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Have an interesting article? A scenario you like to share? A story to tell? Tactics? Nice ships? Remarks? Anything?

Contact me and we'll get it into a future issue of Warp Rift

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You can also find me in the following places:  
BFG Discord:  
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Warp Rift Discord:  
<https://discord.gg/VbMSzs6W>

And the following forums/websites:  
<http://www.specialist-arms.com/forum/>  
<http://www.reddit.com/r/battlefleetgothic/>

You can download the previous issues of Warp Rift here:  
<https://specialist-arms.com/bfg/warprift/>

Warp Rift Table of Contents

**Editorial**  
WARP RIFT \_\_\_\_\_ 3

**Lexicanum: Encyclopedia**  
KEYWORD (Introduction) \_\_\_\_\_ 5  
BATTLEFLEET PECH: The Kroot \_\_\_\_\_ 6  
A SHIPS GUIDE \_\_\_\_\_ 13

**Lexicanum: Scenarios & Campaigns**  
CAMPAIGN: Gretarius \_\_\_\_\_ 15  
MOOSE MUSING: The Tyranid Snowball \_\_\_\_\_ 20  
CAMPAIGNING THROUGH THE STARS: Adeptus Mechanicus \_\_\_\_\_ 21

**Lexicanum: Tactics**  
IMPERIAL NAVY: The Bastion Fleets \_\_\_\_\_ 29

**The Forge: BFG modelling and Painting**  
The 2024 facebook painting competition \_\_\_\_\_ 33



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## Woops into a Warp Rift

Hello fellow Battlefleet Gothic admirals, warmasters, kor's, Warlords and alike!

Took a little longer than expected to create this issue after I lost all the old templates and I had to rebuild everything in a new program. So if some placements seem a little rough on the edges: sorry about that. Especially tables need to some more experience.

The positive side of a little longer wait is that Tom had enough time to do his yearly write up of the Facebook competition. So check that out for some gorgeous spaceships.

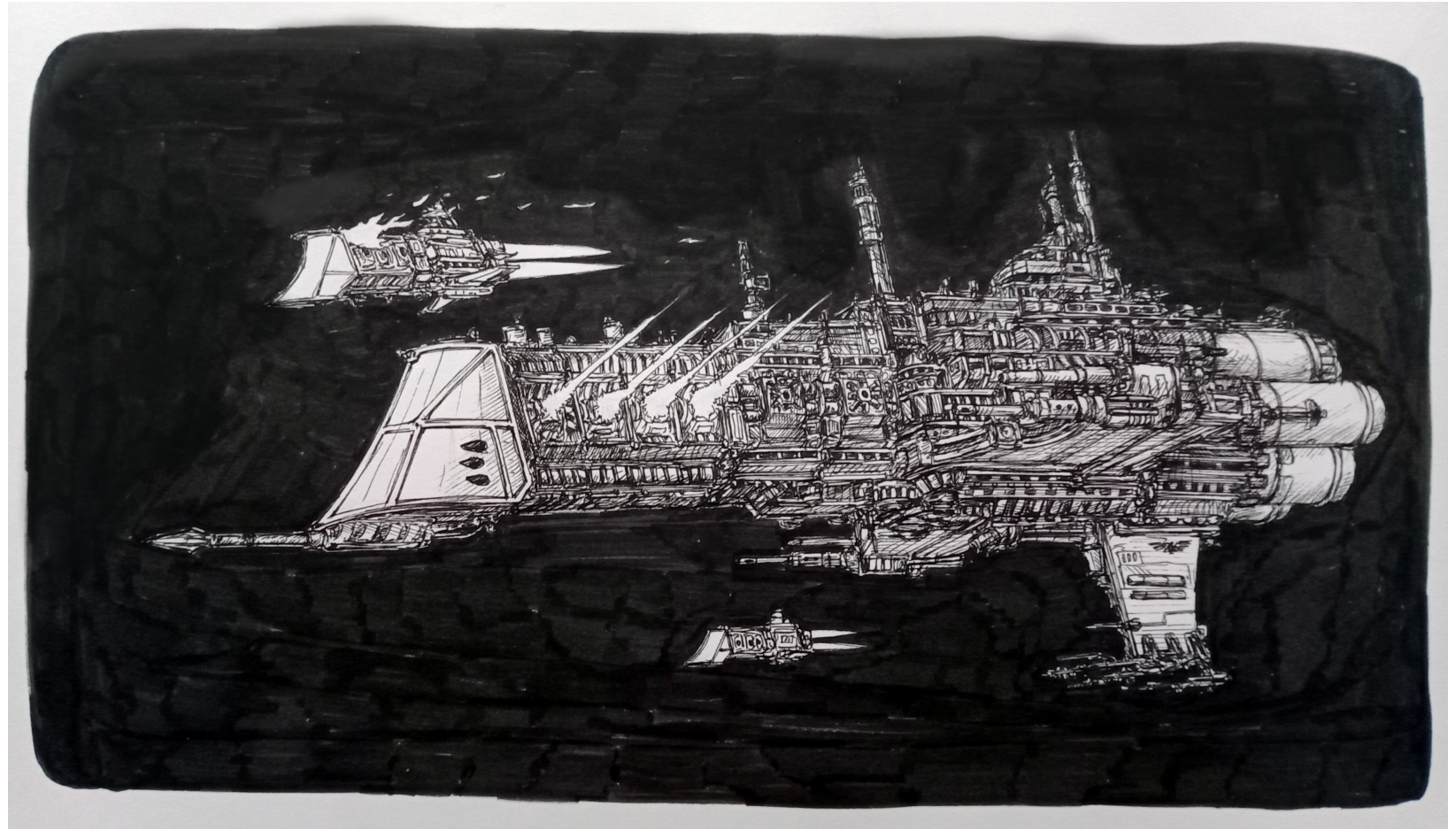
A thing that not changes is that you, the community, still come forward with great ideas and articles. Very very many thanks to all!

Next up we have an updated and expanded version of Voi D ragon and his Battlefleet Gothic keywords project. I had to juggle a little on how I would show this in Warp Rift so hopefully it is readable for all.

With Battlefleet Pech bt Frank O'Hanlon (aka Xisor) we have a reprint of an old pdf which was floating on the internet. And I decided to give it a nice shout in Warp Rift.

With this issue AlricOfRahls kicks of his series of lore written articles, Fr05ty continues his campaigning through the stars serie with the Adeptus Mechanicus and HuvalC and Francis bring the next part of the Imperial Navy tactica. And if you like a new campaign system with some very interesting rules for space dwelling creatures check out the Gretarius Sector!

Happy reading!  
Horizon





# Lexicanum

Encyclopedia





# KEYWORDS by Voi D ragon

And we're back! In the last instalment I made the case for introducing Universal Special Rules (and/or Keywords) into Battlefleet Gothic, partly to streamline Data-sheets, partly to simply bring BFG up to speed with contemporary game design practices.

This time around, the ideas haven't really changed: we're mostly looking at implementation here. So what have I cooked up?

- All the Imperial Navy ship data-sheets reworked, with the updated layout (including the "Location" section for weapons), keywords and more (see if you can spot the sneaky change to how Emperor explains its rules).
- Rewritten Fleet Lists, again updated with Faction Keywords and introducing the concept of Ratios to cut down on words somewhat.
- Partial rewrite of the base Fleet Composition rules to fall in line with the "new" Ratio mechanic, which is now also used to explain reserves.
- Each faction now lists its available reserves in its fleet rules section rather than the convoluted "races" explanation from the original rules.
- Generalization of Fleet re-rolls vs Squadron re-rolls.

In short, everything should look pretty similar to the first preview a few issues ago, but expanded and beginning to integrate into the wider rules (and don't worry grognards, nothing is changing functionally, it's just an attempt to clarify and streamline).

Let me know what you think!

**Note: you find the Keyword Rule pages  
at the end of this issue (page 39)**





# BATTLEFLEET PECH: the Kroot

by Frank O'Hanlon and Ray Bell

## The Kroot and Battlefleet Pech

The Kroot, known to most more distant races as a highly mercenary, if overtly primitive space faring race. Seen by many, as a race with little agenda and a highly agreeable nature with an unusual penchant for the killing of enemies. Whilst renowned as mercenaries, it is rare for them to secure more than a small freighter as their method of transport, if not requesting transport at the hands of their employers. In fact, it is extremely rare to see their own starships employed in service of anyone but their allies.

Numbered most prominently amongst those noted affiliates are the fledgling young Tau and the seemingly ancient Demiurg. Whilst Kroot fleets have been observed on occasion fighting alongside minor threats such as Tarellian Strike Ships, an Arkellion Cruiser flotilla and the enigma of the Ou'rw Construct, it cannot be said these were solid associations, theorised to be little more than passing turns of fate. Conversely combined fleets of Tau, Kroot and Demiurg, often in varying strengths is a far more common sight. Frequently such fleets involving at minimum two of the regularly sighted analogue spheres and a host of 'allied' capital ships at least. Even the sight of a group of smaller starships alongside one greater Kroot vessel is not uncommon in the reports of the Imperial Rogue Traders.

Of noted interest is the makeup of the ships themselves. Each ship appears to be a more or less a linear evolution of another, as if each is simply an advanced version or prototype of an original and singular design. Though the Kroot are not famed for their space faring prowess, it is since noted that they display reliability in their abilities, much unlike Orks, but again contrary to even the most advanced and notable of Orks (cf: Thraka), Kroot show little to no desire to innovate or attempt advanced fleet manoeuvres. This is exemplified by the sheer risk involved in deploying one of their vessels for war, it is supposed that the Battlesphere, the most advanced form of Kroot vessel observed, and also the most powerful is a little more than a heavily armed and mobile Kroot Colony, essentially filled with thousands and thousands of Kroot that is thoroughly over armed for it's size and purpose. Whether the vessel is really a Kroot ship of war, or is an aid to the continuation and diversification of their species is unknown.

## Kroot Fleet Special Rules

### Boarding

Kroot Spheres, due to their heavily populace nature, and the natural ferocity and skill of the Kroot themselves, always count as double their normal boarding value.

### Hit and Run(and similar)

As is obvious, Kroot Spheres are festooned with Kroot of all descriptions, making any attempt to infiltrate, board or make headway of any kind significantly difficult when targeting their vessel without sufficient numbers. In any instance where the Kroot would suffer a Hit and Run attack (or similar e.g. Dark Eldar Impaler Module, Necron Portals, Tyranid Feeder Tentacles) it is successfully defeated by the Kroot on the D6 roll of a 4+

### Critical Hits

Kroot Spheres do not suffer Critical Damage like other species, rather, their blunt and primitive defensive mechanisms result almost entirely from the ablative nature of the hulls themselves. Any time a Kroot Sphere would suffer a critical hit, they instead suffer +1 Damage point.

### "Brace For Impact!" Special Order

Larger Kroot Spheres have rather simplistic, but effective, defensive procedures. This takes the form of simply contracting the support struts and infrastructure of the entire vessel, pulling all the armoured rings and hull plates together to form an almost true, unbroken spheroid hull form. In game terms, when Kroot

Capital Ships go on to Brace for Impact! Special Orders, they retain the 4+ Save as normal. However, their armour increases to 6+ and all weapons except for Auxiliary Guns go offline for the duration.

Smaller Kroot Spheres, that is: Escorts, simply do not have the complex systems or hull structures required for the above mechanism, and simply go onto Brace for Impact as normal.

## Leadership

Though reliable shipmasters, the Kroot are not immensely skilled in comparison to other commanders, in these respects, whilst they work well, they do not work very well.

All Kroot Ships use the following Leadership Table:

D6 roll	Leadership
1 - 2	6
3 - 4	7
5 - 6	8

## Movement

All Kroot Capital Ships, due to their bulky nature and immense momentum follow these conditions:

- May not use Come to New Heading special orders
  - Ships do not reduce speed for travelling through blast markers or celestial phenomena
  - May only go +3D6cm when on All Ahead Full special orders
- Kroot Escorts undergo movement as normal.

## Landing

Kroot Protospheres and Warspheres land on planets rather than attempting to deploy their strength from low orbit. If a ship attempts a landing it must move into contact with a low orbit table edge signifying the planets surface. Here it remains for the rest of the game, immobile, and counts as a defence. In addition, the kroot vessels automatically go onto Brace For Impact! special orders, with no test required and remain this way for the rest of the game. Protospheres and Attackspheres contribute 1 AP per turn if they land whilst Warspheres provide a full 3AP whilst landed. Otherwise, so long as they are landed, the normal restrictions and rules apply on contributing APs.

## Transports

Kroot include transports in scenarios as normal. These may represent loaned ships from their affiliates, a convoy that has enlisted the Kroot to protect them or some other connection



# BATTLEFLEET PECH: the Kroot

by Frank O’Hanlon and Ray Bell

## The Kroot Battlesphere – 220 points

The Battlesphere is reportedly the flagship of Kroot Imperialism, thought to have been heavily damaged in wars with the Orks. It is unsure exactly how many there are in existence (being larger in mass and dimensions than most Imperial Battleships), but no-more than one has ever been positively identified.

Effectively it is thought to be a massive space-faring Kroot Colony vessel. As is typical for Kroot Vessels, they were by far more heavily armed than Tau vessels of the era, but also more precious to the Kroot due to the nature of Kroot Society.

That a vessel is reported to contain millions of Kroot is unthinkable, but not unfathomable. Their heavy armament is thus thought to be insurance that no deplorable harm can come to such a singularly massive portion of the species rather than to make the vessel a full combat vessel. Indeed it seems that the initial Imperium assessment of the race has mistaken again their rustic ways for a completely primitive society, thus even the designation of the Kroot themselves is misleading from an Imperial perspective.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Battleship/18	15 cm	45°	3	5+	5

Armament	Range/Speed	Firepower/Str	Fire Arc
Gran Guns	30 cm	14	All Round
Auxiliary Guns	45 cm	6	All Round
Salvaged Lances* (see note)	45 cm	2	All Round

*Note: The Kroot Battlesphere may be upgraded to carry an array of salvaged lances for +20 points.*



*[Excerpt of the Testimony of Gunner(4th Class) Remort of the IMS Duke Tarsis on it's destruction to Inquisitor Narsus] The devils came forward out of the expanse, bursting through the dust field to the far starboard of the Tarsis, m'Lord. We knew they'd come and I hefted the chains as is my duty, and the gun fired, I followed the shot as far as I could before it became lost in amongst the other fire of the Tarsis. I was thinking they were ready to impact, but they kept going. For moments yet, we held our breath, "what fiendish heresy was this?", I thought. After more seconds of fear, the shots finally detonated, wracking the vessels shields and hiding it from my view. Sure that at least some damage had been caused, I turned to return from the portal back to the chains. Midway though the next strain, the Tarsis shook with fearsome power. We'd been hit. The bastard was not only gargantuan enough to appear closer than any of us thought, but it could return fire at such a distance. From the screams from the sanctorium behind the guns, I could hear the terror that was inflicted. If it could do such damage at that distance... "May the Emperor Himself protector me!" I cried[/ excerpt]*



# BATTLEFLEET PECH: the Kroot

by Frank O’Hanlon and Ray Bell

## The Kroot Warsphere - 145 points

The Warsphere is the typical exploration and combat vessel utilised by the Kroot. Whilst again similar to the Battlesphere in being a populace, almost cosmopolitan, entity in comparison to more commonplace 'primitive' Kroot Settlements, this is nowhere near as densely populated as its larger cousin. In this sense, the kindreds onboard are well aware of the danger they place themselves in, but also the gains they stand to receive from battle. In this manner, the Warspheres tend not to shy from battle as much as other Kroot Vessels, knowing their own capability well.

They are the most prominent and archetypal of Kroot vessels. The vast bulk of the space faring Kroot populace travel the stars aboard such vessels, often spread across many hundreds of light years, some even thousands of light years distant from Pech and the Tau Empire. The Kroot Warsphere is simply a tough vessel. Neither particularly manoeuvrable, nor mounting significant firepower for its size, the Warsphere’s strength is in it’s endurance and ability to function well through damage and battle.

The Warspheres are legendary for one simple feature: they have the ability to land. Utilising immensely powerful thrusters and directional field generators, the Warspheres carry technology of such advancement that is difficult to believe it is really a Kroot vessel. Once landed, it is not uncommon for the Warspheres to continue to engage their thrusters in such a manner as to burrow the vessel substantially into the surface. Many are thought to be eventually dismantled in part to facilitate slightly more complex Kroot societies on their enclave worlds.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/12	15 cm	45°	2	5+	3
Armament	Range/Speed	Firepower/Str	Fire Arc		
Gran Guns	30 cm	10	All Round		
Auxiliary Guns	45 cm	4	All Round		
Salvaged Lances* (see note)	45 cm	1	All Round		

*Note: The Kroot Battlesphere may be upgraded to carry an array of salvaged lances for +15 points.*

## The Kroot Protosphere - 35 points

The Protosphere is the most common Kroot vessel and a very familiar site across space within and around the Tau Empire, generally known to most as the ‘Kroot Sphere’. Often travelling in extended 'squadrons' they shift from system to system offering their services, mostly in the name of the greater good.

They are also a common occurrence planetside, able to land and deploy the kindreds on board. Typically they are often simply disassembled planetside and transformed into the basis for any Kroot Settlements (though the technology used seems to be well hidden from day to day sights), though as with all Kroot landing vessels, they are quite capable of utilising their thrusters array to bury the ship.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	20 cm	45°	1	5+	2
Armament	Range/Speed	Firepower/Str	Fire Arc		
Gran Guns	30 cm	4	All Round		

*The most notable action observed yet by the spheres of the Kroot was the action against the Magkrazh Orks in the Demshe Expanse. As the Tau and Demiurg capital ships engaged the ramship flotilla of Warlord Magkrazh, and the escort squadrons flanked to gain a foothold upon the Warlord Nagh’s Kroozer Squadron, the Empire’s line was shaken by the appearance of several Ork Roks in the flank of the Kor’s attack.*

*As the Roks pushed against the Gal’leath Nementha, the ship rumbled and shook under the impact of their murderous guns. Crippled and all systems damaged beyond sufficient repair, a host of smaller vessels appeared out of a nearby asteroid belt on an intercept course. Fearing an attack from a fourth Ork Warlord, the remaining crew made for the survival pods. To their astonishment, the new arrivals were discerned as spheroid and their weapons had already opened up, obliterating one Rok and causing immense structural damage to the integrity of a second.*

*By their third attack run on the Rok Squadrons all had been reduced to a mere flaming debris field, and the kindreds under the leadership of the now praised Master Shaper Udan led the final assault of the engagement against the remaining ships of Magkrazh’s initial assault.*



# BATTLEFLEET PECH: the Kroot

by Frank O’Hanlon and Ray Bell

## The Kroot Attacksphere - 35 points

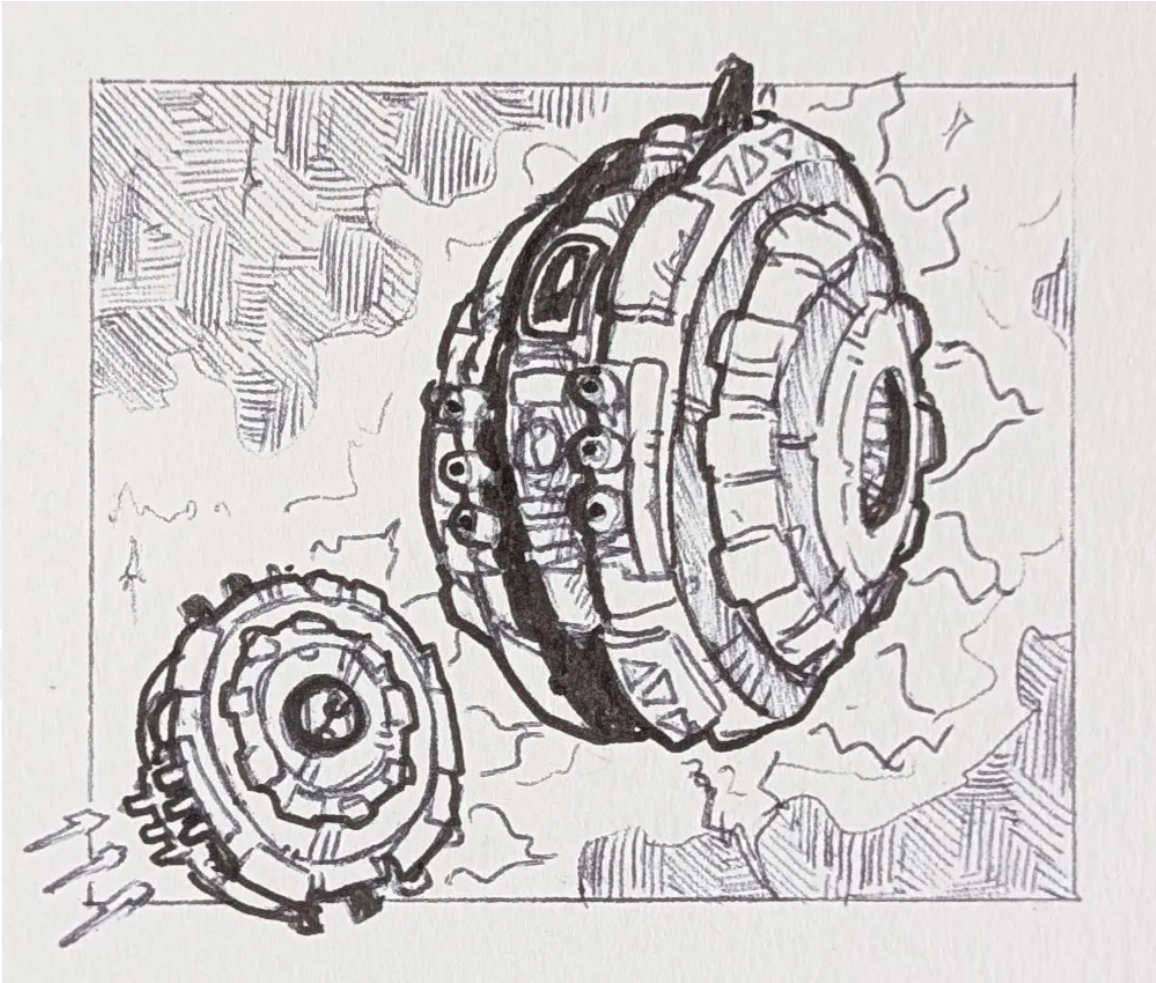
A noted variant of the Protosphere was the Kroot attack sphere, a far less common vessel that the Kroot employed in the later years of their expansions into space. Thought to be a product of trade, cooperation and kinship alongside the Demiurg it has also been attributed to the Tau and the pairing of certain other mercenary groups plying their services alongside the Kroot and amongst the Tau Empire. In any case, it is a rare and uncommon sight in the distances from Pech, certainly in any significant numbers. Theorists propose that these vessels could be home to kindreds specifically dedicated to interstellar warfare but, given the restraint seen in Kroot development, this is difficult to verify.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	20 cm	45°	1	5+	2

Armament	Range/Speed	Firepower/Str	Fire Arc
Gran Guns	30 cm	2	All Round
Salvaged Lance	30 cm	1	All Round

*As I began the survey, I was startled by the gargantuan settlement the Kroot were disassembling to a more primitive form, it already being half buried in the soil after the initial landing. The Kor’vesa scouts had already outlined the area, determining the best areas to support the landed vessel, but it seemed the Kroot had other plans. After I dispatched Ui’Lera to commune with the Master Shaper about their plans and to relate our intentions, I took it upon myself to personally tour the surrounding forests. Already the Kroot had dispersed their ship so much so that they had almost disappeared out of sight or sign into the forest. There were thousands of Kroot that had landed, but only a tiny fraction of them could be observed, even though we were assured they surrounded the perimeters’ fledgling outpost. Once we had established the settlement and the colonists arrived to take dwelling and purpose here, it was announced the Kroot were permitted to move on to the nearby Sept of Fal’shia for reassignment by the Shas’ar’tol. Expecting a new vessel contingent to be assigned to transport the dispersed Kroot, I was amazed when a domed construction appeared far beyond the perimeter of the colony, the Kroot were reconstructing their sphere! I’d heard tale of the amazing and uncharacteristic abilities of the Kroot, but I freely admit I was totally unprepared for the magnificence of their plans. To see them erect their vessel from the scattered confines of the forest was nothing short of marvelous. To see it then shakily lift from the ground and tenuously but successfully attain orbit will stay in my mind as long as the Tau’va itself!*

- Fio’vre Fal’shia Manran during the colonisation of the Krean Settlement





# BATTLEFLEET PECH: the Kroot

by Frank O’Hanlon and Ray Bell

## The Kroot Fleet

Kroot Fleets have an attack rating of 2.

### 0-1 Fleet Commander

Your fleet must include a commander if your fleet is greater than 500pts.

Pilgrim Shaper (+1Ld)	50pts
The commander has one re-roll included in his points cost. If you wish you may purchase a further re-roll at the cost shown.	
One re-roll	25pts

### CAPITAL SHIPS

#### Battleships

Your fleet may contain up to one Battlsphere providing there is at least two Warspheres, or that the fleet is more than 750pts

Battlsphere	220pts
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### Cruisers 0-6

Your fleet may contain up to a maximum of six Kroot Warspheres.

Warsphere	145pts
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### ESCORTS

Your fleet may contain any number of Kroot Protospheres. You may include one Attack Sphere for every four Protospheres in your fleet.

Protosphere	35pts
Attacksphere	35pts

### DEFENCES

Kroot defences are selected in the same manner as Tau defences; from Orbitals, Orbital Cities, Waystations and Security Orbitals. In addition, any points allocated for defences may buy additional Protospheres and Attackspheres at no restriction.

## ALLIES & MERCENARIES

### Demiurg

You may include up to one Demiurg Capital Ship per Kroot Capital Ship in the fleet. No more than one Stronghold may be included per 1000pts. Any amount of Buttresses and Ramparts may be included, but these may not number more than the total of Protospheres and Attackspheres in the fleet.

(Note: The inclusion of Demiurg Buttresses and Ramparts incorporates unofficial house rules.

Horizon’s note: for Demiurg escorts I refer to Book of the Void 2)

### Rogue Traders

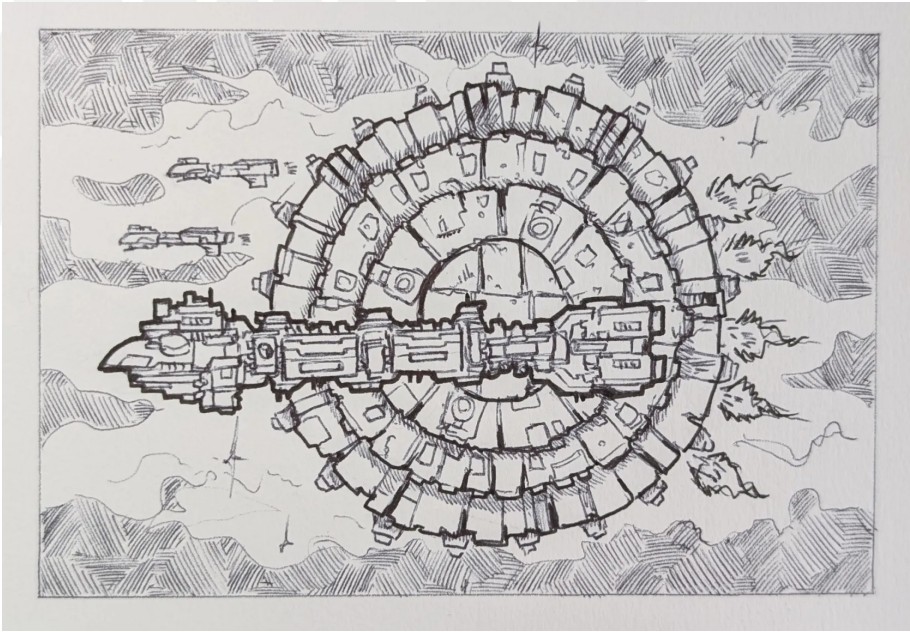
Rogue Trader vessels may be selected as per their normal rules. You may also take up to one Xenos Vessel per two Attackspheres or Protospheres in the fleet (these represent affiliated alien mercenaries).

### Niccassar

In later years it was not uncommon to see dedicated Kroot and Niccassar fleets operate together. You may select up to one Niccassar Rig per 500pts of Fleet and purchase additional Dhows as necessary.

### Tau

As is known, the Kroot and the Tau operate as one body now, they do not however always operate together, or in lieu of one of the other. For such a fleet, the restrictions on the Commanders and Explorers in a Tau-Kroot fleet are ignored, a Kroot Commander taking precedent. It is permissible and recommended to use both a Tau Fleet and a Kroot Fleet in any given scenario, such is the strength of their partnership.





# BATTLEFLEET PECH: the Kroot

by Frank O'Hanlon and Ray Bell

## Modelling Ideas

Basically the thinking on how to model the Kroot Fleet is as follows:

### Battlesphere

The complete Kroot Warsphere as supplied by Specialist Games now functions as a Battlesphere. In this we can add smaller turrets and accessories to the poles/ends of the vessel to function as salvaged lances, but largely we simply need to leave it as it is.

### Warsphere

The interior component of the Kroot Warspheres as supplied by Specialist Games is the basic form of the 'Kroot Warsphere' as listed in this article. We first trim down or add detail to the accommodating joints intended for mounting the larger outer-hull of the Battlesphere. The basic premise is to ensure that it looks the part with such modelling. Additionally, it is quite fitting to attach the larger support struts and protuberances that would be placed upon the complete model supplied by SG. Essentially the Warsphere is quite simply the 'core' component of the SG model.

### Protosphere and Attacksphere

The Protospheres and Attack Spheres are required to be scratch built or converted. A simple core of roughly spherical dimensions that is volume-wise similar to a typical Imperial Escort (not as large as the Tau 'Defender' Class). Here we would add suitable protuberances to mark out directional thrusters and the main engines, roughly similar to the small protuberances emanating from the central component of the Warsphere model from SG. To demonstrate the difference between the Protosphere and the Attacksphere, it is our suggestion that you add more singularly large weapons or 'turrets' to the main sphere, or modelled as protruding from it. Having these as dipolar (that is one at the top, and one at the bottom, or at either sides) makes sense in terms of the stat-line of the vessels





# BATTLEFLEET PECH: the Kroot by Frank O'Hanlon and Ray Bell

## Designer notes

*Overall, the designs for the Kroot Fleet have always been from a few select thoughts:*

- Kroot had an Empire. Not a particularly good one, but one that could fight for a while, though losing, against a sizeable force of Orks.

- Kroot tech is almost exclusively based off of Ork Technology, but Kroot aren't Orks. The passing of a 'Mek Kroot' gene would be possible, but it wouldn't be strictly necessary. In this way, it was proposed the Kroot tech diverges and stabilises from Ork Technology, but doesn't really advance much. [Except with pay from their Employers, eg the Tau Empire]

- Kroot fleets should be viable, though not a significant fleet. Though they could fight a campaign, it'd have to be a very specific framework to represent their potential, otherwise their fleets are mainly seconded to other forces.

In this respect, we first off started with a severe revisionist approach to the Kroot Warsphere published in Armada. It begun by stripping away the 'Moves like an Ork Rok', we just couldn't see the Kroot, or anyone who employs them, not first giving them the ability to put proper thrusters and engines on their vessels.

