not for use by escorts. Eldar Havens may earn ship or weapon refits but not engine refits. Ships that cannot use the refit or crew skill rolled for whatever reason may re-roll the result, such as not being equipped with weapon batteries, attack craft, etc.

DARK ELDAR CREW SKILLS

Over the course of a campaign, a ship's crew develops experience that only comes from serving together in the crucible of war. Roll on the following table:

D6 roll	Skill
1	**Expert Gunnery:** The ship's gun crews are amongst the finest in the whole sector, able to lay down a devastating barrage. When the ship attempts to make Lock-On Special Orders, you may roll 3D6 and discard the highest D6 before comparing the roll against the ship's leadership.
2	**Warlock:** A renowned Seer accompanies the vessel, disclosing fragments of possibility to the ship's captain. This vessel may always attempt to go on Special Orders, even if another ship or squadron in the fleet has failed a command check this turn.
3	**Excellent Pilots:** Even the bomber pilots assigned to this ship number several 'Aces' amongst its crew. Bombers launched by this vessel may survive being intercepted by enemy fighters utilizing the 'Resilient Attack Craft' 4+ save rule in the same manner as Dark Eldar fighters. As they are not fighters themselves, they still ignore other types of ordnance normally. Fighters from this vessel are always moved before enemy attack craft in the ordnance phase. Re-roll this result if the ship does not carry attack craft.
4	**Battle Stance:** Dark Eldar Wyches or even the dreaded Harlequins have been enticed to join your vessel. This ship may re-roll the dice in a boarding action. The second roll stands (even if less!).
5	**Disciplined Crew:** Whenever this ship checks leadership or attempts to go on Special Orders, you may roll 3D6 and discard the highest D6 before comparing the roll against the ship's leadership.
6	**Elite Command Crew:** Once per battle the ship may automatically pass a Leadership test or command check – there is no need to roll any dice. This may be used even if another ship or squadron in the fleet has failed a command check this turn.

ENGINE REFIT

The ship's engines are fitted with additional systems or improvements have been made to the power generators and energy relays in some fashion. Roll on the following table.

D6 roll	Engine Refit
1	Roll again.
2	**Polarization Field:** A low-level energy bubble surrounds the ship, channelling the debris of space around the vessel. The ship does not suffer a hit for moving through blast markers and ignores all effects of solar flares.
3	**Drunken Weave:** An intricate system of particle flow rudders and graviton impellers are fitted to the vessel, allowing for drastic evasive manoeuvres. The ship gains a 6+ save on a D6 against any damage it takes without requiring a Command Check. This does not count as being braced, but the ship may not use this save when on Brace For Impact Special Orders or attempt to go on Brace For Impact special orders against any round of shooting or event of taking damage if this save fails.
4	**Phoenix Sails:** Hyper-efficient materials of exceeding purity are used to replace the mainsails, squeezing extra energy from the solar wind. Add an additional +1D6 cm speed when on All Ahead Full special orders.
5	Roll again.
6	**Stream Flow Enhancers:** A dramatic re-rig of the ship's sails and control surfaces give the captain much greater control over his or her vessel. Add +5 cm to the speed.

SHIP REFIT

The structure of the ship is improved in some way, new equipment is installed, or better trained or specialised crew members are brought in. Roll on the following table.

D6 roll	Ship Refit
1	**Crystal Web:** A sizable colony of crystal spiders have been introduced to the hull, greatly enhancing the ship's chances of survival. If the ship has no critical damage, roll a number of D6 equal to the number of hits it has remaining, recovering 1HP if any rolls of 6 are made. No more than 1HP can be regained in this manner per turn, regardless of how many rolls of 6 are made.
2	Roll again.
3	**Mask of the Laughing God:** Special psychic dampers and cross-spectrum jammers hide the intentions of the crew. Enemy vessels do not gain +1 Leadership for this vessel going under Special Orders.
4	**Gestalt Spirit Stone:** The ship is incredibly ancient, even by Eldar standards, and its spirit has literally aeons of experience. The vessel ignores all penalties to leadership tests, such as blast markers, Marks of Chaos, etc.
5	**Netherfield:** A refined holofield design coupled with an absorptive masking layer make this ship nearly impossible to target. It grants an additional right column shift to the vessel against all weapons that use the gunnery table (no additional modifier is granted past the far right of the gunnery table).
6	**Structural Purity:** The cores of the ship's wraithbone supports are partially replaced by a fluidic medium that dissipates damage throughout the hull. Before the battle begins, the vessel gains +1HP to its starting damage capacity.

WEAPONS REFIT

The ship has been upgraded with additional or more sophisticated weapons systems, greatly enhancing its battle effectiveness. Roll on the following table:

D6 roll	Weapons Refit
1	**Talons:** Both the outer hull and the ship's airlocks are lined with psychically charged scatter-shard point defences. Enemy ships attempting to board the vessel or perform a hit-and-run attack suffer a -2 modifier.
2	**Distortion Charges:** The vessel has been fitted with a weapon system which ejects a Warp Distortion charge into its wake (usable once per game). This D-charge must be placed at the same time the player places the rest of the fleet's ordnance on the table, in the ship's aft firing arc. When launched, it moves 10 cm toward the nearest enemy vessel every ordnance phase. If it comes in contact with an enemy ship's base, the enemy vessel may attempt to shoot it down with turrets, hitting on a roll of 6. If the D-charge is not destroyed, place a warp rift marker at the point of impact using a Nova Cannon template. Any vessel touching the template suffers the effects of coming in contact with a warp rift! At the beginning of each subsequent Dark Eldar turn roll a D6. On a roll of 6 the rift closes and is removed from play.
3	**Rune-Assisted Targeting Nodes:** The fire control systems are linked by a complex sensor array. Ships fitted with lance-type weapons may re-roll their first miss each turn.
4	**Gravitic Accelerators:** An extra boost is provided to torpedoes and attack craft. When first launched, ordnance receives an extra +10 cm to its movement.
5	**Anomaly Clarification Stones:** The ship's scanners are able to compensate for local spatial distortions. Blast markers do not cause a column shift when the ship's weapon batteries fire through them.
6	**Enhanced Crystal Focusing:** Rare ultra-pure crystals and a delicate realignment of the firing mechanisms raise the power transfer ratio of the ship's weapons, significantly increasing their range. Add +15 cm range to the ship's weapon batteries and lance-type weapons.

PIRATES FLEET LIST

FLEET COMMANDER

0-1 Dread Archon

You may include 1 Dread Archon in your fleet, who must be assigned to a ship and adds + 2 to its Leadership, to a maximum of 10. If the fleet is worth over 750 points a Dread Archon must be included to lead it.

Dread Archon (+2 Ld).............................. 100 pts

You may purchase Fleet Commander re-rolls for your Dread Archon by paying the cost listed below.

One re-roll...+25 pts
Two re-rolls...+50 pts
Three re-rolls..+100 pts

CAPITAL SHIPS

0-12 Cruisers

Torture class cruiser (pg. 338)..................... 210 pts
Torture class cruisers may choose one of the following for the points shown:
Prow Torpedoes ....+20 pts
Phantom Lance ....+20 pts
1–2 Impaler Assault Modules .... +20 /+40 pts
Launch Bays...+40 pts
Torture class cruisers may add Mimic Engines:
Mimic Engines ....+20 pts

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6. However, Dark Eldar fleets must contain at least three escorts for every capital ship taken.

Corsair Class Escort (pg. 339)........................ 50 pts
Corsair class escorts may add Mimic Engines:
Mimic Engines ....+5 pts

ORDNANCE

Ships with launch bays may launch any mix of Raptor fighters, Razorwing bombers and Slavebringer assault boats.

Ships with torpedo tubes are armed with both Eldar torpedoes and Leech torpedoes, though the Leech torpedoes must be loaded with a separate reload ordnance roll as described in the special rules.

TORTURE CLASS CRUISER

210 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	35 cm	90°	Shadowfield	5+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow weapons battery	30 cm	12	Front
In addition, Torture class cruisers may be equipped with one of the following for the points listed below:			
Launch bays	Fighters: 30 cm Bombers: 20 cm Assault Boats: 30 cm	4 squadrons	–
Prow phantom lance	30 cm	2	Front
Prow torpedoes	30 cm	4	Front
Impaler assault module	Attack Craft: 30 cm	Special	Front

OPTIONS
- Torture class cruisers may be equipped with one of the following: Launch bays +40 pts, Prow phantom lance +20 pts, Prow torpedoes +20 pts, up to 2 Impaler assault modules for +20 each
- May add Mimic engines for +20 pts

The Torture class cruiser is the larger of the two vessels which commonly comprise Dark Eldar fleets. As with all Eldar vessels, the Torture class is frequently confused with other craft, and in the light of information gathered from other sectors since the war, vessels of this class are thought to be responsible for as many as thirty attacks previously attributed to other Eldar vessels. Some sensor logs seem to indicate that these vessels share many characteristics with those of the Corsair Eldar codified as the "Shadow" and "Eclipse" classes, leading experts of the Fleet Insturum of Alien Studies to merely classify them as variations of the same. However, other accounts seem to indicate that these vessels are actually some sort of amalgam of these classes, while other encounters reveal characteristics differing so widely in both configuration and armament that every new report makes it even more challenging to properly classify these vessels. The handful of accounts of Eldar vessels of slightly varying configurations attacking one another only add to the confusion, and the possibility that several rivalrous, or even opposed Eldar factions exist cannot be discounted.

The attack on monitoring station Adecca, where three hundred technicians were captured and later hurled from attack craft making low orbit runs over the planet of Bladen seemed almost to invite retribution, and it is now thought by some that in committing acts the Eldar may even be seeking to imitate each other to beget just that.

FLEET LISTS   Pirates Fleet List (pg. 337)

CORSAIR CLASS ESCORT
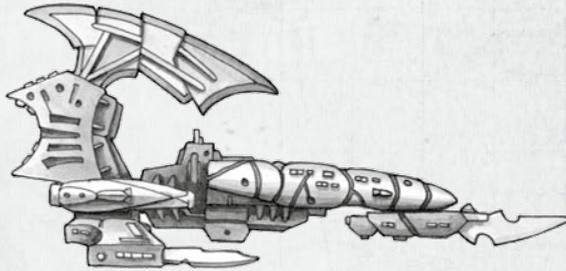
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	40 cm	90°	Shadowfield	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow weapons battery	30 cm	2	Front
In addition, choose one of the following:			
Prow weapons battery	30 cm	3	Front
Prow phantom lance	30 cm	1	Front
Prow torpedoes	30 cm	2	Front
Impaler assault module	Attack Craft: 30 cm	Special	–

OPTIONS
- May add Mimic engines for +5 pts

The smaller vessels used by Dark Eldar raiders exhibit just as much variation as their larger companion vessels. Whether these represent different classes or simply differing vessels of the same designation is difficult to determine. These escort-sized vessels have never been positively identified beyond the nomenclature of 'Corsair' which could equally be a reference to its piratical crew, a ship class, or even the given name of the said vessel.

Like the cruiser sized vessels, Dark Eldar escorts have been known to make use of deceptive devices codified as mimic engines, though this is not always the case. Operating with devastating effect around the planet of Naxmi and its cluster of mining moons, the Naxmi Pirates seemed to operate without the use of any kind of deceptive device, but still remained beyond the reach of the increasingly frequent patrols sent to guard against them. Even the aliens themselves may have been unaware that this impunity came from operating inside the psychic blackout caused by the encroaching Hivefleet Leviathan – a fact which soon came to damn both Naxmi and its Pirate curse to hell.

These Dark Eldar escorts are also notable in that, despite their compact size they also possess the ability to launch a form of attack craft – a kind oversized assault boat known as the Impaler. The use of such devices is virtually unknown in the escorts of other races.

FLEET LISTS

ORKS

Orks are not the greatest space-faring race in the galaxy. Their ships are often ill-kempt, unreliable rust buckets kept in operation only by the constant efforts of Ork Mekboyz and their Gretchin slaves. They make great use of salvaged hulks and their largest vessels are often refitted space hulks that providentially drift out of the warp near one of their worlds. Ork pirate attacks are brutally direct, with their ships rushing headlong towards their target, guns firing wildly as they come. Unfortunately Ork ships are exceedingly heavily armed for their size, so this tactic is harder to defeat than might be imagined.
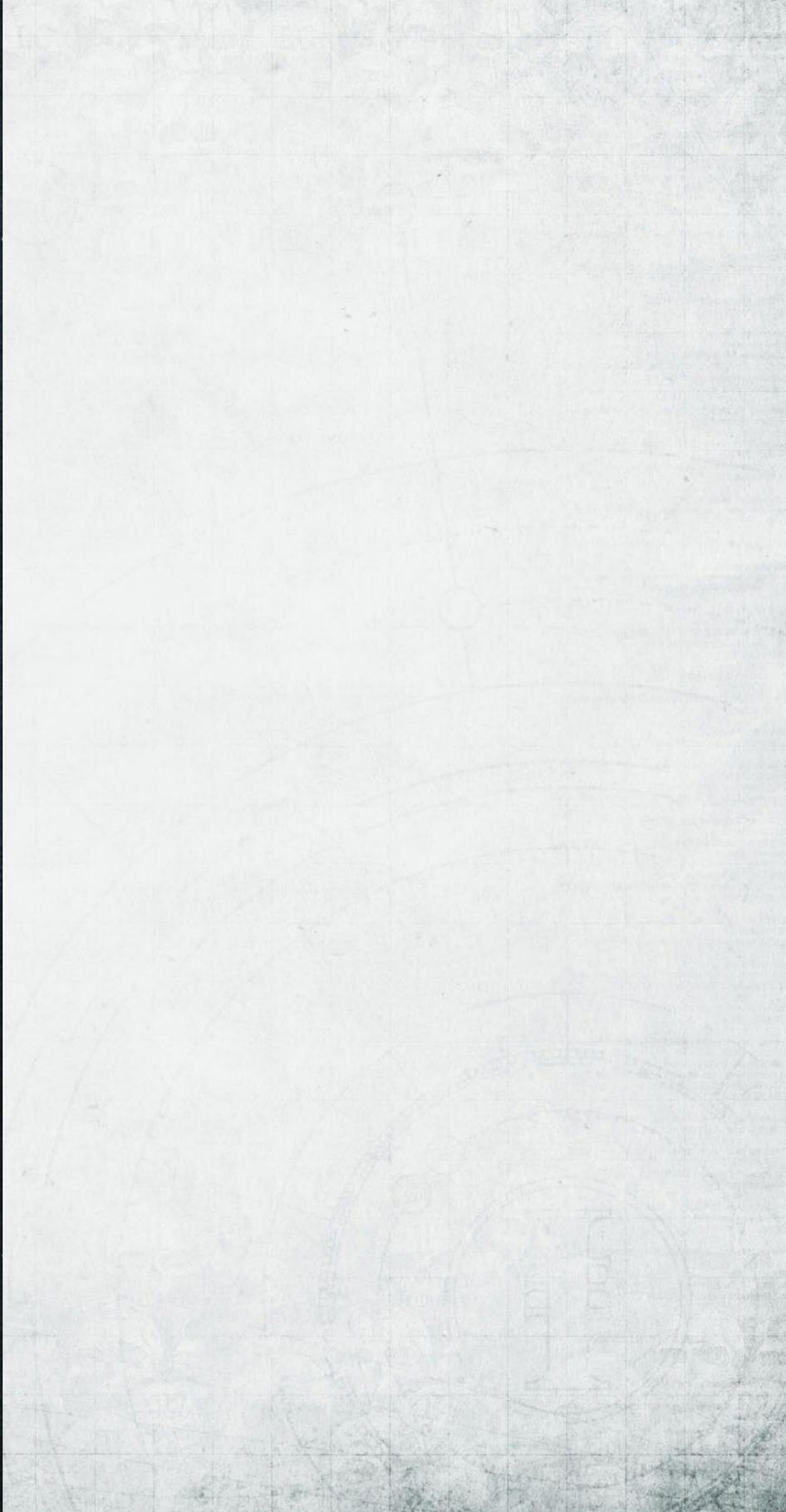
ORK SPECIAL RULES

LEADERSHIP

While Orks approach space combat with the same gusto they reserve for all forms of violence, the technical nature of the fighting is often at odds with their ability. This means that all Ork ships reduce their Leadership by -1 from whatever they rolled, giving them a Leadership range of 5 to 8.

All Ahead Full Special Orders

One thing Orks need very little encouragement to do is go fast. Their ships commonly mount a plethora of excess (and excessive) thrusters, boosters and extra drives – usually all wired up to a prominent red button in the cockpit.

Because of this, Orks do not need to pass a Command check to use *All Ahead Full* special orders. However, Ork drives are less efficient than those of other races and are often short on fuel, so they only travel an extra 2D6 cm on *All Ahead Full* orders instead of 4D6 cm.

This special rule does not exempt it from the restrictions that occur when a ship or squadron fails a special order command check. If an Ork command check is failed Ork ships not already on *All Ahead Full* may not then be put on *All Ahead Full* special orders.

BOARDING

Orks are ferocious close combat opponents and exceptionally good at boarding actions, where their brute strength and hardiness is most useful. To represent this renowned savagery, they get a +1 bonus in boarding actions.

ORDNANCE

Boarding Torpedoes

Any capital ship in the Ork fleet list armed with torpedoes can use boarding torpedoes for +5 points. A Space Hulk may use boarding torpedoes for +15 points. Escorts cannot use boarding torpedoes.

Launch capacity

Some ships in an Ork fleet may possess a variable launch capacity (as is the case with many Ork capital ships). In the Ordnance phase of each Ork turn when Ork attack craft remain in play, an Ork fleet with variable launch bay Strength must roll to check its attack craft capacity. Roll the relevant dice for any vessel with variable launch bay Strength and add on to this the launch bay Strength for any ship with fixed Strengths to find the total launch capacity for the fleet. Any excess attack craft above this total are removed at the end of the turn as they run out of fuel – use 'em or lose 'em. Torpedoes are not subject to this rule, as they have no launch limits.

Fighta-Bommas

Ork attack craft are known as fighta-bommas and perform the roles of both interceptor and bomber. They carry heavy bombs and rockets for attacking at close range, but gladly pounce on other attack craft they encounter. This hybrid approach means that they function as fighters with a speed of 25 cm normally but can attack ships as if they were bombers. However, when attacking a ship, each squadron only rolls a D3 not a D6 for the number of attacks they inflict.

As they behave as both fighters and bombers, they apply a bonus to turret suppression by adding +1 attack for each marker in the wave after attacks are modified by turrets – meaning each ordnance marker that survives against turrets will be able to conduct at least one attack and will not have a minimum of zero attacks.

When a wave of fighta-bommas attacks a ship, you must decide beforehand if any of the markers will forgo their attack runs in favour of turret suppression. Every one that does so cannot make any attack rolls but adds an additional +1 bonus attack to any surviving fighta-bommas when rolling their attacks. Fighta-bommas used in this manner cannot contribute more bonus attacks than the defending ship actually has turrets or

the number of surviving fighta-bommas, whichever number is lower.

NOTE: In either case, at least one fighta-bomma has to survive against turrets for the wave to attack in this manner.

Example: A Terror Ship launches a single wave of four fighta-bommas against a Devastation cruiser with three turrets and no CAP, declaring two markers are not attacking and will only be suppressing turrets. The Devastation's turrets roll 2,3,4 to knock down one fighta-bomma. Another one of the surviving markers is removed for suppressing turrets. The two remaining markers now each roll 1D3-3 (minimum zero) attacks, but because each marker also counts as a fighter, it adds +1 attack for each marker. It then adds +2 attacks for the two markers used only to suppress turrets (even though one was removed), for a single total addition of +4 attacks.

Torpedo-Bommas

Orks will sometimes strip out all point-defence weapons from their fighta-bommas to sling gigantic, ship killing weapons underneath their attack craft, all in the effort to make them more shooty. Such converted attack craft are torpedo-bommas, which lose all their manoeuvrability and are slowed down considerably to carry such enormous weapons.

Torpedo-bommas only move 20 cm and do NOT retain the ability to behave as fighters and cannot intercept other ordnance or provide a bonus attack for turret suppression.

In the beginning of any turn after the turn they are launched, each torpedo-bomma marker may be converted into a Strength-2 torpedo salvo. Torpedo-bommas in a wave may combine their salvoes into a single salvo, or any number of markers may launch their salvoes separately.

Torpedo-bommas may be taken by any ship equipped with launch bays for +10 points per launch bay strength. For ships with variable launch bays, this is calculated based on the maximum number of launch bays available. This means a Terror Ship must pay +40 points and a Space Hulk must pay +160 points to use Torpedo Bommas.

When taken, torpedo-bommas are an additional ordnance choice available to the carrier and do not replace fighta-bommas.

Ork Orbital Mines

Orks may buy orbital mines like other fleets at +5 pts per (maximal) launch bay strength and minefields for the normal point cost.

Note: Ork Space Hulks cannot take orbital mines.

Regardless of how the Orks refer to the four named Ork battleships, they are battleships nonetheless and cannot take orbital mines.

ORK WEAPONS

Ork weapons are mostly limited to fairly crude but efficient slug-throwers and missiles, mixed with other captured weaponry salvaged from hulks and defeated ships. The effectiveness in battle of Ork firing varies wildly from moment to moment as different weapons break down or are repaired, or even improved during combat.

Gunz

Standard Ork weapons batteries are referred to as 'gunz'. These often have a random firepower which is rolled each time they are fired. The dice roll and modifier for different gunz is indicated on the Ork ship's characteristics.

Heavy Gunz

The Orks commonly mount massed batteries of very powerful but short ranged weapons on their ships, as well as more standard weapons batteries. At close ranges, the barrage of fire from these weapons has spelled the doom of many ships.

Heavy gunz roll to hit like ordinary weapons batteries but do not count gunnery modifiers for range. Each hit scored by heavy gunz causes double damage, i.e, two hits instead of one.

Torpedo Launchas

As with their gunz, Ork torpedoes can vary wildly in their effectiveness. The strength of a salvo from an Ork torpedo launcha is randomly generated each time it is fired by rolling the dice indicated on its characteristics. Ork ships in skwadrons may not combine torpedoes into larger salvoes.

ORK PLANETARY DEFENCES

Ork Roks can be taken as planetary defences and purchased using planetary defence point allowances in scenarios that allow the use of planetary defences and the Orks are the defender. When used in this manner, they follow all rules for planetary defences, meaning they automatically pass all leadership checks they are required to make but cannot undergo any Special Orders except Reload Ordnance and Brace For Impact, for which they are Leadership 7 (Yes, 7 and not 6!).

Ork Roks cannot move and count as stationary in all effects when purchased as defences, including all rules concerning removal of blast markers from planetary defences. When used in this manner, roll a 2D6 after setting up each Rok. On a roll of 12, the Rok falls 2D6 cm toward the celestial phenomena it is orbiting near. If the Rok makes contact with an asteroid field or the planet edge in this manner, it is destroyed!

When playing the defender in scenarios that call for planetary defences, Orks have access to all the defences listed on [???] pp.141-146 in the rulebook. These can be represented as captured Imperial or Chaos defences, or weapon emplacements installed on small asteroids. System ships, defence monitors and fireships can all be captured vessels, worn out Brute ramships or gunships that have more dakka bolted on to defend 'da planet! In place of the Imperial Blackstone Fortress, substitute a non-moving Space Hulk using the same (unchanged) profile and point cost listed on [???] p.145.

ORK PIRATES

CYCLOPS CLUSTER FLEET LIST

WARLORD

You may include 1 or more Warlord in your fleet, each of whom must be assigned to a ship or squadron. If the fleet is worth 500 points or more it must include at least 1 Warlord to lead it. An Ork fleet can include a max. of one Warlord per 500 points. ie, if the fleet is worth up to 500 points, it may have one Warlord. If it is worth 500–1,000 points two Warlords may be included, etc.

Ork Warlord .... 40 pts

Warlords get one re-roll. They can have up to two more re-rolls for the additional cost noted below.

One extra re-roll.......................................+20 pts
Two extra re-rolls......................................+40 pts

A vessel carrying a Warlord doubles its boarding value and may include up to one of the upgrades shown below at the additional cost indicated.

Maniac Gunners.................................. +35 pts
The ship may re-roll the dice for the firepower of its gunz when it fires.

Mad Meks .... +25 pts
The ship may re-roll the dice for damage control.

Extra Power Fields .... +25 pts
The ship's shield value is increased by +1. If this would take it to 3 or more shields, don't forget to mount it on a 60 mm base!

Mega-armoured Boarding Parties .... +15 pts
+1 modifier on boarding.

Looted Torpedoes .... +20 pts
The ship may re-roll the dice for the strength of torpedo salvoes when it fires.

KROOZERS

You may include up to six kroozers in your fleet.
Terror ship (pg. 362) .... 185 pts
Kill kroozer (pg. 364) .... 155 pts

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6.
Ravager attack ship (pg. 368) .... 40 pts
Onslaught attack ship (pg. 366) .... 35 pts
Grunt assault ship (pg. 370)........................... 30 pts
Savage gunship (pg. 367)............................... 30 pts
Brute ramship (pg. 369) .... 25 pts

DAKKA DAKKA

Ork capital ships can add +2 turrets to their ships for +20 points (this is not the same thing as saying "up to two turrets at +10 points each").

Ork escorts may add +1 turret for +5 points per escort. If this option is taken, every escort in a given squadron must take the refit, not just individual escorts in a squadron.

347

ORK WAAAGH! FLEET LIST

This fleet list represents an Ork fleet either conducting, or preparing for, an Ork Waaagh! and may be used instead of the Ork pirate fleet list. The Waaagh! Fleet list is particularly appropriate for using with Ork fleets which are fighting battle scenarios, especially planetary assaults and fleet actions, such as those conducted throughout the Third Armageddon War.

WARLORD

You may include 1 or more Warlord in your fleet, each of whom must be assigned to a ship or squadron. If the fleet is worth 500 points or more it must include at least 1 Warlord to lead it.
An Ork fleet can include a max. of one Warlord per 500 points. ie, if the fleet is worth up to 500 points, it may have one Warlord. If it is worth 500–1,000 points two Warlords may be included, etc.
Ork Warlord ....40 pts

Warlords get one re-roll. They can have up to two more re-rolls for the additional cost noted below.

One extra re-roll..+20 pts
Two extra re-rolls... +40 pts

A vessel carrying a Warlord doubles its boarding value and may include up to one of the upgrades shown below at the additional cost indicated.

Maniac Gunners.. +35 pts
The ship may re-roll the dice for the firepower of its gunz when it fires.

Mad Meks .... +25 pts
The ship may re-roll the dice for damage control.

Extra Power Fields ....+25 pts
The ship's shield value is increased by +1. If this would take it to 3 or more shields, don't forget to mount it on a 60 mm base!

Mega-armoured Boarding Parties .... +15 pts
+1 modifier on boarding.

Looted Torpedoes .... +20 pts
The ship may re-roll the dice for the strength of torpedo salvoes when it fires.

SPACE HULKS

You may include up to one Ork Space Hulk in your fleet per 1,500 points.

Ork hulk (pg. 371) ....600 pts

An Ork fleet can include a maximum of one space hulk per 1,500 points. So if the fleet is worth up to 1,500 points, it may include one Space hulk. If it is worth 1,500-3,000 points, two space hulks may be included, etc. Each Ork hulk must be assigned an Ork Warlord to command it.

BATTLESHIPS & BATTLEKROOZERS

During the Third Armageddon War, four particularly monstrous Ork vessels earned the appellation 'battleship' even if such distinct classes are unknown to the Orks themselves, who refer to these four, and most similar vessels, as battlekroozers. For every two kroozers included in your fleet, you may pick one vessel from the list below.

(0–1) *Gorbag's Revenge* (pg. 359) .... 310 pts
(0–1) *Slamblasta* (pg. 360) .... 295 pts
(0–1) *Dethdeala* (pg. 358) .... 275 pts
(0–1) *Kroolboy* (pg. 361) .... 270 pts
Hammer class battlekroozer (pg. 356)........ 245 pts

KROOZERS

You may include up to six kroozers in your fleet.

Terror ship (pg. 362) .... 185 pts
Kill kroozer (pg. 364) .... 155 pts

ESCORTS

You may include any number of escorts in your fleet in squadrons of 2–6.

Ravager attack ship (pg. 368) .... 40 pts
Onslaught attack ship (pg. 366) .... 35 pts
Grunt assault ship (pg. 370)........................... 30 pts
Savage gunship (pg. 367)................................ 30 pts
Brute ramship (pg. 369) .... 25 pts

ORK ROKS

You can include any number of Ork Roks in your fleet.

Rok (pg. 374) .... 80 pts

Ork Roks may also be purchased with points for planetary defences, in scenarios where these are used. Ork Roks may be squadroned with up to three other Roks (total squadron size of four), but not with any other vessels.

ORDNANCE

Ships with launch bays can have a mixture of fighta-bommerz or assault boats. Kill kroozers and Terror ships can replace their prow batteries with torpedo tubes at no extra cost.

DAKKA DAKKA

Ork capital ships can add +2 turrets to their ships for +20 points (this is not the same thing as saying "up to two turrets at +10 points each").

Ork escorts may add +1 turret for +5 points per escort. If this option is taken, every escort in a given squadron must take the refit, not just individual escorts in a squadron.

ORK CLANZ

'ERE WE GO! 'ERE WE GO! 'ERE WE GO!

Orks gather into various levels of organization. The first is the mob, a squad-level unit of Orks with similar ideas of how to act on the battlefield, generally led by a nob (short for "noble," but pronounced "knob"). A number of mobs will gather together into a warband, which is roughly equivalent to an Imperial Guard company (although with a greater variation in size and strength), led by a warboss. The largest Ork organizational unit is the tribe, a group of numerous warbands all under the command of a warboss. Different tribes can be united by a powerful warlord when he raises a Waaagh!

As opposed to the warbands and tribes that Orks naturally organize in, Ork clanz are not communities but rather philosophical delineations of the different varieties of Ork. Each has its own colours, markings, and ways of waging war. Orks tend to form warbands with others who follow the same clan, but different groups or even so-minded entire warbands will tend to conglomerate together after suffering casualties during a Waaagh!

USING ORK CLANZ

The Ork Clanz rules can be used in addition to the normal Ork rules, but only with its dedicated Clanz fleet list.

MUSTERIN' DA CLANZ

Orks live in tribes, individual armies each led by a Warlord. However, Orks are also divided into clans, ancient allegiances to which the Orks remain loyal throughout their lives, no matter which tribe they fight for or against. Tribes frequently break apart or are conquered by larger, more powerful tribes, but no matter what an Ork will retain the colours of his clan. Tribes usually contain Orks from several clans, but an Ork's first loyalty is always to his Warboss. Members of the same clan may well end up fighting one another if their tribes clash, though this doesn't really bother the Orks too much, who will cheerfully fight anyone they can. Each clan has its own distinctive character and abilities, and an Ork will retain these no matter which tribe he belongs to.

CLAN UPGRADES

A Warlord and his skwadrons may only be from one clan, but as many different clans as desired can be in a single fleet. In fact, it is perfectly legal for every single Warlord in the fleet to be of a different clan. Any skwadron can be given a clan upgrade by paying the points cost shown, but the squadron must show clan colours. In case players have any smart ideas about showing all the colours on their Ork ships for maximum flexibility, a skwadron only counts as showing clan colours if the majority of the ships in the skwadron have their clan colour covering more than half of the model. The colours for each clan is shown after the points cost for the upgrade.

Note that although these rules refer to skwadrons, this also applies to single vessels (since battleships, battlekroozers and kroozers can, of course, be fielded in 'skwadrons' of one). Additionally, being from a particular clan and being painted as such does not obligate the skwadron to take the benefits of being from a particular clan by paying the extra points for them, nor are Ork vessels limited to only these paint schemes. It's not uncommon for Ork freebooters to incorporate several colour schemes in their ships, when they bother to paint their rust-buckets at all!

Clan upgrades are different from Gubbins and may be taken (and paid for) in addition to Gubbins by individual skwadrons. If taken, every capital ship in the skwadron must separately take and pay for the clan upgrade, not just individual ships. The point cost for clan upgrades for tiddla skwadrons count for the whole skwadron (regardless of how large it is!), not individual escorts. This also means the enemy only gets additional victory points for the clan upgrade if the tiddla skwadron is wiped out. If a single escort survives the battle, the enemy does not get additional victory points for the clan upgrade.

Goffs .... +20 pts/Black
The Goffs are the most aggressive of the Ork clans, born fighters amongst a race born for fighting. Goffs like it up close and personal, and consider the other clans wimps for hanging back and shooting. All Goff ships (including tiddla skwadrons) gain a +1 bonus to the dice roll during boarding actions and a +1 Leadership bonus when attempting to ram.

Evil Sunz .... +20 pts/Red
Evil Sunz are obsessed with speed, endlessly tinkering with the engines of all their vehicles and ships, trying to get as much speed out of them as possible. All Evil Sunz ships gain +5 cm speed.

Bad Moonz .... +30 pts/Yellow
Bad Moonz are the richest of the clans, using their own fast-growing teeth as currency. This also has the effect of making them a valuable target for other Orks. They don't mind being a target though, and proudly display their wealth through a combination of gaudy colours and all the best gizmos that money can buy. All ships in a Bad Moonz skwadron gain the **Maniac Gunners** upgrade.

Deathskullz .... +30 pts/Blue
The Deathskulls are the masters of salvage. After a good old scrap it will always be the Deathskullz who are whizzing about scrounging what they can from any wrecks left floating across the battlefield. Deathskullz capital ships and/ or tiddla skwadrons have **'looted' upgrades** (torpedoes and/or lances) for no additional cost.

Blood Axes.................................... Free/Green
Most Orks distrust the Blood Axes, who they consider to be treacherous gits and cowards who sneak around in poncey clothes to make themselves look like trees. Most of all the Blood Axes are disliked for their dealings with humies and other non-Orks, from whom the Blood Axes proudly 'acquire' various practices and even bits of equipment. The Warlord's ship may take one refit from the Imperial Navy refit table (rolled randomly) for +20 points. A Blood Axe tiddla skwadron of at least six escorts may include up to three Imperial Navy and/or Chaos escorts from any fleet list at their listed cost. These commandeered vessels must have an Orky colour scheme and kustom-job – you can't just borrow the ships from your Imperial or Chaos fleet!

Snakebites.................................... Free/Brown
The Snakebites are a primitive clan (even by Ork standards) and use technology only reluctantly. Snakebites will indulge in space travel if it's likely to take them to a new scrap, but are likely to spend much of the journey clinging on to the sturdiest (and least techy looking) thing they can find. Snakebite capital ship skwadrons can only use space hulks or roks – no other kind of capital ship skwadrons are permitted to bear the clan colours. Snakebite skwadrons gain a special +1 bonus to Command checks when attempting to *Brace for Impact*.

MOB RULE

Big groups of Ork escorts are surprisingly coordinated. Ork escort skwadrons gain a +1 bonus to their Leadership while they contain more than five models (or 'lotz' as the Orks call it – Orks aren't very good at counting). Note: the maximum number of escorts in an Ork squadron can be up to ten.

YOUNG GUNZ

While not technically skilled, Orks do possess boundless enthusiasm for fighting, and mobs of young Orks, eager to prove themselves to their elder and larger peers often pack themselves aboard rickety old escort vessels and tag along to any battle they can find. Any Ork escort skwadron with a Leadership of 5 or 6 gets a bonus escort ship added for free, demonstrating quantity has a quality all of its own. This includes if the leadership is a result of being swapped with that of a Warboss! The free ship can be any Ork escort class in the fleet list costing equal to or less than that of the cheapest escort paid for in the skwadron (the skwadron cannot exceed ten escorts). Young Gunz can be applied before Mob Rule: a tiddla skwadron with five escorts that rolls Ld 5 may have a sixth escort for free, increasing its Ld to 6!

GUBBINS

Orks are always trying to improve their ships in some fashion and will do whatever they have to for either more parts or the teef to buy them. A warlord in particular gathers around himself a number of other cunning and successful leaders, each one an enterprising Mekboss or Nob in his own right. Several warlords may band together to fight a common foe, and they will each of course bring the best of their wargear to the fight, as much to demonstrate their prowess to their fellow warlords as to bring the fight to the enemy. A vessel or escort skwadron led by a Warlord may be given up to one of the following upgrades per Command re-roll the Warlord has. Each upgrade can only be applied once. Note: Players are actively encouraged to change their upgrades from battle to battle in typically restless Orky fashion. Each Warlord that does so at least twice over the course of a campaign may have their first normally earned refit for free instead of paying the normal +10% cost.

For tiddla skwadrons, the point cost for Gubbins count for the whole skwadron (regardless of how large it is!), not individual escorts. This also means the enemy only gets additional victory points for the Gubbins if the tiddla skwadron is wiped out. If a single escort survives the battle, the enemy does not get additional victory points for the Gubbins. Not all Gubbins apply to escorts or are taken the same way as capital ships, as indicated by their notes.

Soopa Boostas .... +25 pts
The ship gains +5 cm speed, and it rolls 4D6 cm when on *All Ahead Full* special orders.

Extra Power Fields .... +25 pts
(Not for escorts) The ship's shield value is increased by +1. If this would take it to 3 or more shields, don't forget to mount it on a 60 mm base!

Extra Turrets .... +20 pts
The ship gains +2 Turrets (Escorts get +1 Turret). This cannot be combined with **Maniac Turrets**.

Maniac Turrets .... +10 pts
(Not for escorts.) The ship's turret value is replaced by D3 turrets. This cannot be combined with **Extra Turrets**.

Looted Lances .... +30 pts
Any heavy gunz batteries on the ship can be replaced with a Strength-2 lance battery. Range is 15 cm for escorts, 30 cm for capital ships.

Looted Torpedoes .... +20 pts
The ship may re-roll the dice for the Strength of torpedo salvoes when it fires.

Mad Meks .... +25 pts
(Not for escorts.) The ship may re-roll the dice when repairing critical damage.

Maniac Gunners .... +30 pts
The ship may re-roll the dice for the firepower of its gunz when it fires.