Additionally, the Kroot Warsphere isn't a rigged asteroid, it's a starship. Secondly, we changed the statline Type from Defence to Cruiser. It has been discussed for many years now the possibility of 'two tiers' of Warsphere, the big one, the complete model as sold by Specialist Games, and the smaller one being the same ship, but without alot of the outermost ...err...stuff.

Taking this on board, we approached a three tier system: Battleship, Cruiser, Escort, thus allowing us to completely form a varied fleet enough to make them not only viable, but interesting. The 'largest', the Battleship class was always thought/proposed to be the Battlesphere. It was a simple endeavour, a very big Warsphere. The Warsphere, on the other hand had to be the 'staple' ship of the Kroot, like the Lunar to the Imperium, the Murder to Chaos and the Lar'shi to the latter-day Tau Empire fleets. The Kroot Warsphere simply makes use of three weapon systems: Two versions of Weapons Batteries, and a very

restricted lance access. Due to the spheroid nature of Kroot ships, we went with the interesting 'All Round' fire arcs. The first of the weapons batteries was the simple 'Grand Guns', the main heavy weapons of the ship. Nice and simple. Secondly, due to the approach taken for the 'Brace for Impact!' variation for the Kroot, the Auxilliary Guns were created, able to fire even whilst the sphere is fully compacted. The Lance was rather simple, a non-Kroot system tacked onto the ship through trade, service and employment.

When it came to the defences of the Kroot spheres, we were able to take a decent amount of freedom. As the Kroot are technically capable, but not very advanced, and given that the Spheres were essentially population centres for the Kroot rather than strict warships, they'd be well defended for their size.

Reasonable shields and turrets values were required.

Additionally, we seen that with the Kroot spheres being as large as they are, and given the weakness of the Kroot's BFI system, the limited manoeuvrability of the fleet and the general 'not so good' feel of the fleet, we gave them a very large hit point value. For the Cruisers, they have the damage capacity common to another race's battleship, but this reflects the Kroot's more primitive or elementary approach to spacefaring. One substantially further behind the Orks. Though, it should be noted, it may be further behind the Ork's stance, but it is also substantially more reliable making a Kroot vessel a dependable ship: It's not terrific, but it's crew is not going to break out in riots either.

Finally, I seized the vespid by the wings and went for the Escorts. We'd been told from early on that the Kroot would not have attack craft [Unfortunately, I still think there's room for purchasing Ordnance for a Kroot fleet without actually having launchbays, I'd thought of 'Assault Boats' called Kroot Pods of only about 100 metres in length that have a speed of 15cm, but that's it], so felt that a few escorts would actually allow enough variety to field, if you wish, a viable Kroot fleet [more often than not though they'll be part of another fleet]. First off, from my point of view, was the Protosphere, a 'not yet complete' Warsphere, simply one that flits about at the back of the main warspheres trying to deter attacks. Very simple, and very straightforward. Folks seemed to like it. They also wanted an 'Attack Sphere', a Kroot escort that rather than being an 'almost Warsphere', it

was instead a sphere deliberately constructed [or halted in it's construction] to that size and to be used primarily as an anti-shipping vessel. Since the Kroot themselves aren't too well disposed towards space combat, it was felt that it would be a nice restricted balance to the main Kroot fleet. Almost like Aspect Warriors of the Eldar, the Kindreds aboard an Attack Sphere are specifically oriented towards space combat. This isn't really evidenced in the rules, but it's a nice thought to know that the Shapers of the Kroot do realise other potential avenues of development.

Otherwise most approaches to the fleet list, including most of the special rules, were fairly straightforward. Knowing what we wanted from the Kroot fleet, and knowing what the Kroot were it seemed a natural progression more than a toil.

As a final note on naming, this document sticks with the original names we picked out for the Kroot vessels: Warsphere, Battlesphere, Attacksphere and Protosphere. However, there is cause for concern in that certain policy restricts the amount of 'Kroot Warsphere' types to one single Warsphere Type. In this form, and the style of the fleet itself, it is easy to rename the ships quickly as required. Here's a few poposals

Original New Alternate

Battlesphere 'Battle' Class Warsphere Mk XII Warsphere

Warsphere 'Pech' Class Warsphere Mk VIII Warsphere

Attacksphere 'Attack' Class Warsphere Mk III-2 Warsphere

Protosphere Proto-Warsphere Mk III Warsphere

[Kroot Pod Warsphere Pod Mk I Warsphere]

## About the Authors

*Ray Bell is an established member of the BFG High Admiralty.*

*Frank O'Hanlon is an avid Specialist Gamer who in his spare time sometimes studies for his degree, having worked on an online and unofficial version of the*

*Tau Commerce Protection Fleet amongst other articles related to Specialists Games*



# ON THE CREWING OF VOIDSHIPS

by AlricOfRahls

+++ TRANSMITTED:

Wraith-Class Light Cruiser Dynastic Archives+++

+++ RECEIVED:

Scion-Cadet [Designation: Heir-Apparent] of House Valenheim+++

+++ AUTHORIZATION: Bloodseal Oath-12+++

+++ THOUGHT FOR THE DAY:

"A Captain's Wisdom Lies in Knowing the Hands That Serve."+++

## Prologue: The Duty of Stars

Archival Record of Lord-Captain Erastus Valenheim, 5th Rogue Trader of the Valenheim Warrant

Greetings, Scion. By the grace of the Golden Throne and the blood of our ancestors, you now inherit stewardship of the Wraith, a Ghost-class cruiser whose speed and spirit have carried our dynasty through seven centuries of void-faring. To command her is to balance a symphony of 100,000 souls, each a thread in the tapestry of our legacy. Let this primer guide your hand.

A Rogue Trader's strength is not in isolation, but in understanding the intricate machinery of crew, faith, and steel that sustains a starship. The Wraith is fragile, yes—but fragility refined becomes precision. Study her structure as a physician studies veins, and you will wield her not as a blunt instrument, but as a surgeon's blade.

## Chapter I: The Hierarchy of Void and Flesh

### 1. The Rogue Trader's Inner Circle

You are the fulcrum. Your seven lieutenants are extensions of your will:

- **Shipmaster:** Executes navigational and tactical orders. They are your right hand in void combat.
- **Void Marshal:** Commands 15,000 military personnel. Their loyalty ensures discipline; their discontent, mutiny.
- **Chief Engineeer:** Sustains the Machine Spirit. Their 30,000 adepts keep plasma flowing and shields raised.
- **Master of the Crew:** Manages 40,000 civilians. Neglect their needs, and the ship's morale crumbles.
- **Confessor-Militant:** Embodies Imperial creed. Her witchseers purify doubt; her chaplains stoke fervor.
- **Navigator Primaris:** Guides us through the Immaterium. Their

third eye is both gift and peril.

- **Master Astropath:** Projects our voice across the stars. Their choir's songs risk attracting warp predators—vigilance is paramount.

**Key Principle:** *Trust, but verify.* Each subordinate commands a pillar of the ship's function. Let no pillar grow stronger than your authority.

## Chapter II: The Legions of the Wraith

### 2. Military Command (15,000 Voidsmen-at-Arms)

- **Boarding Legion** (5,000): Specialists in void-assault. Deploy Breaker Cohorts to cripple enemy engines or seize derelicts.
- **Terranic Legion** (5,000): Ground forces for planetary engagements. Siege Cohorts excel at fortification breaches.
- **Bastion Legion** (5,000): Internal security. Sentinel Cohorts suppress unrest and repel boarders.

**Operational Note:** Rotate deployments to prevent legion rivalries. A Terranic veteran denied soil underfoot grows restless.

### 3. Combat Operations (15,000 Personnel)

- **Ordnance Command** (6,000): Maintains lance batteries and torpedo systems. A single misfire can cripple the Wraith's delicate frame.
- **Flight Command** (3,000): Pilots interceptors and shuttles. Their sacrifices buy time; honor their names in victory logs.
- **Damage Control** (6,000): Seal hull breaches and suppress fires. Their efficiency determines if a skirmish becomes a tomb.

Technical Admonition: *Speed is our armour* The Wraith cannot endure protracted broadsides. Strike swiftly, withdraw sooner.

## Chapter III: The Veins of the Machine

### 4. Engineering & Propulsion (29,200 Personnel)

- **Propulsion Division** (12,000): Tend the plasma drives. Overstrain the reactors, and the Wraith's bones will fracture.
- **Weapon Systems** (6,000): Servitors calibrate targeting arrays. Human oversight prevents machine-spirit idiosyncrasies.
- **Hull Integrity** (6,000): The Keelwarden cult monitors structural fatigue. Heed their rituals—they predict fractures before sensors do.
- **Warp Drive Team** (4,000): Partner with Navigators. A misaligned Geller Field invites damnation.

**Litany of Maintenance:** *"The engine's song is the ship's breath. Silence*

*it, and all perish."*

### 5. Civilian Stewardship (39,500 Souls)

- **Habitation & Families** (20,000): Clan-blocs form the social lattice. Let them elect stewards to air grievances—vents clogged with discontent explode.
- **Hydroponics** (8,000): Algae vats and protein recyclers sustain life. A failed harvest dooms all.
- **Medical** (5,000): Apothecaries ration antivenoms and augmetics. Prioritize crew critical to ship function—sentimentality is a luxury.

**Maxim of Rule:** *A fed crew is a loyal crew. A bored crew is a mutinous crew.*

## Chapter IV: The Unseen Arts

### 6. Navis Nobilite Conclave (300 Personnel)

- **Navigator Primaris:** Directs warp jumps. Their House Guard ensures no outsider witnesses their... *physiological adaptations*.
- **Augur-Mystics:** Interpret astronoman tides. Cross-reference their readings with the Shipmaster's void-maps.

**Caution:** Navigators are bound by oath, not fealty. Their loyalty expires with their usefulness.

### 7. Astropathic Choir (500 Personnel)

- **Master Astropath:** Broadcasts astrotelepathic messages. Their Sanctionary Guards execute any choir-member who... strays.
- **Cryptolith Weavers:** Encode messages in metaphor and cipher. Assume the enemy intercepts all transmissions.

**Doctrine:** *Words are weapons. Choose yours as carefully as torpedo trajectories.*

## Epilogue: The Weight of the Warrant

The Wraith is neither fortress nor cathedral—she is a scalpel. Her speed demands foresight; her fragility demands empathy. Remember: Every soul aboard, from the lowliest reclamator to the Navigator Primaris, serves the dynasty's eternity. Fail them, and the stars forget your name.

Transmission Ends.

+++ Valenheim Sigil Affixed. May Your Reign Be Swift and Your Engines Eternal. +++

+++ "The Void Tests All. Be Worthy." +++



# Lexicanum

Campaigns & Scenarios



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WARP RIFT ISSUE 46, March 2025



# Campaign: Gretarius

by Si (Grotesque Misalignment)

*\*incoming transmission... Beta... 3189... decode\**

Child, born- threat level, high. Xenos and Heretical interest. Send fleet.

*\*end transmission\**

The transmission had been sent with clear haste, emerging from the depths of space with no real encryption on a frequency easily accessible to all.

Originating in the Gretarius sub-sector of Segmentum Obscurus no further details were able to be understood from the simple message. There were no coordinates available to help pinpoint which star system it had emerged from, no indication of who sent the message and no indication of its intention...

## The Gretarius Sub-sector

The Gretarius Sub-sector comprises 12 star systems of strategic importance, each with a key planet:

- Taxalius- Key Planet, Civilised. Designation: Taxalius II)
- Indula- Key Planet, Agricultural. Designation: Penitent Mother
- Cal-denigrazius- Key Planet, Mining. Designation: Denigrazius
- Hobbelinu- Key Planet, Civilised. Designation: Locke
- Ki-Ax IV- Uninhabited Star system of note
- C'tzot- Key Planet, Agricultural. Designation: C'tzot VI
- Qxecoa- Key Planet, Forge World. Designation, arc-22546
- Gelbrax- Key Planet Civilised. Designation: Gelbrax Prime
- Operein- Key Planet, Penal. Designation: Sunderian
- Wicklot-Tring- key planet Civilised. Designation: Siesis
- Peekaydia - Civilised Planet. Key plant, Civilised. Designation: Ubikalia
- Fieltan- key Planet, Mining. Designation: Fieltan II.

### Texalius II

A civilised planet of the imperium. Texalius II is governed dynastically, the ruling structures having dominated the planet's surface for millenia.

Not as simple as a single prevailing royal family it seems governance

comprises a number of different familial structures and sub structures, with the dominant head of each structure feeding into the overall decision making of the planet.

It is in this way that certain Cultural facets have thrived- the opulent has a continual home on the planet.

Little is known of those outside of the ruling classes; this is perhaps due to an enforced embargo on information spreading from the planet, or simply because there is little to note.

### Penitent Mother

An agricultural world which has particularly intense monastic structures, Penitent Mother is a planet nearly entirely devoted to the cultivation of Ritzkir, an insect with a larval stage that produces a mucus dense in nutrients.

Worship of the Ritzkir has grown over centuries on the planet, with many religious organisations arising from amongst the farming classes. Most prominent currently is the divine Church of the Viscid Mother, who view the Ritzkir as both the cause of existence (as told in the myth of the great extrapolation) and it's continued sustainer.

### Denigrazius

The mining world of denigrazius comprises of a vast sea which covers 91.6% of the planetary surface. There are two land masses on the planet- Denigrazius Minor and Denigrazius Major.

Denigrazius Minor is a relatively uncharted land; there are a number of small settlements of creatures who do not seem to have a conception of any off world happenings.

Denigrazius Major holds 3 mines, each forming a core source of Ilnadium. Ilnadium is a highly sought after metal which emits a pulsar force when a keynote frequency is fed into its atomic structure. Pulsar force is an analogue for the energies used in astartes power weaponry.

### Locke

Locke's citizenry represent a key part of the Imperium's plans in the gretarius sub-sector.

Blessed with an elevated intellect, as well as an over-representation of psychic mastery compared to other human populations, the peoples of Locke are a rich source of psyker, inquisitor, astropath and leader.

It is because of this that the imperium continues to allow the flourishing of the populace, despite the need to police the planet heavily in order to eliminate the regular threats such intellect and psychic power pose.

### KI-Ax IV

This star system contains no known habitation. Upon investigation it appears that planets are formed and disintegrate in short periods, here the birth and death of a planet can happen in less than a decade.

There is no known reason for this occurrence, though the prevailing thought is that fluctuating gravitational disturbances caused by the Ki-Ax sun may be the source of this unpredictability.

### C'tzot VI

Famed for a rich, golden, fruit (C'zotlean Tears) the planet of C'tzot VI is a world of stark juxtaposition.

Miles upon miles of intense industrial machinery flood the planet's surface with a heady mix of rich oxygen and aetherium-ulcerate which is extracted from the ancient rock. The majority of the planet's citizenry live beneath this industrial wasteland- eking out an existence which is brutal and desperate.

Outside of the factory complex the land is fertile and lush- with tropical plant life giving rise to acre after acre of tear trees, bearing the eponymous fruit the planet is famed for.

Within the tropics sits a vast palatial complex, called the well of tears. It is here that a select few live out their lives, surrounded by luxury and majesty.

### arc-22546

REDACTED

# Campaign: Gretarius by Si (Grotesque Misalignment)

## Gelbrax Prime

A small world with a small population, Gelbrax Prime seems to be the antithesis of the 41st millennium. The dark, depraved, nature of the universe gives way to a people of kindness, and joy.

There are seemingly no scars of war on the land, which is fertile and gives rise to crop with little tending. The young grow with little disturbance until an old age, and exhibit both strength and intelligence. Why the imperium of man do not turn the planet into an agricultural land, or draft its population into the ranks of the astral militarium, is unknown.

## Sunderian

The Penal planet Sunderian is a brutal focal point to the star system

The planet's surface was terraformed millenia ago into the form of a humanoid skull; none know why. It was this form, however, which inspired it's settling for the detaining of galactic criminality during the great expansion of mankind.

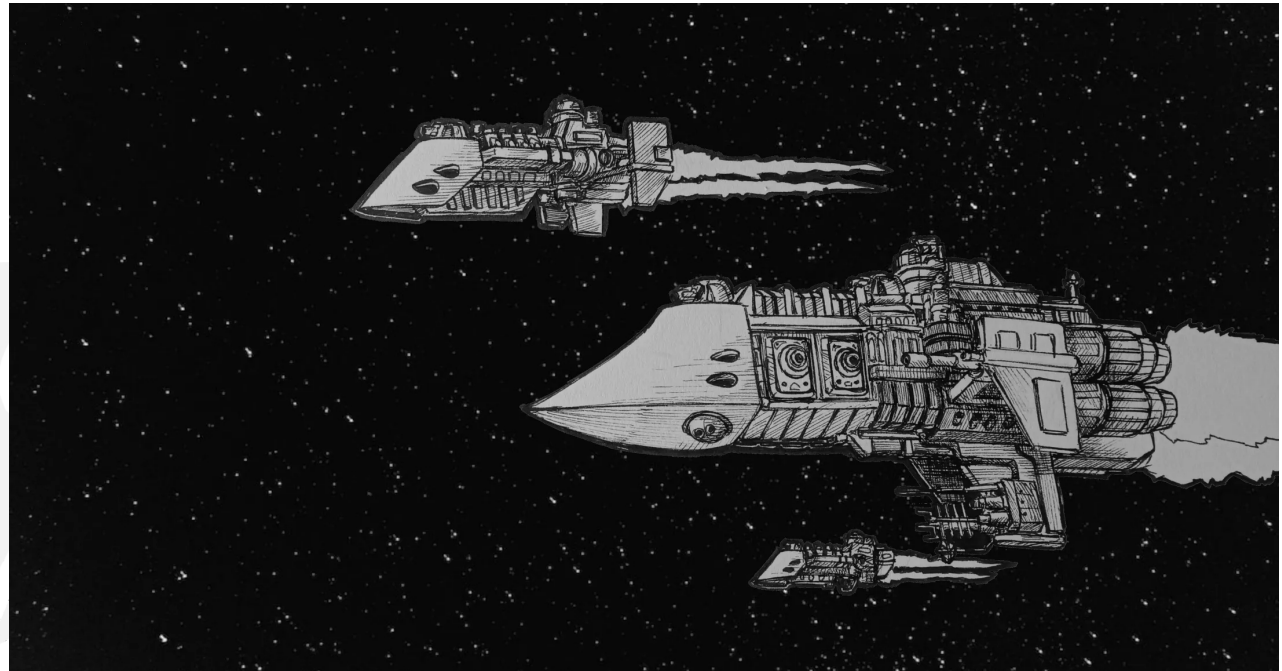
To the north of the planet there is a great crack, formed by degrees over the last 10,000 years. The crack exposes the heart of the planet, a roiling lutherium core which thrusts a vivid magenta light out into the cosmos.

## Siesis

Siesis is a barren planet, with an orbit which swings it wildly close to it's core star for half of its orbit, and wildly far as it is pulled by the gravitational well of a nearby gas giant during the latter half of its orbit.

It's because of this, and the ensuing desert like and Arctic like fluctuations, that its population are drafted en masse into the astra militarium.

Hardy, resourceful, powerful and able to act with little sustenance. They are the perfect soldiers to act both as barrier, and worthless meat, for the galactic war engine of mankind.



## Ubikalia

A planet which is not a planet. Ubikalia was originally a construct of an ancient civilisation, virtually unknown to any race now living amongst the stars.

Ubikalia was a fusion of machine and organism on a massive scale, a cyborg of planetary proportions. The evidence of its once sentient function exists through innumerable cave paintings spread across the land.

The cave paintings also tell of the fall of the original inhabitants of the planet- engulfed in a war which led to mass death and an exodus of survivors to flee the landscape.

Now home to human and xenos alike, the world is one which enables inquisitor and others a glimpse into forces of great interest.

## Fieltan II

A wild planet with untold wealth under its surface.

Fieltan II has resisted an industrialised approach to mining, instead the surface is roamed by bands of miners who carve mines with scatter gun intent, reaping riches in an intense brief period, re-covering their excavations and leaving within a matter of days. It is understood they through this process new seams of magnificent ores, gems and materials are able to rejuvenate at a 1000th of the rate they are formed on other worlds.

Frequent skirmishes take place between groups of miners, predictably often related to territory but it would be remiss to not remark on the numerable differences in ideologies, intents and beliefs which also give rise to friction and ideo



# Campaign: Gretarius by Si (Grotesque Misalignment)

## Stellar Fauna

Stellar Fauna thrive throughout the cosmos, and many bare a resemblance to one another, likely due to common ancestry and millenia long migration and expansionary patterns.

The Gretarius sub-sector has near countless stellar fauna, though there are three which seem ubiquitous across the entire region despite the vast expanse between star systems. These are the Calthraxian Leeches, the Psultoroth and Keytrangiis Noxum Dar.

In any game throughout the campaign you may use the following rules for stellar fauna- though it is advised to only use one form of Fauna in any one game.

### Calthraxian leeches

*Creatures sustained by draining electrostatic energies, often found circling worlds with argenium cores due to the highly volatile nature of the abmetal and it's frequent intense radiation of harmonium waves. The atmospheric structures of such worlds contain a near endless supply of sustenance for the creatures during these periods of radiation.*

*As argenium shifts in state between a radiating material and one which is inert, due to its cyclical crystallicity transitioning process, there are periods where such planets can no longer sustain the leeches. It is during these periods the creatures must venture out further into space, searching for further sources to maintain their colonies.*

*For those travelling the stars the leeches pose little threat generally. They are, however, a significant issue should they come in direct contact with a ship. Should this occur the leech will tether with a ship's shields, draining it's force in lieu of any other food source.*

If players agree to use calthraxian leeches the following rules must be followed:

Space leeches (D3 + 3 stands) are deployed after all ships have been deployed. They have a size of 25x50mm. One stand contains 3 leeches.

To deploy- each stand is deployed 3d6 in a random direction from the centre point of the table. A scatter dice should be used if this is available.

Leeches move in the ordnance phase- they will move 15cm in a direct line towards the closest ship with an active shield, ignoring all other celestial phenomena (the swarms of leeches are simply adept at traversing space).

If leeches make base contact with a ship they act as blast markers (though do not effect movement) - reducing the shield rating of the ship by the number of leeches on the base. When tethered the leeches will move with the ship. Shooting through leeches produces the same column shift as shooting through blast markers. Hits must be scored against leeches first- if shooting through them.

When attached to a ship leeches only require a 3+ to take out of action. Roll all dice, resolving all hits against leeches first. Any dice which wound the ship after the leeches have been taken out of action do so as if the ship had no shields.

When in contact leeches can be destroyed with an energy burst action- this takes the place of all shooting actions for that ship in its turn. When performing energy burst a ship must rolls 3d6. A roll of 4+ on a single d6 will take one leech out of action.

Once leeches have been removed from the ship shields will be regained in the next recovery phase, be it yours or your opponents.

Shooting leeches is not easy- while they have debilitating effects on ship shields, they are surprisingly difficult to target.

Leeches are armour 6+ targets - though this represents the challenges in successfully targeting and hitting such a creature. As they have no shields any successful hits will take one leech out of action (meaning a full base of leeches will require 3 successful hits)

Leeches count as escorts ships with an additional column shift to the right on the gunnery table.

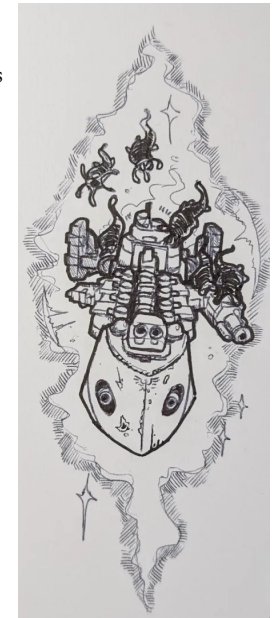
Lances will only successful take a leech out of action on a 6+.

If torpedoes come into contact with a base of leeches they will take the leeches (whole base) out of action, but all torpedoes will be removed from play regardless of torpedo strength.

If bombers come into contact with leeches the leeches (whole base) and bombers will be removed from play.

If fighters come into contact with leeches the fighters will be removed from play but will roll a dice for each leech- removing a single leech on a roll of 5+

Nova Canon cannot harm leeches.



# Campaign: Gretarius

by Si (Grotesque Misalignment)

## Psultoroth

*The tentacled hunters, Psultoroth, float on the tides of stellar waves. The ebb and flow swirls their bodies, transforming their gelatinous forms into cascading rhythms of light and beauty. Whilst engaged in the aimless dance the Psultoroth entangle their prey. Tentacles Whip and enshroud with a crushing strength. When the prey is attained it is pulled into the flesh of the Psultoroth and dissolved, its essence to be absorbed and embedded.*

Deployment- d3 psultoroth are deployed after all ships are deployed. Should players wish to they may deploy d6 psultoroth instead

For each psultoroth deployment is 4d6 from the midpoint of a random table edge (ie roll deployment for each and every creature)

Psultoroth are the size of medium vessels and are based accordingly.

Psultoroth move in the ordinance phase and move in two move steps- randpmly in a straight line 3d6 cm and then randomly again in a straight line a further 3d6 cm. If a psultoroth comes into contact with a ship at any point during its move it makes an attack immediately, rolling on the below table.

**NOTE unless stated in the table the creature cannot cause critical hits**

Shooting Psultoroth- psultoroth behave as capital ships for the purposes of shooting. Whilst floating on solar winds they emit a slight electrostatic field burst, which acts as a shield value of 2. Their flesh is such that wounding the creature, rather than weaponry slipping through flesh without causing sustained harm. As such they have an armour value of 5. They have 5 hit points.

Resolve all hits first- if the creature is destroyed roll a d6. Any roll of 6 will immediately result in all other psultoroth other than those entangled with a ship moving 2d6 directly towards the place the creature was destroyed. If the creature is not destroyed each roll of 1 results in the creature moving 2d6 directly towards the firing ship

1	The Psultoroth makes a glancing hit with it's body and continues on it's path. Place one blast marker against the base of the ship where the creature impacted and finish the Psultoroth's move						
2	The Psultoroth manages to strike a single blow with it's tentacles, before moving on. Place two blast markers against the base of the ship where it made impact and finish the creature's move.						
3	The psultoroth manages to entangle the ship with it's tentacles, exerting a crushing force, before moving on. Place two blast markers against the base of the ship where it impacted and roll 2d6 against the the ship's armour. Once hits are resolved the Psultoroth completes it's move						
4	The Psultoroth manages to entangle the ship with its tentacles and has managed to strike a critical part of the ship's infrastructure. Place two blast markers against the base of the ship where the creature impacted and roll 3d6 against the ships armour. Once hits are resolved the psultoroth completes it's move						
5	The Psultoroth manages to entangle the ship with it's tentacles and has struck with such force there is a risk of critical damage. Place two blast markers on the ship's base where the creature impacted, roll 2d6 against the ship's armour and roll 2d6 on the critical hits table. Once all hits have been resolved the creature continues it's move						
6	<div><div>The psultoroth has entangled the ship and refuses to let go, striking crushing blow and attempting to dissolve the ship for it to absorb. Place 2 blast markers against the ships base where the creature made impact and roll 2d6 against the ship's armour and 2d6 on the critical hits table. As the creature is now attempting to both dissolve and ingest the ship it remains in place and will make a further 2d6 attack in every subsequent ordinance phase until it has been successfully repelled by the ship and it's crew. To repel the creature the ship may not shoot in it's next shooting phase, instead electing to 'repel'.</div><div>Repeating action: A captain will decide how many d6 they wish to roll against the creature, consulting the table below and applying any penalties listed against the number of dice they choose.</div><table><tr><td>4D6</td><td>The ship may only move at half speed in the subsequent round- crew working on engines and navigation have been commandeered to engage the creature on the hull</td></tr><tr><td>5D6</td><td>The ship may only move at half speed and may not turn in the subsequent round- navigation crew have additionally been comandeered to attack the creature</td></tr><tr><td>6D6</td><td>The ship may only move at half speed, may not turn and may not shoot in the subsequent round. All energy from weapons has been diverted to the hull to provide an additional stun against the creature, before crew members attempt to remove it from the hull.</td></tr></table></div>	4D6	The ship may only move at half speed in the subsequent round- crew working on engines and navigation have been commandeered to engage the creature on the hull	5D6	The ship may only move at half speed and may not turn in the subsequent round- navigation crew have additionally been comandeered to attack the creature	6D6	The ship may only move at half speed, may not turn and may not shoot in the subsequent round. All energy from weapons has been diverted to the hull to provide an additional stun against the creature, before crew members attempt to remove it from the hull.
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0	The creature has been enraged and grips tighter- it rolls 2d6 against ships armour immediately						
Once the number of dice for the attack have been decided a captain will total the numbers of 4's rolled and consult the below table							
1	You have failed to repel the creature and it will attack as normal again in the next ordnance phase						
2	You have failed to repel the creature but it is stunned, it will not attack in the next ordnance phase						
3	You have repelled the creature, but it lingers close to the ship still- place it 5cm away from the ship directly away from it's place of initial impact						
4	You have repelled the creature successfully, It moves 4d6 directly away from where it impacted						
5	You have destroyed the creature- it is removed from play and you receive 300 additional victory points to those outlined in the scenario						
6	You have destroyed the creature- it is removed from play and you receive 300 additional victory points to those outlined in the scenario. In addition the creature has emitted a psychic death cry- you may place an additional creature anywhere on the table no closer than 10cm to an enemy model. In the subsequent ordinance phase the creature will make it's initial move step directly towards the point the other creature was destroyed, before resolving its second move step as standard.						



# Campaign: Gretarius by Si (Grotesque Misalignment)

## Keytrangiis Noxum Dar

*In space there are near innumerable microscopic organisms which can have extreme effects on both the living and mechanical.*

*Keytrangiis Noxum Dar is a one such organism- in many respects it is an organism which behaves as a fungus, spreading to fill pockets of space until it can no longer sustain itself- at which point it reaches full bloom, wanes and spreads elsewhere.*

At the start of the game a Keytrangiis bloom fills the centre of the table- represented by a 20cm wide corridor between the the two opposing table edges where no fleets have been deployed.

Each turn the bloom expands by a further 10 centimetres on each side of the corridor.

Any ships in the bloom at the end of a players turn must make a 2d6 test, attempting to roll 12 minus the turn number (so turn one a ship must roll 11 or less, turn two 10 or less etc.). If a ship fails it's crew have momentarily lost control of themselves- roll d6 and consult the chart below:

1	The crew can no longer undertake vital tasks to pilot the ship effectively- in the next turn the ship may only move at half speed, may not turn and may not shoot
2	The crew have decided that they need to seek pleasure in all it's forms, rather than engage in battle. The ship must move directly towards the nearest table edge in it's next move phase and it will not shoo
3	The crew begin to attack one another, causing damage to vital systems. Roll 2d6 on the critical hit table and in the next phase the ship may only move at half speed and may not turn.
4	The crew feel an unending terror which results in them attempting to immediately flee the field of battle- they make an immediate move 4d6 towards the nearest table edge
5	The crew become inordinately emboldened- they make a 4d6 move towards the nearest enemy ship, resolving a shooting attack on the ship at the end of the move step.
6	The crew believe they must attack their own side- they make an immediate shooting attack against the nearest model in their force (including allies). They must fire all weapons they can against that ship. If they are unable to fire against any of their own ships make two rolls on the critical hit table- in this instance the intense paranoia results in the crew purposefully trying to destroy their own systems.

If a ship loses control they can be brought back under control with a successful leadership test. This must be performed in the end phase of a players turn before other tests for control are taken. If the test is failed the ship must roll again on the 'lost control' chart. If the test is passed the ship has recovered and will take no more tests this turn, they will move/shoot in their next turn as normal. If they are still within the bloom in their next end phase they will take another test to see if they lose control again.

If a ship is attempting to regain control and it has moved out of the bloom it takes a leadership test, applying a minus 2 to the result.

Once all control recovery has taken place all other ships which are in the bloom must take control tests.

At the end of the game captains may award themselves an additional 200pts for each ships which survived the game. For every ship which did not lose control and survived an additional 100pts is awarded on top of the 200 surviving points. Ships which left the table count as having been destroyed for the purpose of victory points.

If both captains play until there are no ships left/the scenario end has not been reached both captains may receive 2 points of renown each (if playing a campaign). Whilst decimation is ordinarily not a cause for celebration, tales of captains forging through the depths of insanity and continuing to command fleets are tales which echo throughout the universe.



# MOOSE MUSINGS: The Tyranid Snowball by Italianmoose

*In this musing, I'd like to tweak how Tyranids work in a campaign to make them feel more threatening if left unchecked. Either you play nid whack-a-mole and don't expand, or you ignore them and suddenly there's nothing left. Instead of renown the nid player keeps track of "infestation", recording how much Tyranid biomass is present in the system.*

The Tyranid player "owns" no systems initially. Randomly select a planet instead, it and each connected planet has d3 infestation points. Each infestation point represents 500 pts worth of a fleet in that system. If 2 or less infestation points, games in that system can only be raids. The Tyranid player's fleet list has a maximum size of the highest number of infestation points in a system.

If the Tyranid player has a minor defeat they lose 1 infestation point in the system where the battle was fought, if they suffer a major defeat, they lose 2. A minor victory gains 0, and a major victory gains 1.

At the end of each campaign turn, roll a d6 for each system with at least 1 infestation point. On a 6+, another point is generated at the same location. Then for each infestation point in each system, roll a d6. On a 1-2, that infestation point moves to another randomly selected system connected to the first system (there can already be infestation points there). Any systems with infestation points halve the number of repair points they generate (rounding up, with a minimum of 1).

If the Tyranid player loses all their infestation points, at the start of the next campaign turn randomly select a system. The player gains d3 infestation points in that system as a new tendril of the hive fleet arrives.

Once a system has 6 or more infestation points it is considered overrun by Tyranids and its former owner loses control. It cannot gain any additional infestation points during the end-of-turn rolling and will be considered an uninhabited system from then on as the Tyranid fleet

has stripped it of resources. The infestation points present will slowly diffuse outwards via the rolling process. An exterminatus mission which is successful on a system with infestation tokens removes d6 tokens.

The Tyranid player will lose when the other player(s) achieve their victory conditions of course. Their own victory condition could be to accumulate a certain number of infestation points, overrun a number of planets, etc.

Give it a go and let me know your thoughts!





# Campaigning through the Stars: Adeptus Mechanicus

by Fro5ty

*Embarked in an eternal quest for knowledge as a holy task to get closer to the Omnissiah, the Adeptus Mechanicus are the Imperium's technocrats, controlling the Imperium's technology and the manufacture of armaments throughout the galaxy, while hoarding some of the best for themselves. Functioning as an autonomous empire within the Imperium, the Adeptus Mechanicus scour the galaxy for remnants of archeotech, recovering forgeworlds and exploring the unknown for anything new, which is analyzed and categorized for further actions. Rejecting the weakness of flesh, the Cult Mechanicus as a whole is dispassionate and logical to a fault, making emotional appeals unlikely to work, but a well-thought out logical argument can have excellent results.*

*Today I'll aim to provide you with the full almost-official complement of rules that you'll need to continue on your quest for knowledge and expand the power of Mars in a campaign!*

## Adeptus Mechanicus in a campaign

The Adeptus Mechanicus offers us the chance to play a campaign focused on some of the most powerful ships of an Imperial faction, while allowing for even more customization of ships than any other Imperial faction would allow, including access to weapons that are beyond anybody else's. Exploring the galaxy for knowledge and new technologies means that you'll want to strike out at the Xenos that you encounter, as their technology will no doubt increase your renown and provide you with a boost, while the acquisition of Forgeworlds is an imperative for you, lest you suffer the Omnissiah's holy works be perverted by those who are unworthy. The changes provided here should provide some more interesting changes to your campaign, allowing you to play a campaign with a different feel and objectives than other Imperial campaigns, showing off just how different the Adeptus Mechanicus is!

## General rules

Adeptus Mechanicus follow the usual rules for a campaign, being capable of behaving as a conquering fleet or as a pirate fleet, though in

both cases that must be announced when the campaign starts. 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. 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 normally as desired, a fleet including any Adeptus Mechanicus capital ships must roll a single D6 against the following subplot table:

D6 Roll	QUEST FOR KNOWLEDGE			
1	<b>Extended Duty:</b> 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	<b>Xenos Logic:</b> 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	<b>Mimic Drive:</b> 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	<b>Sacred Vessel:</b> 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	<b>The Prize:</b> 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	<b>Experimental Ship:</b> 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)			
1	All weapons (except ordnance) increase maximum range by +15cm.	1	Weapons battery firepower and lance strength reduced by 50% (rounding up).	
2	The ship gains +1 Shield.	2	The ship loses 2 hit points.	
3	All turrets re-roll misses when defending against ordnance.	3	The ship loses 2 turrets (this is after adding the +1 turret all Mechanicus capital ships are equipped with).	
4	The ship can turn an additional +45 degrees.	4	The ship must move an additional 5 cm before it can turn.	
5	All friendly vessels within 15cm gain an additional +1 leadership when the enemy is on special orders (max 10).	5	The ship loses 5 cm speed.	
6	Dorsal or prow lances ignore shields on a roll of 6.	6	Dorsal or prow lances can only hit targets on a roll of 6.	

# Campaigning through the Stars: Adeptus Mechanicus by Fro5ty

### Might of the Mechanicus

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.

### Flesh is weak, the Machine is eternal

The Adeptus Mechanicus despises the weakness of flesh, their irrational urges going against the Credo Omnisiah. The Adeptus Mechanicus much prefers the ministrations of machines, where their procedures can be optimized and efficiency beyond that of flesh can be achieved. Adeptus Mechanicus factions receive only half the normal amount of Repair Points from planets other than Forge Worlds (rounded up), however they gain double the amount of Repair Points from Forge Worlds.

### Mysteries & Warnings of the Cult Mechanicus

The Cult Mechanicus' fleets explore the galaxy acquiring knowledge, relics and xenotech for research while destroying those whom the Omnisiah finds to be as threats. Any Magos that finds caches of relics, archeotech or xenotech, or that destroys heretical technology, will find

their influence increased. Adeptus Mechanicus fleets gain an additional Repair Point for each enemy hulk that they capture after a battle. Furthermore, any time an Adeptus Mechanicus faction wins a raid as an attacker against a non-Imperial faction, or claims control of a system that was previously held by a non-Imperial faction, they receive an extra Renown point.

### Pirate Fleet Rules

#### Fleet Size

Your starting fleet size is 1500 points (or 75% of the starting points value that has been agreed for conquering fleets in this campaign).

#### Fleet Lists

Most Adeptus Mechanicus pirate fleets should be represented by using the Adeptus Mechanicus Fleet List, but you should feel free to use other lists if you feel it appropriate!

### Conquering Fleet Rules

#### Fleet Size

Your starting fleet size is 2000 points (or the starting points value that has been agreed for conquering fleets in this campaign).

#### Fleet Lists

Most Adeptus Mechanicus conquering fleets should be represented by using the Adeptus Mechanicus Fleet List, but you should feel free to use other lists if you feel it appropriate!

### Promotions

The Adeptus Mechanicus has a rigid hierarchy, with each Magos bearing a title representative of their achievements and endeavours. Adeptus Mechanicus commanders use the following table for their promotions during a campaign. 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 from 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.

Adeptus 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-Roll, 1 Refit
21 - 30	Aspiring Archmagos	9	2 Re-Roll, 1 Refit
31 - 50	Archmagos Explorator	9	3 Re-Roll, 1 Refit
51 +	Archmagos Veneratus	10	3 Re-Roll, 2 Refit



# Campaigning through the Stars: Adeptus Mechanicus

by Fro5ty

## Refits

*Adeptus Mechanicus ships are special vessels, refitted with powerful technology throughout their lives, becoming true testaments to the Mechanicus technological prowess and each Magos' eccentricities.*

The refit tables are for use by any capital ships in an Adeptus Mechanicus fleet. They are not for use by escorts. Ships that cannot use the refit rolled for whatever reason may re-roll the result, such as not being equipped with weapon batteries, attack craft, etc.

ADEPTUS MECHANICUS ENGINE REFIT	
<i>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:</i>	
D6 Roll	Engine Refit
1	<b>Secondary Reactors:</b> The ship's additional power generators allow it to put on a tremendous burst of speed for short lengths of time. The ship rolls an extra 2D6 when on <i>All Ahead Full</i> special orders.
2	<b>Evasive Jets:</b> The hull of the vessel is studded with powerful short-burn engines which allow it to drastically turn to avoid incoming fire. At the start of the enemy shooting phase, the ship may take a Leadership test. If it is passed, the ship may make a single 45° turn immediately. However, the ship may not go on to special orders during the next turn.
3	<b>Manoeuvring Thrusters:</b> Additional thrusters along the length of the ship allow it to turn much more quickly. The ship reduces the distance it needs to move before turning by 5cm.
4	<b>Arrester Engines:</b> The ship has a number of secondary engines mounted near its prow, which enable the vessel to reduce speed rapidly. When attempting to Burn Retros or Come to New Heading special orders, the ship may add +1 to its Leadership.
5	<b>Auxiliary Power Relays:</b> The rear of the ship is criss-crossed with additional cables and pipelines, feeding more power to the engines. The ship gains +5cm to its speed.
6	<b>Navigational Shields:</b> The ship is enveloped in low-frequency shields designed to shunt aside debris and other impediments as the ship moves. The ship does not suffer reductions to its speed for moving through Blast markers (this includes gas and dust clouds and similar effects).

Ships may choose to roll on the Adeptus Mechanicus Torpedoes Refit table or the Adeptus Mechanicus Nova Cannon Refit table instead of the Adeptus Mechanicus Weapons Refit table. No ship may be equipped with more than one torpedo type from the Adeptus Mechanicus Torpedoes Refit table. Torpedoes from the Adeptus Mechanicus Torpedoes Refit table are always restocked after each battle.

No ship may be equipped with more than one Nova Cannon ammunition type from the Adeptus Mechanicus Torpedoes Refit

ADEPTUS MECHANICUS SHIP REFIT	
<i>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:</i>	
D6 Roll	Ship Refit
1	<b>Improved Sensor Array:</b> The ship's assayers and long range surveyors are particularly attuned to pick up energy emissions and signals from enemy ships. When taking Leadership tests to go on to special orders, the ship gains +2 for enemy ships on special orders, rather than the normal +1.
2	<b>Additional Shield Generator:</b> The ship has additional shield generators to deflect incoming shots. The ship gains +1 Shields.
3	<b>Superior Damage Control:</b> The ship benefits from an improved auto-repair system, or more highly adept engineers and technicians. The ship may roll one extra dice in the end phase when attempting to repair damage
4	<b>Reinforced Hull:</b> The ship's hull is fitted with additional armour and internal bracing, increasing its damage by 25% (rounded up) but reducing its speed by 5cm.
5	<b>Improved Logic Engines:</b> The ship's countless metriculators and mechanical cogitators enable the crew to perform with full effectiveness even in the midst of the fiercest battle. The ship does not suffer -1 Leadership for being in contact with Blast markers.
6	<b>Overload Shield Capacitors:</b> Specialised power relays and generators allow the ship's engineers to temporarily divert extra power to the shields. For each hit against the shields, roll a D6. On a roll of a 6, the hit is ignored and no Blast marker is placed.

table. A ship equipped with Nova Cannon ammunition from the Adeptus Mechanicus Nova Cannon ammunition carries a single warhead of that ammunition into battle in addition to the normal Nova Cannon ammunition, so it can only fire the special ammunition a single time during the battle. It must be announced which ammunition is being used before starting the shot sequence. Nova Cannon ammunition from the Adeptus Mechanicus Nova Cannon Refit table is always restocked after each battle.

ADEPTUS MECHANICUS WEAPONS REFIT	
<i>The ship has been upgraded with additional or more sophisticated weapons systems, greatly enhancing its battle effectiveness. Roll on the following table:</i>	
D6 Roll	Weapons Refit
1	<b>Extra Turrets:</b> The vessel is studded with numerous close defence weapons to shoot down enemy torpedoes and attack craft. This ship adds +1 to its Turrets value.
2	<b>Turbo-weapons:</b> The ship's weapons have been given additional punch and accuracy at long range. The ship does not suffer a right column shift when firing over 30cm.
3	<b>Targeting Matrix:</b> The ship's weapon systems are linked together through a massive targeting network so that they can maximise their fire. All firing by weapon batteries benefits from a left column shift on the Gunnery table (before any other column shifts for range or Blast markers).
4	<b>Auto-loaders:</b> The ship's crew are aided in their task of readying torpedoes and attack craft by huge semi-automated machinery. The ship adds +1 to its Leadership when attempting Reload Ordnance special orders (re-roll this if the ship has no ordnance).
5	<b>Superior Fire Control:</b> A powerful fire control system has been installed in the ship's bridge, enabling the command crew to direct the ship's firing with greater effect. The ship adds +1 to its Leadership when attempting Lock-on special orders.
6	<b>Motion-Tracking Targeters:</b> A complex analytical array linked to the ship's navigational systems enables the gun crews to fire with greater accuracy when the ship is performing special manoeuvres. If the ship is on All Ahead Full, Burn Retros or Come to New Heading special orders, its firepower and lance Strength is reduced by 25% (rounded up) rather than halved.

# Campaigning through the Stars: Adeptus Mechanicus by Fro5ty

ADEPTUS MECHANICUS TORPEDOES REFIT	
The ship has been equipped with special torpedoes. Roll on the following table:	
D6 Roll	Torpedoes Refit
1	<b>Short Burn Torpedoes:</b> 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. Short burn torpedoes have an increased speed of 40cm. 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.
2	<b>Guided Torpedoes:</b> 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. 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!
3	<b>Seeking Torpedoes:</b> 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. 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 that they will not attack friendly ships that they move into contact with. Ships are only equipped with enough Seeking Torpedoes to fire a single salvo of them in a battle.
4	<b>Barrage Bombs:</b> 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. 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 strike 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).
5	<b>Melta Torpedoes:</b> 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. 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! Ships are only equipped with enough Melta Torpedoes to fire a single salvo of them in a battle.
6	<b>Vortex Torpedoes:</b> 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. 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! Ships are only equipped with enough Vortex Torpedoes to fire a single salvo of them in a battle.





# Campaigning through the Stars: Adeptus Mechanicus by Fro5ty

ADEPTUS MECHANICUS NOVA CANNON REFIT	
The ship has been equipped with special nova cannon ammunition. Roll on the following table:	
D6 Roll	Nova Cannon Refit
1	<b>Rift Shell:</b> Rift shells carry warheads similar to those used in Vortex Torpedoes, except that the warheads used for Rift shells are much larger than those used on torpedoes, and are capable of creating warp rifts in real space. You must announce when you're firing a rift shell. Template hits are decided as normal with the exception that all hits IGNORE shields (holofields work on a 3+) as blastwaves of immaterium smash into the ship! After resolving any hits, place a Warp Rift that is D3 x 2cm wide by D3 x 3cm long "cantered" over where the shell detonated. Any ships caught in the Warp Rift as it forms must pass a leadership test on 2D6 to successfully navigate out of the expanding rift, or suffer the normal penalties for failing to navigate the warp rift, afterwards ships attempting to navigate the warp rift must pass a leadership test on the "standard" 3D6. If any ship carrying an unused Rift shell suffers a Prow critical hit, roll a D6. On a roll of 6, the Rift shell detonates, causing the ship to be ripped apart from the inside as a Warp Rift begins to form. The ship is removed from play, and a Warp Rift is placed as described above, "cantered" where the ship's stem was..
2 - 3	<b>E.M. Shell:</b> E.M. shells are not so much designed to inflict damage as they are to interfere with enemy sensors and communications. When an E.M. shell detonates, it unleashes massive amounts of ElectroMagnetic radiation and radio waves, scrambling sensor readings and interfering with shipboard communications. E.M. shells are not designed to inflict damage, and as such, have very little physical punch. When placing the template, ships with bases under the hole of the template suffer 1 automatic hit, while ships with bases under any other part of the template, roll a single hit against their armour value with shields and holofields working as normal. After resolving any hits, establish the interference field created by the E.M. shell. The interference field has a radius of 10cm from the center of the Nova Cannon template, and all ships (friend or foe!) within the field's radius (measured from the stem) suffer the effects of the interference field. Roll a D6 to see what the level of the field is. All ships within the interference field reduce their Leadership value by the number rolled. In addition to the reduced Leadership for interference, any ships within the interference field cannot use Fleet Commander re-rolls, or if the Fleet Commander's ship is within the interference field, only their ship may use the re-rolls. The interference field is removed at the end of each turn on a D6 roll of 4+ (do not roll for this during the turn in which the interference field was placed). Should two interference fields overlap, use the larger interference level. Ships outside the interference field must pass a Command Check to target ships inside the interference field with any weapon that does not use the Gunnery Table, while weapons that use the Gunnery table may always fire into an interference field, but simply suffer a column shift right to do so.
4 - 5	<b>Doppler Shell:</b> Similar to E.M. shells, they are not designed to pack a physical punch, but instead are designed to release large amounts of graviometric waves that will bounce off the hulls of ships within the field of exposure and allow other ships to get a much better fix on their position. When fired, a "doppler field" with a radius of 10cm is created. All ships (friend or foe!) within the field (measured from the center of the template to stem) are affected by this "doppler effect". This means that ships (both within and outside) the field can get a better lock on their adversary. Ships within the field count as being "locked-on". Anybody firing at ships that are "locked-on" counts as being under the Lock-on special order, including ships within the field firing at other ships within the field. Enemies firing at "locked-on" ships with Holofields within the field do not benefit from the previous Lock-on special order, instead the Holofields will have no effect while within the "doppler field". Gas and dust clouds interfere with the "doppler effect" and so if a "doppler field" overlaps a Gas/Dust cloud and a ship happens to be in the part of the Gas/Dust cloud within the "doppler field", it will only count as being "locked-on" on a D6 roll of 4+. Ships with Holofields that are "locked-on" within a Gas/Dust cloud can still use their Holofield save, but it will work on a 6+ instead of a 2+.
6	<b>Grav Shell:</b> These shells are extremely hard and dangerous to make, and as such, they are only made in a few select installations in deep space, far from any inhabited systems. The location of these installations is known only to a handful of individuals on ancient Terra and those who actually work on the stations, and keeping it that way is a top priority. Transportation of these shells is just as hazardous as making them, and as such, only 6 ships throughout the whole Imperium are known to have carried these deadly weapons, and 1 of those ships was lost when its cargo detonated onboard when the containment field on the warhead failed. When fired and "detonated", they implode and collapse in on themselves, forming what is essentially a short-life micro-blackhole, and creating a hellishly powerful gravity well. When fired, leave the Nova Cannon template on the table. Once fired, it will take the Grav shell 1 turn to collapse on itself and form a micro-blackhole, so if you fire it in your 1st turn Shooting Phase, it will have finished collapsing in on itself at the beginning of your 2nd turn Shooting Phase. Should any ships' stem cross the hole of the template before the Grav shell finishes collapsing, roll to see if they suffer a critical hit as if they had just received a hit (though no hit is inflicted), for even before it completely collapses, the gravitational forces are awesome to endure. Once it finishes collapsing on itself, the Gravity Well of this micro-blackhole has a radius of 10cm from the center of the template. Any ships (friend or foe!) caught within the Gravity Well are immediately pulled D6cm directly towards the center of the template (roll for each ship individually). Any ships whose stem touches the center of the template are immediately destroyed! After the initial "pull towards oblivion", roll again for each ship within the gravity well to see how far they get pulled towards the blackhole at the beginning of BOTH players' shooting phases. As with other gravity wells in the game, ships may make a free 45 degree turn towards the blackhole when they're within the gravity well. Ships may not "establish orbit" over the blackhole. At the edge of the template, the gravity is so strong that the engines of torpedoes and ordnance don't have enough power to escape the pull of the black hole, and light and radio waves are so distorted that clear readings of what's on the other side cannot be established. As such, the template blocks the line of fire and cannot be shot past, any torpedo or other ordnance that touches the template is automatically destroyed. Torpedoes that enter any part of the gravity well must make a 45 degree turn towards the blackhole at the end of their move. Any ships whose stems touch the edge of the template or that end their move with their stem touching the template will roll to see if they suffer a critical hit as if they had just received a hit (though no hit is inflicted) with a +2 bonus to see if a critical hit is inflicted as the gravitational forces begin trying to rip the ship to shreds. The micro-blackhole is removed at the end of each turn on a D6 roll of 4+ (start rolling for this from the turn after the shell collapsed and the gravity well was established). The transportation and storage of Grav shells is so precarious, that while a ship is carrying an unused Grav shell, roll D6 at the beginning of each of your

# Campaigning through the Stars: Adeptus Mechanicus by Fro5ty

## Crew Skills

*Adeptus Mechanicus ships are crewed by an assortment of ratings, techpriests and servitors, all of which can be further augmented and developed to perform their duties in a more efficient manner.*

*Adeptus Mechanicus ships may use the following table when rolling for Crew Skills.*

ADEPTUS MECHANICUS 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	Crew Skill
1	<b>Expert Gunnery:</b> 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	<b>Skilled Engineers:</b> The crew responsible for running the engines are highly adept, able to respond quickly to orders for more or less power. When the ship attempts All Ahead Full or Burn Retros special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
3	<b>Adept Trimsmen:</b> The officers and crew responsible for the ship's manoeuvring boast that they could get the ship to turn on the head of a pin! Whenever the ship attempts Come to New Heading special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
4	<b>Excellent Pilots:</b> The ship is famed for the skill of its pilots. The well-timed attack runs of its bombers can cause horrendous damage while its fighter pilots fly rings around enemy attack craft. Any bombers launched by this ship may re-roll the dice when determining how many To Hit rolls they have. Any assault boats launched by this ship may re-roll the dice when determining if the Hit and Run assault has been successful. Re-roll this skill if the ship does not carry attack craft.
5	<b>Disciplined Crew:</b> The ship's crew bend to their tasks with enthusiasm and loyalty. Once per battle the ship may re-roll a failed Leadership test or Command check.
6	<b>Elite Command Crew:</b> The ship's command crew work well as a team, able to respond quickly to the orders of the fleet commander. Once per battle the ship may automatically pass a Leadership test or Command check – there is no need to roll any dice.





# Campaigning through the Stars: Adeptus Mechanicus

by Fro5ty

## Appeals

*The Adeptus Mechanicus can appeal to almost any Imperial institution for assistance and favours in their quests, though their abrasive manners often struggle to convince those institutions.*

As mentioned before, Adeptus Mechanicus vessels get a +1 roll modifier to earn refits but a -1 roll modifier to earn reinforcements or Space Marine vessels.

Adeptus Mechanicus players may choose to roll on any of the tables in the Space Marines article (see Warp Rift 41), or on any of the tables in the Rogue Traders article except for the Void Kings Appeal Chart (see Warp Rift 45), or on the Adeptus Mechanicus Appeal Chart when making an Appeal of the “Other” variety.

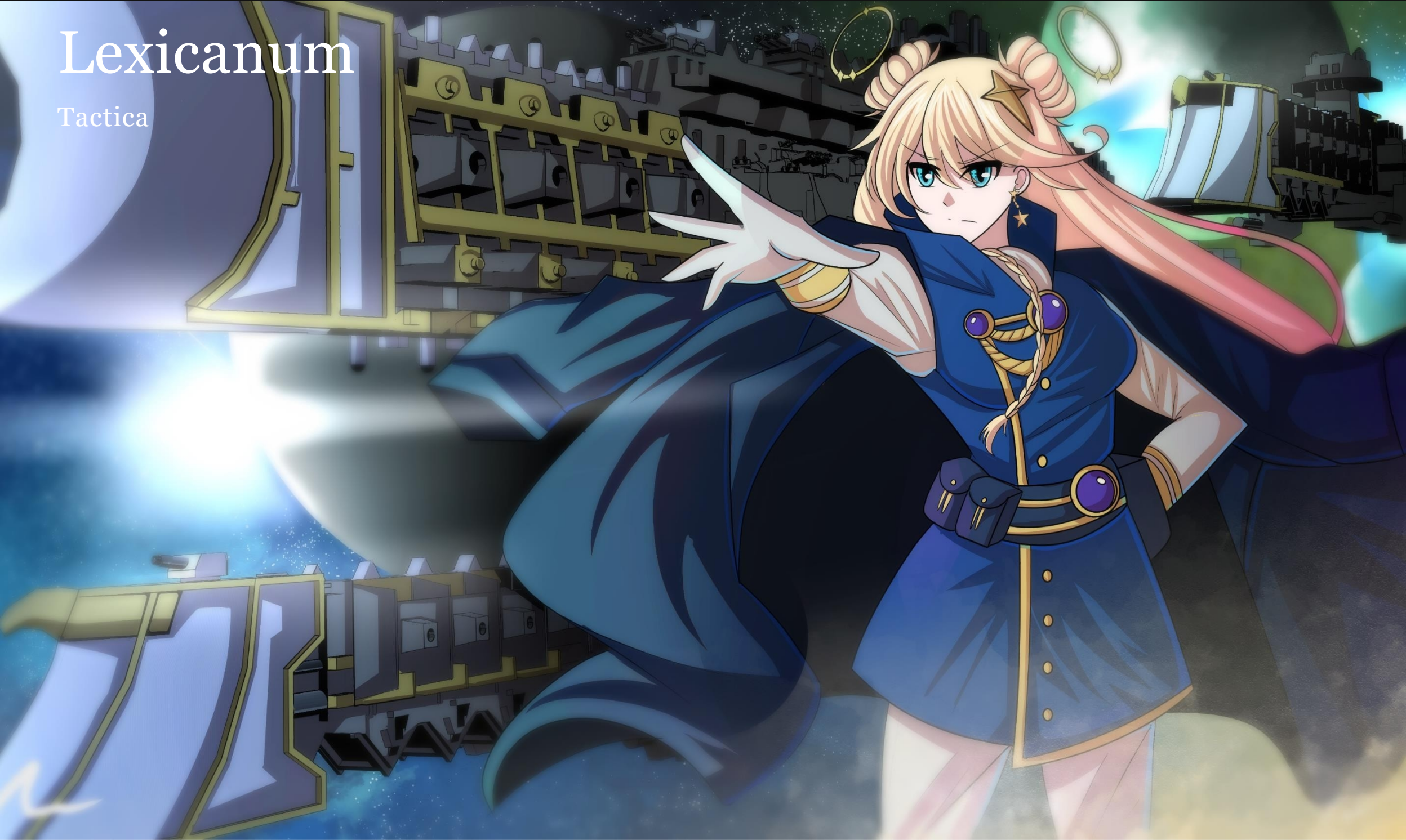
## Conclusion

Hope you enjoy these new additions to make the Adeptus Mechanicus campaign experience an efficient one, and beware the nova cannons, they’re deadly to both the carrier and the enemy!

ADEPTUS MECHANICUS APPEALS	
2D6 Roll	Result
2	The Adeptus Mechanicus regards your mission as a sacred duty. Your flagship is now affected by the Gifts of the Omnissiah special rule (gaining +1 turret and a roll on the Mechanicus Gifts table) if it wasn't affected by it before. If the ship was already affected by the Gifts of the Omnissiah rule, you may roll again on the Mechanicus Gifts table, rerolling any duplicates, or you may choose to roll on any of the Engine, Ship or Weapons Refit tables and apply the results. Your flagship is unavailable for your next battle as the Adeptus Mechanicus refits it.
3	Your fleet is joined by a Legio Titanicus Maniple. Choose a large transport or battleship in your fleet. That ship scores an extra 2 points per turn it spends unloading troops in Planetary Assault scenarios.
4	You get special dispensation from Mars, gracing one of your ships with powerful weaponry. Choose one of your capital ships and apply one of the following: <ul style="list-style-type: none"><li>• Replace its current prow weapons, if any, with a Nova Cannon</li><li>• Extend the range of any Weapon Batteries with a range of 30cm on the ship to 45cm</li><li>• Roll on either the Nova Cannon or Torpedoes Refit Table and apply the result to the ship</li></ul>
5	Magos join your fleet, ensuring that your ships run at peak efficiency. Your ships roll an additional dice when attempting to repair critical hits. You may only receive this appeal once, any other results of this are ignored, and the appeal lost.
6	The Adeptus Mechanicus refits one of your ships with additional weaponry. One of your capital ships that doesn't have a dorsal weapon gains a single dorsal lance battery firing Left/Front/Right. It has a range of 30cm for light cruisers, 45cm for cruisers and 60cm for battlecruisers, grand cruisers and battleships. If no ship is eligible, instead select a capital ship and roll on one of the refit tables as normal.
7	The Adeptus Mechanicus gives you additional spots in their dockyards. Gain +5 Repair Points this turn.
8	The Adeptus Mechanicus is extremely interested in acquiring the remnants of your enemies for research. For each hulk you capture during your next battle, gain an additional point of renown.
9	The Adeptus Mechanicus refits one of your ships with powerful scanning equipment. Choose a ship, it gains an additional +1 bonus to its leadership when enemies are on Special Orders.
10	The Adeptus Mechanicus sends out probes to map out your enemies movements and plans from the depth of space. Your fleet gains +1 Initiative permanently. You may only receive this appeal once, any other results of this are ignored, and the appeal lost.
11	The Adeptus Mechanicus diverts forces to assist in your endeavours. You may add up to 400 points of Adeptus Mechanicus ships from any Adeptus Mechanicus list as reserves. Follow that list's fleet composition, though you may not take ships listed as reserves from that list. The ships taken can only be from the Adeptus Mechanicus, not from any of the other factions contained in such lists.
12	Mars takes a keen interest in your endeavours and sends one of their envoys to accompany you. You may add an Adeptus Mechanicus battleship to your fleet following all the rules they'd have in their original fleet (though none of the fleet list limitations). The ship starts out with Leadership 8 and may not carry any captain that isn't from the Adeptus Mechanicus.

# Lexicanum

Tactica





# Imperial Navy: The Bastion Fleets by HuvalC and Francis

## Introduction

The Bastion fleets are arguably the most diverse of all the Navy fleets available in Battlefleet Gothic, and due to this it is probably my favourite (Francis). The fleets represent the ships available to the sectors and subsectors that surround the Eye of Terror. These are some of the best defended worlds of the Imperium – Cadia being second only to Holy Terra herself before the Cadia system fell – as a consequence, the Bastion Fleets have access to a huge catalogue of ships as well as some flavourful options. Notably, this fleet list is the only list that allows you to take some of the older classes that are now in use with the Traitor fleets.