Mega-Armoured Boarding Parties .... +15 pts
(Not for escorts.) The ship has an additional +1 modifier when rolling for boarding actions and hit-and-run attacks of any type.

Prow Ram .... +10 pts
(Not for escorts.) This adds +1 bonus when rolling a leadership check to ram and causes

1Hp before rolling to inflict damage.

Tellyporta ....+30 pts
(Not for escorts.) Hit-and-run teleport attacks can be made to 30 cm.

MORE GUBBINS
The following gubbins can be taken by any number of capital ships in the fleet. **More Gubbins** are not available for escorts (except the Grunt where indicated) and can only be added to capital ships.

Klaws .... +10 pts
(Not for escorts except the Grunt at +5 points per escort.) Klaws are unaffected by special orders of any kind but cannot be used by capital ships if they are crippled. Any time the ship moves in base contact with any one enemy ship during the movement phase, immediately roll two D6. Each roll of a 4+ inflicts one hit on the target, ignoring shields but not holofields. *Brace for Impact* works normally against attacks by Klaws.

Each ship with Klaws may only use it once per turn, regardless of how many vessels it contacts during the Ork player's movement phase, though it does not have to be the first ship in contact. If the Klaws hit only once or not at all, the ship can continue moving after making the attack and shoot/launch ordnance later in the turn. If both attacks hit, then the vessel has grabbed the target with its enormous mechanical Klaws and has latched on! Neither vessel can move if they are of the same class or smaller (such as cruiser to cruiser), but a larger class vessel may still move but only at half rate. Both ships may shoot at half effectiveness (nova cannon and similar special weapons cannot fire). In every End phase roll to attack again (two dice needing 4+ to hit). If both attacks hit when a vessel is already grappled then it takes a third additional hit. Either ship may conduct boarding actions as normal. Damage caused by Klaws cause critical hits as normal.

Shokk-Attack Lance ....Free
(Not for escorts.) A ship's prow heavy gunz batteries can be replaced with this weapon, which cannot be used if the ship is crippled or braced. It is only effective against ships with shields down in the same manner as teleporters. When used, the ship rolls to hit on a 4+, range: 30 cm. Holofields and being braced both save normally against this. If a hit is rolled, D3+1 snotling hordes are teleported onto the enemy ship! If a miss is rolled, place a blast marker in base contact with the vessel (even if shields are already down) for the hordes of vacuum-frozen snotlings bashing against the exterior of the hull. Each hit does not cause damage. Instead, the next leadership check or special order made by the ship must be with an extra D6 (such as 3D6, or even more when already using 3D6, such as when *All Ahead Full* through an asteroid field)! Additional "hits" from this weapon only add to the number of hordes that must be eradicated before the ship can return to conducting leadership checks normally. Every special order done in this manner (even if failed) "repairs" one of these hordes as the crew works furiously to shove thousands of snotlings out the nearest airlock! These can also each be repaired in the end phase normally when rolling to repair critical damage.

Escorts have fewer complex systems than capital ships and are smaller overall. While multiple snotling hordes can possibly get into some vital system that in the end overwhelms the vessel, it is just as likely they will miss vital spaces entirely. When fired at escorts, the defending squadron rolls a D6. On a 4+, the closest escort gets an additional blast marker placed in contact with it as the hordes have no effect. On a roll of 3 or less, the nearest escort in range with no shields is destroyed (being braced works normally).

Assault Karrier..Free
(Not for escorts.) Any ship that takes both attack craft and torpedoes can be optimized for hit-and-run attacks and boarding actions by particularly zealous Orks. It takes boarding torpedoes for free, but it may only use assault boats. It may launch +1 assault boat marker each time it launches attack craft normally (even if crippled or braced, but not both).

DA ORK CLANZ FLEET LIST

WARLORD

Ork fleets always include one Warlord for every 500 points, or part, that the fleet is worth – no more, no less.
Ork Warlord .... Free

A Warlord adds +2 to one boarding dice roll per game. A Warlord has one re-roll, and may purchase one or two more for the points cost shown below.

One extra re-roll.......................................+20 pts
Two extra re-rolls....................................+40 pts

A Warlord may choose for his own ship or escort skwadron one upgrade from the Gubbins list for every re-roll he has at its listed cost. He must be embarked on the most expensive ship under his own command (as opposed to the whole fleet), even if it is an escort - annotate which one it is. A Warlord's re-rolls only count for the skwadrons under his command and not for the whole fleet.

SKWADRONS

For every re-roll a Warlord has (including the first one for free), the Warlord must be in command of one tiddla skwadron of at least three escorts and one other skwadrons. He may also swap leadership with any one ship or escort squadron under his command.

'Uge ship skwadron

1 Battlekroozer/ship, chosen from the following list:
(0–1) *Gorbag's Revenge* (pg. 359)................. 310 pts
(0–1) *Slamblasta* (pg. 360) .... 295 pts
(0–1) *Dethdeala* (pg. 358)............................. 275 pts
(0–1) *Kroolboy* (pg. 361) .... 270 pts
Hammer class battlekroozer (pg. 356)........ 245 pts

Big ship skwadron

1-2 Kroozers, chosen from the following list:
Terror ship (pg. 362) .... 185 pts
Kill kroozer (pg. 364) .... 155 pts
Lite kroozer (pg. 362) .... 90 pts

Tiddla skwadron

3-10 Escorts, chosen from the following list in any mix desired:
Ravager attack ship (pg. 368) .... 40 pts
Onslaught attack ship (pg. 366) .... 35 pts
Grunt assault ship (pg. 370)........................... 30 pts
Savage gunship (pg. 367)................................ 30 pts
Brute ramship (pg. 369) .... 25 pts

Rok skwadron

1–4 Roks
Rok (pg. 374) .... 80 pts

Space Hulks

An Ork fleet with at least three Warlords may include one Space Hulk. One of your Warlords must be embarked on it, which by itself counts as all the skwadrons that Warlord can have (including a tiddla skwadron), regardless of how many re-rolls the Warlord has. Space Hulks so led can take upgrades from the list of Gubbins for double the listed cost. Upgrades that increase its boarding value or speed may not be taken.
Ork hulk (pg. 371) ....600 pts

ORDNANCE

Ork attack craft carriers use fighta-bommas and assault boats. They may take torpedo-bommas for +10 points per launch bay (counting maximum number of launch bays). Ork capital ships that use torpedoes may use boarding torpedoes for +5 points.

USING SKWADRONS

There is no restriction for what kinds or how many of what type of skwadrons are in the fleet as long as no Warlord may have more than one 'Uge Ship, which counts as a skwadron by itself. Each skwadron must be fielded with the number of ships chosen for it in this list; you can't split up skwadrons or add more ships to them. However, no more than one of each of the named Ork battleships may be in the fleet, no more than one 'Uge ship may be taken in the fleet for every two kroozers, and a Space Hulk may only be taken by a fleet of no less than 1500 points. This however applies to the fleet as a whole, not to individual skwadrons. While there must be at least one Warlord for every 500 points in the fleet or portion thereof, not all Warlords are created equal! Thus, the smallest fleet a single Warlord with only the one free re-roll may command is two tiddla skwadrons, each with three escorts. The largest fleet a single Warlord with two extra re-rolls (for a total of three) can command is one 'Uge ship, two skwadrons of two kroozers each and three skwadrons of up to ten escorts each. While the number of Warlords for a given fleet size cannot be altered, how many points each Warlord is put in charge of can be mixed and matched in any way desired; it is perfectly legal for a Warlord with one re-roll to have one or two kroozers and a tiddla squadron of three escorts, or just a single Rok as a skwadron (if desired) and a tiddla squadron of nine escorts, etc. A Warlord must have two kroozers in order to take a "Uge ship, meaning the Warlord must have at least one extra re-roll to do so. A Warlord leading a Space Hulk may only lead it and no other ships, but he is not required to take any extra re-rolls to do so if it is not desired.

In campaigns, nominate one Warlord to command the fleet. This is essentially "you" and must be on the most expensive ship in the fleet, even if it is a Space Hulk. The fleet commander still starts with one re-roll and may purchase up to one more at the start of the campaign, earning more (along with more skwadrons) over the course of the campaign. This means the fleet commander personally starts with no more than one tiddla squadron of up to ten escorts and one other skwadron (or two each if a second re-roll is purchased at the start of the campaign), which may be taken in any manner desired. Fleet commander re-rolls can only be used by his or her own skwadrons. The fleet commander cannot earn more re-rolls than would be allowed by p.153 of the Rulebook, even if a second re-roll was purchased at the start of the campaign.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR		TURRETS
Cruiser/10	20 cm	45°	2	6+ front / 5+		2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45 cm	D6+6	Front
Prow bombardment cannon OR	30 cm	6	Front
Prow torpedoes	30 cm	D6+2	Front
Dorsal launch bays	Fighta-Bommas: 25 cm Assault Boats: 30 cm	D3+1	–
Port heavy gunz	15 cm	6	Left
Starboard heavy gunz	15 cm	6	Right
Port gunz battery	30 cm	D6+2	Left
Starboard gunz battery	30 cm	D6+2	Right

SPECIAL

- When Leadership values are generated for the Ork fleet, Hammer class battlekroozers can opt to swap Leadership ratings with a Kill Kroozer or Terror Ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.
- Due to its poorly distributed mass a Hammer class battlekroozer may not use *Come to New Heading* special orders.

The prow launchers commonly seen on the Hammer were originally invented to satisfy the insane desire of the Tyrant Uzog Armripper to have both torpedoes and big gunz on the front of his ship. Mekaniak Garzog's ingenious solution was to rig up parts of the nova cannon conduits to big tubular launchas that could either fire torpedoes or heavy bombardment shells.

- In each turn, these launchas can either fire torpedoes or be used as a bombardment cannon. The launchas must be reloaded using the *Reload Ordnance* special order after each shot and can only fire if they are loaded. Garzog thus got it half right and Tyrant Uzog only ripped one of his arms off!

OPTIONS

- May upgrade its turrets from two to three for +10 pts.
- May be equipped with boarding torpedoes for +5 pts (speed 20 cm; strength D6+2).
- May be equipped with torpedo bommas for +40 pts.

FLEET LISTS   Ork Waaagh! Fleet List (pg. 348), Da Ork Clanz Fleet List (pg. 354)

The great mass of Ork ships assailing Armageddon comprise vessels of every conceivable weight and type. As well as the familiar Kill kroozers and Terror ships, a new class of battlekroozer, designated as the Hammer class, has been encountered in no less than fifteen engagements. Intelligence reports indicate that Hammer class battlekroozers are built on the hulks of wrecked Imperial capital ships, most specifically those which were armed with nova cannon in their previous incarnations.

Hammer class battlekroozers are greatly favoured by powerful Ork warlords as their personal command ships, most notably those from the empire of Great Despot of Dregruk which seems to have produced a large quantity of these vessels for their invasion fleet. The high status of the Hammers' commanders ensure that they are equipped with the best weapons and krews in the Ork fleet, making them formidable opponents. Most worrying of all, given the Orks predilection for making rapid (if crude) refits of damaged vessels, is the fact that the number of Hammer class ships appears to be on the increase as the Orks gain access to numerous hulks left from the fighting in-system.

ORK 'BATTLESHIPS'

At the outset of the Third Armageddon War, it soon became apparent that the Orks had managed to manufacture ships of a previously unheard of size. Unlike the Roks and hulks upon which they had previously relied for their larger vessels, the Orks now boasted ships of a size comparable to the largest of Imperial cruisers, rivalling the size even of an Imperial battleship.

Not expecting such vessels, these Hammer class battlekroozers, as they came to be known, took a terrible toll on the Imperial fleet during the opening weeks of the war. They possessed a typically Orkish resilience coupled with a brutal array of firepower that allowed them to stand a good chance against most battlegroups active in the defence of Armageddon.

These vessels, it seemed, had been constructed from the wrecks of crippled Imperial cruisers and battlecruisers. Battleships apparently possessed systems unfathomable to the Orks and subsequently battleship components were never known to appear in these new battlekroozers. Fearing that a conflict on the scale of Armageddon might serve only to provide the Orks with ever more wreckage from which to build such vessels, a policy of destroying ships who had no hope of escape or survival was reluctantly adopted by naval command.

Being the clunky, jumbled masses of components that they are, these battlekroozers seemed also to grow in size and firepower as new victories allowed them to plunder or salvage additional systems, even if the Imperium prevented them capturing complete new hulls. Like the Orks themselves, amongst the Hammers a few vessels grew ancient and bloated to such a degree that their sheer size defied any description other than the rather imposing nomenclature of 'battleship'. Though far too varied in design to represent a class as such, no less than four such battleship-sized vessels were prominent within the Orkmada during the Third Armageddon War, each carrying a uniquely deadly assortment of bastardised systems.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR		TURRETS
Battleship/12	20 cm	45°	2	6+ front / 5+		3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45 cm	D6+6	Front
Prow bombardment cannon	30 cm	6	Front
Dorsal launch bays	Fighta-Bommas: 25 cm Assault Boats: 30 cm	D3+1	–
Port heavy gunz	15 cm	6	Left
Starboard heavy gunz	15 cm	6	Right
Port gunz battery	30 cm	D6+4	Left
Starboard gunz battery	30 cm	D6+4	Right

SPECIAL

- The *Dethdeala* is a unique vessel. Only one may be included in a fleet.
- When Leadership values are generated for the Ork fleet, *Dethdeala* can opt to swap Leadership ratings with a Kill Kroozer or Terror Ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.
- Due to its poorly distributed mass *Dethdeala* may not use *Come to New Heading* special orders.
- *Dethdeala* is equipped with powerful 'Soopa Enginez' and may roll 4D6 when making an *All Ahead Full* special order, as opposed to the 2D6 normally rolled by Ork vessels.
- The rules for the bombardment cannon can be found on pg. 92.

OPTIONS

- May be equipped with torpedo bommas for +40 pts.

Dethdeala is thought to be one of the oldest vessels of its size in existence, having first been encountered some 30 years before the Third Armageddon War. Originally the flagship of Warlord Urgutz Dregrak, the *Dethdeala* appears to have suffered a recent change of captain and crew alike and faded from prominence in the later part of the war. Dregrak was a fiery and objectionable Ork, one known for great overconfidence in his own abilities and overoptimistic view of his own destiny. Dregrak was present in one of the last large waves of Orks to reach Armageddon, and chose to haphazardly bombard the planet ahead of his own landing, claiming to be clearing the way for an assault, but in all likelihood doing far more harm to his Ork rivals than his Imperial enemies. That Dregrak chose to most heavily bombard regions where Ghazghkull's own warbands were operating is unlikely to be simple coincidence. When Dregrak did finally venture to the planet's surface, his campaign was shortlived as rival Dethskulls, allied to the defecting Imperial governor Herman von Strab, teleported aboard the *Dethdeala* and massacred most of its crew in the midst of their planetary assault. Stranded on the surface with most of his forces dead or marooned aboard the *Dethdeala*, Dregrak vanished very rapidly.

FLEET LISTS Ork Waaagh! Fleet List (pg. 348), Da Ork Clanz Fleet List (pg. 354)

GORBAG'S REVENGE BATTLESHIP

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR		TURRETS
Battleship/12	20 cm	45°	2	6+ front / 5+		3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45 cm	D6+6	Front
Prow torpedoes	30 cm	D6+2	Front
Dorsal launch bays	Fighta-Bommas: 25 cm Assault Boats: 30 cm	D3+1	–
Port heavy gunz	15 cm	6	Left
Starboard heavy gunz	15 cm	6	Right
Port gunz battery	30 cm	D6+2	Left
Starboard gunz battery	30 cm	D6+2	Right
Port launch bays	Fighta-Bommas: 25 cm Assault Boats: 30 cm	2	–
Starboard launch bays	Fighta-Bommas: 25 cm Assault Boats: 30 cm	2	–

SPECIAL
- When Leadership values are generated for the Ork fleet, *Gorbag's Revenge* can opt to swap Leadership ratings with a Kill Kroozer or Terror Ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.
- Due to its poorly distributed mass *Gorbag's Revenge* may not use *Come to New Heading* special orders.

OPTIONS
- May be equipped with boarding torpedoes for +5 pts (speed 20 cm; strength D6+2).
- May be equipped with torpedo bommas for +80 pts.

Gorbag's Revenge was the most active Ork battleship encountered throughout the Third Armageddon War, participating as it did in the invasions of both Chosin and Armageddon. The original vessel was captured by Gorbag himself, when he overran an Imperial Dominator class cruiser in the Gothic sector, enslaving its crew to refit the vessel, using its systems and weaponry as the basis for the soon-to-be (and brutally aptly named) *Gorbag's Revenge*. It proved the ideal vessel for large scale planetary assaults with its large launch capacity allowing it to deliver huge numbers of Ork Fighta-Bommerz to the surface. For much of the Ork fleet this tactic would prove unwise and left them vulnerable to Imperial attack craft, but the sheer size and firepower of *Gorbag's Revenge* prevented it suffering too badly from the threat. *Gorbag's Revenge* remained a constant element of the fleet bombarding Armageddon throughout the course of the war.

FLEET LISTS Ork Waaagh! Fleet List (pg. 348), Da Ork Clanz Fleet List (pg. 354)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR		TURRETS
Battleship/12	20 cm	45°	2	6+ front / 5+		3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45 cm	D6+6	Front
Prow lance battery	45 cm	2	Front
Dorsal launch bays	Fighta-Bommas: 25 cm Assault Boats: 30 cm	D3+1	–
Port heavy gunz	15 cm	6	Left
Starboard heavy gunz	15 cm	6	Right
Port gunz battery	30 cm	D6+6	Left
Starboard gunz battery	30 cm	D6+6	Right

SPECIAL	• When Leadership values are generated for the Ork fleet, *Slamblasta* can opt to swap Leadership ratings with a Kill Kroozer or Terror Ship to represent the warlord dragooning the best crew in the fleet aboard his vessel. • Due to its poorly distributed mass *Slamblasta* may not use *Come to New Heading* special orders.
OPTIONS	• May be equipped with torpedo bommas for +40 pts.

Like many large Ork vessels, the *Slamblasta* has been identified as having been constructed in the large part from the wreckage of crippled Imperial vessels – in *Slamblasta*'s case, the Imperial Gothic class cruiser *Pallas Imperious*. Unable to properly regulate the massive energy circuitry required to power the Gothic class' broadside lance batteries, the Meks who constructed the *Slamblasta* instead pillaged the systems in an attempt to build two much larger lance type weapons. Ork technology being what it is, the weapon ended up much larger in size than in power, but nonetheless the *Slamblasta* remains an impressive achievement in providing the Orks with a lance-armed vessel.

In the Third Armageddon War *Slamblasta* played a crucial role as part of the advance raiding parties sent ahead of the main Ork invasionary fleet, where its powerful prow lances proved particularly suited to the Orks' goal of crippling any monitoring stations, system defences or Imperial outposts on the fringes of the Armageddon system.

FLEET LISTS	Ork Waaagh! Fleet List (pg. 348), Da Ork Clanz Fleet List (pg. 354)

KROOLBOY BATTLESHIP

270 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR		TURRETS
Battleship/12	20 cm	45°	2	6+ front / 5+		3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45 cm	D6+6	Front
Prow heavy gunz	15 cm	6	Front
Dorsal launch bays	Fighta-Bommas: 25 cm Assault Boats: 30 cm	D3+1	–
Port heavy gunz	15 cm	6	Left
Starboard heavy gunz	15 cm	6	Right
Port gunz battery	30 cm	D6+2	Left
Starboard gunz battery	30 cm	D6+2	Right

SPECIAL

- When Leadership values are generated for the Ork fleet, *Kroolboy* can opt to swap Leadership ratings with a Kill Kroozer or Terror Ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.
- Due to its poorly distributed mass *Kroolboy* may not use *Come to New Heading* special orders.
- *Kroolboy* is equipped with powerful 'Soopa Enginez' and may roll 4D6 when making an *All Ahead Full* special order, as opposed to the 2D6 normally rolled by Ork vessels.

OPTIONS

- May be equipped with torpedo bommas for +40 pts.

Kroolboy had a long history of tormenting Armageddon well before Ghazghkull's monstrous onslaught of the Third Armageddon War, having been observed on frequent pirate raids around the fringes of the system. Whether by accident or design, this familiarity with *Kroolboy* caused monitor station Mannheim to pay less than adequate attention to the vessel's later raids, assuming them to be typical piracy, when in fact it was at the head of the coming Waaagh! By the time reports of invasion filtered through from other monitoring stations, the commanders of Mannheim station had already paid the cost for their apathy.

As the Waaagh! receded from Armageddon following Ghazghkull's apparent departure from the planet, *Kroolboy* again returned to piracy in many systems across the Armageddon sector, most recently having become involved in the civil war on Monglor.

FLEET LISTS   Ork Waaagh! Fleet List (pg. 348), Da Ork Clanz Fleet List (pg. 354)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20 cm	45°	1	6+ front / 5+ sides / 4+ rear	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port gunz	30 cm	D6	Left
Starboard gunz	30 cm	D6	Right
Port launch bays	Fighta-Bommas: 25 cm Assault Boats: 30 cm	2	–
Starboard launch bays	Fighta-Bommas: 25 cm Assault Boats: 30 cm	2	–
Prow heavy gunz	15 cm	6	Front
Prow gunz	45 cm	D6+2	Front

OPTIONS
- May replace its prow heavy gun battery with a torpedo launcha (Speed 30 cm, Strength D6+2) at no extra points cost.
- If fitted with a torpedo launcha, it may carry boarding torpedoes (Speed 20 cm, Strength D6+2) at a cost of +5 pts.

A variant of the standard krooozer, Ork Terror ships have been associated primarily with raids made in the Cyclops Cluster against lightly defended outposts and augur stations. Terror ships deliver packs of Ork attack craft into combat and act as parent vessels for refuelling and rearming their ferocious progeny. Most Terror ships appear to be built around salvaged hulks, it being comparatively easy to open up large launch bays by the simple expedience of chopping big sections out of the flanks of the wreck. Terror ships carry a mixture of Ork fighter bombers and large numbers of assault boats. Fighter bombers are equipped not only to intercept enemy ordnance but also carry bombs and missiles capable of damaging a warship. Ork assault boats are basic armoured shells with an engine at one end and a piercing beak at the other, more akin to giant boarding torpedoes than the more sophisticated craft employed by other races. A typical example of Ork brutality was the attack on Mirrobel, a small resupply base used by long range patrols. Two Terror ships appeared in-system with half a dozen escort ships. Taking up orbit around Mirrobel's moon, the Terror ships sent waves of assault boats packed with Ork warriors to overwhelm the small garrison. Even as the base was being overrun, a scouting patrol comprising the Dauntless light cruisers *Abdiel* and *Uziel* together with four Firestorm class frigates arrived in the vicinity for resupply and were set upon by the Terror ships. Even though the Terror ships' squadrons were busy on the planet's surface their crude gunpower was still enough to drive off the scouting patrol with *Abdiel* crippled and one frigate lost.

FLEET LISTS   Cyclops Cluster Fleet List (pg. 347), Ork Waaagh! Fleet List (pg. 348), Da Ork Clanz Fleet List (pg. 354)

ZUKOV'S KLAW ASSAULT KROOZER

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20 cm	45°	1	6+ front / 5+ sides / 4+ rear	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port gunz	30 cm	D6	Left
Starboard gunz	30 cm	D6	Right
Port launch bays	Assault Boats: 30 cm	2/Special	–
Starboard launch bays	Assault Boats: 30 cm	2/Special	–
Prow gunz	45 cm	D6+2	Front
Prow torpedoes	30 cm	D6+2	Front

SPECIAL	
	• *Zukov's Klaw* is a Terror Ship that can only be used exactly as described in these special rules.
	• It is of the Goff Clan, giving it both a +1 leadership modifier when attempting to ram and an additional +1 modifier during boarding actions.
	• It is upgraded to be an Assault Karrier with boarding torpedoes and may launch one additional assault boat during the ordnance phase any time it launches assault boats normally (even if crippled or braced, but not both), but it may not use any other types of attack craft.
	• It is also equipped with Klaws as part of its point cost, which does not affect the number of Gubbins a Warlord can upgrade this vessel with for the appropriate points if used as a Warlord's personal ship.
	• *Zukov's Klaw* has a Traktor Field and must be mounted on a large (60 mm) base.
	• Cannot use *Come To New Heading* special orders.

OPTIONS	
	• May be equipped with boarding torpedoes for +5 pts (speed 20 cm; strength D6+2).

In the confusion prevalent in the latter stages of the Third Armageddon War, a number of new Ork ship classes never before encountered were codified by the Ordo Xenos. Though a protracted war still rages across the surface, careful analysis of the ships encountered in the years since the fleets of Ghazghkull Thrakka were dispersed indicate that while there was a great deal of differences between individual capital ships, they still fit into a small number of broad categories in a similar manner to Imperial ship classes.

Like Ork battleships such as the Kroolboy and Gorbag's Revenge, the Zukov's Klaw at first defied conventional analysis and was presumed to be an entirely new ship class. While observed on several occasions vomiting forth prodigious numbers of assault boats, when faced by concerted bomber attacks it was found wanting and depended on nearby Terror Ships for assistance. At first believed to be some kind of specialized assault ship, careful analysis revealed that while indeed optimized for such a role, it was little

FLEET LISTS	Da Ork Clanz Fleet List (Goffs only) (pg. 354)

more than another Terror Ship with several unique upgrades rather than a ship purpose-built to assault enemy vessels. This actually comes as little surprise to Imperial Navy tacticians, as all Ork capital ships are merely refitted cruiser hulks in any case, and it is quite common to find these vessels customized by their

KILL KROOZER

155 PTS

Famous Ships of the Gothic War: Butcher

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR		TURRETS
Cruiser/10	20 cm	45°	1	6+ front / 5+ sides / 4+ rear		1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port heavy gunz	15 cm	4	Left
Starboard heavy gunz	15 cm	4	Right
Port gunz	30 cm	D6	Left
Starboard gunz	30 cm	D6	Right
Prow heavy gunz	15 cm	6	Front
Prow gunz	45 cm	D6+2	Front

OPTIONS
- May replace its prow heavy gun battery with a torpedo launcha (Speed 30 cm, Strength D6+2) at no extra points cost.
- If fitted with a torpedo launcha, it may carry boarding torpedoes (Speed 20 cm, Strength D6+2) at a cost of +5 pts.

Heavy Ork warships were always a terror to merchant vessels plying the Gothic sector in times of peace. During the Gothic War, the number of sightings reported increased notably, presumably due to the number of hulks the Orks managed to salvage from battles between Imperial and Chaos forces. The most common style of Ork krooozer mounts a bristling array of heavy guns and weapons batteries, mostly concentrated in powerful prow batteries. Only one Ork krooozer, dubbed the *Butcher* by Naval intelligence, was consistently identified in action throughout the Gothic War, though others may have been concealed by the constant patching and rebuilding Ork ships undergo. The *Butcher* attacked six convoys in the Quinrox Sound over the course of the war, destroying a total of fifteen badly needed transport ships, seven escorts and one cruiser, the *Admiral Lenox*. The *Butcher* is also believed to have led the force which looted Bralutha station and escaped before relief forces arrived.

LITE KROOZER

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20 cm	45°	1	6+ front / 5+ sides / 4+ rear	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port gunz	30 cm	D3+1	Left
Starboard gunz	30 cm	D3+1	Right
Prow gunz	30 cm	2	Front
Prow heavy gunz	15 cm	4	Front

OPTIONS
- Ork Lite Kroozers are essentially capital ships rushed into battle incomplete and as-is. For no change in cost, they may exchange their prow heavy gunz for a torpedo launcha (Speed 30 cm, Strength D6) or additional D6 gunz (for D6+2 in total).
- If fitted with a torpedo launcha, it may carry boarding torpedoes (Speed 20 cm, Strength D6) at a cost of +5 pts.

While encountered on occasion wherever the Orks carried their incessant Waaghs! into Imperial space, it was only during the Third War for Armageddon that Ork Lite Kroozers were seen in any numbers. While many have postulated why this is so, the general consensus among tacticians is that like everything else about Orks, bigger is always better. Orks will rarely stop at improving or adding to their vessels until it reaches a point where it is beyond the resources of technical abilities of most Ork warbosses to make them any larger. In this respect the Lite Kroozers encountered may quite often be works in progress, vessels ramshackle even by Ork standards and rushed into battle by their reckless Kaptains while still gathering the teef and gubbins to fully outfit their vessel in an Orky fashion! Ork Lite Kroozers were seen in a wide variety of forms during the Third Armageddon War, including several bizarre variants super-customized almost exclusively for ramming and boarding actions. While some appeared to be constructed from captured Dauntless or Endeavour light cruiser hulls, some took more bizarre forms and defied any classification whatsoever.

Representing Lite Kroozers: By their very nature, Ork Lite Kroozers come in a wide array of forms. They may represent a captured or salvaged Imperial light cruiser hull instead of the larger Imperial or Chaos cruisers Orks more typically build their Kill Kroozers and Terror Ships from. Conversely, they may have originated from an enterprising Ork Kaptain that cut apart and bolted together several escorts he captured, salvaged or even re-appropriated from his own skwadron! Like all Ork capital ships, each one is a never-ending work in progress so feel free to represent it any way you like, painted appropriately of course.

FLEET LISTS Da Ork Clanz Fleet List (pg. 354)
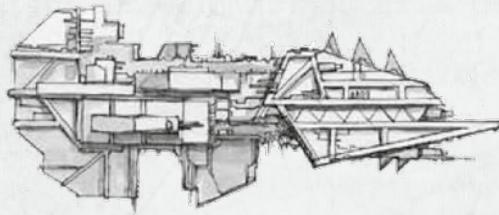
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20 cm	45°	1	6+ front / 4+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Gunz battery	30 cm	D6	Front

The Onslaught attack ship is ugly, difficult to manoeuvre and lightly armoured along its flanks and rear, it is only suitable for head-on attacks. However, as discovered by Admiral Sartus aboard the doomed *Laertes*, a swarm of Onslaughts can lay down a fearsome hail of fire from their multiple forward gun batteries. This is combined with thick frontal armour and shielding to protect them during their initial attack run. Like all Ork attack ships, Onslaughts are capable of landing on planets as part of an invasion force and can carry a large Ork warband plus their vehicles and artillery.

| FLEET LISTS | Cyclops Cluster Fleet List (pg. 347), Ork Waaagh! Fleet List (pg. 348), Da Ork Clanz Fleet List (pg. 354) |

SAVAGE GUNSHIP
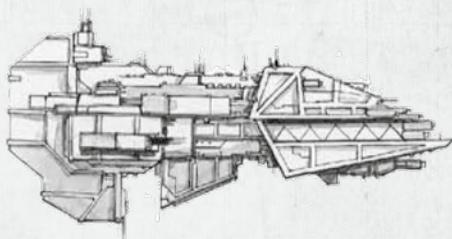
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	45°	1	6+ front / 4+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Heavy gunz battery	15 cm	4	Front

More extreme than even the Onslaught, the Ork gunships known as Savages mount only short-ranged forward heavy gun batteries. There has been speculation as to whether Savages are simple refits of Onslaughts, or vice versa. The Ork race are masters of crude improvisation and salvage, so both ideas probably hold true. In open battle, Savages are less of a threat than the longer ranged Onslaughts, as they can be outmanoeuvred and destroyed from a distance. But in an ambush situation, where Orks are lurking in wait amongst asteroids or debris, Savages make for a highly dangerous foe, with their ability to storm forward and smother an opposing vessel with heavy fire.

RAVAGER ATTACK SHIP   40 PTS
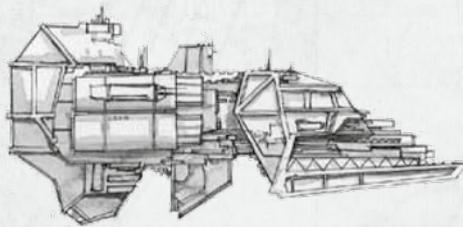
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR		TURRETS
Escort/1	20 cm	45°	1	6+ front / 4+		2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Gunz battery	30 cm	2	Front
Torpedoes	30 cm	D6	Front

Ork torpedo attacks tend towards an opportunistic approach rather than being used as a major tactic, as in the Imperial fleet. In part, this is doubtless due to the quality of their crews, which seem to be unreliable at reloading ordnance in the heat of battle. Consequently, Ravager attack ships are more commonly seen in the company of Onslaughts and Savages than in dedicated squadrons like Imperial Cobra destroyers. However, Ravagers mount a vast number of torpedo racks and when they succeed in launching salvoes of torpedoes, they can be worryingly large. Fortunately a large proportion of Ork torpedoes go astray due to guidance or engine failures, which is why Orks use captured torpedoes at every opportunity.

FLEET LISTS   Cyclops Cluster Fleet List (pg. 347), Ork Waaagh! Fleet List (pg. 348), Da Ork Clanz Fleet List (pg. 354)

BRUTE RAM SHIP

| TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	6+ front / 4+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Gunz battery	30 cm	2	Left/front/right

SPECIAL
- The Brute ram ship is built for smashing into an enemy vessel at top speed, hence it rolls 4 dice to damage an opposing ship when it rams.

The Brute is a curious vessel and characteristically Orkish in its concept. It is fitted with superior engines and manoeuvring thrusters, compared to most Ork vessels, but these are not intended to make the ship handier in a fight. The true purpose of the Brute is betrayed by its armoured beak, festooned with rotary blades and drills, which is deadly when it rams enemy vessels at maximum thrust. In combat, Brutes manoeuvre to try to reach a position where they can charge an enemy ship and burst it apart with a single impact. The Brute is so heavily built that it can badly damage even a capital ship.

FLEET LISTS Cyclops Cluster Fleet List (pg. 347), Ork Waaagh! Fleet List (pg. 348), Da Ork Clanz Fleet List (pg. 354)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	45°	1	6+ front / 5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Gunz battery	30 cm	2	Left/front/right

SPECIAL	*Grunt assault ships embark huge crews of Ork boarding parties and are equipped with tractor fields, powerful boarding drills, etc.* • These ships are equipped with a tractor field and must be mounted on a large 60 mm base. • They roll 2D6 against an opposing ship when ramming. • Count as 2HP when determining their boarding value (before other modifiers). • Due to their poorly distributed mass, they cannot use *Come To New Heading* special orders.
OPTIONS	• Grunt assault ships can be equipped with Klaws for +5 points for each vessel, not per skwadron.

Orks are masters of crude improvisation and salvage, and nowhere is this more apparent than the Grunt assault ship. Easily mistaken for the Brute ramship visually, it is in fact fitted with a huge tractor field generator, giving it the graviometric imprint of a battleship class vessel. It carries a heavily armoured piercing prow as well as boarding chambers for a mass of Orkish warriors ready to rush aboard in a green tide. If not for the poorly distributed mass of the Grunt, it would make a truly fearsome opponent against other escorts, though its lumbering approach run is well-suited against capital ships.

FLEET LISTS	Cyclops Cluster Fleet List (pg. 347), Ork Waaagh! Fleet List (pg. 348), Da Ork Clanz Fleet List (pg. 354)

ORK HULK
600 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/40	10 cm	Special	3	4+	6

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45 cm	2D6+6	Front
Prow torpedoes	30 cm	2D6	Front
Prow heavy gunz	15 cm	8	Front
Dorsal lance battery	60 cm	4	All around
Port launch bays	Fighta-Bommas: 25 cm Assault Boats: 30 cm	D6+2	–
Starboard launch bays	Fighta-Bommas: 25 cm Assault Boats: 30 cm	D6+2	–
Port gunz battery	45 cm	2D6+2	Left
Starboard gunz battery	45 cm	2D6+2	Right
Port torpedoes	30 cm	2D6	Left
Starboard torpedoes	30 cm	2D6	Right
Aft gunz battery	45 cm	2D6+6	Rear

OPTIONS
- May be equipped with boarding torpedoes for +15 pts (speed 20 cm; strength D6+2).

FLEET LISTS   Ork Waaagh! Fleet List (pg. 348), Da Ork Clanz Fleet List (pg. 354)

Space hulks are gigantic agglomerations of ancient wrecked ships, asteroids, ice and other such flotsam and jetsam, that are cast together after millennia of drifting in and out of warp space. How and why space hulks appear from the Warp and are then drawn back to it is unknown, although there is plentiful evidence for some being controlled or navigated by their inhabitants or some external force. Some space hulks are infested with alien life forms, Chaos renegades or even worse horrors, but most are simply empty ghost ships, plying the void for eternity. Tales of greedy scavengers meeting horrible fates aboard space hulks are told throughout the Imperium, but there are just as many tales of vast fortunes made from the ancient technology they carry.

For the Orks, space hulks are their primary method of travelling between the stars. When a space hulk appears in an Ork-held system it is soon seized and converted into a huge invasion craft, with cavernous launch bays for innumerable assault boats and hundreds of thousands of Ork warriors and their war machines. Once completed, the space hulk is sent back out of the system with an attendant fleet of attack ships, kroozers and Roks. Once beyond the outer reaches, the space hulk will eventually be drawn back into the warp and, if all goes well, arrive at some point at a world ripe for conquest. No Ork space hulks were reported in the Gothic sector during the course of the war, but by their very nature, a space hulk could appear at any place at any time.

LEADERSHIP
Due to their enormous size, and the strain this places on Ork communications systems (ie, shouting loudly), a hulk is always Leadership 6.

SPECIAL ORDERS
A space hulk may not use *Come to New Heading* or *Burn Retros* special orders.

Space Hulks can use *All Ahead Full* special orders but cannot gain extra movement by doing so. This will allow them to attempt to ram, but given the size and poor leadership of a Space Hulk, it will only be viable against defences. Because it is a Defence, it must roll leadership against 3D6 to ram anything besides another defence, against which it rolls 2D6.

WARLORDS
Having an Ork Warlord aboard a space hulk does not double its boarding value. Also, the Warlord's upgrades are modified as noted:

- Looted Torpedoes and Maniac Gunners upgrades can be used to affect only one weapon system or torpedo battery per turn. Which system is being affected must be nominated before the roll is made

for its effectiveness – the re-roll can't be transferred elsewhere afterwards!