The Bastion fleets can be used in two principal ways. The first is to use it like an enlarged Gothic list and just enjoy the huge variety of ships (including Grand Cruisers!). The second is to go nuts and use the Reserve Fleets of Segmentum Obscurus rules, allowing you to include Hades, Murders, Carnages, Executors and the ever-popular Repulsives. Of the two, the first is probably the most competitive, but the latter is very fun.

When fielding a standard Bastion list, general tactics are very similar to the Gothic list, but the inclusion of the Voss light cruisers opens up the option to go for weaker and cheaper light line-cruisers in order to afford more battlecruisers, Grand Cruisers and battleships. Like the Voss light cruiser can stand in for standard cruisers, the Grand Cruisers can perform a somewhat similar role to the battleship by drawing enemy fire and surviving. Do note however that a Grand cruiser will have much reduced firepower (including completely lacking prow armament, would it really have hurt to toss in a S4 or 6 LFR prow weapons battery? – Francis), as well as less shields, hit points and turrets. Nevertheless, fighting without battleships is very viable in a Bastion list (*my Bastion fleet has 2 Grand Cruisers and no battleships* – Francis).

## Reserve fleets and battlefleet Cadia

When selecting a Bastion fleet, you have two optional variants that you can add to the standard fleet list.

The first is to make it a battlefleet Cadia list, and I (Francis) would always stay clear of this option. The ability to take 0-5 veteran captains with +1LD and a reroll to use on their squadron is nice, but it is not particularly cheap at 50pts. The price would be about right if that was all there was to it, but you get a downside too. All ships and escort squadrons roll 2d6 and then pick the lowest score when rolling for leadership. This is way too bad a nerf for the option to buy veteran captains for 50 pts. and risk ruining the leadership of your entire fleet. At 25pts. this might have been a decent option, but at 50pts. it is simply overcosted. Stay away, unless you want a fluff list.

The second variant is to use a reserve fleet, and while this option can be even more punishing than a Cadian fleet, at least it allows you to bring some cool ships that open up new ways to play for the Navy. A reserve fleet is very simply a fleet that draws from the large reserve of mothballed old Navy vessels. This makes the ships in the fleet unreliable (especially against chaos), but it gives you the opportunity to take some chaos ships as reserves, namely:

- The Repulsive class grand cruiser
- The Executor class grand cruiser
- The Hades class heavy cruiser
- The Murder class cruiser
- The Carnage class cruiser

What these ships give you is, in the words of a famous British television presenter, “speed and power”. The Hades, Murder and Carnage give you a lot of firepower on a fast platform, albeit at a cost to resilience compared to Navy ships, while the two Grand Cruisers, and first and foremost the Repulsive, give you great firepower for the cost. Use the Repulsive with its large torpedo salvo and heavy broadside to go in with your main cruisers, while the other chaos cruisers take the flanking opportunities that their speed gives them.

The downside is the difficulty of squadroning these ships with navy ones. On the other hand you can squadron a lance dauntless to a Hades or Murder for more punch.

The con of this fleet is that your ships are much more likely to disengage when you don’t want them to, or even flip sides mid battle, but no reward without risks. We would not take a reserve fleet to a tournament we wanted to score well in, but in a campaign or just for one-offs it provides some nice fun options.



# Imperial Navy: The Bastion Fleets by HuvalC and Francis

## Unique ships in the Bastion list:

There are only 3 new ships in the Bastion list that are not present in the Gothic or Armageddon list, and they are all Grand Cruisers.

In the lore, the Grand Cruiser classes were a bit of a dead end. As new heavy cruiser and battlecruiser type ships became available, the Grand Cruisers became obsolete. On the tabletop, they are decent ships but a bit lacking compared to the competition whether the flimsier but more heavily armed battlecruisers, or the true behemoths of the Navy, the battleships. Nevertheless, they hold a certain indefinable charm that is quite irresistible to many wargamers, and their ability to survive heavy fire and still dish out a decent amount of hurt from their broadsides make them quite usable.

The 3 types share the same profile, with 3 shields, 10 HP and 3 turrets, as well as 45cm+ weaponry (except in the case of the Avenger). In addition their cruiser type enables them to turn after traveling just 10 cm rather than the 15cm a battleship must move. This makes them much more maneuverable.

### Exorcist class grand cruiser

The Exorcist class is a fairly good grand cruiser (*my go to of the three – Francis*) and will provide you with some decent short to medium firepower while giving you survivability and ordnance at a good price. S8 range 45cm weapons battery broadsides as well as 4 squadrons of fighters/bombers and the option to take assault boats is decent. It is not a heavily armed ship by any measure, but it will get the job done. The armament combined with 3 shields, 3 turrets and 10 hit points makes it a great flagship for smaller fleets and a serious competitor to the Mars class battlecruiser in that regard.

Behind its 5+ armored and weaponless prow, its role is simple: carry and launch ordnance while taking fire from being abeam (a smaller and more maneuverable Emperor). Use it to hang a bit back providing medium range WB fire to plonk shields off enemies and to support the main line with ordnance.

The upgrade to S10 batteries is not really recommended as the loss of range turns it into a different kind of ship that wants to go prow on to

the enemy in order to get into short range, ask any chaos player what often happens with a 5+ prow armour ship that tries to do that.

Counterpoint: The range on the str-8 weapon battery is not laughable, but that shall not be the main role of this ship. I would suggest taking the +2-str option to be used for self defense, and not misleading you to a bad decision (– Huval).

This ship is the 3rd option in the Navy lists to bring assault boats, and the assault boat upgrade is more useful than the S10 upgrade, but sadly a bit pricey at 10pts. In comparison an Emperor class battleship gets twice the number of assault boats for only 5pts. Nevertheless, they can be a good addition to your fleet if you happen to face escort heavy opponents.

As a conclusion, for not much more than a dictator price-wise, you have a tough carrier platform with 3 shields and 10 hitpoints.

### Vengeance class grand cruiser

The Vengeance is a good solid grand cruiser with decent range and good firepower. S10 broadside weapons batteries at range 60cm (!) plus 2 range 45cm lances is nothing to sniff at. Coupled with the abeam resilience of a grand cruiser, the firepower makes this a very decent ship that can be compared with a Targeting Matrix and extra turret upgraded Overlord battlecruiser. The Overlord is more flexible with its longer ranged dorsal lances, torpedoes and armoured prow (and 25pts. more expensive), but the Vengeance can take more punishment in a broadside fight with its extra shield and hit points.

Use it to circle around the enemy as your main line goes for their throat. In smaller battles, a Vengeance coupled with a battleship can be a surprise for opponents expecting cruisers and battlecruisers

### Avenger class grand cruiser

The Avenger is cheap and fun, and that's about it. It is a very simple ship with one purpose: get into a broadside fight as fast as possible. At 200 pts. per ship you get a lot of shields and hit points, and the broadside weapons batteries at S16 range 30cm are okay, not great, but okay. The ship itself would probably benefit a lot from increased

firepower (for example from a LFR prow S4 range 45cm weapons battery? – Francis), but as that is not an option in the official rules, we have to work with what we got.

Take it if you want a grand cruiser that will be rushing forward as a big distraction carnifex but be prepared to see it crippled relatively quickly as the enemy turns every weapon battery in range upon its 5+ prow armour.

## Conclusion

The Bastion Fleets will give you the largest rules-legal variation in ships possible in the Imperial Navy, hence it may be the best bet for admirals that want a broad scope to make a unique background for their fleet.

With reserve fleets available it is possible to make all sorts of fleets, but broadly speaking the tactics presented for the Gothic list will be applicable to the Bastion Fleets as well. The inclusion of Grand Cruisers presents players with an interesting middleground between Cruisers/BCs and Battleships, even if they may not be the most competitive choice. Compared to the Gothic list. The inclusion of the Voss-family of light cruisers also gives players a chance to unlock really heavy ships with very cheap light cruisers, giving you more points to spend on grand cruisers and Battleships.

There is no right way to use a Bastion fleet, but a competitive list would probably look a lot like a good Gothic list, with maybe the option to take Armageddons, Voss light cruisers, and the Apocalypse getting some play. But where is the fun in that? If you don't mind a little bit of an uphill struggle (but by no means an impossible one) use grand cruisers and maybe even some old ships that are now usually seen with the traitor fleets, and have the old fleets of Holy Terra sail the stars in the Emperor's service once again. The Emperor expects.



# Imperial Navy: The Bastion Fleets by HuvalC and Francis

## An Example Fleet List

### Vaai'sh's Bastion fleet list (a.k.a. Abeam fleet)

- Admiral, 50pts
- Emperor class battleships, Shark assault boats, 370pts
- Vengeance class grand cruiser, 230pts
- Vengeance class grand cruiser, 230pts
- Lunar class cruiser, Nova cannon, 200pts
- Lunar class cruiser, Nova cannon, 200pts
- Dauntless, lance variant, 110pts
- Dauntless, lance variant, 110pts



### Francis' Bastion fleet list

- Admiral, 100pts
- Exorcist Class Grand Cruiser, 230pts
- Exorcist Class Grand Cruiser, 230pts
- Endeavour Class Light Cruiser, 100pts
- Endeavour Class Light Cruiser, 100pts
- Endeavour Class Light Cruiser, 100pts
- Endeavour Class Light Cruiser, 100pts





# The Forge





# Facebook Painting Competition 2024 review by Turbidious Tom

## 2024

Welcome back Admirals and first off, apologies for the delay in this article. I have been very busy with work and life in general and so this article took a bit of a back seat.

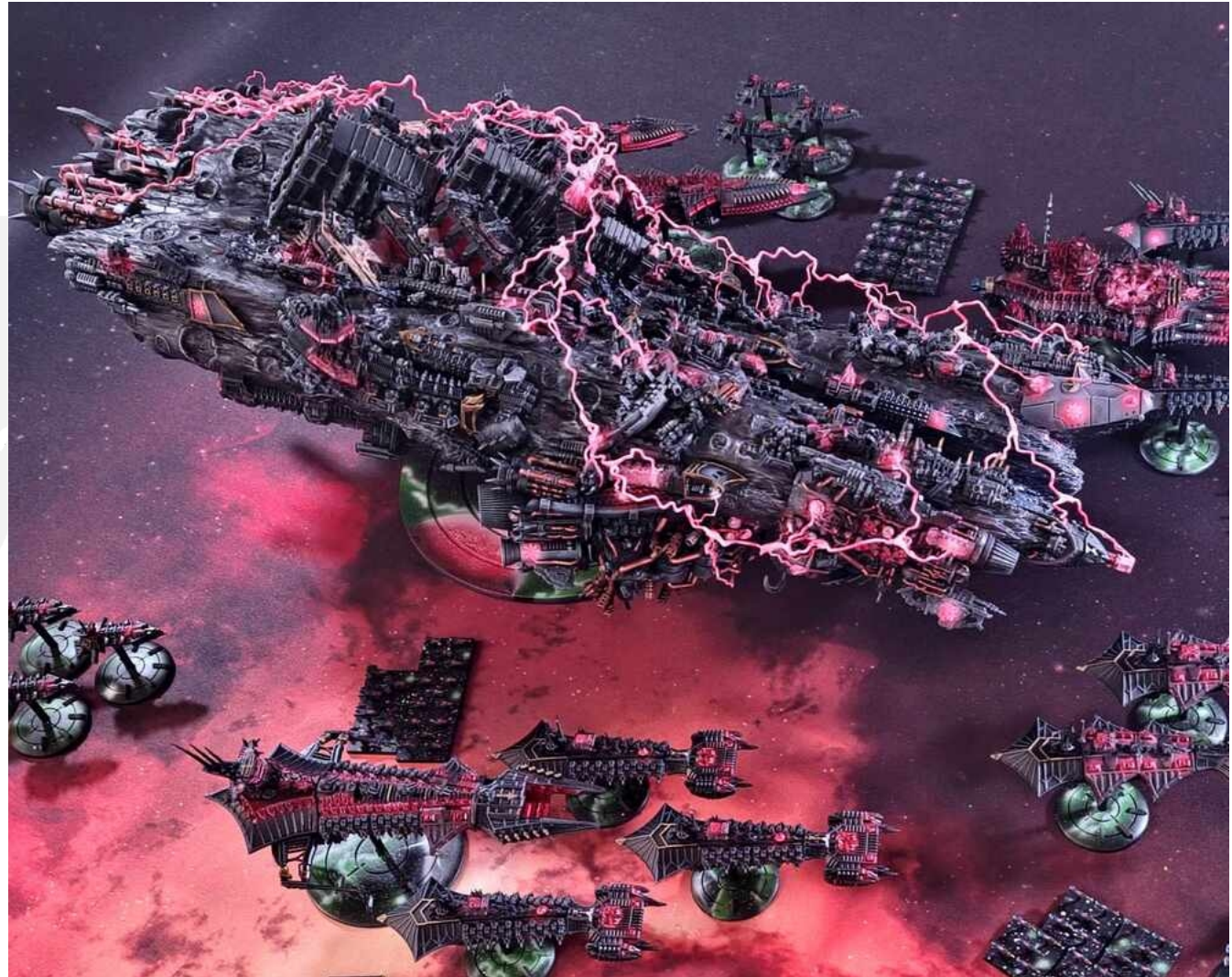
But it is now finished and we have the awards for 2024! This is a little bit of a vanity piece by me really. I enjoy looking back at the year that was and seeing the amazing entries. For 2024 I have again enlisted the help of several members of the community with their choices, plus the all important high admiral too.

So hope you enjoy the picks for 2024 battlefleet gothic monthly painting competition.

### Bondsman Award - Best Overall Entry (Community Vote)

Ten winners throughout the year were are in the running to be voted by the community to be the overall winner of 2024. We had an amazing group of winners but the clear overall winner as voted for by the BFG community was:

Truly an outstanding winner and fully deserved overall winner for 2024. Not only a fantastic miniature that's been painted beautifully, it is a huge model as well. Congratulations to Admiral Andrew for the 2024 win, a truly worthy winner.





# Facebook Painting Competition 2024 review by Turbidious Tom

## Techno Heresy Award - Conversion

This award is given to my favourite conversion or 3d print over the past year. One of my favourite things while running this competition is all the awesome surprising entries that come in and how many are brilliant conversions. For 2024 I had to give it to this wonderful conversion by Dekayvision.



## Neophyte Award

So this award goes out to a fresh new member of the community, someone who has only just joined the BFG community, returned or they entered their first BFG competition. I personally loved this Chaos fleet from Warmaster Oscar, the star wars star destroyer is a very cool addition, but I love the chains added onto the hulls the most. The



## Black Library Award - Xenos

This award goes out to my favourite xenos entry of the year. This is always a tricky category as there are so many fantastic xenos entries every year. For this year though I had to give it to this awesome Ork fleet from Warboss Jared. Love these ships and paintjob, outstanding work.





# Facebook Painting Competition 2024 review by Turbidious Tom

## Ollenus Pious Award – Imperial

This award goes to my favourite imperial entry of the year and every year this is one of the toughest awards to choose. The Imperial category is always full of amazing entries and a member of the community who always delivers outstanding imperial ships, rich with character, is Bleach Hawk. Another amazing unique ship.



## Despoiler Award - Chaos

This award goes to my favourite chaos entry for the year. This one is always difficult due to the variety and creativity that the chaos fleets can bring to the table. A lot to choose from this year, we even had a chaos month, so this was a very competitive category. I had to give it to this fantastic conversion from all the way back January from discord member Southpaw. Just outstanding work with the addition of the pipes and chains and these being attached to flesh of the ship. Fantastic work.



## No One Expects the Inquisition Award

*'Everybody is dead Dave'*

This award is a little left field, a bit different. This award goes to something that catches my eye. In previous years we have had artwork, upscaled ships, admirals and ordnance bays. This year I just had to give it to this fantastic entry representing one of the classic 90s British comedies - Ref Dwarf.

This genius entry comes from Admiral Mckenning and I couldn't help but have a giggle when it was entered.



# Facebook Painting Competition 2024 review by Turbidious Tom

## The Crusader Award

The space marines are the poster boys of Warhammer 40k and so you cant have an award article without having them included. This fantastic fleet comes from discord admiral Wild West Wargaming. This is a brilliant Astral Claws Fleet.



## The Furious Abyss Award/ Warp Rift Award

This award goes to my favourite 30k and/or heresy fleet and I couldnt go past this amazing entry from discord admiral Vidwalad. The ship is a larger version of the older space fleet miniatures, for those that remember those. The white and red works brilliantly.





# Facebook Painting Competition 2024 review by Turbidious Tom

## Blessings of the Ommissiah

So I have asked three of the best battlefleet gothic ship designers and creators to choose their favourite entries of the year, they are Italian Moose, Battlefleet Galaxy and Paulsmallus. Fantastic creators you should check out.

This is the third year asking the guys to include their favourite entries from the past year. Over to them.

## Battlefleet Galaxy

I would like to nominate this badass ship from 'June 24 - Chaos' competition:



## Italian Moose

This one! It has everything the Mechanicus should have! Cogs! Skulls! Random cables! It looks like it's been places and done stuff, and then been upgraded and done it all again. Plus the paint job is great, lovely depth in the red and the icy blue balancing it out.



## Paulsmallus

I choose this one - I really like the "feel" of the models with the background, looks like something I'd see in one of the books.



# Facebook Painting Competition 2024 review by Turbidious Tom

## Warp Rift Award

This is a new award that I wanted to include this year and its the favourite choice of the admiral in chief of the online magazine Warp Rift - Horizon. Roy has been a pillar of the BFG community for decades now and so Ill pass this over to him now:

Heya all, this year I was honoured by the question from Tom if I would like to honour a ship with the Warp Rift award. Of course I singed up for this. Though I kinda underestimated the quantity and great quality of the entries in 2024.

You all did a great job to promote the hobby of Battlefleet Gothic. In the end I did have to make a choice and I really like to give the Warp Rift award to the Pallid Maw created by Southpaw. Throughout the history of Warp Rift I always loved to see the individual ships created and this one absolutely does the job! The ship breathes so much character through all the converted and kitbashed bits added to the renegade cruiser. Excellently done.



## The Lord Solar Admiral Award

So this is a special award, I have been very fortunate over the years to be able to chat with the very man that created the game we know and love - the one and only Andy Chambers (you can even watch an interview I did with him on this page).

Andy has again been kind enough to choose his favourite from the winners this year.

Over to Andy:

*March April June and July are all tremendous (they all are but those stood out most to me), my favourite is July I think.*



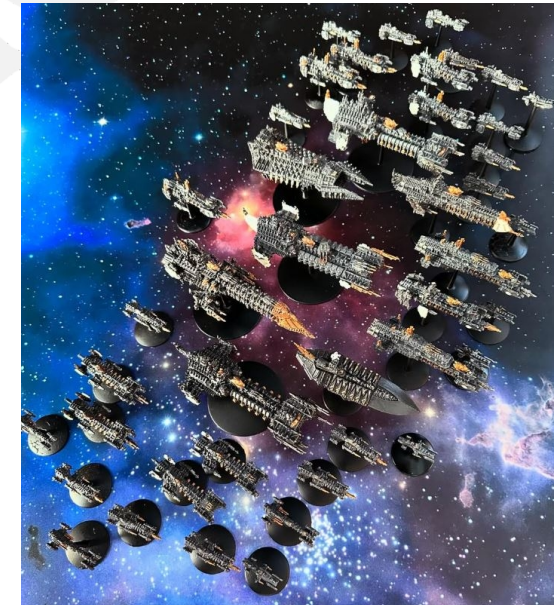
## Commodore of Turbidious Award

Now after the creators and Andy I have one final award and thats my Commodore of Turbidious award. This is my main award and it goes to the member of the community who supports the BFG community. A person who does so much to keep the BFG community very much alive and kicking.

2024 I am giving it to BFG\_Noob

BFG\_Noob is a constant member of the community, who supports numerous creators and builds more fleets that even me. Gary is a vital member on the socials promoting BFG and the community and contributes to Warp Rift.

Cheers for being an awesome member of the community and keeping the game living.



*Thats its for 2024 folks and the competition has already kicked off with an amazing set of entries. Ill have that article up soon but you can view them on my youtube as well.*



Each fleet list is divided into the following sections:

**FLEET COMMANDER**

Your fleet may be led by a commander, such as an Imperial Admiral, Chaos Warmaster, Eldar Pirate Prince, Ork Warlord or Tau Kor’o.

If your fleet includes a commander, they must be assigned to a ship before the battle begins. You may wait until after rolling to determine the Leadership values of all your vessels to declare which ship your commander will lead. If any restrictions apply, these will be noted in the fleet lists (such as placing the commander on the most expensive ship or buying upgrades for the commander’s ship) and may force you to instead assign your commander during fleet list building.

Usually, a fleet with a total points value of at least 751 points *must* be led by a fleet commander. Individual fleet lists may have their own ratio for determining the necessity of a commander.

If your commander has a fixed Leadership value, that value supersedes that of the vessel they are assigned to, even if it is lower! If their Leadership is instead listed as a bonus (such as +1), they increase the Leadership of the ship they are assigned to by that amount.

Some fleets also have unique command structures which give them special bonuses. For example, the **Bastion Fleets** list allows players to purchase secondary commanders for increased leadership and additional re-rolls. The different options for your Fleet Commanders are given in this section of the list.

Unless specifically stated otherwise, no more than one commander of any type may be assigned to any individual ship.

If a commander with particular benefits (such as Chaos Marks or Ork upgrades) is assigned to a ship that already has special rules or crew skills, they may combine their effects as long as they do not contradict each other (also remember that a vessel can never benefit from multiple instances of the same rule, regardless of source).

Once a commander has been assigned to a vessel, their total cost (including any upgrades, additional re-rolls, Marks of Chaos, etc.) is added to that vessel’s points value for the purposes of determining victory points at the end of the battle.

If a ship carrying a commander suffers a Bridge Smashed critical hit, all of their re-rolls and any benefits *they* bestow upon their ship are immediately lost for the rest of the battle.

**In Campaigns:** During the course of a campaign, Fleet Commanders may gain increased Leadership or other skills based on their level of renown.

Note that the Leadership of the vessel assigned to the fleet commander is kept separate from that of the commander themselves for the purpose of determining eligibility for or gaining of crew skills. Remember that crew skills are tied to the ship, not the commander.

test for a ship or squadron in your 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.  
There are two types of re-roll: fleet re-rolls and squadron re-rolls.

- **Fleet re-rolls** can be used on any ship or squadron in the fleet.
- **Squadron re-rolls** can be used *only* for the ship the commander is assigned to or its squadron.

**CAPITAL SHIPS**

This section lists 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 formations.

These limitations are known as *ratios*, and may also appear in other sections of the fleet list.

**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.



**COMMANDER RE-ROLLS**

Commanders may have a number of 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



RATIOS

A ratio is a rule governing the availability of certain ships or upgrades based on the composition or size of your fleet.

Ratios based on **fleet composition** are expressed by first listing the desired item (generally a ship) and then the prerequisite that needs to be fulfilled in order to legally field that option (generally a minimum number of ships of one or more other classes), separating the two with a “ : ”. If more than one type of ship counts towards the ratio of another, these are connected by a “ - ”.

For example, an Imperial Navy fleet can only include a single battleship for every three cruisers or battlecruisers (in any combination). This is expressed as:

-Ratio: max 1:3 cruisers-battlecruisers.

Ratios based on **fleet size** will instead list the size of the fleet first, and follow up by detailing the range of available items of that type, or a fixed number if those items are required when building a fleet of that size.

For example: fleets larger than 750 usually require a fleet commander to lead them, while smaller fleets do not. In this case, the expression is:

-Ratio: fleet size up to 750 points: 0-1 Fleet Commander;  
Fleet size 751 or more points: 1 Fleet Commander.

If any items in a fleet list are part of a **shared ratio**, then its requirements must be fulfilled separately for *each one* of those items.

For example, grand cruisers and battlecruisers in the Imperial Navy **Bastion Fleets** list have the following ratios respectively:

-Ratio: max 1:2 Cruisers. Share ratio with battlecruisers.  
-Ratio: max 1:2 Cruisers. Share ratio with grand cruisers.

Thus, in order to field a grand cruiser *and* a battlecruiser, the fleet must contain **4** cruisers, 2 to allow for the grand cruiser and 2 to allow for the battlecruiser. With those same 4 cruisers, this fleet could instead field 2 grand cruisers *or* 2 battlecruisers.

If a ratio lists more than one non-conflicting prerequisite, they must *all* be respected.

Any option that does not have a ratio specified can be taken with no restrictions.

fleet list they are being reserved *into*. For example, a **Chaos Incursion** fleet list can take grand cruisers at a ratio of 1:3 *cruisers-heavy cruisers*. So buying three cruisers (for this example we will use a Carnage, a Murder and a Slaughter class) entitles you to have a grand cruiser. Since three cruisers also entitle you to receive one reserve cruiser (be it heavy, grand, light, or some other type), you could now add a Repulsive class grand cruiser from the **Chaos Incursion** fleet list, or instead pick a Retaliator or Executor class from the **13th Black Crusade** fleet list. You wouldn't be allowed to pick a grand cruiser from both fleet list, however, since this would leave you with 2 grand cruisers for only 3 cruisers, which would break the mandatory 1:3 ratio.

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

*Following the example above, if the player decided to take a Retaliator grand cruiser as a reserve from the **13th Black Crusade** fleet list, they would be able to upgrade that ship with a Chaos Space Marine crew, but would not be allowed to place an unrestricted Chaos Lord on it from that list. Instead, they would only have access to one of three Chaos Lords allotted to a **Chaos 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.*

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 **Bastion Fleets** 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 class grand cruiser is listed as a reserve for the **Bastion Fleets** list. Because it is listed only as reserve of that list, a Repulsive grand cruiser cannot be taken as a reserve vessel for other **Imperial Navy** fleet list.

In short, you cannot use a reserve of a reserve.

These allowances and restrictions apply for both one-off battles and while earning reinforcements in the course of a campaign. However, ships or fleet commanders 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 Navy** fleet is allowed to immediately add a single Space Marine Battle Barge to its fleet list during 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 **Armageddon Sector** fleet list.

RESERVES

Any fleet 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 with the prerequisite faction keywords (Fleet rules or fleet lists will detail the faction keywords of the ships they are allowed to take as reserves). So, for every three cruisers chosen from the **Gothic Sector** fleet list, you could pick one cruiser from any other fleet list that has the **Imperial Navy** faction keyword. 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.

Any reserve vessels taken must still follow the ratios of the



# IMPERIAL NAVY

# FLEET RULES

## LEADERSHIP

The Imperial Navy is the largest void combat force in the galaxy. Its millennia of tradition and behemoth size make it the standard to which all other fleets are held.

D6 ROLL	LEADERSHIP
1	Ld 6
2-3	Ld 7
4-5	Ld 8
6	Ld 9

## SPECIAL RULES

The following special rules apply to several **Imperial Navy** datasheets. Some are Universal Special Rules and can be found in the main rulebook, but are repeated here for ease of use; others are exclusive to vessels of the Imperial Navy.

Ships with their own bespoke special rules will explain their effects in their datasheet.

**Ablative Armor (x):** This rule must always specify in brackets to which location on a ship it applies, such as **Ablative Armor (Prow)**. Whenever a roll on the critical hits table is made to affect a ship with this rule, if the result would affect the location indicated in brackets, the critical hit is completely ignored and has no further effect.

Note that this does not negate damage from the original hit that caused the critical hit in the first place.

**Advanced Command & Control:** A model with this rule adds +1 to its Leadership rating.

**Choke Point Defense:** A ship with this special rule adds +1 to the result of any boarding actions where it is the defender.

**Improved Thrusters:** A ship with this rule gains an additional +1d6 speed when under *All Ahead Full* special orders.

**Ponderous:** A ship with this special rule cannot attempt to undertake the *Come to a New Heading* special order.

**Sophisticated detection:** A ship with this rule adds +2 to its leadership when the enemy is on special orders instead of +1.

**Superior Targeting Matrix:** A ship with this special rule applies a left-column shift on the gunnery table when firing its weapons batteries.

**Volatile Core:** A ship with this rule adds 1d6 to its roll on the Catastrophic Damage Table when destroyed, treating any result greater than a 12 as a 12.

## EQUIPMENT

### Power Ram

In any **Imperium** fleet, any **Imperial Navy** capital ship with a prow Armour value of 6+ that is not equipped with a Nova Cannon may equip a Power Ram for +5 points.

When a ship equipped with a power ram successfully execu-

tes a ramming maneuver, the target ship suffers one automatic hit before the normal ramming damage is resolved.

### Sensor Array

Dedicated attack craft carriers will often dispense with the standard armoured prow of the Imperial Navy, replacing it with a mass of sensor probes and forward turrets.

As long as the location where a ship's Sensor Array is located is not disabled by a critical hit, that ship receives the benefits of the **Advanced Command & Control** USR.

## 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 Interceptors

Fury class interceptors are built primarily for speed and maneuverability, 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.

TYPE	SPEED	SPECIAL RULES
Fighter	30 cm	-

### Starhawk Bombers

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.

TYPE	SPEED	SPECIAL RULES
Bomber	20 cm	-

### Shark Assault Boats

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.

TYPE	SPEED	SPECIAL RULES
Assault Boat	30 cm	-

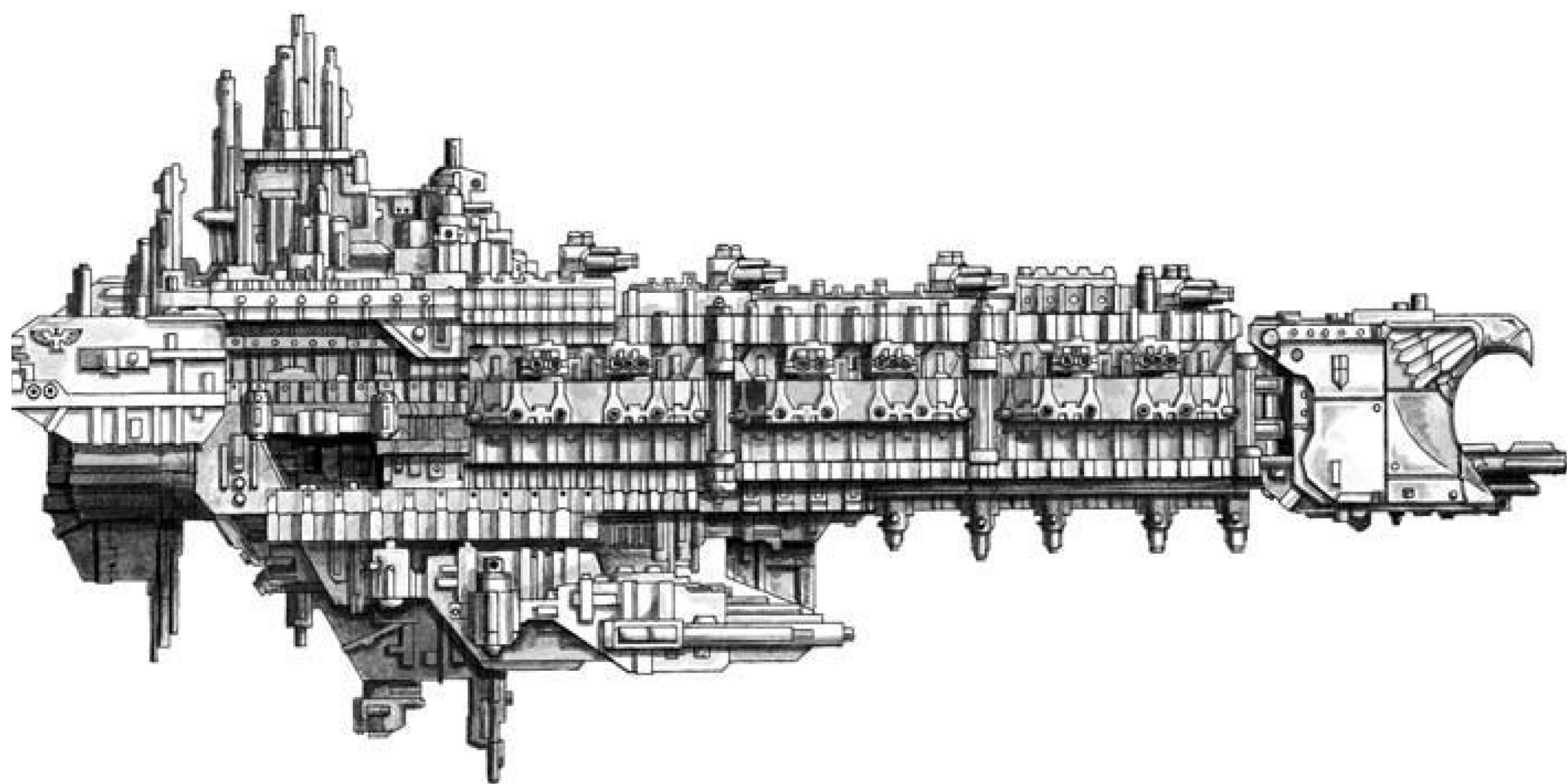
## ATTACK RATING

**Imperial Navy** fleets have an attack rating of 2.

## RESERVES

Unless otherwise specified, **Imperial Navy** fleets can take reserves from any **Imperial Navy** or **Adeptus Mechanicus** fleet list.

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



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15 cm	45°	4	6+ Prow/5+	4
LOCATION	ARMAMENT	RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Port	Lance battery	30 cm		6	Left
Starboard	Lance battery	30 cm		6	Right
Dorsal	Weapons battery	60 cm		6	Left/front/right
Prow	Nova cannon	30-150 cm		1	Front
<div><div>SPECIAL</div><div><ul style="list-style-type: none"><li>• <b>Ponderous</b></li><li>• <b>All Power to Weapons Decks!</b>: If the Apocalypse is given <i>Lock On</i> special orders, it may increase the range of its lances to 60 cm for that Shoot-ing 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.</li></ul></div></div>					

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 battleworthy condition, though their numbers are gradually dwindling.

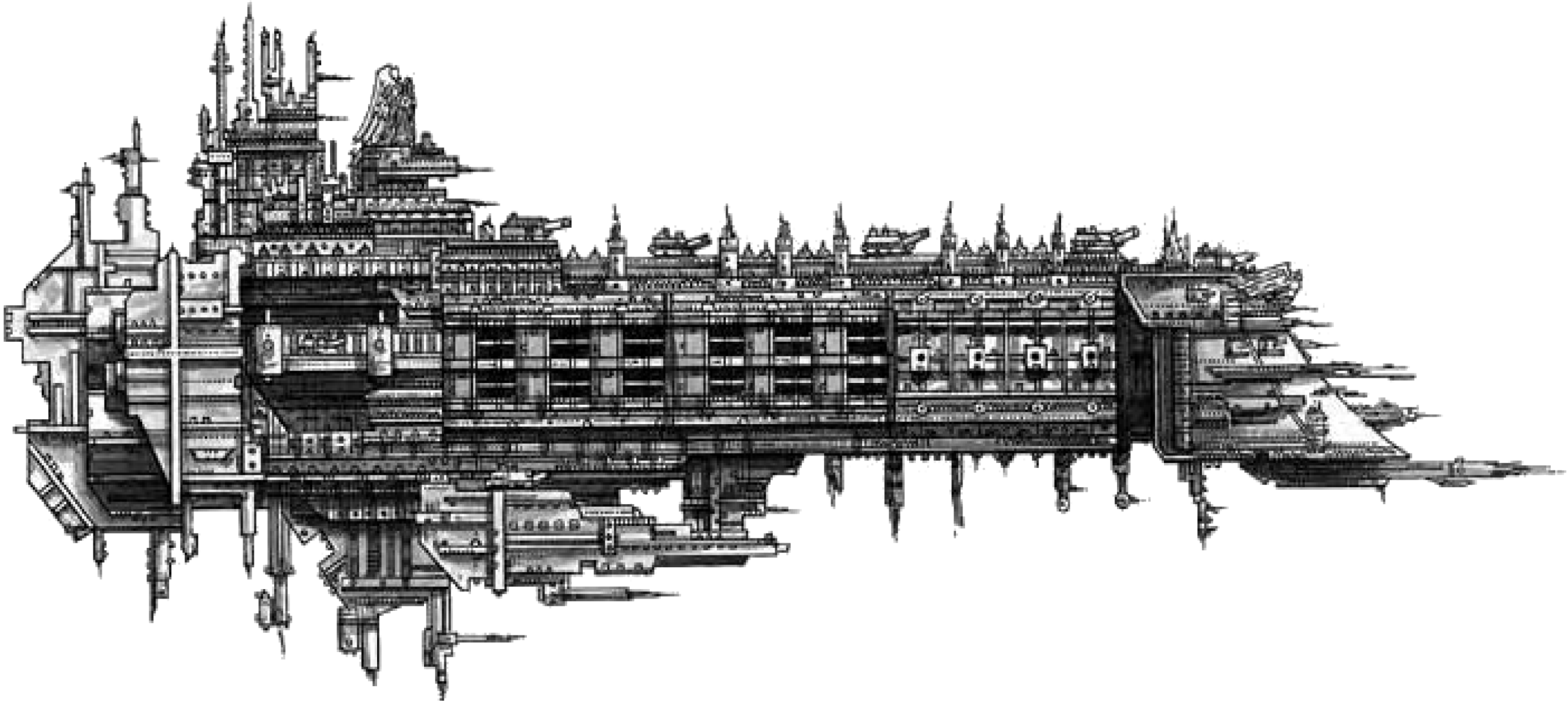


IMPERIAL NAVY

EMPEROR CLASS BATTLESHIP

365 PTS

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
LOCATION	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
Prow	Sensor array	-		Advanced Command & Control	-
SPECIAL • Ponderous					

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 consumed 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.

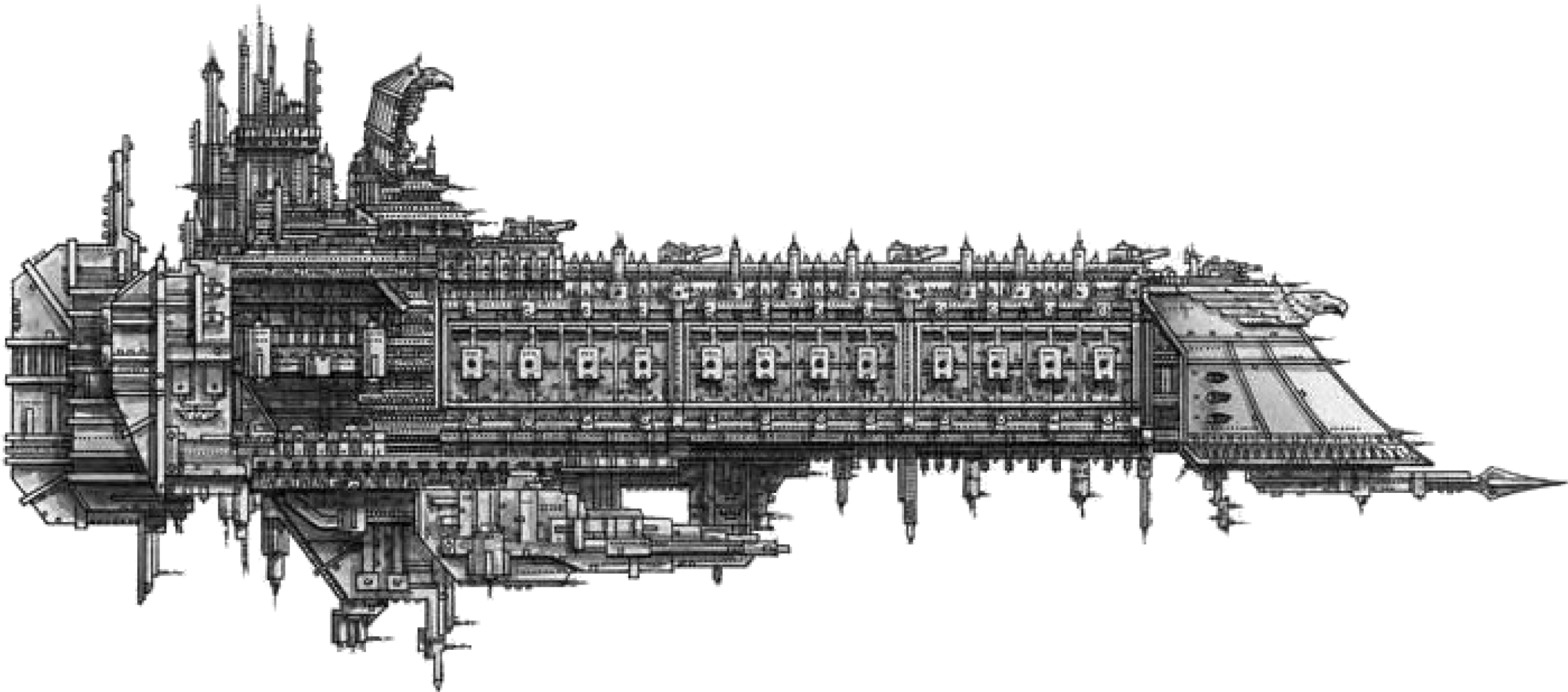
FACTION KEYWORDS    Armageddon Sector, Bakka Sector, Bastion Fleets, Gothic Sector, Imperial Navy, Imperium

IMPERIAL NAVY

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+ Prow/5+	4
LOCATION	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 <ul style="list-style-type: none"><li>Ponderous</li></ul>					

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.

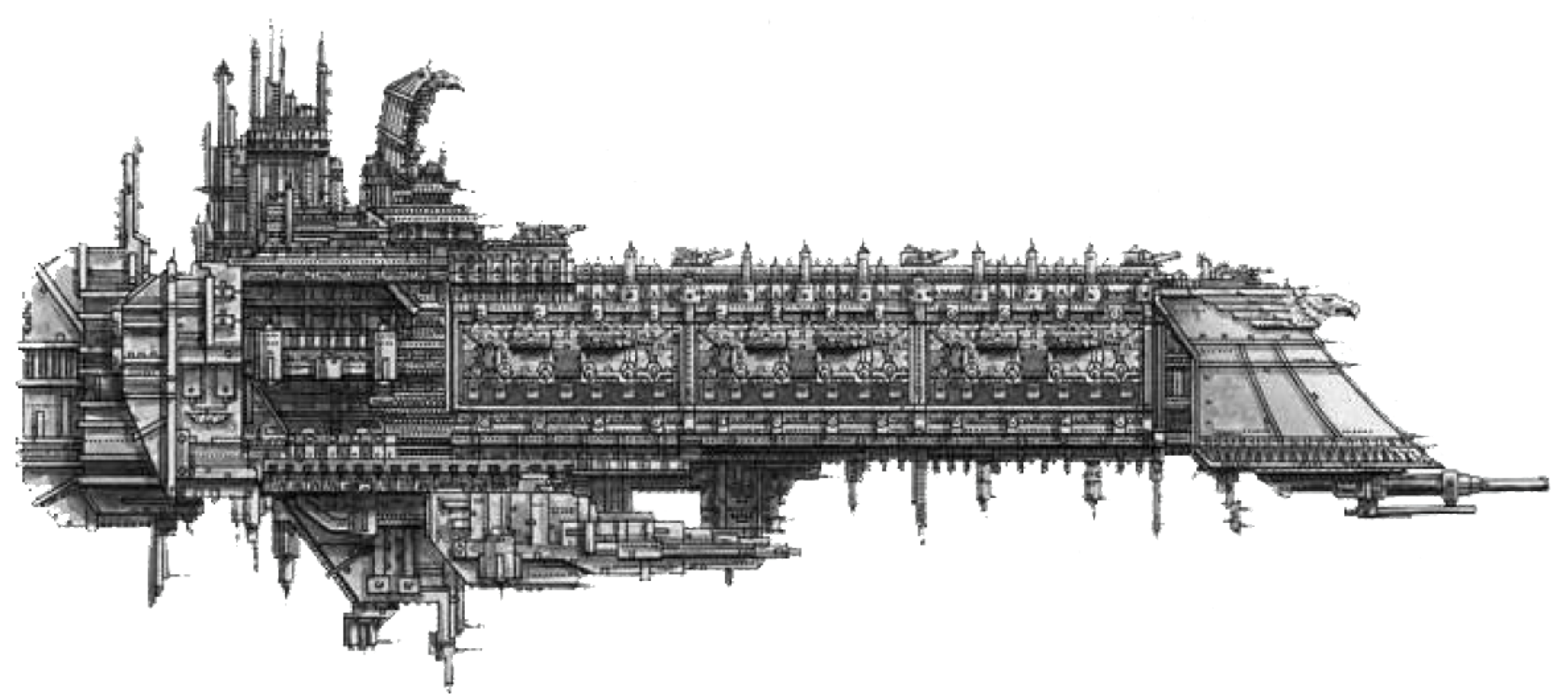


IMPERIAL NAVY

VICTORY CLASS BATTLESHIP

345 PTS

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



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	6+ Prow/5+	4
LOCATION	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
<b>SPECIAL</b> • Ponderous					
<b>OPTIONS</b> • May replace its Nova Cannon with Torpedoes (Speed: 30 cm, Strength 9, Front) for -10 points (like the <i>Hammer of Scaro</i> ).					

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.

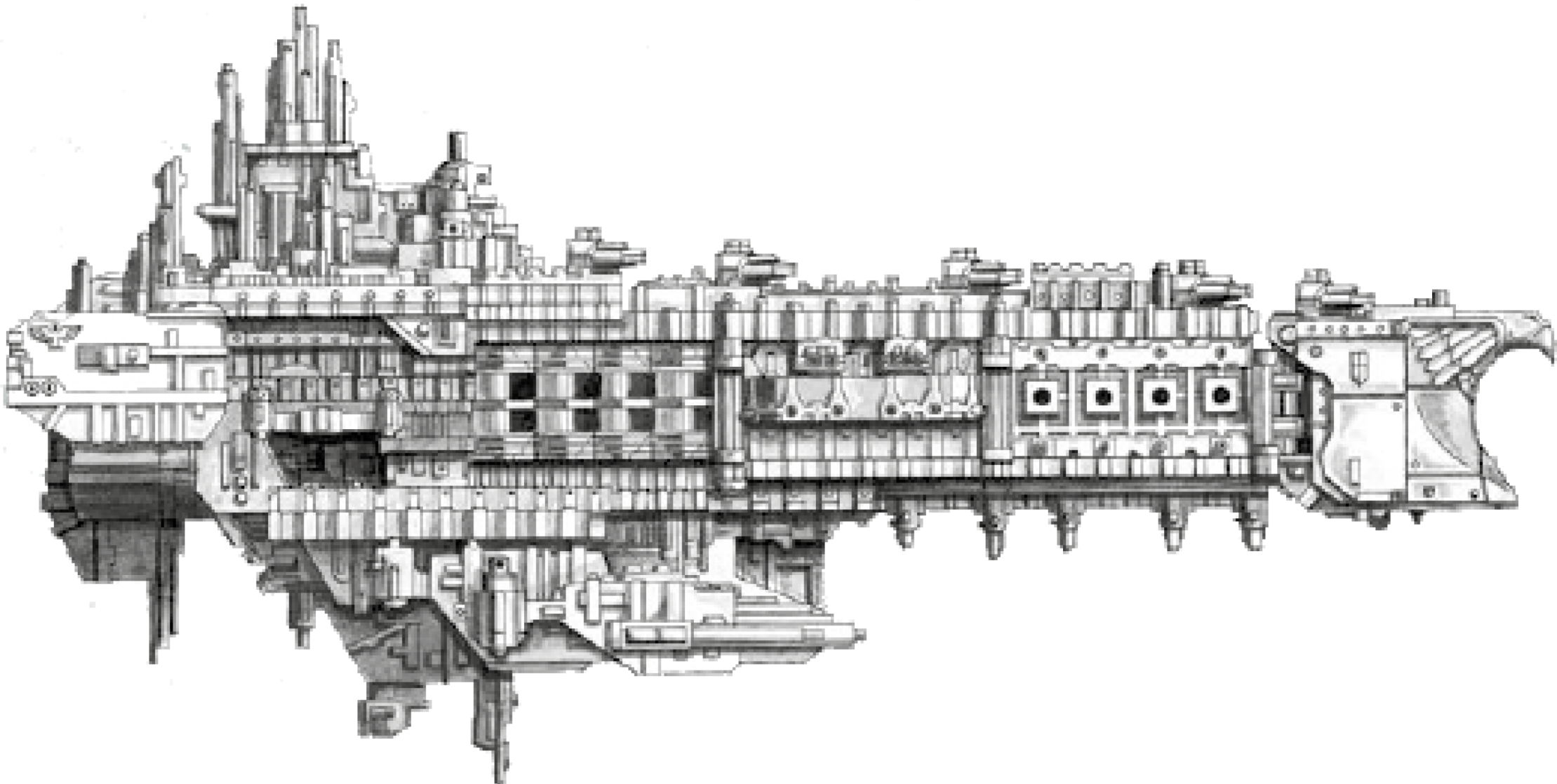
Four Victory class battleships serve in Battlefleet Bakka, the Victory being by far the oldest. The *Argus* particularly distinguished itself, leading the fleet that cleaned the Stabulo systems of the deviants that polluted various sectors along the border region between Segmentum Tempestus and Ultima. 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.

IMPERIAL NAVY

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
LOCATION	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
Dorsal	Weapons battery	45 cm		5	Left/front/right
Prow	Weapons battery	45 cm		5	Left/front/right
Prow	Sensor array	-		Advanced Command & Control	-
SPECIAL • Ponderous					

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.

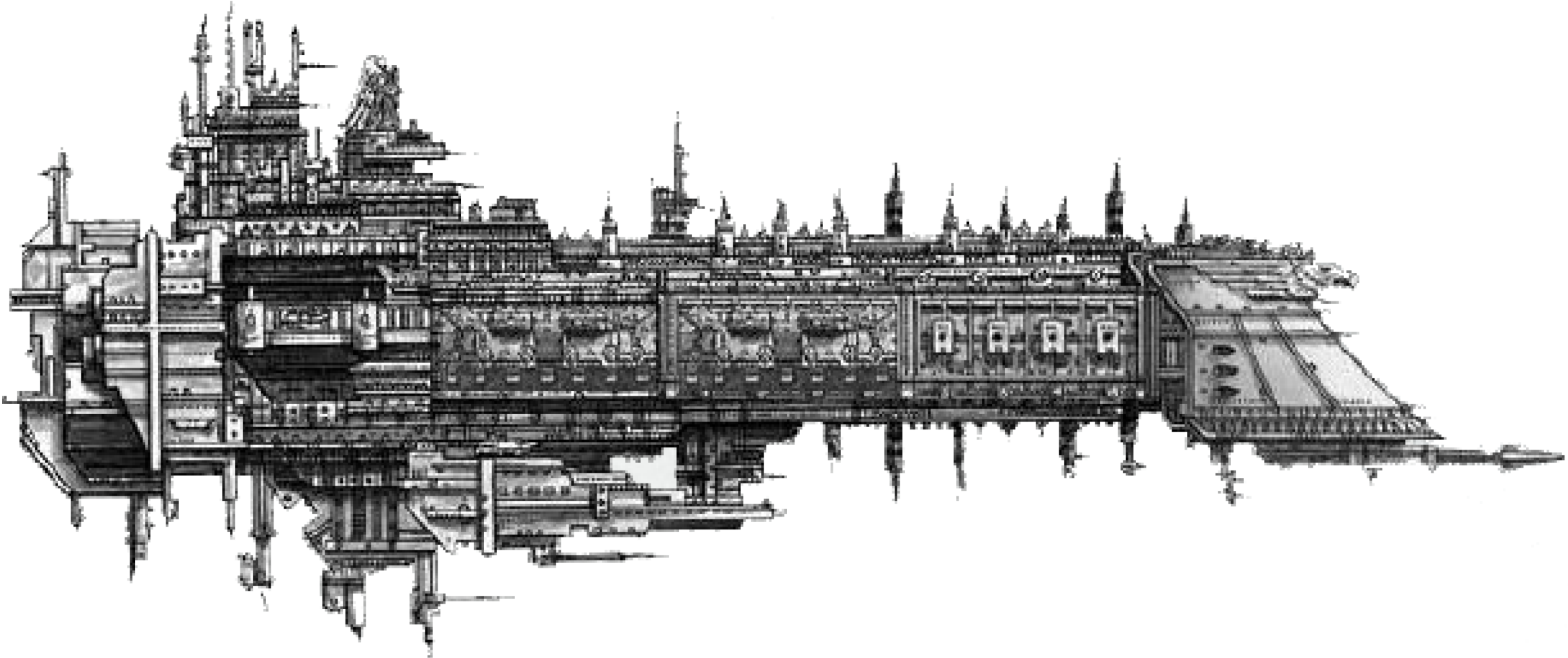


IMPERIAL NAVY

VANQUISHER CLASS BATTLESHIP

300 PTS

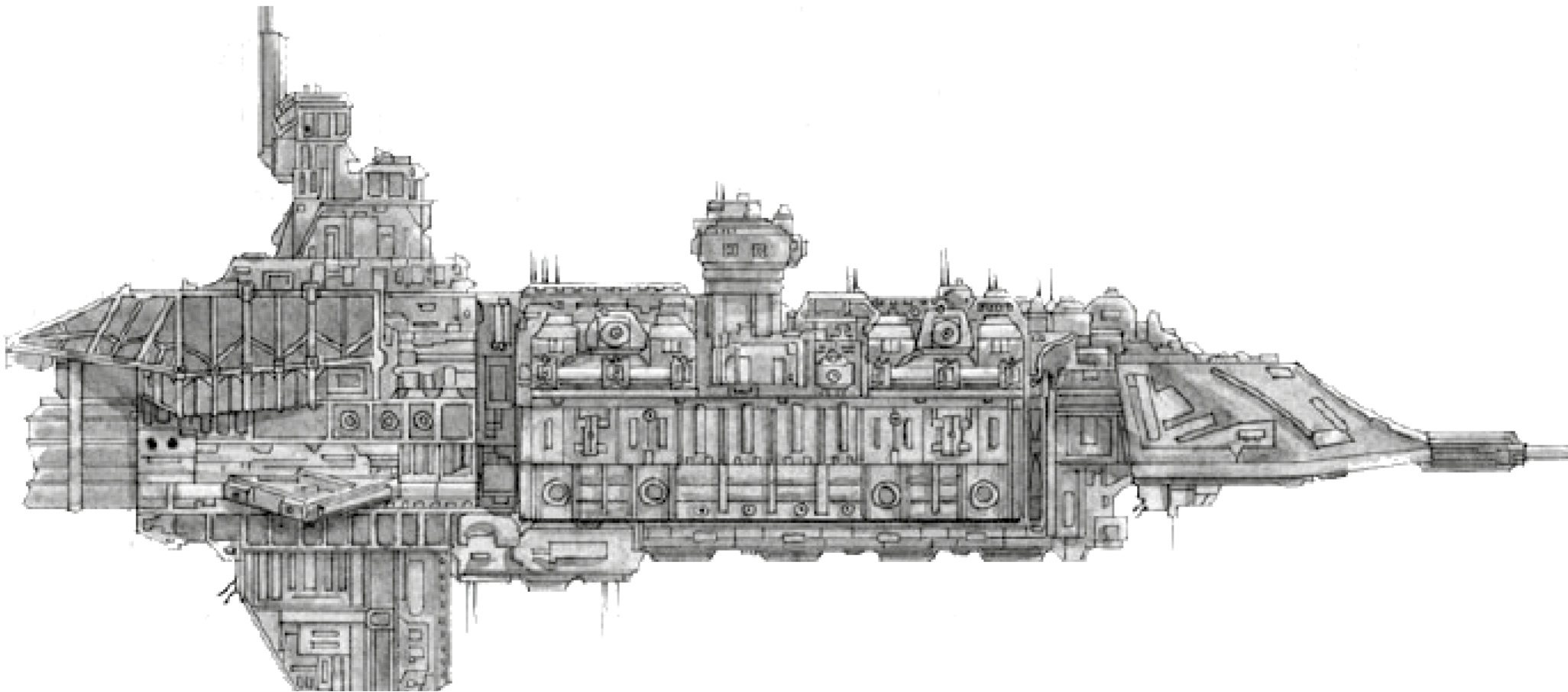
Famous Ships: *Vae Victis*, *Virtue of Helena*



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15 cm	45°	4	6+ Prow/5+	5
LOCATION	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 <ul style="list-style-type: none"><li>Ponderous</li></ul>					

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 were 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.

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
LOCATION	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
<b>SPECIAL</b> • Ablative Armour (Prow)					

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 Ven-geance class grand cruisers supporting renegade raids and even Black Crusades have been on the increase.

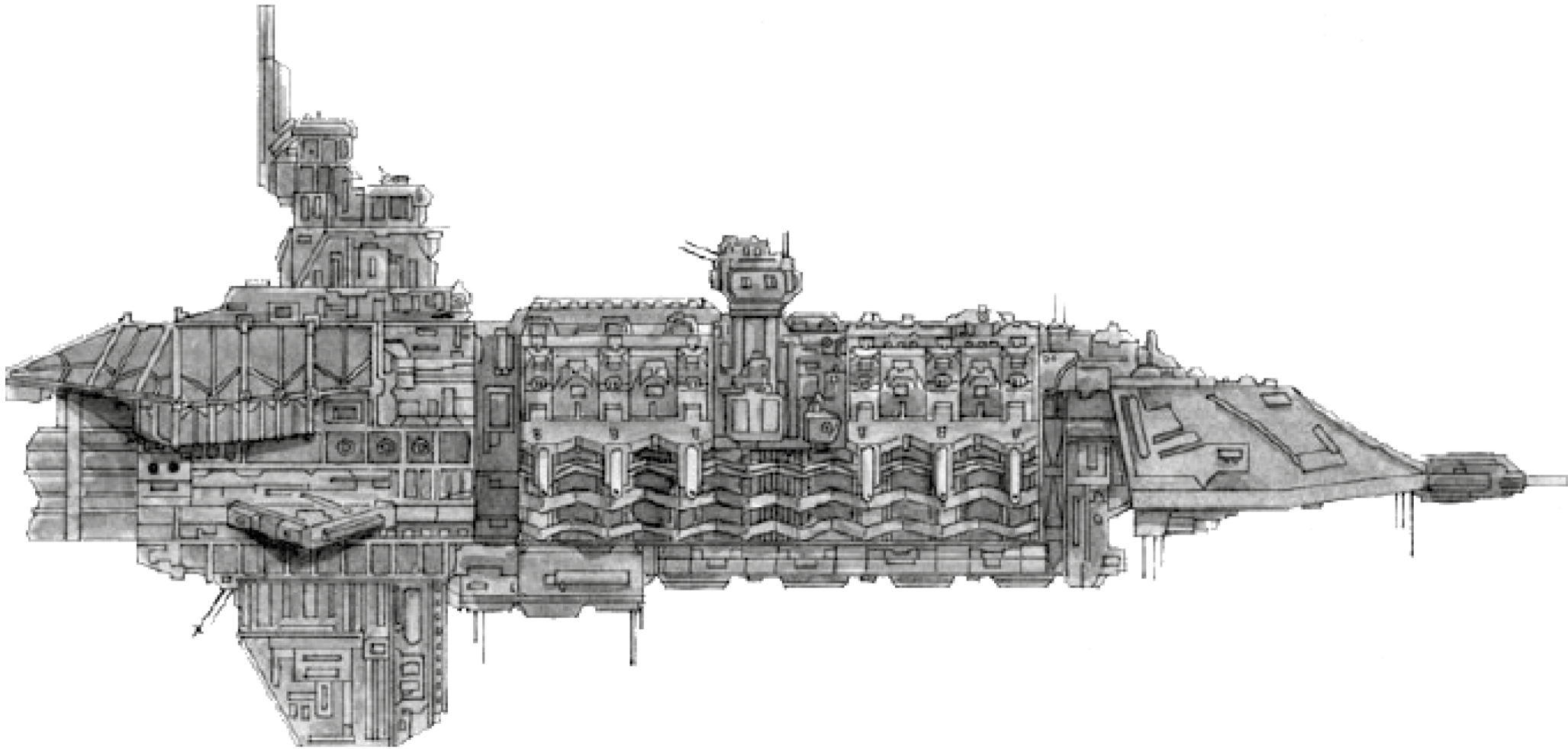


IMPERIAL NAVY

EXORCIST CLASS GRAND CRUISER

230 PTS

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

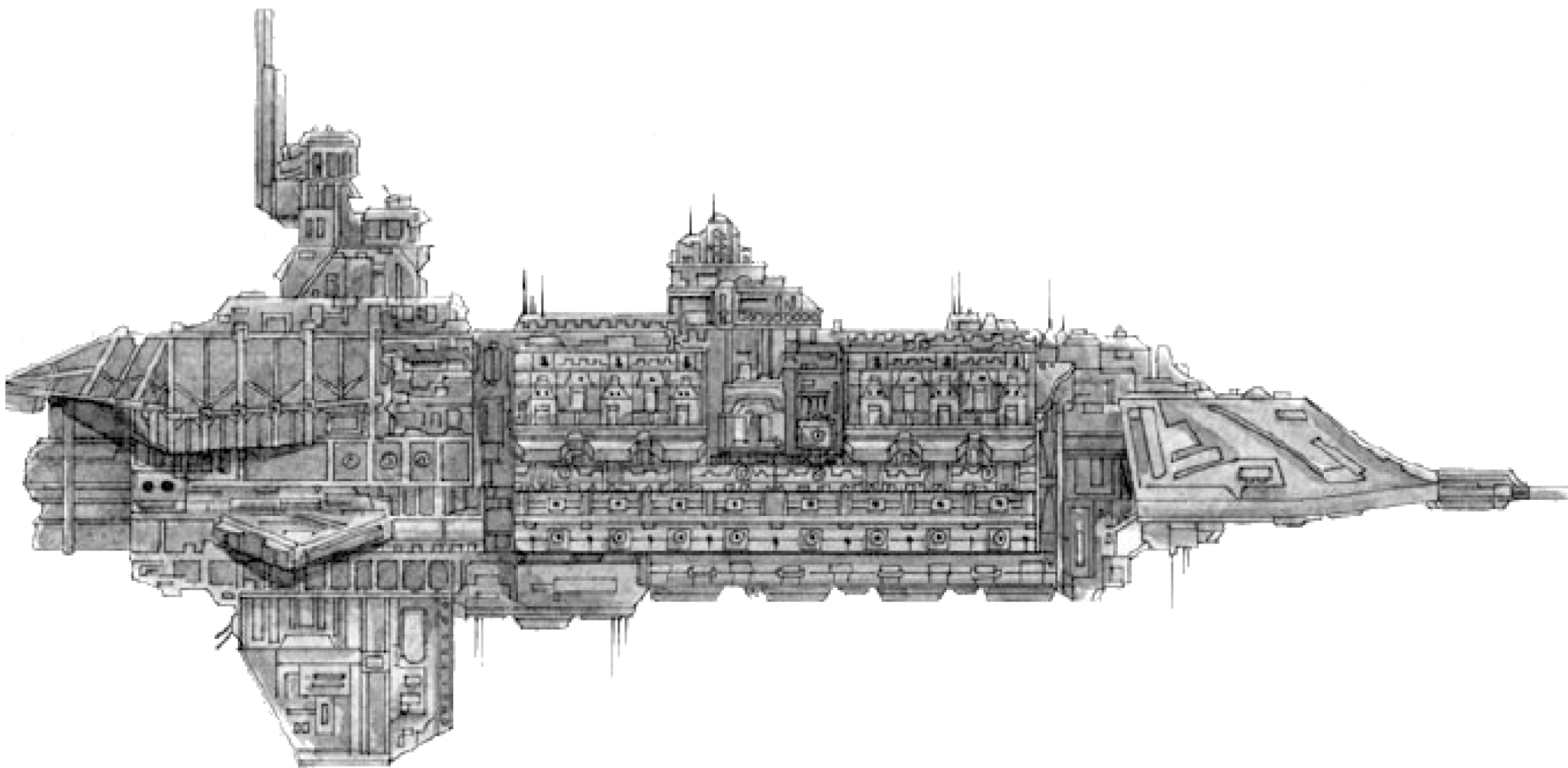


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	3	5+	3
LOCATION	ARMAMENT	RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Port	Weapons battery	45 cm		8	Left
Starboard	Weapons battery	45 cm		8	Right
Port	Launch bays	Furies: 30 cm Starhawks: 20 cm (Sharks: 30 cm)		2 Squadrons	-
Starboard	Launch bays	Furies: 30 cm Starhawks: 20 cm (Sharks: 30 cm)		2 Squadrons	-
<b>SPECIAL</b> • Ablative Armour (Prow)					
<b>OPTIONS</b> • Can be refitted with shorter range but more powerful weapons batteries. Reduce the range of the weapons batteries to 30 cm and increase their firepower to 10, for no extra points cost (like the <i>Light of Ascension</i> ). • 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.