- Extra Powerfields costs +50 pts instead of +25.

- Mad Meks enables the hulk to ignore the effects of a critical hit on a D6 roll of 6.

- Mega-armoured Boarding Parties is unchanged.

MOVEMENT
Ork hulks must move 10 cm in a straight line each turn, no more, no less. Space hulks likewise do not have their speed reduced by Blast markers or damage.

Turning
A space hulk may turn up to 45° and only in every second Movement phase. The turn must be taken at the end of the space hulk's 10 cm movement. This can be seen more clearly in the diagram below.

Gravity Wells
If a hulk is within the gravity well of a planet or moon at the end of its movement it can make a single 45° turn towards the planet or moon, regardless of whether it turned in its last movement phase.

SPACE HULK TURNING

10 cm → First move (may not turn).

10 cm → Second move (may turn up to 45° at the end).
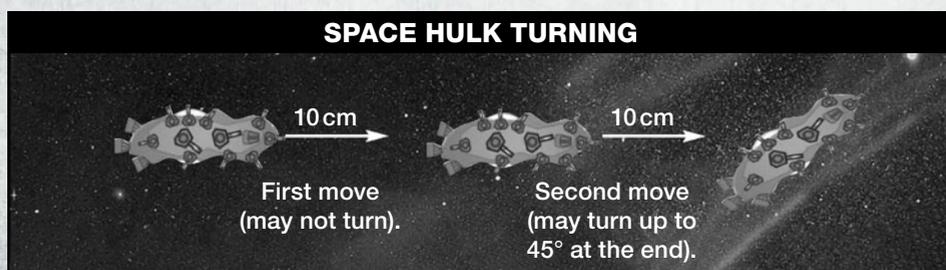
DAMAGE

Ork hulks are so massive that damage applies to them a little differently than to other ships.

Crippling

Space hulks are not crippled by damage like ordinary ships. They are so big that they must be gradually eroded by enemy fire.

Catastrophic Damage

When a space hulk is reduced to 0 Damage roll on the Catastrophic Damage table. The drifting and blazing hulk results remain unchanged.

A plasma drive overload result indicates the Space Hulk is torn apart by internal explosions, no damage is scored on ships nearby, instead the hulk breaks up into asteriod field D3×5 cm wide and long.

On a warp drive implosion result the hulk is hurled back into the Warp. Replace the hulk with a Warp rift [???] (celestial phenomena, p45). Any ships caught in the rift are affected immediately.

ORK HULK CRITICAL HITS TABLE	
Due to their massive size and lack of complex systems, do not roll for the effects of critical hits on a space hulk using the Critical Damage table. Instead the player who inflicted the critical should roll to see what happens:	

D6 Roll	Result
1-2	**Target high energy systems!** Roll a D6. • **1-2:** -1 dorsal lance • **3-4:** -1 shield • **5-6:** 1 turret strength
3-4	**Target weapons clusters!** Roll a D6, affecting only the firing arc where the hulk was hit by the critical hit: • **1-2:** -1 launch bay (except prow/aft) • **3-4:** -1 torpedo strength (except aft) • **5-6:** -2 weapons battery firepower
5-6	**Target thruster assemblies!** The hulk must roll higher than the number of thruster damage criticals it has suffered on a D6 in order to turn.

Damage rolled that does not apply for any reason immediately assumes the next higher level damage on the table. Space Hulks cannot repair any critical damage in the course of a battle.

ORK HULKS IN CAMPAIGNS

An Ork pirate fleet may use a single Ork space hulk as their pirate base in a campaign. If the pirate base comes under attack, substitute one space hulk for the target planet in a Planetary Assault or Exterminatus mission, and the planets in the Hunter, Prey scenario presented in WD233 (note that this does take some of the guesswork out of the scenario but does make for a very different encounter!). The space hulk must still be purchased using the fleet and/or planetary defence points allocation for the scenario, but the hulk itself is not considered part of the fleet registry. In these scenarios, the low orbit table will actually represent very close range passes on the hulk, so the normal victory conditions remain the same as far as assault points or the Exterminator are concerned. Also, should the space hulk be destroyed then the attacker will automatically win. Note that it is still possible for the Ork player to purchase low orbit defences, these simply represent short ranged point-defence systems studded about the space hulk.

Alternatively, by using the full Waaagh! or Clanz Fleet lists, Ork players can participate fully in a campaign, conquering systems and engaging in battles in the same way as other fleets. The Third Armageddon War represents one such conflict where the Orks participate as full fleets, rather than just raiders. History, rules and background for the Third Armageddon War are presented on [???] of the Remastered Rulebook.
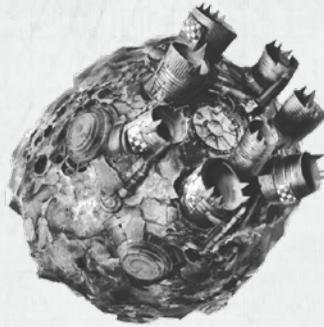
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/8	10 cm	Special	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Heavy gunz battery	15 cm	4	All around
Gunz battery	45 cm	D6+6	All around
Torpedoes	30 cm	D6	All around

Orks Roks are basically large asteroids hollowed out and fitted with travelling through the Warp, any system containing Orks will quickly accumulate a growing number of Roks, as the Orks 'build' them at a prodigious rate. For example, in 147.M41 an Imperial cruiser force swept the Kaloth system for Ork pirates and destroyed seven escort class ships and four Roks. In 148.M41 another expedition encountered twenty-one Roks in the same system and was forced to disengage after the battlecruiser *Stalwart Warrior* suffered crippling damage and was in danger of being overwhelmed by Ork boarding parties.

Roks are sufficiently different to both Orbital Defences and true spaceships to require a number of special rules. However any rules which are not specifically noted as being modified below, apply in full to Roks. For example, Roks which lose half their damage are crippled just like other vessels.

MOVEMENT

Because they are basically large lumps of rock with engines studded all over them, Roks don't move in the same way as normal ships. In their Movement phase Roks travel 10 cm forward in a straight line, no more, no less. Roks may not turn or use *Burn Retros* or *Come to New Heading* orders.

On *All Ahead Full* orders Roks move an extra 2D6 cm in any direction at the end of their move. If this causes them to move 10 cm or more in a different direction to the one they are travelling in, this becomes their new direction of travel. This can be seen more clearly in the following diagrams.

Due to their low speed and considerable momentum, Roks which are crippled or moving though Blast markers do not reduce their speed. Roks in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit.

UNSUCCESSFUL COURSE CHANGE

All Ahead Full roll = 8 cm

Direction of travel

8 cm

Direction of travel 10 cm

The vessel moves 8 cm to its right but its direction of travel is unchanged
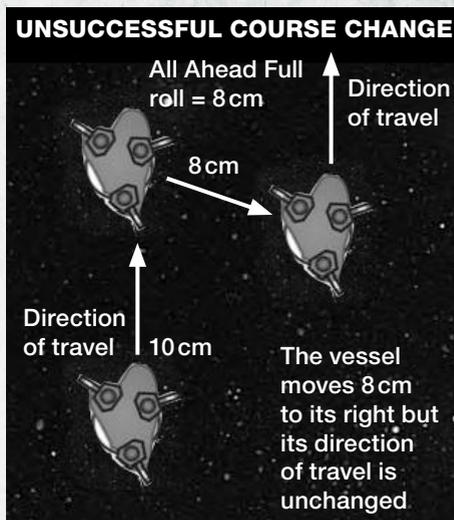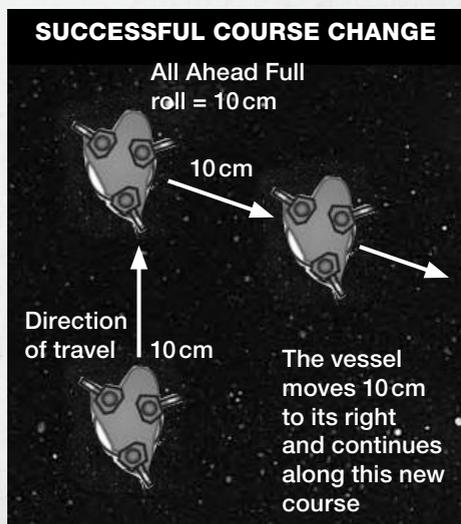
CRITICAL HITS

Roks lack the complex systems of true space craft, so critical hits are not rolled on the Critical table. Instead each critical hit inflicts +1 point of damage.

CATASTROPHIC DAMAGE

When a Rok is reduced to 0 Damage it breaks up. Do not roll for Catastrophic Damage, instead the Rok is replaced by 4 Blast markers.

SUCCESSFUL COURSE CHANGE

All Ahead Full roll = 10 cm

10 cm

Direction of travel 10 cm

The vessel moves 10 cm to its right and continues along this new course

NECRONS

For centuries the Explorators of the Imperium have known of the ancient civilisation of the Necrontyr – a race that became extinct tens of millions of years ago. Little remains now of what must once have been a technically advanced empire that spanned the galaxy. Any surface structures that may once have existed have long since disappeared from Necrontyr worlds. Their existence has been eroded by time. They and their works have crumbled to dust with the passage of eons.

Only deep under the sand have the Necrontyr's inexplicably strange tomb-temples partially survived. No intact complex has ever been discovered. Those that have been explored and of which records exist, are all ruinous and empty. What their purpose or content might have been, or if they were plundered and emptied by others in antiquity, is all impossible to say. Best analysis indicates that the Necrontyr vanished from the galaxy more than sixty million years ago, when the planet Earth was little more than prehistoric jungle, and Mankind's evolution lay millions of years in the future.

Like a thousand other dead civilisations and forgotten races the Necrontyr are of interest to few outside the dusty offices of the Explorator Archaeos.

Until now.

Now, suddenly and unexpectedly, a chance encounter has brought the Necrontyr to the attention of the powerful and great. Raiders marked with Necrontyr runes and indecipherable inscriptions of Necrontyr design have been captured on a brief visual scan. It is a momentary visual record of the attack, yet it is a link in a chain of events that extends across the galaxy. It is a link to other raids, to other sites of destruction where raiders leave no trace and where records are wiped across an entire planet.

THE HARVESTER FLEETS

Until very recently almost all contact with the Necron's had been limited to battles fought on planets against small forces of Necron troops. From time to time reports were made of strange space craft encountered on the edge of newly discovered systems, which appeared derelict at first but when approached became active. More often than not all that remained

of the Imperial craft which encountered these strange ships was the scattered wreckage of its remains, and the only clues to the nature of the enemy were garbled distress messages speaking of alien ships using weapons of quite terrifying destructiveness. Whenever such incidents were investigated nothing could be found of the perpetuators, and no useful evidence could be collected pointing to their nature or origin.

All this changed in the year 666.M40, when the first recorded incident of a Necron 'harvest' took place in the Yuctan system close to the Eastern Fringes. Although sparsely inhabited, the system included an Imperial Naval depot. At the time of the attack the depot was being used by a small Imperial squadron consisting of the Dauntless class light cruiser *Farsight* and half a dozen escort craft. Squadron *Farsight* was undertaking a long range patrol, and was visiting Yuctan to refuel and re-arm, when it received distress

messages from an Imperial colony on the outlying planet of Merida. The squadron moved to intercept and took part in the first recorded encounter between Imperial battlecraft and a Necron fleet. Only one of the Imperial craft survived to tell the tale (the Cobra class destroyer ON37452). The Necrons suffered no losses. By the time a full Imperial fleet could be despatched to the Yuctan system the Necrons had disappeared. And of the human colonists in the system there was not a single trace…

Since then there have been a further 27 recorded encounters between Imperial Navy ship and Necron raiding fleets. There are also anecdotal accounts of space battles between the Necrons and Eldar, Ork and even Chaos space fleets. All evidence points to the Necrons being old beyond the memory of anything living and their technology, although idiosyncratic, is superior to that of any other race, including the Eldar. In every encounter so far the Necrons have only been defeated by superior numbers of enemy ships, and wherever the numbers have been even the Necrons have prevailed. Fortunately for the Imperium all of the Necron fleets encountered so far have been small in size, and what should happen if the Necrons should ever attack in force remains to be seen.

Even more worryingly, the encounters that have taken place with the Necrons have occurred all over the galaxy, without any discernible pattern as to when or where the Necrons will strike next. What is more, the frequency of such encounters seems to be increasing, though how or why this should be happening is unknown. All that is known for sure is that the objective of these raids appears to be the seizure of Imperial citizens – but to what hideous use the captured men, women and children are put remains terrifyingly unknown. They simply disappear and are never seen again.
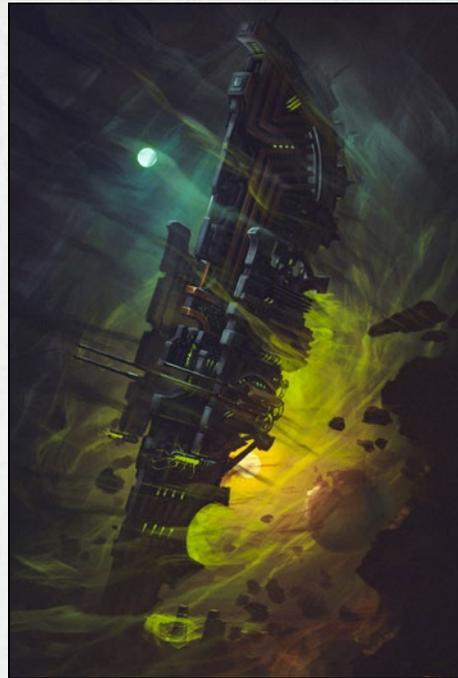
As we dug its shape became apparent. It was beaneath hundreds of feet of rock. It must have lain there for millions of years, but even after all this time it appeared neither destroyed nor abandoned. It appeared intact, and functional too, and many runes, seams and panels hinted that there might be space within for something else to survive. But what lies within, fear we to ask."
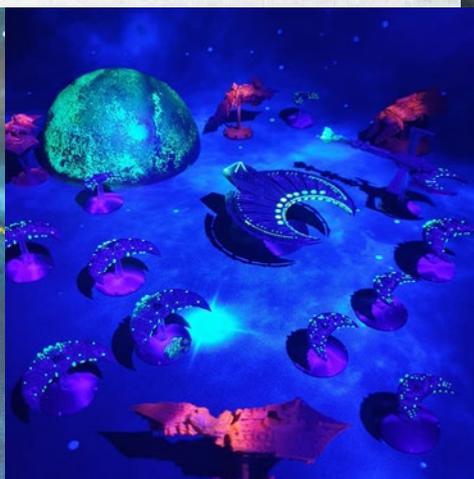
ATTACK RATING

Necrons have a starting attack or initiative rating of 4.

NECRON WEAPONS

Necron vessels employ many unique weapon systems, unknown to other fleets. These follow the rules outlined below.

Sepulchre

Only utilised by the largest Necron vessel in a fleet, a ship carrying a Sepulchre automatically gains a Leadership of 10. The Sepulchre is used to attack one enemy ship that is within 20cm range. When the Sepulchre is used, make a Leadership test for the enemy vessel being attacked, as a wave of palpable psychic force is generated from the Necron ship. The crew are paralysed by visions of horror, and if discipline is lost then the crazed crew are likely to do damage to their own ship as they rampage uncontrollably.

A ship attacked by the Sepulchre should take a Leadership test. If they pass, the captain cracks some heads and restores order. If it is failed, then the ship's Leadership is permanently reduced by 1, representing the loss of morale and trust. Also the ship may not use any special orders until after the end of their next turn. This includes Brace for Impact. Any ordnance within 20cm of the Sepulchre (except for non-boarding torpedoes) are destroyed on a 4+. A Necron ship may only unleash its Sepulchre when the ship is not on any special orders or crippled.

Lightning Arc

Stored solar energy is released as a forest of living energy tendrils which envelop targets, probing for weaknesses. Lightning arcs function as weapon batteries with two differences. Firstly, they don't suffer the normal column shift to the right when attacking vessels who have holofields or shadowfields (the bolts do not need to see) and all targets are treated as closing.

Lightning arcs with multiple fire arcs can divide their total Firepower. A lightning arc can be split between its fire arcs in any way the player desires. So for a tombship, its Strength 20 lightning arc can fire 5 Firepower to the front, 12 to the left and 3 to the right. Next turn it could fire 20 Firepower to the right, and none elsewhere.

Star Pulse Generator

The star pulse generates a pulse of energy with a radius effect of 20 cm, which does not effect other Necron ships. Each pulse generator gets one roll to hit against each ship or piece of ordnance in range.

The Star Pulse Generator rolls 1D6 to hit against the nearest facing armour value separately against every ship in range. This is an area effect that cannot be saved against by holofields or anything similar. A 4+ is needed to hit against every separate ordnance marker in range (as opposed to against ordnance waves).

A star pulse cannot be generated while the vessel is using any special order or crippled as it requires precise control. This applies to Lock-On special orders as well.

Gauss Particle Whip

This is the preferred ranged weapon of the Necron Raiders. A particle beam is projected along a magnetic field across a short (at source) arc, the arc is sufficient to crack the particle beam like a whip. When a target is hit the beam is energised focusing power similar to the lightning arc batteries, but on a much smaller target area. The particle whip is treated like a lance except any rolls to hit of 6 ignore shields, holofields or any other mechanism that performs a similar function (such as Tyranid spores).

Portal

Portals are more precise than conventional teleporters and are able to flood enemy ships with a relentless host of Necron Warriors and swarms of Scarabs. Each portal confers an additional hit and run attack to the Necron vessel. These have a range of 10cm and, as normal, can only be made against ships whose shields are down. The usual restriction that teleport attacks can only be made against ships with less remaining Hull Points is waived, with the exception that Necron Raider class vessels do not carry enough Warriors to board anything with more than 6 Hull Points remaining.

Necron Portals are a unique system that work in addition to normal teleport attacks and are not restricted by a ship being on ANY special orders (including Brace For Impact), except that they are still cut in half (rounding down) if a ship is crippled or Braced. A Necron capital ship both crippled and Braced may not make Portal attacks.

NECRON CRITICAL HITS

The unique nature of Necron vessels, combined with their incredibly advanced methods of manufacture, means perform a fade out disengage automatically. that they react to damage rather differently than other vessels. For this reason, Necrons use a special critical hits table.

2D6 Roll	Extra Damage	Result
CRITICAL HITS TABLE		
2	+0	**Power Flow Disrupted:** May not fire lightning arc or particle whip in its port arc until it has been repaired.
3	+0	**Power Flow Disrupted:** May not fire lightning arc or particle whip in its starboard arc until it has been repaired.
4	+0	**Power Flow Disrupted:** May not fire lightning arc in any arc until it has been repaired.
5	+0	**Power Flow Disrupted:** May not fire lightning arc or particle whip in any arc until it has been repaired.
6	+0	**Drive Damaged:** May not change facing until repaired. Permanently reduce the ship's Leadership by -1.
7	+0	**Drive Damaged:** Reduce movement by -5 cm until repaired. Permanently reduce the ship's Leadership by -1.
8	+0	**Inertialess Drive Damaged:** May not use *All Ahead Full* special orders until repaired. Permanently reduce the ship's Leadership by -1.
9	+0	**Sepulchre Damaged:** The ship loses the ability to use its Sepulchre until repaired. Permanently reduce the ship's Leadership by -2. If the ship has no sepulchre, roll again.
10	+0	**Command Core Damaged:** Permanently reduce the ship's Leadership by -3.
11	+D3	**Power Surge:** Permanently reduce the ship's Leadership by -2.
12	+D6	**Ruptured Power Core:** Permanently reduce the ship's Leadership by -2.

REACTIVE HULLS

Necron ships are made of a unique sentient metal. To represent these factors all Necron ships with a reactive hull are immune to Damage, Leadership and Movement modifiers from solar flares, radiation, gas clouds and blast markers. All Necron ships are Armour 6, representing the difficulty of targeting them, and in addition receive a special save against each hit to represent the hull's adaptive qualities.

The save is 6+ for Raiders, 5+ for Harvesters and Scythes and 4+ for Tombships. This save replaces the *Brace for Impact* save for all intents and purposes and is treated in the same manner as a brace save, meaning it is used ANY time the ship faces taking damage, but DOES NOT protect against critical damage caused by hits that were not saved against normally, nor any damage caused during a boarding action (including critical damage).

The following two exceptions apply:

- It does not save against hit and run attacks unless the ship is actually braced.

- Warp cannons ignore reactive hull saves unless the Necron ship is braced.

If the Necron vessel uses *Brace for Impact* then the save is modified to 2+ but its stealth properties are instantly compromised. A Necron ship on *Brace for Impact* orders is reduced to Armour 4+.

Last, but by no means least, all Necron Critical repairs are made on 4 or more as the sentient metal attempts to self repair.

INERTIALESS DRIVE

Necron drives are capable of interstellar travel without the need to enter the Warp. The drive is fired whenever *All Ahead Full* orders are issued; instead of obeying the normal rules for this order the ship gains D6 × 10 cm additional movement and can make a turn for every 20 cm it travels.

All other rules concerning *All Ahead Full* still apply and weapon strengths are still halved.

DISENGAGING AND VICTORY POINTS

Necrons will always prefer to disengage than fight to the end. They do this by 'fading out', the vessel in question dematerialises and drops out of normal space. At the end of its Movement phase any Necron ship may perform a 'fade out' disengage automatically.

At the end of a game, including normal Victory points, count up the Necron losses using the following modifiers:

- Any capital ship that disengages with no damage whatsoever counts as 10% destroyed.

- Any capital ship that disengages with any damage at all or any raider that disengages counts as 25% destroyed.

- Any capital ship that is crippled counts as 50% destroyed.

- Any capital ship that is destroyed but not left as a drifting hulk counts as 200% destroyed.

- Any capital ship that is destroyed and left as a drifting hulk counts as 300% destroyed.

Necron vessels may ignore the rule preventing them from firing upon or boarding friendly drifting/blazing hulks. They will do this in an attempt to deny victory points to the enemy or induce catastrophic damage, to prevent their technology from falling into the hands of other races.

NECRON IN CAMPAIGNS

Necron repair points

Due to the advanced nature of Necron technology all Necron ships must expend double the normal amount of repair points to repair hits and buy new ships when playing in a campaign.

Refits

Necrons do not have access to any refits or crew skills in the course of a campaign, but the fleet as a whole may earn additional repair points in the same manner other fleet's ships earn refits or crew skills.

*T*he Farsight banked steeply away from the enemy, all her port weapons batteries blazing. Squadron Omni turned in her wake, also pouring fire as the remaining battleline crossed the enemy prow.

Such well versed tactics proved ineffective. Stauffen could see no evidence of damage to the enemy mothership.

Two more enemy vessels appeared, each a flat crescent shaped disk, glowing with a strange light against the blackness of space. They were closing so fast he hardly had time to react.

Again the destroyers' fire seemed ineffective, the energy just seemed to dissipate upon impact.

As the destroyers continued to turn an arc of lightning from the speeding craft disabled the rearmost vessel in the line. All communications with the stricken escort's bridge were down.

'Too late to save her' thought Stauffen, if any were to escape from this disaster then they would have to run. He ordered the destroyers back to Yuctan station, and brought the Farsight round to interpose it between the destroyers and the mothership, which was accelerating after them.

The destroyers completed their turn and fled away from the ambush, they scattered to best avoid pursuit. Meanwhile the Farsight sat awaiting the mothership's attack, all gun decks at the ready.

The mothership closed with unreal speed. A whip of lightning crackled from the prow, spiralling around the Farsight's hull and holding it tight in its grasp. Stauffen's bridge crew wrestled for control in vain, as systems began to fail. Control panels exploded sending bodies flying across the bridge. All targeting systems had failed. The Farsight was a sitting duck. Stauffen commended his crew's souls to the Emperor as he ordered the plasma reactors to be overloaded.

HARVEST FLEET LIST

MIND OF THE MACHINE

Necron fleets, just like their armies, are composed of a horrifying array of unthinking machines intent only on fulfilling their C'tan master's ancient plans of conquest. Because of this, Necron fleets have no Fleet Commander in the conventional sense, which affects their fleet in the following ways:

Leadership

Leadership is determined normally for Necron fleets, except a ship carrying a Sepulchre (see below) automatically receives a Leadership of 10.

Re-rolls

A Necron fleet may purchase re-rolls, but they are purchased by the fleet as a whole, rather than being considered Fleet Commander re-rolls. The fleet gets one re-roll and can purchase extra re-rolls at the cost shown.

One extra re-roll.. 25 pts
Two extra re-rolls.. 75 pts

CAPITAL SHIPS

Tombships

Your fleet may include up to one tombship for every Scythe class harvest ship it contains.
Cairn class tombship (pg. 387) .... 500 pts

A single tombship may be upgraded to carry a Sepulchre.
Sepulchre...+50 pts

Cruisers

Your fleet may include up to six Scythe class harvest ships and up to three Shroud class light cruisers.
0-6 Scythe class harvest ship (pg. 388) .... 275 pts
0-3 Shroud class light cruiser (pg. 389) ...... 155 pts

ESCORTS

Raiders

Your fleet may include up to twelve Jackal class raiders, and up to twelve Dirge class raiders, in squadrons of 2–6.
0-12 Jackal class raiders (pg. 390) .... 50 pts
0-12 Dirge class raiders (pg. 391).................. 40 pts

CAIRN CLASS TOMBSHIP

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4+ save	6+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Lightning arc	30 cm	20	Left/front/right
Star pulse generator	20 cm	1 per enemy	All around
Gauss particle whip	45 cm	6	Left/front/right
Portal	10 cm	3	All around

OPTIONS	• A single tombship may be upgraded to carry a Sepulchre for +50 points. There is no requirement for a Necron fleet to include a Sepulchre and it is actually quite normal for them to consist of Scythes supported by Jackals.

Tombships are the largest Necron ships yet encountered by the Imperium. Tombships are large and terrifyingly well-armed craft, perfectly capable of defeating any Imperial battleship currently in service. Fortunately for the Necrons' enemies, Tombships are by no means always present in a Necron raiding fleet, and so far have only been met on seven occasions. In each case the tombship was part of a large force, and so far no tombship has been met that was not escorted by multiple Scythe class harvest ships. All of the Tombships so far encountered have been of the same general pattern, at least as far as can be ascertained from the reports of the engaging Imperial ships. Whether there are different or larger classes of tombship so far remains a mystery, though one account of an engagement between an Ork fleet and the Necrons mentions a ship so big that it dwarfed an Ork space hulk. Whether this is true or simply typical Orkish exaggeration remains to be seen.

FLEET LISTS	Harvest Fleet List (pg. 386)
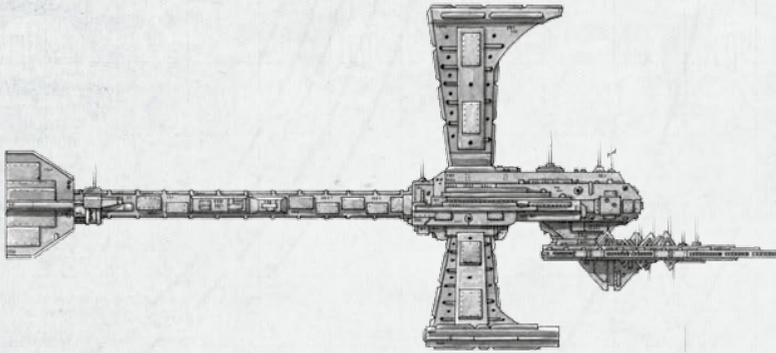
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	30 cm	45°	5+ save	6+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Lightning arc	30 cm	8	Left/right
Star pulse generator	20 cm	1 per enemy	All around
Gauss particle whip	45 cm	4	Left/front/right
Portal	10 cm	2	Left/front/right

Harvest ships appear far more common than the tombships, and have been part of every Necron fleet so far encountered. So far all of the harvest ships encountered appear to belong to the same class, the only difference being the inclusion of a sepulchre-like chamber on some of the ships (though this does not change their outward appearance, nor does it appear to function in the same manner as those observed on tombships). Whether this is universally true is unknown, though it may well be the case considering the uniform appearance and design of the Necron warriors that have been encountered so far. Although the harvest ships appear lightly built compared to the solid designs used by the Imperium, these looks are highly deceptive, and they have proved to be incredibly resilient and difficult to destroy. So far there are only three cases of Imperial ships being able to disable a harvest ship, and in all three cases it required the firepower of several capital ships to achieve the feat. The harvest ship's resilient design combined with the sophisticated and devastatingly effective Necron weaponry they use makes them a match for all but the largest Imperial craft.

Known encounters:
666.M41 Yuctan: Squadron *Farsight* destroyed, harvest ships implicated.
962.M41 Bora Culpa Incident: Sighted around Bora Culpa, population found to be vanished after recon by Space Wolves Space Marines.

SHROUD CLASS LIGHT CRUISER

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	30 cm	45°	5+ save	6+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Lightning arc	30 cm	10	Left/front/right

SPECIAL
- The Shroud is an especially stealthy vessel. Its hull is a further refinement of the normal Necron design, which is even harder to detect. As long as it is not crippled a Shroud will never activate orbital mines or grant the enemy bonuses to their Command checks if it is on special orders.
- The Shroud's superior sensors are capable of relaying information gleaned to the rest of the fleet. If a Necron fleet has any uncrippled Shrouds on the battlefield the whole fleet will get an extra +1 to their Command checks when any enemy vessel is on special orders.

The Shroud class was first recorded in 992.M41 during an engagement with Battlefleet Pacificus. In the six years immediately after, vessels of this configuration were observed on three occasions and each time disengaged before Imperial vessels could bring them under fire. It was believed that either the class or the crew was being tested in some way. Any preparation ended in 998.M41 when five Shrouds launched a suicidal assault on the Adeptus Mechanicus' Mars installation.

Since the Mars gambit, Shrouds have been identified on six occasions acting as the long-range eyes and ears of the Necron fleet. They excel at their job because no Imperial ship with any chance of catching a Shroud could possibly defeat one if they actually caught it. They pose a grave threat to Imperial Navy installations. If they can penetrate the defences of Mars with such ease then there is no base which can be considered safe.

Known encounters:
992.M41 Various: Multiple contacts with Pacificus Patrol Fleets.
996.M41 Bora Culpa Incident: Non-combative observation only.
998.M41 Mars: Targets destroyed but hulks unrecovered.

FLEET LISTS   Harvest Fleet List (pg. 386)
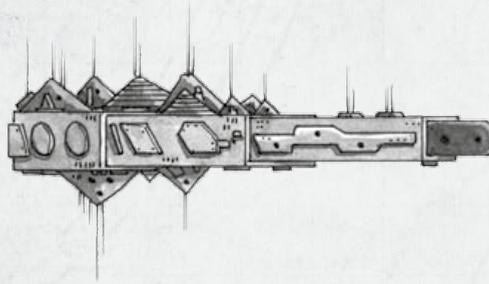
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	40 cm	90°	6+ save	6+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Lightning arc	30 cm	4	Front
Portal	10 cm	1	All around

Necron fleets have so far always included numbers of smaller ships roughly equivalent to Imperial escort vessels. Although there have been two instances of such craft operating on their own, this seems to be the exception rather than the rule, and it appears that they are usually very closely controlled by the tombships or harvest ships in the fleet. The Jackal is the slightly larger of the two types of escort so far encountered, and has been present in every Necron fleet so far engaged by Imperial forces.

Known encounters:
796.M41 Adinbur Prime: Ambush on Patrol Group Tiryns, Battlefleet Artemis reinforced successfully.
998.M41 Mars: Vessels provided diversionary targets at edge of Sol system – substantial attack ensued.

FLEET LISTS   Harvest Fleet List (pg. 386)
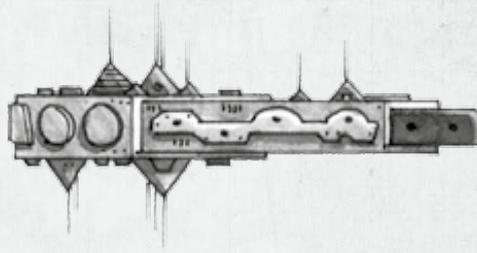
DIRGE CLASS RAIDER

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	50 cm	90°	6+ save	6+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Lightning arc	30 cm	3	Front

The Dirge class raider is the smaller of the two escort sized Necron ships, and appears to be somewhat rarer. Whether this is universally the case or simply a matter of chance is unknown.

Dirge class raiders, although never formally identified at the time, are now believed to account for many of the vessels occasionally sighted by Imperial Explorators even before the Yuctan incident and the first known Necron harvest. In 692.M41 an impenetrable layer of unidentified metal was found several hundred metres beneath the surface of Angelis, later to be revealed as some form of alien spacecraft when the vessel rose entirely out of the sand and departed without trace. In the light of later events, it would seem probable that the '*Angelis Boat*' was in fact a Dirge class raider.

FLEET LISTS Harvest Fleet List (pg. 386)

TYRANIDS

The race known to Man as the Tyranids have been the bane of all organic life for aeons, devourers of worlds and the agents of the fall of more races and civilisations than even Mankind can ever aspire to. As the menace of the Tyranid Hive fleets Kraken, Behemoth and Leviathan stretch across the southern and eastern arms of the galaxy, great swathes of space and even entire sectors have disappeared from the Emperor's Light beneath the vast shadow of the Hive Mind.
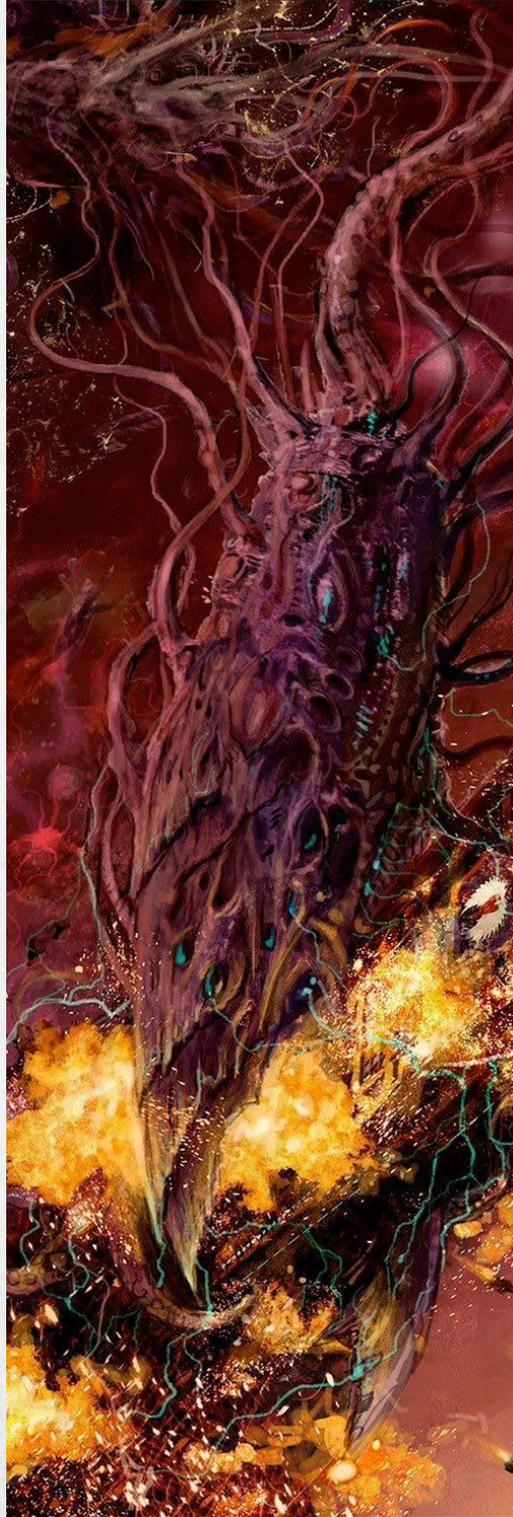
THE HIVE MIND

Imperial scientists believe that hive ships and their attendant drone ships have a deep connection to the Hive Mind – the over-arching gestalt consciousness of the Tyrannic race. This pervasive psychic contact permeates the area around the hive fleet to such an extent that Warp space is distorted for light years around the fleet's position. Travel through the Warp becomes increasingly uncertain near the Tyrannic fleets and astrotelepathy exceptionally unreliable or completely useless. Many Astropaths have lost their minds in battle with the Tyranids, and entire squadrons have been crippled by dangerous Warp eddies. Thus, as the hive fleets advance, confusion and terror precede them beneath the suffocating shadow they cast over the doomed worlds in their path.

The most recent Tyranid assaults have taken place in the last two centuries, as the warship-sized bio-constructs have emerged to wreak death and destruction upon the galaxy, more and more has been discerned of the true nature of these creatures. With this growing knowledge, Mankind has retrenched itself in redoubts throughout the galaxy to research new methods of achieving victory. It was first believed that the endless variety of forms encountered by forces arrayed before this menace essentially fell into two main categories. However, more recently, diligent research by the Biologis division of the Adeptus Mechanicus and agents of the Inquisition have discerned that these malevolent space-faring creatures are manifested in three main classes:

Hive ships

These void-swimming behemoths act as primary nodes for the Hive Mind and direct the activity of the entire swarm. Hive ships function as living mother ships, bio-factory vessels breeding and hatching endless swarms of Tyranids to pursue prey across void and planet alike. Though most swarms will typically contain more than one hive ship, in some circles it is believed that there is still a single ship that maintains central control of the entire collective and acts to coordinate the assault, though this cannot be confirmed. There are also unsubstantiated reports that there are a very small number of hive ships in every swarm that are much more massive than the rest. Dwarfing even great battleships, these immeasurably vast creatures arrive very late in the process of planetary assimilation and are believed to be those responsible for the method by which even the atmosphere and oceans are consumed from orbit, as the final stage of the world's consumption by the hive fleet. Though such a gargantuan organism would explain how once lush and fertile worlds are left barren, airless and sterile, there are as of yet no recorded sightings of such a monstrous creature.