Famous Ships: *Guadian 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
LOCATION	ARMAMENT	RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Port	Weapons battery	30 cm		16	Left
Starboard	Weapons battery	30 cm		16	Right
<b>SPECIAL</b> • Ablative Armour (Prow)					

The Avenger is a hang-over from earlier days, and earlier fleet tactics. It is a gun boat, designed as a linebreaker. 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.

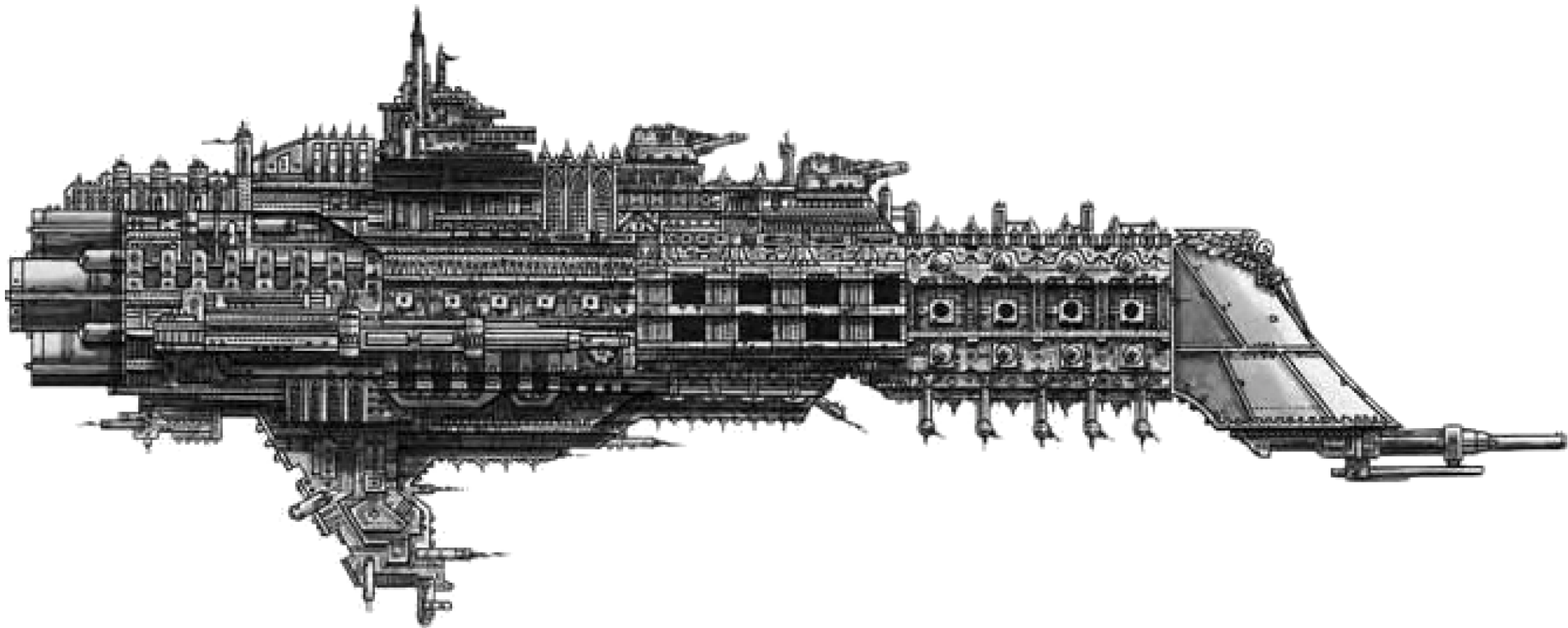


IMPERIAL NAVY

MARS CLASS BATTLECRUISER

270 PTS

Famous Ships of the Gothic War: *Imperious*



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ Prow/5+	2
LOCATION	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
<div>OPTIONS</div> <ul style="list-style-type: none"><li>Can be refitted with a <b>Superior Targeting Matrix</b> for an additional +15 pts (like the <i>Imperious</i>, which was retrofitted with a salvaged targeting matrix after the battle of Orar).</li><li>May increase its Turrets value to 3 for an additional +10 pts.</li></ul>					

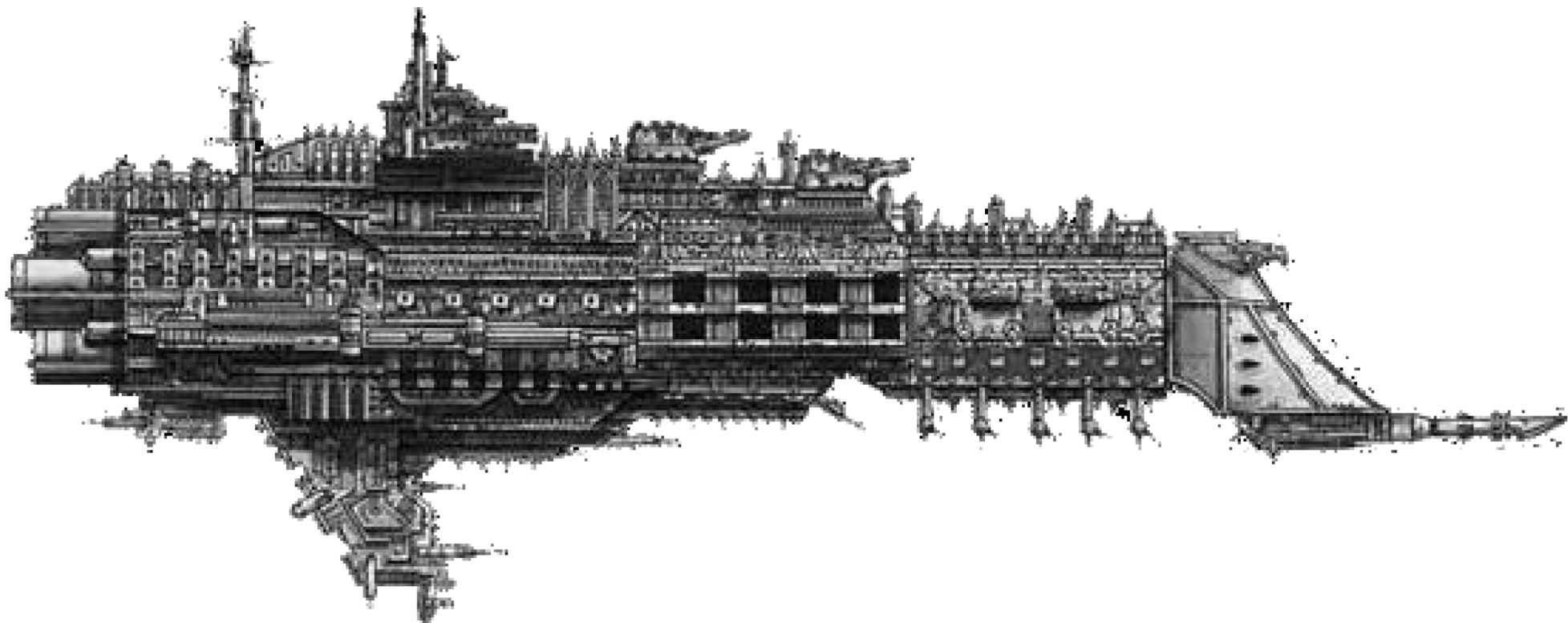
The *Imperious* is one of the few surviving examples of the Mars class battlecruiser. Production of these vessels at the Martian shipyards was discontinued over eighteen centuries before the beginning of the Gothic War and the number of ships in service has declined steadily since then. Reckoned to be 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.

IMPERIAL NAVY

DOMINION CLASS BATTLECRUISER

260 PTS

Famous Ships: *Light of Faith*, *Loyalty*, *Righteous Endeavour*



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ Prow/5+	3
LOCATION	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 Mac-crage, 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.

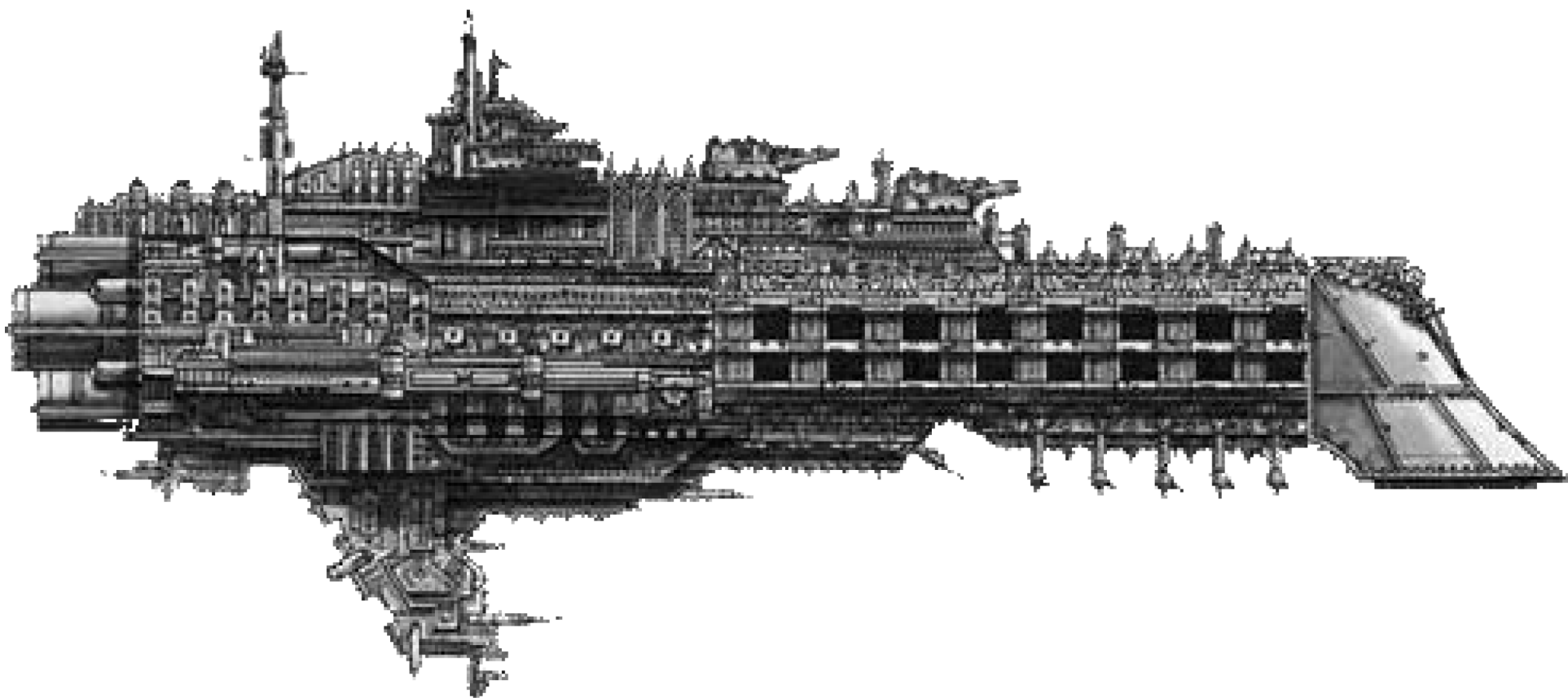


IMPERIAL NAVY

JOVIAN CLASS BATTLECRUISER

260 PTS

Famous Ships: *Jovian*



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ Prow/5+	3
LOCATION	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
<div><div>SPECIAL</div><div><ul style="list-style-type: none"><li><b>Ablative Armour (Prow):</b> the <i>Jovian</i>’s prow Nova Cannon was never replaced after the Stabulo Campaign. Instead, its prow received structural reinforcements for increased protection. <b>Sophisticated Detection:</b> The <i>Jovian</i> was fitted with an improved sensor array during its conversion to accurately control its prodigious squadrons of attack craft.</li><li>The <i>Jovian</i> is a unique vessel. Only one may be included in an <b>Imperial Navy</b> fleet. It is a reserve vessel of Battlefleet Bakka and as such can only be used by <b>Bakka Sector</b> fleets and not with other fleet lists.</li></ul></div></div>					

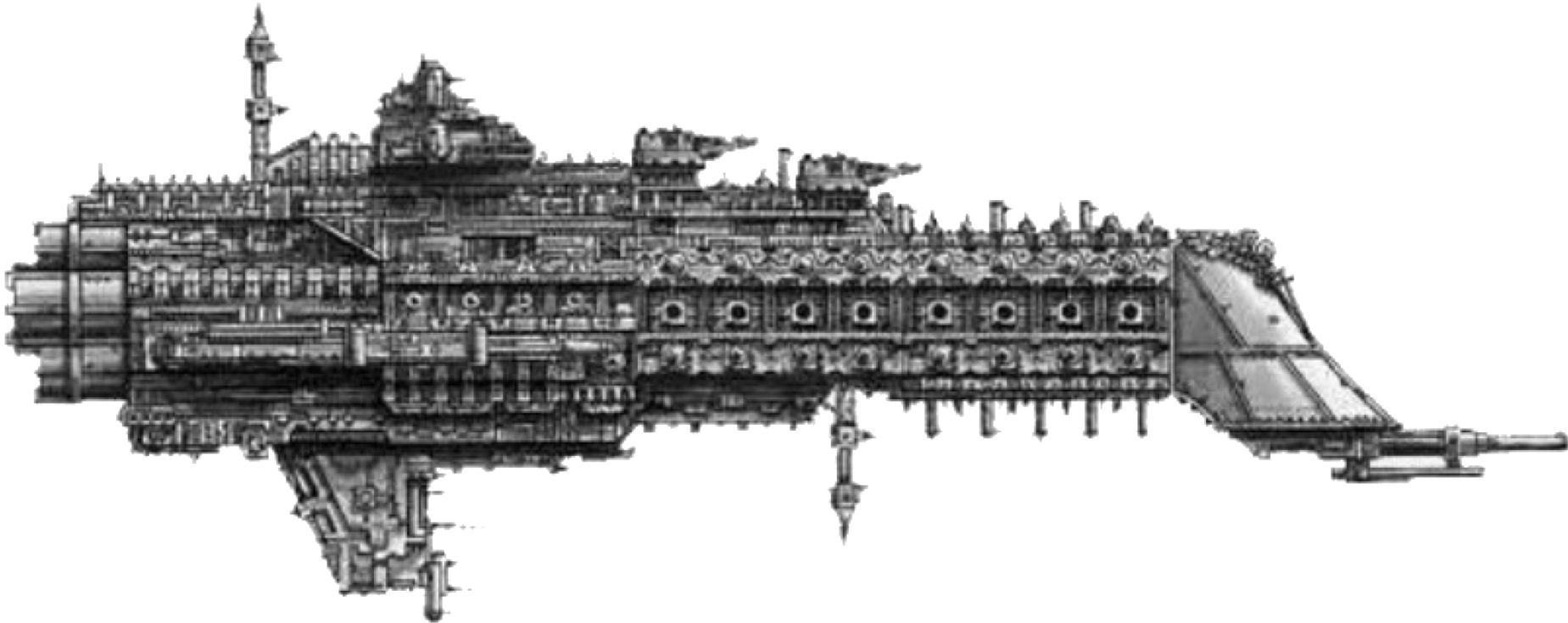
The *Jovian* is viewed with misgivings by many authorities in Battlefleet Bakka, as history and tradition are hard to set aside in the Imperial Navy in general and by the fleetlords of Bakka in particular. With the history of the Garerox Prerogative required reading in the fleet academies, the very idea 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.

IMPERIAL NAVY

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+ Prow/5+	2
LOCATION	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
<div><div>SPECIAL</div><div><ul style="list-style-type: none"><li><b>Volatile Core:</b> Mercury class battlecruisers are fitted with up-rated engineering plants that increase their speed and provide them with greater firepower at the expense of survivability.</li></ul></div></div>					
<div><div>OPTIONS</div><div><ul style="list-style-type: none"><li>Can be refitted with improved weapons batteries (like the <i>Nemesis</i> and <i>Medusa</i> after the Stabulo Campaign). This increases the range of its 45 cm weapons batteries to 60 cm for +10 points.</li><li>Can replace its Nova Cannon with Torpedoes (Speed: 30 cm, Strength 6, Front) for -20 points (like the <i>Gorgon</i> which had its prow severely damaged during the Stabulo Campaign).</li></ul></div></div>					

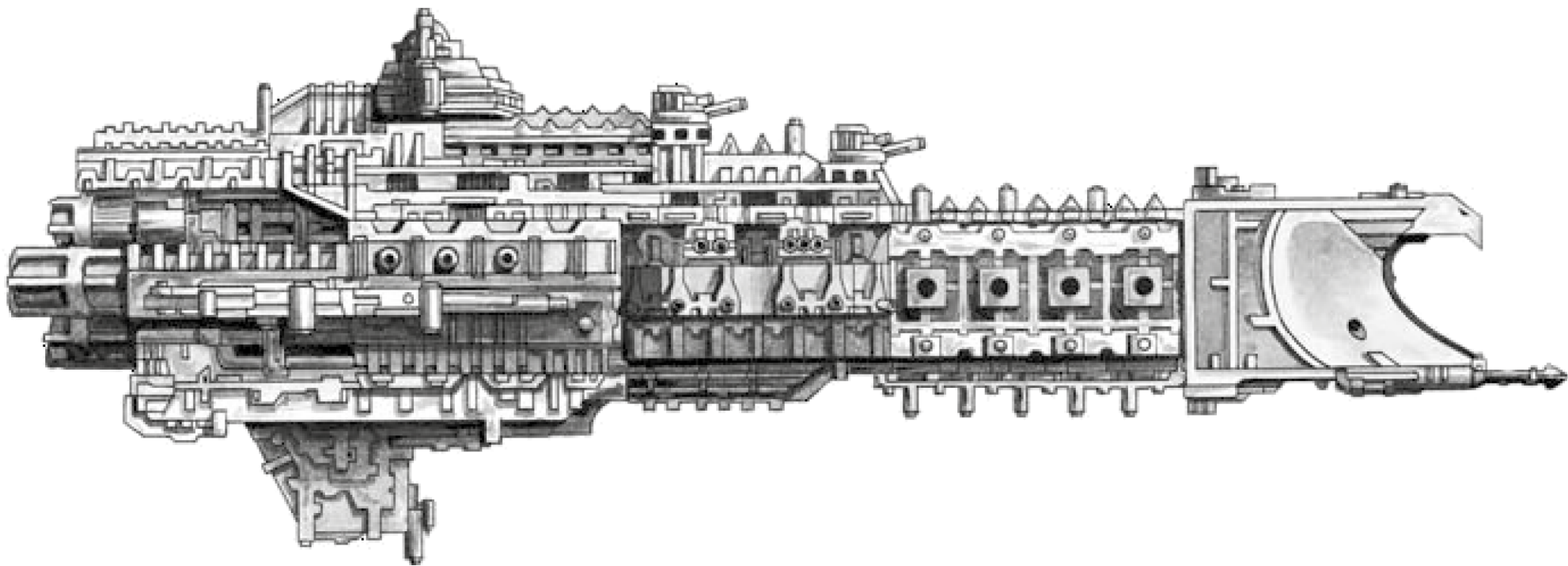
In the waning years of Abaddon’s 12th Black Crusade, the Adeptus Mechanicus artisans of Bakka and the officers of the Tempestus battle fleets faced a dilemma. In supporting Battlefleet Obscuras, the problem with pirate bands had become acute and the lack of speed among the standard Imperial cruiser designs meant that the tactical initiative remained with the pirates. At the direction of Admiral Knightsbridge, 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 new 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 armor protection remained that of a cruiser. When hit by multiple salvos 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 the mercies of an Ork raiding squadron.

Despite its shortcomings, many Bakka naval officers aspire to someday lead one of these fearsome warships. The *Nemesis* and *Medusa* destroyed an Ork attack fleet of Terror Ships and Ravagers single-handedly using their upgraded weapons batteries, while the *Gorgon* claimed the Eldar Shadow class cruiser *Swift Striker* using its retrofitted torpedo launchers during a routine convoy escort mission.



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+ Prow/5+	2
LOCATION	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
Dorsal	Lance battery	60 cm		2	Left/front/right
Prow	Torpedoes	30 cm		6	Front
<b>OPTIONS</b> • May replace its prow torpedoes with 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.

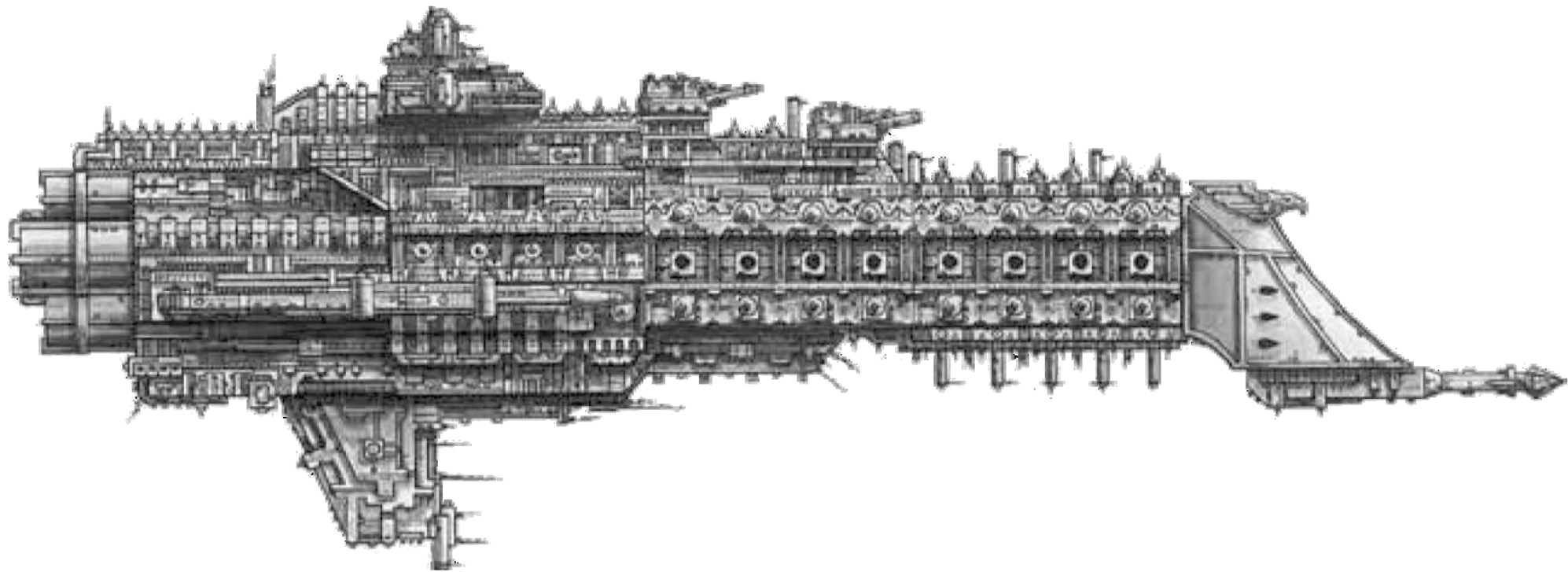
Power relays were re-routed from the ship’s main plasma reactors to provide a substantial increase in efficiency for the existing weapons batteries, whilst long-ranged lance turret arrays were built upon a modified dorsal spine. This alone gave the ship a much greater punch at medium ranges and the ability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

IMPERIAL NAVY

OVERLORD CLASS BATTLECRUISER

220 PTS

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

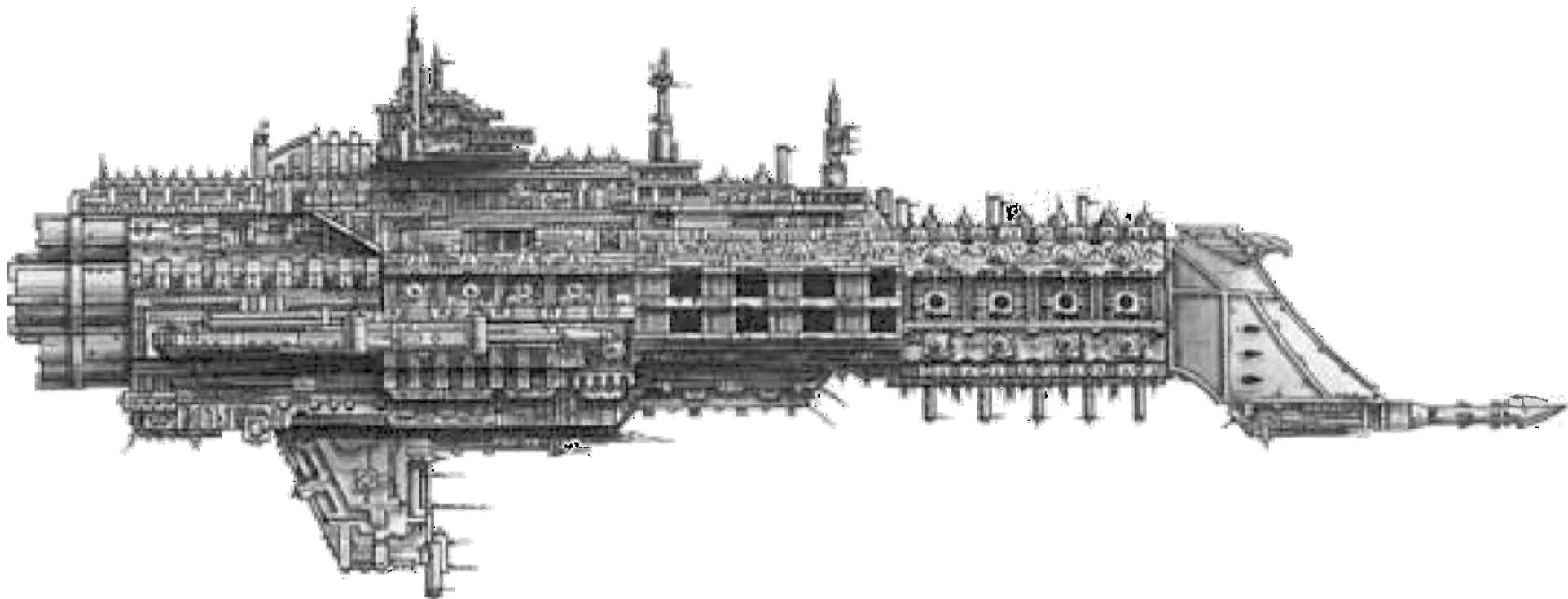


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ Prow/5+	2
LOCATION	ARMAMENT	RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Port	Weapons battery	60 cm		8	Left
Starboard	Weapons battery	60 cm		8	Right
Dorsal	Lance battery	60 cm		2	Left/front/right
Prow	Torpedoes	30 cm		6	Front
<div><div>OPTIONS</div><div><ul style="list-style-type: none"><li>• May increase its Turrets value from 2 to 3 for +10 points (like the <i>Cypra Probatii</i>).</li><li>• 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, it may gain the <b>Superior Targeting Matrix</b> special rule.</li></ul></div></div>					

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 weapon 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.