Kraken, cruisers and drone ships

These bio-ships range in size from comparable to the escorts of other races to massive ships nearly the equal in size of the hive ships they accompany. Ever evolving, some of these creatures of the void are called Kraken, named after the hive fleet in which they first appeared, identified as specialized biological entities which accompany hive ships in a swarm and defeat each new foe they encounter. Hive ships are known to respond to

new threats by birthing more of these Kraken to overwhelm the defences of any sentient race or hapless world they encounter.

Though the Imperium has come to learn much about these creatures of the galactic ether, the distinction between the so-called classes of ship remain unclear. It has only recently, for instance, been ascertained (through careful observation of the subdual and consumption of Bonnis II in the Coronet Sector) that many of the escorts and cruisers found in typical Tyranid swarms are immature hive ships in various stages of development. It is believed that the Hive Mind nodes in these space-dwelling organisms remain dormant until they are mature enough to project their will across vast reaches of space, though when this takes place in a creature's life cycle has yet to be determined.

Many of these beasts are developed with very specialised abilities that were probably evolved over the Tyranids' long experience against various races throughout the galaxy. Found in a wide variety of forms, these creatures exhibit bizarre forms that can be quite unlike one another. Unlike the far larger hive ships that have shown a basic pattern of growth despite their great variety, these beasts have shown a diversity of forms and functions so numerous as to defy conventional classification.

First described in detail by forces opposing Hive Fleet Kraken, these creatures demonstrate characteristics that are obviously evolved to counter specific threats, and they usually appear in the forefront of a swarm as it approaches in-system to break up enemy formations. It is believed that

because some of these ships are evolved to fill such a specialised role, their size varies greatly dependant upon need. Many within the Imperium fear that if such mutability can exist within the lower orders of the Tyranid race, that hive ships and their gargantuan kin could also evolve rapidly and effectively pose an even more direct threat to the forces that oppose them.

Vanguard drone ships

These fast scouts are the only type of Tyranid bio-ship that have ever been observed operating independently of a hive fleet. These creatures quickly develop their psychic connection to the Hive Mind, allowing them to be sent far ahead of the hive ship and other synapse vessels, but this comes at a price. They mature quickly and remain slight, flimsy creatures in comparison to their much slower growing (and longer lived) brethren. Vanguard drone ships possess great speed and agility, but are only lightly armed. They appear primarily to act as scouts and travel light-years ahead of a swarm to locate and seed suitable prospective planets for assimilation. They may well also act to illuminate enemy vessels for attack by later contingents of the invading swarm.

Agents of Mankind have struggled against death itself to gather information about the Hive Mind ever since humans first encountered them in the Tyran system. And, at a huge cost to themselves, they have ascertained more detailed information about the operating activities and tactics of Tyranid swarms. It is such sacrifice that will allow the Imperium to bolster its defences against the burgeoning Tyranid threat.

TYRANID SHOWCASE
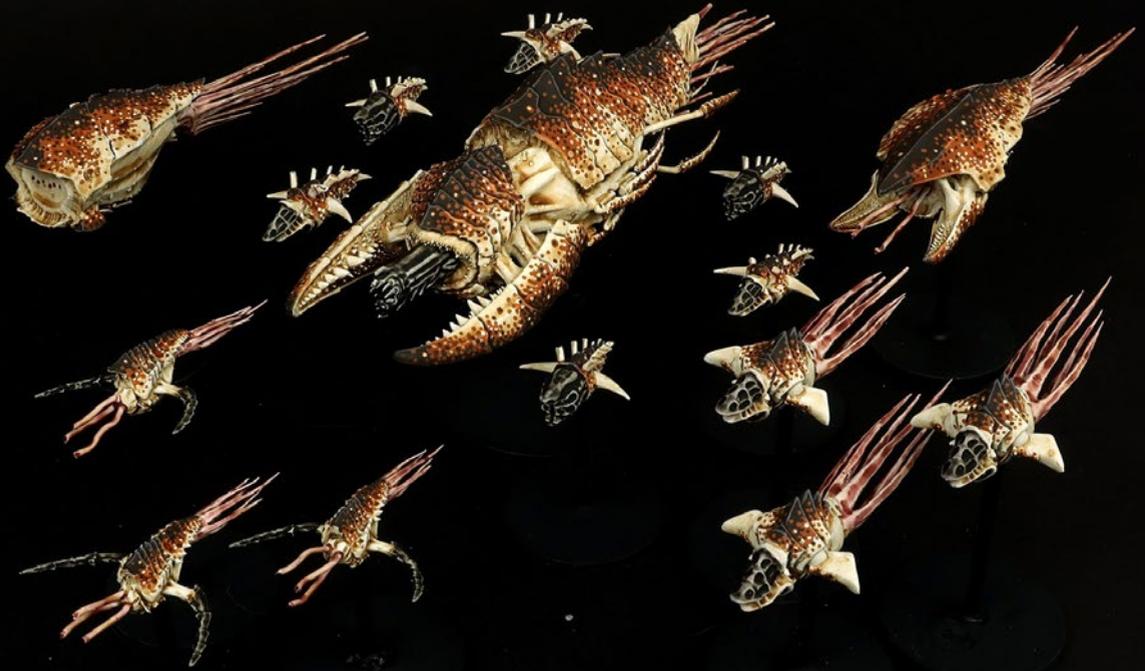
Hive Fleet Karkinos by Catgut

Hive Fleet Jormungandr by Wintermans
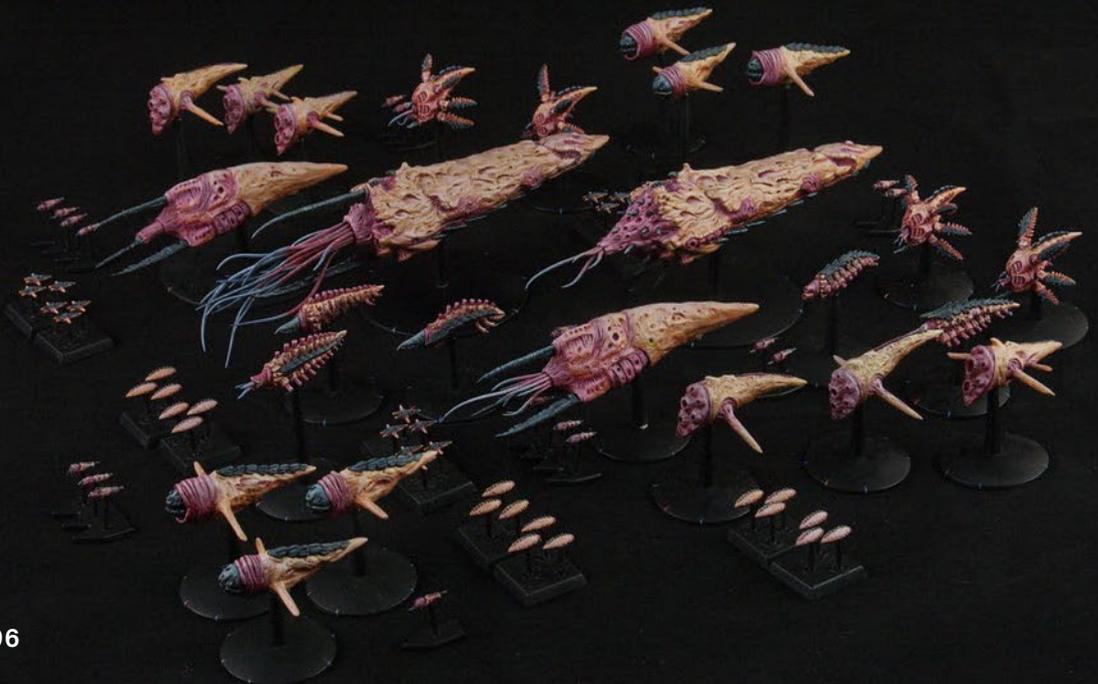
Hive ship and different escorts by
Christian *'DoublebaseFanatic'* Kraus

Models kitbashed from different
Warhammer 40,000 Tyranid parts
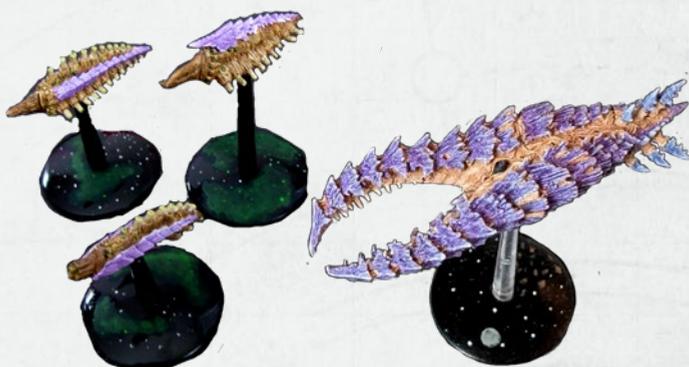
Hive Fleet Kraken escorts and a Razorfiend by Roy *'horizon'* Amkreutz
Models from Wintersbioforge

Hive Fleet ?? by Jarek Westermark
Models from Games Workshop

ATTACK RATING

Tyranids have a starting attack or initiative rating of 3.

SYNAPTIC CONTROL

Only hive ships have a leadership value, which is purchased at a fixed value from the Hive Fleet list. During the Movement phase, each hive ship can make a Command check to change or ignore Instinctive Behaviour for themselves or another ship/squadron within 45 cm. If the test is successful the Tyranid player has control of the ship/squadron and may place it on special orders if desired, without requiring a second command check.

Attempts to use synaptic control count as a Command check. However, if one hive ship fails a command check this does not prevent another hive ship attempting to use synaptic control. In effect each hive ship can make at least one attempt to override Instinctive Behaviour.

You may test for synaptic control over a ship which failed the test the same turn, including other Hive ships, as long as there is another Hive ship within range.

Tyranid ordnance (fighters, assault boats, torpedoes) is not subject to synaptic control or Instinctive Behaviour – just move them like normal ordnance.

> *We fought them the first day, and our guns tore through them with ease. We fought them the second day and saw our missiles bounce off a thickened skin they seemed now to bear, so we turned our lances on 'em. We fought them the third day, and no cursed thing worked!"*

Movement & Special Orders

All Tyranid vessels follow Instinctive Orders unless the Hive Mind (i.e. you, the player!) tells a ship or squadron to do something different via the psychic conduit of the hive ships.

For ships or squadrons using Instinctive Behaviour, read down the flowchart opposite and give the ship/squadron the first appropriate action or special order you come to. No Command check is needed for special orders, but there may be specific activities that must be undertaken in the vessel's movement.

For example: A Tyranid cruiser wishes to move towards the enemy fleet in support of its hive ship but fails the Ld test. We check the Instinctive Orders table – there are no celestial phenomena or enemy ships close or in range but there is a planet on the table. The cruiser has to move towards the planet even though this actually takes it further away from the enemy fleet it wished to close with.

Brace for Impact

During either players' turn, Tyranid ships/squadrons can go onto *Brace for Impact* orders by testing against the leadership of the nearest hive ship within 45 cm. If no hive ships are within range then bio-ships use a default leadership of 7 for the test instead.

As normal this order is only removed at the end of the Tyranids' next turn. Ships on *Brace For Impact* orders which are acting instinctively obey the movement restrictions listed above but do not change their special orders.

All Ahead Full

If a ship goes *All Ahead Full* under synaptic control (by leadership test) instead of Instinctive Behaviour, it may move an additional +4D6 cm instead of +2D6 cm. Having the Adrenaline Sacs refit adds +1D6 in either case.

DOES THE SHIP MEET THIS CONDITION?

1 — Normal movement will take the ship(s) into a gas/dust cloud, asteroid field, planetary rings, minefield, warp rift or other dangerous celestial phenomena? — **YES** → **Burn Retros** A turn must be made away from the celestial phenomena.

NO ↓

2 — Nearest enemy is in front fire arc and less than 15 cm away? You can opt to skip this condition if the ship is armed with bio-plasma. — **YES** → No special order. Must move into contact and initiate a boarding action if possible.

NO ↓

3 — Nearest enemy is in front fire arc and more than 90 cm away? — **YES** → **All Ahead Full** (+2D6 cm instead of +4D6 cm)

NO ↓

4 — Nearest enemy is within rear fire arc? This condition only applies to escort ships. — **YES** → **Come to New Heading**

NO ↓

5 — Enemy is in front fire arc and within range/fire arc of operational bio-weapon? — **YES** → **Lock On**

NO ↓

6 — Ordnance needs reloading? — **YES** → **Reload Ordnance**

NO ↓

7 — None of the above conditions apply? — **YES** → No special order. If there is a planet on the table, the ship/squadron must end its movement closer to it of possible. Otherwise move at half speed straight ahead.

NAVIGATION

All Tyranid ships are naturally adapted void-swimming organisms and make all Leadership checks to navigate celestial phenomena on a default leadership of 10.

SHOOTING

Tyranid ships always target the nearest enemy ship unless a special Vanguard drone ship 'highlights' another enemy within range. No leadership test is allowed for Tyranid ships to select a target other than the nearest. Ordnance markers are always ignored and may not be fired on at all.

Vanguard drone ships highlight all enemies (including ordnance) within 15 cm, and these can be targeted freely by any other vessels in the Tyranid fleet which are within range, without requiring a separate command check to ignore closer vessels.

BOARDING

Tyranids are a horror in Boarding actions. A fearless, animalistic rush of clawed, fanged monsters has been the death knell of many a ship.

Tyranids always count double their boarding value, plus they roll 2D6 and use the highest result in boarding actions.

Tyranids ignore all blast marker effects when boarding enemy vessels. They do however lose a measure of their spore protection for being in contact with blast markers due to placing one on the target vessel when boarding; place the blast marker at the point where the target and the Tyranid vessel make contact. While they ignore all blast marker effects when boarding, the target vessel does not. As such, Tyranids get a +1 for the enemy being in contact with blast markers.

All Is Lost

No crew would ever surrender their vessel to the Tyranids, or let themselves be consumed by the horrors one by one, trapped in their metal tombs. Many times desperate vessels have destroyed themselves rather than succumb to that fate. To represent this, Capital ships can attempt to self destruct when boarded by Tyranids (not when boarding a Tyranid vessel) by passing a Leadership test in the End phase. If the test is failed the crew must face their terrible fate at the hands of the Tyranids. If the test is passed roll a D6; on a 1–3 the ship suffers the catastrophic damage result of plasma drive overload. On a 4–6 the ship suffers the warp drive implosion result instead.

HIT-&-RUN ATTACKS

The nightmarish innards of a bio-ship are an environment hostile enough to rival the worst death-worlds. Even finding a target amongst the organs, nerve centres and arteries is difficult, and in the face of a horde of enraged Tyranid bio-constructs it often becomes fatal.

Because of this Hit-&-Run attacks against Tyranid ships roll 2D6 and take the lowest result.

When conducting Hit-&-Run attacks of any type against Tyranid escorts, roll 2D6 and take the lowest D6 for the roll, destroying the escort on a roll of 4+.

Tyranid ships can make Hit-&-Run teleporting attacks just like other ships in the End phase. The Tyranid player adds +1 to the result when making Hit-&-Run raids.

TYRANID WEAPONS

Bio-plasma

Bio-plasma is treated like a lance shot – roll one dice per point of Strength, and it hits on a 4+ regardless of armour. Because it is a relatively slow moving attack, like that of a bomber squadron, bio-plasma ignores shields, but cannot be shot down by turrets.

Unfortunately, this factor also limits the range of bio-plasma to 15 cm.

Bio-plasma is affected by special orders and crippling just like ordinary lance batteries.

Bio-plasma does not ignore holofields or reactive hull saves.

Feeder Tentacles

Many Tyranid ships have huge tentacles which they use to 'feed' on planetary atmospheres, and which can also be used to punch through the hull of a ship allowing the Tyranid organisms inside to assault the enemy. When the ship moves into contact with an enemy ship, it attacks with its feeder tentacles. Roll a D6.

On a score of 1, 2 or 3 it makes this many Hit-&-Run attacks on the target as scattered broods of Tyranid creatures rampage through the vessel.

On a score of 4, 5 or 6, enough bio-engineered nasties are delivered to score one point of damage on the ship and a Hit-&-Run raid (the damage can cause critical damage as normal too).

The Tyranid ship can continue moving after making the feeder tentacle attack and shoot/launch ordnance later in the turn, but may only attack one ship per turn. Feeder tentacles are unaffected by special orders of any kind. If a bio-ship becomes crippled, its feeder tentacles may no longer attack.

Feeder tentacles may not attack a ship that made contact during the opponents turn. However, the Tyranid player can elect in its own turn to immediately attack vessels in base contact with feeder tentacles instead of moving normally. Keep in mind that a ship can still complete its move normally after a feeder tentacles attack.

For example: A Tyranid ship equipped with feeder tentacles is in contact with an Imperial ship. It rolls a D6 and scores a 4, inflicting a point of damage and a Hit-&-Run raid on the target ship. In addition the Tyranid vessel may continue moving and still fire its weapons in the Shooting phase.

Massive Claws

Tyranid vessels are terrifying in combat at close quarters. Not only are they packed full of bio-engineered killing machines, often the ships themselves have specially evolved claws designed to rip through the armour of its target, or crushing mandibles that latch onto the ship's prey and then slowly but inevitably tear through decks and gantries. When the Tyranid ship moves into base contact with an enemy, roll 2D6 for each pair of massive claws, each roll of a 4+ inflicts one hit on the target, ignoring shields but not holofields.

If the claws hit only once or not at all, the Tyranid ship can continue moving after making the attack and shoot/launch ordnance later in the turn, but may only attack one ship per turn.

If two or more attacks hit, then the vessel has grabbed the target in its fearsome grip and will not let go until either it or its prey is destroyed. Neither vessel can move if they are of the same class or smaller, a larger class vessel may still move but only at half rate.

The sizes for the purposes of continuing movement while grabbed by Massive Claws are exactly the same as ramming, so from biggest to smallest:
Defence > Battleship > Cruiser > Escort

For example, a battleship with a bunch of Tyranid escorts hanging on should be able to move (and be cool to see!). An Imperial escort latched by a Tyranid cruiser should pretty much behave like a speared fish!

If a ship is grabbed by Massive Claws it cannot attempt to disengage until free of them.

Both ships may shoot at half effectiveness (nova cannon and similar special weapons cannot fire). Either ship may conduct boarding actions as normal.

In every End phase roll to attack again. Additionally, if any two attacks hit when a vessel is already grappled then it takes a third additional hit.

Massive Claw attacks can cause critical hits as normal.

Massive Claws are unaffected by special orders of any kind. If a bio-ship becomes crippled its Massive Claws may no longer attack.

Massive Claws may not attack a ship that made contact during the opponents turn. However, the Tyranid player can elect in its own turn to immediately attack vessels in base contact with Massive claws instead of moving normally.

Pyro-acidic Batteries

These Tyranid weapons work by launching compact organic shells containing virulent toxins and pyro-acids. These can cause considerable damage on impact, but it is the release of their ravening payloads into the confines of a ship that can prove the most deadly. Pyro-acidic battery fire is worked out in the same way as an ordinary ship's weapon battery. Any ship which is hit by pyro-acid weapons has a chance that they will continue to be eaten away by the deadly bio-agents.

Ships which suffer a critical hit from a pyro-acid weapon automatically receive an additional fire critical result as well (it's not actually a fire, but the long-term effect is comparable). Pyro-acid batteries are affected by special orders and crippling just like ordinary weapon batteries.

SPORES

Tyranid ships do not have turrets or shields in the normal sense, and instead rely on emitting a constantly replenished physical barrier of spore clouds. Every spore is a Pandora's box of viral compounds, acids and even nucleonic mutagens capable of eating through hull armour with alarming speed. The combined effect of the millions of spores produces an ablative armour effect as they absorb weapons fire and ordnance directed at the bio-ship they surround.

Tyranid vessels at the beginning of their turn have a number of spore clouds equal to their number of spore cysts, which are specified in the bio-ship's characteristics. Spore clouds are not cumulative and never exceed the spore cyst strength of a given vessel, they are also unaffected by the ship's special orders. If a Tyranid ship is crippled, its spore cyst strength is not affected as the vessel's self-defence organisms go into over-time to try to protect their host creature.

Spores as Shields

A spore cloud will absorb any hit generated by weapons fire except from those that specifically ignore shields, such as Warp cannon or Particle Whip rolls of 6. Special weapons designed to affect shields will affect spore clouds in an identical manner.

Spore clouds are affected by Blast markers just like shields on an ordinary ship, place a marker in base contact for each cloud that absorbs a hit. Spores will also protect a bio-ship against shooting and potential damage from celestial phenomena in the same manner as shields.

If an enemy ship gets in base contact with a Tyranid vessel it will suffer spore impacts. Enemy vessels treat this similar to blast markers. They lose -5 cm speed and ships with a Shield strength of 0 (i.e. Eldar or ships suffering the Shields Collapse critical) also suffers a point of damage on a D6 roll of 6. However, this test only needs to be done once per Movement phase, regardless of how many Tyranid ships make base contact with the same enemy vessel. If a Tyranid vessel and an enemy vessel end their movement in base contact with each other, a blast marker is placed between the two ships.

Spores as Turrets

If attacked by ordnance a bio-ship treats its spore cysts as the number of turrets it can bring to bear. Each Blast marker in contact with the ship will reduce one spore cloud to hitting on a 6+ instead of 4+. If a spore is already rolling against ordnance that requires 6+ to hit with turrets (such as against Eldar attack craft), being in contact with blast markers has no additional effect.

Unlike normal turret fire, both torpedoes and attack craft can be targeted by the spores in the same turn.

Bio-ships can mass their spore cysts in close formation against ordnance as described for other ships, but they do not gain any shielding benefits by doing so. Tyranid spore clouds will NOT intercept Tyranid ordnance.

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 in contact have no effect on this.

ORDNANCE

Some Tyranid ships may have launch bays or torpedo batteries. Tyranids may only launch boarding torpedoes, fighters and assault boats, or rather their biological equivalents in the form of giant hull-boring worms, ether-swimming brood carriers, protazoid enzymes, ravening limpet mines and the like. It is also possible for the Tyranid fleet to contain ordnance independently of launch bay equipped vessels. For reference, the ordnance speeds are as follows:

ATTACK CRAFT	SPEED
Fighters	20 cm
Assaults Boats	15 cm
Boarding Torpedoes	15 cm

Tyranid attack craft consist only of fighters and assault boats. As they cannot have bombers, they obviously cannot have torpedo bombers.

Ordnance Limits

Tyranid bio-ships are virtual living factories, spawning their ordnance as needed. Furthermore their broods are virtually autonomous and do not require maintenance or refuelling and rearming in the same way as conventional craft. As such, they may have up to twice the number of attack craft markers in play as they have available launch bays.

However, if a bio-ship becomes crippled its generative capacities will be turned completely to self preservation and it may no longer launch ordnance (note that spore clouds will still be produced as noted above).

CRIPPLED

To summarise, Tyranid ships suffer the following penalties when crippled:

- **Speed:** -5 cm
- **Spore cysts:** Full strength
- **Bio-plasma:** Half strength
- **Pyro-acid batteries:** Half strength
- **Feeder Tentacles:** May not be used
- **Massive claws:** May not be used
- **Torpedoes & Attack Craft:** None may be launched

Designer's note: I've deliberately opted to trade off Tyranid ships becoming less offensive when crippled but remaining difficult to finish off. This is to encourage a greater reliance on escorts to protect the larger vessels and to encourage hive ships and cruisers to attempt disengagement, boarding actions or ramming when crippled.

Tyranid Ship Types

Tyranid ships are much more flexible than the ships of other races, as new designs are constantly being evolved and encountered by the Imperium. To represent this, rather than picking a fleet from a selection of pre-set ship classes, a Tyranid player can design certain elements of their ships themselves. The ships are broken down into several categories, based upon their size and role. This gives the ship its basic statistics. It may also be given some 'fixed' weapons (including the number of spores it can launch). The rest of the entry details the various weapon options available, which can be purchased at the appropriate points cost as shown in the fleet list.

Each ship is limited as to how many weapon choices it may have on a given location, but where more than one weapon is permitted you may select multiples of the same weapon (e.g. a Tyranid hive ship which can have up to three port/starboard weapons could pick three sets of launch bays if you wish).

CRITICAL HITS & CATASTROPHIC DAMAGE

Tyranids do not use the normal critical hit and catastrophic damage tables. Instead they use the tables presented here. If a critical hit is rolled which cannot be applied, for example a ship with no prow weapons gets a Prow Armament wounded critical, apply the next highest critical instead. In this case the ship would suffer thorax armament damage.

TYRANID CRITICAL HITS TABLE		
2D6 Roll	**Extra Damage**	**Result**
2	+0	**Spore cysts injured:** The ship's spore cysts are badly damaged by the hit. The ship's spore cysts may not be used until they have been repaired.
3	+0	**Starboard armament wounded:** The starboard armament is severely injured by the hit. The ship's starboard armament may not be used again until it has been repaired.
4	+0	**Port armament wounded:** Heavy damage wounds the port side weaponry. The ship's port armament may not be used until it has been repaired.
5	+0	**Prow armament wounded:** The bio-ship's prow is ripped open. Its prow armament may not be used until it has been repaired.
6	+1	**Thorax armament wounded:** A large tear in the vessel's thorax prevents its weapons discharging. The ship may not use its thorax weapons until the damage is repaired.
7	+0	**Heavy wound!** Internal organs are ruptured and massive bleeding weakens the vessel. Roll to repair the heavy wound in the End phase, if the wound is not repaired it causes 1 point of extra damage and keeps bleeding.
8	+1	**Discharge vents wounded:** One of the huge biological valves that manoeuvre the ship through the ether is crippled. The bio-ship may not turn until the damage is repaired.
9	+0	**Synapse severed:** The nerve bundles which connect the ship to the Hive Mind are badly damaged. The bio-ship cannot have its instinctual orders overridden by the Hive Mind until the damage is repaired.
10	+0	**Spore cysts ruptured:** The ship's spore cysts suffer larvae failure and seal up. The bio-ship may no longer use its spore cysts. This damage cannot be repaired.
11	+D3	**Severe wound:** A huge gash is torn in the ship's hull, vital fluids freezing instantly as they spill into the void.
12	+D6	**Massive haemorrhage:** The armoured hide of the ship suffers immense damage, spraying alien ichor far into the void. Make a bio-plasma attack with Strength 1 against any other target within 2D6 cm. Holofields do not protect against this damage.

TYRANID CATASTROPHIC DAMAGE TABLE		
2D6 Roll	**Extra Blast Markers**	**Result**
2-7	+1	**Drifting carcass:** The limp remains of the bio-ship drift through the void, pushed forward by sporadic death spasms. The wreck moves 4D6 cm forward in each of its subsequent movement phases. Place a blast marker in contact with the corpse's base after each move.
8-9	+1	**Death throes:** The ship is wracked by violent muscle contractions, and ichor seeps from dozens of horrendous wounds. The wreck moves 4D6 cm forward in each of its subsequent Movement phases. Place a Blast marker in contact with the corpse's base and roll on the Catastrophic Damage table again after its move.
10-11	Half Damage	**Biological eruption:** The ship spectacularly explodes, hurling gobbets of viral slime and acid over a wide area. Remove the ship from play, leaving behind a number of blast markers equal to half its starting number of hits. Make a pyro-acid attack against every target within 3D6 cm, with a firepower equal to the ship's starting damage.
12	Starting Damage	**Bio-plasma detonation:** With a blinding flash the ship's main arteries explode with bio-plasma engulfing the creature and spraying dangerously in all directions. Remove the ship from play, leaving behind a number of blast markers equal to its starting number of hits. Make a bio-plasma attack against every target within 3D6 cm, with a Strength equal to half the exploding vessel's starting damage. Shields and holofields are not effective against the detonation.

EVOLUTION OF THE HIVE MIND

As the hive fleet sails relentlessly on through space, it is continually evolving to meet the enemies that it faces. Individual organisms adapt and refine themselves with each new encounter, while the hive ships perpetually alter the morphology of the new organisms birthed by the fleet. As such, the hive fleet is a continually changing mass, both individually and collectively. This natural adaptation is represented in the Tyranid fleet list in the way that other races have special refits.

They may gain refits in the course of a campaign. These refits can only be used in one-off games if both players agree.

These refits can be incorporated by capital ships or individual escorts except where specifically noted otherwise for the cost indicated.

During a campaign, no one ship can gain more than one different kind of special refit before each battle. With the exception of reinforced carapace and extra spore cysts, no single bio-enhancement may be granted more than once. No hive ship may ever have more than three different special refits, no cruiser more than two and no escort more than one.

Example: A Hive ship can have four reinforced carapaces, two extra spore cysts and one other refit, resulting in no more than three different refits.

These improvements represent the only means of evolving against increasingly capable foes, for Tyranids operate under Instinctive Behaviour or under direction of the Hive Mind, and thus they cannot take on any crew skills, even in the course of a campaign.

Because the equivalent of Tyranid torpedoes are always boarding torpedoes, Tyranids cannot use the torpedo refits available to other races.

If a degree of randomness is desired the following refits can be rolled against 2D6 using the restrictions listed previously.

2: Solar Vanes .... +15 pts
The ship has bio-engineered solar wings that spread to absorb the smallest amount of ambient radiated energy from surrounding space. The ship gains +5 cm speed.

3: Adrenaline Sacs............................... +10 pts
The primary propulsion valves and constrictor muscles at the rear of the bio-ship have grown in size and strength. The ship gains +1D6 when on *All Ahead Full* special orders.

4: Psychic Scream .... +20 pts
The bio-ship's connection to the Hive Mind is so pervasive that an indelible psychic reverberation surrounds the ship, marring its visage to one even more ghastly and fearsome than normal and instilling visceral terror in any that approach. Any enemy vessels within 15 cm suffer -2 Ld. Intended solely for hive ships.

5: More Discharge Vents .... +15 pts
The number of discharge vents along the beast's length has increased dramatically. The creature reduces the distance it needs to move before turning by 5 cm. Not intended for escorts.

6: Extra Spore Cysts .... +10 pts each
The ship gains one spore cyst. No more than two spore cysts can be gained in this manner. As Tyranid Kraken do not have spores, they cannot evolve the ability to use spores and thus cannot take this refit.

7: Reinforced Carapace .... +10 pts each
The creature has grown to an inordinate size with correspondingly reinforced internal endostructures and additional ablative carapace, increasing its total mass and capacity to sustain damage. The ship gains +1 Hit. No more than four additional Hits may be gained in this manner for Hive ships, and no more than three for cruisers. If rolling randomly, a cruiser which attains 10 Hits in this way matures into a hive ship! Keep in mind that if the fleet does not desire or by restrictions cannot have another hiveship, then the fourth reinforced carapace refit cannot be taken by a Tyranid cruiser. Not intended for escorts.

8 Mucous Membrane........................... +20 pts
The bio-ship is covered with a slimy coat of mucous making it difficult for relatively slower moving ordnance to attack or damage it effectively. Bombers and assault boats suffer a -1 modifier (in addition to any other modifiers) when rolling their Attack roll, and all torpedoes must roll +1 to hit (maximum of 6+). Ranged weapon hits remain unaffected.

9: Accelerated Healing........................ +10 pts
The bio-ship has enhanced its ability to heal critical wounds, enabling capital ships to roll two extra dice in the End phase when attempting to repair critical damage. They are added after the halving of the dice for having a Blast Marker in contact with a vessel. Not intended for escorts.

10: Drone Link .... +20 pts
The creature maintains an unbroken link with the Vanguard drone ships and hive ships of the swarm. When within 15 cm of a Vanguard drone ship, all pyro-acid batteries benefit from a left shift on the Gunnery table (before all other modifiers).

11: Tenacity.. +20 pts
The creature has evolved the capability of effectively bringing its weapons to bear on its enemies even when following the prerogative of the Hive Mind. When on *All Ahead Full*, *Burn Retros* or *Come to New Heading* special orders, its pyro-acid batteries and bio-plasma weapons are unaffected.

12: Mega-Spore Mines...... +10 pts/launch bay
Ships equipped with assault boat launch bays can exchange all their launch bays for spore mine launchers. Each launch bay can launch one mega-spore mine In the Ordnance phase Mega-spore mines follow all movement and ordnance rules mines do on [???] of the Remastered Rulebook, but when rolling against armour to inflict hits, it inflicts that number of fire criticals instead. Not intended for escorts.

SCENARIO NOTES

CRUISER CLASH

Tyranids can use one hive ship and three cruisers instead of the four cruisers. If this option is used, refits or escorts cannot be taken, and the hive ship cannot be higher than Ld 8. For the purposes of this scenario, Ld on *Brace for Impact* orders is 7, and Ld when navigating celestial phenomenon is 10.

THE BAIT

No modifications needed – this will be typically a single hive ship plus its immediate escorts either being lured off or ambushing an enemy away from the main hive fleet. Also makes a good scenario with Vanguard drone ships and Kraken.

THE RAIDERS

No modifications needed, Tyranids work equally well as attackers or defenders.

SURPRISE ATTACK

A good scenario for either an attack on a Hive fleet stripping a planet or an unexpected Tyranid incursion. No modification needed.

BLOCKADE RUN

Either an escape attempt from a doomed planet trying to get past the encroaching hive fleet or Tyranid forces trying to return to the main fleet after scouting a new world to consume. As such, no modifications are needed.

CONVOY

Tyranids don't have convoys, being a void-dwelling race. They make good attackers though.

PLANETARY ASSAULT

The classic Tyranid scenario – an attempt to invade and subdue a populated world. Tyranid hive fleets don't add extra transport ships but instead score 1 Assault Point for each spore cyst on ships which get within 30 cm of the planet's surface. Each Strength point of torpedoes and each assault boats marker which reaches the surface also scores one Assault Point. On defence the Tyranids can spend additional points for planetary defences on Ordnance.

ESCALATING ENGAGEMENT

Tyranid hive fleets tend to remain concentrated yet their slow speed hive ships make them vulnerable in this scenario. To balance this the Tyranid player adds +1 to the roll for divisions to arrive on the tabletop.

EXTERMINATUS

Tyranids will never be the attacking forces in an exterminatus scenario – substitute Planetary Assault instead if randomly generated. Worlds infested by Tyranids are all too often the recipients of Exterminatus, however, so hive fleets make good defenders. On defence the Tyranids can spend additional points for planetary defences on Ordnance.

FLEET ENGAGEMENT

Tyranid hive fleets operate with no modification in a fleet engagement.

VANGUARD FLEET LIST

Tyranid Vanguard fleets represent elements of the hive fleet snaking out ahead of the main fleet. Vanguard fleets lack hive ships, but do allow their vessels to have some degree of autonomy. Vanguard fleets offer an alternative to the full Hive fleet list, and make an ideal raiding force, or a force for smaller games in campaigns.

VANGUARD DRONE SHIPS

Your fleet may include any number of Vanguard drone ships.

Vanguard drone ship (pg. 416) .... 20 pts

A Vanguard drone ship must be armed with one weapon chosen from the following list:

Pyro-acid battery .... +5 pts
Feeder tentacles .... +5 pts

KRAKEN

Your fleet may include any number of Kraken.

Kraken (pg. 415) .... 25 pts

A Kraken must be armed with one weapon chosen from the following list:

Pyro-acid battery .... +15 pts
Feeder tentacles .... +5 pts
Massive claws.. +10 pts
Bio-plasma discharge .... +10 pts
Torpedoes.. +15 pts

SQUADRONS

Tyranids do not follow the normal squadron rules when forming up the fleet. Vanguard drone ships and Kraken may be deployed in squadrons of 6 to 12 models. You may combine the two types in a single squadron if you wish.

LEADERSHIP

Vanguard fleets contain no hive ships and instead are acting on a heightened form of instinct, moving ahead of the main fleet in order to scout out new worlds ripe for conquest. Escort squadrons in a Tyranid Vanguard fleet each have a Leadership value equal to the number of vessels remaining in the squadron (up to a maximum of 10).

INSTINCTIVE BEHAVIOUR

Escort squadrons in a Tyranid Vanguard fleet may take a Leadership test at the start of each turn in order to override their Instinctive Behaviour, just as if they were in range of a hive ship. Each squadron uses their own Leadership for the test (you can't use that of a nearby ship or squadron) and if failed, uses Instinctive Behaviour as normal.

You may test to override Instinctive Behaviour for all your squadrons even if a squadron fails.

HIVE FLEET LIST

FLEET COMMANDER

The Tyranid player may opt to include the direct influence of the Hive Mind in lieu of having a fleet commander. These take the form of Hive Mind Influence re-rolls and Hive Mind Imperatives. Hive Mind Influence re-rolls work in the same way as normal fleet commander re-rolls. Hive Mind Imperatives cause a Command check or Leadership test to be passed automatically. The decision to use a Hive Mind Imperative must be taken before the dice are rolled.

Hive Mind Influence re-roll..................... 30 pts
A maximum of one Hive Mind Influence re-roll can be purchased per hive ship in the fleet.

Hive Mind Imperative............................... 40 pts
A maximum of one Hive Mind Imperative can be purchased per two hive ships in the fleet, though a single Hive Mind Imperative may be purchased as long as the fleet contains at least one hive ship.

HIVE SHIPS

Each hive ship allows the Tyranid player to purchase 6–12 escort ships and 0–2 capital ships.
Hive ship (Ld 8) (pg. 412)........................ **200 pts**
Increase to Ld 9 ....+40 pts
A hive ship must be armed with weapons chosen from the following list:

One prow weapon
Pyro-acid battery ....+30 pts
Feeder tentacles & massive claws .... +15 pts
Bio-plasma spines ....+20 pts
Boarding torpedoes ....+25 pts

One thorax weapon
Pyro-acid battery ....+30 pts
Bio-plasma discharge ....+20 pts
Launch bays ....+20 pts

Up to Three Port/Starboard Weapons
Pyro-acid battery .... +15 pts
Bio-plasma discharge ....+20 pts
Launch bays ....+20 pts

CAPITAL SHIPS

You may include up to 2 capital ships for each hive ship in the fleet.
Cruiser (pg. 414) .... **80 pts**
A Tyranid cruiser must be armed with weapons chosen from the following list:

One prow weapon
Pyro-acid battery ....+20 pts
Feeder tentacles .... +10 pts
Massive claws...+5 pts
Boarding torpedoes .... +10 pts

One thorax weapon
Feeder tentacles .... +10 pts
Massive claws...+5 pts
Boarding torpedoes .... +10 pts

Up to two Port/Starboard Weapons
Pyro-acid battery ....+15 pts
Bio-plasma discharge ....+20 pts

ESCORTS

You may include between 6 and 12 escort class ships for each hive ship. If no hive ships are chosen, only Kraken and Vanguard drone ships may be included in the fleet.