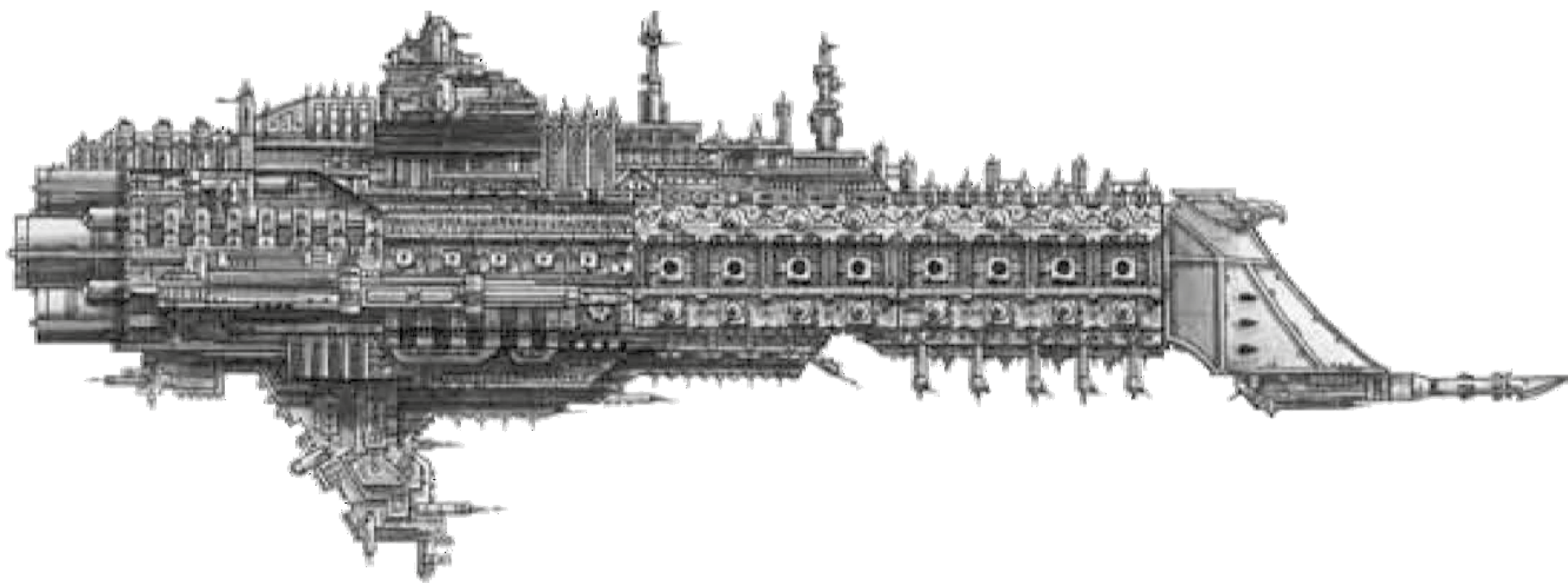
Famous Ships of the Gothic War: *Archon Kort*, *Fortitude*, *Rhadamantine*



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

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

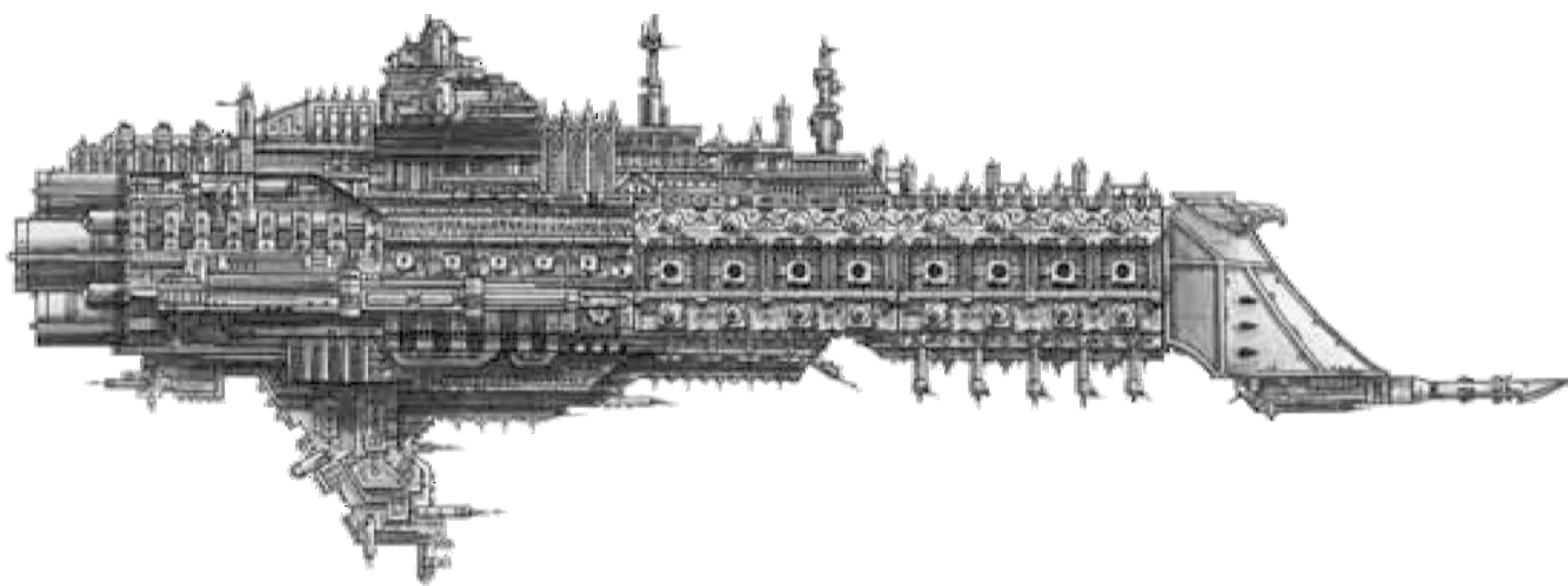


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ Prow/5+	2
LOCATION	ARMAMENT	RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Port	Weapons battery	45 cm		4	Left
Starboard	Weapons battery	45 cm		4	Right
Port	Weapons battery	30 cm		6	Left
Starboard	Weapons battery	30 cm		6	Right
Prow	Torpedoes	30 cm		6	Front
OPTIONS	<ul style="list-style-type: none"><li>• May replace its 30 cm range weapons batteries with 45 cm range weapons batteries at a cost of +10 pts (like the <i>Zealous</i> and <i>Dominion</i>).</li><li>• Can replace its prow torpedoes with a nova cannon at a cost of +20 pts (like the <i>Zealous</i>).</li></ul>				

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.



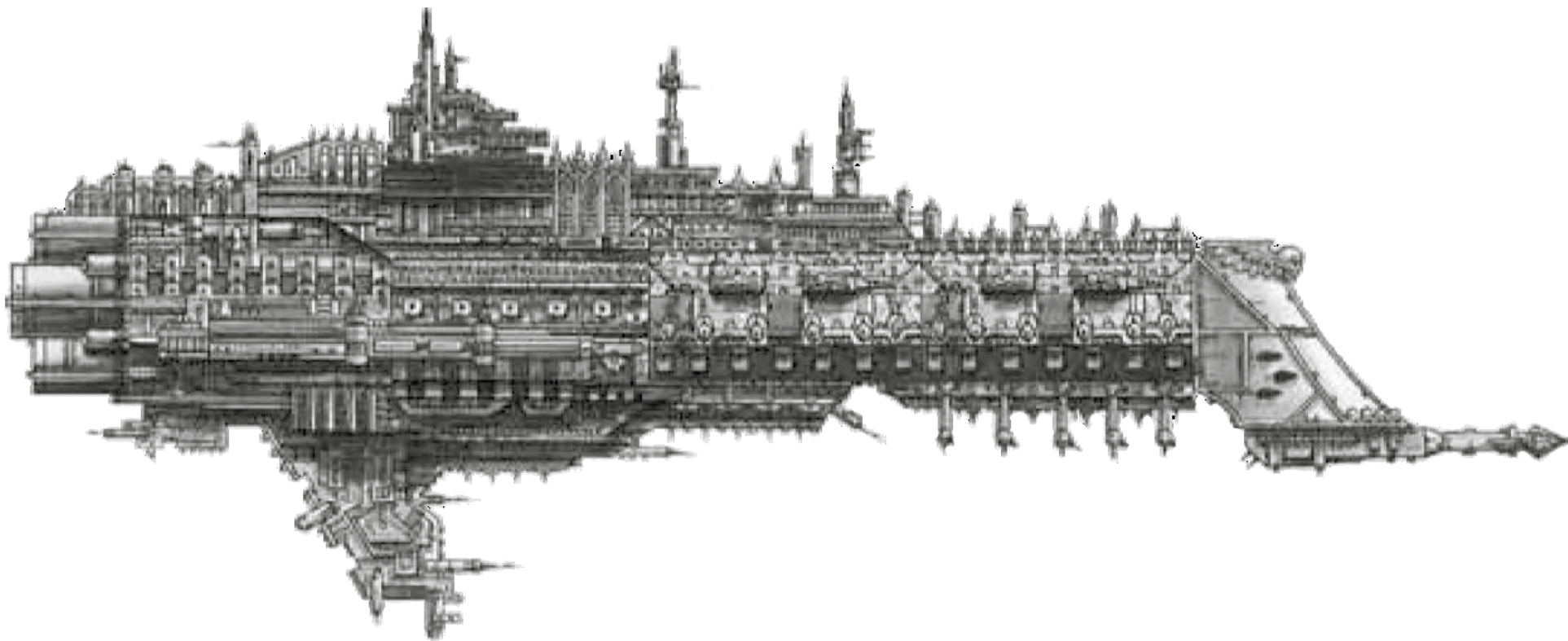
Famous Ships of the Gothic War: *Lord Sylvanus*, *Zealous*, *Dominion*, *Incendrius*



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ Prow/5+	2
LOCATION	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	<ul style="list-style-type: none"><li>• May replace its 30 cm range weapons batteries with 45 cm range weapons batteries at a cost of +10 pts (like the <i>Zealous</i> and <i>Dominion</i>).</li><li>• Can replace its prow torpedoes with a nova cannon at a cost of +20 pts (like the <i>Zealous</i>).</li></ul>				

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Famous Ships of the Gothic War: *Invincible*, *Emperor’s Wrath*, *Sword of Orion*

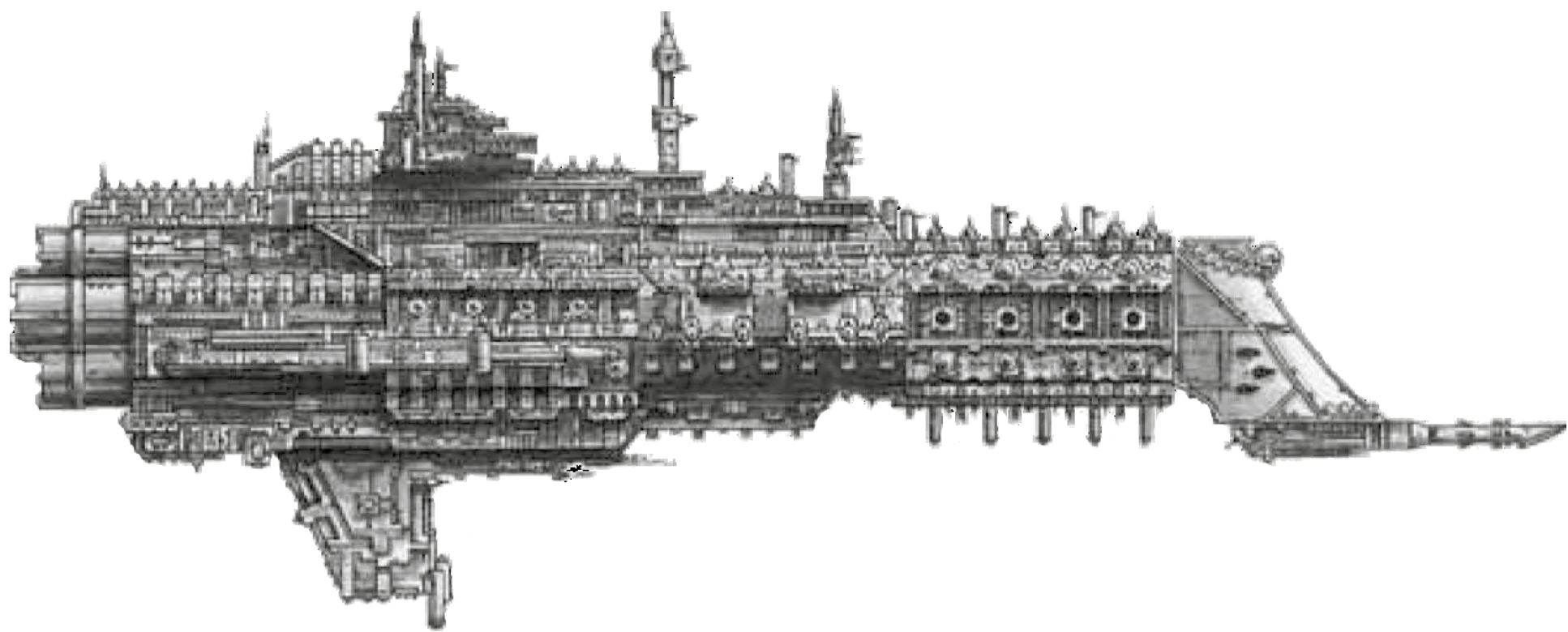


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ Prow/5+	2
LOCATION	ARMAMENT	RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Port	Lance battery	30 cm		4	Left
Starboard	Lance battery	30 cm		4	Right
Prow	Torpedoes	30 cm		6	Front

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.



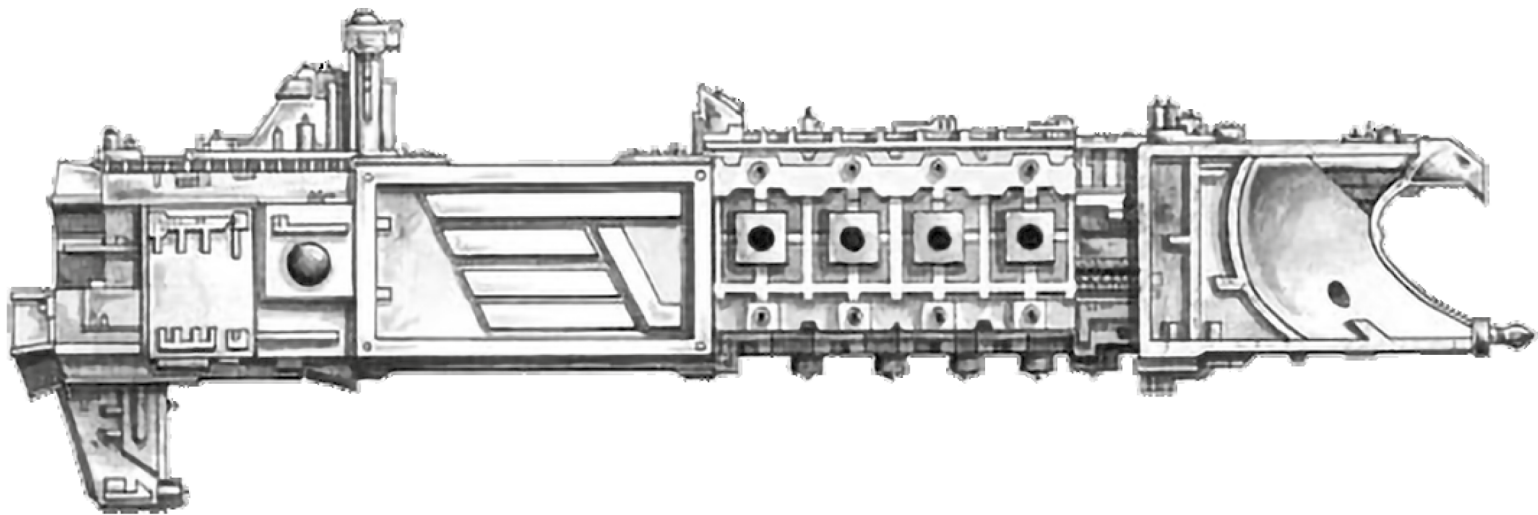
Famous Ships of the Gothic War: *Iron Duke*, *Retribution*, *Agrippa*, *Minotaur*, *Justicar*, *Lord Daros*



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ Prow/5+	2
LOCATION	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	• May replace its prow torpedoes with a nova cannon at an additional cost of +20 pts (like the <i>Minotaur</i> and the <i>Lord Daros</i> ).				

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.

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

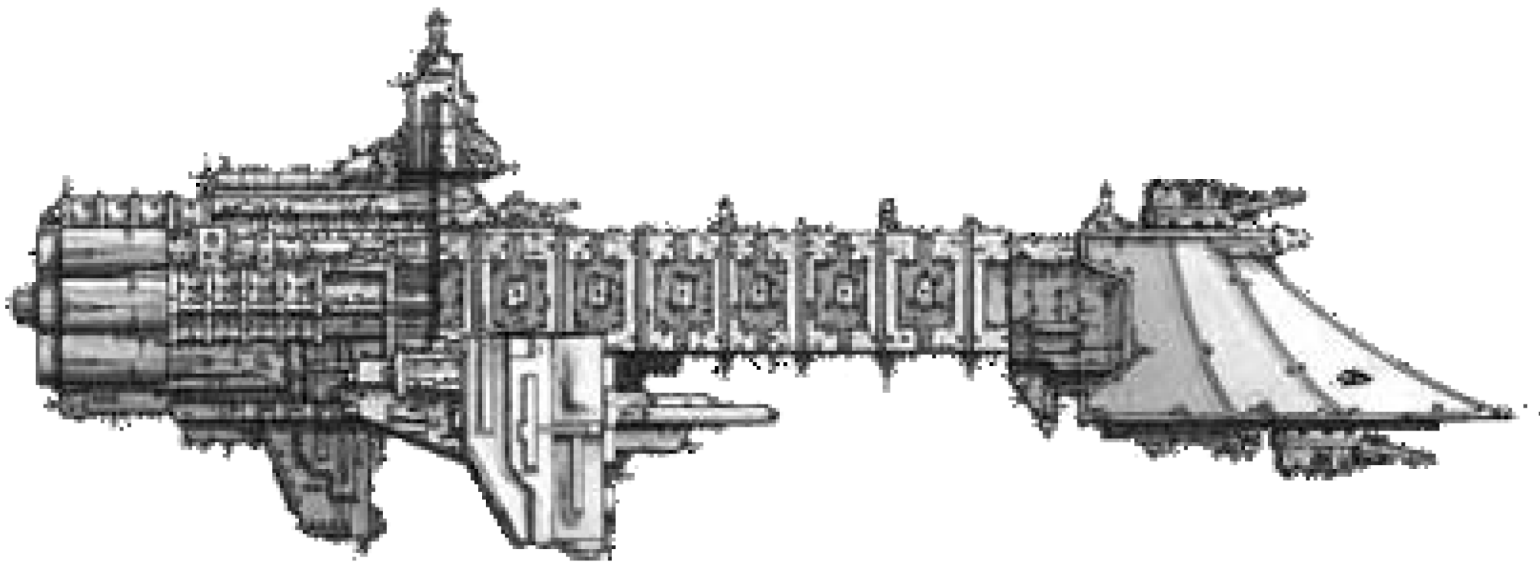


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20 cm	90°	1	5+	2
LOCATION	ARMAMENT	RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Port	Weapons battery	30 cm		6	Left
Starboard	Weapons battery	30 cm		6	Right
Prow	Weapons battery	30 cm		2	Left/front/right
Prow	Torpedoes	30 cm		2	Front
<div><div>SPECIAL</div><div><ul style="list-style-type: none"><li>• <b>Choke Point Defense:</b> The mid-ship corridor of Endeavour light cruisers is easy to defend and restricts access to vital parts of the ship.</li></ul></div></div>					
<div><div>OPTIONS</div><div><ul style="list-style-type: none"><li>• May increase its prow armour to 6+ for no additional cost. However, if this option is taken, the Turns characteristic of the vessel is reduced to 45°.</li></ul></div></div>					

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.



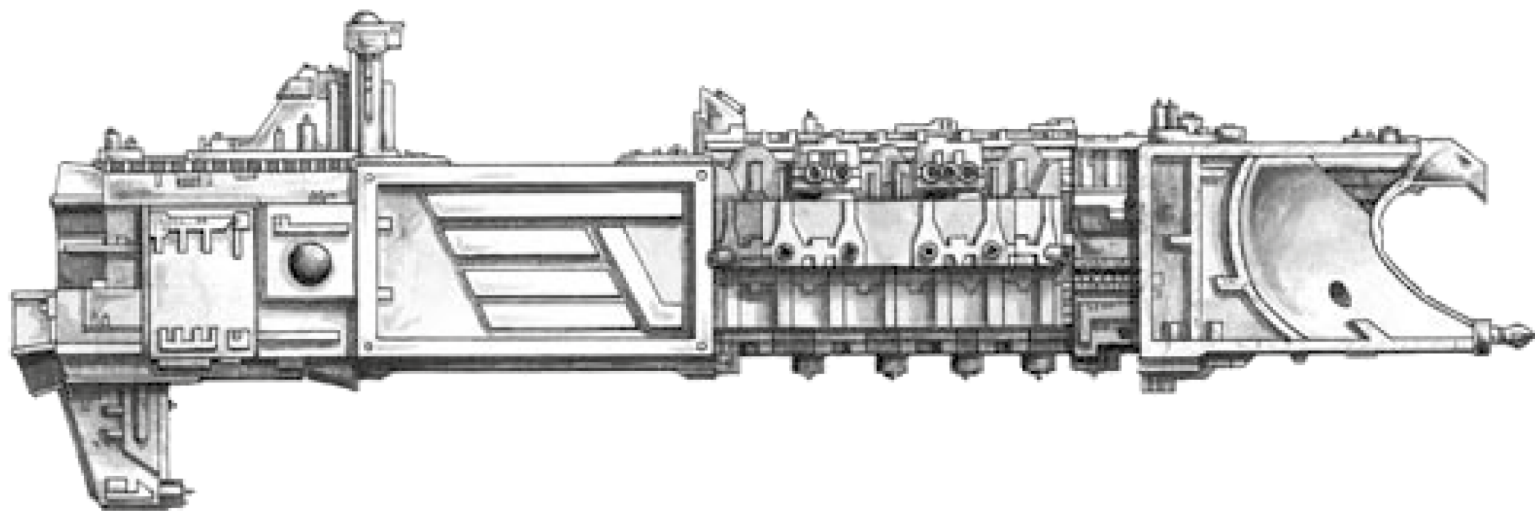
Famous Ships: *King Horaxe*, *Emperor’s Shield*



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20 cm	90°	1	5+	3
LOCATION	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
<b>SPECIAL</b> <ul style="list-style-type: none"><li>• <b>Choke Point Defense:</b> The mid-ship corridor of Endeavour light cruisers is easy to defend and restricts access to vital parts of the ship.</li></ul>					
<b>OPTIONS</b> <ul style="list-style-type: none"><li>• May increase its prow armour to 6+ for no additional cost. However, if this option is taken, the Turns characteristic of the vessel is reduced to 45°.</li></ul>					

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.

Famous Ships: *Ad Liberis*

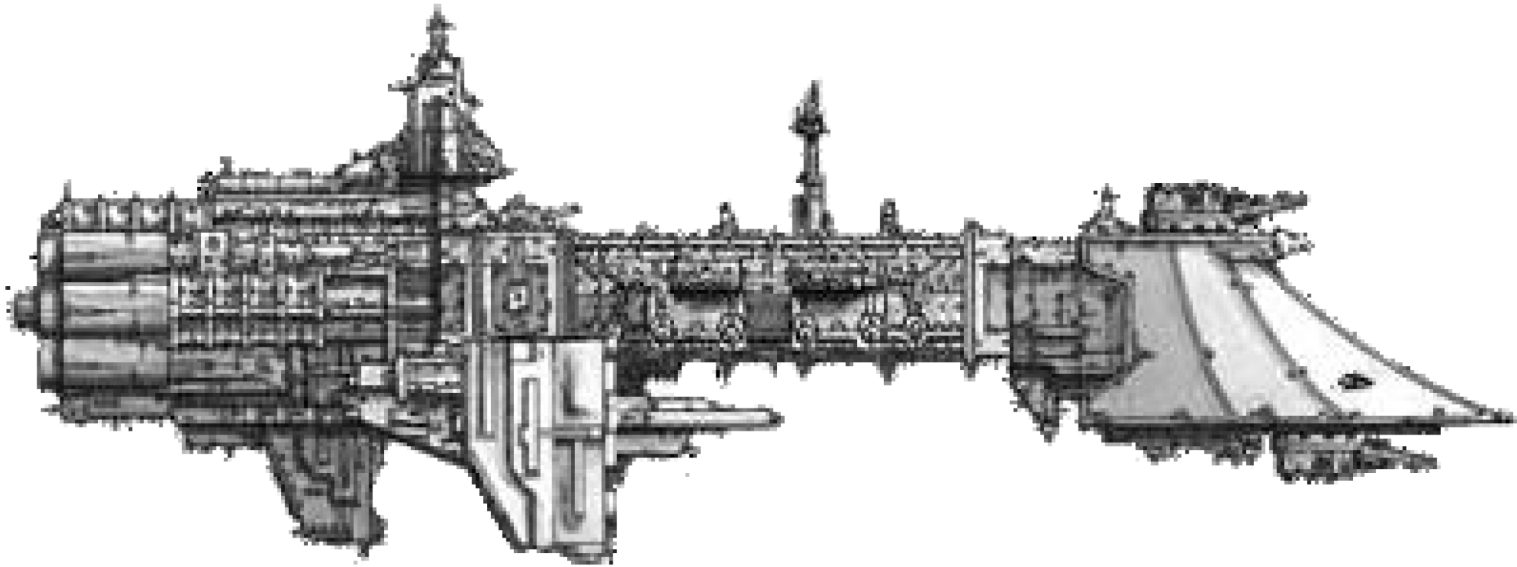


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20 cm	90°	1	5+	2
LOCATION	ARMAMENT	RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Port	Lance battery	30 cm		2	Left
Starboard	Lance battery	30 cm		2	Right
Prow	Weapons battery	30 cm		2	Left/front/right
Prow	Torpedoes	30 cm		2	Front
<b>SPECIAL</b> <ul style="list-style-type: none"><li>• <b>Choke Point Defense:</b> The mid-ship corridor of Endurance light cruisers is easy to defend and restricts access to vital parts of the ship.</li></ul>					
<b>OPTIONS</b> <ul style="list-style-type: none"><li>• May increase its prow armour to 6+ for no additional cost. However, if this option is taken, the Turns characteristic of the vessel is reduced to 45°.</li></ul>					

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 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.



Famous Ships: *Imperial Ghost, Dux Cornovi*



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20 cm	90°	1	5+	3
LOCATION	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
<div><div>SPECIAL</div><div><ul style="list-style-type: none"><li>• <b>Choke Point Defense:</b> The mid-ship corridor of Endurance light cruisers is easy to defend and restricts access to vital parts of the ship.</li></ul></div></div>					
<div><div>OPTIONS</div><div><ul style="list-style-type: none"><li>• May increase its prow armour to 6+ for no additional cost. However, if this option is taken, the Turns characteristic of the vessel is reduced to 45°.</li></ul></div></div>					

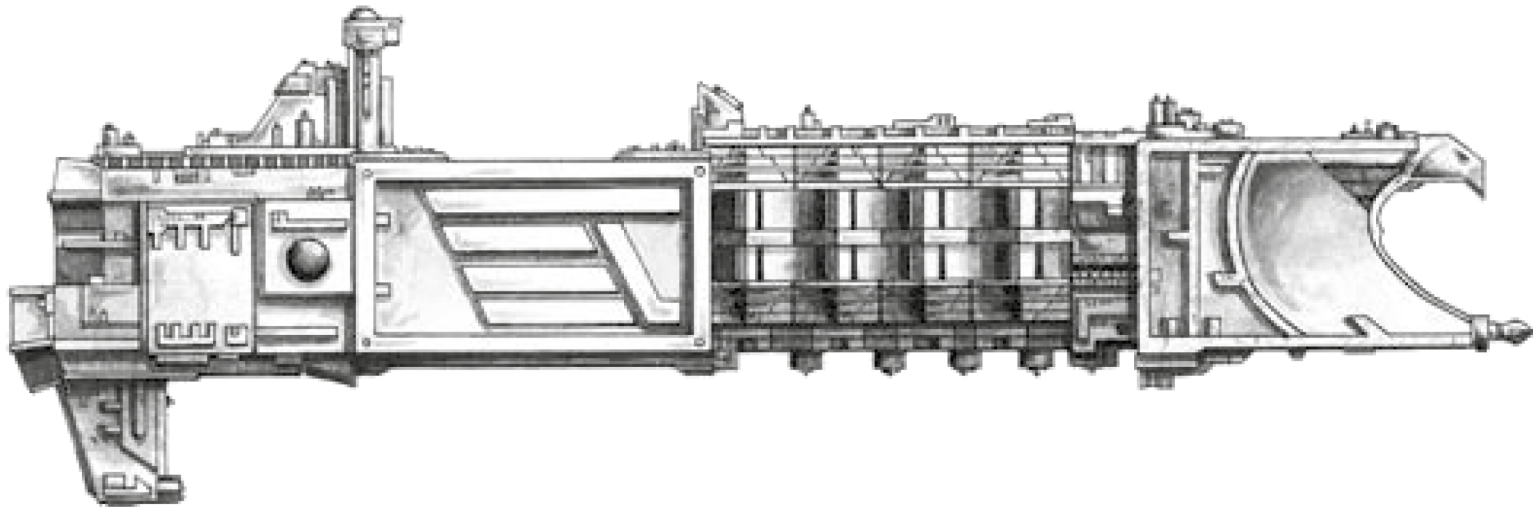
The Endeavour family of light cruisers is one of the most widely-encountered capital ship classes throughout the Imperium, and it appears in a great diversity of hull patterns that vary in a number of respects from similar class vessels from other fleets. Endeavour and Endurance class light cruisers 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.

IMPERIAL NAVY

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
LOCATION	ARMAMENT	RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Port	Launch bays	Furies: 30 cm Starhawks: 20 cm		1	-
Starboard	Launch bays	Furies: 30 cm Starhawks: 20 cm		1	-
Prow	Lance battery	30 cm		2	Left/front/right
<b>SPECIAL</b> <ul style="list-style-type: none"><li>• <b>Choke Point Defense:</b> The mid-ship corridor of Defiant light cruisers is easy to defend and restricts access to vital parts of the ship.</li></ul>					
<b>OPTIONS</b> <ul style="list-style-type: none"><li>• May increase its prow armour to 6+ for no additional cost. However, if this option is taken, the Turns characteristic of the vessel is reduced to 45°.</li></ul>					

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.

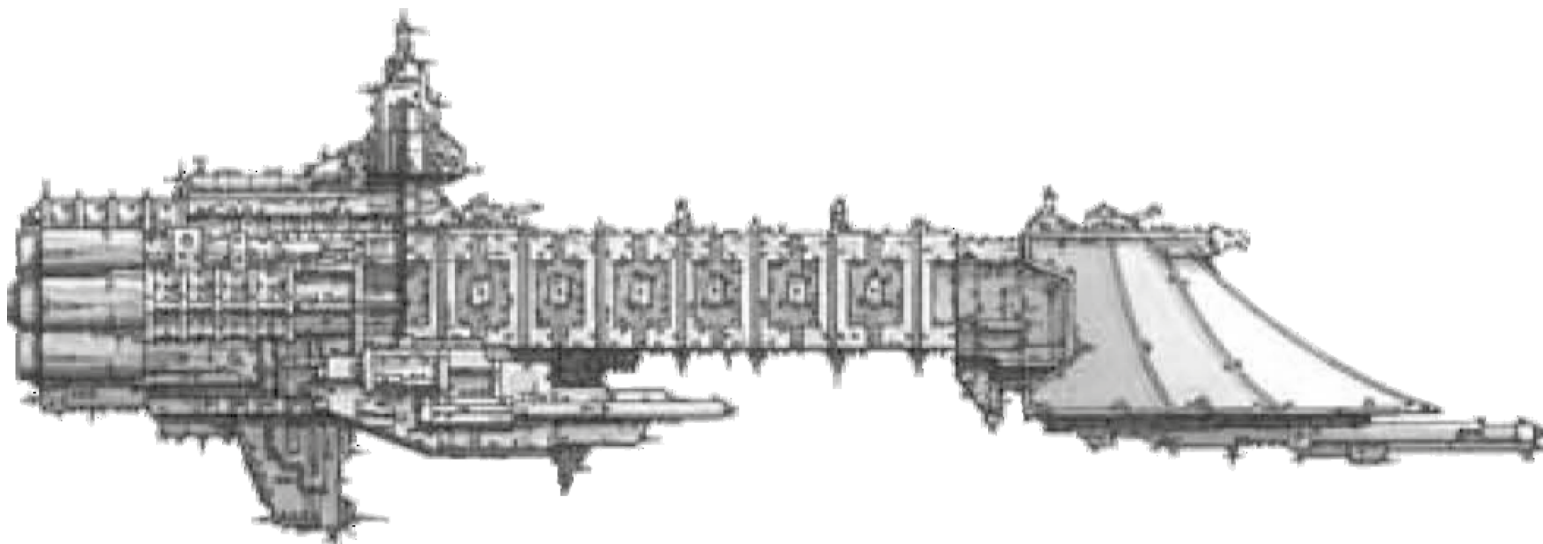


IMPERIAL NAVY

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
LOCATION	ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port	Weapons battery	30 cm	4	Left	
Starboard	Weapons battery	30 cm	4	Right	
Prow	Lance battery	30 cm	3	Front	
<b>SPECIAL</b> • Improved Thrusters					
<b>OPTIONS</b> • May replace its prow lance battery with prow torpedoes (Strength 6) for no additional points cost (like the <i>Vigilant</i> and <i>Havock</i> ).					

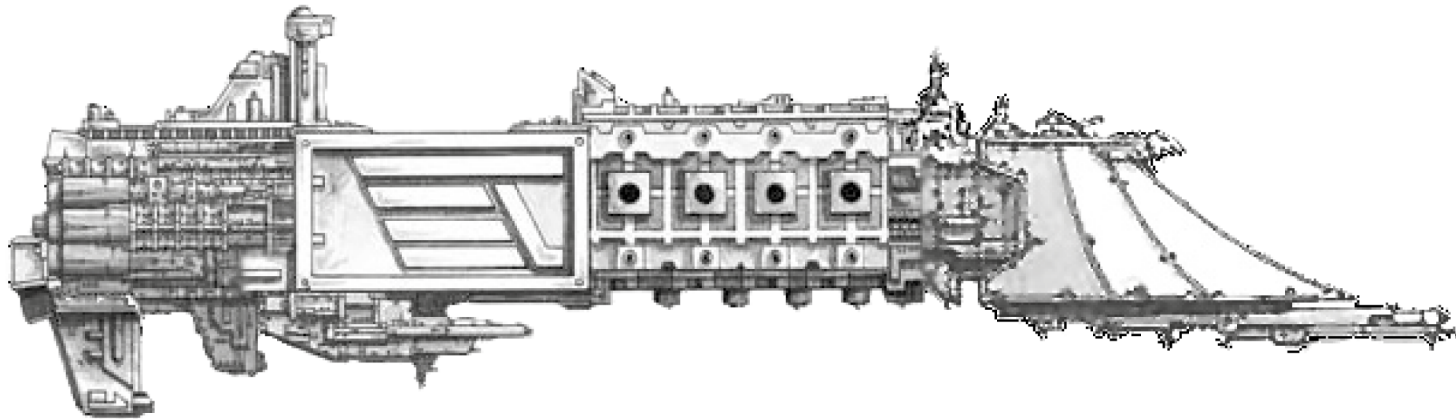
Light scouting cruisers like the Dauntless class have always been a feature of Imperial fleets throughout the Imperium. An ideal light cruiser carries enough firepower to drive off opposing escorts and enough fuel and supplies to remain away from bases for months at a time. The Dauntless is a popular 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.

IMPERIAL NAVY

SILURIA CLASS LIGHT CRUISER

100 PTS

Famous Ships: *Vanguard*, *Thebes*

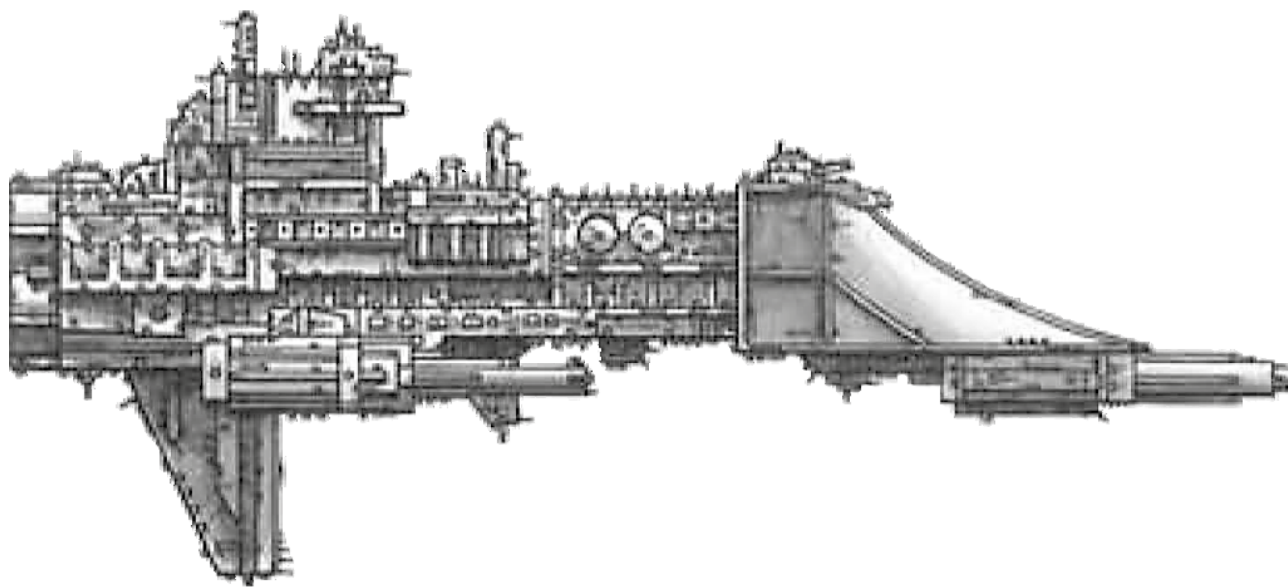


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	5+	1
LOCATION	ARMAMENT	RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Port	Weapons battery	30 cm		6	Left
Starboard	Weapons battery	30 cm		6	Right
Prow	Lance battery	30 cm		2	Left/front/right
<b>SPECIAL</b> • Improved Thrusters					

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.



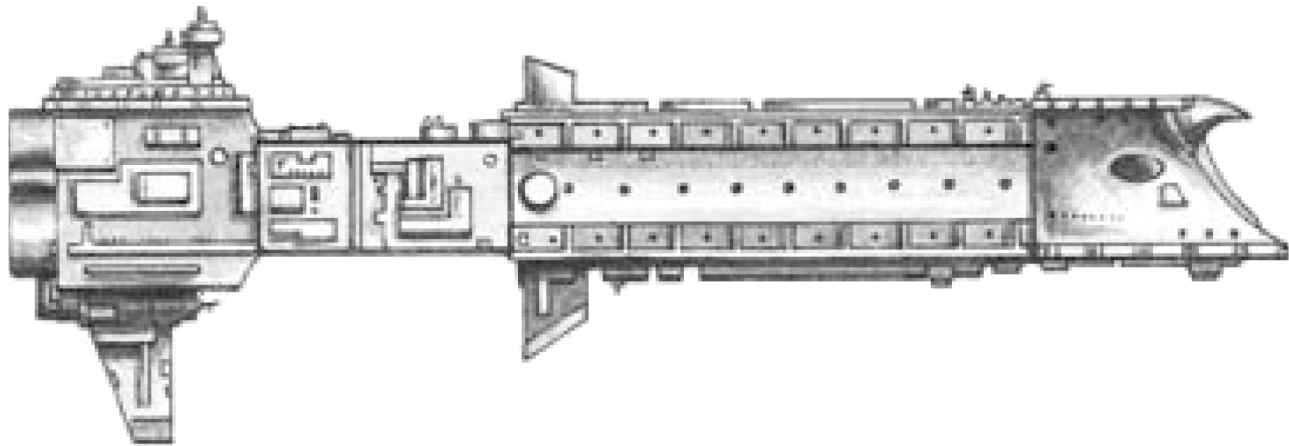
Famous Squadrons of the Gothic War: *Patrol Group Erinyes*, *Lexus Squadron*, *Costa Barbarus Patrol*



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	2
LOCATION	ARMAMENT	RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Prow	Lance battery	30 cm		1	Left
Dorsal	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*.

Famous Squadrons of the Armageddon War: *The Initiates of Monglor, The Rhomphaian Squadron*



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	1
LOCATION	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.

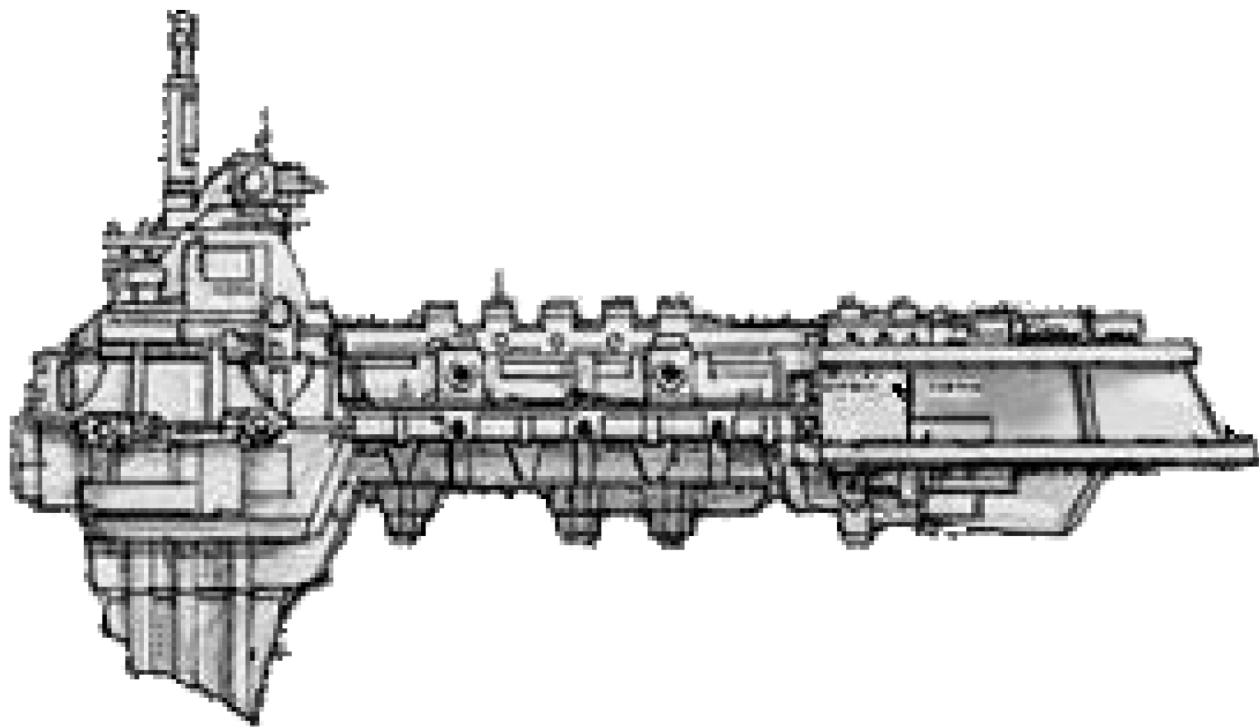


IMPERIAL NAVY

HAVOC CLASS FRIGATE

35 PTS

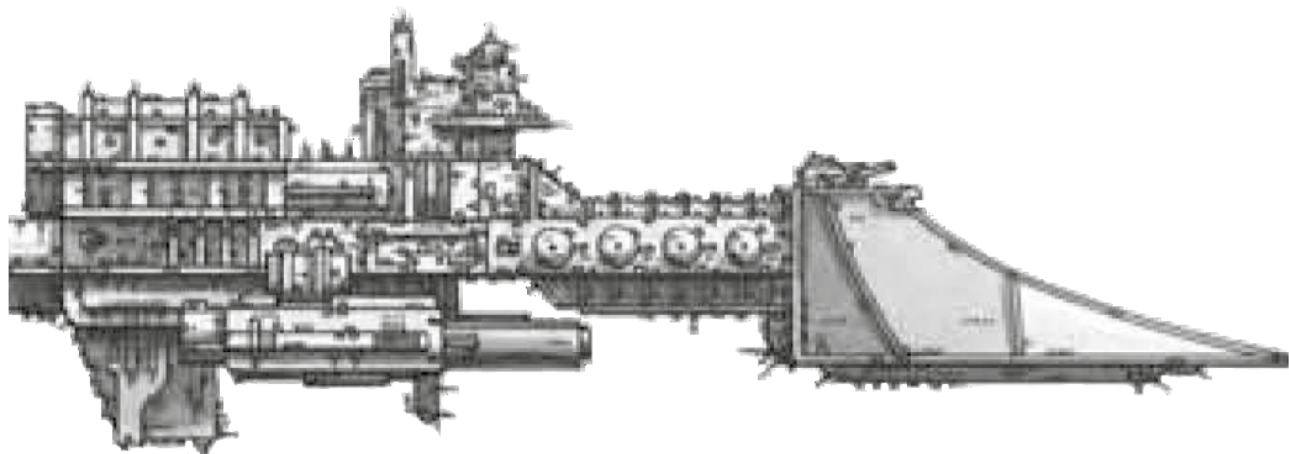
Famous Squadrons: *Sons of Ogala, 125th Ghost Wing*



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	2
LOCATION	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 Praetor 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.

Famous Squadrons of the Gothic War: *Blue Squadron, Red Squadron, Omega Squadron*

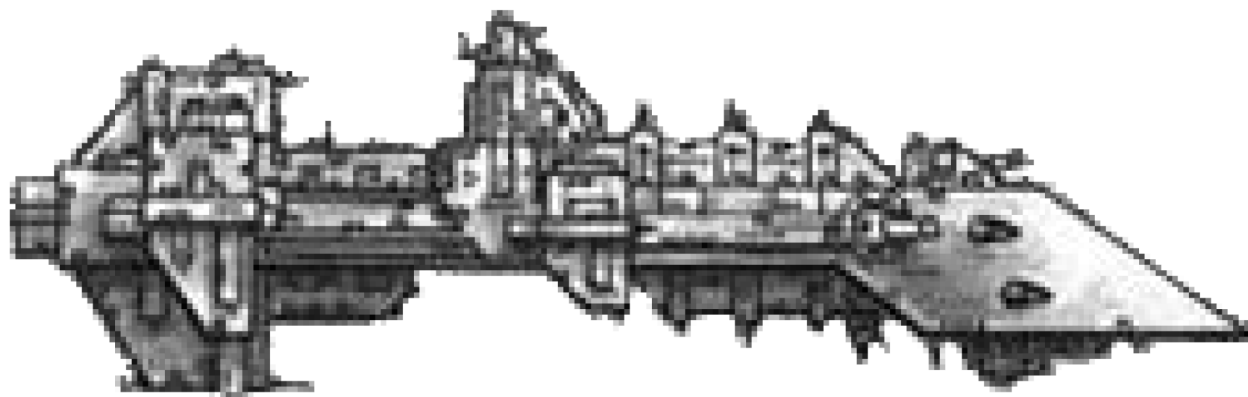


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	2
LOCATION	ARMAMENT	RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Dorsal	Weapons battery	30 cm		4	Left/front/right

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.



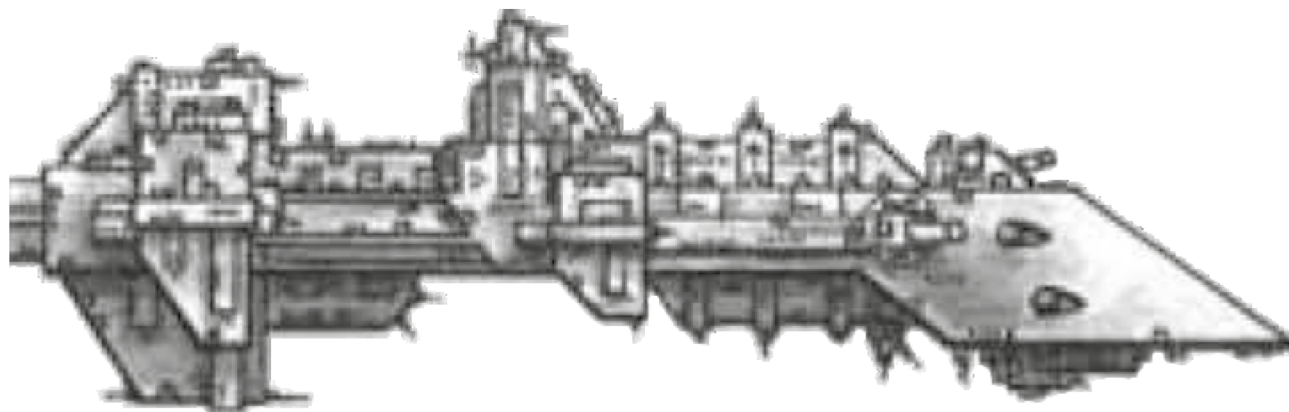
Famous Squadrons: *Rat Runners*, *76th Silver Spears*



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	90°	1	4+	1
LOCATION	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.

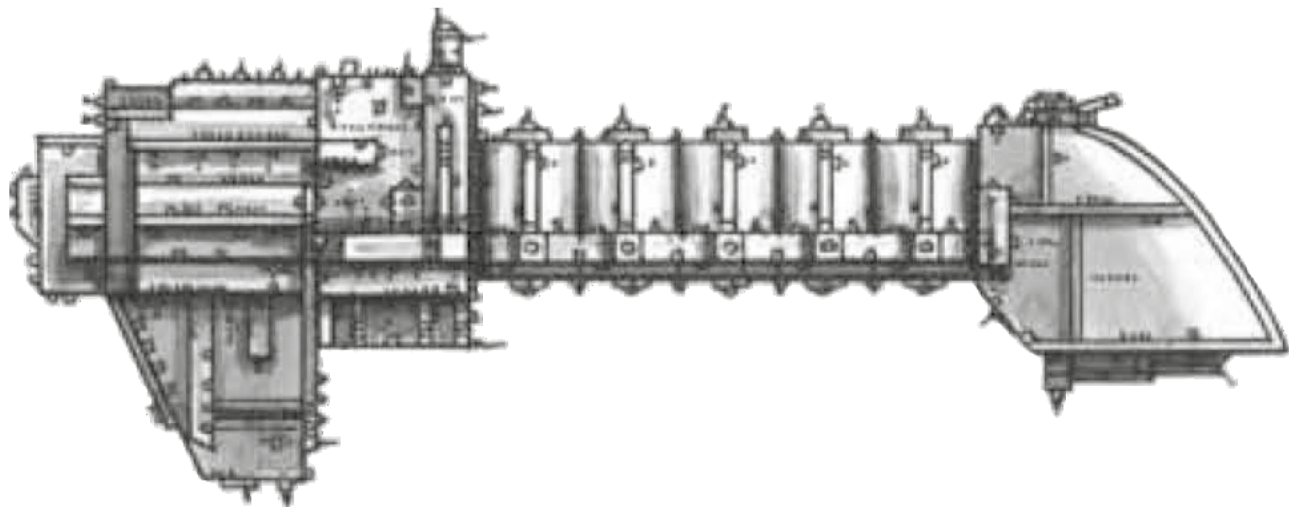
Famous Squadrons of the Gothic War: *24th Widowmakers*



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	90°	1	4+	1
LOCATION	ARMAMENT	RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Prow	Torpedoes	30 cm		2	Front
Prow	Weapons battery	30 cm		1	Left/front/right
<div>OPTIONS</div> <ul style="list-style-type: none"><li>If more than half of the ships in an escort squadron are Cobras, all of those Cobras may remove the weapons batteries from their datasheet in exchange for gaining the <b>Sophisticated Detection</b> special rule (like the 24th Destroyer Squadron <i>Widowmakers</i>).</li></ul>					

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.





TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15 cm	45°	1	5+	1
LOCATION	ARMAMENT	RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Dorsal	Weapons battery	15 cm		2	Left/front/right
SPECIAL	• Civilian-grade Thrusters, Transport Capacity (1), Undisciplined.				
	• As transports are usually only used as objectives in missions, they cannot be included in a fleet through normal means and do not cost any points. Instead, missions will specify the amount of transports to include in your fleet.				

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.

IMPERIAL NAVY, SEGMENTUM OBSCURUS

GOthic SECTOR FLEET LIST

FLEET COMMANDER

-Ratio: fleet size up to 750 points: 0-1 Admiral; fleet size 751 or more points: 1 Admiral.

- Vice Admiral (Ld 8, 1 fleet re-roll)..... 50 pts
- Fleet Admiral (Ld 9, fleet 1 re-roll)..... 100 pts
- Solar Admiral (Ld 10, fleet 1 re-roll)..... 150 pts
  
- 1 additional fleet re-roll..... 25 pts
- 2 additional fleet re-rolls..... 75 pts
- 3 additional fleet re-rolls..... 150 pts

CAPITAL SHIPS

Battleships

- Ratio: max 1:3 Cruisers-Battlecruisers.
- Emperor class battleship (pg. 3)..... 365 pts
  - Retribution class battleship (pg. 4)..... 345 pts

Battlecruisers

- Ratio: max 1:2 Cruisers.
- Mars class battlecruiser (pg. 11)..... 270 pts
  - Overlord class battlecruiser (pg. 16)..... 220 pts

FACTION KEYWORDS

Gothic Sector, Imperial Navy, Imperium

Cruisers

- Ratio: 0-12 per fleet.
- Dictator class cruiser (pg. 17)..... 220 pts
  - Dominator class cruiser (pg 18)..... 190 pts
  - Tyrant class cruiser (pg. 19)..... 185 pts
  - Gothic class cruiser (pg. 20)..... 180 pts
  - Lunar class cruiser (pg. 21)..... 180 pts
  - Dauntless class light cruiser (pg. 27)..... 110 pts

ESCORTS

- Squadron size: 2-6.
- Firestorm class frigate (pg. 29)..... 40 pts
  - Sword class frigate (pg. 32)..... 35 pts
  - Cobra class destroyer (pg. 34)..... 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.

IMPERIAL NAVY, SEGMENTUM OBSCURUS

BASTION FLEETS LIST

FLEET COMMANDER

-Ratio: fleet size up to 750 points: 0-1 Admiral; fleet size 751 or more points: 1 Admiral.

- Vice Admiral (Ld 8, 1 fleet re-roll)..... 50 pts
- Fleet Admiral (Ld 9, 1 fleet re-roll)..... 100 pts
- Solar Admiral (Ld 10, 1 fleet re-roll)..... 150 pts
  
- 1 additional fleet re-roll..... 25 pts
- 2 additional fleet re-rolls..... 75 pts
- 3 additional fleet re-rolls..... 150 pts

CAPITAL SHIPS

Battleships

- Ratio: max 1:3 Cruisers-Battlecruisers.
- Apocalypse class battleship (pg. 2)..... 365 pts
  - Emperor class battleship (pg. 3)..... 365 pts
  - Retribution class battleship (pg. 4)..... 345 pts

Grand Cruisers

- Ratio: max 1:2 Cruisers. Share ratio with battlecruisers.
- Exorcist class grand cruiser (pg. 9)..... 230 pts
  - Vengeance class grand cruiser (pg. 8)..... 230 pts
  - Avenger class grand cruiser (pg. 10)..... 200 pts

Battlecruisers

- Ratio: max 1:2 Cruisers. Share ratio with grand cruisers.
- Mars class battlecruiser (pg. 11)..... 270 pts

FACTION KEYWORDS

Bastion Fleets, Imperial Navy, Imperium

- Armageddon class battlecruiser (pg. 15)..... 235 pts
- Overlord class battlecruiser (pg. 16)..... 220 pts

Cruisers

- Ratio: 0-12 per fleet.
- Dictator class cruiser (pg. 17)..... 220 pts
  - Tyrant class cruiser (pg. 19)..... 185 pts
  - Gothic class cruiser (pg. 20)..... 180 pts
  - Lunar class cruiser (pg. 21)..... 180 pts
  - Dauntless class light cruiser (pg. 27)..... 110 pts
  - Endeavour class light cruiser (pg. 22)..... 110 pts
  - Endurance class light cruiser\* (pg. 24)..... 110 pts
  - Defiant class light cruiser\* (pg. 26)..... 120 pts

The Endurance and Defiant class light cruisers are rare variants of the Endeavour. They have a shared ratio of : 1/1 Endeavour class light cruiser.

ESCORTS

- Squadron size: 2-6.
- Firestorm class frigate (pg. 29)..... 40 pts
  - Sword class frigate (pg. 32)..... 35 pts
  - Cobra class destroyer (pg. 34)..... 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

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 Ma-charia).

However, those that survive the harsh first years of military service around the Cadian Gate rapidly mature to become some of the most capable leaders in the Imperium.

When assembling a **Bastion Fleets** list, you may choose to add the **Battlefleet Cadia** faction keyword to every ship in your fleet. If you do so, each of those ships gains the following special rule:

**Crew Attrition:** capital ships with this rule and escort squadrons formed entirely by ships with this rule must roll two dice and pick the lowest score when determining leadership.

In addition, a fleet composed entirely of **Battlefleet Cadia** ships gains the following Fleet Commander option:

Veteran Captains

- Ratio: 0-5 per fleet.
- Veteran Captain (Ld +1, 1 squadron re-roll)..... +50 pts

Unlike normal fleet commanders, Veteran Captains may be assigned to an escort, in which case the entire escort squadron benefits from their increased leadership. Take note of which specific escort the Veteran Captain is assigned to, as the loss of that vessel will bring to the loss of the Veteran Captain and their bonuses.

A capital ship that has been assigned a Veteran Captain must be squadroned with at least another capital ship, as their skills are too precious to be wasted on lone ships.

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.

When assembling a **Bastion Fleets** list, you may choose to add the **Reserve Fleet** faction keyword to every ship in your fleet. If you do so, each of those ships gains **Strange Happenings** special rule, described below.

Furthermore, the following vessels are eligible to be taken as reserves in your fleet list in addition to any reserves normally available.

- Repulsive class grand cruiser (pg. ???)
- Executor class grand cruiser (pg. ???)
- Hades class heavy cruiser (pg. ???)
- Murder class cruiser (pg. ???)
- Carnage class cruiser (pg. ???)

These reserve vessels are by Imperial crews, and as such lose their **Adept Fighters** special rule. They may take any options present on their datasheets, but are limited to their base versions: no variant datasheets may be taken.

Special Rule

**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. Whenever a ship or squadron with this special rule attempts a command check, compare the result to the table below. All effects apply to every ship in the squadron attempting the check.

COMMAND CHECK RESULT	EFFECT
Both d6s rolled for the check are <b>different</b> .	No further effect.
Both d6s rolled for the check are <b>the same</b> ; command check <b>succeeds</b> .	The ship gains the <b>Prioritized Self-Preservation</b> special rule for the rest of the game.
Both d6s rolled for the check are <b>the same</b> ; command check <b>fails</b> .	As above. In addition, the ship can <i>only</i> move its minimum distance in this turn. No other actions are allowed.
Enemy fleet is a <b>Chaos</b> faction; both d6s rolled for the check are <b>the same</b> ; command check <b>succeeds</b> ; ship has the <b>Prioritized Self-Preservation</b> special rule.	For the rest of the game, for the purposes of the <b>Prioritized Self-Preservation</b> rule, the ship counts as crippled.
Enemy fleet is a <b>Chaos</b> faction; both d6s rolled for the check are <b>the same</b> ; command check <b>fails</b> ; ship has the <b>Prioritized Self-Preservation</b> special rule.	For the rest of the game, the ship is controlled by your opponent! Regardless of its final fate, the ship no longer awards any victory points to any player.

ARMAGEDDON SECTOR FLEET LIST

FLEET COMMANDER

- Ratios:
- Fleet size up to 750 points: 0-1 fleet commander.
- Fleet size 751 or more points: 1 fleet commander.
- 1+ Imperial Navy capital ships: 0-1 Admirals.
- 1 Battle barge: 1 Master of the Fleet (assigned to said Battle barge).
- Vice Admiral (Ld 8, fleet 1 re-roll)..... 50 pts
- Fleet Admiral (Ld 9, fleet 1 re-roll)..... 100 pts
- Solar Admiral (Ld 10, fleet 1 re-roll)..... 150 pts
- Master of the Fleet (Ld 10, fleet 1 re-roll)..... 50 pts
- 1 additional fleet re-roll..... 25 pts
- 2 additional fleet re-rolls (any Admiral)..... 75 pts
- 3 additional fleet re-rolls (any Admiral)..... 150 pts
- 2 additional fleet re-rolls (Master of the Fleet)..... 50 pts
- 3 additional fleet re-rolls (Master of the Fleet)..... 75 pts

CAPITAL SHIPS

Battleships

- Ratio: max 1:3 Cruisers-Battlecruisers.
- Emperor class battleship (pg. 3)..... 365 pts
- Retribution class battleship (pg. 4)..... 345 pts
- Oberon class battleship (pg. 6)..... 335 pts
- Space Marine Battle barge (pg. ???)..... 425 pts

Battlecruisers

- Ratio: max 1:1 Cruiser.
- Mars class battlecruiser (pg. 11)..... 270 pts
- Armageddon class battlecruiser (pg. 15)..... 235 pts

Cruisers

- Ratio: 0-12 per fleet.
- Dictator class cruiser (pg. 17)..... 220 pts
- Tyrant class cruiser (pg. 19)..... 185 pts
- Gothic class cruiser (pg. 20)..... 180 pts
- Lunar class cruiser (pg. 21)..... 180 pts
- Space Marine strike cruiser\* (pg. ???)..... 145 pts
- Endeavour class light cruiser (pg. 22)..... 110 pts
- Endurance class light cruiser\*\* (pg. 24)..... 110 pts
- Defiant class light cruiser\*\* (pg. 26)..... 120 pts

The Endurance and Defiant class light cruisers 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. Endurances and Defiants have a shared ratio of : max 2/ 500 points (or portion thereof) of fleet size.

ESCORTS

- Squadron size: 2-6.
- Firestorm class frigate (pg. 29)..... 40 pts
- Sword class frigate (pg. 32)..... 35 pts
- Cobra class destroyer (pg. 34)..... 30 pts
- Nova class frigate\* (pg. ???)..... 50 pts
- Firestorm class Rapid Strike Vessel\* (pg. ???)..... 45 pts
- Gladius class frigate\* (pg. ???)..... 45 pts
- Hunter class destroyer\* (pg. ???)..... 40 pts
- Sword class rapid strike vessel\* (pg. ???)..... 40 pts

-Cobra class rapid strike vessel\* (pg. ???)..... 35 pts

ORDNANCE

Any Imperial Navy 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. Imperial Navy ships with torpedo tubes are armed with ordinary torpedoes. Adeptus Astartes ships with launch bays may only launch Thunderhawks (pg. ???). All Adeptus Astartes ships equipped with torpedo tubes are armed with normal torpedoes and astartes boarding torpedoes (pg. ???).

RESERVES

Despite including Adeptus Astartes ships in the fleet list, Armageddon Sector fleets are not space marine fleets and follow the normal Imperial Navy reserve rules. Any fleet choosing reserves from this fleet list may not choose any Adeptus Astartes vessels.