Vanguard drone ship (pg. 416)................. 20 pts
A Vanguard drone ship must be armed with one weapon chosen from the following list:

Pyro-acid battery ....+5 pts
Feeder tentacles ....+5 pts

The fleet must have at least six escort drones for every hive ship in the fleet. If desired, this may be in addition to the 6–12 escorts (of any type) that may be taken for every hive ship in the fleet.

Escort drone (pg. 417).............................. 10 pts
A Tyranid escort drone must be armed with one weapon chosen from the following list:

Pyro-acid battery ....+10 pts
Feeder tentacles ....+5 pts
Bio-plasma discharge ....+5 pts

Kraken (pg. 415).. 25 pts
A Kraken must be armed with one weapon chosen from the following list:

Pyro-acid battery ....+15 pts
Feeder tentacles ....+5 pts
Massive claws.. +10 pts
Bio-plasma discharge .... +10 pts
Boarding torpedoes .... +15 pts

SQUADRONS

Tyranids do not follow the normal squadron rules when forming up the fleet. Tyranid Escorts come as squadrons of 1 to 12 vessels, while all other types are individuals and may not deploy in squadrons.

ORDNANCE

Up to 10 % of the fleet's points allowance may be spent on Ordnance markers as long as at least one hive ship is chosen.

Strength 4 boarding torpedo marker ...... 12 pts
Assault boat marker .... 8 pts
Fighter marker.. 7 pts

Ordnance may be formed up into waves which are treated as squadrons for the purposes of deployment. In a campaign, ordnance does not form a permanent part of the fleet and is 'used up' in a battle.

WEAPONS

Most Tyranid vessels are permitted to choose their weapons from a number of choices by paying the additional points cost indicated. This should all be fairly self-explanatory, but one thing to remember is that when buying 'port/starboard weapons' the points cost indicated provides you with one port weapon and one starboard weapon (of the same type) for the points cost indicated. So, if you chose port/starboard launch bays for a hive ship, you should remember to note down that the vessel has port launch bays and starboard launch bays. Each port/starboard weapon uses the profile given (i.e. don't 'split' their firepower).

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	SPORES
Battleship/10	15 cm	45°	–	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Choose one prow weapon for the point cost listed below:			
Pyro-acid battery	45 cm	8	Front
Feeder tentacles & massive claws	Contact	Special	Front
Bio-plasma spines	15 cm	4	Left/front/right
Boarding torpedoes	15 cm	8	Front
Choose one thorax weapon for the point cost listed below:			
Pyro-acid battery	45 cm	8	Front
Bio-plasma discharge	15 cm	4	Left/front/right
Launch bays	Fighters: 20 cm Assault Boats: 15 cm	2 squadrons	–
Choose up to three port/starboard weapon sets for the point cost listed below:			
Port Pyro-acid battery	30 cm	4	Left
Starboard Pyro-acid battery	30 cm	4	Right
Port Bio-plasma discharge	15 cm	2	Left
Starboard Bio-plasma discharge	15 cm	2	Right
Port / Starboard Launch bays	Fighters: 20 cm Assault Boats: 15 cm	1 / 1 squadron	–

SPECIAL
- Hive ships are large and cumbersome, and hence may not use *Come to New Heading* special orders.
- Any ship attempting to fire upon a hive ship suffers -1 Ld when attempting to ignore closer targets if a squadron containing only Escort Drones is in base contact with the hive ship as well as in between the hive ship and the firing vessel.

OPTIONS
- Choose one prow weapon: Pyro-acid battery for +30 pts; Feeder tentacles & massive claws for +15 pts; Bio-plasma spines for +20 pts; Boarding torpedoes for +25 pts
- Choose one thorax weapon: Pyro-acid battery for +30 pts; Bio-plasma discharge for +20 pts; Launch bays for +20 pts
- Choose up to three port/starboard weapon: Pyro-acid battery for +15 pts; Bio-plasma discharge for +20 pts; Launch bays for +20 pts

FLEET LISTS Hive Fleet List (pg. 410)

*T*he monster's belly heaved as the torpedoes exploded one after the other and it listed drunkenly as its lifeblood poured from its gaping wounds. But as grievously wounded as it was, the creature was by no means finished, and it could still fight back. A swelling of intercostal motion pulsed along the top of the creature and a flurry of jagged spines rippled from its flanks, thousands hurtling towards its attackers like enormous javelins. At such range, the odds of hitting a relatively fast moving target such as a destroyer were huge, but if you factored in the sheer number and density of the spine cloud the odds changed dramatically.

Two Cobras exploded as hundred metre spines hammered through their armour, smashing through the armaplas and ceramite hulls with horrifying ease. The lead vessel's bridge was destroyed upon first impact, penetrated from prow to stern by a dozen spines, while the second was reduced to a blazing hulk as three giant spines penetrated her engine core and started dozens of uncontrollable conflagrations.

The last vessel, shielded from instant annihilation by her sister ships, was nevertheless struck several glancing blows and suffered horrendous damage as several torpedoes being readied for launch exploded in her launch bays. Her crews fought to bring the damage under control, but her captain was forced to disengage from the battle. His ship's primary weapon systems were damaged beyond immediate repair and there was nothing more he or his ship could do to alter the outcome of the battle.

'Warriors of Ultramar' by Graham McNeill,

Tyranid hive ships are monstrous, void swimming leviathans that are found at the very heart of the hive fleets. Tremendous physical variety has been observed in these behemoths, although thick, stone-like armour plates and dense clusters of weapon growths are common features. Despite their seemingly impossible size, hive ships are living creatures incorporating millions of bio-engineered organisms. Each is a biological factory capable of creating millions of Tyranid organisms, of replicating genomes and splicing together new creatures perfectly adapted for each new world encountered. Tens of thousands of Tyranid warriors are carried aboard hive ships, the cocooned officers of nightmare hordes yet to be born.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	SPORES
Cruiser/6	20 cm	45°	–	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Choose one prow weapon for the point cost listed below:			
Pyro-acid battery	30 cm	8	Left/front/right
Feeder tentacles	Contact	Special	Front
Massive claws	Contact	Special	Front
Boarding torpedoes	15 cm	4	Front
Choose one thorax weapon for the point cost listed below:			
Feeder tentacles	Contact	Special	Front
Massive claws	Contact	Special	Front
Boarding torpedoes	15 cm	4	Front
Choose up to two port/starboard weapon sets for the point cost listed below:			
Port Pyro-acid battery	30 cm	4	Left
Starboard Pyro-acid battery	30 cm	4	Right
Port Bio-plasma discharge	15 cm	2	Left
Starboard Bio-plasma discharge	15 cm	2	Right

SPECIAL	• Prow and thorax torpedoes cannot be combined into a single salvo, they must be launched separately.
OPTIONS	• Choose one prow weapon: Pyro-acid battery for +20 pts; Feeder tentacles for +10 pts; Massive claws for +5 pts; Boarding torpedoes for +10 pts • Choose one thorax weapon: Feeder tentacles for +10 pts; Massive claws for +5 pts; Boarding torpedoes for +10 pts • Choose up to two port/starboard weapons: Pyro-acid battery for +15 pts; Bio-plasma discharge for +20 pts

Tyranid cruiser class vessels represent a mixture of immature hive ships and overgrown escort drones. They are aggressive in their attacks, storming out from the hive fleet in response to any threat to the massive hive ships, often using claws and tentacles to make direct attacks on ships in an effort to physically smash them to pieces. Cruiser sized Tyranid bio-ships are seldom found far from the hive ship, however, and it has been theorised that they receive their nourishment from them in some manner. Tyranid cruisers are arguably the greatest threat within the Tyranid fleet, since they are themselves massive and well-armed, whilst not being

FLEET LISTS	Hive Fleet List (pg. 410)

relied upon as a synapse creature. This allows cruisers to attack far more aggressively than hive-ships, since their loss will not greatly endanger associated elements of the fleet. As with most Tyranids vessels, however, their threat is only really effective at close range.

KRAKEN

Recorded species: Ramsmiter Kraken, Deathburner, Smeltfeaster

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	SPORES
Escort/1	25 cm	90°	–	6+	–

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Choose one weapon for the point cost listed below:			
Pyro-acid battery	30 cm	6	Front
Feeder tentacles	Contact	Special	Front
Massive claws	Contact	Special	Front
Bio-plasma discharge	15 cm	2	Front
Boarding torpedoes	15 cm	2	Front

SPECIAL
- Kraken have no spore cysts but are amazingly durable and capable of regenerating damage. As such Kraken count as always being on *Brace for Impact* special orders when they take damage, receiving a 4+ save against each hit sustained, including those sustained when rolling a 6 for moving through blast markers. This ability in no way affects the Kraken and they may use other special orders as normal.
- As Tyranid Kraken do not have spores, they cannot evolve the ability to use spores and thus cannot take the additional spore cysts refit.

OPTIONS
- Choose one weapon: Pyro-acid battery for +15 pts; Feeder tentacles for +5 pts; Massive claws for +10 pts; Bio-plasma discharge for +10 pts; Boarding torpedoes for +15 pts

Gigantic organisms perfectly adapted to become predators of the void, Kraken represent a serious threat to shipping as they range around far from the hive fleet seeking prey. Kraken manifest all manner of bizarre and deadly bio-weaponry from the beaked prow of the so-called 'Ramsmiter Kraken' to the huge acidic projectile launcher of the Deathburner. Although they represent no direct threat to planets, being entirely space borne, the Kraken have been known to render entire systems indefensible due to their voracious appetite for transports, space stations, sealed environments and other outposts.

FLEET LISTS   Vanguard Fleet List (pg. 409), Hive Fleet List (pg. 410)

BASE: 20 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	SPORES
Escort/1	25 cm	90°	–	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Choose one weapon for the point cost listed below:			
Pyro-acid battery	30 cm	2	Front
Feeder tentacles	Contact	Special	Front

SPECIAL	• Enemies within 15 cm of a Vanguard drone ship can always be targeted by other Tyranid vessels.
OPTIONS	• Choose one weapon: Pyro-acid battery for +5 pts; Feeder tentacles for +5 pts

Vanguard drone ships range far ahead of the main fleets at times, seeking suitable worlds for the hive ships to feast upon. They carry specific Tyranid infiltration organisms, such as Genestealers, Lictors, Hormagaunts and Leapers which they seed onto likely worlds with spores from low orbit. Vanguard drone ships in close proximity to the hive fleets are those which have either recently returned with such scouting information, or are about to depart with their cargo of woe for more worlds. The threat posed by these organisms to countless planets is such that they are often priority targets in raids against the hive fleets.

FLEET LISTS	Vanguard Fleet List (pg. 409), Hive Fleet List (pg. 410)

ESCORT DRONE

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	SPORES
Escort/1	15 cm	45°	–	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Choose one weapon for the point cost listed below:			
Pyro-acid battery	30 cm	4	Front
Feeder tentacles	Contact	Special	Front
Bio-plasma discharge	15 cm	2	Front

SPECIAL
- Escort drones subject to Instinctive Behaviour case 7 ('must move towards a planet') may instead move towards the nearest hive ship.
- Any ship attempting to fire upon a hive ship suffers -1 Ld when attempting to ignore closer targets if a squadron containing only Escort Drones is in base contact with the hive ship as well as in between the hive ship and the firing vessel.

OPTIONS
- Choose one weapon: Pyro-acid battery for +10 pts; Feeder tentacles for +5 pts; Bio-plasma discharge for +5 pts

Slow and heavy in comparison to the other Tyranid escort class vessels, escort drones are heavily armed for their size and usually come mob-handed. They are often the hive ship's last line of defence and cluster in dense shoals about the behemoth's flanks.

FLEET LISTS   Hive Fleet List (pg. 410)

TAU

"It appears to me that, lacking the sense of unity that might inform them of their insignificance, these Gue'la have come to think that they might own the stars themselves, even the spaces in between them. Only by our presence, I think, might we now convince them otherwise."

– Kor'o Tau'n Viel

The Tau Empire has only expanded into space during the last thousand years. Despite this they have made remarkable progress in developing both civilian and military starships, and have now reached a level where their ships can be compared to Imperial designs.

The development of the Tau fleet (known as the Kor'vattra in Tau) has been given the highest priority by the Ethereal Caste. Without the Kor'vattra the manifest destiny of the Tau could never be realised and as a species their existence would be at the mercy of celestial phenomena such as meteors or supernova.

THE TAU FLEET

Once unified by the Ethereal Caste the Tau made incredible technological progress. By M39 they had spread through the T'au system and ringed their homeworld with orbital research and manufacturing facilities. Further expansion required a drive system capable of spanning interstellar distances however and this proved to be a formidable barrier.

Tau vessels already used a form of gravitic drive. This projected a sheath of gravitic energy ahead of and around the vessel which was continually re-projected further ahead, drawing the ship behind it rather like an archaic sail. For two hundred tau'cyr the Water Caste grappled with the problem only for the breakthrough to be handed to them.

On the innermost of T'au seven's moons a routine geological survey discovered the remains of an alien vessel. The significance of the find did not disrupt Tau society as much as might have been expected. Tau theorists had long reasoned that other life forms existed and the verification helped confirm the belief that there was a greater destiny awaiting them. No Tau commented on the sheer good fortune of finding the technology that they so desperately needed on their doorstep just when they needed it.

The Tau were able to duplicate the warp drive of the alien ship but the initial test flights were disastrous. Achieving transition to the Warp required more than technology, it required psychically attuned minds and the Tau race boasted no psykers. Without them to guide the transition no amount of power could breach the dimensional barriers. The best the Tau could do was make a partial transition, forcing themselves into the void that separated Warpspace and real space before they were hurled out again like a ball held under water then released.

Data gathered at great cost during the test flights was studied closely. The Water caste scientists made the observation that the boundary between real space and warp space was not a neat line. It was closer to being a turbulent ocean fomented by the tempestuous warp tides below. By carefully angling their descent toward the Warp and extending the field generated by the gravitic drive into a wing, shaped to hold the vessel down a Tau vessel could extend the duration of the dive considerably. The speeds achieved in the ascent back to real space were staggering and this coupled with the effect of the Warp on time and space ensured that the real distance covered by the dive was immense. Early tests lost several drone ships because they inadvertently passed far beyond the sensor range of their recovery vessels.

The details were soon resolved. There was still a major constraint, only the most powerful (and bulky) drives could sustain the gravitic wing throughout the dive and the power drain meant that considerable recharge time was needed between dives. Also by comparison to actually navigating the warp the pace was still very slow. Taking typical Imperial Warp speeds the Tau drive was slower by a factor of five. The speed was consistent though, did not expose the Tau to the perils of the Warp and enabled the Tau to expand beyond their home star for the first time.

The first major class of Starships built were the ponderous Gal'leath (trans. Explorer). These leviathans laid the foundations for the Tau Empire and formed the basis of the Kor'vattra for its first wars with the Orks and the Nicassar. The Nicassar were less advanced than the Tau and after their speedy defeat were one of the first other races absorbed into the Empire. The Orks however posed a major problem. Their ships were faster, better shielded and more heavily armed. Against such a dangerous enemy the Gal'leath class was simply too expensive a resource to risk. Fortunately new, more compact gravitic drives led to the introduction of the smaller Il'fannor (trans. Merchant) class. To counter the numerous Ork escorts the Tau developed

their own Kass'l (trans. Orca) gunships. The Tau were slow to build a gravitc drive with sufficient power for Warp dives small enough to create an independent escort so the Kass'l would travel inside a larger vessels gravitic sheath over long distances, disengaging when back in normal space. This combined with the introduction of super-heavy ion cannons and barracuda fighters helped restore the balance, but it was the power and efficiency of the Tau shipyards that prevented the Empire from being devastated.

NAMING TAU SHIPS

As with many things the Tau adopt a very structured approach to naming their vessels. Each ship or squadron's name is made up of a series of elements.

The first element is the Sept responsible for building the ship or squadron.

The second element is the ship's class name.

The third element is the personal name of the ship or squadron's first commander. This will always be an air caste member of Kor'ui rank or higher.

The fourth element is the personal name of the ship or squadrons current commander. This is omitted if it is the same as the third element.

Thus Dal'yth Gal'leath A'proh M'lath is an Explorer class vessel built by on the Dal'yth, first commanded by Kor'O A'proh and now commanded by Kor'ui M'lath

T'AU KOR'OR'VESH – THE ARMADA

EVOLUTION OF THE TAU BATTLEFLEET

As the nascent Tau began to stretch their hand across the stars and assume the manifest destiny they saw within themselves to colonize the greater galaxy, it was only a relatively short time before they began to encounter other spacefaring races. Because their own interstellar drive systems were derived in part from alien technology discovered on one of the moons in their home system, they were from the outset very open-minded to this possibility and were quick to form trade agreements and colonization pacts with all they encountered. The first of these was the natural deep-space explorers that are the Nicassar. The Tau's technology proved to be vastly superior between the two, and the inevitable conflict arising from misunderstanding proved to be relatively short. Extremely poor warriors and completely unsuitable for a military role in the Greater Good, the Nicassar lent their natural skill in space to building vessels for the Empire, and their innate curiosity and desire to explore the galaxy made them uniquely suitable as scouts, slowly and methodically plying the depths of space between the stars.

Heady with this success, the Tau earnestly believed that no race they encountered could turn from the unsullied logic of "greater good" as well as the superior technology they had at their disposal. When they once again encountered another spacefaring race, they quickly rushed to establish contact. Their naïve suppositions were cruelly shattered. What they encountered were Ork raiders, brutal killers bent only on war and conquest. Referred to as the O'res'la, it took little time before first contact with the Orks turned to open war. While this vanguard was rebuffed after much struggle, it proved in the intervening centau'cyr to only be a foretaste of the woe that was to come. At first the Tau took it to be a war of ideologies, as the O'res'la expansion directly interfered with the Tau's plans at colonizing and expansion of their sphere of influence. It was not long before the realization set in that this was indeed a battle for survival, as the O'res'la with their technologically superior vessels quickly cut lines of communication between worlds and threatened to come within range of the Phase One Septs themselves. In the midst of this, the Tau continued to expand their sphere of influence in the systems surrounding their homeworld in their race to explore and colonize the stars. They rightly ascertained this was not only paramount to their manifest destiny, but quite possibly could prove to be the key to their very survival.

This ethos proved itself during an otherwise unassuming merchant expedition to newly discovered Pech, the homeworld of the Kroot. A lasting alliance was forged in the fires of battle as the visiting delegation and its cadre of Fire Warriors stood beside the local defenders against an invading O'res'la war-host. During this battle, the Kroot proved themselves to be quite able defenders as well as frightfully brutal and efficient close-quarter fighters. The Ethereals, recognizing an unparalleled opportunity to gain an ally as well as a new source of information vital for their cause, quickly interceded to negotiate a lasting peace and alliance between the two races. The Kroot took advantage of an opportunity to expand their access to technology and resources, willingly allowing themselves to become subjects in a sense and forming an alliance that quickly became a cornerstone of the emerging Tau Empire. In return, they lent their expertise in hand-to-hand fighting and natural warrior skill

to benefit the Tau, using this opportunity to expand their travels and pursue the hunt, constantly shaping and improving their genetic bloodline by sampling the gene pools of alien creatures and races they encounter.

As they continued to expand, the Tau encountered the Demiurg, another spacefaring race with which the Kroot had long experience as hired mercenaries. Plying the stellar void in ponderous, stately factory ships and powerfully armed commerce vessels, this ancient race saw an unusually strong kinship between themselves and the Tau. Referred to by the Tau as the Bentus'la (Lit: wise-gifted ones), they declined an invitation to join their Empire. They did however realize that together they could be potent allies against continuing predations against the Orks, as the Demiurg's history with them in particular was an exceedingly long one brimming with hatred, loathing and bitterness. In particular, Brotherhoods referring to themselves as Thrum and SrryTok in their unusual, clicking, consonant-heavy language formed strong economic partnerships with the Tau.

Technological advancements gained through this relationship completely revolutionized Tau weapon development as well as the very structure of the Shas (Fire) caste and its role in the Tau's interstellar exploration. Now the Tau were capable of building vessels that could fight the Orks on equal terms, and they wasted no time applying these technologies to new starship designs. Both Gal'Leath explorers and the ubiquitous Il'fannor heavy transport maintained the ability to tow with them large cargo lighters capable of quickly transporting large quantities of materiel between orbit and a planetary surface. However, it was found that by replacing the cargo capacity of these lighters with modularly mounted ion cannons, they could quickly be transformed into extremely capable escort gunships in their own right. This new escort design, dubbed the Kess'l, proved to be so successful at defending their charges that ion cannons were applied to Il'fannor vessels themselves, a measure that met with only limited success. Because the Tau found this arrangement to be less than satisfactory, they did not attempt to place these weapons on their Gal'Leath vessels, though the Bor'kan

Sept produced a variant of the Gal'Leath that substituted launch bays with a powerful gravitic launcher system capable of putting a veritable storm of drone-linked missiles into space.

These advances came just in time. Sporadic attacks on Tau shipping and communication lines erupted into the inexorable tide of Waagh! Scraghurtz, a vast Ork armada sweeping through that part of the galaxy, already responsible for overrunning dozens of worlds. Despite the Tau's technological advances, it was likely that they would not have prevailed against the amassed might of Waagh! Scraghurtz. Unknown to the Tau however, the Demiurg cultivated relations with races even far more ancient than themselves, and in less than a kai'rotaa the grim pressure this mighty Ork-mada applied to the fledgling race vanished as suddenly as it came.

In the route of its expansion, it was inevitable that the Tau would eventually encounter the unimaginably vast domain that encompassed the Imperium of Man. The well-documented Damocles Gulf Crusade and their war with whom they called the Gue'la was the nearly inevitable result. As fortune would have it, the Tau already had established relations and trade agreements with a number of Rogue Traders. This served them well, as they to an extent has a measure of preparedness for what to expect. The human invasion fleet was nonetheless brutally efficient, and the Tau suffered mightily in this war. The outcome at Hydrass in particular was widely considered to be a disaster by the Tau. Lessons learned were rapidly applied however, and they developed their first true interstellar warships in the form of the Kir'Qath escort as analogues to those they faced, serving alongside exploration carracks and heavy transports refitted as combat vessels using up-rated weapon and defensive systems. Though constructing dedicated warships was against the philosophy of a culture that strived to solve every challenge with diplomacy, trade, ingenuity and not a little cunning, it was recognized that it was necessary against such an intractable foe as the Orks. Despite this, warships were initially produced very sparingly, as many of the Ethereal Caste believed that the bulk of the Kor'vattra's

resources needed to focus on its primary goal: commerce and exploration to unite the stars in support of the Greater Good. Once again the fickle hand of fate played in favor of the Tau, and the Gue'la were forced to commit to a cessation of hostilities, beset on multiple fronts by a burgeoning assault by what they called Hive Fleet Behemoth as well as continuing raids by the O'res'la.

The lessons of the Lithesh War were not lost on the Tau, and within twenty tau'cyr of the Armistice, the Lar'shi cruiser took to space, the Tau's first purpose-built warship and the vessel with which they would re-take the stars. Parallel to this, various capital ship and escort variant designs were experimented with. While the Lar'shi was a formidable warship in its own right, it was still based on the modular transport concept the Tau relied on for generations, a concept favored by the Kor caste that was simple to construct and maintain but suffered the same efficiency and interstellar warp dive shortcomings as other Tau vessels. Nonetheless, these warships proved their worth, and they increasingly became available throughout the Tau fleet. As Tau technology evolved to match that of the Gue'la, it began to easily surpass that of the Orks, and a modernized fleet defending the D'yanoi system handily defeated a comparable fleet of Ork vessels.

In the midst of these advances, a whole new foe revealed itself in what the Gue'la called the Tyranids. Outriders of which were first encountered in the outlying worlds near the Fal'shia Sept, they proved to be an intractable foe, unable to reason, devouring all before them in an insatiable tide of annihilation that consumed worlds as surely as fire does dry brush. Once again the Kor'vattra's performance and tactics against a new enemy were called into question. The problem wasn't yet a crisis, but the Ethereals and Air Caste saw its potential to rapidly develop into one should this new foe prove to be as widespread or problematic as the Gue'la. To this end, the Ethereals, Air Caste and Earth Caste urgently re-thought their policies for the future development of the Kor'vattra. The Tau finally realized that the status quo was no longer adequate. They would have to bend the full ability, resources and technological prowess at the Empire's disposal to the task

of creating a completely new range of vessels designed from the outset as warships with a level of redundancy, efficiency and dive range that were beyond the limits of current starship construction techniques. The faith the Tau have in their Fio caste and its grasp of technology is unshakable, and once again they did not fail to deliver.

Engineers and artificers long familiar with the needs and requirements of the Shas caste were invited into the design process. No effort was to be spared. The project as a whole was soon referred to as the Kor'or'vesh, and it incorporated the single largest re-allocation of resources in the history of the Tau Empire. The result was a new, 'experimental' fleet, a number of radically different starship concepts that bore strong resemblance to the Tau machines of war rather than the modular hulls and platforms familiar to the Kor. For the first time, purpose-built warships were designed to fully integrate the Fire Warrior command structure into the crew, and they represented the very apex of technological advancement of the Tau race. However, these vessels proved to be especially difficult and expensive to produce, and extensive assistance was required by both the Nicassar and the Demiurg to bring them to fruition. The first vessel created by the new initiative was the Il'Porrui, and it proved to be a revolutionary advance indeed. Able to make interstellar dives nearly five times farther than conventional designs, this vessel was promptly taken up by the Por caste as a means to rapidly traverse the breadth of the Empire as well as quickly and efficiently explore beyond their realm. In their first contact, a pair of these vessels quickly bested a small pack of Or'es'la raiders encountered near D'yanoi, proving the concept was sound- and so the Kor'or'vesh, the Tau Battlefleet, came into its own.

The threat represented by the Gue'la subsided but was not removed. Once again they attempted to press their will against the Tau during the Taros Campaign. Fortunately by this time the Tau had finally fielded significant numbers of their new warships, and a number of Septs deployed these vessels in significant numbers only a few tau'cyr before they would be tested in the fires of battle against an Imperial fleet. Quickly called to the front from throughout the Empire,

these vessels became the core of a newly created fleet command to meet the invasion fleet head-on. The first of these new ships to be encountered by the Imperial fleet was the Il'Porrui during fighting in the Dolumar system.

Codifying it as the 'Emissary' class, the single vessel was eventually destroyed, but the new class of ship was noted with surprise and concern amongst many commanders and tacticians, more than one assuming erroneously that the Tau had established an alliance with a hitherto unknown, highly advanced alien race.

The Tau took advantage of their new capabilities to stretch the hand of their Por-caste diplomats far and wide, encountering a number of new, minor Xenos races such as the Vespids and inviting them to join their empire as part of the Greater Good. It was not long afterward that new, larger variants of Kor'or'vesh ship designs were encountered in increasingly larger numbers by the Imperial Navy as the Taros Campaign progressed, the Tau using this conflict as a testing ground. Up to this time they had been nothing more than anomalies, encountered only occasionally as the Imperial fleet progressed into Tau space. The arrival of these new ships in substantial numbers took Fleet Admiral Kotto by surprise. Given the Tau fleet's performance, their numbers may increase as the Kor'vattra of other Septs seek to adopt the new classes, integrating them into their fleet structure as these ships redefine the Kor's role in defending and advancing the Greater Good.

These dedicated warships are far too precious to be used merely as convoy escorts or deep-space patrol vessels, as these roles are already suitably engaged by other starship designs. However, the Tau depends on the Kor'or'vesh to defend their vital Phase One Septs, and will also unhesitatingly deploy them in force to support a particularly vital commerce and exploration fleet. They are also called upon to perform punitive expeditions against pirate raiders or as an invasion fleet for a hotly contested system. Finally, a race so keenly attuned to the importance of commerce and exploration is quick to grasp the impact of interrupting the lines of communication and provisions of an enemy. It is not uncommon to see these ships used as commerce raiders, as the older designs were used on occasion for many hundreds of tau'cyr.

TAU SEPT WORLDS

The world or system from which a Tau hails from forms a large part of his or her identity. The culture of each of these many colonies or so-called sept worlds is subtly unique. This is due in part to the age of the colony – it may be one of the First Phase colonies established during the early stages of the Tau expansion into space, or it may be a much younger society. The relative proportions of the various castes differ from sept to sept too, and this may lend a certain outlook and character to the world's culture and the Tau born there.

Vior'la: A First-Phase colony, Vior'la orbits a binary star, and its name translates as 'hot-blooded.' A notorious Fire Caste world, its warriors are especially aggressive and skilled in the arts of death. The oldest and most respected of the Fire caste academies was founded here many centuries ago.

T'olku: Known for the sage counsel, debating and diplomatic skills of its Ethereal caste members, many of those Tau who have had successful dealings with alien species originate from this Second-Phase world.

Dal'yth: A very cosmopolitan First-Phase world where trade is valued as much as conquest, Tau from here welcome offworlders. As such, it has seen the most contact with alien species. Many Water-caste merchants and traders come from this sept.

Bork'an: A centre of learning and academia, it has many universities and research facilities. A high percentage of the Fio, or Earth caste come from this First-Phase world.

Sa'cea: One of the hottest and most densely populated Tau worlds, this First-Phase sept has a greater proportion of Fire Warriors than almost any other

and is highly militarized. Those hailing from Sa'cea are regarded as particularly disciplined and honorable warriors.

Vash'ya: Known as the "world between spheres," members of the Kor caste have a long tradition on this Second-Phase sept, providing a majority of the pilots and ship crews for the Tau's early expansion into the greater galaxy.

Ksi'm'yen: One of the first Third-Phase septs, it has yet to emerge as a distinct society. Conquered largely by stealth, a combination of Second-Phase fleets and hunter cadres wrested this from the Imperium when it was stripped of its defenders due to pressing needs elsewhere.
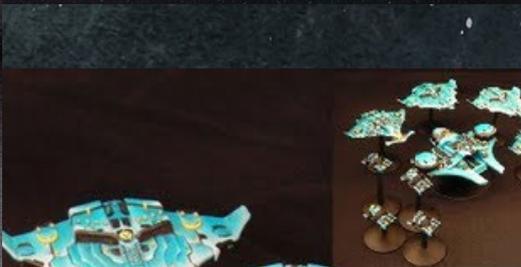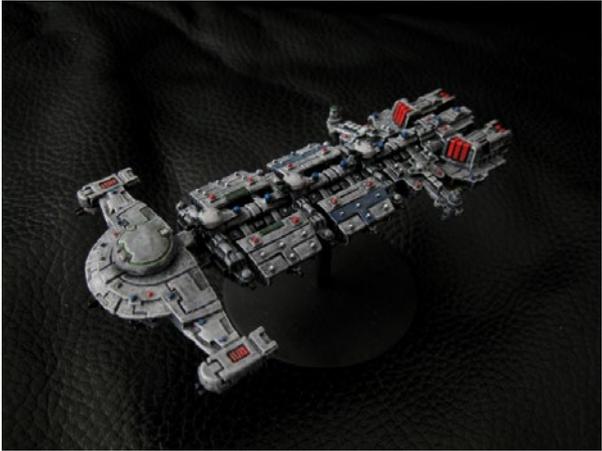
Unless noted otherwise, Tau vessels follow all the normal rules from the Battlefleet Gothic rulebooks concerning leadership, movement, shooting, critical damage, etc.

ATTACK RATING

Tau have a starting attack or initiative rating of 2.

TELEPORT ATTACKS

Tau ships may not conduct teleport hit and run attacks.

BOARDING ACTIONS

Kor'vattra vessels have a boarding strength that is half normal for the size of ship.

Kor'or'vesh capital ships embark a number of Fire Warrior cadres specially trained in shipboard combat and boarding techniques as an integral part of the crew. These vessels have a standard boarding value.

TAU WEAPONS

Tau weapons use the following special rules:

Turrets

Tau turrets are extremely sophisticated combining a range of weapon types with overlapping fire zones. Note the Tracking Systems special rules.

Ion Cannons

Ion cannon shots vaporise the object struck magnifying the energy discharge. Armour is of no value against them. They function as lances in all respects.

Railgun Batteries

Railguns of the size mounted on warships require massive amounts of energy to fire despite Tau superconductors. Because of this, power is routed to a single barrel at a time. The sequence is timed to ensure the first barrel is reloaded before it is charged again. Railguns function as standard weapons batteries.

Gravitic Launcher

Gravitic launchers are massive railguns where mass drivers trigger the initial acceleration before the ships gravitic field is pulsed to squeeze the missiles toward the enemy at enormous speed. The missiles are drone-controlled and exceptionally dangerous.

Ships with gravitic launchers are armed with Tau missiles.

Gravitic Hooks

Gravitic Hooks are large, suspensory arms which create a gravitic sheath in which a small vessel can be transported by a larger one. However, gravitic hooks have no effect in game terms – ships do not start a game attached to their parent ship, and can never be docked during a game. Likewise, the number of gravitic hooks is unimportant when calculating victory points (your opponent does not get VPs for surviving escorts just because there aren't enough gravitic hooks to notionally transport them to safety).

TAU SYSTEMS

Tau systems use the following special rules:

Shields

Tau shields are formed by shaping the gravitic field to repel incoming fire. They function as normal shields in every respect.

Deflector

The deflector is a specialised shield generally mounted on the prow of the latest Tau ships. It turns the gravitic sheath around the vessel into a dense wedge, which is far more effective against incoming fire. If fired at from the front the deflector augments the passive armour which counts as armour 6. Deflectors are always mounted on the prow and will be disabled if the ship suffers a prow weapons damaged critical and can be repaired normally. Deflectors are NOT shields and do

not count as such for the purpose of boarding, blast markers or other effects which apply to shields.

Tracking Systems

Some Tau starships and orbital platforms boast highly advanced data storage and processing facilities to cope with the vast amounts of information they carry. When linked to ship sensors though this processing power can be used to provide a direct feed to the ships turrets. In fleet actions this system can route data to nearby Tau vessels.

Any Tau vessel within 10 cm of a ship with tracking systems may re-roll misses when using turrets, and ignores the column shift when firing batteries at ranges above 30 cm.

Tracking systems are fully functional under any special order on any ship or defence equipped with them, including *Brace For Impact*.

A Note on Tau Weapon Configurations

Tau rail gun and lance batteries are extremely sophisticated with advanced targeting systems that allow several individual weapons to engage each designated target regardless of their relative positions on the Tau ship. Where individual turrets and batteries may be relatively weak, combining firezones in this manner make Tau railguns and ion cannons fearsome prospects, especially in forward firing arc, where turrets from all over the vessel can combine against a single enemy vessel or squadron.

ORDNANCE

Although young in terms of spacefaring races, the Tau already possess commendable ordnance, and in substantial quantities.

Attack Craft

As with their starships, Tau attack craft is operated by the Air Caste, who provide pilots for the Barracuda fighters and Manta bombers. Both of these forms of attack craft also form an important part of Tau forces planetside, with the Mantas transporting whole Hunter cadres consisting of dozens of Fire Warriors while Barracudas provide air support.

ATTACK CRAFT	SPEED
Barracuda Superiority Fighter	25 cm
Manta Missile Destroyer	20 cm

Mantas

Mantas are bombers, each marker represents a single vessel. They are well shielded and count as resilient attack craft in all regards with a 4+ save against enemy fighters once per Ordnance Phase. Whilst Mantas can carry large numbers of troops they are not used to board enemy vessels as boarding is totally contrary to the Tau's approach to space warfare.

Tau Missiles

Tau missiles are perhaps the greatest triumph of Tau ordnance, using drone technology to seek out enemy ships and pursue them relentlessly.

ORDNANCE	SPEED
Tau Missiles	20–40 cm

Tau missiles are drone-guided and are fired in salvoes, each point of torpedo strength represents about 10 actual missiles. In game terms this makes no difference. Tau missiles are able to alter both their speed and course throughout flight, so may move at any speed between 20 cm and 40 cm (i.e. must move at least 20 cm, cannot move more than 40 cm) each ordnance phase.

They are also guided. Each ordnance phase the missiles may change course by 45 degrees at the start of their movement. However, you must roll a dice for each point of torpedo strength in the salvo at the start of each ordnance phase, after the one they were launched. The salvo is reduced by 1 point for every 6 rolled.

TAU ORBITALS

Orbitals can be used when planetary defences are allowed. The Tau may spend their points allocation for planetary defences on orbitals. Tau Orbitals follow all High Orbit and Satellite defence rules.

The Tau may not use any other form of planetary defence.

TAU IN CAMPAIGNS

In a campaign, a Tau fleet commander earns promotions (re-rolls) in the same manner as Imperials. The Tau fleet has access to the same refits and crew skills as Imperial and Chaos fleets on pp.156-157 [???] of the rulebook. Ships not able to take a particular refit rolled randomly may re-roll the result.

They do not have access to the special torpedo refit table listed on pg. 19, though they may use Torpedo Bombers and Orbital Mines as listed on pgs. 22–23.

ALLIES, SUBJECTS & MERCENARIES

Tau fleets may include allies, subjects and mercenaries, selected from the fleet lists as normal.

Their special rules, ships and even a separate fleet list can be found from pg. 462 and onward.

DOSSIER

KOR'O VASH'YA Y'ELDI MESME

At 41 Tau'cyr, O'mesme is of a great age for his kind, but this has done nothing to dim the fire in his eyes or the great skill and subtlety with which he wields the ships under his command. Hailing from a world renowned for the history and tradition of its Kor caste, he began his career as a pilot for one of the fighter squadrons of the Kor'vattra. Quickly advancing to the level of squadron commander and soon that of an entire Gal'Leath attack craft wing, he earned the title of Y'eldi, or "winged one", for his particularly gifted skills as a pilot in their unceasing conflicts against the Orks. Moreover, his tactical genius did not go unnoticed, and it was only a matter of time before he was selected to command a starship, first as command pilot of a Kass'l gunship, then later of the first ship to carry his name, the T'olku Il'fannor M'poth Vash'eldi.

It was at this time that he was given the name Mesme, when assigned as a flotilla leader of two other Il'fannor vessels by his Kor'O as part of a colonization fleet near Tash'var. During a surprise attack by Ork pirates, he daringly interposed his vessel between an attacking Onslaught squadron and another Il'fannor vessel crippled by an earlier firing pass. During this engagement, he continuously stayed one step ahead of their adversary, constantly interposing his best ships between the attacking enemy and the flotilla. As their railguns continued to hammer out at the Orks, they stubbornly refused to retreat, and in a relatively short engagement the entire enemy squadron was destroyed. Soon afterward he was given command of a Gal'leath exploration vessel, where his exploits against the Orks soon became the stuff of legend. His vessel was at the Dal'yth system when word of the attack against Viss'el by the Gue'la reached them, and he once again performed admirably against these invaders.

KOR'O VASH'YA Y'ELDI MESME: 110 PTS

Kor'O'Mesme is embarked aboard the Kor'or'vesh vessel Bor'kan Or'es El'Leath Se'arle O'Mesme (Custodian Class Battleship).

Leadership: 9

Re-rolls: 2
Aun'Shear, a revered member of the Ethereal Caste and a close personal friend, always accompanies Kor'O'Mesme.

Excellent Pilots
His love of flight has never diminished, and he continues to fly a fighter out of his own hangar bays, true to his name Y'eldi. This inspires his pilots to drill even harder and accomplish feats of bravery that has made his attack craft wings legendary in the annals of the Tau. The attack craft squadrons of his flagship have the Excellent Pilots crew skill.

Improved Logic Engines: +10 pts
As a revered fleet commander, his vessel takes advantage of the very best technology the Fio Caste can produce for the Greater Good. His ship can be refitted with Improved Logic Engines enabling his vessel to avoid leadership effects for being in contact with blast markers.

MERCHANT FLEET LIST

FLEET COMMANDER

0-1 Commander

Your fleet may include a fleet commander to lead it if you wish. Your fleet must include a commander if it is greater than 750 pts. the commander may be either a Kor'O or Kor'el.

Tau Kor'el (Ld 8)... 50 pts
Tau Kor'O (Ld 9) .... 80 pts

The commander has one re-roll included in his points cost. If you wish, the commander's ship may carry a member of the Ethereal caste and therefore purchase additional re-rolls at the cost shown.

Aun'el (one extra re-roll) .... +25 pts
Aun'O (two extra re-rolls) .... +75 pts

CAPITAL SHIPS

Battleships

Your fleet may include any number of battleships. If your fleets is worth more than 750 pts it must include at least one Explorer.

Explorer class starship (pg. 438) .... 230 pts

Cruisers

Your fleet may include any number of Merchant class starships. It may also include up to one Hero class starship for every Merchant or Explorer in the fleet.

Hero class starship (pg. 440) .... 180 pts
Merchant class starship (pg. 442) .... 95 pts

ESCORTS

Your fleet may include up to one Messenger class starship per 500 points.
Your fleet may include any number of Defender class starships.
You may not have more Orcas and Wardens than the gravitic hook capacity of the fleet. Much of the cost of these vessels is included in that of the parent ship. Any ship equipped with Wardens can only be equipped with Wardens and may not have other hook-transported escorts.

Messenger class starship (pg. 445) .... 50 pts
Defender class starship (pg. 444)................... 45 pts
Warden class gunship (pg. 455) .... 30 pts
Orca class gunship (pg. 446) .... 25 pts

ORDNANCE

Any ship with launch bays may launch any mix of Barracudas or Mantas. Ships with gravitic launchers are armed with Tau missiles.

SQUADRONS

Defenders are fielded in squadrons of 2–6 ships. They may be combined in squadrons with Messengers if you wish. They may not be combined with Orcas. Messengers operate as single ships, or in squadrons.

The Orcas from each parent ship fight as a squadron with the same Leadership as the parent. They are deployed separately from their parent however and activate different orders. If the parent ships are squadroned together, their Orcas may be likewise. However, the normal squadron limit of six still applies, so you may find it necessary to have more than one Orca squadron associated with a capital ship squadron. Orcas may be squadroned with other Orcas from vessels squadroned with their parent vessels. Orcas may not be squadroned with any other form of escort.

ALLIES, SUBJECTS & MERCENARIES

Tau fleets make frequent use of mercenaries. These include subject races, commerce partners, allies and other, less scrupulous individuals. Your fleet may include mercenaries chosen from the following, subject to the relevant restrictions.

Kroot Vessels

A Tau fleet can include up to one Warsphere if the fleet is worth 1500 points, or up to two Warspheres in games larger than that.
Kroot Warsphere (pg. 474) .... 145 pts

Demiurg Vessels

A Tau fleet can include up to one Demiurg vessel for every three Tau capital ships in the fleet.
Stronghold Commerce Vessel (pg. 468) ..... 350 pts
Bastion Commerce Vessel (pg. 469) .... 255 pts
Citadel Commerce Vessel (pg. 470)............. 185 pts

Nicassar Vessels

Your fleet may include Nicassar Dhows in place of some or all of its Orcas. You may not have more Dhows (or Orcas) than the gravitic hook capacity of the fleet. A ship may have either Orcas or Dhows, but not both so the gravitic hook capacity of the fleet is divided between Orcas and Dhows.
Nicassar Dhow (pg. 471) .... 45 pts

The Dhows from each parent ship fight as a squadron with the same Leadership as the parent, but may be squadroned with other Dhows from vessels squadroned with their own parent vessel. If the parent ships are squadroned together, their Dhows may be likewise. However, the normal squadron limit of six still applies, so you may find it necessary to have more than one Dhow squadron associated with a capital ship squadron. Dhow squadrons are deployed separately from their parent however and activate different orders. Dhows may not be squadroned with any other form of escort.

FLEET COMMANDER

0-1 Commander

Your fleet may include a fleet commander to lead it if you wish. Your fleet must include a commander if it is greater than 750 pts. the commander may be either a Kor'O or Kor'el. If the fleet includes a Custodian, a Kor'O must lead it.

Tau Kor'el (Ld 8)... 50 pts
Tau Kor'O (Ld 9) .... 80 pts

The commander has one re-roll included in his points cost. If you wish, the commander's ship may carry a member of the Ethereal caste and therefore purchase additional re-rolls at the cost shown.

Aun'el (one extra re-roll) ....+25 pts
Aun'O (two extra re-rolls) ....+75 pts

CAPITAL SHIPS

Battleships

Your fleet may include any number of Explorer battleships. Your fleet may include up to one Custodian per FULL 750 points of Tau vessels. Allied vessels don't count toward this total. For example, a fleet that has at least 750 points of Tau vessels in it may include a single Custodian. Fleets of at least 1,500 points may include two Custodians.

Custodian class starship (pg. 440)............... 330 pts
Explorer class starship (pg. 438) .... 230 pts

Cruisers

Your fleet may include any number of Merchant, Emissary or Protector class starships. It may also include up to one Hero class starship for every other type of capital ship in the fleet.

Protector class starship (pg. 450)................. 185 pts
Hero class starship (pg. 440) .... 180 pts
Emissary class starship (pg. 452) .... 110 pts
Merchant class starship (pg. 442) .... 95 pts

ESCORTS

Your fleet may include up to one Messenger class starship per 500 points.

Your fleet may include any number of Defender and/or Castellan class starships.

You may not have more Orcas and Wardens than the gravitic hook capacity of the fleet. Much of the cost of these vessels is included in that of the parent ship. Any ship equipped with Wardens can only be equipped with Wardens and may not have other hook-transported escorts.

Castellan class starship (pg. 454)................... 50 pts
Messenger class starship (pg. 445) .... 50 pts
Defender class starship (pg. 444)................... 45 pts
Warden class gunship (pg. 455) .... 30 pts
Orca class gunship (pg. 446) .... 25 pts

ORDNANCE

Any ship with launch bays may launch any mix of Barracudas or Mantas. Ships with gravitic launchers are armed with Tau missiles.

SQUADRONS

Defenders are fielded in squadrons of 2–6 ships. They may be combined in squadrons with Messengers if you wish. They may not be combined with Orcas. Messengers operate as single ships, or in squadrons.

The Orcas from each parent ship fight as a squadron with the same Leadership as the parent. They are deployed separately from their parent however and activate different orders. If the parent ships are squadroned together, their Orcas may be likewise. However, the normal squadron limit of six still applies, so you may find it necessary to have more than one Orca squadron associated with a capital ship squadron. Orcas may be squadroned with other Orcas from vessels squadroned with their parent vessels. Orcas may not be squadroned with any other form of escort.

ALLIES, SUBJECTS & MERCENARIES

Tau fleets make frequent use of mercenaries. These include subject races, commerce partners, allies and other, less scrupulous individuals. Your fleet may include mercenaries chosen from the following, subject to the relevant restrictions.

Kroot Vessels

A Tau fleet can include up to one Warsphere if the fleet is worth 1500 points, or up to two Warspheres in games larger than that. Warspheres do not count against cruiser limits in a Kor'vattra Fleet.

Kroot Warsphere (pg. 474) .... 145 pts

Demiurg Vessels

A Tau fleet can include up to one Demiurg vessel for every three Tau capital ships in the fleet. There cannot be more Stronghold than Bastion vessels in the fleet.

Stronghold Commerce Vessel (pg. 468) ..... 350 pts
Bastion Commerce Vessel (pg. 469) .... 255 pts
Citadel Commerce Vessel (pg. 470) .... 185 pts

Nicassar Vessels

Your fleet may include Nicassar Dhows in place of some or all of its Orcas. You may not have more Dhows (or Orcas) than the gravitic hook capacity of the fleet. A ship may have either Orcas or Dhows, but not both so the gravitic hook capacity of the fleet is divided between Orcas and Dhows. Gravitic hooks on a Custodian battleship or Emissary starship cannot count toward this total.

Nicassar Caravan (pg. 472) .... 200 pts
Nicassar Rig (pg. 473) .... 40 pts
Nicassar Dhow (pg. 471) .... 45 pts

The Dhows from each parent ship fight as a squadron with the same Leadership as the parent, but may be squadroned with other Dhows from vessels squadroned with their own parent vessel. If the parent ships are squadroned together, their Dhows may be likewise. However, the normal squadron limit of six still applies, so you may find it necessary to have more than one Dhow squadron associated with a capital ship squadron. Dhow squadrons are deployed separately from their parent however and activate different orders. Dhows may not be squadroned with any other form of escort.

Rogue Traders

Up to one Rogue Trader cruiser and its attendant escorts may accompany the fleet for every 750 points of Tau ships in the fleet. Additionally, a single squadron of up to six Xenos escorts can be taken as per the Rogue Trader rules and fleet list.

Rogue Trader Cruiser (pg. 174) .... 185 pts
Dauntless Class Light Cruiser (pg. 75) .... 125 pts
Endeavour Class Light Cruiser (pg. 175) .... 110 pts
Xenos Vessel (pg. 178) .... 50 pts
Recommissioned Escort (pg. 183) .... 30 pts
Iconoclast Destroyer (pg. 184) .... 30 pts
Cargo Vessel (pg. 186) .... 20 pts

GAL'LEATH (EXPLORER) CLASS STARSHIP — 230 PTS

Famous Ships: Dal'yth Gal'leath Kessan
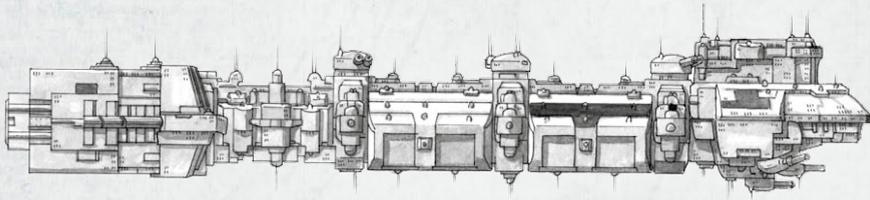
GAL'LEATH STANDARD VASH'YA CONFIGURATION MK XXIII					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15 cm	45°	1	5+ / 4+ rear	5
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Prow Railgun battery	45 cm		6		Left/front/right
Port launch bays	Barracudas: 25 cm Mantas: 20 cm		4 squadrons		–
Starboard launch bays	Barracudas: 25 cm Mantas: 20 cm		4 squadrons		–
Port gravitic hook	–		Capacity: 1 Orca/Warden		–
Starboard gravitic hook	–		Capacity: 1 Orca/Warden		–
Dorsal gravitic hook	–		Capacity: 1 Orca/Warden		–

GAL'LEATH EXPERIMENTAL BOR'KAN CONFIGURATION MK XXIV					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15 cm	45°	1	5+ / 4+ rear	5
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Prow Railgun battery	45 cm		6		Left/front/right
Prow gravitic launcher	20–40 cm		8		Front
Port launch bays	Barracudas: 25 cm Mantas: 20 cm		2 squadrons		–
Starboard launch bays	Barracudas: 25 cm Mantas: 20 cm		2 squadrons		–
Port gravitic hook	–		Capacity: 1 Orca/Warden		–
Starboard gravitic hook	–		Capacity: 1 Orca/Warden		–
Dorsal gravitic hook	–		Capacity: 1 Orca/Warden		–

NOTE
- To equip a Gal'leath class vessel with a gravitic launcher requires the replacement of one segment of launch bays with additional stowage for the drone guided missiles, reducing the vessel's launch capacity.

FLEET LISTS Merchant Fleet List (pg. 434), Commerce Protection Fleet List (pg. 436)

The Explorer was the breakthrough for Tau science that made the empire possible. Its massive reactor was capable of sustaining the gravitic drive over lengthy dives. Based on average speeds using full warp travel, not that the average means a great deal, the drive was slower by a factor of five. It was adequate though and the Explorer could also boast massive cargo capacity, extensive research facilities and most importantly the ability to serve as a mobile dock for semi-independent ships. Its cargo bays were large enough to carry modular orbital units, waystations and even (more recently)message boats. It was the galleon of the Tau Empire and for nearly a hundred tau'cyr it was the only class of ship continually in production. During this time it moved from mark I to XXIII benefiting from a succession of improvements and special adaptations. Conflict with the Orks was the class' death knell. It was not a specialist warship and its weaponry was incapable of keeping Terrorships and Killkroozers at a distance. Work on the Merchant class was accelerated. When it was complete production of the Explorer dropped 85%. Refits have proceeded though and the profiles represent the most common variant in service and the most recent upgrade.

Famous ship: Dal'yth Gal'leath Kessan

This vessel may be the last of the Explorer class starships to be built on Dal'yth. Explorer construction is now being wound down and most work involves converting the older Mk XXIII's to the Mk XXIV design developed by the Water Caste of Bor'kan. Kor'O Kessan is a veteran captain of this class of ship and together with the bulk of his crew was assigned his new vessel after surviving an attack by Ork pirates on the edge of the Damocles Gulf. The Dal'yth Gal'leath Kessan has been outfitted with Mantas and is to be the flagship for a major expedition into the Farsight Enclave under the overall direction of Aun'shi himself and including a scientific team lead by the venerated biologist Por'O Jess'l. Much of the Explorer's cavernous hold has been converted to laboratories prior to the mission.

TAU KOR'VATTRA
LAR'SHI (HERO) CLASS STARSHIP
<div align="right">

180 PTS

</div>

Famous Ships: Sa'cea Lar'shi Khas'a'tah
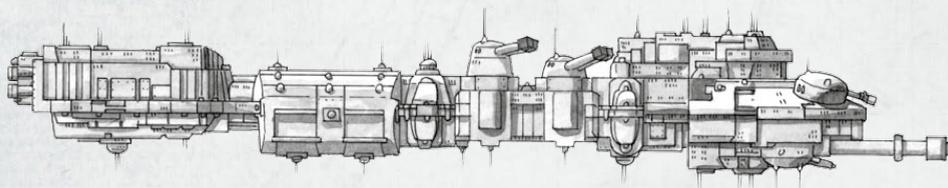
LAR'SHI STANDARD VASH'YA CONFIGURATION					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Railgun battery		45 cm	4		Left/front/right
Prow gravitic launcher		20–40 cm	6		Front
Port launch bays		Barracudas: 25 cm Mantas: 20 cm	1 squadrons		–
Starboard launch bays		Barracudas: 25 cm Mantas: 20 cm	1 squadrons		–
Port ion cannon		30 cm	2		Left/front
Starboard ion cannon		30 cm	2		Front/right

LAR'SHI TOLKU CONFIGURATION					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Railgun battery		45 cm	4		Left/front/right
Prow gravitic launcher		20–40 cm	6		Front
Port launch bays		Barracudas: 25 cm Mantas: 20 cm	1 squadrons		–
Starboard launch bays		Barracudas: 25 cm Mantas: 20 cm	1 squadrons		–
Port Railgun battery		45 cm	4		Left/front
Starboard Railgun battery		45 cm	4		Front/right

SPECIAL
- All Lar'shi class vessels are fitted with a prow deflector to raise their frontal armour to 6. This is disabled if the ship suffers a Prow critical hit.

FLEET LISTS Merchant Fleet List (pg. 434), Commerce Protection Fleet List (pg. 436)

The pinnacle of Tau technology, the Hero class was the product of Tau experience during the Damocles Gulf Crusade. The Tau were determined that they should have a ship that could match the Imperial Lunar class. As it became evident, they failed but they did succeed in producing a credible ship of the line.

Famous ship: Sa'cea Lar'shi Khas'a'tah

With its weapon systems crewed largely by Fire Caste warriors the Khas'a'tah has quickly developed a formidable reputation in battle. From its baptism of fire when it hunted down and destroyed no less than three Ork Onslaughts with a single salvo of missiles to its most recent encounter with the Dauntless class cruiser Jarrall's Bane when its Mantas got inside the Imperial vessels shields and set it ablaze the Khas'a'tah has enjoyed unrivalled success. The principal reason for this is Kor'O Khas'a'tah himself, who, though a member of the air caste was raised in an orbital above Sa'cea and is therefore very familiar with the Fire Caste and their ways. His crew is an excellent example of the two castes working together for the greater good.

IL'FANNOR (MERCHANT) CLASS STARSHIP   95 PTS

Famous Ships: Tau'n Il'fannor Ur'akym Drimma
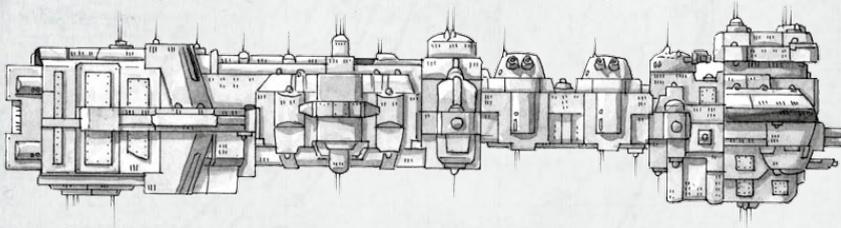
IL'FANNOR STANDARD KE'LSHAN CONFIGURATION					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15 cm	45°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Railgun battery		45 cm	2		Left/front/right
Port gravitic hook		–	Capacity: 1 Orca/Warden		–
Starboard gravitic hook		–	Capacity: 1 Orca/Warden		–
Port Railgun battery		45 cm	2		Left/front
Starboard Railgun battery		45 cm	2		Front/right

IL'FANNOR DAL'YTH CONFIGURATION					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15 cm	45°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Railgun battery		45 cm	2		Left/front/right
Port ion cannon		30 cm	1		Left/front
Starboard ion cannon		30 cm	1		Front/right
Port Railgun battery		45 cm	2		Left/front
Starboard Railgun battery		45 cm	2		Front/right

OPTIONS
- Later examples of the Il'fannor were produced with a drastically superior hull structure, constructed by methods only recently discovered by the Tau. Il'fannors of either configuration may therefore increase their hits from 4 to 6 at a cost of +15 points.

FLEET LISTS   Merchant Fleet List (pg. 434), Commerce Protection Fleet List (pg. 436)

The Merchant class was originally developed to be the new workhorse of the empire. Its reactors were a fraction of the size of the Explorer's power plant but were capable of reaching a third of average warp speed, essential to bind together the emergent Tau empire. Conflict with the Orks caused significant revision of the design with field modifications that allowed virtually all the cargo space to be converted to weapons systems if needed. The continued requirements of the fleet ensured that the Merchant class remained predominantly a warship until the Hero class was laid down.

USING MERCHANT TRANSPORTS IN A TAU FLEET FOR SCENARIOS REQUIRING TRANSPORTS

Due to the nature of the Tau Kor'vattra, there are a large proportion of heavy transports in the fleet. In any scenario requiring transports, up to half the transports allowed in the fleet may be replaced with Il'fannor (Merchant) heavy transports if desired, each for their normal point cost. These ships are represented by the variant equipped with gravitic hooks (not ion cannons!). When used, their accompanying Orcas or other towed escorts must count toward the fleet escorting the transports, in addition to the point value of the Merchant starships themselves. They count as two transports in all respects and have four planetary assault points (these values are halved if crippled).

Famous ship: Tau'n Il'fannor Ur'akym Drimma

Built in the popular Ke'lshan configuration this Merchant vessel has been trading in Imperial space for almost two centuries under a succession of commanders. Operating a network of rogue trader contacts and deep space meeting points Tau goods are exchanged for Imperial technology and the services of Imperial citizens. On three separate occasions the Tau'n Il'fannor Ur'akym Drimma has been closely pursued by Imperial frigates and on each occasion it has managed to fight them off although during the last encounter its Orcas were lost luring an Imperial Cobra squadron to fight within an asteroid belt.
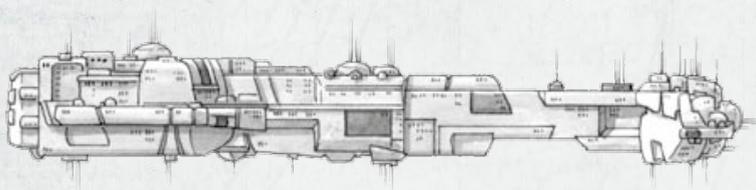
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20 cm	45°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Railgun battery	30 cm	3	Left/front/right
Prow gravitic launcher	20–40 cm	2	Front

Just as the Lar'shi is the Tau response to the Imperial Lunar class the Kir'Qath is their answer to the Imperial Sword class. The Kir'Qath is the only true escort in the Tau fleet and is used in squadrons to provide close support for the larger vessels. Its main weakness is the lengthy recharge time for its drives. It can make up to half a dozen warp dives in succession but will then be unable to do any more for at least a rot'aa. This means it is not suitable for scouting as it either travels slowly across interstellar space or risks being unable to retreat when it arrives. This can make it a liability in rapid fleet manoeuvres consequently squadrons are spread through Tau space where heavier units can call upon them for support if required.

FLEET LISTS   Merchant Fleet List (pg. 434), Commerce Protection Fleet List (pg. 436)

SKETHER'QAN (MESSENGER) CLASS STARSHIP   50 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Railgun battery	30 cm	1	Left/front/right

SPECIAL
- The Messenger is an exception to normal Escort rules as it is not always deployed in squadrons, and can function independently.
- The Skether'qan is equipped with a Tracking System.

The Messenger is the smallest self-sufficient Tau vessel. It mostly comprises a gravitic drive and a hold but it is occasionally used as a fleet scout as it is quite manoeuvrable and has unmatched data handling and communications facilities. These systems were soon adapted for combat applications.

The Messenger's weaponry is purely intended to deter pursuit so in fleet actions it tends to stay close to a capital ship, helping against attack craft in return for protection against true warships.

FLEET LISTS   Merchant Fleet List (pg. 434), Commerce Protection Fleet List (pg. 436)

KASS'L (ORCA) GUNSHIP   25 PTS


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20 cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Railgun battery	30 cm	2	Left/front/right
Prow ion cannon	30 cm	1	Front

SPECIAL
- You may not have more Orcas than the gravitic hook capacity of the fleet. Each Orca costs 25 points as much of their cost is included in the value of the parent ship.
- Orcas are transported to battle on gravitic hooks. However, this has no effect in game terms – Orcas do not start a game attached to their parent ship, and can never be docked during a game. Likewise, the number of gravitic hooks is unimportant when calculating victory points (your opponent does not get VPs for surviving orcas just because there aren't enough gravitic hooks to notionally transport them to safety).

The Orca was designed to provide the Tau fleet with an escort. Unable to build a drive light enough to produce a normal escort the Orca is transported within a capital ships gravitic sheath. Once unleashed however it is a powerful gunship able to contend with any Imperial or Ork class.

OR'ES EL'LEATH (CUSTODIAN) CLASS BATTLESHIP   330 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10	20 cm	45°	3	6+ front * / 5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Railgun battery	45 cm	6	Left/front
Starboard Railgun battery	45 cm	6	Front/right
Port ion cannon	45 cm	1	Left/front
Starboard ion cannon	45 cm	1	Front/right
Stern gravitic hook	–	Capacity: 3 Wardens	–
Port launch bays	Barracudas: 25 cm Mantas: 20 cm	3 squadrons	–
Starboard launch bays	Barracudas: 25 cm Mantas: 20 cm	3 squadrons	–
Prow gravitic launcher	20–40 cm	8	Front

SPECIAL

- The gravitic hooks of Custodian battleships are enclosed in a single shrouded, hangar-type enclosure specifically designed for Kir'la (Warden) gunships and are unsuitable for the transport of or to count for other escort types.
- Custodian battleships cannot undergo *Come To New Heading* special orders.
- Custodian battleships are equipped with a deflector that raises its prow armour to 6+. This is disabled whenever the vessel suffers a prow critical hit (repairable normally).
- The Custodian has an integrated Tracking System coupled to an extremely sophisticated sensor suite. It has a range of 20 cm (instead of 10 cm).

FLEET LISTS Commerce Protection Fleet List (pg. 436)

Experience with the Gal'Leath in combat, particularly against the Gue'la incursion into sovereign Tau space during the Damocles Crusade, demonstrated a number of significant shortcomings that could not be overcome without a radical hull redesign, despite notable advances incorporated into the experimental Bor'kan variant of the venerable Gal'Leath. As the Kor'or'vesh initiative bore fruit with a progressively larger series of completely new and successful hull designs, it was only logical that the next step would be to produce a true battleship-class vessel.

An enormous carrier, it is capable of bringing three gunships as well as a large number of attack craft squadrons into combat to support the rest of the fleet. Early operational tests proved that like the other designs resulting from the Kor'or'vesh initiative, it met or exceeded all objectives required for the new ship. Despite the horrendous costs and resource expenditure involved in building these vessels, a number of Septs adopted the design and produced them in small numbers. For many tau'cyr these ships were held in reserve, and it was quite some time before knowledge of this vessel's existence became widespread.

First encountered by Imperial forces led by Admiral Kotto during the Taros Campaign, the "Custodian" class and its attendant escorts were a complete surprise to the Imperial fleet. Appreciating the threat this class represented, the battleship A'rho in particular was ruthlessly hunted down and destroyed by Admiral Kotto's fleet.

LAR'SHI'VRE (PROTECTOR) CLASS CRUISER   185 PTS
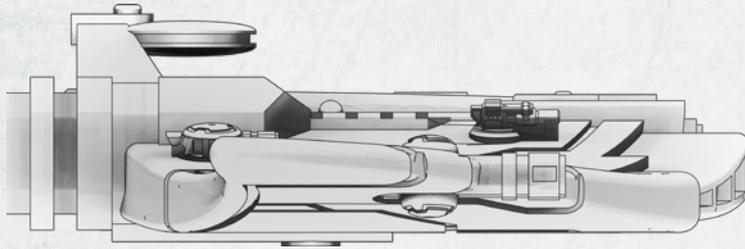
LAR'SHI'VRE T'OLKU CONFIGURATION					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20 cm	90°	2	6+ front * / 5+	3
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Port Railgun battery	45 cm		2		Left/front
Starboard Railgun battery	45 cm		2		Front/right
Prow Railgun battery	45 cm		6		Front
Port ion cannon	30 cm		1		Left/front
Starboard ion cannon	30 cm		1		Front/right
Prow launch bays	Barracudas: 25 cm Mantas: 20 cm		1 squadron		–
Prow gravitic launcher	20–40 cm		5		Front

LAR'SHI'VRE VIOR'LA CONFIGURATION					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20 cm	90°	2	6+ front * / 5+	3
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Port Railgun battery	45 cm		2		Left/front
Starboard Railgun battery	45 cm		2		Front/right
Prow Railgun battery	45 cm		4		Front
Port ion cannon	45 cm		1		Front
Starboard ion cannon	45 cm		1		Front
Prow launch bays	Barracudas: 25 cm Mantas: 20 cm		1 squadron		–
Prow gravitic launcher	20–40 cm		5		Front

SPECIAL
- All Protector class cruisers are equipped with a deflector that raises its prow armour to 6+. This is disabled whenever the vessel suffers a prow critical hit (repairable normally).
- Long-range ion cannons are a recent development; T'olku configuration Protectors must outnumber those of the Vior'la configuration in a Tau fleet.

FLEET LISTS   Commerce Protection Fleet List (pg. 436)

Based on the mission envisioned for the Lar'shi cruiser, the Lar'shi'vre "Protector" cruiser is the primary combat vessel of the Kor'or'vesh, the first starship designed by the Tau specifically to engage and destroy enemy vessels in fleet actions. Like many other Kor'or'vesh vessels, this class was first encountered during the Taros campaign. While it does not have the same bulk and durability as comparable Imperial vessels, it is the first Tau design capable of meeting Imperial cruisers on nearly equal terms. Two Lar'shi'vre vessels formed the fighting core of the Tau fleet defending Taros, and it inflicted heavy losses on the invading fleet's transport ships.

In subsequent decades, this vessel has been encountered in ever-increasing frequency, not only in defense of Tau home worlds but abroad outside of Tau-controlled space, operating in pairs while accompanying colonization fleets or as deep space patrols reminiscent of the operations common to the Imperial Navy. They have wasted little time capitalizing on the Imperium's heavy commitments in the sectors near the Eye of Terror, and this class has played a pivotal role in the Tau's recent explosive advance into Imperial space
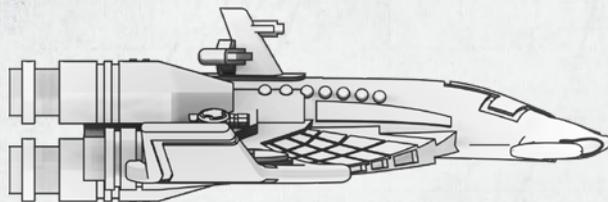
IL'PORRUI DAL'YTH CONFIGURATION					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	20 cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Railgun battery		45 cm	4		Left/front
Starboard Railgun battery		45 cm	4		Front/right
Port gravitic hook		–	Capacity: 1 Warden		–
Starboard gravitic hook		–	Capacity: 1 Warden		–
Prow launch bays		Barracudas: 25 cm	2 squadrons		–

IL'PORRUI BORK'AN CONFIGURATION					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	20 cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Railgun battery		45 cm	4		Left/front
Starboard Railgun battery		45 cm	4		Front/right
Port gravitic hook		–	Capacity: 1 Warden		–
Starboard gravitic hook		–	Capacity: 1 Warden		–
Prow gravitic launcher		20–40 cm	3		Front

FLEET LISTS   Commerce Protection Fleet List (pg. 436)

IL'PORRUI SA'CEA CONFIGURATION					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	20 cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Port Railgun battery		45 cm		3	Left/front
Starboard Railgun battery		45 cm		3	Front/right
Port ion cannon		30 cm		1	Left/front
Starboard ion cannon		30 cm		1	Front/right
Prow gravitic launcher		20–40 cm		3	Front

SPECIAL	• A large number of Il'Porrui vessels were equipped with specialized gravitic hooks for supporting Kir'la "Warden" gunships so that it may have a form of escort on long-range emissary missions. These gravitic hooks are specially designed for Wardens and cannot be used to tow or count for any other kind of escort.
OPTIONS	• Emissary class cruisers can be equipped with a deflector that raises its prow armour to 6+ for +10 points. This is disabled whenever the vessel suffers a prow critical hit (repairable normally).

Unlike the other hull designs resulting from the Kor'or'vesh initiative, the Il'Porrui "Emissary" cruiser is primarily intended as a diplomatic vessel. This provides it the necessary mix of firepower and manoeuvrability to make it a suitable conveyance to transport Por Caste dignitaries, Tau commanders and Ethereals in relative safety. By design, it is also capable of seeing off all but the most powerful adversaries of a similar class it may encounter.

As the first capital ship to be produced under the Kor'or'vesh, there are significant numbers of these vessels operating throughout Tau space in a variety of tasks. As befits its nature, it is the vessel with which the Tau perform long range exploration and "first contact" missions. It is often sent to rove far beyond Tau space on diplomatic assignments to the Tau's neighbors or in accompaniment of merchant transports, in this capacity it has most proven its worth to the Tau Empire.

While it may not be a front-line combat vessel, it is well suited to the fires of war, and during the latter stages of the Taros Campaign, a squadron of these vessels successfully boarded an Imperial battleship.

KIR'SHASHVRE (CASTELLAN) CLASS ESCORT   50 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Railgun battery	45 cm	2	Left/front/right
Prow gravitic launcher	20–40 cm	2	Front

SPECIAL
- This vessel may squadron with any other Tau escorts normally except Orcas (max. six per squadron), but those in a squadron with Wardens may not also be with any other escort type.

Operations by the Kir'Qath "Defender" starship revealed that while it was a capable escort, continuing shortcomings in its engineering plant required a new vessel design that could make much deeper and longer dives as well as a larger number of dives before requiring to recharge its primary drives. Like the other vessels designed during the Kor'or'vesh initiative, its unique hull design allows for considerably longer-range operations compared to its predecessor. Deployed in the role of traditional escort vessel, it has proven directly comparable to commonly encountered Imperial designs. Around Taros the Tau fleet deployed Castellans in large numbers in support of their larger vessels with great success.

FLEET LISTS   Commerce Protection Fleet List (pg. 436)

KIR'LA (WARDEN) CLASS GUNSHIP — 30 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Railgun battery	30 cm	2	Front
Prow ion cannon	30 cm	1	Left/front/right

SPECIAL
- Any Tau fleet may bring Wardens to battle on gravitic hooks instead of Orcas.
- Any ship equipped with Wardens can only be equipped with Wardens and may not have other hook-transported escorts.
- These then form an independent squadron in all respects (including separate leadership), as they are Kor'or'vesh vessels and not necessarily related to the parent vessel transporting them. They may squadron with Castellan escorts in the fleet if present (max. six per squadron) but not with any other escort types.

The Kir'la "Warden" is a radical departure in gunship design for the Kor'vattra in that while it still requires towing via gravitic sheath by larger vessels, it is designed for and crewed primarily as a combat vessel as opposed to being a re-configured cargo lighter as is the Kess'l. Because of this, it can seamlessly integrate itself into Kor'or'vesh flotillas, though it will still operate independently as an escort squadron when assigned to escort Gal'Leath or Il'fannor vessels of the Kor'vattra. Because of the high experience levels of its crews and its superior maneuvering qualities when compared to the K'essl, it has proven to be a formidable adversary to attacking raiders. However, its numbers will not be sufficient to replace the Kess'l in active service for quite some time because of its complexity, and only rarely is it used in this manner.

Despite technological advances in etherdrive technology, the Kir'la's small size makes it extremely difficult to put an efficient interstellar drive system into its hull. Thus it must always be towed into combat and launched after its mother ship enters a system. The Or'es El'leath is specially designed to quickly deploy these vessels immediately upon entering combat, and it operates with the Kir'la exclusively as its towed gunship escort. While Wardens have been on occasion used in other roles, it was designed primarily to protect their vitally important carrier battleships and will rarely be seen too far from their side.

TAU KOR'OR'VESH
IL'EMAAR (COURIER) CLASS MERCHANT TRANSPORT   PTS: SPECIAL

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20 cm	45°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Railgun battery	30 cm	2	Left/front/right

SPECIAL
- Il'Emaar merchant transports support the Kor'vattra in a variety of missions but are usually crewed by more junior members of the Kor-caste. They have a -1 modifier when determining base leadership.
- These vessels are reserved for scenarios that require transports, for which they have the value of a full transport or two assault points.

Their long and protracted war with the Or'es'la proved early on that the numerous but relatively fragile merchantmen that were the life-blood of the rapidly expanding Tau Empire were woefully inadequate. Continuing raids decimated the fleets of these small ships, requiring a whole and much larger class of heavily armed transport in the form of the Il'Fannor. As time progressed, smaller transport classes almost disappeared entirely, though many various types still found use among and between the major Septs of Tau space. However, as the Kor'or'vesh began operating throughout Tau space and beyond, a new kind of fast transport was required that could make long, deep dives in support of the fleet and quickly replenish forward-deployed flotillas. While this vessel was originally designed to support the Kor'or'vesh, the obvious utility of these vessels was expanded to the Greater Empire, and now these easily produced starships are common sights throughout Tau space and beyond.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/10	0 cm	0°	3	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Railgun battery	45 cm	12	All round
Launch bays	Barracudas: 25 cm Mantas: 20 cm	4 squadrons	–
Gravitic hook	–	Capacity: 2 Orcas/Wardens	–

SPECIAL

- Like many deep-space way-stations, Tau Orbital Cities are equipped with comprehensive sensor and communication suites with a high degree of automation. They are equipped with a Tracking System.
- Orcas assigned to guard an Orbital City have a base leadership of 7 and cannot squadron with other escorts.

The Tau Kor Caste live much of their lives in zero-gravity, either as spacecraft or waystation crew, or as a resident in one of many of the Caste's own large orbital habitats. Unlike the modular deep-space way-stations used throughout Tau space, orbital habitats and cities are massive constructs usually assembled in place as permanent or semi-permanent installations in high orbit. By their very nature they are sturdier and more heavily populated than the modular way-stations designed for rapid deployment and assembly. However, as they are primarily designed for habitation, they tend to be not nearly as well defended as other orbital constructs, as demonstrated by the relatively quick destruction of the orbital facilities of Viss'el during the Damocles Gulf Crusade. As such, they tend to become important rallying points when defending against an invasion force.

SECURITY ORBITAL

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/4	0 cm	0°	1	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Railgun battery	45 cm	4	All round
Ion cannon	30 cm	1	All round

SPECIAL
- Like many deep-space way-stations, Tau Security Orbitals are equipped with comprehensive sensor and communication suites with a high degree of automation. They are equipped with a Tracking System.

While most Second and Third-Phase Septs in the Tau Empire rely on quickly deployed modular way stations and Orbitals for their defensive and operational requirements, most primary Septs and a small number of firmly established secondary systems have a quantity of permanently situated orbital defences. These security orbitals tend to be somewhat stouter than other single-point defences without the complexity or size of full stations.

CORE MODULE .... 20 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/4	0 cm	0°	1	5+	2

SPECIAL
- A core module supplies the command, communication, energy and sensor facilities for an array along with habitats for all key staff. A core module and all its ancillary modules are treated as one model for game purposes.
- Normally individual orbital modules are assembled into arrays of up to five. In any event the first module of any orbital array must be the core module and no more than four other modules can be added to a single core. An Orbital costs points equal to its core module plus the sum of any other modules added.

SECURITY MODULE .... VARIES

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Choose one of the following for the point cost listed below:			
Launch bays	Barracudas: 25 cm Mantas: 20 cm	1 squadron	–
Gravitic hook	–	Capacity: 1 Orca/Warden	–
Railgun battery	45 cm	3	All round
Ion cannon	30 cm	1	All round

SPECIAL
- Each security module adds +1 turret to the Core module.
- Each security module includes one of the defence systems below, at the points cost shown.

OPTIONS
- **Launch Bay +10 pts**
- **Gravitic hook +5 pts** (Orca/Warden needs to be purchased separately)
- **Railgun battery +15 pts**
- **Ion Cannon Turret +15 pts**

MANUFACTURING & RESEARCH MODULE .... +10 PTS

SPECIAL
- Each manufacturing module provides habitats for its workforce and greatly expanded energy reserves. Each module added raises the array's shield value by 1 (to a maximum of 3).
- The processing capacity of the module's drone intelligences acts as a tracking system.

HABITAT MODULE .... +5 PTS

SPECIAL
- Habitat modules are used to allow more Tau to dwell on the array. These modules do not expand an arrays capabilities but they do make them larger. The module adds 1 to the damage points the array can absorb.

The Tau have made extensive use of orbitals since their earliest forays in space. The Air caste had always been at the forefront of the conquest of the upper atmosphere and provided enthusiastic crews for the first orbitals. Many orbitals exist purely to provide homes for the Air Caste. Others are used for manufacturing and trade.

WAYSTATION

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/4	0 cm	0°	1	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Choose one of the following for the point cost listed below:			
Launch bays	Barracudas: 25 cm Mantas: 20 cm	1 squadron	–
Gravitic hook	–	Capacity: 1 Orca/Warden	–
Railgun battery	45 cm	3	All round
Ion cannon	30 cm	1	All round

SPECIAL
- Tau Waystations can be used in any scenario where the Tau are defenders, even if planetary defences are not normally permitted.
- Because of their immense data handling facilities they count as having tracking systems.
- Choose one of the defence systems below. This defines the point cost for the waystation.

OPTIONS
- Launch Bay: 30 pts
- Gravitic hook: 25 pts (Orca/Warden needs to be purchased separately)
- Railgun battery: 35 pts
- Ion Cannon Turret: 35 pts

Waystations are distributed through the Tau Empire. They mark out the main routes between Tau septs and are used to speed communications between outposts.

ALLIES, SUBJECTS & MERCENARIES

As the Tau Empire expands out from its homeworld, the Tau inevitably encounter new races previously unknown to them, and to each of these an offer of allegiance is made. There are many aggressive, arrogant and selfish races in the galaxy, however, and even the Tau often find first contact results in nothing more than yet another bloody war. There are other races however, who readily accept the message of the greater good and take up their place in the Tau Empire.

Some of these races are small, perhaps located on just a single world, or else primitive with little useful resource to offer the Tau, in which case their accession to the Empire is simply a formality, with the benevolent Tau offering protection to these lesser races while they can expect little other than appreciation and friendship in return.

Other additions to the Empire are advanced in themselves, and the union of two such cultures provides valuable new knowledge, technology and understanding for both parties. Such races, where able, fulfil their debt to the Tau Empire by a series of tithes which suit their own particular abilities. Able craftsmen, for instance, may be called upon to provide manufacturing capacity, while aggressive or warlike races will be obligated to provide troops to the armies of the Tau. There are other races still who do not wish to fully submit to the Empire, but who likewise have no wish for war with the Tau and will instead strike up armistices or treaties of neutrality, opening up lucrative new markets or providing new allegiances for mutual protection. Such races are also likely to hire themselves out as mercenaries to the Tau Empire when the opportunity arises.

Tau fleets inevitably reflect this varied mix of peoples and resources, and many Tau fleets will be composed in part of vessels manufactured, designed or even crewed by other subject races of the Tau Empire. Some of these appear in Tau fleets by way of tribute, fulfilling their obligation to the Empire. Others are simple mercenaries, lending their particular talents to the young Tau in exchange for rather more tangible reward, while others may simply be allies by choice, choosing to fight alongside the Tau in the name of mutual safety. Principally, there are three races commonly observed as part of Tau fleets – the Kroot, the Nicassar and the Demiurg.

THE DEMIURG

Once a supremely rare sight, the gigantic stately commerce vessels of the Demiurg have been seen with increasing regularity in the Ultima Segmentum over recent centuries.

Although known in legend among many indigenous races through the region, Demiurg vessels avoid Imperium-claimed space scrupulously unless specifically invited in. Unfortunately, less than scrupulous planetary governors have been known to employ Demiurg forces to bolster their own positions, inviting Inquisitorial censure for their truck with aliens.

Fleet strategists have postulated a link between the ships and the expansion of the Tau Empire on the Eastern Fringe, citing three confirmed sightings of Tau/Demiurg or Kroot/Demiurg fleets in the region of the Damocles Gulf. Others have suggested that the nomadic movement of the mysterious Demiurg demonstrates only an opportunistic desire to capitalise on the disruption caused by the Tyranid hivefleets.

DEMIURG SPECIAL RULES
Demiurg Stronghold, Bastion and Citadel class vessels use the following the special rules:

Blast Markers
The curious shielding arrangement of Demiurg vessels dissipates the effects of ionised gases and repels larger obstacles in its path. As a result, any Blast marker which a Demiurg vessel moves over is removed immediately – this includes any in base contact with the vessel at the beginning of its turn. When this happens, ships in base contact with the Demiurg vessel and sharing blast markers with them lose these (along with their effects) as well.

Blast markers have no effect on the movement of the Demiurg ship, nor do they face any other negative effects of moving through blast markers, though any leadership checks they were required to make before the movement phase are still affected normally by blast markers.

Keep markers 'hoovered up' like this to one side so they can be used to fire a cutting beam from the prow in the shooting phase. Note that Blast markers moved over must be removed, the Demiurg player can't choose to remove some markers and leave others in place.

Celestial phenomena
Demiurg ships are totally unaffected by solar flares, gas and dust clouds and radiation bursts. Do not place blast markers in contact with them for celestial phenomena of any kind.

Deployment and Scenarios
Aside from the Tau, who appear to have the strongest known connection with the Demiurg, a number of races have on occasion been reported as having made contact with these aliens. Any fleet except Orks, Tyranids and Necrons can use Demiurg Bastion class vessels; they are purchased as cruisers but do not contribute to the number of ships required to gain access to battleships, grand cruisers, etc. Demiurg ships can never carry fleet commanders, use fleet commander re-rolls or be placed in squadrons with non-Demiurg vessels. Tau fleets (and other races whose fleet list specifically include the Demiurg) ignore these restrictions and should instead select Demiurg vessels using the entries given in their fleet list.

Mercenaries
Unless the fleet is entirely composed of Demiurg ships they are considered to be mercenaries and will not continue to fight if crippled. Crippled Demiurg ships will attempt to disengage every turn and run for the nearest point on the nearest table edge if they fail. However, if the Demiurg ship is part of a fleet fighting against Orks it will only disengage if first reduced to only having 1 or 2 Damage points remaining.

DEMIURG WEAPONS

Demiurg vessels use the following the special rules:

Cutting beam

The cutting beam is a short ranged but devastating ionisation beam usually employed for gouging out recalcitrant moonlets. The cutting beam counts as a single lance but each Blast marker picked up by the Demiurg vessel in the Movement phase gives the beam the equivalent of one extra lance shot (up to a maximum of 8).

The cutting beam always starts with an effective strength of one before adding for blast markers, and it will never have less than this as long as it is operational.

Any Demiurg vessel may extend the range of its cutting beam to 30 cm by halving its effective strength, rounding down. For example, a Demiurg Bastion that gathers up four blast markers in the course of its immediately previous movement may in the shooting phase fire a Str-5, range 15 cm cutting beam or a Str-2, range 30 cm cutting beam.

Blast markers cannot be held from turn to turn in order to power the cutting beam, any unused ones are lost.

Launch bays

Demiurg ordnance is reconfigured from its automated mining machines within the cavernous dorsal launch bays. Some Demiurg ships are equipped with launch bays which are also permitted to fire torpedoes. If this is the case this will be noted n the 'Range/ Speed' column of the launch bays profile. Such launch bays can be used to release either attack craft or torpedoes, but not both in the same turn. Note that Demiurg torpedoes and attack craft are not always interchangeable, so Demiurg torpedo tubes cannot be used to launch attack craft, and launch bays may only fire torpedoes if noted in the ship profile.

WAR HOST OF THE DEMIURG

The Demiurg will typically shy away from combat, though occasionally they will respond to threats with surprising ferocity. The Demiurg have plied the stellar void millennia before encountering the Tau, and on exceedingly rare occasion will muster their ships for war for reasons entirely unrelated to their relationship to the Tau.

ATTACK RATING

The Demiurg fleet has an Attack or Initiative rating of 2.

LEADERSHIP

Vessels allied with the Demiurg rely on the basic leadership applicable to their fleets. They cannot use Demiurg fleet re-rolls, but if available they may purchase special characters with any re-rolls they come with to lead their ships.

CAMPAIGNS

In campaigns, Demiurg and vessels on this fleet list allied with them may gain leadership, crew skills and refits in the same manner as Imperial vessels (max Ld 10).

AFFILIATION OF BROTHERHOODS

Demiurg fleets are composed of a loosely-defined but tightly knit affiliation of "Brotherhoods" that rely on an exceedingly high level of automation and are not organized in the manner of typical fleet organizations. Because of this, Demiurg fleets have no Fleet Commander in the conventional sense, which affects their fleet in the following ways:

Re-rolls

A Demiurg fleet may purchase re-rolls, but they are purchased by the fleet as a whole, rather than being considered Fleet Commander re-rolls. The fleet gets one re-roll and can purchase extra re-rolls at the cost shown. These re-rolls can only be used for Demiurg vessels and not with other starships they may take as allies in their war host.

One extra re-roll...25 pts
Two extra re-rolls.......................................75 pts

Determination

Demiurg vessels used with this fleet list do not attempt to disengage unless they have 2Hp or less remaining. Though their point cost remains unchanged, Strongholds are worth 400 points, Bastions are worth 300 points and Citadels are worth 200 points when determining Victory Points.

Mercenaries

Demiurg and Kroot are often employed as mercenaries in other fleets. But even then, they preserve their sense of brotherhood. As such, even when allied with two fleets that are fighting each other, Demiurg and Kroot ships will never fire upon each other. They ignore each other for the purpose of the closest target.

CAPITAL SHIPS

Battleships

Your fleet may include one battleship for every two cruiser-class vessels in the fleet.

Stronghold Commerce Vessel (pg. 468) ..... 350 pts

Cruisers

Your fleet may include no more than twelve cruisers. Demiurg Commerce Vessels must outnumber all non-Demiurg cruisers combined.

Bastion Commerce Vessel (pg. 469) .... 255 pts
Citadel Commerce Vessel (pg. 470) .... 185 pts
Protector class starship (pg. 450) .... 185 pts
Rogue Trader Cruiser (pg. 174) .... 185 pts
Hero class starship (pg. 440) .... 180 pts
Emissary class starship (pg. 452) .... 110 pts
Merchant class starship (pg. 442) .... 95 pts
Dauntless Class Light Cruiser (pg. 75) .... 125 pts
Endeavour Class Light Cruiser (pg. 175) .... 110 pts

Kroot Vessels (0–3)

The Demiurg have a unique, little-understood relationship with the Kroot pre-dating that with the Tau, and it is not uncommon for their ships to be encountered together.

The fleet may have one Kroot Warsphere in the fleet for every 750 points in the fleet or portion thereof. These do not count against the number of cruisers in the fleet.

Kroot Warsphere (pg. 474) .... 145 pts

ESCORTS

The Demiurg do not make use of escorts in the same manner of other fleets. However, they will contract or otherwise arrange the use of escort squadrons as the need arises.

For every three Demiurg capital ships in the fleet, it may include one squadron of up to six Tau or Rogue Trader escorts.
Nicassar Dhows, Tau Wardens or Orcas can be taken for every starship in the fleet equipped with gravitic hooks.
Tau, Nicassar and Rogue Trader escorts may not be mixed in the same squadrons.

Tau Escorts

Castellan class starship (pg. 454) .... 50 pts
Defender class starship (pg. 444) .... 45 pts
Warden class gunship (pg. 455) .... 30 pts
Orca class gunship (pg. 446) .... 25 pts

Nicassar Escorts

Nicassar Dhow (pg. 471) .... 45 pts

Rogue Trader Escorts

Xenos Vessel (pg. 178) .... 50 pts
Recommissioned Escort (pg. 183) .... 30 pts
Iconoclast Destroyer (pg. 184) .... 30 pts
Cargo Vessel (pg. 186) .... 20 pts

ORDNANCE

Demiurg ships utilize highly automated versions of torpedoes, fighters, bombers and assault boats. They do not have access to boarding torpedoes but may use torpedo bombers for +10 points per launch bay.

'STRONGHOLD' COMMERCE VESSEL

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10	15 cm	45°	4	6+ front / 5+	4

| ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30 cm	12	Left
Starboard weapons battery	30 cm	12	Right
Port lance battery	60 cm	3	Left
Starboard lance battery	60 cm	3	Right
Prow weapons battery	45 cm	14	Front
Prow cutting beam	15 cm	Special (max. 8)	Front
Dorsal torpedo silos	30 cm	6	All round
Dorsal launch bays	Fighters: 30 cm Bombers: 20 cm Assault boats: 30 cm	3 squadrons	–

SPECIAL
- Demiurg Stronghold class ships are heavily automated and count their Ld value as 10 at the start of the battle. The Stronghold's Ld will drop by -1 for each point of damage it suffers, but its Ld value will not drop any further than 5.
- Bridge smashed critical hits will not inflict additional Leadership loss on a Demiurg ship, but instead cause an extra point of damage (and possible attendant Ld loss) on the vessel.
- A Stronghold class vessel is worth 350 Victory points normally but in a pure Demiurg fleet or one fighting against Orks it is worth 400 Victory points instead to reflect its extra determination. This does not affect its starting point cost.
- Demiurg 'Stronghold' class vessels cannot employ *Come to New Heading* orders.

The type classified as 'Stronghold' class is fairly typical of Demiurg vessels, being very large, technologically advanced and extremely well powered. Strongholds appear to act as factory/processor vessels and bases for a fleet of intersystem asteroid mining pods, haulage flyers and prospector probes (it is theorized that many of these are automated). Typically, lone strongholds have been encountered in the flare or mercurial zones of uninhabited star systems, hanging motionless and prow-on to the star with a cloud of small craft busily hustling to and fro to exploit local resources.

In most cases these ships withdraw their craft and disenage if challenged but in some instances have inexplicably turned on their attackers with surprising ferocity. It is worthy of note that every known

'BASTION' COMMERCE VESSEL

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ front / 5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30 cm	6	Left
Starboard weapons battery	30 cm	6	Right
Port lance battery	60 cm	2	Left
Starboard lance battery	60 cm	2	Right
Prow weapons battery	45 cm	8	Front
Prow cutting beam	15 cm	Special (max. 8)	Front
Dorsal launch bays	Fighters: 30 cm Bombers: 20 cm Assault boats: 30 cm Torpedoes: 30 cm	3 squadrons 4	– All round

SPECIAL

- Demiurg Bastion class ships are heavily automated and count their Ld value as 9 at the start of the battle. The Bastion's Ld will drop by -1 for each point of damage the Bastion suffers, but its Ld value will not drop any further than 5.
- Bridge smashed critical hits will not inflict additional Leadership loss on a Demiurg ship, but instead cause an extra point of damage (and possible attendant Ld loss) on the vessel.
- A Bastion class vessel is worth 255 Victory points normally but in a pure Demiurg fleet or one fighting against Orks it is worth 300 Victory points instead to reflect its extra determination. This does not affect its starting point cost.
- Demiurg 'Bastion' class vessels cannot employ *Come to New Heading* orders.
- The dorsal launch bays may launch either attack craft or torpedoes if reloaded but may not launch both attack craft and torpedoes in the same turn.

More common than the larger Stronghold class, Demiurg Bastions are nonetheless only occasionally sighted in the giant vastness of wilderness space along the eastern rim of the galaxy.

Bastion class vessels appear to be more heavily configured for asteroid mining than the stately Stronghold, which is known to function as a factory/processor. Presumably resources and finished goods are exchanged between these vessels but there are no eye witness reports of such. Scattered reports by Rogue Traders indicate that a Bastion class vessel is crewed by a 'brotherhood' and that Strongholds are homes to typically

FLEET LISTS Rogue Trader Exploration Fleet List (pg. 170), Tau Merchant Fleet List (pg. 434), Tau Commerce Protection Fleet List (pg. 436), Xenos Fleet List (pg. 466)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20 cm	45°	2	6+ front / 5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30 cm	6	Left
Starboard weapons battery	30 cm	6	Right
Prow weapons battery	45 cm	8	Front
Prow cutting beam	15 cm	Special (max. 8)	Front
Dorsal torpedo silos	30 cm	4	All round

SPECIAL

- Demiurg Citadel class ships are heavily automated and count their Ld value as 9 at the start of the battle. The Citadel's Ld will drop by -1 for each point of damage it suffers, but its Ld value will not drop any further than 5.
- Bridge smashed critical hits will not inflict additional Leadership loss on a Demiurg ship, but instead cause an extra point of damage (and possible attendant Ld loss) on the vessel.
- A Citadel class vessel is worth 185 Victory points normally but in a pure Demiurg fleet or one fighting against Orks it is worth 200 Victory points instead to reflect its extra determination. This does not affect its starting point cost.
- Demiurg 'Citadel' class vessels cannot employ *Come to New Heading* special orders.

Hidden among the more closely-guarded systems frequented by the Demiurg are vessels specialized for mining and resource harvesting. These vessels outwardly resemble Bastion vessels in all respects but vary in critical details. The volume in Bastion vessels dedicated to attack craft and broadside lances is entirely turned over to specialized resource harvesting equipment. Outwardly they resemble the more familiar but still rare Bastion commerce vessels in all respects, and only through their interaction with the Tau did some Rogue Traders become aware there was a distinction between ship types.

USING CITADEL COMMERCE VESSELS

Citadel Commerce Vessels outwardly resemble Bastion Commerce vessels in all respects, and the same model may be used to represent either ship class. To represent its complex resource-gathering and harvesting systems, the model is mounted on a large base, which due to the unique nature of Demiurg shields is not nearly the handicap it would be for other races! It can be used as allies in the same manner as Bastion Commerce Vessels in any fleet that can take Bastions. This allows Demiurg vessels to be used in a pure fleet or be taken as a ship choice in scenarios limited by the amount of points that may be taken.

FLEET LISTS Rogue Trader Exploration Fleet List (pg. 170), Tau Merchant Fleet List (pg. 434), Tau Commerce Protection Fleet List (pg. 436), Xenos Fleet List (pg. 466)

DHOW

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20 cm	180°	2	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port railgun battery	30 cm	3	Left
Starboard railgun battery	30 cm	3	Right

SPECIAL
- Tau fleets may bring Dhows to battle on gravitic hooks instead of Orcas. Any ship equipped with Dhows can only be equipped with Dhows and may not have Orcas. These then form a squadron separate of their parent ship.
- Their Leadership is the same as their parent ship +1 as the Nicassar are natural spacefarers.

The Nicassar were the first addition to the Tau Empire and continue to provide ships for the Empire as they are ill-suited for ground combat. Nicassar have powerful minds though and rely on their telekinetic talents in particular to make up for their own limited mobility. Their extended families are semi-nomadic and are driven by insatiable curiosity. This led to their exploration of their home system, as they are most content when travelling. Because they can survive for long periods in virtual hibernation, they have travelled far from their home world, albeit slowly.

First contact with the Tau came when a Tau Explorer class vessel was setting up a Waystation in interstellar space and sighted a Nicassar flotilla that had been in space for centuries. As subjects of the Empire the Nicassar must serve the greater good and do so by providing fleets to scout and explore systems on the fringes of the Tau Empire. They are transported to their station by Tau vessels and commence a leisurely circuit reporting anything they find.

The Tau have carefully kept the Nicassar from the Imperium as they realise the Nicassar's psychic powers would fuel the worst excesses of human xenophobia. When a family travels, numerous dhows travel docked together forming a larger community in which some members will be hibernating while others remain on watch.

Nicassar dhows are small but elegant yachts that are propelled by their captains' psychic powers. These are very manoeuvrable but lack any practical interstellar capacity and until recently any significant firepower. Since being incorporated into the Empire however their weaponry has been updated to Tau levels.

FLEET LISTS Tau Merchant Fleet List (pg. 434), Tau Commerce Protection Fleet List (pg. 436), Xenos Fleet List (pg. 466)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/8	10 cm	Special	4	5+	6

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Railgun battery	30 cm	10	All round
Gravitic hook	–	Capacity: 4 Dhows	–

SPECIAL
- Their point cost and profile above reflects a slightly modified Nicassar Rig and four Dhows. Nicassar Caravans are ponderously slow, but like their individual Dhows, they are surprisingly manoeuvrable.
- A Nicassar Caravan moves 10 cm in any direction during the movement phase, no more, no less.
- It is not slowed down by blast markers, celestial phenomena or being crippled.
- Cannot take *Burn Retros*, *Come To New Heading* or *All Ahead Full* special orders.
- Nicassar Caravans have +1 Leadership (max. 10).

Though they have very little combat utility, Nicassar have powerful minds and rely on their telekinetic talents in particular to make up for their own limited mobility. Trading caravans are the large networks of conjoined Dhows which the Nicassar employ when travelling over long distances at their natural leisurely pace, sometimes over the course of centuries.

As they are most content when travelling and can survive for long periods in virtual hibernation, they are uniquely suited for their service to the Tau, exploring systems on the fringes of the Tau Empire. Occasionally caravans accompany Tau fleets to war, and if attacked the Dhows will attempt to move the community to safety, though it is not unknown for them to detach and fight vigorously in defence of their community and the Tau vessels supporting them.

USING NICASSAR CARAVANS

As opposed to a Rig and its separate Dhows, a Nicassar Caravan in motion has its Rig and Dhows as a single entity that does not separate throughout the course of the battle and is treated as a single vessel in all respects. It can be crippled normally, but it does not take critical damage in the normal sense. If the Caravan takes critical damage, apply an additional 1 Hp damage instead. When a Caravan is reduced to zero hits, it and its Dhows all count as destroyed. Remove it from play and replace it with four blast markers centred around the point where it was destroyed.

FLEET LISTS Tau Merchant Fleet List (pg. 434), Tau Commerce Protection Fleet List (pg. 436), Xenos Fleet List (pg. 466)

RIG

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/4	0 cm	0°	1	5+	6

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Gravitic hook	–	Capacity: 4 Dhows	–

SPECIAL
- For every Nicassar Rig in the fleet, four Dhows must be purchased. Their gravitic hooks count toward the number of Dhows in the fleet and cannot be used on any other escort type.

Upon encountering something of interest in wilderness space, a Nicassar Caravan will detach a number of its Dhows to investigate, though it is immobile while its Dhows are manoeuvring separately in this manner. While Caravans will always attempt to retreat in the face of hostility, it is not unknown in desperate situations for a Rig's Dhows to remain separate and actively defend it against a particular threat.

USING NICASSAR RIGS

A Nicassar Rig and its four Dhows remain separate throughout the course of a battle, and the rig itself is stationary in the same manner as any other planetary defence. However, it is not limited as to where it is placed on the table unlike other planetary defences and does not need to be placed within 15 cm of celestial phenomena. A Caravan and a Rig with its four Dhows are essentially identical, despite the different profiles. In the course of a campaign, a player may substitute one for the other for every Rig or Caravan on the fleet list before the start of a battle simply by deciding whether or not the Rig is to move or remain stationary. Once the decision is made, it cannot be changed until the start of the following battle.

FLEET LISTS   Tau Merchant Fleet List (pg. 434), Tau Commerce Protection Fleet List (pg. 436), Xenos Fleet List (pg. 466)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/10	10 cm	Special	2	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	30 cm	12	All round

SPECIAL
- Kroot Warspheres have powerful engines firing in all direction, and this, coupled with the unique, spherical designs of their ships means no command check is needed for *All Ahead Full* special orders.
- During planetary assaults, Kroot Warspheres cannot return to flight during a battle once they have landed. However, they are not destroyed and only count as disengaged for purposes of victory points.
- The Kroot approach spacefaring with an innate sense bereft of the technological advances so keenly sought by other races. When the Damocles Crusade revealed shortcomings in the Warsphere compared to Imperial starships, the Kroot adapted simply by constructing larger Warspheres.

OPTIONS
- A Kroot Warsphere may add 2HP and 2 firepower for +20 points (up to three times).
- A Kroot Warsphere may subtract 2HP and 2 firepower for -20 points (up to two times).
- Warspheres 10HP or greater may also add +1 shield for +10 points.
- Warspheres 10HP or greater may +1 turret strength for +10 points.
- A Kroot Warsphere 10HP or greater can extend the range of its weapons battery by +15 cm for +25 points.

Unlike the Tau, the Kroot are capable of true warp travel but the exact method has been kept secret from their employers. To the Kroot, warp travel is almost migratory and they seem incapable of navigating anywhere other than systems with habitable worlds. It appears they are drawn to functioning eco-systems

The famous Kroot Warspheres are self-contained towns wherein is kept the retained knowledge of Kroot technology and the choicest items they have received as payment for their services. As such they do not risk them in battle willingly and try to avoid direct action against warships unless the need is great or they are being exceptionally well rewarded.

Warspheres have a single drive running through their core from north to south pole and manoeuvring thrusters along their equator. These engines are reliable but very basic making Warspheres very slow. They are powerful enough to allow the Warsphere to land and take-off from a planet although the process is not elegant. When dirtside the manoeuvring thrusters will normally be used to bury the Warsphere.

BOARDING & PLANETARY ASSAULTS

The Warsphere has a boarding strength equal to double its remaining hit points.

In a planetary assault mission a warsphere will contribute 3 points for each turn it is actually landed on the target planet. It contributes nothing for being within 30 cm.

MOVEMENT

Because of their unique construction, Kroot Warspheres don't move in the same way as normal ships. In their movement phase Warspheres travel 10 cm forward in a straight line, no more, no less. Warspheres may not turn or use *Burn Retros* or *Come To New Heading* orders.

On *All Ahead Full* orders Warspheres move an extra 2D6 cm in any direction at the end of their move. If this causes them to move 10 cm or more in a different direction to the one they are travelling in, this becomes their new direction of travel. This can be seen more clearly in the diagrams to the right.

Due to their low speed and considerable momentum, Warspheres which are crippled or moving through Blast markers do not reduce their speed. Warspheres in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit.

CRITICAL HITS

Warspheres lack the complex systems of true space craft, so critical hits are not rolled on the Critical table. Instead each critical hit inflicts +1 point of damage.

CATASTROPHIC DAMAGE

When a Warsphere is reduced to 0 damage it breaks up. Don't roll for Catastrophic damage, instead the Warsphere is replaced by 4 blast markers.

SUCCESSFUL COURSE CHANGE

All Ahead Full roll = 10 cm

10 cm

New direction of travel

Direction of travel 10 cm

The Warsphere moves 10 cm to its right and continues along this new course

UNSUCCESSFUL COURSE CHANGE

All Ahead Full roll = 8 cm

8 cm

Direction of travel

Direction of travel 10 cm

The Warsphere moves 8 cm to its right but its direction of travel is unchanged
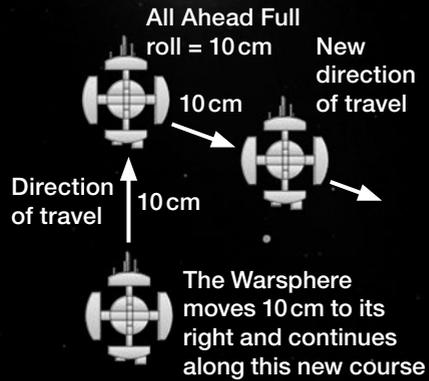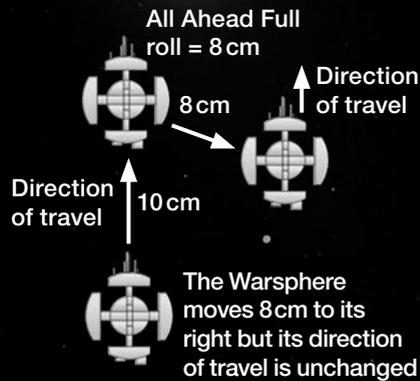
PLANETARY DEFENCES

As well as relying upon the intervention of interstellar warships, a planetary system may also be protected by local defences. The first of these are the high orbit defences, that are capable of attacking enemy ships as they approach the planet. These defence platforms are armed with ship weaponry, such as gun batteries and torpedo launchers, providing a solid ring of protection around the world. Larger installations can also be found, such as space stations and orbital docks which bristle with weaponry and attack craft launch bays. Most supreme of all are the six Blackstone Fortresses of the Gothic sector, with an immense battery of weapons capable of obliterating capital ships and cutting through whole squadrons of lighter vessels.
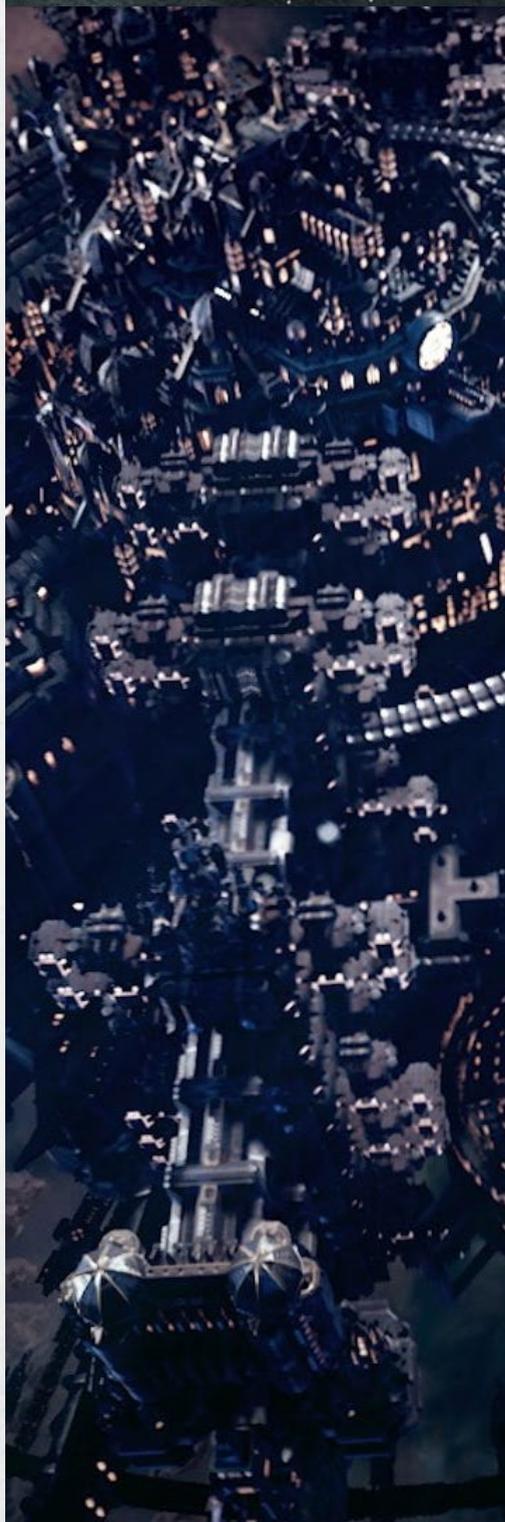
As well as stationary defences, many systems also use system defence vessels. Unlike larger warships, these ships have no warp engines and are therefore confined to the system. They are slow compared to the sleek frigates and destroyers of the Imperial Navy, but their guns are still potent enough to damage the largest enemy vessels.

Orbital defences or ships that count as defences may be placed in squadrons, with l HP fixed or mobile defences grouped in up to six units and larger defences grouped in up to four.

In addition to high orbit defences, a planet may also have a number of ground-based laser silos, missile batteries and airfields which can attack ships that enter low orbit, intent on bombarding the planet's surface or deploying troops for a planetary assault.

Stationary planetary defences may be placed in base contact if desired, but they can never be stacked or have their bases overlap other stationary planetary defences.

HIGH ORBIT DEFENCES

High orbit defences may be placed around a planet or its moons. They must be deployed within the planet or moon's gravity well (ie, 10 cm for a small planet, 15cm for a medium one, etc.).

LOW ORBIT DEFENCES

Low orbit defences may only be deployed on the low orbit table. They are all ground-based, so must be placed along the table edge which has been designated as representing the ground. Laser and missile silos have a front fire arc which faces away from the planet's surface and into space. Low orbit defences can never attack ships which are not on the low orbit table. It is particularly important to realise that ordnance launched from the ground cannot move up to high orbit - the fuel expended to achieve escape velocity means that the ordnance is rendered useless by the time it gets there.

INCLUDING PLANETARY DEFENCES IN YOUR GAMES

There are a number of ways to use planetary defences in Battlefleet Gothic:

Scenario driven
Some scenarios specify that the defender can spend a certain amount on planetary defences. In this case, the player with planetary defences chooses from the planetary defences list up to the points value indicated in the scenario.

Some larger planetary defences, such as space stations and Blackstone Fortresses, will probably only be used in very large battles or in specific scenarios you have designed for them. For example, you might like to re-fight one of Abaddon's attacks on the Blackstone Fortresses.

When desired, the defender in a scenario may spend up to one-third of his allocated point value on planetary defences, in addition to any planetary defences provided by the specific scenario. This allows for the use of larger planetary defences such as major fleet bases and the like, for which the profile and point cost of an Imperial Blackstone Fortress on p.145 [???] of the rulebook may be used. However, these additional defences come directly from the points allowed against his or her fleet list. This means trading off the mobility of ships for heavier planetary defences.

During standard games around a planet
As well as in special scenarios, you can also use the following method to play battles using planetary defences. If you generate a planet as a celestial phenomenon, you can also give it planetary defences if you wish. A small planet will have D6-2 orbital defences, a medium sized planet will have D6-1 planetary defences and a large planet D6 planetary defences. If the scenario has an attacker and a defender, then the defender is assumed to have control of the planet (although you could switch this to fight defensive battles in an enemy-held system). If there is no attacker and defender, both players roll a dice to see who controls the planet. Each planetary defence can be worth up to D6x5 points - roll each one separately. You may combine the points of several planetary defences to buy a single, more expensive defence system. For example, if you have a defence worth 40 points, one worth 15 points and another worth 35 points,

you can combine them to buy an orbital dock (90 points).

Alternatively, you can decide beforehand that you'll be fighting near to a planet, in which case the defending player may buy planetary defences out of their normal points value - a small planet can have no more than 4 planetary defences, a medium planet can have a maximum of 5 planetary defences and a large planet a maximum of 6. It is also a good idea to put an upper limit on the amount of points that can be spent (for example, in a standard battle perhaps no more than 10% of the fleet's points may be spent on planetary defences).

Bear in mind that medium sized planets are more likely to be inhabitable than small or large planets and that the vast majority of planets in the Gothic Sector are uninhabited. You could include planetary defences in your normal games for added variety, but it's not something you should feel compelled to do every time you stick a planet on the tabletop!

In a campaign
If you are playing a campaign and you know which system type (eg, hive, agri-world, etc.) you are fighting in, you can use the following table to decide the level of planetary defences. Remember, not all the battles in a system will take place around the primary world - there may be a different type of inhabited world, or the two fleets might be fighting around an uninhabited planet.

You can also use the table to generate a random planet type during a non-campaign game - roll 2D6 and see what type of planet you're fighting around. In this case, the number of planetary defences are determined by the planet's type rather than its size. However, they automatically pass any other leadership tests they may be required to make.

2D6	PLANET TYPE	NUMBER OF DEFENCES
2	Forge world	D6+1
3	Hive world	D6
4–5	Civilised world	D6-1
6–7	Uninhabited	D3-1
8–9	Agri-world	D6-2
10–11	Mining world	D6-2
12	Penal colony	D6

PLANETARY DEFENCES LEADERSHIP

Stationary defences and vessels used as planetary defences such as Defence Monitors or system ships do not roll for leadership or have a leadership value just as other normal planetary defences do not, with the exception that they reload ordnance (where applicable) on a nominal leadership of 7 unless specifically stated otherwise in their fleet lists or special rules.

This means that they cannot take on any special orders except *Reload Ordnance*, though they may also attempt to *Brace For Impact* against this same leadership.

They also make all other leadership checks they may have to make against Ld 7, such as for navigating celestial phenomena and for ignoring closest targets.

Ships that are targeted as defences but otherwise are not normally restricted to planetary defences, such as Ork Roks, Kroot Warspheres, etc., are treated as ships and can make Special Orders normally.

HIGH ORBIT DEFENCES

Orbital defence laser platform (pg. 489)....... 30 pts
Orbital torpedo launcher (pg. 490) .... 30 pts
Orbital weapons platform (pg. 491) .... 30 pts
Orbital mine (pg. 492) .... 5 pts
0-2 Minefields (pg. 493)................................. 40 pts
0-6 Fire ships (pg. 496) .... 10 pts
System ship (pg. 495) .... 20 pts
Defence monitor (pg. 494) .... 60 pts
Orbital dock (pg. 488) .... 90 pts
Space station (pg. 487).................................. 150 pts
Blackstone fortress (pg. 486) .... 400 pts

LOW ORBIT DEFENCES

0-8 Defence laser silos (pg. 497).................... 15 pts
0-8 Missile silos (pg. 497) .... 5 pts
0-4 Air bases (pg. 497).................................... 20 pts

RAMILIES CLASS STAR FORT — 875 PTS
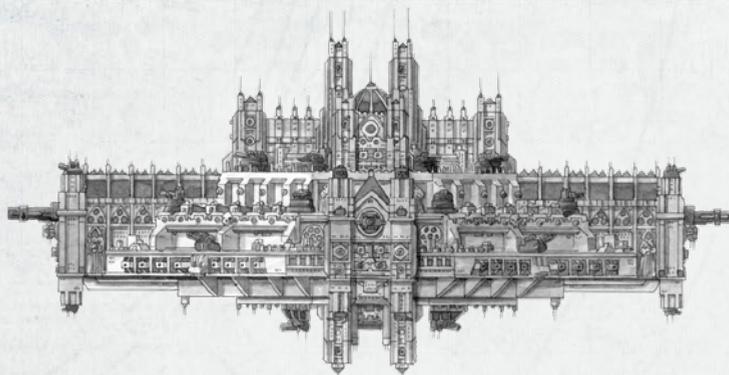
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/12 (quadrant)	0 cm	0°	4 (quadrant)	5+	4 (quadrant)

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
QUADRANT WEAPONS			
Weapons battery	60 cm	12	Quadrant
Lance battery	60 cm	5	Quadrant
Launch bays	Fighters: 30 cm Bombers: 20 cm	4 squadrons	–
BASILICA WEAPONS			
Weapons battery	45 cm	4	All round
Torpedo silos	30 cm	9	All round

SPECIAL
- **Availability:** The Ramilies is available to Imperial and Chaos Fleets, subject to the rules below.
- **Deployment & Scenarios:** A Ramilies can be deployed as an orbital defence or, in appropriate scenarios such as Planetary Assault, Exterminatus, Surprise Attack, or Hunter, Prey as a replacement for a planet. In such scenarios orbital defences may be sited within 30 cm of a Ramilies class star fort. A Ramilies is bought from the fleet's points, rather than defences to represent its rarity and importance. Ramilies may only be used by prior agreement in competitive games (it's unlikely to be ambushing you in the middle of a fleet engagement after all), but can prove to be a good 'surprising find' for players in Umpired scenarios.

The Ramilies class star fort has formed a vital lynch pin in Imperial strategy since the earliest days of the Great Crusade. It was designed, according to Mechanicus legends, by the hitherto unknown Artisan Magos Lian Ramilies from STC materials captured in the purgation of the 'Stone World', Ulthanx. The Hyper-plasmatic energy conduction system used by the Ramilies is barely understood by the Techpriests in current times, but thanks to the STC system it is still reproducible and has guaranteed endurance of over 3,000 years. The greatest advantage of the Ramilies by far is that its powerful generators can erect a warp-bubble over the entire structure enabling it, with the aid of seventeen navigators and an attendant fleet of tugs, supply ships, warships and system craft, to enter the Warp and be towed to different star systems.

This operation, always perilous, has resulted in the loss of over twelve hundred Ramilies stars forts in their ten millennia of service to the Emperor. However each journey has shortened Imperial campaigns by years at a time by allowing the Imperial fleet to move repair, command and resupply facilities right up to the front line, saving its ship's lengthy return trips to temporary supply bases or full repair dock facilities far behind the warzone.

The Ramilies itself is heavily armed as befits its role and fully capable of fighting off a fleet of attackers if need be. On occasion they are commandeered to be placed as permanent orbital bombardment emplacements over embattled worlds, or act as part of the defences of a vital system. At any one time Cypra Mundi will include between six and eight of these gigantic fortresses as part of its orbital ring. Some are used as Adeptus Mechanicus deep space research facilities for projects too secret to be placed near any inhabited world. Others have gone to the Inquisition to be used as hidden fortresses for that clandestine and all-powerful organisation. Over the centuries blasphemously altered rebel star forts have been sighted likewise supporting Chaos renegade fleets. Such abhorrence is attached to these twisted parodies that they are pursued doggedly by Imperial Navy captains, but the last accreditted destruction of one was in the Tauran Annulus in M.39. Ork raiders have captured partially crippled Ramilies at least six times, most memorably in the notorious 'Skaggerak Incident' during the Segmentum Obscurus fleet review of 975.M41

QUADRANTS

The Ramilies star fort is so large that its weapons, hits and defences are divided up into four 'quadrants' representing the different sides of the space station. When the star fort is fired upon, determine which quadrant the firing will hit by tracing a straight line from the stem of the firing ship to the centre of the fort. Likewise, when ordnance hits it will be resolved against the quadrant of the fort it moves in from.
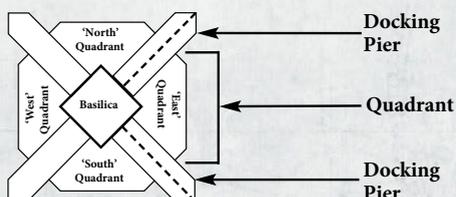
Templates

Nova cannons and Armageddon guns can score a 'full on' D6 hits only against the quadrant most under the centre hole of the marker when it hits.

Damage & Criticals

All damage and criticals only affect the quadrant that they are inflicted against unless specifically noted otherwise. Quadrants are crippled individually once they are reduced to 6 Damage Points. Once a quadrant's hits are reduced to 0 any further hits plow into the drifting wreckage and do no further damage, treat that quadrant of the base as an asteroid field from now on. This effect cannot damage the other quadrants and remains unchanged if the owning player elected that it rotate at the start of the game.

Ramming

When ramming the Ramilies, you can only ram the quadrant you first contact. If a ship happens to make contact right at the junction between two quadrants (as measured by the model's base, not the model itself!), the ramming player may pick one of the two adjacent quadrants to ram.

Hit-and-run Raiders

Hit and run raids are likewise resolved only against the quadrant they are directed at and will not affect other quadrants.

Boarding

The Ramilies cannot be boarded by ships. Whole regiments would be needed. The only vessel that may attempt to board a Ramilies is a space hulk, as only a space hulk has sufficient numbers of troops.

If it does so, the remaining hit points of all four quadrants apply to the Ramilies' boarding value, but only the turret value of the quadrant actually being boarded is added to this value.

Resulting hits and critical damage are only applied to the quadrant that was actually affected by the boarding action.

The Ramilies can always board any enemy ships in base contact in the end phase of its own turn, and it can decide how many quadrants are involved in the boarding action.

Damage Control

Damage control is also undertaken individually. To all intents and purposes the four quadrants function as individual stations placed 'back to back'. The fort itself is only destroyed once all four quadrants are reduced to 0 Damage Points, and you should then roll on the catastrophic damage table for the Ramilies.

Massing turrets

The various quadrants of a Ramilies Star Fort automatically count as massing turrets (unless crippled or destroyed, following all normal rules for massing turrets on [???]). However, only the quadrants adjacent to it can mass turrets with a given quadrant, giving it a maximum of +2 turrets. This is in addition to any ships that may be in base contact, though

the maximum restriction of no more than +3 turrets still applies.

ROTATING

Before the game starts, the owning player can decide if the Ramilies will rotate or not. Once the decision is made, it cannot be changed throughout the game. If it is decided that it will rotate, it does so for 45° once per game turn (no more or less) at the beginning of the owning players movement phase. If it rotates, it will always rotate in the same direction. The Ramilies otherwise does not move in any way during the course of the game, it still counts as defences, and this movement does not alter nor can it be altered by any command checks or special orders the Ramilies can make. If the owning player decides the Ramilies Star Fort will rotate, then it cannot have ships dock with it for the duration of the game. Blast markers not removed remain in place when the Ramilies rotates and affect whatever quadrant they are in contact with at the end of its movement.

ORDNANCE

A Ramilies Star Fort may have in play up to twice the attack craft markers as the number of launch bays it has remaining.

SHIELDS & BLAST MARKERS

Each quadrant has its own shields; when blast markers are placed put them in contact with the appropriate edge of the fort's base.

Although the four quadrants are essentially in contact with each other, blast markers are only placed between the quadrant taking fire and the quadrant closest in the line of fire to that taking fire. In other words, a single round of shooting form a ship or squadron cannot place blast markers in base contact with more than one other quadrant besides the quadrant it is shooting at (for two in total) Quadrants not so affected count as not having blast markers in base contact, even if blast markers are in base contact with the model itself.

In the End Phase D6 blast markers are removed from the whole of the Ramilies fort, not per quadrant.

DOCKING

Friendly ships in contact with the Ramilies model can halt their movement just as if they were in a gravity well. If they wish to turn they may use *Burn Retros* special orders without taking a Command check to do so.

If a ship is in contact with one of the four inter-quadrant docking piers it can fully dock. While fully docked, it gains an extra four dice when rolling for damage control and if it remains docked for two full turns and was not braced, it is considered to have automatically reloaded ordnance (no Command Check required).

Even while fully docked the ship can still be targeted and attacked separately to the fort, although it counts as being in close formation with the fort for massed turret fire with the benefits and dangers that brings. For more detail see [???] page 158.

SPECIAL ORDERS

Unlike most defences, the command control and communications of the Ramilies is superior to even that of a warship. To represent this a Ramilies can use the following combat orders:

- Reload Ordnance
- Lock On
- Brace for Impact

Ramilies are also typically manned by experienced personnel, so their Leadership is rolled as for a capital ship. A Ramilies also has a single command check re-roll which may be used when it attempts to roll special orders. Fleet Commanders may be placed aboard a Ramilies, in which case their own Leadership value is used by the fort and the fort's re-roll is added to the commander's own re-rolls so that it can be used throughout the fleet.

SPLIT ORDERS

The internal communications of the Ramilies mean that its different quadrants can use different squadrons can use different special orders. For the purposes of issuing special orders to the Ramilies the owning player can effectively divide the quadrants up into squadrons and then issue special orders to

each in turn.

For example, the player wishes to issue Reload Ordnance orders to the north and east quadrants, while Locking On with the south and west. Only two Command checks are made for the two pairs of orders. If later in the turn the player needed to Brace for Impact he could do so with a single quadrant only, leaving the rest free to reload or lock on again next turn.

Weapons mounted on the central Basilica count as operating under the special orders of all of the quadrants, so it entirely possible for them to be locked on, reloading and braced all at the same time. Brace for Impact orders will halve the firepower and ordnance strength of the Basilica weapons as normal.

THE FORT IN CAMPAIGNS

In a campaign a Ramilies can only be gained by a commander of eleven or more renown by making a dedicated appeal needing a 5+ to succeed. Alternatively the commander may surrender control of one forge world or hive planet and be granted a Ramilies by way of replacement. A Ramilies generates repair points equivalent to a pirate base and players can attempt to attack it in the same way as a pirate base. In addition to generating repair points the Ramilies enables one capital ships or escort squadron withdrawn for full repairs to return before the start of the players next game on a D6 roll of 4+.

If a Ramilies is found it can be moved to try and prevent further attacks on it. If the owning player decides to move his fort he must roll a D6. On a roll of 1 the fort is lost in the Warp and must be struck from the roster. On a 2 or more the fort relocates successfully and must be found again before it can be attacked.

A Ramilies can earn ship and weapon refits (NOT engine refits – re-roll this result!) over the course of a campaign, and any refits earned apply to all quadrants.

SPECIAL TORPEDO REFITS

A Ramilies can purchase special torpedoes from [???] on p.156-157 of Armada. However, if the Basilica takes critical damage while armed with torpedoes affected by critical

damage (such as vortex torpedoes), BOTH critical damage effects from the table and from the torpedo special rules apply. Resulting additional hits from damage caused by the torpedoes can be distributed among the Ramilies quadrants as decided by the enemy player.

CRITICAL HITS

Some of the larger defensive platforms like space stations and the Ramilies have multiple hits. When it comes to taking damage, defences with multiple hits work just like capital ships. They can suffer criticals just like capital ships and get crippled once they have lost half of their Damage Points. Remember that critical hits against the Ramilies only affect the quadrant they are scored against unless the result specifically states otherwise. The Ramilies class star fort uses the special critical hits table opposite.

CATASTROPHIC DAMAGE

Once all four quadrants of the Ramilies are reduced to 0 Damage Points roll a D6 to see what happens to the vast wreck.

RAMILIES CLASS STAR FORT CRITICAL HITS TABLE		
2D6 Roll	Extra Damage	Result
2–3	+0	**Lances damaged:** The quadrant's lance array is taken off line by the hit. The quadrant's lance armament may not fire until it has been repaired.
4	+0	**Main armament damaged:** Heavy damage silences some of the quadrant's weapon batteries. They fire at half strength until it has been repaired.
5	+0	**Ordnance Bays hit:** The quadrant's ordnance bays are ravaged by explosions. No ordnance may be fired by the quadrant until the bays have been repaired.
6	+1	**Reactors damaged:** The hyper plasmatic reactors are damaged, shutting down the power grid to the defences. Until the damage is repaired the quadrant's shields and turrets are at half strength.
7	+0	**Fire!** Oxygen lines are broken, leading to fires in many compartments. Roll to repair (extinguish) the fire in the End phase, if the fire is not put out it causes 1 point of extra damage and keeps burning.
8	+D3	**Hull breach:** A huge gash is torn in the quadrant's hull, causing carnage among the crew.
9	+0	**Command Tower Struck:** A command tower on the central basilica is torn away. The Ramilies' Leadership value is reduced by -2 points. This damage may not be repaired.
10	+0	**Shields Collapse:** The shield generators overload and burn out, leaving the quadrant's virtually defenceless. The quadrant's shield strength is reduced to 0. This damage may not be repaired.
11	+D3	**Basilica penetrated!** The main basilica is struck, causing immense destruction as the torpedoes stored there explode and wreak havoc. All quadrants suffer D3 damage and the Basilica weapons are lost.
12	+D6	**Reactor Struck!** The central plasma reactor at the heart of Ramilies is struck, all four quadrants suffer an extra D6 hits from the resulting power surges and leaking plasma. Roll another critical damage result immediately and apply that to the quadrant struck.

| RAMILIES CLASS STAR FORT CATASTROPHIC DAMAGE TABLE		
D6 Roll	Extra Blast Markers	Result
1–2	0	**Wrecked:** The main structure of the stations survives somehow with parts intact and even some pockets of atmosphere. Venting gases and wreckage block line of fire across the wrecked fort, treat any movement through it as moving through an asteroid field.
3	0	**Structural Collapse:** The area is filled with huge chunks of wreckage as the fort comes apart. Place a 15 cm diameter asteroid field where it was.
4–5	2D6	**Hyper-plasma Meltdown:** The sophisticated reactor of the Ramilies goes critical in spectacular style. Resolve eight lance shots at every ship within 4D6 cm. All ordnance within that distance is removed. All other ships, defences and ordnance markers on the table suffer the effects of a solar flare centred on the fort, as noted on [???] p47 of the Battlefleet Gothic rulebook. Finally the fort itself is replaced by 2D6 blast markers.
6	0	**Warpbubble Implosion:** The Ramilies is drawn into the Warp by an instantaneous collapse of its warp bubble generator. Resolve four lance shots at every ship and ordnance marker within 4D6 cm. Then replace the Ramilies with a Warp Rift as detailed on [???] p45 of the Battlelfleet Gothic rulebook. All ordnance and ships on the table top are then immediately drawn 15 cm towards the Rift and, if moved into it, will be affected as noted in the Celestial Phenomena rules.

BLACKSTONE FORTRESS
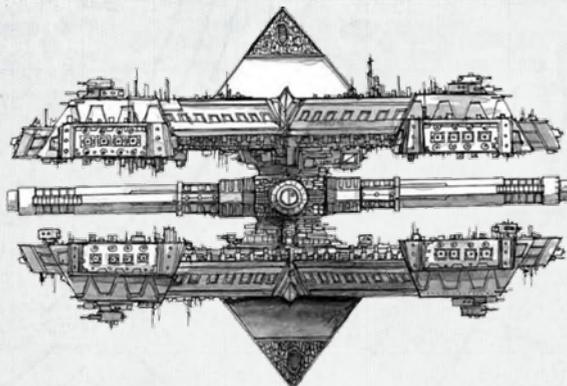
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/16	0	0	6	5+	6

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	60 cm	20	All round
Lance battery	60 cm	4	All round
Launch bays	Fighters: 30 cm Bombers: 20 cm	8 squadrons	–

The mighty Blackstone Fortresses were the foundation of the Imperial Naval strategy and presence in the Gothic Sector. With the exception of Port Maw, each sub-sector was based upon the location of a Blackstone Fortress, which functioned as the primary naval base for the sub-sector. Although almost entirely dormant, a Blackstone Fortress was still open to exploitation by Imperial forces. The Adeptus Mechanicus linked numerous weapon systems to its alien and near-incomprehensible energy grid, opened up vast chambers to be used as attack craft launch bays and installed defence turrets over its surface. Thought impregnable by the Navy, the Blackstone Fortresses were finally overcome by Abaddon using a previously undiscovered method of shutting down the power supply, thus rendering all the weapons and defence turrets useless. Once deactivated, the Blackstone Fortresses were defenceless against ranged attacks and almost undefendable against a determined boarding action. At the end of the Gothic War, the Blackstone Fortresses still under Imperial control destroyed themselves; it is unknown whether those controlled by Abaddon suffered a similar fate.

SPACE STATION
150 PTS
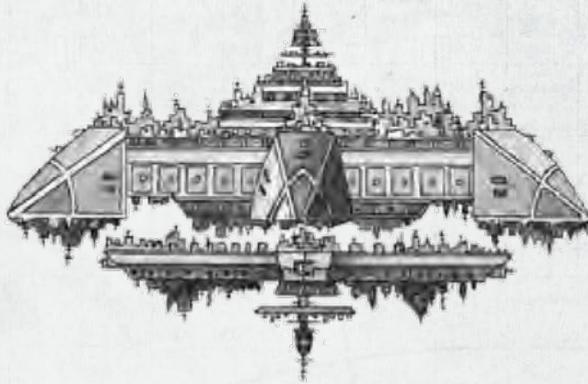
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/8	0	0	2	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	60 cm	12	All round
Lance battery	30 cm	3	All round
Launch bays	Fighters: 30 cm Bombers: 20 cm	4 squadrons	–

The term space station covers a number of large orbital installations whose roles include commercial and military shipyards, Adeptus Mechnicus research facilities, Naval command bases and stations built purely for habitation. The largest are capable of handling several large military capital ships at once, although most can only cope with a single cruiser or squadron of escorts at any one time. Most shipyards are controlled by the Imperial Navy or Adeptus Mechanicus, although a few worlds in the Gothic Sector, such as Luxor and Verstap, operate independent space stations under ancient contract to Port Maw. Space stations are sizeable and well armed, capable of fending for themselves against small raiding fleets and bear the brunt of much of the fighting in a system. In the Gothic War control of space stations capable of re-supplying and re-fitting warships was of paramount importance and they became the focal point for many battles. The Chrysalis shipyards at Arimaspia were fought over eighteen times between 150-153.M41, including a battle through its corridors and factories between traitor Marines and Naval personnel which lasted for over three weeks.

ORBITAL DOCK 90 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/6	0	0	2	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	30 cm	4	All round
Launch bays	Fighters: 30 cm Bombers: 20 cm	4 squadrons	–

During peacetime, orbital docks are loading and unloading points for an interstellar transport's lighters and boats, transferring incoming goods and passengers down to the planet's surface and relaying outgoing cargo to ships due to leave. If the system is attacked, the orbital dock's extensive facilities can be turned to preparing and launching military craft to fight off the enemy. Orbital docks also have construction and repair facilities for smaller ships, but lack the specialised workshops required to build and re-supply warships.

ORBITAL DEFENCE LASER PLATFORM   30 PTS
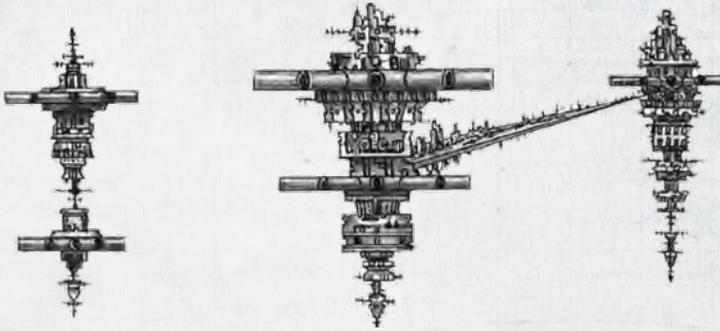
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/1	0	0	1	6+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Lance battery	30 cm	2	All round

Defence lasers are massive high-energy weapons similar to a ship's lances. Built around a powerful plasma reactor, a defence laser platform is armed with several of these large cannons, giving it the ability to direct fire in every direction. Defence laser platforms are particularly effective at destroying fast-moving escorts sent ahead of the main fleet to clear away any defences and they contributed greatly to breaking up the Chaos attacks on Orar and Elysium during the opening stages of the Gothic War.
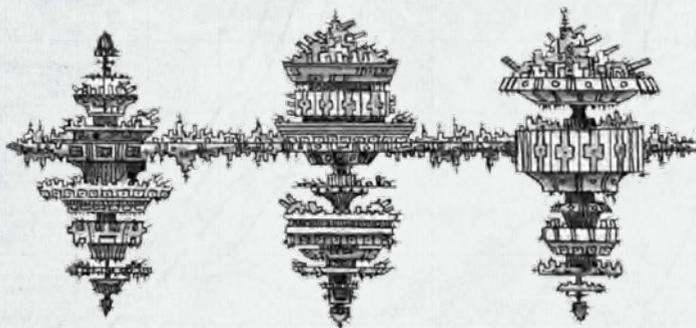
ORBITAL TORPEDO LAUNCHER   30 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/1	0	0	1	6+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Torpedoes	30 cm	6	All round

Orbital torpedo and missile batteries are one of the greatest deterrents to an enemy intent on attacking a world. They can attack from a distance to disrupt an enemy's advance and deliver a lethal blow against vessels which approach too closely to a planet. An Ork Terror ship, named the Barbaric, was destroyed by combined salvoes of fire from three torpedo batteries during its attack on the mining colony of Platea in the Cyclops Cluster and they have also proved decisive in driving off several Chaos invasion forces.

ORBITAL WEAPONS PLATFORM　　　　　30 PTS
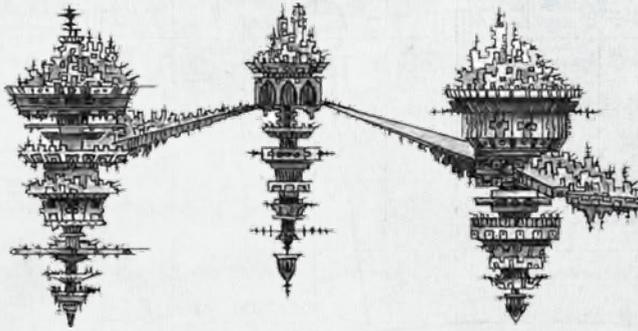
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/1	0	0	1	6+	2

| ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	60 cm	6	All round

An orbital weapons platform normally mounts several laser batteries capable of striking at the enemy before they get too close to the planet. Many orbital batteries are manned by Imperial Navy personnel, although some are built and crewed at the expense of the planetary Imperial Commander. The most sophisticated orbital platforms, such as those found protecting Port Maw and the Adeptus Mechanicus forge worlds, have no crew at all and use complex logic engines to detect and fire at vessels which do not broadcast the correct identification codes.
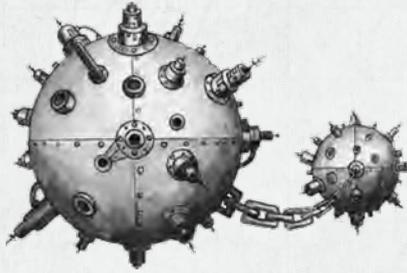
| **SPECIAL**	• The orbital mine moves 10 cm towards the nearest enemy ship in each ordnance phase.
	• If it moves into contact with the base of an enemy ship it detonates and rolls eight dice to hit the target vessel. The target vessel may fire its turrets normally. If the mine is hit it rolls four Attack dice instead of eight. Shields protect against hits from mines normally.
	• An orbital mine is treated like any other ordnance for the purposes of movement, Blast markers and shooting. Except for fighters, mines are not affected by, and do not affect, any other Ordnance markers they come into contact with. If the mine comes into contact with fighters, both markers are removed as normal. Friendly attack craft (including fighters) will not attack activated mines.
	• 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.
	• Individual mines purchased separately count for victory points when destroyed, regardless of how they are removed from play.

An orbital mine is a piece of heavy ordnance placed to protect a location such as a planet, moon or space station. With its own small engine it will home in on any energy signature it detects which is not accompanied by a friendly beacon signal. At close range it detonates a powerful warhead, which can cripple even the largest vessel.

MINEFIELD 40 PTS
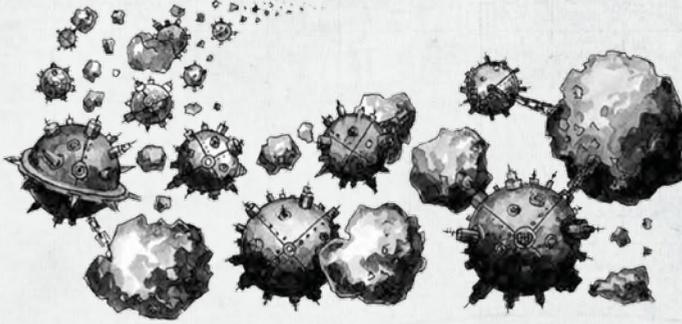
SPECIAL	

- A minefield covers an area that is D3 × 5 cm by D3 × 5 cm and must be placed with an edge within 15 cm of a tabletop feature (such as a planet, moon or asteroid field).
- A minefield will block line of sight through it. Toward friendly ships, a minefield behaves as an asteroid field in all respects, and they may traverse a minefield as they would an asteroid field normally. Foolhardy enemy vessels may attempt to do so using a leadership check as when traversing an asteroid field.
- In the owning players ordnance phase, roll a dice for each enemy ship within 30 cm of the edge of the minefield. On a roll of a 5 or 6 the ship has been detected. Add +1 to the roll if the ship is on *All Ahead Full* orders and deduct -1 if it is on *Burn Retros* orders, also subtract -1 if the ship is an Escort. For each ship detected, the player may place one orbital mine anywhere in contact with the edge of the minefield. Once in play, orbital mines follow the rules on pg. 492. Enemy ships inside a minefield will affect activating mines just as if they were outside the minefield normally, in which case they would be the first ship(s) targeted by any activated mines. If multiple enemy vessels enter a minefield and activate mines, the player owning the minefield determines which vessels activated mines attack first.
- Attack craft are not large enough to activate mines and can hide in a minefield the same way they may do so in an asteroid field (destroyed on a D6 roll of 6).
- Torpedoes that contact a minefield are destroyed.
- It is possible to suppress a minefield with firing, using gun decks and lances to create a swirl of gas and debris to blind the field's motion trackers. When shooting at minefields, treat them as ordnance for purposes of target priority. A minefield may be fired at like an Ordnance marker and has an armour value of 6. Each hit scored allows you to place one Blast marker in contact with the minefield. If a minefield has Blast markers in contact with it, deduct -1 from any dice rolls to detect ships. In each end phase, each minefield will lose D6 Blast markers and these do not count towards the number of other Blast markers that can be removed that turn.
- Individual mines deployed from a minefield do not normally count for victory points when destroyed.

As well as solitary mines, some systems are protected by minefields covering several thousand kilometres. If an enemy approaches too close, the motion-tracking surveyors may detect the intruder and activate several of the mines to seek out the target and detonate.
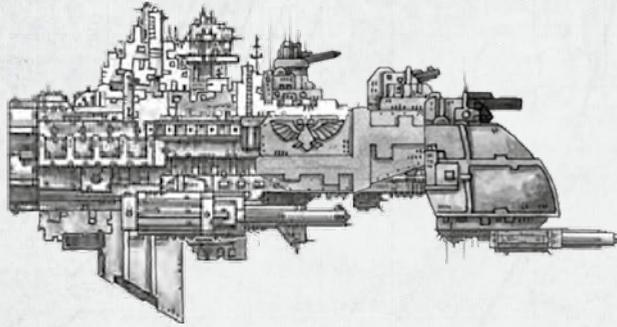
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	10 cm	45°	2	6+	2

| ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	30 cm	8	Left/front/right
Lance battery	30 cm	1	Front

Defence monitors are dedicated defence ships crewed by Imperial Navy personnel, designed to hammer the enemy at close range. Much of the power generation systems are linked to armaments rather than engines, which means that they pack a lot of weaponry for their size, but are relatively hard to manoeuvre. However, when fighting an enemy who is intent on attacking a world and who must therefore approach closely and directly, this ungainly handling is not so much of a handicap.
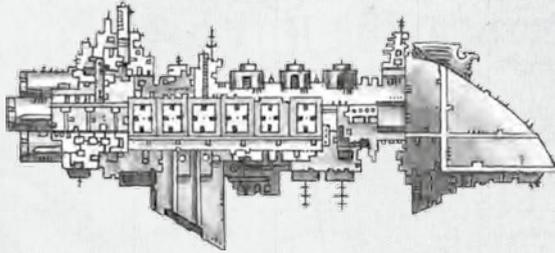
SYSTEM SHIP   20 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15 cm	45°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	30 cm	3	Left/front/right

System ships are a mix of short-range strike vessels and other starships incapable of interstellar travel. They often have civilian crews and lack the sophisticated targeting systems, superior engines and manoeuvring thrusters of a warship, but when used in numbers can still pose a real threat. During the Eldar attack on Misere in 153.M41, the Governor's personal fleet of luxury cruise ships were quickly fitted with gun decks and sent into battle.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15 cm	45°	1	5+	1

SPECIAL	• The controlling player can detonate a fire ship at any point in its movement phase, inflicting D3 Fire critical hits on every ship within 3D6 cm. As with any escort suffering a critical hit, escorts within the fire ship's blast will be automatically destroyed, as are any Ordnance markers. Remove the detonated fire ship and put a Blast marker in its place.

Fire ship is the name given to a variety of de-commissioned warships, merchant transports and other old vessels which have been packed full of unstable plasma and incendiary explosives. They are guided into the enemy fleet by a skeleton crew, who sets the ship to explode and then evacuate in escape pods - although there were several incidences of fire ship crews staying with their vessel to the end to ensure that they caused as much damage as possible. The massive explosion caused by a fire ship detonation will pass through a ship's shields and can cause horrendous damage to the structure of a vessel caught within its blast. Fire ships were first used in the Gothic War by Commodore Kurtz during the defence of Delos, where the Unforgivable was crippled by the simultaneous blasts of two fire ships as it closed with Delos IV.

AIR BASE   20 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Ground/1	0	0	0	6+	2
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Launch bays		Fighters: 30 cm Bombers: 20 cm		4 squadrons	–

Many fighters and bombers are designed to operate in a planet's atmosphere as well as in space. From surface airstrips and underground launch bays, these attack craft can fly up from the planet to attack ships which take up a low orbit or intercept incoming bombers and torpedoes directed towards ground-based targets.

DEFENCE LASER SILO   15 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Ground/1	0	0	0	6+	0
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Lance battery		60 cm		3	Front

These huge installations house several massive laser weapons that fire hundreds of miles out of the planet's atmosphere. Planet-based lasers require even more power than ship lances, to compensate for the unavoidable defraction of the energy beam caused by firing through the atmosphere. The bulk of the silo is normally built underground, adding the protection of hundreds of feet of rock to the metres-thick walls of the silo itself.

MISSILE SILO   5 PTS

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Ground/1	0	0	0	6+	0
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Torpedoes		30 cm		6	Front

There are many different types of ground-based missile defence systems. Some are simply one-shot launch tubes dug into the planet's surface, relying on the missiles' own mechanical brain to locate and move towards targets in orbit. Others are mobile launchers, which can be moved about on the planet's surface to provide orbital defence for armies on the ground, often using their own long-range surveyors to detect approaching ships and guide their huge payloads to the target.

ADDITIONAL VESSELS

Most vessels in a fleet will be chosen from a fleet list, and will be specifically to tailored to the fleet of an individual race. However, there are some vessels which are employed by almost all races – most commonly the smaller support and transport vessels which might be linked to a specific scenario. In most cases, such ships are fairly universal across the different races, and so a single profile and set of rules is usable by any fleet. The following pages include entries for a number of additional vessels which you can use in this manner.

## Q-SHIPS, ARMED FREIGHTERS & ESCORT CARRIERS

These might be interesting additions to a Convoy scenario. You may replace regular freighters with these ships on a one-for-one basis, paying the points cost of the ship out of your own allowance; for example, if you had eight freighters, you could replace four of them with armed freighters and pay 80 points, or replace them all with armed freighters and pay 160 points.

HEAVY TRANSPORTS

If you want to use heavy transports just swap two ordinary transports for each heavy transport. Up to a third of the transports in your fleet may be heavy transports.

ESCORT CARRIER

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15 cm	45°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	Fighters: 30 cm Bombers: 20 cm	1 squadrons	–
Starboard launch bays	Fighters: 30 cm Bombers: 20 cm	1 squadrons	–
Dorsal weapons battery	15 cm	2	Left/front/right

SPECIAL
- Escort carriers do not count as freighters for victory conditions.
- They make *Reload Ordnance* checks at -1 Ld.

Freighter hulls were often converted to "escort carriers" installing fighter support equipment into their cramped cargo bays to launch out the cargo doors. The difficult conditions meant that accidents abounded, and few squadrons of craft could be carried in any case.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15 cm	45°	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	30 cm	3	Left/front/right
Lance battery	30 cm	1	Front

SPECIAL
- Q-ships are not declared as such when deployed onto the table; the owning player must write down which freighters are Q-ships at the start of the game. The owning player may reveal the ship as a Q-ship at any time during the game; it is, obviously, also revealed as a Q-ship if it is hit twice by enemy fire (thus producing two blast markers.) It is permissible for the owning player to 'hold back' one of his Turrets if the Q-ship is attacked by enemy attack craft (to avoid revealing it), but this is a dangerous gamble.
- Q-ships do not count as freighters for victory conditions, as they have no transport capacity.

Freighters were occasionally fitted with hidden guns and upgraded shield generators and mixed in with convoys as "Q-ships". These ships would remain undercover until the enemy came within close range, at which time they would reveal their surprising firepower.

FLEET LISTS   Rogue Trader Exploration Fleet List (pg. 170), Pirates and Wolf Packs (pg. 172)

ARMED FREIGHTER

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15 cm	45°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	30 cm	3	Left/front/right

SPECIAL
- An armed freighter reduces its cargo capacity to carry bigger guns and reactors; it therefore counts as only half a freighter in scenarios that involve them. Round fractions down at the end of the game; therefore, if only one armed freighter and nothing else escapes a Convoy scenario, you lose.

Often freighters operating in dangerous areas would install military gun batteries and fire control systems operated by warship crewmen. It sometimes even helped.

Less common, but still not unknown, is for these freighters to actively engage in military duty, lending what little support to an outnumbered or isolated battlefleet.

FLEET LISTS   Rogue Trader Exploration Fleet List (pg. 170), Pirates and Wolf Packs (pg. 172)
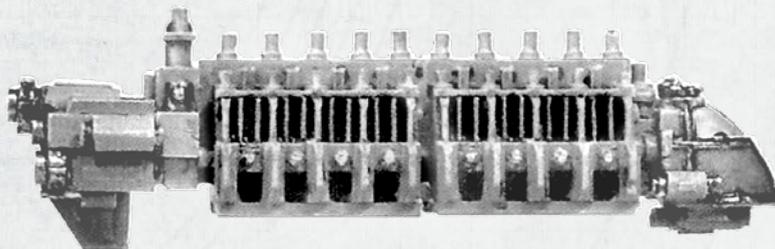
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	15 cm	45°	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	15 cm	3	Left
Starboard weapons battery	15 cm	3	Right
Dorsal weapons battery	15 cm	2	Left/front/right

Not all merchant ships fall into the standard 'small transport' category. Some of the larger trading galleons and ore carracks approach the size of warships, though most commonly these accompany Rogue Trader fleets exploring beyond known space or ply the major trading routes of Segmentum Solar.

Despite their size, these heavy transports mount relatively little weaponry and remain substantially more vulnerable than a true warship.

Thank you for reading.

I hope you enjoyed this compilation of rules presented in a new format and you have many space battles yet to fight.

If you find any errors, please feel free to contact me at: simon.saier@gmx.de

BATTLEFLEET GOTHIC

— REMASTERED —

+++INCOMING.ORDERS+++FLEET.TO.ASSEMBLE+++
Man has learned to embrace war as its religion, billions take up arms against galaxy of foes. Great ships sail the void, their guns charged to rain death upon the enemies of the God-Emperor.

This the Age of the Imperium. A time of war and carnage among the stars, of great fleets and mighty armies, selfless heroism and blackest infamy.

This book provides you with all fleet lists and vessels to play games of Battlefleet Gothic, based on the original rulebook, the Armada expansion and updated with the 2010 compendium.

Please note: You will need the original rules or the Remastered Rulebook in order to play.

A game set in the universe of

WARHAMMER
40,000